Civil War, Brigade Series:

April's Harvest

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1.0 General Special Rules

1.1 Special Terrain

1.1a The Tennessee River. No unit can enter an all-river hex.

1.1b Sunken Road. Units in Sunken Road hexes are treated as if they were in a trench for Fire Combat and Morale purposes.

1.1c Ponds. There are a number of small ponds on the map. These are for historical interest and have no effect on play.

1.1d Indian Mounds. The Indian Burial Mounds near the Tennessee River are for historical interest and have no effect on play.

1.1e Rain. From the 10:00pm, 6 April turn until the 2:00am, 7 April turn (inclusive) there is a rain-storm. During these turns no Fire or Close Combats are allowed. All movement allowances are x1/2. Straggler Recovery is not allowed during this period.

1.2 Regiments

There are numerous regimental units in this game. Treat these as brigades for all purposes.

1.3 Attachment and Detachment

Unless established in the scenario at set up, no units can be attached or detached.

1.4 Artillery and Casualty Tracks

Artillery Ammunition for both sides in all scenarios is unlimited and is not recorded or marked. Casualties have no direct bearing on victory, so the tracks to record them have been omitted.

1.5 Plus Weapons

There are no Plus Weapons units in this game.

2.0 Union Special Rules

2.1 Army Organization

Both Union armies are composed of divisions, with no corps structure. Handle all orders as Divisional Goals. Remember, this means each divisional commander is "bolted to the ground" when he has no orders. To avoid having the Divisional Commander retain a full brigade as a body guard when he is so "bolted", the regular stacking requirement (which requires division commanders to stack with one of their brigades) is waived here for the Union. In an exception to the usual Straggler Recovery rules, these divisions can recover stragglers even while on divisional goals.

**All non-leader units of the Army of Ohio are marked with the yellow state of Ohio silhouette in the background. All other units belong to the Army of Tennessee.

2.2 Acting Army Commander

Until Grant arrives, the Union player cannot issue orders. The use of initiative is allowed, given 2.4 below. If Grant has arrived and becomes a casualty, use the order of succession for the Army of Tennessee. If Buell becomes a casualty, use the order of succession for the Army of the Ohio.

Army of Tennessee
1) Sherman
2) McClernand
3) Hurlbut
4) Prentiss
5) L.Wallace
6) W. Wallace

Army of Ohio
1) McCook
2) Crittenden
3) Nelson
4) Wood

2.3 Grant and Buell

Each army commander can only issue orders to units of his own army.

2.4 Surprise

The Army of Tennessee was ill-prepared to meet an assault. Union units and leaders can be in one of two states: Alert or Encamped.

2.4a Alert Units. Units and leaders which are alert and perform normally. In scenarios beginning at the start of the battle, only M-6, A-5, and Ch-6 are already Alert.

2.4b Encamped Units. Encamped units and leaders are under the following restrictions: 1) Leaders cannot roll for initiative 2) Units cannot move, change facing, or change formation, AND 3) such units can fire, but do so at x1/4 firepower. Encamped units have all-around flank facing—they have no frontal hexsides. Units become Alert according to the following schedule:

6:30am: 1-6
7:30am: Sherman, 1-5, 3-5, 4-5, 5 Div Arty, Prentiss, 2-6, Al-6, Cav-6, 6 Div Arty
8:00am: 1 Div (All), 4 Div (All), 2-5, Cav-5
8:30am: All remaining units

It is the Union player's responsibility to keep track of which units are Encamped and which have become Alert. Encamped units only "recover" according to the above—being attacked (etc.) does not speed it along. Units are never released ahead of the above, even if attacked.

2.5 Gunboats

The Union player has two gunboats, the Tyler and the Lexington. When available, each gunboat can fire once per Union Fire Phase at hexes at or within three hexes of the Tennessee River. The two boats can engage the same or different hexes (if they both fire at one hex, their Fire Points must be combined into one attack). No counter represents the boats—they are considered to be running up and down the bank of the river throughout the turn.

2.5a Fire Point Values. Each gunboat has a Fire Point Value based on the distance the target hex is from the river. LOS is not an issue (as it is already taken into account). Hexes along or at one hex from the river can be attacked with 15 Fire Points. Those two hexes away can be attacked with 5 Fire Points. Those three hexes away can be attacked with 1 Fire Point. The gunboats available can only engage one hex each (and can combine their fires with each other and different units) and cannot divide their Fire Points into more than one hex.

