

THE BATTLE OF SHILOH

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Grant vs. Johnston

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TABLE OF CONTENTS

1. INTRODUCTION

- 1.1 How These Rules Should be Read
- 1.2 Questions?
- 1.3 Caution to Experienced Players
- 1.4 Note to Players of *South Mountain*

2. COMPONENT DESCRIPTION

- 2.1 The Map
- 2.2 Terrain Features
- 2.3 Playing Pieces
- 2.4 Charts, Tables, and Modifier Lists
- 2.5 Game Scale

3. THE ARMIES

- 3.1 Union Organization
- 3.2 Confederate Organization
- 3.3 Command
- 3.4 Unit Abbreviations

4. SEQUENCE OF PLAY

- 4.1 Sequence Outline
- 4.2 Turn Record

5. UNIT FACING

- 5.1 Front, Flank, and Rear Hexes
- 5.2 Effects of Facing
- 5.3 Changes of Facing

6. MOVEMENT

- 6.1 Basic Movement Procedure
- 6.2 Movement Costs
- 6.3 Roads and Trails
- 6.4 Force March
- 6.5 Command Control

7. ZONES OF CONTROL

- 7.1 Controlled Hexes
- 7.2 Effects of ZOCs on Movement

8. STACKING

- 8.1 Stacking Limits
- 8.2 When Stacking Limits Apply

9. FIRE COMBAT

- 9.1 Allocating Fires
- 9.2 How to Resolve a Fire Attack

- 9.3 Fire Ranges and Effects

- 9.4 Effects of Facing

- 9.5 Effects of Stacking

- 9.6 Effects of Morale

- 9.7 Effects of Terrain

- 9.8 Fire Table and Results

- 9.9 Artillery Retreat in Place of Fire

10. LINE OF SIGHT

- 10.1 Determining the LOS

- 10.2 Which Obstacles Block LOS

11. MELEE COMBAT

- 11.1 Assault Procedure and Restrictions

- 11.2 Which Units Assault and Defend

- 11.3 Attack Coordination

- 11.4 Retreat Before Melee

- 11.5 Use of the Melee Tables and Odds Chart

- 11.6 Modifications to Odds or Strengths

- 11.7 Melee Results

- 11.8 Capture of Artillery

12. COMBAT RESULTS

- 12.1 Cohesion Steps

- 12.2 Effects of Step Losses

- 12.3 Morale Checks

13. RETREAT

- 13.1 When Combat Units Retreat

- 13.2 Direction of Retreat

- 13.3 Effects of Enemy Units and ZOCs

- 13.4 Effects of Stacking

- 13.5 Leader Retreat

14. ADVANCE AFTER COMBAT

- 14.1 Procedure for Advances

- 14.2 General Restrictions on Advance

- 14.3 Advance After Fire or Artillery Retreat

- 14.4 Advances Following Melee or Retreat Before Melee

15. RECOVERY

- 15.1 Conditions for Recovery

- 15.2 Recovery Procedure

- 15.3 Restrictions on Recovery

- 15.4 General Grant

16. LEADERS

- 16.1 Leader Benefits
- 16.2 How Leaders are Killed
- 16.3 How Leaders are Captured
- 16.4 Replacement Leaders

17. JOHNSTON'S ATTACK

- 17.1 Declaring the Attack
- 17.2 Effects of the Attack

18. REINFORCEMENTS

- 18.1 Union Reinforcement Entry
- 18.2 Confederate Reinforcement Entry
- 18.3 How Reinforcements Enter Play

19. UNION ALERT AND SHOCK

- 19.1 How Units Become Alert
- 19.2 Effects of Alert Conditions
- 19.3 Union Shock

20. SIEGE GUNS

21. NIGHT AND RAIN

SCENARIOS

22. WATER OUR HORSES IN THE TENNESSEE

- 22.1 Union 6 a.m. Set-Up
- 22.2 Confederate 6 a.m. Set-Up
- 22.3 Victory Conditions (Sunday Evening)

23. THE MIGHT-HAVE-BEENS

- 23.1 6 a.m. Alternate Set-Up
- 23.2 Special Reinforcement Rules

24. THE HORNET'S NEST

- 24.1 Union 10 a.m. Set-Up
- 24.2 Confederate 10 a.m. Set-Up

25. LICK 'EM TOMORROW, THOUGH

- 25.1 4 p.m. Set-Up
- 25.2 Union 4 p.m. Set-Up
- 25.3 Confederate 4 p.m. Set-Up

26. THE SEVEREST BATTLE OF THE WEST

- 26.1 Victory Conditions (Monday)
- 26.2 Special Rules

ADVANCED RULES

27. GUNBOATS

- 27.1 Gunboat Movement
- 27.2 Gunboat Fire
- 27.3 Fire Against Gunboats

28. CAVALRY

- 28.1 Cavalry Units
- 28.2 Cavalry Movement and Stacking
- 28.3 Cavalry Combat

29. SPLIT FIRE

- 29.1 Split Fire Procedure
- 29.2 Split Fire Modifiers

30. TWO-HEX RANGE

31. HIDDEN DEPLOYMENT

- 31.1 Hidden Deployment Procedure
- 31.2 Alert of Hidden Units
- 31.3 How Hidden Units are Revealed

32. ARTILLERY RECAPTURE

- 32.1 Recapture Procedure
- 32.2 Permanent Elimination

33. GLOSSARY

DESIGN NOTES

1. INTRODUCTION

The situation: General U.S. Grant's army was encamped along the Tennessee River, preparing to advance southward. But on the morning of April 6, 1862, 40,000 Rebel troops under the fiery Albert Sidney Johnston crashed into the Union lines in a surprise attack. Had the Confederates been able to reach the river landing in Grant's rear before sundown, the Union force would have been destroyed. The green troops of both sides fought for two days, driving each other and being driven through the dense, smoky woods. When it was over, Grant had just held on to the river landing, Johnston was dead, and the Confederates had failed, at awful cost, to reverse two months of defeat in western Tennessee. The South would 'never smile again.'

The Battle of Shiloh is a two-player game recreating what U.S. Grant called the severest battle fought in the western theater during the Civil War. This two-day action (April 6-7, 1862) was the Confederacy's great attempt to reverse two months of defeat and recapture western Tennessee. In the game, one player is in the position of the Confederate general Albert Sidney Johnston, trying to exploit the advantage of surprise to drive forward and seize vital steamboat landings through which the Union army communicates with its northern bases. The opposing player is in the position of U.S. Grant, trying to use careful tactics to hold on through the first day until reinforcements arrive, and then counterattack.

(1.1) How These Rules Should Be Read

The rules to *The Battle of Shiloh*, as with other wargames, are fairly complex by comparison to more well-known games such as *Monopoly*. The rules have been kept as short as possible subject to being clear and thorough. They follow a special system of organization similar to that for a college thesis.

1. Each separate topic is presented as an individual rules section, numbered consecutively starting from 1. Each section is divided into cases, each of which describes some aspect of the major topic.

2. *Primary* cases describe subtopics of the main sections. *Secondary* cases describe details of the subtopics. Primary cases are numbered decimally, (e.g., 6.3, Roads and Trails). Secondary cases are numbered centimally, (e.g., 6.31, which describes road benefits).

- Separate thoughts within a single case are set off in separate paragraphs preceded by bullets (•).

3. Sections are presented in roughly the order a player will be likely to encounter the particular topics when playing the game. (However, instructions for setting up the game appear at the end.) Players may sometimes need to refer ahead to later sections in order to understand the meanings of terms on first reading.

4. Following the standard rules are several sections of Advanced Rules. These rules add historical detail at the cost of making the game more complex. The Advanced Rules are optional; each one is used only with the consent of both players. The Advanced Rules can be used singly or in any combination.

- Use of the Advanced Rules is not recommended in tournament or other competitive games.

5. The rules make use of a certain jargon ("gamespeak") which may not be familiar to the players, especially players new to this sort of game. If confusion arises, the players should consult the glossary. This jargon includes certain common abbreviations (e.g., "ZOC").

6. We have attempted to present the rules in a clear, thorough manner. If a particular rule seems unclear to the players they can either write to West End for clarification (see below) or implement a mutually acceptable compromise. After all, *The Battle of Shiloh* is intended to be an enjoyable game of Civil War combat, not an exercise in legal reasoning.

(1.2) Questions?

Players may request a ruling from West End whenever the meaning of a rule is unclear. All questions must be phrased in such a way that they can be answered by a simple sentence or a few words or numbers. Questions must be accompanied by a stamped,

self-addressed envelope, or they will not be answered. Please restrict yourself to no more than twenty-five questions, and understand that questions about design intent or game theory will not be answered. Send questions to:

The Battle of Shiloh Rules Questions
West End Games, Inc.
251 West 30th Street
New York, NY 10001

(1.3) Caution to Experienced Players

Experienced players, especially those familiar with the grand tactical Civil War battle games pioneered by SPI, should be sure to read the rules for road movement (6.3), forced march (6.4), stacking (8.1), line of sight (10) and retreat (13) carefully. Each of these differs from rules found in other games of the same ilk although at first glance they may appear similar.

(1.4) Note to Players of *South Mountain*

The Battle of Shiloh shares the bulk of its rules with West End's *South Mountain: Prelude to Antietam*. Players who are familiar with the latter game can begin to play this one after reading the following rules: 2.2, 3, 4.1, (note the Alert Phase, and that the Confederate player-turn is first), 6.27, 6.3, 6.31, (note that artillery can leave a ZOC and also road-move), 6.46-6.48, 6.53-6.58, 9.16, (a retreating unit can now be hit by one additional fire), 9.32 (the -1 modifier applies to artillery of both sides, and at range 2 hexes or greater, not 3 or greater as in *SM*), 9.72, 10 (the LOS rules have changed to fit the different terrain representation), 11.21-11.22, (mandatory melee by units in field), 11.3, 11.42, 11.71, (second paragraph), 11.74-11.76, (attackers now retreat from melee whenever they fail to dislodge the defenders), 12.35(c), 13.11, 13.14 (note that all retreats are now one hex in length), 13.2, 14.25-14.26, 14.35 (the rule is the same, but it is presented more clearly here), 15.11-15.13, (these different conditions for recovery are very important), 15.31, (infantry now can never become completely fresh again), 15.35, 15.4, (General Grant's special recovery ability is the Union player's most important weapon), 16.2, 17, 18.1, 18.2, 19, 20, 21. Note also that the Fire Table uses two dice, and there is no -3 limit on dice-roll modifiers, as in *SM*. All rules from *SM* which are not specifically altered by one of these rules (or are not obviously irrelevant) will apply in *The Battle of Shiloh*. In case of any doubt, of course, this rules book is the final authority.

• Note that several of the rules listed above relate to the functions of army commanders, none of which were present in the *South Mountain* game.

2. COMPONENT DESCRIPTION

Each copy of *The Battle of Shiloh* should contain:

- One rules booklet
- Two die-cut sheets of 300 counters (total)
- One 22" by 34" mapsheet
- One plastic counter tray
- Two six-sided dice

If any of the above components is missing or damaged, write to West End for replacement. Note: West End will not replace counters that are printed slightly off-center. Only if counters are actually illegible will a countersheet be replaced.

(2.1) The Map

The map shows the area along the banks of the Tennessee River where the battle took place. It also displays a terrain key, the game charts and tables, and the Turn Record Track. The Union player sits on the eastern side (nearest the Tennessee River), the Confederate player on the western side.

The grid of hexagons (hexes) regulates the positions of the pieces. Each piece is in one particular hex at any time, and is moved from hex to hex during play. Each hex has its own four-digit identity number (e.g., 2610: Shiloh Church).

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape at the corners will help keep the map taut and in place.

(2.2) Terrain Features

The terrain has been drawn to look attractive and natural, rather than to conform rigidly to the hex pattern. As a result, hexes of one terrain type may contain areas of color of a different terrain type. Streams and slopes, in the same way, follow natural paths close to the hexsides, not zig-zag patterns exactly along the hexsides. If players use a little common sense, guided by the rules below, they should easily be able to determine which hexes and hexsides are of which types.

(2.21) Each hex is considered to be one single type of terrain, one of the following: *field*, *woods*, *orchard*, or *marsh*. A hex is considered to be woods (or orchard, or marsh) if it contains any substantial amount of the color for that type. A hex is field only if it contains no woods, orchard, or marsh color except possibly small amounts overflowing slightly from adjacent hexes.

EXAMPLES: Hexes 1305, 1410, and 1416 are woods, although the woods color recedes from the streams and roads.

• The term 'passable terrain' refers to any hex that is not marsh or all river. The terms 'marsh' and 'swamp' mean the same thing.

(2.22) Four other kinds of terrain features run along the sides of hexes. These are slope, ridge, stream, and creek. A hexside is considered to be slope only if a slope runs along its entire length, close to the hexside. The same holds for ridges, streams, and creeks.

(2.23) Creeks occur only at the boundaries of the hex field. All are identified by name as 'creek'. They serve only to delimit the playing area. The road bridges across the creeks are for decoration only; creeks can never be crossed. All the waterways that lie within the playing area are streams, except for the Tennessee River.

(2.24) The Tennessee River runs along the east map edge. It forms several small inlets which block certain hexsides on the eastern side of the map. There are two kinds of river hexes: shallow water (which are part land) and deep water. Land units can enter any hex which is part land (i.e., shallow water), but never an all-river (i.e., deep water) hex. The two gunboats can enter only deep water, never shallow water.

• Certain hexsides are blocked by the river even though the hexes on each side are passable. Blocked hexsides are indicated by heavy blue lines (see the terrain key). Units cannot cross blocked hexsides. EXAMPLE: Hexside 2128/2129 is blocked.

(2.25) Slopes are indicated by green lines running along certain hexsides. Each slope has an uphill and a downhill side. The slope line itself lies on the downhill side.

EXAMPLE: Hexside 2914/2915 is slope. Hex 2914 is on the uphill side and 2915 is on the downhill side.

• There is no 'hilltop' terrain; there is just one level of ground. (The battlefield is a plateau cut up by numerous gullies.)

• Although the slope lines are green, they do not indicate any sort of woods. E.g., hex 3611 is clear.

• There is one line of ridge along the river near the landing hexes (see 2.28). The ridge is simply an especially steep slope. There are no other ridges on the map.

• **Note:** Hex 1726 is the down side of 1726/1827.

(2.26) Roads and trails run through the hexgrid. Units moving along them will negotiate terrain more easily, and command control paths can be traced to greater distances along roads and trails.

(2.27) The *sunken trail* runs between hexes 2323 and 2820. It is of a slightly darker color than the ordinary trails. Certain sides of each sunken trail hex are *protected hexsides* (marked in red). Units in sunken trail hexes receive special benefits when attacked through protected hexsides (but not when attacked through other hexsides).

• In addition to giving these special benefits the sunken trail functions like any other trail for movement purposes.

(2.28) Hexes 3529, 3630, and 3930 (where roads meet the river) are steamboat *landings*. (Hex 4330 is not a landing.) Union reinforcements arrive at these hexes. The Confederate player's main objective is to reach the field area around these landings (e.g.,

hexes 3726, 3927, and 4029).

(2.29) The Bloody Pond (hex 2423) is included for historical interest only. It has no effect on play.

(2.3) Playing Pieces

The playing pieces are the die-cut *counters*. Counters are of four types: *combat units* (troops), *leader units* (individual generals and their staffs), *gunboat units* (individual naval vessels), and *markers* (displaying game information). Union units and markers are blue, Confederate are gray; both sides use the neutral markers of other colors.

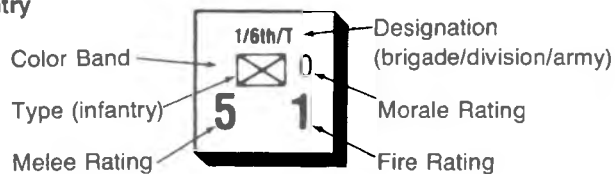
(2.31) Combat units bear identifying designations, and numbers (*ratings*) measuring their capabilities.

- Combat units are printed on both sides. The back (*flip*) side represents the unit at reduced effectiveness. Units will be flipped after taking punishment in combat.

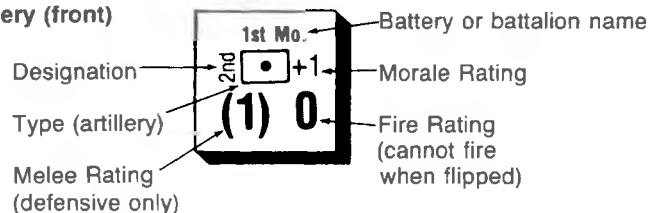
(2.32) Infantry units come in pairs, each pair representing one brigade (e.g., there are two "1/6th/T" units). The two units of a brigade move and fight independently of each other.

SAMPLE COMBAT UNITS

Infantry



Artillery (front)



(2.33) *Designation* identifies the higher formations to which the unit belongs (see 3). *Color bands* aid in recognizing which units belong to which divisions (all units of each division bear the same color, different from other divisions). *Fire, meleee, and morale ratings* are used when the unit engages in combat with other units. The *battery/battalion names* on artillery units are for historical interest only. Unit *type* is either infantry, artillery, or cavalry.

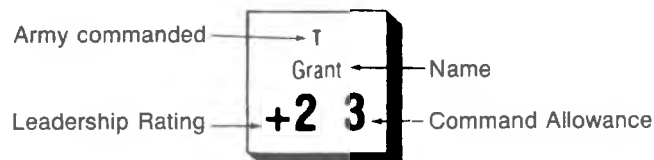
- Cavalry units are used only under an Advanced Rule. Cavalry unit counters are read in the same way as infantry unit counters.

(2.34) Leader units are printed on both sides. The flip side is used if the officer named on the front becomes a casualty; it represents his replacement.

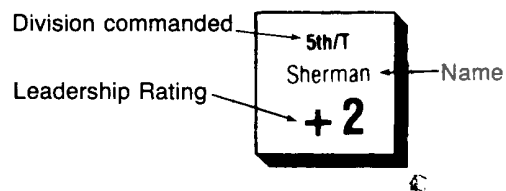
- Leader units represent only an individual general and a few staff officers, whereas combat units represent hundreds of men. Leader units, therefore, are governed by different rules in many respects.

SAMPLE LEADER UNITS

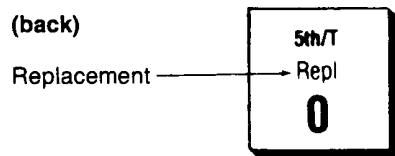
Army Commander (front)



Division Commander (front)

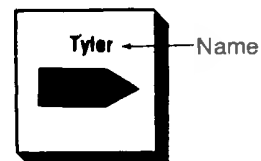


(back)



(2.35) The *leadership rating* is a subjective evaluation of the general's ability to influence combat. The *command allowance* is the number of brigades to which an army commander can give command control each turn (see 6.54). A *replacement leader* is one who has taken over from a dead or captured officer.

SAMPLE GUNBOAT UNIT



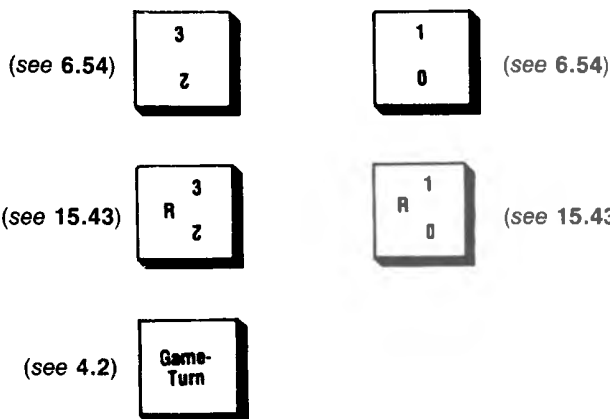
(2.36) Gunboat units bear no numerical ratings. Rule 27 explains how the gunboat units function.

