LAST FULL MEASURE

The Battle of Shiloh

Uhlan Games

LAST FULL MEASURE

The Battle of Shiloh

By mid-February 1862, Union victories at Mill Springs, Kentucky, and Forts Henry and Donelson in Tennessee opened the way for invasion up the Tennessee River to sever Confederate rail communications along the Memphis & Charleston and Mobile & Ohio railroads. Forced to abandon Kentucky and Middle Tennessee, General Albert Sidney Johnston, Confederate commander in the West, moved to protect his rail communications by concentrating his forces around the small town of Corinth in northeast Mississippi, a strategic junction of the Memphis & Charleston and the Mobile & Ohio railroads.

In March, General Henry W. Halleck, commanding US forces in the West, advanced armies under Generals Ulysses S Grant and Don Carlos Buell southward to sever those railroads. Grant ascended the Tennessee River by steamboat, disembarking his Army of the Tennessee at Pittsburg Landing, 22 miles northeast of Corinth. He established a base of operations on a plateau west of the river, with his forward camps posted two miles inland around a log church called Shiloh Meeting House. Halleck had specifically instructed Grant not to engage the Confederates until he had been reinforced by Buell's Army of the Ohio, currently marching overland from Nashville. Once combined, the two armies would advance on Corinth and break Confederate railroad communications.

General Johnston, aware of the Federal designs on Corinth, planned to smash Grant's army at Pittsburg Landing before Buell arrived. He placed his troops in motion on April 3, but heavy rain and difficulties encountered marching large columns of men, artillery, and heavy wagons over muddy roads, delayed the attack. By nightfall, April 5, his Army of the Mississippi, with nearly 44,000 men, was finally deployed for battle four miles southwest of Pittsburg Landing.

At daybreak, Sunday, April 6, the Confederates stormed out of the woods and assailed the forward Federal camps around Shiloh Church surprising Grant and his nearly 40,000 men. The Federals soon rallied, however, and bitter fighting consumed "Shiloh Hill." Throughout the morning, Confederate brigades slowly gained ground, forcing Grant's troops to give way, grudgingly, to fight a succession of defensive stands at Shiloh Church, the Peach Orchard, Water Oaks Pond, and within an impenetrable oak thicket battle survivors named the Hornets' Nest.

Despite having achieved surprise, Johnston's troops soon became as disorganized as the Federals. The Southern attack lost coordination as corps, divisions, and brigades became entangled. Then, at mid-afternoon, as he supervised an assault on the Union left, Johnston was struck in the right leg by a stray bullet and bled to death, leaving General PGT Beauregard in command of the Confederate army. Grant's battered divisions retired to a strong position extending west from Pittsburg Landing where massed artillery and rugged ravines protected their front and flanks. The fighting ended at nightfall.

Overnight, reinforcements from Buell's army reached Pittsburg Landing. Beauregard, unaware Buell had arrived, planned to finish the destruction of Grant the next day. At dawn, April 7, however, it was Grant who attacked. Throughout the day, the combined Union armies, numbering nearly 55,000 men, hammered Beauregard's depleted ranks, now mustering barely 34,000 troops. Despite mounting desperate counterattacks, the exhausted Confederates could not stem the increasingly stronger Federal tide. Forced back to Shiloh Church, Beauregard withdrew his outnumbered command and returned to Corinth. The battered Federals did not press the pursuit. The battle of Shiloh, or Pittsburg Landing, was over. It had cost both sides a combined total of 23,746 men killed, wounded, or missing, and the ultimate control of Corinth's railroad junction remained in doubt.

Halleck, recognizing Corinth's military value, considered its capture more important than the destruction of Confederate armies. Reinforced by another army under General John Pope, he cautiously advanced southward from Tennessee and, by late May, entrenched his three armies within cannon range of Confederate fortifications defending the city. Despite being reinforced by General Earl Van Dorn's Trans-Mississippi Army, Beauregard withdrew south to Tupelo, Mississippi, abandoning the most viable line of east-west rail communications in the western Confederacy.

