

Shiloh Reference Sheet v1.3

Unit	Special Rules
USA Division HQ or CSA Corps HQ Army HQ • Grant/Buell for USA • Johnston/Beauregard for CSA	• Activate and lose one step to move all units from that HQ's division/corps within command range <i>Exceptions:</i> ◦ Any block (regardless of its division/corps association) in the same area as an HQ may be commanded by that HQ ◦ Army HQs may command any 3 units within range • The HQ itself may move and attack (whether unactivated or previously activated), even at zero strength • A HQ controlled by player 2 may not activate if it is in a contested area (i.e., an area just attacked by player 1) • Sherman is acting AHQ for USA until Grant appears ◦ An HQ serving as both an acting AHQ and a division/corps HQ acts as one or the other on a given turn – not both • If two HQs are in the same area, each HQ may only command the other HQ's blocks in the area to move (not attack/reinforce) • Buell may not command Army of Tennessee troops (all USA starting units, USA units entering before 6 pm on day 1) and Grant may not command Army of Ohio troops (all other USA units) until the other AHQ block is eliminated
Cavalry	• May retreat during the first battle round • Fire at full strength during 4th battle round (pursuit round)
Artillery	• Must always move (non-attack move, attack, retreat, regroup) along roads ◦ <i>Exception:</i> The USA Webster siege artillery unit (rated A3) may not attack, reinforce, regroup, or retreat; it may move (without attacking) and defend normally • If attacking or reinforcing, -1 firepower (e.g., A2=A1) during first battle round (round 1 if attacking; round 2 if reinforcing)
Gunboat	• May attack CSA units in any of the four riverfront areas • Cannot be fired upon, even by artillery • Reduced by one strength point each battle round that the gunboat fires • Cannot eliminate CSA units (i.e., cannot reduce units below their lowest strength) • One free round of fire (no strength reduction) during a night turn

Other special rules:

- Road Movement allows units to move two spaces (but not attack); movement in all other cases (non-road movement, attacking, retreating, regrouping) is restricted to movement into an adjacent area
- There are no attacking reserves, only defending reserves
- No retreat in the first battle round, except cavalry
- Blocks attacking/reinforcing across a ravine fire at -1 (e.g., C2=C1) on their first battle round
- Defending units in 4th battle round (pursuit round) fire at -1 (e.g., C2=C1), except cavalry
- Any block may move (but not attack or reinforce) without command, subject to a possible strength point loss from a die roll (1-3: lose one step due to stragglers, elimination possible; 4-6: no loss)
- Offboard Arrivals:
 - If moving from offboard into a friendly/vacant area, units can activate/move on the turn they enter
 - If moving from offboard into an enemy area, arriving units must win the battle in 3 rounds (three attacking blocks maximum; if victorious may regroup) or be eliminated (*Exception:* units moving from offboard into an enemy area may delay entry)
 - USA 3rd division (Wallace) units may enter the board via Road D at 3 pm or via Road E at 5 pm
 - Army of the Ohio arrivals may land at either Pittsburgh Landing, Brown's Ferry, or Upper Landing, but *only* if the chosen landing area is vacant/friendly
- When each USA camp is first captured, the CSA player gets a +2 supply point bonus for that turn

Shiloh Reference Sheet v1.3

GAME TURN

- [1] INITIATIVE: 2d6
- [2] PLAYER 1
 - Command
 - Move
- [3] PLAYER 2
 - Command
 - Move
- [4] BATTLES
 - Player 1 controls sequence
- [4] SUPPLY
 - 3SP per Game Turn
 - 6SP for Night Turn

Victory Conditions

Net difference in number of
eliminated blocks (USA – CSA):

0/less USA Victory

1-9 Draw (play Day 2)*

10+ CSA Victory

**Note: If neither side wins at the end of
Day 2 the game ends as a Draw.*

TERRAIN EFFECTS

TERRAIN	MOVE	BATTLE	STACK
CLEAR	6	3	6
WOODS	4	2	4
ORCHARD	4	2	•
BRIDGE/FORD	4	2	•
STREAM	2	1	•
SLOPE (Up)	2	1	•
SLOPE (Down)	4	2	•
RAVINE ¹	2	1	•
MARSH	1	0	•
LICK/OWL CREEK ²	2	1	•

¹ RAVINE: Attacking blocks have a
firepower penalty of –1 (C2=C1)
for their *first* Battle Round. This
can result in firepower 0 (no roll).
Reinforcing blocks (5.5) crossing
Ravines have this fire penalty on battle
round 2 (they cannot fire in round 1).

² Cross at Bridge/Ford only.