(2.37) *Marker* counters are placed on top of or underneath a combat unit to record information about that unit, e.g., the number of 'cohesion steps' it has lost. Each marker counter is printed with one kind of marker on the front and another on the back (the counter does double duty).

The following is a summary of all markers and the rules sections which explain their uses.

SUMMARY OF MARKERS

	Front	Back	
(see 12.1)	Step Loss	Recover	(see 15)
(see 12.1)	4 Step Loss	5 Step Loss	(see 12.1)
(see 19)	Alert 1 Alert 2	Alert Un-alerted	(see 19)
(see 9.17)	Moved	Capt'd Guns	(see 32)



(2.4) Charts, Tables, and Modifier Lists

The game includes several charts and tables (printed on the mapsheet) and two six-sided dice. Dice rolls will often be required to determine the results of game actions. Dice rolls are sometimes *modified* to reflect such factors as terrain and leadership. Modifiers will sometimes be positive and sometimes negative; players should remember that adding a negative modifier reduces the dice score. Lists of modifiers for each table appear beside the tables.

(2.5) Game Scale

Each hex represents 190 yards from side to side. Each game-turn represents one hour.

Each infantry unit represents two or three regiments (containing anywhere from 200 to 1500 men total); each pair of units with the same designation represents a brigade. Each artillery unit represents from 8 to 12 guns (usually two batteries). A leader unit represents an individual general and his staff.

3. THE ARMIES

Units in the game belong to higher formations: divisions, corps, and armies. A unit's designation (see 2.33) indicates the formations to which it belongs. (Two Union artillery and two Confederate cavalry units have no such designations; they are 'independent').

(3.1) Union Organization

Union units belong to *divisions*. Each division belongs to one of the two Union *armies*: Army of the Tennessee ('T') or Army of the Ohio ('Oh'). The Army of the Tennessee has six divisions, designated '1st' through '6th'. The Army of the Ohio has four, designated '2nd', '4th', '5th', and '6th.' Several rules are stated in terms of units belonging 'to the same army'; for all such purposes the two Union armies are different armies, even though they are all Union troops.

(3.11) Each Union brigade is designated by number. The designation "U/6th" stands for "unbrigaded" troops of the 6th Division.

(3.12) Each artillery unit on both sides is designated by a name (usually a state name) which is representative of the batteries in that unit. *E.g.*, the "Illin." artillery unit consists of batteries from the 1st and 2nd Battalions, Illinois Light Artillery.

• Artillery units of the Army of the Tennessee bear only division numbers, e.g. "2nd" for their higher formation designations. Those of the Army of the Ohio also bear an "Oh," e.g., "2/Oh".

(Note: The number "2nd" was mistakenly left off of the Illinois artillery unit of the 2nd Division, and appears instead on a unit of the 2/2nd/T Brigade.)

(3.13) Note that there are two "1st Illinois" artillery units, one in the 2nd Division and one in the 5th. (The 1st Illinois battalion had batteries serving with each division.)

(3.2) Confederate Organization

The Confederate army has four *corps*, designated '1st', '2nd', '3rd', and 'R' (Reserve). Each Confederate unit (except for two independent cavalry units) belongs to some corps. The 1st and 2nd Corps are each made up of two divisions numbered '1' and '2'. Units of 1st and 2nd Corps, therefore, have brigade/division/corps designations. Units of 3rd and Reserve Corps have brigade/corps designations only.

(3.21) Confederate brigades are designated by their commanders' names rather than by numbers. Some of the names have been abbreviated. Rule 3.4 is a guide to the abbreviations.

(3.22) All Confederate units belong to the same army, the Army of the Mississippi ("A Miss").

(3.23) Note that there are four "Mississippi" and two "Tennessee" artillery units, belonging to different divisions and corps.

(3.3) Command

Each leader *commands* certain units in the game. Each army commander commands all the units in his army. Each corps commander commands every unit in his corps, and each division commander every unit in his division.

• In addition, every leader commands every friendly artillery unit. (Union leaders command artillery of both Union armies; this is the only instance in which a Union leader commands units of the other army.)

(3.31) General Grant commands every unit of the Army of the Tennessee, but none of the Army of the Ohio except artillery. General Buell commands every unit of the Army of the Ohio but none (except artillery) of the Army of the Tennessee. A.S. Johnston and P.G.T. Beauregard are both army commanders for the Army of the Mississippi; each of them commands every Confederate unit.

(3.32) Generals Polk, Bragg, Hardee, and Breckinridge are corps commanders.

(3.33) Units receive command control (see 6.5) and morale and melee benefits from the leaders who command them, and from no others.

(3.34) Infantry units of each division, and their division commanders, can be recognized easily by the color bands which appear on the counters.

• Artillery units bear no color bands, since every leader commands every artillery unit. The division/corps designations on the artillery units are important for setting up the game, but not for command.

(3.4) Unit Abbreviations

(3.41) Union:

L. Willc	Lew Wallace
Wm. Willc	William B. Wallace
McClrind	John B. McClernand

(3.42) Confederate:

AS John.	Albert Sidney Johnston
Beauregrd	P.G.T. Beauregard
Brecknrdg	John C. Breckinridge
Andrsn	Anderson
Chlmrs	Chalmers
Cibrn	Cleburne
Forrst	Forrest
Gliddn	Gladden
Jacksn	Jackson
Johnsn	Johnson
Rusl	Russell
Stathm	Statham
Stphns	Stephens
Stwrt	Stewart
Washgtn	Washington (Louisiana)

4. SEQUENCE OF PLAY

The Battle of Shiloh is played in *game-turns*. Each game-turn consists of a Confederate *player-turn* followed by a Union *player-turn*. In his *player-turn* a player moves his units and makes attacks. Enemy units make defensive fires but do not move or otherwise attack.

A *player-turn* consists of a sequence of *phases*. Each game activity occurs in some specified phase. The player carries out the phases in the exact order listed. During his *player-turn* he is called the *phasing* player.

(4.1) Sequence Outline

I. Confederate Player-Turn

- A. Alert Phase (turns 1-4 only): The Union player rotates all 'Alert 1' markers on his units to read 'Alert 2'. Units in status 'Alert 2' become fully alert.
- B. Movement Phase: The Confederate player moves his units, including any reinforcements arriving on the current turn.
 - a. He checks that each combat unit is in command control before he moves it.
 - b. He moves all combat units of each division/corps before he moves the commander of that division/corps. He moves army commanders last of all his units.
 - c. If a unit is eligible to 'recover', then instead of moving the unit the Confederate player can place a recovery marker on it, initiating the recover process.
 - d. After all Confederate movement, the Union player resolves shock effects (see 19.3).
- C. Defensive Fire Phase: The Union player may make defensive fires. He can retreat eligible artillery units instead of firing them.
- D. Offensive Fire Phase: The Confederate player fires with his units. Artillery units which moved in phase B cannot fire.
- E. Melee Phase: The Confederate player makes melee attacks (*assaults*). Units in field hexes in enemy ZOCs *must* assault. In each battle the Confederate player declares his assaulting units, defending infantry can then attempt to retreat before melee (if the Union player wishes to do so), and finally the melee battle is resolved against any units which did not retreat. Attacking units which fail to dislodge the defenders must retreat immediately after the melee.
- F. Recovery Phase: Confederate units which bear recovery markers gain one 'cohesion step.' Remove recovery markers.

II. Union Player-Turn

- A. Alert Phase: The Union player again adjusts the alert statuses of his units, as in Confederate phase A. Additional units become alert per rule 19.

The players now repeat phases B through F as in the Confederate turn, except that the Union player moves his units and makes attacks, and the Confederate player makes defensive fires; the two exchange roles.

- Note that only Union units are affected by Alert, but there is an Alert Phase in the Confederate *player-turn* as well; Union units advance from one alert status to another in both *player-turns*.
- The sequence above is repeated each *game-turn*.

(4.2) Turn Record

The Turn Record Track (see mapsheet) aids players in keeping track of time during the game. It also reminds players that reinforcements arrive on particular turns.

- At the start of the game place the turn record marker in the box corresponding to the first turn. At the end of each turn players advance the marker to the next box in the track, so that the marker always indicates the current turn.

5. UNIT FACING

Each unit counter must point in a specific direction at all times. This is the unit's *facing*. Within each hex, all units must have the same facing.

(5.1) Front, Flank, and Rear Hexes

At all times the top edge of each unit counter must point towards a specific *corner* of the unit's hex. The unit is said to *face* this corner. Facing determines a unit's front, flank, and rear hexes as shown in Fig. 5.1(a).

- The position in Fig. 5.1(b) is illegal.

Fig. 5.1(a)

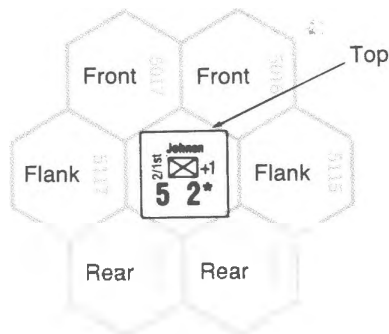


Fig. 5.1(b)



• **Design Note:** Players should remember that units in this game represent two or three regiments, not one single line of men. They therefore can cover their flanks better than units in, say, regimental-level games.

(5.2) Effects of Facing

(5.21) Facing determines a unit's 'zone of control' (see 7.1), and affects its combat (see 9.4, 11.1, and 11.61).

(5.22) A unit's facing has no effect on its movement.

(5.3) Changes of Facing

At the end of a move or retreat, or as part of an advance after combat, a player can give a unit any facing he likes. Facing cannot be changed at other times (remember that a unit can move in any direction regardless of its facing). A unit can change facing during the movement phase without moving in any other way, if desired.

6. MOVEMENT

Rule 6.1 mostly describes movement mechanics found in many war games. Experienced players should carefully read rules 6.15, 6.16, 6.17, and 6.18, however. The rest of rule 6 describes rules that are more peculiar to *The Battle of Shiloh* and its sister game, *South Mountain*.

(6.1) Basic Movement Procedure

Each player moves his units during his movement phase. He moves each unit from one hex to another, tracing a continuous path of hexes.

(6.11) Each unit has a *movement allowance*, which is the maximum number of *movement points* it can spend each turn (see 6.27).

- A unit spends a certain number of movement points to enter each hex. Rule 6.2 explains the point costs.

(6.12) A player can move a unit as far as he likes on any path he likes provided the total cost of doing so is no more than the unit's movement allowance. (Exception: see 6.15).

(6.13) A player can move any or all of his units in each of his movement phases. He is never required to move any particular unit.

(6.14) Movement points cannot be 'saved' from turn to turn or 'loaned' from unit to unit.

(6.15) A unit can always move at least one hex even if it does not have the necessary movement points, except:

- this cannot be from one hex in an enemy zone of control (henceforth: ZOC) to another, and
- a unit can never enter a marsh hex, nor cross a hexside that is blocked by the Tennessee River.

(6.16) Units are moved singly, not in stacks. (**Note:** Players will see in rule 6.3 why this is important.)

(6.17) A unit can never enter a hex which contains an enemy combat unit.

- A unit can enter a hex which contains only an enemy leader unit (see 16.3).

(6.18) Units cannot move off the map except as specified in the special rules for individual scenarios.

(6.19) A unit's move cannot be changed once the player has started to move a different unit. (Players who can agree to ignore this rule in friendly games, as the developer and testers do, are welcome to do so.)

(6.2) Movement Costs

A unit pays movement points for the terrain it traverses and for exiting enemy ZOCs. All movement costs are cumulative. The Movement Costs Chart (see mapsheet) presents them in tabular form.

(6.21) A unit pays a base cost for each hex it enters, determined by the terrain in the hex. It pays additional points if it crosses a stream hexside or climbs a slope in entering the hex. (See Movement Costs Chart.)

(6.22) Terrain costs are the same for all types of units, except that artillery and leaders pay two points for a woods hex, infantry three. Units of different types also pay different road and trail costs (see 6.33-6.34)

(6.23) To 'climb' means to move through a slope hexside from the downhill to the uphill side (see terrain key).

(6.24) A unit can never enter a marsh hex.

- A unit can never cross a hexside blocked by the Tennessee River (e.g., a unit could not move from hex 3828 to 3829).

(6.25) To leave a hex in an enemy ZOC costs an infantry unit two additional movement points, an artillery unit one extra, and a leader zero extra.

- A unit cannot move directly from one hex in an enemy ZOC to another (see 7).

(6.26) A unit's facing has no effect on movement costs (see 5.22).

(6.27) The movement allowances are 9 for infantry, 6 for artillery, and 15 for leaders.

(6.28) The rules of this section do not apply to gunboats. Rule 27 explains gunboat movement.

EXAMPLE: Assuming it encountered no enemy ZOCs, an infantry unit would pay 8 movement points to move from 3119 to 3118 and then to 3117: a base cost of 3 for each hex, since the terrain is woods, plus 1 for the stream, plus 1 for the slope. If the unit exited an enemy ZOC in hex 3119, it would pay six points to enter 3118: four for terrain, as above, plus two for the ZOC.

(6.29) The 'protected hexsides' along the sunken trail do not affect movement.

(6.3) Roads and Trails

Roads and trails allow units to move more rapidly through woods and across streams. To receive any benefit from a road/trail a unit must be moving through a hexside crossed by that road/trail (i.e., along the road or trail) and not into a hex which contains another combat unit (see 6.35).

(6.31) An infantry unit which starts its move in an enemy ZOC cannot use woods or trails at any time during that phase; it must pay full terrain cost for each hex entered. In the same way, an infantry unit which uses roads/trails in any part of its move cannot enter an enemy ZOC in that phase; if the player wishes to move the

unit into an enemy ZOC, he must pay full terrain cost in each hex (Important exception: rule 19.23).

- A leader unit, in contrast, can use roads/trails and also enter or exit an enemy ZOC in the same phase.

- An artillery unit can leave an enemy ZOC and also use roads/trails in that phase (artillery units never enter ZOCs). (**Design Note:** breaking or entering contact with the enemy was extremely time-consuming for infantry units, which had to preserve their formations; it could be done quite rapidly by artillery units, which simply had to limber up and get away.)

(6.32) Note also that a unit which spends its entire move on roads (not trails) can 'force march' (see 6.4).

(6.33) An infantry unit moving along a road pays only one movement point per hex, plus any slope costs, no matter what the terrain in the hex. It pays no additional cost to cross a stream (even though the blue stream color runs over the red road color).

An artillery or leader unit pays one-half point (plus slope costs) for each road hex, i.e. it moves at double speed. Limbered guns can move very rapidly along roads.

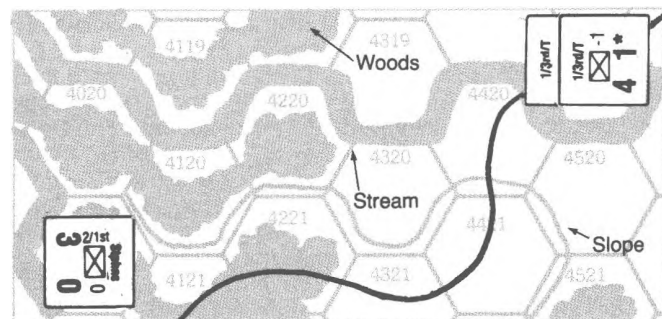
(6.34) An infantry unit moving along a trail pays a base cost of one movement point per hex, no matter what the terrain in the hex. An artillery unit also pays a base cost of one point; a leader pays one-half. All units pay the usual +1 costs for slopes and streams. (**Design Note:** The movement cost for crossing a stream represents the time needed to negotiate the steep banks. Where a road crossed a stream the banks would be cut through; this was not the case for trails.)

(6.35) When entering a hex which contains another combat unit, a combat unit always pays full terrain cost; it cannot benefit from roads or trails. A unit can leave a hex containing another combat unit, and move into an adjacent hex at road or trail rate, if the hex being entered does not contain a combat unit. (These restrictions apply even if the moving unit could stack legally with the other units in the hex.)

- Leaders can always use roads or trails regardless of stacking, and a leader does not prevent combat units from using roads or trails in his hex.

EXAMPLE: In Fig. 6.3 both units of 1/3rd/T begin their moves in hex 4519. The first unit moves along the road to 4221, paying one point for 4420, two for 4421 (1 + slope cost), and one each for 4321 and 4221. If the second unit now follows, it must pay 3 points to enter 4221 (full terrain cost). Neither unit could continue on to 4121, which is in an enemy ZOC.

Fig. 6.3



(6.36) Units can receive road/trail benefits and also move off roads/trails in the same phase.

- A unit cannot leave roads in a phase in which it force marches (see 6.4).

(6.37) The sunken trail functions the same as any other trail for movement.

(6.38) In several places a trail ends in the middle of a hex. A unit receives no benefit from the trail unless crossing a hexside the trail crosses: e.g., a unit would pay full terrain cost to move between hexes 3508 and 3609.

(6.4) Force March

Infantry which spends its entire move on roads (not trails) can *force march*. On friendly-controlled roads a unit can force-march up to six additional movement points (15 total); on unfriendly roads, up to two extra points (11 total). Artillery and leaders cannot force march.

(6.41) To force march, a player simply announces how many additional points he wishes to use and moves the unit the additional distance.

- The unit may then lose a cohesion step. The player rolls one die and consults the Force March Table (see mapsheet). The table shows the die rolls which, for each number of additional points used, cause the unit to lose a step.

- A unit which has 3 or more step losses cannot force march.

EXAMPLE: A unit which moves two additional points loses a step if the player rolls '1' or '2'.

(6.42) The force-marching unit cannot enter a hex which contains another friendly combat unit at any time during its move (not even by paying full terrain cost). At the start of its move the unit can leave a hex which contains another combat unit, with no effect on its move.

(6.43) A unit can force march only if it makes its entire move along roads (not trails).

(6.44) As with ordinary road movement, a force-marching unit cannot have started its move in an enemy ZOC, nor can it enter an enemy ZOC at any time during its move, per rule 6.3. (Exception: see 19.23.)

(6.45) A unit can force march only if it is in command control.

(6.46) For a unit to force march more than two additional movement points, its entire move (not just the additional points) must be on roads that were friendly at the start of the movement phase.

- All roads are friendly to (i.e., controlled by) the Union as of 6 a.m. on April 6. A road hex remains friendly to the union until the Confederate player takes control of it per 6.47. In scenarios which start at other times, the scenario rules will specify which roads are friendly to whom at the start of the game.

(6.47) A road hex becomes friendly to the Confederates at the instant a Confederate unit either enters the hex or exerts an uncontested ZOC on it, and the hex is connected by a continuous path of road hexes, all friendly to the Confederates, to hex 1001. If no such path of Confederate-controlled roads connects the hex with 1001, the hex remains unfriendly. (Note that per 6.46 a road hex must be friendly at the start of the movement phase to allow more than two points' worth of force march, even though units take control of roads as they move.)

- 'Uncontested' means that no Union combat unit occupies the hex or exerts a ZOC on it.

EXAMPLE: On game-turn 1 a Confederate unit could force march from 1206 to 1416. Hexes 1001-1416 and 1314-1316 would then be Confederate-controlled. The reinforcements arriving on turn 2 could force-march all the way to 1313 (6 points). On turn 1, reinforcements could force march only as far as 1210, and the units from 1206 could not go beyond 1416, because all the roads being used were unfriendly to the Confederates at the start of the phase. Hex 1316 (for example) would not become friendly to the Confederates if units moved, say, from 1405 to 1908, then to 1515 and to 1316, with no units moving along the road from 1206; no path of friendly roads would connect hex 1316 to 1001.