Scenario 1: The Battle of Shiloh

A. Time
The game starts on the April 6th, 5am turn, and plays through the April 7th 8pm turn. The Confederate player has the initiative on the first turn.

B. Victory Conditions
1. At the end of the April 7th 8pm turn both players check their VP totals. The player with the greater number of VPs than his opponent wins.
2. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.

US	CS	Objective
1	1	each eliminated enemy infantry strength point.
2	2	each eliminated enemy cavalry strength point.
4	4	each eliminated enemy artillery strength point.
*	*	rating of eliminated enemy commander.
5	5	Cross-roads: 1517, 1815, 1909, 2213, 2418.
10	5	Entry hex 0012.
20	50	Hex 1222; Pittsburg Landing.

A regiment of infantry or cavalry must occupy the hex when checking VPs to get credit for "controlling" hex 1222.

C. Special Rules
1. **Rude Awakening**: The Army of the Tennessee was encamped and surprised by the Confederate attack.
   a. <u>All</u> US units on the map are *disorganized* (D) and must roll to remove the D as they normally would.
   b. No US units may move from their starting hex until the April 6th, 7am turn unless they are placed in the ZOC or ZOI of a CS unit before then.
2. **CS Looting:** The CS Army of the Mississippi was delayed by days, getting into position to attack, and when the attack started, most of the men hadn't eaten for a day at least. After driving off the US troops from their camps, many CS troops stopped to loot the camps and to eat.
   a. During any CS movement phase of April 6th, <u>each</u> CS <u>infantry</u> regiment that is in a US camp hex (tent symbol) <u>and</u> is <u>not</u> in a US ZOI, must make a Cohesion roll to leave the hex. Each unit in a stack must roll separately. If they fail the Cohesion roll, they are *disorganized* (D) and disorganize any regiments that remain stacked in the hex after their rolls.
3. **Fatigue:**
   a. Beginning with the 5pm turn through the 8pm turn of April 6th, any Cohesion roll made for any reason, including Recovery, for any regiment of the CS army or the US Army of the Tennessee must add a +1 DRM.
4. **Gunboats:**
   a. The US player has two gunboats; the *Lexington* and *Tyler*. In game they operate as normal artillery batteries, except they do not need to limber or unlimber. They have unlimited movement points but can only ever occupy one of the 31 Tennessee River hexes in the North-East corner of the map.

   Both gunboats can occupy the same hex (stack), but cannot combine their fire during the artillery phase. Gunboats may be fired at by the CS player's artillery subtracting 2 when targeting a gunboat. If the CS player scores a hit, the gunboat gets a D marker. If it's hit again it the gunboat must with-draw 5 hexes <u>northward</u> on the river. The gunboats remove D's the same way as an other unit.

   Gunboats can be *disorganized* or driven away, but not eliminated.

D. Reinforcements and Reorganization
1. Reinforcements appear according to the Order of Appearance.
2. Normal reorganization and recovery rules apply.

E. Union Deployment
All artillery is <u>unlimbered</u> and all cavalry is dismounted. All units are disorganized per Special Rule 1.a.