2.5b Targeting. Any hex at or within three hexes of any Tennessee River hex can be targeted with the above Fire Points. Other hexes cannot.

Line of Sight is never an issue in Gunboat fires—it is indirect fire and rather random at that.

2.5c Confederate Response. The

Confederates can attempt to "run off" one or both gunboats. To do so, station one or more 5-gun point artillery units along the riverbank. For each such unit, roll two dice each turn during the Confederate Command Phase. On a roll of 10 or more, one gunboat withdraws damaged and never returns to play. If both boats are removed in this manner, the Union gunboat capability is lost for the game. Any artillery unit which makes such an attack in a turn cannot make a regular Fire attack in the same turn.

2.6 River Transport

A Union unit beginning its movement phase on a Ferry Hex can be moved to the other Ferry Hex. Only one unit (in column or limbered formation) or wagon, plus any number of leaders and HQs can be transported to, or from, a Ferry Hex each turn. A unit using River Transport cannot move any further that turn.

2.7 Union Supply Trains

The ATenn Supply units are regular Army Supply trains (series rule 28.3) and can resupply any Union unit (even those from the Army of Ohio).

2.8 Arrival of the Army of Ohio

The arrival of Buell's army was a major turning point in the battle—one which was by no means a certainty. Each Union Command Phase (first turn on) roll two dice as an 11..66 roll. If the roll is 65 or more, the Army of Ohio begins to arrive—place all units along the Turn Record Track the number of turns after the current turn as given on the Order of Arrival. On any other result, there is no effect. Make only one roll per turn until the army arrives. If the roll is not successful before the end of the game, Buell never arrives.
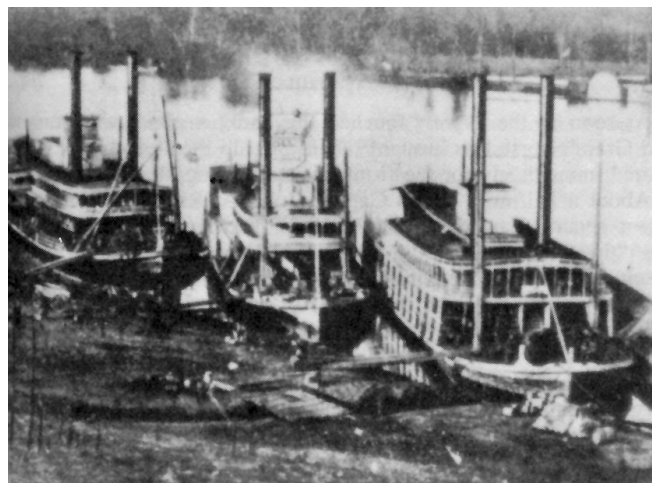
Pittsburg Landing—Grant's command ship Tigress is in the center.

2.9 Lew Wallace Gets to the Battle on Time *(Optional)*

Allow Lew Wallace's Division (3 Div) to arrive at Entry Hex F at 12:00 noon. This option costs the Union player 4 VPs.

Lew Wallace's approach march was fantastically sluggish and convoluted. This option examines what might have been had General Wallace acted with dispatch upon receipt of his orders from Grant on the morning of the 6th.

2.10 The Union Army Drinks LOTS of Coffee *(Optional)*

Ignore all of rule 2.4 at a cost of 10 VPs to the Union player. All units are fully Alert at start.

3.0 Confederate Special Rules
3.1 Corps Commander Seniority

If Johnston is killed or wounded, command of the Army of Mississippi is determined in the following order:
1) Beauregard
2) Bragg
3) Polk
4) Van Dorn
5) Hardee
6) Breckinridge

3.2 Looting

The encamped Union units represent a prime target, but it is one with an extra cost. Before beginning the resolution of any Fire or Close Combat on an **Encamped** Union unit, each attacking Confederate Infantry Brigade must make a Straggler Check (1/2 to 1 table) separately. These Straggler Checks must be made before resolving the Fire or Close Combat and occur each time an encamped Union unit is attacked. Once Alert, a Union unit no longer gives this effect.

3.3 Army Supply

There is no Army Supply train for the Confederates. The various Corps Supply Wagons can supply any Confederate unit, but cannot be refilled. Confederate artillery trace requirements are met by tracing off the map via Entry Hex B.

3.4 Independent Units

The Maney, A-Cav, C-Cav, F-Cav, and W-Cav units are fully independent units. They do not need to be within any Command Radius and have no division commander over them. This is not true for the cavalry unit assigned to the Confederate Corps 1st Corps—namely Cav-1—which must remain within its corps Command Radius.