(6.48) The Union player can retake control of road hexes by satisfying the same conditions as in 6.47, except that he must trace the path of continuous roads to any one of the three landing hexes, not to hex 1001.

- A hex friendly to one player is by definition unfriendly to the other.

(6.49) Players may find it helpful to use blank counters (included with the counter mix) to keep track of road control.

(6.5) Command Control

Units which are not in *command control* are severely restricted in movement. Command control for an infantry unit derives from the unit's division or corps commanders. Command control for an artillery unit derives from any friendly leader.

(6.51) A unit is in command control if:

- it is within 3 hexes (traced across any passable terrain) of its division or corps commander;

or if:

- it is on a road and within 10 road hexes of its division or corps commander, who is also on a road.

- The 3-hex or 10-hex path cannot pass through enemy units, nor through a hex in an enemy ZOC unless the hex is occupied by a friendly combat unit.

- Unless the unit and the leader are both in road hexes which are connected by continuous roads, the unit must meet requirement (a). A unit could not, for instance, trace seven hexes along a road and then three off-road. (**Design Note:** the 3-hex span simulates the normal range of control in battle. A long road column could be controlled over a much greater distance.)

(6.52) A player determines the command control status of each unit at the instant he moves it. (Note from the sequence of play, rule 4.1, that combat units of each division and corps move before their commanders. Thus, at the end of each move a player must have his leaders in position to give command control for the next turn.)

(6.53) A unit can derive command control from its army commander instead of from its division or corps commanders. The proximity requirements are the same; simply substitute "army commander" in rule 6.51. (This is simply an alternative way to get command control, not an additional requirement.)

- Each army commander can give command control to only a limited number of units each turn, per rule 6.54.

(6.54) Each army commander has a *command allowance*, which is printed on his counter. For each point of his command allowance the leader can give command control to one brigade or one artillery unit. "One brigade" means that both units of a brigade, if within range per 6.51, can derive command control from the leader at the cost of 1 point against his allowance.

- Players can use the special markers numbered from 0 to 3 to keep track of how many points of each leader's command allowance remain at each point during the player-turn.

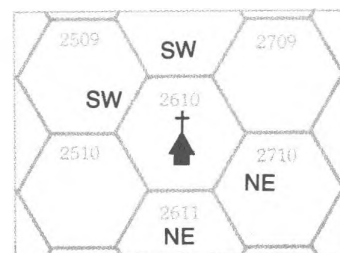
- Note that army commanders are moved after all other units (see 4.1).

(6.55) A unit which is not in command control cannot enter an enemy ZOC, nor can it force march.

(6.56) A Confederate unit which is not in command control cannot move northeast. A Union unit which is not in command control can move southwest only if moving along a friendly-controlled road or trail. Units not in command control can move normally in directions other than these particular ones (subject to 6.55). **Fig. 6.5** shows which directions are "northeast" and "southwest".

EXAMPLE: A Confederate unit could move from 2610 to 2710 only when in command control. A Union unit could move from 3011 to 3010 but not to 2910, if not in command control.

Fig. 6.5



(6.57) Leader units are always in command control.

(6.58) An artillery unit derives command control from any friendly leader; substitute "any friendly leader" in 6.51.

(6.59) Units without command control can fire and melee normally.

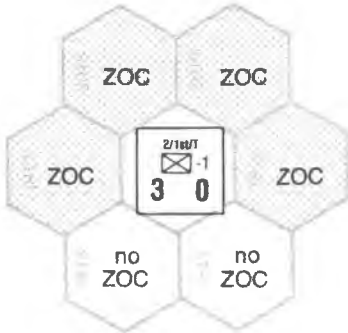
7. ZONES OF CONTROL

Each combat unit exerts a zone of control (ZOC) into four adjacent hexes. A ZOC stops movement of enemy infantry units, and prevents artillery from entering a hex. An enemy ZOC inhibits retreats and blocks command control paths, except in hexes occupied by friendly combat units.

(7.1) Controlled Hexes

The ZOC consists of the unit's front and flank hexes, as shown in Fig. 7.1. A hex into which a unit exerts a ZOC is called *controlled*. Note that only the front and flank hexes are controlled, not all six adjacent hexes as in many other games.

Fig. 7.1



(7.11) A friendly combat unit cancels the effect of an enemy ZOC for all purposes except movement. Thus, whenever a friendly combat unit occupies a hex, units may retreat through that hex and trace command control through it regardless of any enemy ZOC. Movement effects still apply even in a friendly-occupied hex.

- Leader units do not cancel ZOCs.

(7.12) There is no additional effect when more than one unit of the same side exerts a ZOC on a hex.

(7.13) A leader unit exerts no ZOC. A gunboat exerts no ZOC.

(7.14) If units of both sides exert ZOCs on a hex then both sides control it; ZOCs do not 'cancel out.'

(7.15) Zones of Control do *not* extend across Tennessee River hexsides.

(7.16) An artillery unit which cannot fire (i.e., which has 2 or more losses) exerts no Zone of Control.

(7.2) Effects of ZOCs on Movement

(7.21) A unit can enter an enemy ZOC only if it is in command control (see 6.55).

(7.22) An artillery unit can never enter an enemy-controlled hex during its movement phase, not even if another friendly unit already occupies the hex.

• An artillery unit which starts its move in an enemy-controlled hex can remain there (and change facing, if desired). It can leave the hex but cannot enter any other enemy-controlled hex.

(7.23) A unit which begins its move in an enemy ZOC can leave it, but the first hex it enters cannot be enemy-controlled. A unit can never move directly from one enemy-controlled hex to another during its movement phase.

• Infantry pays two extra movement points to leave an enemy-controlled hex. Artillery pays one extra, leaders nothing extra. There is no additional cost to enter, only to leave.

(7.24) There is no 'withdrawal fire', as in some other games.

(7.25) A unit which enters an enemy-controlled hex must stop. It can move no further in that phase.

(7.26) Friendly ZOCs never affect friendly units.

8. STACKING

Stacking means having more than one unit in the same hex. There are limits on the number of units which can stack per hex.

- Units stacked together must have the same facing.
- Units cannot stack and also benefit from roads/trails (see 6.33) or force march (see 6.42).

The combat rules explain the effects of stacking on combat.

(8.1) Stacking Limits

The two units of an infantry brigade—e.g., both 1/1st/T units—can stack together. Infantry units of different brigades cannot end a move stacked together (see 8.2).

• Any one artillery unit can stack with the one or two units of an infantry brigade. A stack cannot include more than one artillery unit.

• A stack can include any number of leaders, independent of combat units.

EXAMPLE: A possible stack would be the two units of 1/1st/T, any one Union artillery unit, and any two Union leaders. A stack of one unit of 1/1st/T and one of 2/1st/T would be illegal.

(8.2) When Stacking Limits Apply

The limits of rule 8.1 apply only these times:

- at the end of each unit's movement (not just at the end of each phase, but after each individual unit has been moved);
- at the end of each retreat (see 13.4);
- following any advance after combat (see 14.23).

These provisions mean that units can move or retreat through other units in violation of stacking, but cannot end a move, retreat, or advance illegally stacked.

9. FIRE COMBAT

In fire combat a unit 'shoots at' an individual enemy unit. Only the target can suffer damage, never the firer.

When target units retreat as a result of offensive fire, adjacent units on the firing side may be able to advance.

Artillery and infantry obey the same rules except as specifically noted otherwise.

(9.1) Allocating Fires

A player makes fire attacks during the Offensive Fire Phase of his own player-turn and the Defensive Fire Phase of the enemy player-turn. During each of his fire phases he can fire with all, some, or none of his units. He picks out an individual target for each unit he wishes to fire with, and uses the Fire Table to determine the effect of the fire.

• A player cannot fire with two infantry units from the same hex in the same phase (see 9.51).

(9.11) Only combat units can fire or be fired at. Leaders cannot fire, nor be the targets of fire. (A brigade would never fire off volleys at a single man.)

• Artillery units which have two or more step losses cannot fire.

(9.12) Each unit fires individually, using a separate dice roll. The player applies the result of each fire before declaring the next.

(9.13) A player declares his fires one at a time, in any order he wishes; he need not declare any fires in advance.

(9.14) Each unit fires just once per phase, at one target unit.

• A unit cannot split its fire among several targets.

(9.15) A target unit can be fired on by any number of different units in each phase. It can even retreat as a result of one fire and then be fired at again in its new hex.

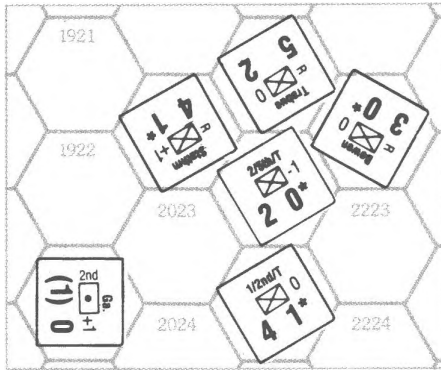
(9.16) When a unit retreats as a result of fire, any *one* additional unit which is adjacent to its original hex and has not yet fired in that phase can fire then, at the retreating unit, before the retreat is executed. (This counts as the additional unit's fire for that phase, and is subject to all normal fire rules, in particular 9.51 and 9.52.)

- Any other adjacent units which have not yet fired must fire at some other target. If they no longer have targets available, they cannot fire.

- Note** that only adjacent units can be used for this special fire.

EXAMPLE: The Statham unit fires at 2/5th/T and causes it to retreat. The Trabue unit, assuming it has not yet fired, can fire at 2/5th/T before the retreat is executed. The Bowen unit will not be able to fire, because 2/5th/T will retreat out of range and no other target is available. The Georgia artillery unit could not have been used for the second fire, because it is not adjacent. Or the Confederate player could use Bowen for the additional fire, and then Trabue would be unable to fire.)

Fig. 9.1



(9.17) In the Offensive Fire Phase an artillery unit can fire only if it did not move in that player-turn. If it only changed facing in its hex, it can still fire.

- Players can use the "Moved" markers to help remember which artillery units have moved, and hence cannot fire.



- An artillery unit can shoot in the defensive fire phase even if it moved in its preceding player-turn.

(9.18) Fire is voluntary.

(9.2) How to Resolve a Fire Attack

To determine the effect of a unit's fire the player rolls two dice. He adds to the dice score all applicable modifiers. He reads the result from the Fire Table, next to the adjusted dice score. The result will be the number of cohesion steps the target loses (see 12.1, 12.2).

One group of modifiers applies to all fire (i.e., either by infantry or artillery). A second group applies only to fire by artillery. Artillery uses all applicable modifiers from both groups.

(9.21) Dice-roll modifiers are cumulative; use all that apply. There is no maximum modifier.

(9.22) The unit's fire rating is simply one of the dice-roll modifiers.

- The '-' on the flip side of artillery indicates that artillery units which have lost two or more steps cannot fire.

- The fire rating of a unit with 4 or 5 step losses is reduced by 1 (e.g., the Bowen units would drop from 0* to -1*).

- The '**' on many units' fire ratings indicates that those units can use two-hex-range fire per advanced rule 30.

(9.23) Treat modified dice rolls of less than 2 or greater than 13 as 2 or 13 respectively.

(9.3) Fire Ranges and Effects

(9.31) Artillery can fire at ranges of up to 4 hexes. This means that an artillery unit can shoot at any target within the field illustrated in Fig. 9.4(a) below.

- Count the target hex but not the firer's hex when figuring range.

- To fire at a range of 2 or more hexes, units must have a clear *line of sight* (see 10).

(9.32) When firing against infantry at a range of 2 hexes or more, artillery suffers the following disadvantages:

- the dice roll is reduced by one, and
- if no friendly combat unit is adjacent to the target, any step losses count as morale checks instead. On a result of '2' the target makes two separate morale checks. (If some combat unit of the firing side is adjacent to the target the losses count as step losses in the usual way.)

Each of these applies only to fire against infantry, not against artillery.

EXAMPLE: In Fig. 9.1, fire from the artillery against 1/2nd/T would inflict morale checks; fire against 2/5th/T would inflict step losses. In either case the dice-roll for the fire would be reduced by 1.

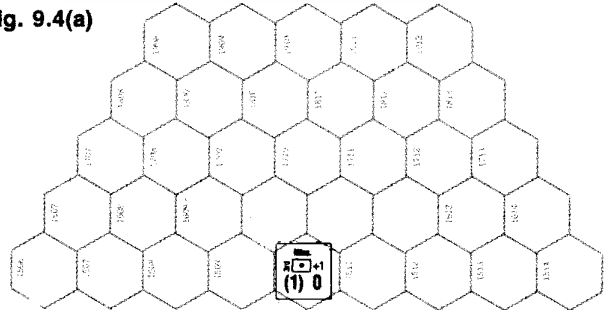
(9.33) Artillery receives a dice-roll bonus of +2 when firing at any unit in an adjacent hex. This applies during either fire phase.

(9.34) Infantry can fire only against targets in adjacent hexes.

(9.4) Effects of Facing

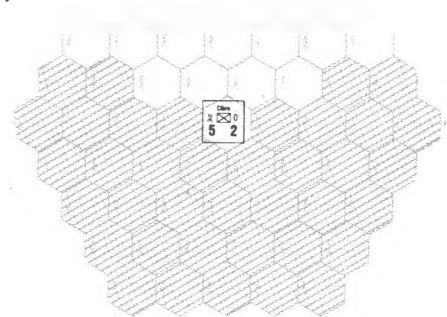
A unit can fire only through its front or flank hexsides. This means that infantry can fire only at targets in its ZOC. Fig. 9.4(a) shows the field of fire of an artillery unit.

Fig. 9.4(a)



(9.41) Artillery receives a dice-roll bonus of +1 for *enfilade*. Enfilade means firing through a target unit's flank or rear hexsides. In Fig. 9.4(b), artillery firing at Cleburne from any of the shaded hexes will receive the enfilade benefit. Notice how half-hexes along the diagonal lines have been dropped.

Fig. 9.4(b)



- The enfilade bonus applies against both infantry and artillery.

(9.42) Infantry units receive no enfilade bonus when firing. (Design Note: Much of the fire would pass to one side of the target or the other.)

(9.5) Effects of Stacking

(9.51) When two infantry units are stacked, only one of them can fire in a particular fire phase. It can be either unit; the order in which they are stacked does not matter. If one fires and advances out of the hex, the other still cannot fire even though it now is alone in the hex.

(9.52) If an artillery unit is in the hex, it can fire in addition to the one infantry unit.

(9.53) An artillery and an infantry unit stacked together can fire at different targets, or the same one. In either case the player rolls the dice for each firing unit individually.

(9.54) Any unit in a stack can be fired at. The player specifies one target unit before rolling the dice. If he forgets to specify, the top-most combat unit in the stack is considered to be the target.

(9.55) When two infantry units are stacked together, the enemy player adds one to his dice roll for any unit firing at either.

- There is no dice-roll bonus when firing against any artillery in the hex.

- There is no bonus for fire at a stack of one infantry unit and one artillery unit. The presence of an artillery unit never affects the dice roll.

(9.6) Effects of Morale

A dice roll for fire is increased by one whenever the target has negative morale. The modifier is just +1 even if the target's morale is -2 or -3. For convenience, units with morale ratings of less than 0 have been printed in lighter shades of color.

- Leader bonuses (see 16.11) and step losses (see 12.2) can affect a unit's morale. These effects are included in determining whether a firing unit gets the bonus for negative morale: e.g., there would be no bonus when firing at a '-1' unit of 5th/T stacked with Sherman.

(9.7) Effects of Terrain

(9.71) 'Uphill' means fire through a slope hexside at a target which is on the uphill side. When a target fires uphill the dice roll is reduced by 1.

EXAMPLE: Fire from hex 2609 to 2709 is uphill; fire from 2509 to 2610 is not.

(9.72) When a unit in a sunken trail hex is fired at through a *protected hexside*, the fire dice roll is reduced by 2. Fire through other hexsides is not affected, nor is fire by units in the sunken trail itself.

(9.73) Fire across Tennessee River hexsides is permitted.

(9.74) Terrain has only two effects on fire: the dice-roll modifiers shown on the Fire Table, and the line of sight restrictions terrain induces (see 10).

(9.8) Fire Table and Results

(9.81) The Fire Table shows the number of cohesion steps (see 12.1) which the target unit immediately loses.

(9.82) On a (modified) roll of 13 or greater the target must retreat, even if it has not yet lost four steps. Only the individual target unit retreats, not other units in its hex. (Any leader in the hex can accompany the retreating unit, per 13.4.)

(9.83) Fire never affects leaders (see 16.24).

(9.84) Only the individual target unit is affected.

(9.9) Artillery Retreat in Place of Fire

In retreat in place of fire an artillery unit withdraws from its hex instead of making a defensive fire. (A player presumably will use this to rescue a unit from a dangerous situation.)

(9.91) Only an artillery unit which is stacked with an infantry unit can retreat in place of fire. Only the artillery retreats, not the infantry.

- Artillery in a hex without infantry cannot retreat in place of fire.
- Infantry cannot retreat in place of fire.

(9.92) A unit retreats in place of its defensive fire. The player simply announces that instead of taking a defensive fire with the unit,

he wishes to retreat it. Once a player has fired with a particular unit, he no longer has the option to retreat that unit in that phase.

(9.93) The unit retreats one hex, following all the usual rules on direction (see 13.2) and stacking (see 13.4).

- Enemy ZOCs affect retreat in place of fire in exactly the same way as they affect retreat before melee (see 13.3).

(9.94) When an artillery unit retreats in place of fire, each infantry unit in the hex it withdraws from immediately makes a morale check. (The troops will have misgivings when the guns leave.) A unit which loses a fourth step as a result of such a check retreats immediately.

(9.95) Artillery can retreat in place of fire even when it has two or more step losses (and thus could not have fired anyway).

10. LINE OF SIGHT

To fire at a particular hex a unit must have a clear *line of sight* (LOS) to that hex. Terrain or units in hexes in between may block the LOS.

Terrain or units in the firer's or the target's hex never block the LOS; only the hexes in between matter. LOS between adjacent hexes is always clear.

(10.1) Determining the LOS

(10.11) To determine the LOS a player lays a straightedge from the center of the firer's hex to the center of the target hex. Fire can take place only if no hex or hexside through which the straightedge passes contains terrain or units which will block the LOS according to rule 10.2 below.

(10.12) When the LOS passes exactly along a hexside the LOS is blocked if either hex blocks it. The LOS is clear only if both hexes are clear.

EXAMPLE: LOS from 1609 to 1710 is blocked by woods in 1610.

(10.2) Which Obstacles Block LOS

(10.21) Woods, orchard, marsh, or a combat unit in any intervening hex block LOS. This holds regardless of slope lines, with the single exception of the situation described in rule 10.22.

- Units of either side block LOS of both sides, e.g., Union units block LOS for Union units.

EXAMPLE: Woods in hex 2303 blocks LOS from 2302 to 2304. A Union unit in hex 2006 would block LOS by either side between 1905 and 2106.

(10.22) If one unit adjacent to a slope is firing at another unit adjacent to a slope, both are on the uphill sides, and fire passes through the two slopes, then intervening woods, units, or marshes do *not* block LOS. (The firer and target are both on higher ground than the intervening terrain and/or units.) Intervening slopes still block per rule 10.23.

EXAMPLE: LOS from hex 2408 to 2708 is clear; from 2408 to 2808 is blocked.

(10.23) Any intervening slope hexside which is not adjacent to either the firer or the target blocks LOS.