Hex	Unit
0616	58IL (AotT/2/3)
0717	50IL 57IL (AotT/2/3)
0813	2USCav 4USCav (AotT/2)
0817	7IL (AotT/2/3)
0914	13MO (AotT/2/2)
0915	12IL (AotT/2/2)
0916	2ILCav (AotT/2)
0917	8IA (AotT/2/2)
0919	12IA (AotT/2/1)
1014	**McArthur** 14MO (AotT/2/2)
1015	9IL (AotT/2/2)
1016	**Sweeny** 52IL (AotT/2/3)
1018	7IA (AotT/2/1)
1021	·1MO,H (AotT/2)
1112	8IL (AotT/1/1)
1116	·1IL,A (AotT/2)
1117	**Tuttle** 2IA (AotT/2/1)
1118	14IA (AotT/2/1)
1121	14WS ·1IL,I (AotT)
1210	·2IL,D (AotT/1/1)
1211	18IL (AotT/1/1)
1214	14IL (AotT/4/2)
1215	**Veatch** 25IN (AotT/4/2)
1216	46IL (AotT/4/2)
1218	16IA *detached* (AotT/6/2)
1219	·1MO,D (AotT/2) ·2IL,B (AotT)
1220	**WHLWallace** ·1IL,H (AotT/2)
1312	13IA (AotT/1/1)
1320	·1MO,K (AotT/2)
1321	15MI ·2IL,F (AotT)
1410	**Marsh** 11IL (AotT/1/2)
1411	**Hare** 11IA (AotT/1/1)
1413	4ILCav (AotT/5)
1414	15IL (AotT/4/2)
1415	·2MI (AotT/4)
1417	81OH *detached* (AotT/2/2)
1421	·8OH (AotT)
1510	·14OH (AotT/1) 20IL (AotT/1/2)
1610	48IL (AotT/1/2) ·1IL,D (AotT/1)
1615	**Williams** 3IA (AotT/4/1)
1711	Carmichael (AotT/1/3) & Stewart Cavalry (AotT/1)
1710	**McClernand** 45IL (AotT/1/2)
1716	32IL 41IL (AotT/4/1)
1717	**Hurlbut** 31IN (AotT/4/3)

1718....................**Lauman** 44IN (AotT/4/3)
1719....................25KY (AotT/4/3)
1720....................·*1MO,C* (AotT/4)
1816....................28IL (AotT/4/1)
1904....................6IA (AotT/5/1)
1905....................**McDowell** 46OH ·*6IN* (AotT/5/1)
1909....................·*2IL,E* (AotT/1)
1917....................·*13OH* (AotT/4)
2005....................40IL (AotT/5/1)
2006....................72OH (AotT/5/4)
2007....................**Buckland** 48OH 70OH (AotT/5/4)
2008....................**Sherman** (AotT/5)
2009....................17IL (AotT/1/3) ·*1IL,B* (AotT/5)
2010....................29IL (AotT/1/3)
2108....................**Hildebrand** 77OH (AotT/5/3)
2111....................**Raith** 43IL (AotT/1/3)
2112....................49IL (AotT/1/3)
2118....................5OHCav (AotT/4)
2208....................57OH (AotT/5/3)
2209....................·*1IL,E* (AotT/5)
2309....................53OH (AotT/5/3)
2411....................**Peabody** 25MO (AotT/6/1)
2415....................11ILCav (AotT/6)
2512....................12MI (AotT/6/1)
2513....................21MO 16WS (AotT/6/1)
2514....................·*5OH* (AotT/6)
2515....................**Prentiss** ·*1MN* (AotT/6)

2518....................71OH (AotT/5/2)
2519....................**Stuart** 54OH (AotT/5/2)
2520....................55IL (AotT/5/2)
2613....................**Miller** 18MO (AotT/6/2)
2614....................61IL (AotT/6/2)
2615....................18WS (AotT/6)

F. Confederate Deployment

Each brigade starts in the hexes listed observing stacking limits. All artillery is <u>limbered</u> *and cavalry is dismounted.* **Polk, Bragg, Hardee,** *start in any hex containing a unit of their corps.* **A.S.Johnston** *starts in a hex with any corp commander.*

