

THE BATTLE OF SHILOH

An
ALTAR of FREEDOM
Scenario

VOL. II--No.3

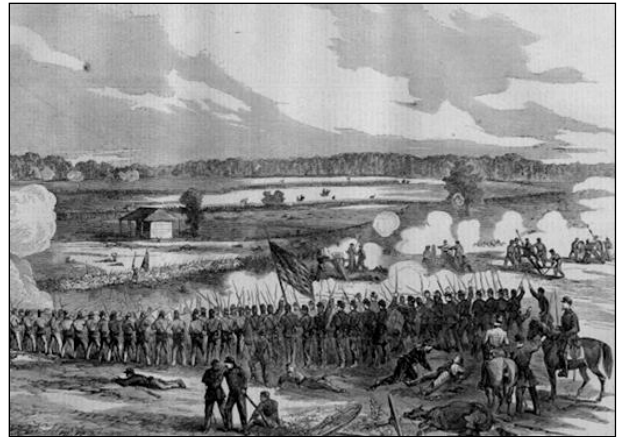
SUNDAY, APRIL 6, 1862

PRICE ONE DOLLAR

PITTSBURG LANDING ATTACKED!

"Tonight we will water our horses
in the Tennessee River!"

--General Albert Sydney Johnston



BACKGROUND

Following the disaster at Forts Henry and Donelson, Confederate forces retreated into Mississippi to regroup. Eventually, General Albert Sydney Johnston concentrated a formidable army of over 50,000 Confederate troops near Corinth.

In late March, Johnston learned that two Union armies, one under Ulysses S. Grant and another under Don Carlos Buell, were attempting to join forces along the Tennessee River, just 20 miles from his own position.

Determined to seize the initiative, Johnston marched the bulk of his army north to surprise Grant before Buell could arrive. The Confederate advance was noisy and cumbersome, but remarkably, their element of surprise was not lost. Far from it.

In truth, Grant's divisions were haphazardly encamped along the river, with little attention paid to Johnston. General Grant himself was ten miles downriver on April 6, blissfully unaware that his enemy was already deploying for battle in the predawn hours. The table was set for what would become the bloodiest battle yet seen in the Civil War.

SCENARIO SIZE

Shiloh is a *small* scenario for 2-3 players.

GAME LENGTH

7:00am until 6:00pm (11 TURNS), or until one army quits the field. Players should use a D12 turn clock.

UNION VICTORY OBJECTIVES

Break the enemy army, or remain in sole control of Pittsburg Landing. The Union army is steady with a breakpoint of 7.

CONFEDERATE VICTORY OBJECTIVES

Break the enemy army or take sole control of Pittsburg Landing. The Confederate army is determined with a breakpoint of 8.

SOURCE MATERIAL

- Ulysses S. Grant, *Personal Memoirs* (1886)
- Wiley Sword, *Shiloh: Bloody April* (1974)
- Larry J Daniel, *Shiloh: The Battle That Changed the Civil War* (1997)

SPECIAL RULES

(1) **Surprise Attack!** To help simulate the effectiveness of Beauregard's surprise dawn attack, the Union player may not spend any Priority Points on the first turn.

(2) Grant expected Lew Wallace's division to arrive much earlier in the day, but Wallace became lost in the woods and did not arrive until dusk. Starting at the end of the 2:00pm turn, the Union player may roll a D6 to see if Wallace arrives. On a roll of "6" he appears at the end of the turn (see Reinforcement Schedule). This roll may be attempted at the end of each turn thereafter.

(3) Two side-wheel gun boats, the USS Lexington and Tyler, provided naval gun support to Grant's army. To represent this presence, the Union player fields one gunboat model. The boat can be maneuvered once per turn, at any time, without priority points. The boat moves 4" and may fire as standard artillery, except line of sight is not required. Historically, the naval fire was lobbed indirectly, causing more than a bit of consternation among the wary Confederates.

(4) Brigades are not allowed to construct field works as normally allowed in the standard *Altar of Freedom* rules. No field works.

TERRAIN NOTES

All woods and streams are considered rough going. Owl Creek and Lick Creek may only be crossed at the bridges. Defending the "sunken road" offers a +1 in close combat. Farmsteads and buildings have no terrain effect.