EXAMPLE: LOS from 2101 to 2302 is clear; LOS from 2101 to 2403 is blocked. (**Design Note:** Players will find the LOS rules extremely restrictive. Players should understand that the battlefield is basically a plateau, and the slope lines represent the edges of gullies, not ridges. There are no significant elevations on the battlefield.)

11. MELEE COMBAT

During the melee phase, phasing units can attack by melee combat. When a player declares a melee attack (called an *assault*),

enemy infantry can try to *retreat before melee*, avoiding combat. If the enemy units do not retreat, the phasing player resolves melee combat using the Melee Tables. There is a special Melee Table to be used when artillery defends alone.

Units occupying field terrain hexes in enemy ZOCs must assault some enemy, per rule 11.21.

At least one attacking unit will be required to occupy a hex which is vacated as a result of melee combat.

(11.1) Assault Procedure and Restrictions

A unit makes an assault into a hex adjacent to its own. (A unit does not first move into the hex it is assaulting, as in some other games.)

- A unit can assault only into its front hexes, never into the flank or rear.

(11.11) Units from different higher formations cannot always assault a hex together (see 11.3). Except for the restrictions of rule 11.3, a hex can be assaulted by as many units as can be brought to bear. All units assaulting a hex are added together and their assaults resolved as a single battle. A hex is assaulted just once per phase. (Melee combat differs from fire in this respect.) A unit also defends in just one melee per phase (see 13.43).

(11.12) Assault is voluntary, except as specified in rule 11.21.

(11.13) In his melee phase a player declares his assaults one at a time and resolves each completely before declaring the next.

(11.14) When two units are stacked together, both can assault the same hex, each can assault a different hex, or one can assault and the other not assault.

(11.15) Units in two adjacent hexes can be assaulted simultaneously, in one battle, if and only if both hexes are front hexes of every assaulting unit.

EXAMPLE: Two units in 1709 and 1810 could be assaulted by units in 1710 and 1809. A unit in 1610 could not take part in such a battle.

(11.16) A unit can fire at one hex and then assault a different hex.

(11.17) A unit can make no more than one assault per turn.

(11.18) Assault across hexsides blocked by the Tennessee River is prohibited.

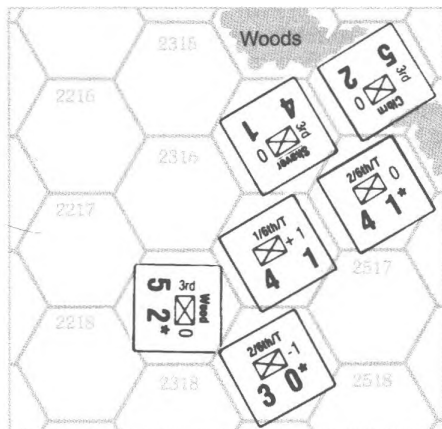
(11.2) Which Units Assault and Defend

(11.21) Any infantry unit which is in field terrain and in an enemy ZOC at the start of its melee phase must assault some enemy unit, unless it has just advanced after a fire attack or retreat before fire. A unit which makes a fire attack and then advances after combat into the target hex (see 14.3) is not required to make a melee attack, and in fact, is not permitted to. (The advance takes place of the attack.)

- There is no requirement that every adjacent enemy be assaulted, only that the unit make some assault.

EXAMPLE: In Fig. 11.2 assume the Confederate units occupied hexes 2218, 2416, and 2515 at the end of their movement phase, and Wood then advanced after fire into 2317. The Shaver unit must make an assault. The Cleburne unit need not (it is in woods), and Wood cannot (having advanced).

Fig. 11.2



(11.22) A unit's facing can be rearranged on the spot, if necessary, to comply with 11.21.

(11.23) Only infantry units assault. Artillery cannot assault.

- An artillery unit is not considered to be 'defending' if there is infantry in its hex. It does not add its strength to the defense and does not take losses (see 11.71).

(11.24) If the defending hex contains infantry, then all the infantry defends as a group, with the ratings added together (but see 13.43).

(11.25) If the defending hex contains only an artillery unit, it defends with its strength of 1. This is the only situation in which artillery actually takes part in melee combat.

(11.3) Attack Coordination

(11.31) Confederate units which belong to different corps can never assault a hex together.

(11.32) Confederate units which belong to different divisions of the same corps can assault a hex together only if the corps commander is stacked with one of the units.

(11.33) Confederate units which belong to the same division can always assault a hex together.

(11.34) Units of the Army of the Tennessee cannot combine in an assault with units of the Army of Ohio.

- Union units which belong to the same army can always assault a hex together.

(11.35) The restrictions of this section imply that some units may be precluded from assault by the actions of other friendly units, even though they are adjacent to enemy units.

(11.4) Retreat Before Melee

Retreat before melee allows infantry units and leaders to avoid combat. After the attacker has declared an assault the defender can attempt to retreat any of his infantry before melee.

- Artillery cannot retreat before melee.

(11.41) The defending player rolls one die, adds the unit's effective morale rating (including all morale modifiers-see 12.35) and consults the Retreat Before Melee Table (see charts and tables). The possible results are:

'Succeeds' - the unit retreats one hex, following the procedures of rule 13;

'Stand' - the unit remains in place;

'Stand, lose 1 step' - the unit remains in place and immediately loses one cohesion step.

(11.42) If a unit suffers a fourth or fifth step loss from the 'Stand, lose 1 step' result, it does not retreat as it would normally, but stands in place and fights the melee combat. (This is the only case in which a unit does not retreat immediately on losing a fourth or fifth step.) The unit will retreat after the melee battle, regardless of the battle's outcome.

(11.43) See rule 13.3 for effects of ZOCs, and 13.4 for stacking restrictions.

(11.44) A leader can always retreat before melee from a hex under assault. No die-roll is necessary.

(11.45) Assaulting units can advance following a retreat before melee (see 14.4).

(11.46) Retreat before melee is voluntary. If he wishes, a player can retreat one unit in a stack and not another.

(11.47) A player rolls the die separately for each unit attempting to retreat.

(11.48) Treat (modified) die-rolls of less than 1 or greater than 6 as 1 and 6 respectively.

(11.5) Use of the Melee Tables and Odds Chart

The Melee Tables determine the outcomes of melees. One table is used for battles in which infantry defends, a different one for battles in which artillery defends alone. The tables appear on the mapsheet.

(11.51) Each player totals his units' melee ratings. Players then divide the total attacking strength by the total defending strength and round down to one of the ratios shown in the column headings of the appropriate melee table. Players use the corresponding column to determine the result. The attacker rolls one die and reads the result from the odds column.

(11.52) Odds always are rounded off in favor of the defender.
EXAMPLE: 14 to 10 rounds to 1.25:1, 6 to 10 rounds to 1:2.

(11.53) The Odds Computation Chart is a convenient tool for determining melee odds. Rather than do any division and rounding themselves, players can simply cross-index the attacking and defending strengths on this chart and read off the odds.

(11.54) The melee die-roll never is modified.

(11.55) A unit uses the same melee rating for attack and defense.

(11.6) Modifications to Odds or Strengths

The odds column used to resolve a melee can be affected by 'flank attacks', by leaders, and by 'Johnston's Attack' (see 17).

The strengths of units involved can be affected by slopes and by woods together with slopes.

(11.61) A melee is a *flank attack* if at least one unit is assaulting from a flank or rear hex of the defender and is not in a *front* hex of any enemy unit other than the defender.

- In a flank attack the odds are shifted two columns in favor of the attacker (e.g., from 1.5:1 to 3:1).

- A battle involving two defending hexes is a flank attack if the condition above is satisfied for *either* defending hex.

EXAMPLE: Fig. 11.6(a) is a flank attack. 11.6(b) is not; the assaulting unit is in Gibson's front hex. 11.6(c) is a flank attack; the assaulting unit is not in a front hex of Gibson, although it is in Gibson's ZOC.

Fig. 11.6(a)

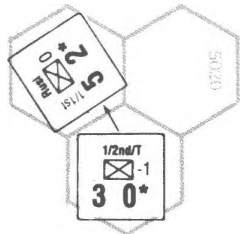


Fig. 11.6(b)

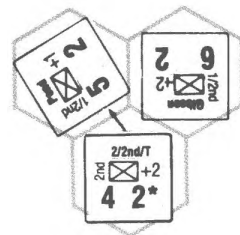
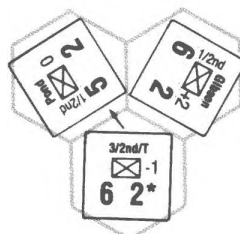


Fig. 11.6(c)



(11.62) The melee rating of each unit which attacks up slope (*i.e.*, across a slope hexside against a unit on the uphill side) is reduced by one. A rating of 1 remains 1.

(11.63) If a unit attacks up a slope into a woods hex its rating is reduced by two. Ratings of 1 or 2 become 1.

- If a unit attacks into woods but not up slope, there is no reduction.

(11.64) Each unit's rating is reduced *individually* for slope effects.

EXAMPLE: Three units with ratings of 4 attack up a slope into woods. Each unit's rating becomes 2; their new total is 6.

(11.65) If some units attack up slope and others not up slope, the ratings of the latter are unaffected. Only the units actually attacking up slopes suffer reduction.

(11.66) Units stacked with their division, corps, or army commanders receive column shifts in their favor for the commanders' leadership ratings. A leader with a +1 rating gives one column shift; a leader with +2 rating gives two column shifts. (See 16.12 for details.) Leader column shifts count both in attack and in defense; a defending leader would shift the odds to the left.

(11.67) All column shifts are cumulative.

(11.68) In calculating odds or column shifts, imagine that the odds columns extend to all integer values on each side of the extremes shown (e.g., to 9:1, 10:1, 1:5, 1:6, etc.). If the final odds work out to greater than 8:1 or worse than 1:4, use the 8:1 and 1:4 columns respectively.

(11.7) Melee Results

The Melee Table will indicate a number of step losses and/or a morale check to each unit involved.

- Artillery can be captured when defending units retreat.
- Attacking units which fail to dislodge the defenders must retreat out of the hexes they assaulted from (so as to be no longer adjacent to the defenders).

SAMPLE MELEE RESULTS

Result suffered by _____ 1 + M/M _____ Result suffered by
all attackers all defenders

Result suffered by one _____ (1)/2* _____ Indicates possible
attacker; others not leader loss
affected

(11.71) A result applies to all units participating on the particular side. Every unit in the defending hex (except artillery not taking part per 11.23) suffers the result to the right of the slash.

- Certain melee results are enclosed in parentheses, as in the second example above. These results are applied to only one unit (owning player's choice) of the side in question. Other units on that side are unaffected.

(11.72) 'M' indicates a morale check (see 12.3). Each unit checks separately and simultaneously with all other units.

(11.73) '1 + M' indicates a step loss plus a morale check. For each unit, the player first removes a step, then checks the unit's morale. The loss of the step may reduce the morale rating.

- If a unit which has already lost 3 steps suffers this result and also fails its check, it loses two steps and retreats one hex. It does not make two retreats.

- '2M' indicates two morale checks; each unit's morale must be checked twice. Both checks are always made immediately before any other action. **Note** that '2M' is not the same as 2 + M; it requires no automatic step losses.

(11.74) If the attack fails to force all defenders to vacate the hex, then all attacking units must retreat one hex, after the melee, following all the usual retreat rules.

- However, units in the sunken trail attacking out through protected hexsides are exempt from this rule.

- Artillery units of the attacking side do not retreat at this time.

(11.75) An attacking unit which suffers a fourth or fifth step loss does retreat after the melee; this game differs in this respect from *South Mountain* (see Design Notes).

(11.76) An asterisked melee result indicates a possible leader loss (see 16.2).

(11.77) All step losses and morale checks are applied before any retreats or advances occur.

(11.8) Capture of Artillery

If both infantry and artillery are in a defending hex, all the infantry is eliminated or retreated in a melee, and an attacking unit advances into the hex, the artillery can be captured.

The player owning the artillery rolls one die. An artillery unit with 0 or 1 step losses (face-up) escapes on a roll of '4', '5', or '6'. A unit which has two or more step losses (flipped) escapes on a roll of '5' or '6' only.

Artillery which escapes retreats one hex, obeying the usual rules of section 13 for direction, stacking, and effects of ZOCs. (Thus, the artillery retreats even though it did not fight in the melee.) Artillery which fails to escape is eliminated.

12. COMBAT RESULTS

The effect of combat is to weaken a unit's *cohesion*. Cohesion is measured in *cohesion steps*. Loss of cohesion reduces a unit's fire, melee, and morale ratings. An individual combat result will require a number of step losses and/or a *morale check*, which may cause a step loss.

Loss of four cohesion steps requires a unit to retreat (see 13). A unit which loses six steps is considered eliminated as an effective force for the duration of the battle, and is removed from play. A unit with fewer than six step losses can reduce its number of step losses by *recovery* (see 15).

(12.1) Cohesion Steps

(12.11) Players use the 'Step Loss' and '4 Step Loss'/'5 Step Loss' markers to record loss of cohesion, as follows:

For 1 step, place a 'Step Loss' marker underneath the unit.

For 2 steps, flip the unit over and remove the 'Step Loss' marker.

For 3 steps, place a 'Step Loss' marker underneath the flipped unit.

For 4 steps, remove the 'Step Loss' marker from underneath and place a '4 Step Loss' marker on top of the unit.

For 5 steps, place a '5 Step Loss' marker on top (i.e., flip the '4 Step Loss' marker over).

(12.12) A player can place his 4/5 step loss markers underneath his units if he prefers, but only if his opponent consents.

(12.2) Effects of Step Losses

(12.21) Loss of 1 step has no effect.

(12.22) The fire, melee, and morale ratings of a unit which has lost 2 steps are reduced to those printed on the unit's flip side.

(12.23) Loss of 3 steps has the same effect as loss of 2 steps.

(12.24) If a unit has lost 4 or 5 steps, each rating printed on its flip side (fire, melee, and morale) is reduced by 1. A melee rating of 1 remains 1.

EXAMPLE: Either Bowen unit would have fire rating -2* if it had 4 losses.

(12.25) A unit must retreat at the instant it is reduced to four or five step losses. (Exception: a unit which suffers a 'Stand, lose 1 step' result when attempting to retreat before melee always stands in place and fights the melee; see 11.42.) A unit which has suffered 4 losses and then suffers a fifth in a later, separate action, will retreat again at the later time.

- A unit which drops from 3 or fewer step losses down to 5 all at one time makes just one retreat, not two.

(12.26) A unit which has 4 or 5 step losses cannot advance after combat (see 14.21).

(12.27) A unit which loses 6 steps is eliminated (removed from play). (Design Note: 'Eliminated' here means that the unit will be ineffective for the rest of the day. It should not imply complete, permanent destruction.)

(12.3) Morale Checks

A morale check may cause a step loss, depending on the unit's morale rating and the roll of a die.

Rules 12.31-12.34 specify *when* to check morale.

(12.31) A result of 'M' on the morale tables means "check morale." A result of '2M' requires two separate morale checks.

(12.32) An infantry unit which is fired on by artillery at range greater than 1 hex and is not adjacent to any enemy combat unit makes a morale check, instead of automatically losing a step, when a step loss is called for on the Fire Table. A result of '2' requires two separate morale checks.

(12.33) An infantry unit which retreats into an enemy ZOC (i.e., into an enemy-controlled hex not occupied by a friendly unit) must check morale.

(12.34) When artillery retreats before fire, any infantry in the hex it retreats out of immediately checks morale.

(12.35) A unit's *effective morale rating* is equal to its printed rating plus all applicable modifiers. The possible modifiers are:

- the leadership rating of the unit's division, corps, or army commander, if he is stacked with the unit;
- 1 if the unit has lost 4 or 5 steps; and
- +1 for a unit which is located in a sunken trail hex, and checking morale as a result of an attack made entirely through protected hexsides. (This applies to all checks except those made under rule 12.33, and to calculation of fire dice rolls per rule 9.6.)

A flipped unit applies these modifiers to the morale rating on its flip side.

- A unit can apply just one leader's rating to modify its morale, even if it is stacked with more than one leader.

EXAMPLE: The units of 2/6th/T have morale 0 when face-up, -1 when flipped, and -2 when at 4 or 5 step losses. If one of these units were in hex 2323, were assaulted from 2223 and 2322, and had to check morale, its morale would be increased by 1. If it were assaulted from 2224 its morale would not be increased. Prentiss would not benefit its morale, since his leadership rating is 0.

(12.36) To check morale, the player rolls one die, adds the unit's effective morale rating, and consults the Morale Table (see map-sheet). The result will be a number of steps lost, either 0, 1, or 2.

(12.37) There is no explicit 'rout' in *The Battle of Shiloh*. The effect of morale checks is only to cause step losses (and attendant retreats). (Note: Units with four or more step losses are in conditions analogous to 'rout' in other games.)

13. RETREAT

A retreat is a movement toward the rear area, usually one hex in length, occurring outside the movement phase. Units retreat in several situations, sometimes voluntarily and sometimes involuntarily. The rules governing voluntary and involuntary retreats are identical, except for the effects of ZOCs (see 13.21 and 13.3). Whenever all combat units are forced to vacate a hex, any leader in the hex retreats (see 13.5).

(13.1) When Combat Units Retreat

(13.11) A combat unit must immediately retreat one hex in the following situations:

- at the instant it loses a fourth or fifth cohesion step (Exception: a unit which obtains the 'Stand, lose 1 step' result in an attempt to retreat before melee always stands for the melee - see 11.42);
- when a unit firing at it scores dice roll '13' or greater;
- after an unsuccessful assault (see 11.74);
- Artillery either will retreat or be captured when infantry in its hex is defeated in melee (see 11.8).

(13.12) A player may voluntarily retreat a combat unit one hex in these situations:

- retreat before melee;
- retreat before fire.

(13.13) A unit which has lost four or five steps, which takes part in a combat, and suffers no additional loss does not retreat. Rule 13.11(a) calls for a retreat only at the instant a unit suffers its fourth or fifth loss.

(13.14) After a melee units of both sides may need to retreat (e.g., if one defender is down to four steps lost but another is not, so that all attackers must retreat also). In such cases the defender performs all his retreats first; then the attacker performs his retreats, and after that any advances.

(13.15) Losses are applied before any retreats are made. In particular, a unit which has three step losses and suffers two more goes down to five step losses, then retreats. It will make any morale check during the retreat using its 5-loss rating, not its 3-loss rating.

(13.16) A unit which meets two or more of the criteria of rule 13.11 at the same time still retreats just one hex, not two or more. A unit retreats more than one hex only if it must do so to avoid ending its retreat in an enemy ZOC (see 13.34), or avoid overstacking (see 13.41).

EXAMPLE: A unit takes a fourth step loss from fire, and before retreating is fired at one more time per rule 9.16. The fire dice roll is '7'; the unit still retreats just one hex.

(13.2) Direction of Retreat

A player retreats his own units. In choosing which hex to retreat a unit into he must adhere to the following rules, given in order of precedence.

(13.21) All retreats are blocked by enemy combat units, impassable terrain, or the map edge. Voluntary retreats are blocked by enemy ZOCs (in hexes not occupied by friendly combat units).

- If a unit is forced to retreat, and all adjacent hexes are blocked, the unit is eliminated instead.

(13.22) A Union unit can retreat *southwest* only if all four hexes in the other directions are blocked. (Note: this means that in an involuntary retreat a Union unit will even enter a Confederate ZOC rather than retreat southwest.)

(13.23) In the same way, a Confederate unit can retreat northeast only if all four hexes in the other directions are blocked.