2802,2903...........**Cleburne** (III//2)
2902,3002...........**Pond** (II/1/3)
3003,3104...........**Anderson** (II/1/2)
3004,3105...........**Wood** (III//3)
3202,3203,3304...**Stewart** (1/1/2)
3204,3305...........**Gibson** (II/1/1)
3205,3306...........**Jackson** (II/2/3)
3206,3207...........**Hindman** (III//1)
3302,3303,3403...**Russell** (I/1/1)
3307,3407...........**Gladden** (II/2/1)
3401,3402,3503...**Johnson** (I/2/1)
3406,3507...........**Chalmers** (II/2/2)
3501,3502,3602...**Stephens** (I/2/2)
2801....................Jenkin's Cavalry *dm* (II/1)
3201....................AL&MS Cav *dm* (I)
3504....................1AL Cav *dm* (C)
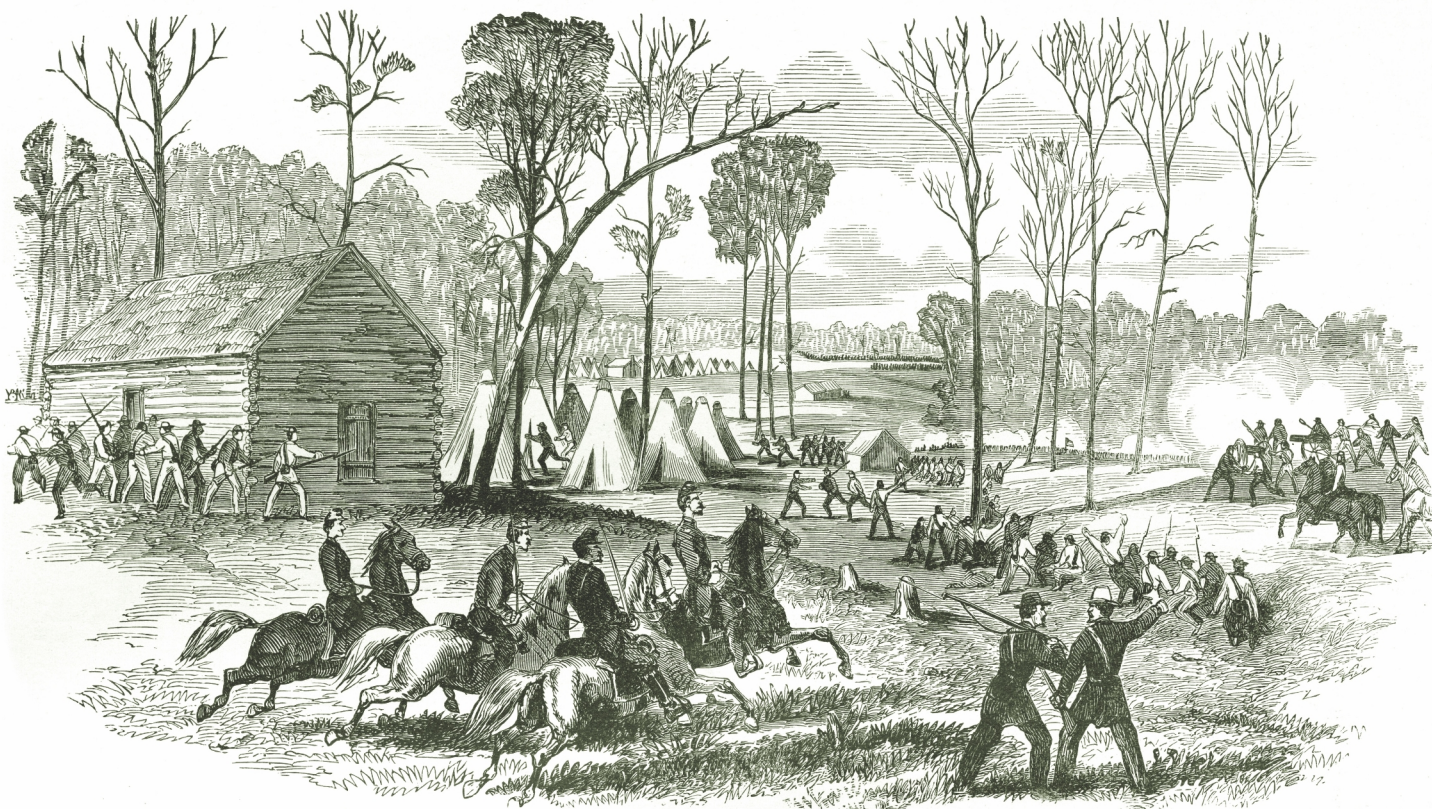
The Battle of Shiloh