3.4 vD Corps (The Army of the West) *(Optional)*

Despite its title, the "Army of the West" is actually a corps-sized formation. It is organized here as the "vD" Corps after its commander, Van Dorn. There are two organizations available to the Confederate Player: one for before the Battle of Pea Ridge, and one for after it. The Confederate Player can choose which he will use. The units available to each are given on the Confederate Loss Charts. Use of the Army of the West costs 2 VPs for use of the Post-Pea Ridge organization and 5 VPs for use of the Pre-Pea Ridge organization.

Regardless of the organization selected, place all of vD Corps at or within 3 hexes of 4.30 in any scenario which starts at 6:30am, 6 April with any orders the Confederate player desires.
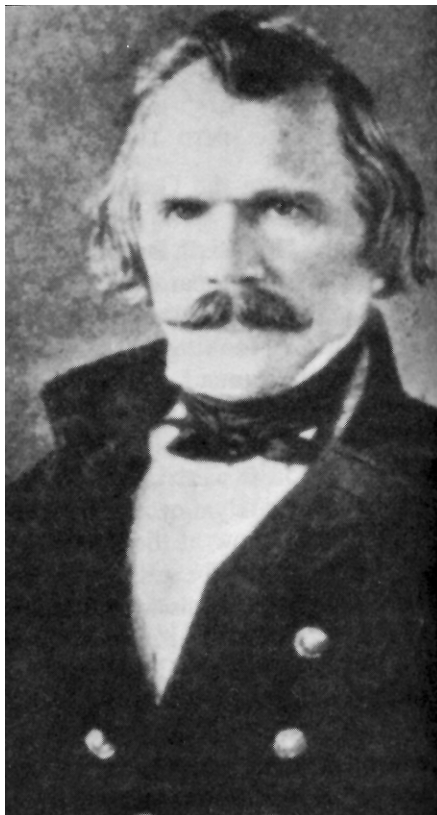
3.5 A.S. Johnston *(Optional)*

Allow Johnston to form a "mini-division" and command all troops at or within 4 MPs of his location (regardless of actual command). Johnston becomes the division commander for this ad hoc organization and can command these units as if he (and they) were 1) his division and 2) as independents (i.e. not requiring orders to function). This allows the units to move beyond the Command Radius of their original organizations and function under Johnston without orders of any kind.

Furthermore, all units in Johnston's "Command" benefit as if each stack had Johnston in it personally (his morale benefit applies to each stack) BUT Johnston is also subject to leader loss rolls applied to each and every stack under his command. For instance, if Johnston commands three stacks which are fired upon in a turn, leader loss rolls from all three would be made to see if Johnston is hit.

It is the Confederate player's responsibility to record which units are assigned to Johnston's command and that organization can only be changed during the Confederate Command Phase.

This option costs the Confederate player 3 VPs.

For purposes of the special rules in scenario 5.2, if this option is used, all units in Johnston's "division" can be initiated by his one die roll and can function as if he began the phase stacked with each one.

One of the great questions of the Civil War is the potential quality as an army commander of Albert Sidney Johnston. A question raised by his stellar (and unsubstantiated) reputation before the Battle of Shiloh—a reputation which would forever remain unproven due to his death on the field. There are those who feel certain he would have risen to the same level (or higher) of the giants of the age. Personally, I doubt it (based on his flawed planning for this battle and the completely unrealistic plan he endorsed), but playtesters did want some special rule to apply to show his dramatic effect on the battle—at the brigade level, if not army command.

Albert Sidney Johnston

4.0 Victory Conditions

At Shiloh, the Confederates sought to regain the initiative in the West by destroying the Union Army of the Tennessee before the Army of the Ohio could join it and march on the Confederate base at Corinth, Mississippi. In the game, victory will be determined by which army inflicts the most damage on the other.

4.1 Victory Points Awarded for Wrecked Brigades

Award the following at the end of play:
For each Wrecked Brigade (counting casualties and stragglers): 1 VP

4.2 Victory Points Awarded for Geographic Objectives

These points are awarded at the conclusion of each day of fighting: Midnight, or the last turn of the scenario if it ends before Midnight. The values and locations are marked on the map.

4.3 Victory Points awarded for Leaders

Each player is awarded the following for enemy leaders his army has killed or wounded by the end of play.