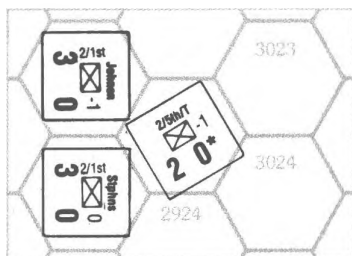
(13.24) If it can do so without violating rules 13.22-13.23, a retreating unit must avoid entering enemy-controlled hexes that are not occupied by friendly units.

(13.25) Subject to avoiding enemy ZOCs, a Union unit will retreat so as to be as close as possible to hex 3630, and a Confederate unit will retreat so as to be as close as possible to hex 1001.

- For purposes of this rule, distance is figured by counting a path of hexes overland, avoiding Tennessee River hexsides. Other types of terrain are ignored, as are units; each hex just counts 1. E.g., hex 2524 is 11 hexes from 3630, and hex 2029 is closer to 3630 than hex 2030 is.

EXAMPLE: In Fig. 13.2, the Union unit retreats to hex 3024: this is closer to 3630 than hex 3023 is, and avoids the Confederate ZOC in hex 2924. If the Confederate unit were in hex 3024 instead of 2823, the Union unit would still retreat into 3023 or 2924 rather than retreat southwest into 2922.

Fig. 13.2



(13.26) A unit *can* retreat into a hex which contains an enemy leader, but no enemy combat units (see 16.3).

(13.3) Effects of Enemy Units and ZOCs

(13.31) When a unit retreats during a fire phase, one additional enemy unit may be able to fire at it before the retreat is executed (see 9.16).

(13.32) Infantry units which retreat into an enemy ZOC must immediately make a morale check. A unit makes a separate morale check in each enemy-controlled hex it enters.

- Artillery which retreats into an enemy-controlled hex (not friendly-occupied) is eliminated.

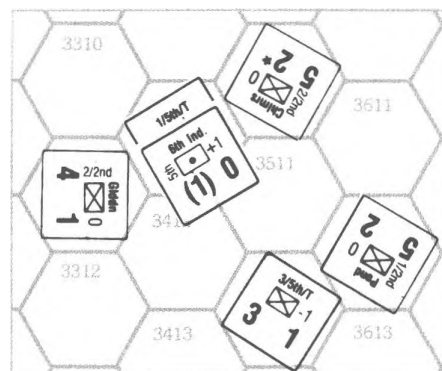
(13.33) A unit cannot make a voluntary retreat (i.e., in place of fire or before melee) into an enemy-controlled hex.

(13.34) A unit cannot end its retreat in an enemy-controlled hex. It must continue on, retreating two or more hexes.

(13.35) A friendly combat unit negates the effects of enemy ZOCs on its hex for retreat purposes. In all retreat rules, any hex which contains a friendly combat unit is never considered to be in an enemy ZOC: artillery can retreat into such hexes, units can voluntarily retreat into them, and so on.

EXAMPLE: In Fig. 13.3, a unit of 1/5th/T is stacked with 6th Indiana artillery in hex 3411, and both must retreat. All adjacent hexes are enemy-controlled, and so the artillery is eliminated. The 1/5th/T retreats to hex 3511 and makes a morale check there; it then continues through 3512. 3/5th/T negates the effects of Confederate ZOC in 3512; 1/5th need not make another morale check.

Fig. 13.3



(13.36) Note that there is no "retreat fire" or "opportunity fire", as in some other games; the only penalty for retreating through an enemy ZOC is that the unit must check morale.

(13.4) Effects of Stacking

Combat units retreat singly. A leader can accompany any retreating combat unit; this shields the leader from effects of ZOCs (see 16.33). Note that as illustrated in the example of rule 13.3, when two units retreat out of a hex neither shields the other from effects of ZOCs; they retreat individually.

(13.41) A unit cannot end its retreat illegally stacked. It must continue on until it reaches a hex in which it can stack legally. In Fig. 13.3 the 1/5th unit would have to continue retreating beyond 3512.

(13.42) A unit which ends its retreat stacked with other units conforms to their facing.

(13.43) If a unit ends a retreat after melee stacked with other units which are then assaulted in the same phase, it does not contribute to the defense. It must retreat again if the defending units retreat or are eliminated.

(13.44) A retreating unit causes no adverse effect on units it retreats through.

(13.5) Leader Retreat

Whenever all combat units in a leader's hex are retreated or eliminated, the leader must vacate the hex also. He retreats per

rule 13.2 the same as combat units. For effects of enemy ZOCs, see rule 16.34.

14. ADVANCE AFTER COMBAT

Advance allows attacking (phasing) units to occupy hexes vacated in combat or to change facing in their original hexes. Advance is required after a successful assault, and is voluntary at other times. Units do not necessarily have to fire to advance after a successful fire attack (see 14.3).

(14.1) Procedure for Advances

Units can advance or change facing whenever all defending units vacate a hex. This can occur during offensive fire, an artillery retreat in place of fire (9.9), retreat before melee, or melee combat. The attacking player simply moves the advancing units into the vacated hex or changes their facing however he wishes.

- Non-phasing units never advance. There is no advance after a defensive fire or an unsuccessful assault.

(14.11) An eligible attacking infantry unit can advance into the vacated hex, or remain in its original hex and change facing. An artillery unit cannot advance, but can change facing. Any leader stacked with an adjacent attacking unit can advance into the hex, provided at least one combat unit does so.

- Rules 14.3 and 14.4 detail which units are eligible to advance in which situations.

(14.12) Units which advance may be given any facing their owner desires.

(14.13) In each combat, first the defender makes any necessary retreats, then the attacker does so, and finally the attacker makes any advances or facing changes. All these must be completed before another combat is resolved.

(14.2) General Restrictions on Advances

These restrictions apply to all advances, at whatever time they occur. Rules 14.3 and 14.4 detail additional specific restrictions on advances after fire, after melee, etc.

(14.21) A unit which has four or five step losses cannot advance into a vacated hex, but can change facing in its original hex. (If after a melee all attacking units have been reduced to four or five losses, none of them may advance).

(14.22) When a unit changes facing after a combat, per 14.1, any unit stacked with it must change facing to conform (even if that unit was not eligible to advance). If the second unit is prohibited by 14.23 from changing facing, then the first unit cannot change facing.

(14.23) The following rules limit the activities of units which advance or change facing after combat.

- Once a unit has advanced or changed facing in a particular phase, it cannot advance or change facing again in that phase.
- In each player-turn, a unit cannot fire after it has advanced or changed facing.
- A unit which fires, but does not advance or change facing, can change facing later in that player-turn to conform to another unit per 14.22.
- A unit cannot melee after it has advanced (this would be an advance after fire or artillery retreat; see 14.3). A unit which changes facing can still assault, but it can assault only units in its two new front hexes.

(14.24) Stacking rules must be satisfied after an advance. (Thus, units of only one brigade can actually move into a vacated hex, even though units of several brigades may be eligible).

(14.25) Units cannot advance through hexsides blocked by the Tennessee River.

(14.26) Units which are out of command control *can* advance.

(14.27) Advance has nothing to do with movement points.

(14.28) A unit which retreats cannot also advance.

(14.29) Advancing units ignore ZOCs.

(14.3) Advance after Fire or Artillery Retreat

Whenever all units in a hex are eliminated or retreated as a result of an offensive fire, the following units are eligible to advance, subject to 14.2:

- Any adjacent infantry unit which fired into the hex at any time during that phase is eligible to advance or change facing;
 - Any adjacent artillery unit which fired into the hex at any time during that phase is eligible to change facing;
 - Any adjacent infantry unit which has not yet fired in that phase and *could* fire at the vacated hex is eligible to advance or change facing, exactly as though it had fired. Likewise, an artillery unit in this situation can change facing. (In effect, the units are supporting the attack.)
- Players should note carefully the restrictions of rules 14.22 and 14.23.

(14.31) A unit which advances into a vacated hex after fire cannot assault in that same player-turn. The requirement of 11.21 does not apply to the unit in the hex it has advanced into. (In effect, the unit is advancing during the time in which it would be assaulting.)

(14.32) Units which are not adjacent to the target hex (e.g., artillery firing at range two hexes) can never change facing or advance after fire.

(14.33) It is possible that an artillery retreat in place of fire (see 9.9) will leave a hex vacant. (This occurs if the infantry which screened the artillery fails its morale check and is required to retreat.) In such a case, any adjacent phasing infantry which are in position to fire at the hex can advance into it or change facing. Such advances are treated as though they had fired into the vacated hex; all procedures and restrictions of advance after fire apply exactly as though they had done so. (In particular, the units cannot fire at any other hex.)

(14.34) Advance after fire or artillery retreat is voluntary.

(14.4) Advances Following Melee or Retreat Before Melee

When all defending units vacate a hex in melee combat or retreat before melee, units which assaulted the hex (i.e., fought the melee or attempted to fight one) are eligible to advance or change facing, subject to 14.2. No other units can advance. Other units can change facing to uniform per 14.22, if not prohibited from doing so by 14.23.

- **Note** from rule 11.8 that when defending infantry is pushed out of a hex in melee, attacking units can advance even if there is an artillery unit in the hex. The artillery will be captured or displaced (see 11.8).

(14.41) Whenever attacking units are eligible to advance after a melee battle, at least one *must* advance into the vacated hex. After a retreat before melee, on the other hand, advance is voluntary.

(14.42) Units which advance following a retreat before melee cannot make any other assault in that phase.

15. RECOVERY

By falling out of the line of battle for a time, units can *recover* lost cohesion steps.

(15.1) Conditions for Recovery

A unit recovers during its own player-turn. It must start the turn a certain distance away from all enemy combat units, as specified in rules 15.11-15.13. During his movement phase a player can place a recovery marker on any unit which meets these requirements, instead of moving it.

- If the unit fires or is fired upon, the player removes the marker; otherwise the unit will regain one step of cohesion during the recovery phase.

- *Note* that an infantry unit can never recover full cohesion (see 15.31).

(15.11) A unit which has one, two, or three step losses must be at least 3 hexes away from all enemy combat units, unless stacked with a leader per rule 15.13.

(15.12) A unit which has four or five step losses must be at least 5 hexes away from all enemy combat units, unless stacked with a leader per rule 15.13.

(15.13) A unit which is stacked with its division, corps, or army commander at the start of the movement phase can receive a recovery marker, provided only that it is not adjacent to any enemy combat unit.

- The leader need *not* remain in the hex throughout the movement phase, nor be there in the recovery phase; the unit keeps the recovery marker even if he moves away.

(15.14) To recover, a unit must remain stationary (except for facing changes) and not fire or be fired upon throughout the player-turn. If any of these conditions is violated, remove the recovery marker.

(15.2) Recovery Procedure

During his movement phase a player can place a recovery marker on any unit which meets the conditions of rules 15.11-15.13. If the unit fires or is fired at during the player-turn, (or if he decides to move the unit after all), the player removes the marker. In his recovery phase he restores one step to each unit that has a recovery marker.

- He restores two steps to each unit that is also stacked with its army commander.

(15.3) Restrictions on Recovery

(15.31) An infantry unit which has once lost a step can never recover so as to have zero step losses; it always retains at least one. It can remove all but one of its step losses through recovery, however.

- An artillery unit can remove all its step losses through recovery.

(15.32) Fire at one unit in a stack does not prevent other units in the hex from recovering. It prevents only the specific target unit from recovering.

(15.33) Only units which have recovery markers can recover. (This is to avoid arguments.) If players run out of recovery markers, they should make up more.

(15.34) A unit can change facing within its hex and still recover. It cannot recover if it moves one or more hexes in that player-turn.

(15.35) A unit stacked with its army commander can recover a second step (subject to rule 15.31). General Grant entitles any unit of the Army of the Tennessee with which he is stacked to recover a second step; he does not benefit units of the Army of the Ohio.

- General Buell benefits units of the Army of the Ohio but not those of the Army of the Tennessee.

- Generals Johnston and Beauregard both benefit any Confederate units. A Confederate unit stacked with both its army commanders recovers just two steps, not three.

(15.4) General Grant

General Grant has a unique ability to allow units of his army to recover additional steps, and to recover without having met the normal requirements. (The Union player will find that this special ability makes Grant the most important counter in the game.) This is a special rule, separate from normal recovery and in addition to it.

(15.41) General Grant has a special allowance of four *recovery points* per turn. The Union player spends Grant's recovery points during the Union movement phase.

- General Grant's allowance applies only during daylight turns. No recovery points can be spent during night turns.

(15.42) The Union player can spend recovery points at the beginning of the phase (before moving any units) and/or the end of the phase (after all units have been moved), but not at any time in between.

(15.43) The Union player can spend a total of four points in each of his daylight player-turns. He can spend all four points each turn, but cannot save points from turn to turn. He can use the special 'R' marker (numbered from 0 to 3) to show how many points remain during each turn.

(15.44) A point can be spent on any unit of the Army of the Tennessee that is within command control distance of Grant (see 6.51) at that instant. The unit cannot be adjacent to a Confederate unit at that moment, but need *not* meet any of the other conditions for recovery; it can have moved in that phase, or it can move and engage in combat in that same player-turn.

(15.45) Points cannot be spent on units of the Army of the Ohio.

(15.46) For each point spent on a unit the unit recovers one step. More than one point can be spent on a single unit in the same turn. Rule 15.31 still applies: an infantry unit can never recover completely full cohesion.

(15.47) A unit can recover by the usual procedure and also receive points from Grant in the same turn. It is in no way necessary for a unit to receive a point from Grant in order to recover by the usual procedure.

16. LEADERS

Leaders give special benefits to the units they command (see 3.3 for definition of 'command').

Leaders can be killed or captured; a player scores a victory point for capturing a named enemy leader.

(16.1) Leader Benefits

Units *stacked with* leaders who command them receive the benefits described in rules 16.11-16.13. All these benefits apply only if the leader is stacked with the units at the instant the benefit is applicable, and only if the leader commands the units per rule 3.3.

(16.11) The unit's morale is increased by the leader's leadership rating.

(16.12) In melee combat, the units receive a number of favorable column shifts equal to the leader's leadership rating.

- A leader can give a column shift to just one melee per phase.

EXAMPLE: If Sherman is stacked with units of the 5th/T division which are defending in melee, the odds are shifted two columns to the left.

(16.13) A leader allows units stacked with him to recover just as long as they are not adjacent to the enemy, and army commanders allow units to recover additional steps (see 15.13, 15.35, and 15.4).

(16.14) Each side can apply no more than one leadership rating to a single morale check or melee. *E.g.*, if a unit of the Reserve Corps were stacked with both Johnston and Breckinridge its morale would be increased by two, not three.

(16.2) How Leaders are Killed

A leader can be killed if units with which he is stacked suffer an asterisked result (e.g., '3*/0') in melee. The leader need not have contributed to a column shift to the melee.

(16.21) The owning player rolls one die for each such leader. On a roll of '1' the leader has 'met the fate of the hero' (in the phrasing of the period). Any other roll has no effect. The player rolls separately for each leader stacked with the units involved.

- Until the conclusion of 'Johnston's Attack', A.S. Johnston has a lesser chance than other leaders of being killed. The Confederate player rolls two dice for Johnston; Johnston is killed only on a roll of '2'. The same holds during the two turns the attack is in effect. Thereafter, Johnston is killed the same as any other leader.

(16.22) Each leader is rolled for just once per phase.

(16.23) Both named leaders and replacements can be killed.

(16.24) Leaders are never killed except in melee. (**Design Note:** There is no provision for leaders to be killed by ordinary fire because this would occur so rarely that players would find it to be a nuisance with no effect. In the intense short-range combat simulated by 'melee', leaders were killed much more frequently.)

(16.3) How Leaders are Captured

(16.31) If a leader is not stacked with any combat units, an enemy unit may enter his hex during normal movement, retreat, or advance after combat just as though the hex were empty. If an enemy combat unit enters a leader's hex, the player owning the leader immediately rolls one die. On a '4' through '6' the leader escapes, and retreats into any adjacent hex of the player's choice. On a '1' through '3' the leader has become a prisoner of war (he is removed from play).

- If every adjacent hex is either occupied by enemy combat units, or in an enemy ZOC and not occupied by any friendly combat unit, then the leader automatically is captured.

(16.32) A leader can move through a hex containing an enemy leader, but cannot stop there. There is no effect on either leader.

(16.33) When combat units retreat, any leader in the hex can accompany them. As long as a leader is stacked with combat units, ZOCs do not affect him. If a leader stacked with combat units retreats into an enemy-controlled hex and the units are eliminated by the effects of the ZOC (see 13.3), the leader is captured (there is no die-roll).

(16.34) If all combat units in a leader's hex are retreated or eliminated, and every adjacent hex is either occupied by enemy combat units or in an enemy ZOC and not occupied by any friendly unit, the leader is captured.

(16.4) Replacement Leaders

When a leader is killed or captured, flip over his counter to the 'Repl' side. This represents his replacement, who now commands the formation.

- Army commanders are not replaced.

(16.41) The replacement leader is held off the map for one complete owning player-turn, during which time there is no commander for that formation. At the start of the next owning player-turn he is placed on the map with any unit of his formation.

EXAMPLE: Clark is killed during the fourth Confederate player-turn. Throughout the fifth Confederate player-turn there is no commander for Clark's division. At the start of the sixth Confederate player-turn the replacement leader is placed on the map with any unit of the 1/1st Division.

(16.42) If a replacement leader is killed or captured, he is replaced by exactly the same procedure. The same 'Repl' counter just re-enters play.

17. JOHNSTON'S ATTACK

"Just possibly, this man's capacity for firing the spirits of tired soldiers might have been enough to send one final, triumphant assault through the shouting twilight, capturing guns, breaking the last infantry line, destroying the heads of the reinforcing columns and achieving the impossible in the smoky darkness above the deep river." -Bruce Catton (*Terrible Swift Sword*)

Once per game the Confederate player can declare *Johnston's Attack*. Confederate units then receive special benefits for two game-turns.

(17.1) Declaring the Attack

The Confederate player can announce the attack at the beginning of any game-turn after 12 p.m. April 6. The attack must be declared at the start of the turn, before any movement.

- If Johnston is killed or captured, the Confederate player cannot declare Johnston's Attack thereafter.

(17.2) Effects of the Attack

(17.21) On the turn the attack is declared, the Confederate player adds 1 to his dice roll for any unit which is within 3 hexes of Johnston (i.e., two or fewer hexes in between) at the instant it fires.

(17.22) On the turn the attack is declared, the Confederate player shifts melee odds two columns to the right in any attack in which at least one participating unit is within 3 hexes of Johnston. Units actually stacked with Johnston shift four columns. He does not shift odds when defending.

(17.23) On the turn after the attack is declared (e.g., at 2 p.m. if the attack is declared at 1 p.m.), the benefits are as stated in rules 17.21-17.22, but they apply to units of only one corps. The Confederate player must announce at the start of the turn which corps will receive the benefits. It can be any one of his four corps.

(17.24) On the second and subsequent turns after the attack is declared, there are no further effects. Effects apply only on the turn the attack is declared, and the next one.

(17.25) Johnston becomes the same as any other leader for leader casualties on the turn after the attack benefits have ended (see 16.21).

18. REINFORCEMENTS

Each player receives reinforcements. Reinforcements arrive in each scenario at the times specified in the reinforcement schedules (e.g., a unit scheduled for 5 p.m. April 6 arrives at that time in every scenario). Scenario 23 is an exception: certain units arrive at different times from those on the printed schedules (see 23).

- On the Turn Record Track appear reminders of which side receives reinforcements at which times.

(18.1) Union Reinforcement Entry

Union units of the 3rd Division, Army of the Tennessee arrive at hex 4818; all others (except gunboats) arrive at landing hexes.