Initial Brigade Strengths

Army of the Tennessee ~ U.S.Grant: 5

1st Division: McClernand: 4	T/1/1: 21	T/1/2: 17	T/1/3: 21 C6	Unattached: C2 A6
2nd Division: W.H.L.Wallace: 5	T/2/1: 18	T/2/2: 26	T/2/3: 34	Artillery: 6 Cavalry: 4
3rd Division: L.Wallace: 3	T/3/1: 20	T/3/2: 17	T/3/3: 26	Artillery: 7
4th Division: Hurlbut: 4	T/4/1: 23	T/4/2: 26	T/4/3: 17	Artillery: 4 Cavalry: 7
5th Division: Sherman: 5	T/5/1: 17 A3	T/5/2: 15	T/5/3: 18	T/5/4: 21 Artillery: 5 Cavalry: 5
6th Division: Prentiss: 5	T/6/1: 29	T/6/2: 19	NB: 22	Artillery: 6 Cavalry: 7

Unassigned Troops: 16 A13

Army of the Ohio ~ D.C.Buell: 4

2nd Division: McCook: 3	O/2/4: 28	O/2/5: 26	O/2/6: 29	Artillery: 3
4th Division: Nelson: 4	O/4/10: 16	O/4/19: 15	O/4/22: 16	
5th Division: Crittenden: 3	O/5/11: 19	O/5/14: 19	Artillery: 5	
6th Division: Wood: 3	O/6/20: 13	O/6/21: 18		

Army of the Mississippi ~ A.S.Johnston: 4

1st Army Corps: Polk: 4	Unattached: 8 Artillery: 3	Cavalry: 8	
1st Division: Clark: 3	I/1/1: 25 A6	I/1/2: 23 A6	
2nd Division: Cheatham: 4	I/2/1: 20 A3	I/2/2: 15 A3 C2	
2nd Army Corps: Bragg: 4	Cavalry: 2		
1st Division: Ruggles: 3	II/1/1: 24	II/1/2: 17 A3	II/1/3: 23 A3
2nd Division: Whithers: 4	II/2/1: 20 A4	II/2/2: 22	II/2/3: 20 A3
3rd Army Corps: Hardee: 4			
	III//1: 21 A6	III//2: 25 A4	III//3: 21 A2 C1
Reserve Corps: Breckinridge: 4	Artillery: 3 Cavalry: 21		
	R//1: 20 A6 C2	R//2: 16 A3	R//3: 20 A3

Initial Strength Table explanation: The table provides the command structure of the forces involved in the game; Command Values of the Army, corps, and division commanders; and the number of strength points that brigades begin with. Artillery and cavalry strength attached to brigades, divisions, corps, or the army are shown as data only. As infantry and cavalry brigades take losses totaling half or more of their original strength, they become "shattered." This table is a reference for each brigade's original strength in Strength Points (SP). Note only infantry SPs are counted in infantry brigades, even if cavalry and artillery are attached, and only cavalry SPs are counted in cavalry brigades.

During the night turns, *Shattered* brigades become *un-shattered* and their current strength is noted as their new *initial strength* for the next game day.

For example: A brigade with an *initial strength* of 28 SPs comprised of four 7 SP regiments looses 2 regiments during the first game day. When the second regiment is lost, the brigade's strength is 14 which is half of 28, so the brigade is *shattered* and it's brigade commander was flipped to it's shattered side. The brigade does not manage to recover either lost regiment before night, so the commander is flipped back to normal and the brigade's new *initial strength* for the next game day is now 14. If the brigade loses another regiment, it's strength will fall to half of it's new *initial strength* and it will again be shattered.