

Scenario # 1: “My God, we are attacked”

This scenario covers the morning attack on General Sherman around Shiloh Church and the Hamburg Purdy Road.

Time Period: The Scenario starts at 6:00am and continues until the end of the 11:00am turn. The length of the Scenario is 6 hours or turns.

Start positions: Identical to the First Day game scenario.

Scenario Boundary: The Scenario uses the South Map and extends from the western map edge east up to the 39xx hex row or roughly the Eastern Corinth road. The xx29 hex row forms the northern boundary. (

Union Order of Battle:

- Sherman’s 5th Division. The three brigades of McDowell, Buckland, and Hildebrand together with the attached batteries of Taylor, Waterhouse and Morton and the 2nd & 3rd Bn, 4th IL Cavalry.
- Prentiss’s 6th Division. Only Peabody’s Brigade and detachments. None of Prentiss’s artillery or cavalry participate.
- McClelland’s 1st Division. All three brigades and all artillery & cavalry. See alert rules for activation.
- Hurlbutt’s 4th Division. Veatch’s brigade with Laing’s battery only. See alert rules for activation. (How do (and when) off map reinforcements enter the map (assuming we have two maps in the final production?) I can’t solve this issue until I know how the map is divided..

Confederate Order of Battle:

- Polk’s I Corps. Stewart’s Brigade arrives as a Reinforcement in the 6 AM turn. Johnson’s and Russell’s brigades arrive as reinforcements in the 7 AM turn.
- Bragg’s II Corps. Ruggles’s Division. Anderson’s and Pond’s brigades together with the attached batteries of Washington and Ketchum and Jenkin’s Cavalry.
- Hardee’s III Corps. Hindman’s Division. All three brigades and attached batteries and cavalry.

Confederate Movement Restrictions:

- In addition to the continuous line restriction, Wood and Shaver’s brigades must move and engage Peabody’s Union brigade as quickly as possible. As soon as Peabody’s brigade is combat ineffective, one of these brigades may move to engage other Union troops. The other can only do so if Peabody’s units are all pushed outside of the scenario boundary or eliminated. (How do you do that? Are they counted eliminated if pushed outside? Are they just out of the scenario, i.e., out of play – could they re-enter?). If pushed outside of the boundary they may not re-enter. They are assumed to have retreated to the Northeast and to have broken contact. For the victory point calculation, only their losses count unless they are routed in which case all the original SPs count.
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Confederate Command:

- AMs are drawn by Corp commander (Polk, Bragg, and Hardee). Clark and Bushrod Johnson use Polk's AM draw. Ruggles uses Bragg's AM draw. Hindman uses Hardee's AM draw.
- Hindman, Ruggles and Clark are division leaders. Bragg and Polk are not present in the scenario therefore Ruggles and Clark are technically out of command. When out of command from their Corp Commander there is not an automatic -1 reduction to their AMs. Roll a UDD. If the result is 2 or less reduce the AMs by 1. B. Johnson is a brigade leader. If he is under direct command from Johnston or Beauregard use the Polk AM draw. If not use the procedure above.

- Hardee's three brigades can be split into two commands with Hardee in command of one and Hindman in command of the other (both commands operate with the same AM draw). Both Confederate overall commanders can exercise the direct command provisions to place Hindman directly under their control. (I would suggest treating Hindman as a corps commander – the direct command is for brigades). Delete the second sentence.
- Bragg and Ruggles accompany Anderson and Pond for this scenario. (What does that mean - accompany?) Delete this. Instead add "Bragg is not present in this scenario".
- Polk's brigades which are active in the scenario come in as reinforcements. Clark's Division (Russell's and Cheatham's Johnson brigades arrive at 7am. Stephen's brigade is not present in this scenario. Stewart's brigade arrives 6am. Clark is present in the scenario. Polk is not. Delete this
- Polk's brigades which are active in the scenario come in as reinforcements. Stewart's Brigade of Clark's Division arrives at 6 AM. Russell's Brigade of Clark's Division and Johnson's Brigade of Cheatham's Division arrive at 7 AM. Stephens' Brigade of Cheatham's Division is not present in this scenario. Clark is present in this scenario, Polk is not. (What about Cheatham? Is he in this scenario? How does Clark get his command? (Polk is not present – under game rules he would be OOC.)

Victory Conditions:

- Geographical objectives include Shiloh Church (1 point), Lost Field (1 point), Review Field (2 points), the crossroads of the Hamburg Purdy Road and the Corinth road (3 pts.) and the bridge where the Hamburg Purdy road crosses Owl Creek (1 point). In addition, the Confederate player gets ½ point for each Union camp occupied by a Confederate unit. At the end of the 11AM turn, count the victory point hexes occupied (including last to occupy) by the Confederates: Less than five (5) is a Union victory. More than 10 points is a Confederate victory. 5-9 Points is a draw.
- A Confederate victory is a draw if Confederate losses including all SPs of routed units exceed Union losses by more than 20%.
- Prentiss must be eliminated or pushed out of the scenario boundary. If Prentiss is not pushed off the eastern boundary **or** not rendered combat ineffective, the Union receives -3 VPs.