(18.11) Units scheduled for landing hexes can arrive at either 3529, 3630, or 3930, as the Union player wishes.

- When more than one brigade arrives at the landings in the same turn, each brigade must arrive at a different landing hex if possible. Arrivals must be arranged so that brigades are distributed as evenly as possible among the available landing hexes.

(18.12) Both units arriving at the landings and units of 3rd/T are governed identically by the rules of 18.3.

(18.13) If advanced rule 27 (Gunboats) is being used, the two gunboats arrive as reinforcements at 1 p.m., April 6, in hex 3530.

(18.2) Confederate Reinforcement Entry

All Confederate reinforcements enter play at hex 1001.

- The Forrest and Adams cavalry units arrive as reinforcements only if advanced rule 28 is used. They arrive at hex 1327, not 1001.

- **Note** that the Confederate player receives reinforcements on the very first turn of April 6.

(18.3) How Reinforcements Enter Play

Reinforcements enter play during the Movement Phase. The player places each unit in the appropriate starting hex and then moves it normally (however, see 18.38). The starting hex counts as the first hex of movement.

(18.31) If units of two divisions enter at the same hex in the same turn, all the units of one of the divisions must enter before any units from the other division; they cannot be intermingled.

(18.32) A unit can force march on the turn it enters play as a reinforcement.

(18.33) Units automatically are in command control on the turn they enter play as reinforcements.

(18.34) If a unit's scheduled entry hex is occupied by an enemy combat unit, or if (because of the positions of enemy and friendly units near the entry hex) a unit cannot reach any hex in which it can stack legally at the end of its movement, then the unit's entry is delayed until a later turn.

- That an enemy unit has passed through the hex earlier in the game has no effect; the enemy does not 'take control of' the reinforcement hex. Reinforcements are delayed only if they are blocked by enemy units at the time they are scheduled to enter.

- A player can also voluntarily delay the entry of any of his reinforcements.

(18.35) A delayed reinforcement may be entered on any later turn exactly as though it were scheduled to enter on that turn, subject to all the same restrictions. Reinforcements can be delayed indefinitely.

(18.36) A delayed reinforcement must enter at the place it was originally scheduled.

(18.37) A reinforcement can enter at a hex in an enemy ZOC. It is considered to have entered the hex during movement and must stop there. Stacking rules must be obeyed.

(18.38) Units are assumed to be marching onto the map (or debarking from steamboats) in columns, one after another. Therefore, to enter the map a unit pays extra movement points for each unit that has entered ahead of it at the same hex that same turn.

- An infantry unit pays one extra movement point for each combat unit that has entered ahead of it. An artillery unit pays one-half point.

- A leader pays nothing and does not delay combat units.

(18.39) When so many units enter at a single hex that units behind them would have movement allowance zero, any remaining units wait until the next turn.

- They then enter at the same hex, ahead of any other reinforcements.

EXAMPLE: On turn 1 the Confederate 1st Corps enters at hex 1001. The Confederate player might bring on the first few units as follows: Russell's brigade enters first, the lead unit force-marching to 1210 (11 movement points). The second unit follows to 1209 expending 10 points for the eleven hexes moved and 1 for the unit ahead of it; total, 11. In the same way the units of Stewart each pay 11 points to reach 1208 and 1207. If an artillery unit now enters, it would pay 2 extra points for the four units ahead of it, and could reach 1206. Cheatham could enter at any time and move right up to the head of the column.

19. UNION ALERT AND SHOCK

The Union army was not prepared for the Confederate attack. To simulate this, Union units begin the 6 a.m. turn of April 6 in *unalerted* condition. They progress to conditions *alert 1* and *alert 2*, and finally become fully alert. Alert 1 and alert 2 have the same effects; the '2' simply indicates further progress toward becoming fully alert.

Markers have been provided to show units' alert statuses. To indicate a unit in status alert 1, for instance, place the marker on top of the unit so that the "Alert 1" reads face-up. The Union player should note that usually all units of a division will have identical alert status, and in such cases he may find it easiest to place just one marker on the division commander. The alert and shock rules apply only to scenarios which begin on the 6 a.m. turn of April 6. In other scenarios, all Union units are fully alert at the start of play.

(19.1) How Units Become Alert

Units initially become alert as the Confederate advance contacts them (rules 19.11-19.12) and through an automatic procedure which simulates word of the attack being sent back through the camps (19.13-19.19).

- Also, in the Alert Phase of *each* player-turn, every alerted unit becomes more alert. Each unit in status alert 1 becomes alert 2,

and each unit in status alert 2 becomes fully alert. (Thus, each unit requires two player-turns to become fully alert; either a Union turn and then a Confederate, or vice-versa.)

(19.11) At the instant a unit is fired on or assaulted by Confederate units, or gains a line of sight to a Confederate unit (see 10), that unit and all units of its division immediately go to status alert 1. (Exception: see 19.18.) They will progress to alert 2 at the start of the next Union player-turn.

(19.12) At the instant any Confederate unit moves into or east of hexrow xx20 (e.g., hexes 1220 or 1321) the two units of 2/5th/T go to status alert 1. (Their pickets would alert them.)

(19.13) In addition to rules 19.11-19.12, Union units are placed in status alert 1 by an automatic procedure during the first three game-turns. Players should think of the Union units as being divided into three groups for the purposes of this procedure. The units of 6th and 5th Divisions, except 2/5th/T Brigade, constitute one group; the units of 1st Division, except 1/1st/T Brigade, constitute a second; the 2/5th, 1/1st, and all remaining units make up the third. Rules 19.14-19.19 discuss these groups one at a time.

(19.14) In the Alert Phase of the first Union player-turn the Union player rolls one die. On a roll of '1' through '4' all units of the 6th Division go to status alert 1. On '5' or '6' all units of 5th Division, except 2/5th Brigade, become alert 1. 2/5th Brigade remains unalerted in either case. If the specified division has already been alerted during the first Confederate player-turn, there is no further effect, and no other units become alerted.

- Units alerted at this time will progress to alert 2 in the Alert Phase of the second Confederate player-turn, and become fully alert in the Alert Phase of the second Union player-turn, per 19.1.

(19.15) In the Alert Phase of the second Union player-turn, whichever of the two divisions did not become alert in turn 1 (per 19.14) becomes alert 1. 2/5th/T still does not become alerted, unless it has been attacked or alerted per 19.12. In addition, all units of the 1st Division, except the 1/1st/T brigade, become alert 1.

(19.16) Also in the Alert Phase of the second Union player-turn the Union player may designate any one brigade (both units) and one battery of his choice to become alert 1. These can be any of the units which are unalerted at that time.

(19.17) In the Alert Phase of the third Union player-turn, all remaining units become alert 1.

(19.18) The 2/5th/T Brigade becomes alerted separately from the rest of the 5th Division. Fire or assault against 2/5th does not alert the rest of the 5th Division, or vice versa; the 2/5th and the other units are completely independent for alert purposes.

(19.19) The Union Alert Chart summarizes the schedule by which units become alert.

EXAMPLE: On turn 1, Confederate units advance as far as 1416 and 1910; this alerts no Union units. In his Alert Phase the Union player rolls '6'; all units of 5th Division, except 2/5th, become alert 1. On turn 2, in the Confederate Alert Phase, these units become alert 2. All others are still unalerted. In his second turn the Confederate units continue past 1416 and attack the 6th Division, which becomes alert 1. In the Alert Phase of the Union player-turn, the 6th Division progresses to alert 2. The 5th Division (except 2/5th) becomes fully alert. The 1st Division (except for 1/1st Brigade) becomes alert 1. The Union player decides to alert the 2/5th Brigade and the artillery unit in hex 2724 under rule 19.16.

(19.2) Effects of Alert Conditions

(19.21) An unalerted unit cannot move.

(19.22) A combat unit in status alert 1 or alert 2 can move at most one hex in its movement phase. It cannot enter an enemy ZOC.

- Leaders in status alert 1 or alert 2 move the same as they do when fully alerted.

(19.23) A Confederate unit can use road movement (including force march) and enter the ZOC of an unalerted, alert 1, or alert 2 unit in the same phase.

EXAMPLE: In the example of rule 19.1, on turn 2 a Confederate

unit can move from hex 1416 to 1917 (using the road) and attack a unit of 2/6th in hex 2018.

(19.24) Whenever a unit in status alert 1 or alert 2 fires, the dice roll is reduced by 2.

(19.25) Alert has no effects other than those stated in rules 19.21-19.24. Except as stated in those rules, units which are less than fully alert function identically to other units.

(19.3) Union Shock

At the end of each Confederate movement phase, each Union unit which is in status alert 1 and is adjacent to a Confederate unit (*i.e.*, was just alerted) suffers *shock effect*. For each such unit the Union player rolls two dice and consults the Shock Table. The unit immediately suffers the indicated number of step losses. (This represents large numbers of men breaking and running at the sight of the attack.)

20. SIEGE GUNS

The "Siege" artillery unit represents a battery of heavy siege guns (Battery B, 2nd Illinois) and a battery of heavy Parrott guns which had no horses (Battery H, 1st Illinois). The unit arrives as a reinforcement at the landings at 1 p.m., April 6.

The "Siege" unit can move just one hex per turn. It cannot leave the area of field hexes surrounding the landings (*e.g.*, it could not enter hex 3725). It can cross ridge hexsides only when moving on roads (*e.g.*, it could not move or retreat from 3728 to 3729).

In all other respects the "Siege" unit functions like every other artillery unit.

21. NIGHT AND RAIN

There are three night turns following the 6 p.m. turn of April 6. These are labelled Night 1, Night 2, and Night 3. The next turn after Night 3 is 6 a.m., April 7. During the night turns, units' abilities are much restricted. The restrictions are especially severe on turn Night 3, simulating the effects of heavy rain which was falling during that time. (**Note:** Players do not need to read the night and rain rules in order to play scenario 22, which is the one recommended for a first playing.)

(21.1) Night Restrictions

(21.11) Whenever an infantry unit moves during a night turn, it may take a step loss, as in force march. (Exception: see 21.13.) The player consults the row of the Force March table corresponding to the number of movement points expended, rolls the die, and removes a step from the unit, if necessary.

- Infantry units can expend at most six movement points in each night turn, and cannot force march.

(21.12) A unit with 3, 4, or 5 step losses can move at night, following exactly the procedure of 21.11. If a loss is called for, the unit suffers the loss, but does not retreat in any way. A unit could be destroyed by night movement, if the player were rash enough to move a unit that had 5 step losses.

(21.13) A unit which arrives as a reinforcement during a night turn is exempt from rule 21.11 on the turn it enters play. It moves as during a day turn.

(21.14) Artillery and leaders are not restricted by 21.11.

(21.15) Units cannot enter an enemy-controlled hex at night, even if it is already occupied by a friendly unit.

(21.16) The only units which can fire at night are the Union gunboats (advanced rule 27), which can make shelling attacks (only). No other firing is allowed.

(21.17) Melee combat is allowed at night. Assaulting units shift one additional column to the left, cumulative with other shifts. Units

attempting to retreat before melee subtract 1 from their die rolls, cumulative with other modifiers.

(21.18) Normal recovery rules apply at night, except that General Grant's special bonus cannot be used.

(21.2) Rain Restrictions

These restrictions apply during turn Night 3 (only), in addition to rules 21.11-21.18.

(21.21) Infantry units which begin the turn already in play can move at most one hex.

(21.22) No combat is allowed, other than gunboat shelling.

SCENARIOS

The Battle of Shiloh has five scenarios. Each is a separate game situation with its own set-up instructions, special rules, and victory conditions.

- The first scenario is much the most finely balanced; it is recommended for competitive play. Players also are encouraged to use the first scenario for their first playing.

22. WATER OUR HORSES IN THE TENNESSEE

"We must this day conquer or perish . . . tonight we shall water our horses in the Tennessee."

-A.S. Johnston

This scenario recreates the decisive first day of the battle. It lasts from the 6 a.m. to 6 p.m. turn of April 6.

(22.1) Union 6 a.m. Set-Up

The 1st, 2nd, 4th, 5th, and 6th Divisions of the Army of the Tennessee (except the u/6th/T infantry unit) and the Illinois artillery unit (not part of any division) begin the game on the map.

- The Union player sets up first.

(22.11) A set-up hex has been printed on the map for each brigade, each leader, and each artillery unit.

EXAMPLE: The set-up hex for the 3/5th/T Brigade is 2510.

- Each infantry brigade must be set up with one counter directly in the hex, the other in that hex or any adjacent hex.

- Each leader is placed in the hex marked with his name.

(22.12) Set-up hexes for artillery are marked by division; *e.g.*, "a/2nd" indicates artillery of the 2nd Division. Each artillery unit must be placed in one of the artillery set-up hexes for its division.

(22.13) Units can be set up with any facing the Union player desires. All stacking rules must be satisfied.

(22.2) Confederate 6 a.m. Set-Up

After the Union player has set up, the Confederate player sets up the units of the 3rd and 2nd Corps, plus Johnston and Beauregard.

(22.21) He sets up 3rd Corps, plus Gladden's Brigade of 2/2nd Division, on the row of hexes running from 1206 to 1803 inclusive.

(22.22) He sets up the other units of 2nd Corps, plus Johnston and Beauregard, on the row of hexes from 1005 to 1801 inclusive.

(22.23) Each hex in the two rows specified must be occupied by at least one combat unit.

- Artillery can be placed only in field hexes, or on roads or trails.

- The two units of each brigade must be stacked together or adjacent.

(22.24) Subject to rule 22.23 the Confederate player can set up his units however he pleases in specified rows. All stacking rules must be satisfied.

(22.25) If advanced rule 28 (Cavalry) is being used, the Clanton unit is set up with the other 2nd Corps units. The 1st Mississippi and Wharton units arrive with their respective corps as reinforcements.

(22.3) Victory Conditions (Sunday Evening)

(22.31) If a Confederate infantry or artillery unit occupies any of the field hexes surrounding the landings at the end of the 6 p.m. turn, the Confederate player wins. (A leader or cavalry unit does not count.)

EXAMPLE: Hexes 3726, 3727, 3827, and all the other hexes of the large field area around the landings qualify. Hex 3925 does not qualify.

(22.32) If the Confederate player fails to win per 22.14, victory is decided on points.

- Each side scores points for the units it has remaining in play at the end of the 6 p.m. turn, as follows:

For each infantry unit with 0, 1, 2, or 3 hits	1 point
For each infantry unit with 4 or 5 hits	½ point
For each artillery unit	½ point

The Union player does *not* count points for units of the 3rd/T division, nor of the Army of the Ohio.

- Each side scores one point for each named leader it has captured (see 16.3).

- The Union player scores points for the shortest distance between any Confederate infantry or artillery unit and any of the field hexes surrounding the landings. (Leaders and cavalry are ignored.) Points are scored as follows:

distance	1	2	3	4	5	6	7	8	9	10	11	12+
points	1½	3	4½	6	7½	9	10	11	12	13	14	15

EXAMPLE: Hex 3323 is 5 hexes distant.

- The Confederate player wins if his point total exceeds the Union's. Otherwise the Union player wins. (If the scores are equal, the Union wins.)

23. THE MIGHT-HAVE-BEENS

Ever since the battle historians have speculated on what might have happened if each side had not made certain important mistakes. Many Confederates were later to criticise the initial deployment, in which the corps approached one after another in line. Some historians have claimed that this setup led to confusion which caused the Confederate defeat. On the Union side, the divisions under Lew Wallace (3rd/T) and William Nelson (4th/Oh), through misunderstandings and errors, arrived on the battlefield five hours late. This scenario gives each side a chance to correct these mistakes.

The scenario begins at 6 a.m. and runs through 6 p.m., April 6.

- Victory conditions are exactly as stated in rule 22.3.

(23.1) 6 a.m. Alternate Set-Up

(23.11) The Union player sets up first, following exactly the rules of 22.1.

(23.12) The Confederate player sets up second. The units of the Confederate 2nd and 3rd Corps, plus Johnston and Beauregard, begin the game on the map. The Confederate player sets them up on or southwest of the line of hexes 1801-1803-1206-1005. No unit of II Corps can be stacked with or adjacent to any unit of III Corps. Artillery must be in either road, trail, or field hexes. Each hex of the line 1803-1206 must be occupied by a combat unit or in Confederate ZOC.

(23.2) Special Reinforcement Rules

All reinforcements except the 3rd/T and 4th/Oh divisions arrive exactly as shown on the printed reinforcement schedule. The 3rd/T and 4th/Oh divisions will enter play at times determined by die-rolls.

(23.21) At the start of his fourth player-turn the Union player secretly writes down the hex at which he wishes the 3rd/T division to enter. This hex can be either 4818 or 3503.

(23.22) If 3rd/T has been plotted for hex 4818, the Union player rolls one die at the start of each of his player-turns beginning with 12 noon, April 6. If he rolls one of the numbers listed for that turn on the Union Reinforcement Table, then 3rd/T arrives at hex 4818 on the *following* turn. Otherwise the division does not arrive and the Union player must roll again on the following turn. The die-roll is public. The Union player uses the column of the table corresponding to the entry hex he has plotted.

(23.23) If 3rd/T is scheduled for 3503, the Union player rolls one die on each of his turns starting with 3 p.m. If he achieves the required number (shown on the Reinforcement Table) then 3rd/T arrives on the following turn.

(23.24) When 3rd/T is scheduled for 3503 the Union player can still make dummy die rolls using one die, pretending that the division is scheduled for 4818. He can do this only on the 12 p.m., 1 p.m., and 2 p.m. turns; after that he must reveal the true destination. Likewise, if he makes a dummy roll and gets one of the required numbers he must reveal his true plan.

(23.25) At whichever hex has been plotted, the 1/3rd and 2/3rd Brigades, plus Wallace, enter play on the turn the division 'arrives' according to the above. The 3/3rd Brigade plus the 3rd Division artillery arrive on the following turn.

(23.26) The arrival time of the 4th/Oh Division also is determined by a die-roll. The Union player follows exactly the procedure of rule 23.22, rolling one die beginning on the 12 p.m. turn and consulting the "4th/Oh" column of the table. On the turn the division 'arrives' the Union player receives the 10/4th and 22/4th Brigades and General Nelson, at the landings. On the following turn he receives the 19/4th Brigade.

24. THE HORNET'S NEST

This scenario simulates the decisive hours of the battle, from 10 a.m. until nightfall on April 6. It begins with the 10 a.m. turn and ends with the 6 p.m. turn of April 6. Victory conditions are as stated in rule 22.3 (Sunday Evening).

(24.1) Union 10 a.m. Set-Up

The Union player sets up first. He sets up two of his divisions along a line of hexes, the *Union Start Line*, which represents the Union battlefront at 10 a.m. Rule 24.11 defines this line; it is not marked on the map. Other divisions are set up per rules 24.14 and 24.15.

(24.11) The Union Start Line begins at hex 3104 and runs through 3105, 3006, due east to 3013, and ends at 2913.

(24.12) The Union player must set up the 1st and 5th Divisions (except for the 2/5th Brigade) in hexes of the Union Start Line. Furthermore, every unit of the 5th Division must be deployed to the west of every unit of the 1st. *E.g.*, the Union player could not place a unit of the 1st in hex 3104 and then a unit of the 5th in 2913.

(24.13) Brigades of the 1st and 5th Divisions have taken step losses, indicated in parentheses: 1/5th (2 each unit), 4/5th (3 each unit), 3/5th (one unit eliminated, other 2 steps lost), 1/1st (2 each unit), 2/1st (2 each unit), 3/1st (1 each unit). One artillery unit of 5th Division has been eliminated and one has taken 2 step losses. One artillery unit of 1st Division has been eliminated and the other has taken 1 step loss.