Victory Points equals the total of the rank stars and ratings of all Killed and Wounded enemy leaders.

For instance, the Confederate player killed Grant, Hurlbut and Wood. He also wounded Sherman and Prentiss. This player would have been awarded 20 VPs.

4.4 Levels of Victory

Total Victory Points for each side. Then divide the Confederate total by the Union total to find the ratio and consult the chart below:

CSA Massive: 3 to 1 or higher
CSA Major: at least 2 to 1
CSA Minor: at least 1.5 to 1
Draw: between 1 to 1.5 and 1.5 to 1
USA Minor: at least 1 to 1.5
USA Major: at least 1 to 2
USA Massive: at least 1 to 3

5.0 Scenarios
5.1 April 6, 1862: The Tide Crests

General Information
First Turn: 6:30 AM, April 6th
Last Turn: 6:30 PM, April 6th
Total Game Length: 25 Turns
Set Up: The Union player sets up first.

Union Information
Set Up:
Cav-1: **25.21**
1-1: **31.20 ex 32.19**
2-1: **27.21 ex 26.21**
3-1: **22.20 ex 21.20, 22.21**
1 Divb (4): **28.21**
1 Divb (3): **23.22**
1-2: **35.10**
2-2: **36.14**
W-2: **36.12**
C-2, M-2: **37.16**
3a-2: **37.12**
3b-2: **40.11**
2 Divb (3): **36.09**
2 Divb (3): **35.14**
1-4: **26.13**
2-4: **33.14**
3-4: **26.11**
Cav-4: **22.12**
4 Divb (5), ATenn Supply: **26.12**
1-5, 5 Divb (2): **23.29 ex 23.28**
2-5: **17.11 ex 17.10, 16.11**
3-5, 5 Divb (4): **21.23 ex 21.24**
A-5: **18.22**
4-5: **21.25**
Cav-5: **23.24**
Cav-6: **15.16**
1-6: **15.20 ex 16.20**
Al-6: **14.17**
Alb-6: **14.16**
M-6: **12.22**
2-6, 6 Divb (4): **15.17**
Ch-6, 2x ATennb (3), ATenn Supply: **33.07**
15 Mi-Ind: **33.06**
ATenn Supply: **24.21**

Orders:
M-6: Advance along the Reconnoitering Road to the southwest. Delay the Confederate Advance.
2-5: Upon being alerted, the unit is to defend the Hamburg-Savannah Road.
C-2 and M-2: Upon being alerted, move to defend the Snake Creek Bridge (46.18)
Ch-6: Move to join Division.
A-5, M-6, Ch-6 are alerted, all other units are not alerted.

All other on-map units begin the game with NO orders.

Confederate Information
Set Up:
R-1-1, 1 Corpsb (4), Beauregard, AMiss HQ: **4.31**
S-1-1: **4.30**
J-2-1: **2.32**
S-2-1, 1 Corpsb (4): **2.33**
Cav-1: **3.32**
1 Corps Supply: **1.34**
1 Corps HQ: **With any 1 Corps unit**
G-1-2: **8.30**
A-1-2, 2 Corpsb (5): **10.31 ex 9.31**
P-1-2: **12.32 ex 11.32, 13.33**
G-2-2: **4.25 ex 5.26**
C-2-2: **2.27**
J-2-2: **4.28 ex 3.28, 5.29**
2 Corps Supply, 2 Corpsb (5): **4.29**
2 Corps HQ: **6.29**
S-H-3: **7.27 ex 6.26, 8.27**
C-H-3, 3 Corpsb (5): **14.30 ex 15.31, 13.30**
W-H-3, 3 Corpsb (3): **10.28 ex 9.28, 11.29**
3 Corps Supply: **7.29**
Johnston, 3 Corps HQ: **With any 3 Corps unit**
C-Cav: **3.31**

Orders:
3 Corps: Attack to capture the Shiloh Church (21.24) and Review Field (vicinity of 22.19).
2-2: Advance and attack to capture the Peach Orchard (vicinity of 20.12).
1-2: Advance and attack to capture 24.16.
1 Corps: Advance along the Corinth-Pittsburg Road and attack to capture Cloud Field (vicinity of 26.12).

Victory
The Confederate player wins if he controls 9 points (Confederate VPs only) or more of Geographical VP hexes at the end of play as marked on the map.

5.2 The Hornets Nest

General Information
First Turn: 12:00 noon, April 6th
Last Turn: 6:30 PM, April 6th
Total Game Length: 14 Turns
Set Up: The Union player sets up first.

