

SHILOH HISTORICAL SCENARIO

The Shiloh Historical Scenario uses all 400 cards in the Shiloh Set. Our thanks to Keith Martens and the Canadian Wargamers Journal.

THE BATTLEFIELD (GRID)

The battle is laid out in a grid of 3 rows and 6 columns instead of the normal 2 by 3. The terrain now forms a map. Columns A to C are connected to a reserve box which is connected to the central reserve. Similarly columns D to F connect to the other reserve. Hint: turn the terrain card right side up for the owner of the terrain so it is easy to tell who owns the terrain.

MOVEMENT

As shown on the diagram, movement is to and from the central reserve to the right or left reserve. Note: a whole or part of a division is the maximum that may move to or from the central reserve (leaders do not count) to each forward reserve. A Division consists of all the troops of a division (for example cards #18-21 form the Tenn/1/Hare), all leaders that could command that division (cards #17, 9 and 1) and any unbrigaded units of the 1 Corps and the Army of Tennessee (#2-8 and #10-16).

Movement to and from the forward reserves to the grid is shown on the setup diagram and is not restricted as above.

Units on the grid move straight forward and straight back as in the normal game but a unit may move one column to the side and one row back if the area does not contain enemy units (in essence diagonally to the rear).

SETUP

Take the full Shiloh deck and separate the Confederates into at least individual Corps and their special cards. The Union needs to be sorted by Division with the special and terrain cards.

The terrain is now laid out as shown on the setup map. The Union player sets up his troops according to the historical setup map. Remember that because every area has terrain no more than three cards may start in an area. After setup, normal stacking applies. The Union can now add 7 special cards at random to his central reserve and 13 are shuffled into the starting deck. Note: the 3rd Division of the Army of Tennessee and the Army of Ohio and 13 special cards are left for the 2nd day.

The Confederate has a similar setup with each of 3 Corps in a reserve box and the Reserve Corps acting as the deck. The special cards are allocated randomly; 12 to the central reserve, 12 to the deck and 4 are left to the second day.

Play begins with a Confederate turn.

TIME KEEPING AND GAME LENGTH

The first day ends when the Union empties their reinforcement deck. The two sides disengage as in the basic game. The Union receives the 3/Tennessee as reinforcements and can allocate them to the reserves or grids but may not move cards already in play. The Army of the Ohio and the remaining 13 special cards form the 2nd day deck. The CSA adds the remaining 4 special cards to their deck.

Day 2 begins with a Confederate turn and play proceeds again until the Union empties the deck again. The Union cannot delay drawing reinforcements.

VICTORY

Automatic Victory - The Confederate player wins automatically if he captures Dill Branch at any time. The Union player wins if he controls both Shiloh Branch and Crescent Field anytime on the second day. If the second day ends without a winner, points are counted as indicated below and the side with the most points wins if he has a 40 point advantage. Otherwise the game is a draw. Each player gains the card value of all opponent cards killed and gains 4 times the point value of each terrain card he controls.

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SPECIAL RULES

Union Activation - The Union troops are restricted during the first few turns of the game. A row is activated each turn starting from the front row on turn one. For example, on the first Union turn only the front row may move or fire and it is not until the 5th turn that the Rear reserve can send troops forward.

Initial Confederate Turn - On the first turn the Confederates may initiate a melee in each area instead of moving and/or flanking that area. Instead he simply places troops up to the movement limits of the area for all areas he wishes to melee and initiates a regular melee. Note: the Rebels will not know the strength of any area until all melees have been declared and any special cards have been played by both sides.

Reinforcements - The Confederates draw 2 cards and the Union draw 4, these always go in the rear reserve.

Flank Fire - The rules remain the same except both sides fire at double in the center row and any unit that can fire "backwards" is at triple CV.

Union Gunboats #235 & #236 - These cards function normally except they fire and can be fired at only from the Union back row.

Pittsburg Landing #233 & Shiloh Church #400 - Can be deployed in column C or D of their respective back rows.

Color Guard #207 & 375 - These cards start in the rear reserve and can move with any division.

Cards sent to the Rear - cards sent to reserve go to the rear reserve.

Pittsburg-Corinth Road #397 - This card can be deployed in row C or D and works down the whole row connected back to middle and middle to front for both sides. In other words, pick a column C or D and both sides can use that column at an advantage, up and down the whole column.

Leader Ratings and Morale Checks - Only leaders who are in the chain of command of a troop card can help it on morale checks. Leader's extra stacking ability is not affected. For example, a unit in the Tenn/II/2 can be helped by the Tenn/II/2 leader, the Tenn/II leader and Grant, the leader of the Army of the Tennessee.

PLAYER NOTES

The set terrain and big board make terrain critical. Try and flank a position and then storm it with the strong troops. The Confederates especially will need to employ many melees. Division management is critical to good play. Unbrigaded units are flexible and valuable.

UNION

Setup is critical. Fill the front row and the middle flanks with strong infantry. The rest of the middle gets artillery and divisional leaders. The back row is filled with infantry and higher leaders. Each column and wing is segmented by division and brigade. The remainder of the units are put in the appropriate forward reserve. The first part of the game is to hold on. Each row should be guarded tenaciously. When a row is seriously breached consider withdrawing. Defend on the first day and use the Army of the Ohio to counter-attack on the second day.