ORDER OF BATTLE NOTES

Grant did not arrive by steamer until after 8:30am, which means that for the first turn, the Union player will not be able to issue any priority points! This considerable disadvantage reflects the impact of the rebel surprise attack.

The Federal OOB includes "unattached brigades." Unattached brigades may be formally assigned to a division during deployment or left unattached. If unattached, they can only be maneuvered by spending individual Priority Points at the end of each turn.

ORDER OF BATTLE NOTES (...cont.)

Average brigade strength was 2100 men. Artillery for both armies has been converged into brigade-level batteries of 12-18 guns.

DEPLOYMENT NOTES

Altar of Freedom scenarios allow for wide latitudes in deployment, instead of forcing players to match the exact deployment of their historical counterparts. If you want to replicate the precise historical deployment, refer to any of the listed sources or search online. Such information is widely available.

UNION DEPLOYMENT

The Union player deploys first, with divisions able to deploy in grid sectors A-D 1-3. One division must begin the game deployed at Pittsburg Landing (D1). Also, to reflect the haphazard and unsuspecting disposition of Grant's army, only one division may be deployed in a grid sector. This forces the Union player to spread out somewhat.

REINFORCEMENT SCHEDULE

Note: Reinforcements arrive at the end of the specified turn and do not require Priority Points to maneuver onto the table edge.

7:00am: GRANT appears at Pittsburg Landing

3:00pm--onward: Lew Wallace's Division from sector C1 (*See Special Rule #1*)

CONFEDERATE DEPLOYMENT

The Confederates deploy second, anywhere in grid sectors A-C4.