Special Rules:
A) Confederate Confusion: For this scenario ignore the regular orders and Command Radius restrictions on the Confederate Army, instead use the following:

1) No unit (even those not usually requiring orders, like wagons, independent units or artillery) can move unless stacked with a leader from at the beginning of the Movement Phase. Leaders can affect any unit—from their own command or not. Leaders **can** move freely and **do not** have to roll for themselves as per the below. The normal stacking requirement for Divisional commanders is not in effect for this scenario.

2) Leaders can initiate the movement of units they begin stacked with, and then move elsewhere (so as to begin the next Movement Phase stacked with another stack) OR they can move along with the troops they initiate. Regardless, a leader can only make one stack move in a turn, multiple leaders in a hex have no additional effect, and (once initiated) units can move for the turn without having the leader go with them.

3) Initiated units can move and conduct Close Combat freely. **All units** can fire offensively and defensively, and attempt to recover stragglers, whether they are initiated or not.

4) To initiate a stack's movement, a leader must begin the Movement Phase in the stack's hex (see also optional rule 3.5) and a die roll (one die) must be made for the stack. The stack is initiated with a die roll equal to or less than the Leader's Rating. Only one attempt can be made per stack per turn and 0 rated leaders cannot make stacks move. Make separate die roll for initiation for each stack with a leader the player would like to move.

B) Losses: Each Brigade is listed with losses it might have as in:
Brigade X 2(1)

In this example, Brigade X has 2 casualties and 1 straggler. This formatting does not apply to artillery units.

Units which are "dead" (those not set up on the map or as reinforcements) cannot recover stragglers to rebuild during the period of the scenario.

Union Information
Set Up:
15 Mich: **33.07**
2x ATennb (2): **33.08**
Grant, ATenn HQ: **33.10**
ATenn Supply: **33.14**
ATennb (3): **30.12**
Sherman, 1-5 3(3), 5 Divb (2): **30.21**
McClernand, 2-1 4(3): **28.20 ex 29.20**
Cav-1 1(0): **28.19**
1 Divb: **30.18**
3b-2 3(3), 2 Divb (3): **24.16**
3a-2 3(4): **23.16**
W.Wallace, 1-2 3(3): **22.15**
W-2 1(0), 2 Divb (3): **21.15**
Al-6 1(1): **21.14**
Prentiss, T-6 2(1), 1-6 3(2): **20.14**
Hurlbut, 3-4 2(3): **19.14 ex 18.13**
Db (2): **18.13**
1-4 3(4): **18.12**
ATennb (3): **20.12**
2-2 2(2): **20.11 ex 20.10**
ATenn Supply: **22.12**

All other units are either reinforcements or permanently dead for the scenario.

The **Army of Ohio** Dice roll has not been successful as of the beginning of the scenario. Historically, it should occur at 4:30pm. Players can either roll each turn (as in the other scenarios) or use this historical turn of release as desired.

Orders:
All on-map units begin the game with orders to defend in place.

Confederate Information
Set Up:
W-Cav: **29.23**
P-1-2 2(4): **27.22**
Polk, J-2-1 3(3): **26.20**
Ruggles, A-1-2 3(4): **26.21**
K-R 1(0): **26.22**
3 Corps Supply, 3 Corps HQ: **24.21**
R-1-1 2(3): **24.19**
Hardee, C-H-3 7(5): **23.18**
Clark, S-1-1 2(2): **22.18**
1 Corps HQ, 1 Corps Supply: **20.19**
Cav-1 1(0): **20.18**
Hindman, W-H-3 3(3): **20.17**
S-H-3 3(3): **19.16**
G-1-2 2(2): **18.16**
Bragg, G-2-2 2(2): **18.14**
Cheatham, S-2-1 2(3): **17.14**
Breckinridge, S-R 1(1): **17.13**
Johnston, B-R 1(1): **17.12**
Withers, J-2-2 3(3): **17.11**
C-2-2 2(4): **16.08**
C-Cav 0(1): **15.07**
R Divb (4): **15.15**
2 Corps HQ, 2 Corps Supply: **15.17**
2x R Divb (4): **14.17**
2 Corpsb (5): **13.18**
2 Corpsb (5): **4.18**
3 Corpsb (3): **21.24**
3 Corpsb (5): **19.23**
1 Corpsb (4): **16.20**
Beauregard, A Miss HQ: **16.19**
1 Corpsb (4): **15.19**

Orders:
Not applicable, see scenario special rules above.