(24.14) Units of the 6th Division (except for the u/6th infantry) are set up in any sunken trail hexes. The Union player must remove 1 infantry unit (his choice) eliminated, assign 4 step losses to one other, and assign 2 step losses to the remaining two.

(24.15) Other combat units are set up as follows, with no step losses: 1/4th and 3/4th Brigades in any of hexes 2223, 2224, 2225, 2322, 2323, 2422, 2423; 2/4th in hexes 2819 and 2917; 1/2nd in 3024 and 3123; 2/2nd in 2823 and 2923; 3/2nd in 3323 and 3424, 2/5th in 1827, 1926, 2026, and 2025; U/6th in 3524; Illinois artillery

in 3224; each artillery unit of 2nd and 4th Divisions stacked with any infantry of those divisions. Units of each brigade may be placed in any of the hexes indicated, subject to stacking rules.

(24.16) Each division commander is placed (name side up) with any unit of his division. General Grant is placed in any hex which is within 15 movement points of hex 3529 (traced as for leader movement costs, not through any hex of the Confederate Start Line).

(24.17) The Union player may give his units any facings he wishes. He must satisfy all stacking rules.

(24.2) Confederate 10 a.m. Set-Up

The Confederate player sets up second. He sets his units up along the *Confederate Start Line*, defined in rule 24.21.

(24.21) The Confederate Start Line begins at hex 2606 and runs east to 2609, to 2509, then to 2515, then through 2416, 2316, 2217, 2117, 2118, 2019, and 1919. The line also includes hexes 1524, 1525, 1526, and 1527 (thus, it is in two parts).

(24.22) The Confederate player sets up the following units in west-to-east order along the Confederate 10 a.m. Start Line, between hexes 2606 and 1919 inclusive (each brigade has the total number of step losses shown in parentheses, divided as the player wishes between the two units of the brigade): Pond (3), Anderson (3), Johnson (2), Russell (3), Stewart (1), Wood (4), Shaver (2), Stephens (0), and Gladden (0).

(24.23) In the same way, the Confederate player sets up the following units along the start line between hexes 1524 and 1527: Statham (0), Bowen (0), Jackson (0), and Chalmers (0).

(24.24) Each hex of the start line must be either occupied by a combat unit or in a ZOC.

(24.25) Trabue's brigade (0 losses) is placed in hex 2107; Gibson's (0 losses) in hexes 2015 and/or 2114. One unit of Cleburne's brigade (2 losses) is placed in hex 2409; the other unit has already been eliminated.

(24.26) Each artillery unit may be placed on any friendly road hex (see 24.29).

(24.27) Each leader is placed (name side up) with any unit he commands.

(24.28) If the advanced rule for cavalry is being used, the 1st Mississippi, Wharton, and Clanton units begin the game in play. Each can be placed on any friendly road hex. They have suffered no losses.

(24.29) Road hexes between 1001 and the Confederate start line are friendly to the Confederates at the start of play. Others are friendly to the Union.

25. LICK 'EM TOMORROW, THOUGH

"Sherman started to ask Grant about retreating but changed his mind at the last second as he spoke. 'Well Grant,' said Sherman, 'we've had the devil's own day, haven't we?' 'Yes,' replied Grant, 'lick 'em tomorrow, though.' "

-James Lee McDonough (*Shiloh-in Hell Before Night*)

This scenario begins in the late afternoon of the first day, with the Confederates having a final opportunity to break through to the river landings, and continues through to the second day with the Union counterattack. Even if the Confederates do not win on the first day, they may well win on the second.

The scenario begins with the 4 p.m. turn of April 6 and continues until one side wins, or through the 6 p.m. turn of April 7. Victory conditions are as stated in rule 26.1.

• Johnston's Attack *cannot* be used in this scenario (Johnston is dead).

• No victory points are scored for the two leaders (Johnston and Clark) who have already been eliminated when the scenario begins.

• For variation, players may adapt this scenario for match play. Play two games, each player taking each side once. Play only the 4 p.m., 5 p.m., and 6 p.m. turns. The player with the greater total of victory points over the two games wins. If either player actually reaches the landing area with the Confederates (per 22.31), then he wins the match unless his opponent also does so (in which case decide the match on points).

(25.1) 4 p.m. Set-Up

Each player sets up his units in the hexes listed in rules 25.2 and 25.3. Next to each unit's designation appears, in parentheses, the unit's number of step losses at the start, and the hex in which it is to be set up.

(25.11) Each brigade designation appears twice in the lists, because each brigade has two counters. Either counter may be placed in each hex listed (one counter in each hex) with the indicated number of losses, as the player wishes.

EXAMPLE: The Union player must place one counter of 2/2nd/T in hex 3123 with 5 losses and the other in 4321 with 1 loss; he has his choice of which counter to place in which hex.

• Players who desire a more nearly historical setup may achieve it as follows: in the first hex listed for each brigade place the unit which has the stronger printed melee value. If melee values are equal, place the unit with the better printed morale rating, or if these are equal (this occurs in just one instance) the one with the better fire rating. *E.g.*, the unit of 2/2nd/T which has +2 morale rating would go in hex 3123 with 5 losses; the other would go in 4321. The players should agree before setting up whether they will follow this procedure.

(25.12) The notation 'elim' indicates that the unit has already been eliminated; it is not placed on the map.

(25.13) Players may give their units any facings they wish.

(25.14) The Union player sets up first. (Set-up time is reduced if the players simultaneously put their units in the hexes listed and then give them the desired facings, Union player first.)

(25.15) Players should note that not all their units necessarily will be in command control at the start.

(25.16) Design Note: By this time in the battle nearly all the brigades had become much intermingled. Many regiments had become separated from their old brigades and were fighting with others instead. In the set-ups given here, each unit represents whatever troops were fighting with that brigade commander at this time - in most cases, a collection of troops from several brigades.

(25.2) Union 4 p.m. Set-Up

Only units of the Army of the Tennessee begin the game in play. Units of the Army of the Ohio and the 3rd/T division are still waiting to enter the game as reinforcements.

Gen. McClernand Anywhere within 3 hexes of a 1st Division unit

1/1st (2)	3724
1/1st (2)	3320
2/1st (2)	3723
2/1st (2)	4023
3/1st (2)	3521
3/1st	elim
2nd Illin. (2)	3625
14th Ohio	elim

Gen. Wallace	3020
1/2nd (2)	2820
1/2nd (2)	2720
2/2nd (5)	3123
2/2nd (1)	4321

3/2nd (3)	3020
3/2nd (3)	2724
1st Illin./2nd Div.(1)	3123
1st Missouri (0)	Any of the field hexes surrounding the landings.
Gen. Hurlbut	Anywhere within 3 hexes of a 4th Division unit
1/4th (2)	Any road between 2723 and 3323, legally stacked
1/4th (2)	Any road hex between 2723 and 3323, legally stacked
2/4th (2)	3421
2/4th (2)	3524
3/4th (3)	2623
3/4th (3)	2624
Mann's artillery (0)	2623
2nd Michigan	elim
Gen. Sherman	4121
1/5th	elim
1/5th (5)	Any of the field hexes surrounding the landings
2/5th (5)	Any of the field hexes surrounding the landings
2/5th	elim
3/5th	elim
3/5th	elim
4/5th (2)	4121
4/5th (2)	4221
6th Indiana (0)	Any of the field hexes surrounding the landings
1st Illin./5th Div.	elim
Gen. Prentiss	2621
1/6th	elim
1/6th (2)	2621
2/6th	elim
2/6th	elim
u/6th (2)	2622
1st Minnesota (0)	2622
Gen. Grant	Anywhere within 3 hexes of a Union unit
Illin. artillery	elim
Siege artillery (0)	Any of the field hexes surrounding the landings

If advanced rule 27 is being used, deploy also:

Lexington, Tyler 4330

(25.21) Units not listed above are waiting to enter play as reinforcements, as usual.

(25.22). The segments of road connecting hexes 2523, 2819, and 4818 to the river landings are considered friendly to the Union at the start. All others are friendly to the Confederates.

(25.3) Confederate 4 p.m. Set-up

Gen. Polk	3218
1/1st Repl leader	3218

Russell (2)	3218
Russell	elim
Stewart (3)	2519
Stewart	elim

Gen. Cheatham	2422
Johnson	elim
Johnson (3)	2818
Stephens (3)	2422
Stephens (3)	2422
1st Corps artillery (2)	2411
1st Corps artillery (0)	2519

Gen. Bragg	2619
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Gen. Ruggles	2619
Pond (1)	3117
Pond (1)	3619
Gibson (5)	2517
Gibson	elim
Anderson (3)	2619
Anderson (3)	2619

Gen. Withers	2525
Jackson (1)	2425
Jackson (1)	2425
Chalmers (2)	2525
Chalmers (2)	2525
Gladden	elim
Gladden (2)	2421
2nd Corps artillery (0)	2717, 2619, and 2425

Gen. Hardee	2420
Cleburne	elim
Cleburne (2)	2917
Wood	elim
Wood (2)	2420
Shaver (5)	2321
Shaver	elim
3rd Corps artillery (0)	2422, 2818, and 2917

Gen. Breckinridge	2423
Statham (1)	2423
Statham (2)	2423
Bowen (3)	2424
Bowen (2)	2424
Trabue (2)	3418
Trabue (2)	3518
Res Corps artillery (0)	2424 and 2618
Res Corps artillery	elim

Gen. Beauregard	3013
Gen. Johnston	elim

If advanced rule 28 is being used, deploy these cavalry units:

Wharton (0)	3618
Clanton (0)	2526
Adams (0)	2121
Forrest (0)	2221
1st Mississippi (0)	2322

(25.31) The Confederate player deploys one artillery unit of each corps in each of the hexes listed for artillery of that corps. Hex 2411 for 1st Corps is not a misprint.

(25.32) See rule 25.22 for specification of road control.

26. THE SEVEREST BATTLE OF THE WEST

"Shiloh was the severest battle fought at the West during the war."

-U.S. Grant (*Personal Memoirs*)

This scenario simulates the entire two-day battle. It lasts from 6 a.m. April 6 until 6 p.m. April 7, or until one side wins.

- The starting set-up is as stated in rules 22.1-22.2.

(26.1) Victory Conditions (Monday)

(26.11) The Confederate player wins the game at the end of the 6 p.m. turn, April 6, if at that time he has won according to the Sunday Evening victory conditions, rule 22.3.

(26.12) If the Confederate player does not win per 22.3, the battle continues through the three night turns and into the second day. Victory then is decided by elimination of units. The Confederate player wins at the instant 24 Union units have been eliminated; the Union player wins at the instant 17 Confederate units have been eliminated. A captured named leader counts as an eliminated unit. An artillery unit counts as *one-half* a unit for this purpose; e.g., if a player had lost 12 infantry and 6 artillery units, he would be considered to have lost 15 units for victory purposes.

(26.13) The Confederate player also wins if at **any** time during the *second* day one of his infantry or artillery units enters one of the field hexes surrounding the landings. (The game immediately ends at the instant this occurs.)

(26.14) If neither side has won by the end of 6 p.m. April 7, the battle ends in mutual exhaustion and the game is a draw.

(26.2) Special Rules

(26.21) Confederate units may exit the map from hex 1001 (in this scenario only). A unit pays one movement point to leave the map from 1001. Once exited, a unit cannot return.

(26.22) Players can explore the 'might-have-beens' of Shiloh over the length of the whole battle, if they wish, simply by using the set-up and reinforcement rules 23.1-23.2 in this scenario.

ADVANCED RULES

27. GUNBOATS

There are two gunboats in the game. They enter play as reinforcements at 1 p.m. April 6. The gunboats belong to neither Union army (they are not, in any case, affected by command rules).

(27.1) Gunboat Movement

A gunboat can enter only the deep-water (darker blue) hexes of the Tennessee River.

(27.11) A gunboat can move an unlimited number of river hexes in each Union movement phase. It ignores zones of control.

- Command control rules do not apply to gunboats.

(27.12) A gunboat cannot enter any hex which contains any land. It cannot sail up streams.

(27.13) Gunboats have no facing.

(27.2) Gunboat Fire

A gunboat can fire during any Union offensive or defensive fire phase, the same as any other Union unit. It can fire in any direction; it has no facing.

- A gunboat can fire in the Offensive Fire Phase only if it did not move in the preceding movement phase, the same as an artillery unit.

(27.21) At range one or two hexes a gunboat can fire using the normal fire procedure. Rules 9 and 10 apply exactly as for a land unit. The gunboat's fire rating is 0.

(27.22) Alternatively, a gunboat can make a special kind of fire attack, called *shelling*. (This represents random fire into an area of ground.) To resolve a shelling attack the player rolls one die and reads the result from the Shelling Table. (**Design Note:** The reports of officers on the scene strongly indicate that the gunboat fire did as much damage to the Union troops as to the Confederates. The Shelling Table reflects this.)

- The maximum range for shelling is 10 hexes.
- No LOS is needed for a shelling attack. Shelling attacks can even be made at night and in rain.
- Like any other unit, a gunboat fires just once per phase; either short range fire per 27.21, or shelling.


(27.3) Fire Against Gunboats

Confederate artillery may fire against gunboats. The range can be at most four hexes, and there must exist a clear LOS. The Confederate player rolls two dice. On a roll of '11' or '12' the gunboat is eliminated. (It has taken a critical hit.) There are no modifiers to this roll.

28. CAVALRY

Cavalry was almost useless as a battle force in the difficult wooded terrain of Shiloh. All of the Union cavalry, and most of the Confederate, was used in the rear areas rounding up stragglers, or on scouting duties. The effects of these activities have been built into the game. The following rules allow players to bring into play the several cavalry units (all Confederate) which did see battle action.

(28.1) Cavalry Units

Cavalry units are front- and back-printed the same as infantry. They bear the cavalry symbol . The counters are read the same as infantry, and are flipped over to indicate the step losses the same as infantry. Cavalry units never fire; they have fire ratings '0'. Cavalry units obey the same rules as infantry except where noted otherwise.

(28.2) Cavalry Movement and Stacking

(28.21) If a cavalry unit makes its entire move on friendly-controlled roads (not trails) it may expend up to 15 movement points. Otherwise it may expend only 9 movement points. In either case, cavalry pays the same movement costs as infantry.

(28.22) A cavalry unit may never stack with any other combat unit. This restriction applies at the same times as other stacking limits (see 8.2).

(28.23) Every Confederate leader is considered to command every cavalry unit, for purposes of command control and leader benefits.

(28.3) Cavalry Combat

(28.31) A cavalry unit can retreat before fire, using the procedure of rule 9.9, if it is either in a field hex or retreating into a field hex. If a cavalry unit is not in a field hex and has no field hex to retreat into, then it cannot retreat before fire. Obviously, the cavalry unit need not be stacked with an infantry unit.

(28.32) A cavalry unit can assault only into or out of field hexes, i.e. either the cavalry unit or the unit it is assaulting must occupy a field hex. Cavalry cannot assault across slopes (either uphill or downhill).

(28.33) Cavalry can combine with any other unit in melee (see 11.3, Attack Coordination).

(28.34) All cohesion losses inflicted against cavalry are doubled, e.g., if 1 loss is indicated, the cavalry suffers 2 losses.

(28.35) **Design Note:** No explicit "mounted" or "dismounted" formations are shown because choice of formation is not under the army commander's control. It is assumed that the cavalry unit commanders will choose the formations best suited to their immediate needs.

29. SPLIT FIRE

Under this rule a unit can split its fire among two or three targets in the same phase. A unit cannot split its fire among more than 3 targets.

(29.1) Split Fire Procedure

The player designates all targets for the unit and rolls the dice once. He calculates modifiers for each target separately, based on the range to that target, the terrain of its hex, etc. He applies each modifier to the single dice sum to get the modified dice score against each target.

(29.2) Split Fire Modifiers

(29.21) When firing at 2 targets, a player subtracts 2 from the dice sum against each.

(29.22) When firing at 3 targets, a player subtracts 4 from the dice sum against each.

(29.23) A unit which splits its fire loses the benefit for firing at stacked infantry (9.55), whether firing at one or both.

(29.24) All other fire modifiers still apply.

30. TWO-HEX RANGE

Infantry units which have asterisked fire values (e.g., Wood's Brigade) can fire at a range of two hexes, instead of just at adjacent targets. They must have a clear LOS (see 10).

- When firing with an infantry unit at a target two hexes distant the player subtracts 2 from his dice roll, in addition to all other modifiers.

31. HIDDEN DEPLOYMENT

This rule may be used with any of the scenarios that start at 6 a.m. April 6. It has only a small effect, but allows some variation in the Union deployment, and simulates some of the uncertainty the Confederate leaders felt.

(31.1) Hidden Deployment Procedure

The Union player sets up per rule 22.1. He uses the printed brigade set-up hexes (e.g., 2510) and also four 'alternate' hexes. Alternate hexes for the 6th Division are 2414 and 1920; for the 5th Division they are 2312 and 1823. These are not marked on the map. Each brigade of the 5th and 6th Divisions can be set up at any of its division's set-up hexes; e.g., 1/6th/T could be placed at 2018, 2216, 2414, or 1920. The Union player still sets up just one brigade at each hex, per rule 22.1. Both units of each brigade must use the set-up hex.

- All artillery, and all units of 1st, 2nd, and 4th Divisions set up exactly as per rule 22.1.

- Sherman and Prentiss can be set up with any units of their respective divisions, or at their usual hexes, as the Union player wishes.

(31.11) The set-up procedure above will leave four deployment hexes unused (two for each division). At each of these, the Union player sets up two dummy units.

EXAMPLE: The Union player might set up real brigades of 6th Division at 2018 and 2414; he would then set up two dummy units at 1920 and two at 2216.

(31.12) The Union player places a blank counter on top of each infantry unit of the 5th and 6th Divisions, and on top of each dummy unit.

(31.13) Dummy units move in exactly the same way as real infantry units, until revealed. They can be in alert 1 and alert 2 status the same as real units, with the same effects (see 19.2).

(31.2) Alert of Hidden Units

Union units are alerted per rule 19. However, for alert purposes only, the "5th Division" is considered to consist of all units which start at 5th Division set-up hexes, and similarly for the 6th Division. When a Confederate unit moves adjacent to any unit deployed at a 6th Division hex (even a dummy unit), all units at 6th Division hexes (including dummy units) are alerted, and so on.

- Units at hexes 1823 and 1925 (the usual 2/5th hex) all follow the special rules for 2/5th Brigade (see 19.13, 19.15, and 19.18). Units at 1823 become alerted at the instant units at 1925 do, and vice versa. If Sherman is stacked at either place, he alerts at the same time the non-leader units do.

(31.3) How Hidden Units are Revealed

All hidden units are treated as real units, and exert ZOCs, until revealed to be dummies.

(31.31) A unit is revealed (and the blank counter on top of it removed from play) at the instant a Confederate combat unit moves adjacent (or it moves adjacent to a Confederate unit).

- If the unit is a dummy, it is immediately removed from play. However, its hex and the six adjacent hexes are still treated as being in Union zones of control for the remainder of that movement phase, even if no Union unit is adjacent any longer. Regardless of the alert status of the hidden unit, the seven hexes are treated as though they were in the ZOC of a Union unit.

(31.32) A Confederate leader by himself does not cause a hidden unit to be revealed. Any hidden unit, real or dummy, can capture a leader per rule 16.3.

(31.33) Units can remain hidden indefinitely. Once revealed they remain revealed.

32. ARTILLERY RECAPTURE

When artillery is eliminated in melee (either defending by itself, or captured by the procedure of 11.8) the victorious player places a "Captured Guns" marker in the hex. The player who owned the artillery then has a chance to recapture it in his immediately-following player-turn.