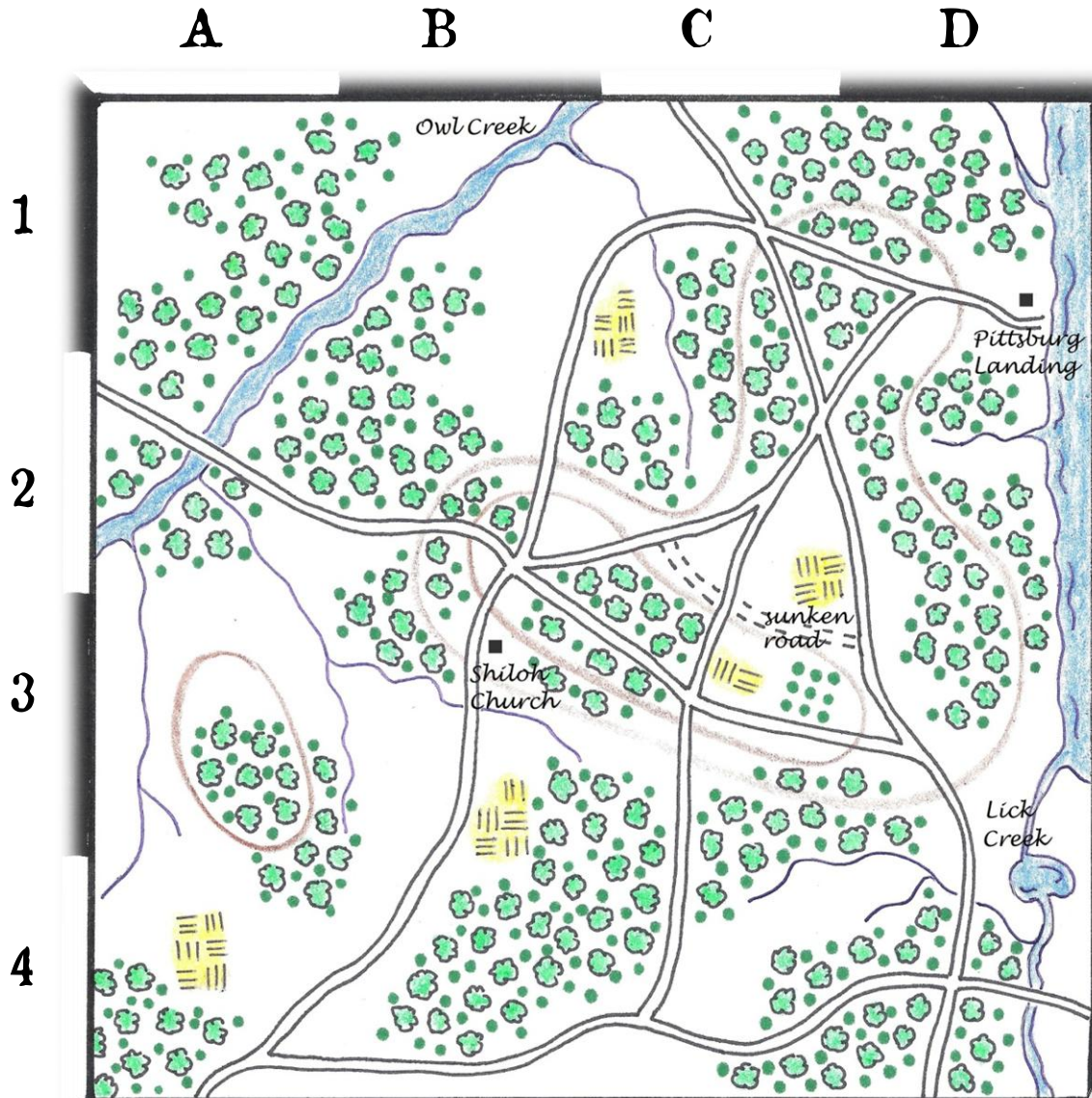
REINFORCEMENT SCHEDULE

Note: Reinforcements arrive at the end of the specified turn and do not require Priority Points to maneuver onto the table edge.

7:00am: BRECKINRIDGE and his division from A4

BATTLEFIELD MAP

Shiloh should be played on a 4' x 4' table, where 1" = 175 yards.



FEDERAL ORDER OF BATTLE

The Army of the Tennessee



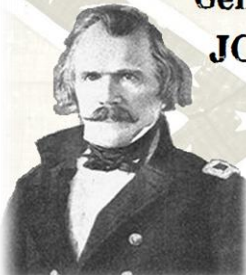
[unattached]	
Wood	-2
Markgraf (art.)	+0

McClernand's Division	W.H.L. Wallace's Division	Lew Wallace's Division
Hare +1	Tuttle +0	Smith +0
Marsh -1	McArthur +1	Theyer +1
Raith +0	Sweeny +3	Whittlesey +2
McAllister (art.) +0	Cavender (art.) +0	Brown (art.) +0
Hurlbut's Division	Sherman's Division	Prentiss's Division
Williams +1	McDowell +0	Peabody +2
Veatch +2	Stuart -2	Miller +2
Lauman -1	Hildebrand +0	Reid -3
Mann (art.) +0	Buckland +1	Ingersoll (cav.) -3
	Taylor (art.) +0	Taylor (art.) +0

Independent Naval Assets	
USS Tyler	+0
<i>*See Special Rule #2</i>	

CONFEDERATE ORDER OF BATTLE

The Army of the Mississippi




**Gen. Albert S.
JOHNSTON**

- ★ Micromanager
- ★ Leads from the Front

6

FIRST CORPS



**Maj. Gen. Leonidas
POLK**

- ★ Inept
- ★ Unreliable

4

Clark's Division		Cheatham's Division	
Russell	+2	Johnson	+0
Stewart	+1	Stephens	-1
Bankhead (art.)	+0	Polk (art.)	+0

SECOND CORPS



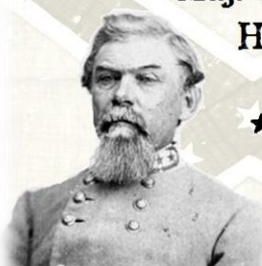
**Maj. Gen. Braxton
BRAGG**

- ★ Inept
- ★ Disciplinarian

5

Ruggles' Division		Withers' Division	
Gibson	+1	Gladden	+0
Anderson	-1	Chalmers	+1
Pond	+2	Jackson	+0
Hollings. (art.)	+0	Robertson (art.)	+0

THIRD CORPS



**Maj. Gen. William
HARDEE**

- ★ Disciplinarian

5

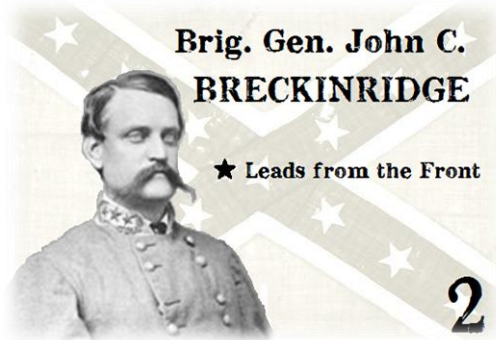
Hardee's Division	
Hindman	+0
Cleburne	-1
Wood	+0
Shoup (art.)	+0

CONFEDERATE ORDER OF BATTLE

The Army of the Mississippi

[...continued...]