CONFEDERATES

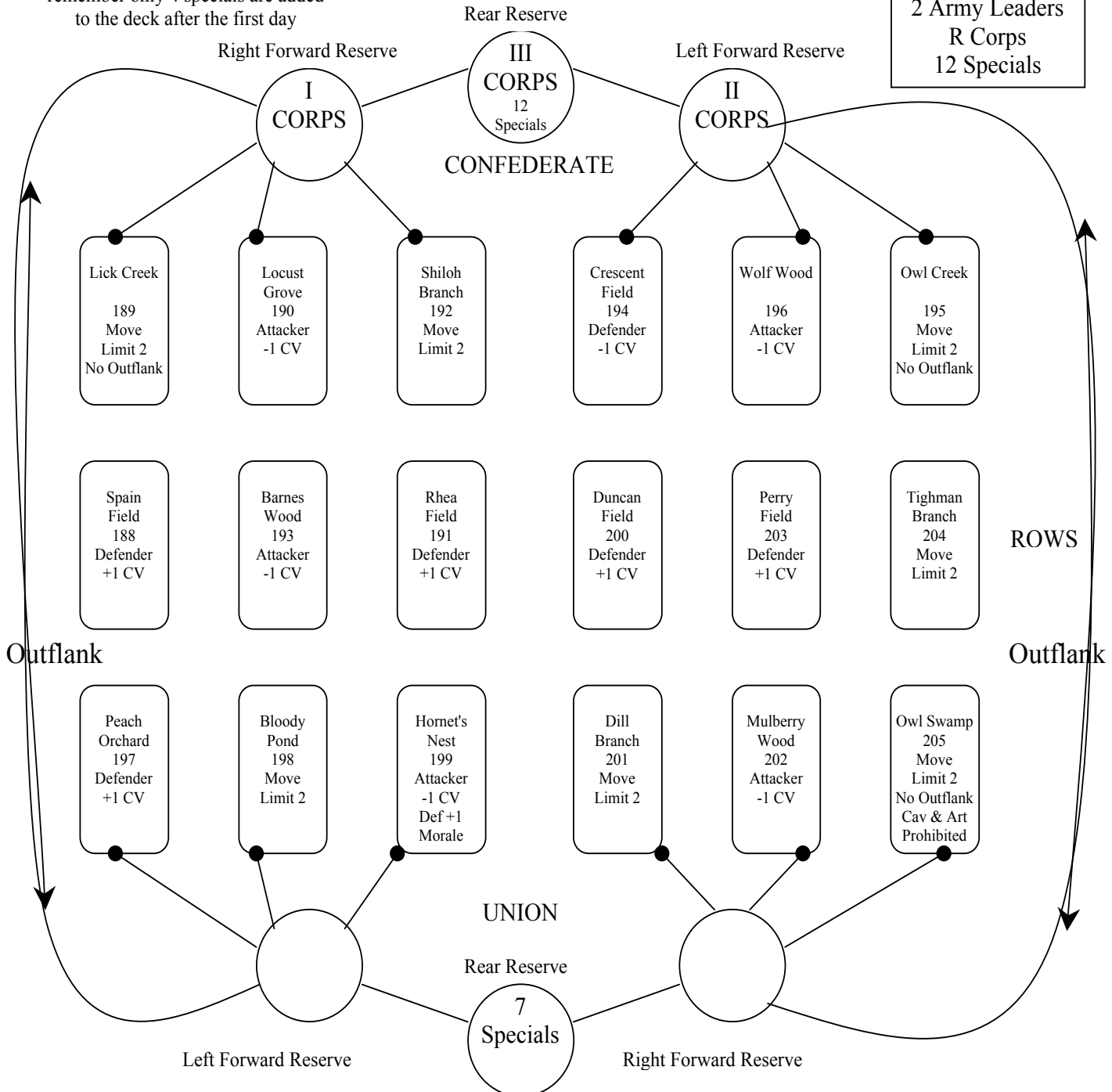
Attack aggressively from the start. Melee every column on the front row except the flanks where spotting in 2 sacrificial units is enough to draw fire. Some of the initial melees should be successful (you should be able to muster 4 infantry, 2 leaders (one is a +1 stacking) and maybe a special card against 3 Union infantry (remember terrain is negated in melee). With some toe holds and a dazed reaction from the Union middle row you can now follow up on your gains and blast the remaining front row units. If you can maintain your advance the Union will be weak at the back and have to commit reserves piecemeal. The key to the back row is the Peach Orchard. If you can capture it reasonably quickly you can bore in on Bloody Pond and turn the Union left flank.

Original scenario by Keith Martens

Historical Shiloh for Columbia's *Dixie*

remember only 4 specials are added to the deck after the first day

DECK
2 Army Leaders
R Corps
12 Specials



A B C D E F

Columns

DECK
Grant
TENN/4
TENN/6
TENN/unbrigaded
13 Special

remember TENN/3 & Army of the Ohio plus 13 specials are added to the deck after the first day