(32.1) Recapture Procedure

If the owner of the artillery has a combat unit in the hex at the end of his next player-turn (or any player-turn, so long as the marker remains there) he can recapture the artillery. He rolls one die; on a 4, 5, or 6 he recaptures the artillery. On a 1, 2, or 3 the artillery has been destroyed or dragged away, or the crews have vanished, etc., and the artillery is permanently eliminated. (Remove the 'Captured Guns' marker from the map in either case.)

(32.11) A recaptured artillery unit is placed back on the map with 3 steps lost. It has just 3 losses even though it might have been eliminated before by losing 6. (This simulates panicked crewmen returning to the guns, infantrymen being put in their place, and so on.)

(32.12) A 'Captured Guns' marker remains on the map until either the guns are recaptured or the unit is permanently eliminated per rule 32.2.

(32.2) Permanent Elimination

If a combat unit of the side which captured the artillery occupies the hex with the 'Captured Guns' marker at the end of the enemy player-turn immediately following the capture, or any player-turn thereafter, the artillery is permanently eliminated. Remove the marker from the map.

33. GLOSSARY

Numbers refer to the rules which explain the terms.

Alert: Union units become alert during the first four turns of April 6. Their abilities are inhibited until they become alert (19).

Alert 1, Alert 2: Two possible statuses of Union units, indicating less than full alertness.

Assault: A melee attack (11).

Attack: A fire or assault against an enemy unit.

Blocked: Retreats are blocked by impassable terrain or units. Line of sight is blocked by anything the firer cannot see through (10).

Brigade: The basic unit of infantry, represented by two counters (2.32).

Clear: A line of sight not blocked by obstacles is clear (10).

Cohesion Step: A measure of damage inflicted on a unit in combat (12.1).

Column Shift: A modification to melee odds (11.6).

Combat Unit: An infantry, cavalry, or artillery unit (2.3).

Command Allowance: The number of brigades an army commander may control each turn (6.54).

Command Control: Units must be in command control to move normally (6.5).

Controlled Hex: A hex in a unit's Zone of Control (7.1).

Corps: A group of divisions in the Confederate army (3.2).

Division: A group of brigades in either army (3).

Effective Morale Rating: Morale rating as modified for leadership, losses, and special situations (12.35).

Enfilade: Fire through a target's flank or rear (9.41).

Facing: A unit's orientation within its hex (5).

Flank: The hexes directly to a unit's sides (5.1).

Flank Attack: A special kind of melee attack (11.61).

Forced March: Extra movement by a unit which spends its entire move on roads (6.4).

Formation: The generic word for either a division or a corps, *i.e.*, an organization which includes several units in the game.

Front: The hexes directly in front of a unit (5.1).

Game-Turn: The basic unit of time in the game, comprising one player-turn for each side (4).

Johnston's Attack: A special option available once per game to the Confederate player (17).

Involuntary Retreat: A retreat forced upon the player (13.11).

Landing Hex: Three hexes on the Tennessee River are steamboat landings; Union reinforcements arrive there (2.28).

Leader Unit: A counter representing a general and his staff (2.34).

Leadership Rating: A number representing a leader's abilities (2.35).

Line of Sight: A path of hexes from firing unit to target unit (10).

LOS: Line of Sight (10).

Modifier: An addition to or subtraction from a die-roll (2.4).

Morale Check: A test to see whether a unit loses cohesion, depending on its morale value (12.3).

Move: The path of hexes a unit passes through in its movement phase.

Movement Allowance: A quantification of a unit's ability to move (6.11, 6.27).

Movement Points: A unit's movement allowance is expressed in movement points (6.11, 6.27).

Odds Computation Chart: An aid in figuring melee odds.

Passable: Passable terrain is that which land units can move into or through (2.21).

Phase: The basic subdivision of a turn (4).

Player-turn: One half of a game-turn (4.1).

Range: The distance of a target from a firer (9.3).

Rating: A quantification of a unit's fire, melee, or morale strength (2.33).

Recovery: The process through which units regain cohesion steps (15).

Recovery Allowance: The number of extra steps General Grant allows Union units to recover each turn (15.4).

'Repl': Replacement leader (16.4).

Retreat: The movement of a unit towards its army's rear area because of losses, etc. (13).

Retreat Before Fire: A voluntary retreat by an artillery unit in its defensive fire phase (9.9).

Retreat Before Melee: A voluntary retreat to avoid melee combat (11.4).

Road Movement: The use of roads to reduce movement costs (6.3).

Shelling: A form of attack by a gunboat (27.22).

Shock: An unalerted Union unit suffers shock when a Confederate unit first moves adjacent to it (19.3).

Stacking: Placement of more than one unit in the same hex (8).

Start Line: A line printed on the map, indicating where to set up in the "Hornet's Nest" scenario (10 a.m.).

Step Loss: see *cohesion step*.

Trail: A woodland path which aids in movement and command control (2.26).

Turn: see *game-turn*.

Unalerted: The state of Union units at the beginning of April 6, in which they cannot function (19).

Voluntary Retreat: A retreat made voluntarily by the player to avoid combat (13.12).

ZOC: Zone of Control (7).

DESIGN NOTES

I took up Shiloh as a design topic out of a desire to attempt a playable, one-map Civil War game (having spent the past several years working on *Terrible Swift Sword*-variations-on-a-complex-theme). Surprisingly, even with the plethora of Gettysburg and Bull Run games there was no viable one-map game on Shiloh. Previous games were either too small and simplistic, or too large and detailed, or had historical errors so humorous that one could construct TV blooper shows around them. Considering the importance of the battle, it seemed a shame to waste such a financially rewarding design opportunity.

The map and order of battle are based on my research for *Bloody April* (a much more complex simulation of the battle). Briefly, most maps of Shiloh in the various books were drawn around 1890 and are not quite accurate, in that they show the river at low tide. At the time of the battle the Tennessee was practically flooded, which altered the course of the river bank and some of its streams. Also, no two maps agree entirely on the many trails and so-called roads that criss-crossed the area. Some of the game map's roads and trails are amalgamations of historical roads, a necessity born of the scale and map size.

I would also have preferred to use a different method of simulating changes in terrain level, but was unable to come up with a system that would be simple enough for the level of game I was attempting. Moreover, a detailed representation of terrain levels would have had little value: it would mostly affect line of sight, but given the incredible undergrowth guns can't fire more than a couple of hexes distance in most instances anyway.

The unit scale I tried first was brigades. That simply didn't work as there were too few Union counters to cover their rather extended initial line. Granted, the Confederates did achieve some good break-throughs with their surprise attacks, but in most places the Union was able to fall back and at least reform lines. With brigade-level units the Rebels advanced like running water through a Swiss cheese. The first solution attempted was to go with double-sized counters; however, running into the same troubles with that concept as in my *Murfreesboro* game I then changed to demi-brigades. That worked, although it did lengthen the playing time of the game considerably. This latter problem was solved when intrepid developer Jon Southard streamlined the combat rules and combined separate 'fatigue', 'disruption', 'step loss', and 'straggling' into the single 'cohesion loss.' (After several days on stale bread and stagnant water I joyfully concurred).

Any Shiloh game will - or should - tend toward long play time, regardless of the level of simulation complexity. Why? It's a two-day battle and it's a head-on collision between two full armies, with lots of decisions to make for each player. In that sense *Shiloh* is not a beer-and-pretzels special. Using all the advanced rules

and playing the full two-day scenario, you could spend the better part of several days on a game. We've tried to give you some alternatives of playing time invested, and these are diverse enough so that regardless of your level of interest you should be able to get something from the game.

For more incisive comments on various game mechanics I suggest you read my design notes for *South Mountain*. Of course, to do so you'll have to buy that game, a financial venture to which I will not object greatly. Enjoy.

Richard Berg

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A fair question: 'Why does a rule work one way in *South Mountain* and a different way here?' The answer in nearly every case is that the South Mountain battle was fought between some of the choice portions of the Army of the Potomac and Army of Northern Virginia, whereas Shiloh was fought by civilians in uniform, and in jungly terrain much different from the Maryland hills. Shiloh was a typically Western battle: very confused, very bloody, and fought mainly at very close range in wooded terrain.

Thus the retreat distance is 1 hex instead of 3, because untrained troops moving through dense forest had nothing like the tactical mobility of the units in the other game. Troops who have been badly hit must stay further out of range (5 hexes instead of 3) to recover. Movement costs work out to a generally slower pace.

These units would not (as did, say, the Iron Brigade at Groveton) simply stand still in the open and blaze away; once into close range, it was either forward to victory or fall back in disarray. Hence the mandatory melee by units in clear terrain, and the requirement that units withdraw after an unsuccessful assault. These rules recreate the ebb-and-flow action around the Peach Orchard and sunken trail.

One small point deserves explanation. The extra cost for crossing streams simulates the difficulty of clambering up and down the banks; the actual splashing through the water caused little delay. Where roads crossed streams gaps were cut through the banks (to allow wagons to pass), hence units moving on roads pay no penalty. There are no bridges across streams, neither on roads nor on trails.

The victory conditions presume that if any organized Rebel force were present on the clear ground around the steamboat landings at the end of the day, the Union army would dissolve in panic. (There were several thousand fugitives clustered in that area, as it was.) The 'Sunday Evening' victory conditions give the victory to the player whose army is in a better position to win on the second day.

The Alert rules duplicate the historical speed at which the Union troops got into action. (We experimented with variable, random alert but this gave too much weight to a few die-rolls over which the players had no control.) Players should understand that the Union soldiers were not, repeat, not surprised in their tents in any great numbers. The brigades were drawn up in battle lines at the edges of their camps, ready to shoot although still pretty sleepy. Surprise was achieved to the extent that when the attack hit, the Union army was scattered across several square miles, each unit still at its individual campsite, instead of drawn up in battle order. The Confederates thus had a brilliant chance to destroy the Union army a division at a time.

This chance the Confederates botched. The reasons were threefold: the Rebels' poor starting formation (which led to rapid intermingling of their divisions), their persistence in attacking strong positions head-on instead of maneuvering around them, and finally the brave fighting of a large number of men in the front Union divisions, who held up the advance for several critical hours.

To do better the Confederate player must avoid Johnston's (and Braxton Bragg's) main mistake, that of renewing attacks along the same lines while the Union defenders in their front were being progressively reinforced. The Union player can hold any one portion of his line fairly safely using several strong units backed by General Grant. But Grant can be in only one place at a time. If the Confederate player can halt his attack on Grant's part of the

line and start things moving again elsewhere, he can flood the Union recovery ability. Thus the Confederates must press attacks on both flanks, carefully rationing cohesion lost for ground gained.

As the battle wears on, neither player will be able to hold all parts of his line with intact units; both armies will fight themselves out. The Union player should then keep aware of chances to counterattack and pick off weakened Confederate units. The worst possible Union plan is a totally passive defense: this simply puts the game entirely in the Confederate player's hands. Ultimately, victory should go to the player who better exploits his army commander's special ability.

We are grateful to Marion Bates, Mark Kalina, Robert Markham, Leonard Quam, and friends for the unusual amount of work and co-operation they contributed to this project. A really fine effort by many testers has helped make *Shiloh* a game we are very proud to release, and which we trust you will enjoy playing.

Jon Southard

NUMERICAL INFORMATION SUMMARY

For handy reference, those numbers which have not already been extracted from the rules and presented in one of the other charts and tables are presented below.

6.46 Units can force march at most 2 movement points unless the whole move takes place along friendly-controlled roads.

8. Stacking

At most 2 infantry (must be of the same brigade) + 1 artillery + any number of leaders can stack together.

At most 1 infantry + 1 artillery can fire out of a hex.

9.16 1 additional unit can fire at a retreating unit.

9.3 Fire range is 1 hex for infantry, 4 hexes for artillery; under advanced rule **30**, 2 hexes for infantry with asterisked fire values.

12.2 Step Loss Effects

4/5 Step Loss: The unit must retreat, and all its ratings are reduced by 1. Artillery with 2 or more step losses cannot fire and exerts no ZOC.

13. Retreat

Units retreat 1 hex, unless they must retreat further to avoid overstacking or ZOC. Artillery escapes on a die roll of 4-6 (5-6 when flipped).

13.25 Union units retreat toward hex 3630, Confederate units toward hex 1001.

15. Recovery

A unit with 1-2 losses must be at least 3 hexes away from all enemy units; a unit with 3-5 losses must be at least 5 hexes away. A unit stacked with its leader must only not be adjacent.

Units recover 1 step per turn, 1 additional if stacked with an army commander.

General Grant's recovery allowance is 4.

16.2 A leader is killed on die-roll 1, following an asterisked result in melee. Prior to the conclusion of Johnston's Attack, Johnston is killed only on a roll of 2 on two dice.

16.3 A leader is captured on a roll of 1-3; he escapes on 4-6.

16.4 A replacement leader enters after the formation has been leaderless for 1 friendly player-turn.

17. Johnston's Attack benefits all units within 3 hexes of Johnston, on the turn the attack is declared. On the following turn, it benefits units of one corps within 3 hexes. There are no benefits thereafter.

18. Reinforcements

An infantry unit pays 1 additional movement point for each combat unit entered ahead of it at the same hex that turn. An artillery unit pays 1/2 movement point. A leader pays nothing and does not cause combat units to pay.

19. Units in status alert 1/alert 2 move 1 hex per turn and cannot enter enemy ZOCs.

26.1 The Confederate player wins on Monday at the instant he destroys 24 units. The Union player wins at the instant he destroys 17 units. A captured named leader counts as 1 unit. An artillery unit counts as 1/2 unit.

27.2 Maximum range for gunboat shelling is 10 hexes.

27.3 A gunboat is eliminated by artillery fire on a roll of 11 or 12, two dice.

CHARTS AND TABLES

Union Reinforcement Schedule

time place

April 6

9 a.m.	landing	General Grant, U/6th/T infantry
1 p.m.	landing	Siege artillery
1 p.m.	hex 3530	Gunboats (<i>Tyler, Lexington</i>)
3 p.m.	landing	General Buell
5 p.m.	landing	10/4th/Oh Brigade, General Nelson
6 p.m.	landing	22/4th/Oh Brigade
	hex 4818	1/3rd/T Brigade
Night 1	landing	19/4th/Oh Brigade
Night 1	hex 4818	2/3rd/T and 3/3rd/T Brigades, General Wallace, 9th Indiana artillery

April 7

6 a.m.	landing	5th/Oh Division (all units)
6 a.m.	landing	4/2nd/Oh Brigade, General McCook
8 a.m.	landing	5/2nd/Oh Brigade, 5th U.S. artillery
12 p.m.	landing	6/2nd/Oh Brigade
1 p.m.	landing	21/6th/Oh Brigade, General Wood
2 p.m.	landing	20/6th/Oh Brigade

Confederate Reinforcement Schedule

April 6

6 a.m.	hex 1001	All units of 1st Corps
7 a.m.	hex 1001	All units of Reserve Corps
3 p.m.	hex 1327	Forrest and Adams cavalry

Union Alert Chart

Turn Units alerted

6 a.m.	die roll 1-4, 6th Division die roll 5-6, 5th Division, less 2/5th/T
7 a.m.	5th or 6th Division, whichever not alerted on Turn 1 1st Division, less 1/1st/T One brigade plus one battery, player's choice
8 a.m.	All remaining units

All units of a division are alerted at the instant any unit gains LOS to a Confederate unit (exception: 2/5th separate from the rest of 5th Division).

Union Reinforcement Table (Scenario 23 only)

turn	3rd/T hex 4818	3rd/T hex 3503	4th/Oh
12 p.m.	1	—	1
1 p.m.	1-2	—	1
2 p.m.	1-3	—	1-2
3 p.m.	1-4	1-3	1-3
4 p.m.	1-5	1-4	1-4
5 p.m.	1-5	1-5	1-5
6 p.m.	1-6	1-6	1-6

Division arrives if Union player's die roll falls in range indicated for that turn.

Union Shock Table

dice sum	steps lost
2	2
3,4	1
5-12	0

no die-roll modifiers

Artillery Fire vs. Gunboats

dice sum	result
2-10	no effect
11-12	gunboat removed from play

no die-roll modifiers

Shelling Table

die	result
1	Union unit nearest to target, if within 3 hexes, loses 1 step
2-5	no effect
6	target loses one step

no die-roll modifiers

Odds Computation Chart (Melees)

Attack Strength	Defense Strength											
	2	3	4	5	6	7	8	9	10	11	12	
2	1:1	1:1.5	1:2	1:3	1:3	1:4	1:4	1:4	1:5	1:6	1:6	
3	1.5:1	1:1	1:1.5	1:2	1:2	1:3	1:3	1:3	1:4	1:4	1:4	
4	2:1	1.25:1	1:1	1:1.25	1:1.5	1:2	1:2	1:3	1:3	1:3	1:3	
5	2:1	1.5:1	1.25:1	1:1	1:1.25	1:1.5	1:2	1:2	1:2	1:3	1:3	
6	3:1	2:1	1.5:1	1:1	1:1	1:1.25	1:1.5	1:1.5	1:2	1:2	1:2	
7	3:1	2:1	1.5:1	1.25:1	1:1	1:1	1:1.25	1:1.5	1:1.5	1:2	1:2	
8	4:1	2:1	2:1	1.5:1	1.25:1	1:1	1:1	1:1.25	1:1.25	1:1.5	1:1.5	
9	4:1	3:1	2:1	1.5:1	1.5:1	1.25:1	1:1	1:1	1:1.25	1:1.25	1:1.5	
10	5:1	3:1	2:1	2:1	1.5:1	1.25:1	1.25:1	1:1	1:1	1:1.25	1:1.25	
11	5:1	3:1	2:1	2:1	1.5:1	1.5:1	1.25:1	1:1	1:1	1:1	1:1.25	
12	6:1	4:1	3:1	2:1	2:1	1.5:1	1.5:1	1.25:1	1:1	1:1	1:1	
13	6:1	4:1	3:1	2:1	2:1	1.5:1	1.5:1	1.25:1	1.25:1	1:1	1:1	
14	7:1	4:1	3:1	2:1	2:1	2:1	1.5:1	1.5:1	1.25:1	1.25:1	1:1	
15	7:1	5:1	3:1	3:1	2:1	2:1	1.5:1	1.5:1	1.5:1	1.25:1	1.25:1	
16	8:1	5:1	4:1	3:1	2:1	2:1	2:1	1.5:1	1.5:1	1.25:1	1.25:1	
17	8:1	5:1	4:1	3:1	2:1	2:1	2:1	1.5:1	1.5:1	1.5:1	1.25:1	
18	9:1	6:1	4:1	3:1	3:1	2:1	2:1	2:1	1.5:1	1.5:1	1.5:1	
19	9:1	6:1	4:1	3:1	3:1	2:1	2:1	2:1	1.5:1	1.5:1	1.5:1	
20	10:1	6:1	5:1	4:1	3:1	2:1	2:1	2:1	2:1	1.5:1	1.5:1	
21	10:1	7:1	5:1	4:1	3:1	3:1	2:1	2:1	2:1	1.5:1	1.5:1	
22	11:1	7:1	5:1	4:1	3:1	3:1	2:1	2:1	2:1	2:1	1.5:1	
23	11:1	7:1	5:1	4:1	3:1	3:1	2:1	2:1	2:1	2:1	1.5:1	
24	12:1	8:1	6:1	4:1	4:1	3:1	3:1	2:1	2:1	2:1	2:1	
25	12:1	8:1	6:1	5:1	4:1	3:1	3:1	2:1	2:1	2:1	2:1	