RESERVE CORPS



Breckinridge's Division

Trabue	+1
Bowen	-1
Satham	+0
Forrest (cav.)	-2
Wharton (cav.)	-3
Byrne (art.)	+0

SCENARIO BASE LABELS

GRANT Army General	ARMY HQ Grant	HARE [+1] McClelland's Div.	MARSH [-1] McClelland's Div.	RAITH [+0] McClelland's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] McClelland's Div.	TUTTLE [+0] W. Wallace's Div.	McARTHUR [+1] W. Wallace's Div.	SWEENEY [+3] W. Wallace's Div.	ARTILLERY [+0] W. Wallace's Div.
fold here	fold here	fold here	fold here	fold here

SMITH [+0] L. Wallace's Div.	THEYER [+1] L. Wallace's Div.	WHITTLESEY [+2] L. Wallace's Div.	ARTILLERY [+0] L. Wallace's Div.	WILLIAMS [+1] Hurlbut's Div.
fold here	fold here	fold here	fold here	fold here

VEATCH [+2] Hurlbut's Div.	LAUMAN [-1] Hurlbut's Div.	ARTILLERY [+0] Hurlbut's Div.	McDOWELL [+0] Sherman's Div.	STUART [-2] Sherman's Div.
fold here	fold here	fold here	fold here	fold here

HILDEBRAND [+0] Sherman's Div.	BUCKLAND [+1] Sherman's Div.	ARTILLERY [+0] Sherman's Div.	PEABODY [+2] Prentiss's Div.	MILLER [+2] Prentiss's Div.
fold here	fold here	fold here	fold here	fold here

REID [-3] Prentiss's Div.	INGERSOLL [-3] Prentiss's Div.	ARTILLERY [+0] Prentiss's Div.	WOOD [-2]	ARTILLERY [+0]
fold here	fold here	fold here	fold here	fold here

USS TYLER [+0]
fold here

SCENARIO BASE LABELS

JOHNSTON Army General	ARMY HQ Johnston	POLK I Corps General	I CORPS HQ Polk	RUSSELL [+2] Clark's Div.
fold here	fold here	fold here	fold here	fold here
STEWART [+1] Clark's Div.	ARTILLERY [+0] Clark's Div.	JOHNSON [+0] Cheatham's Div.	STEPHENS [-1] Cheatham's Div.	ARTILLERY [+0] Cheatham's Div.
fold here	fold here	fold here	fold here	fold here
BRAGG II Corps General	II CORPS HQ Bragg	GIBSON [+1] Ruggles' Div.	ANDERSON [-1] Ruggles' Div.	POND [+2] Ruggles' Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] Ruggles' Div.	GLADDEN [+0] Withers' Div.	CHALMERS [+1] Withers' Div.	JACKSON [+0] Withers' Div.	ARTILLERY [+0] Withers' Div.
fold here	fold here	fold here	fold here	fold here
HARDEE III Corps General	III CORPS HQ Hardee	HINDMAN [+0] Hardee's Div.	CLEBURNE [-1] Hardee's Div.	WOOD [+0] Hardee's Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] Hardee's Div.	BRECKINRIDGE Reserve Corps Gen.	RESERVE HQ Breckinridge	TRABUE [+1] Breckinridge's Div.	BOWEN [-1] Breckinridge's Div.
fold here	fold here	fold here	fold here	fold here
STATHAM [+0] Breckinridge's Div.	ARTILLERY [+0] Breckinridge's Div.	WHARTON [-3] Breckinridge's Div.	FORREST [-2] Breckinridge's Div.	
fold here	fold here	fold here	fold here	fold here