Victory
The Confederates must control 10 or more terrain VPs (as marked on the map) to win. Otherwise, the Union wins.

5.3 The Second Day

General Information
First Turn: 6:00 AM, April 7th
Last Turn: 6:00 PM, April 7th
Total Game Length: 25 Turns
Set Up: The Union player sets up first.

Special Rules:
A) Confederate Confusion: For this scenario ignore the regular leader replacement rules for the Confederates. Any Confederate divisions which either begin the scenario without their leader or which lose one during play, do not replace the leader. For those divisions:

1) Select one of the brigades to be the Command Radius marker for the division. This can be changed at the beginning of any Confederate Command Phase.

2) The division can only move using divisional goals issued to it from its corps commander or the army commander. It accepts these orders with a nominal leader of 2.

3) The Confederate 3rd Corps begins without a corps leader. Its one division must get divisional goals from the army commander to function.

B) Losses: Each Brigade is listed with losses it might have as in:
Brigade X 2(1)

In this example, Brigade X has 2 casualties and 1 straggler. This formatting does not apply to artillery units.

Units which are "dead" (those not set up on the map or as reinforcements) cannot recover stragglers to rebuild during the period of the scenario.

Confederate Loss Chart—*April's Harvest*

Army of Mississippi

Unit ID	Brigade	Morale	Fire Levels					
R-1-1	Russell	C	AAB ☐☐☐	AA ☐☐☐☐☐	AB ☐☐✓☐☐☐	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
S-1-1	Stewart	B	AAB ☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐☐✓	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
1-1	**Clark**		☐☐✓					

J-2-1	Johnson	B	AA ☐☐☐☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐
S-2-1	Stephens	B	AB ☐☐☐☐☐	A ☐☐☐☐✓☐	B ☐☐☐	C ☐☐☐	
2-1	**Cheatham**		☐☐✓					

47 Tn-1	47 Tn	C	A ☐	B ☐☐☐	C ☐✓☐☐
Cav-1	Cav	B	B ☐☐	C ☐✓☐☐	

A-1-2	Anderson	C	AB ☐☐☐☐	A ☐☐☐☐✓☐	B ☐☐☐	C ☐☐☐		
G-1-2	Gibson	B	AAB ☐☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐✓☐	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
P-1-2	Pond	C	AAB ☐☐☐	AA ☐☐☐☐☐	AB ☐☐☐✓☐☐	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
1-2	**Ruggles**		☐☐☐✓					

C-2-2	Chalmers	C	AA ☐☐☐☐	AB ☐☐☐☐☐	A ☐✓☐☐☐☐	B ☐☐☐	C ☐☐☐
G-2-2	Gladden	B	AAB ☐	AA ☐☐☐☐☐	AB ☐☐☐☐☐✓	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
J-2-2	Jackson	B	AAB ☐	AA ☐☐☐☐☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐
2-2	**Withers**		☐☐☐✓					

C-H-3	Cleburne	A	AAB ☐☐☐☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐☐	A ☐✓☐☐☐☐	B ☐☐☐	C ☐☐☐
S-H-3	Shaver	B	AA ☐☐☐☐☐	AB ☐☐☐☐☐	A ☐✓☐☐☐☐	B ☐☐☐	C ☐☐☐	
W-H-3	Wood	B	AAB ☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐
H-3	**Hindman**		☐☐☐✓					

B-R	Bowen	B	AA ☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐
K-R	Kentucky	A	AAB ☐☐☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐
S-R	Statham	B	AA ☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐	
R	**Breckinridge** ☐☐☐✓							

Maney	Maney	B	B ☐☐☐	C ☐☐✓☐	
A-Cav	Adams	B	A ☐	B ☐☐✓☐	C ☐☐☐
C-Cav	Clanton	B	B ☐☐✓☐	C ☐☐☐	
F-Cav	Forrest	A	A ☐☐	B ☐☐☐✓	C ☐☐☐
W-Cav	Wharton	B	A ☐☐☐☐	B ☐✓☐☐	C ☐☐☐

Army of the West (pre-Pea Ridge)

Ha-M-vD	Hebert	C	AAB ☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐✓☐	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
Hb-M-vD	Hebert	C	AAB ☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐✓☐	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
Ma-M-vD	McIntosh	B	AA ☐☐☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐	
Mb-M-vD	McIntosh	B	AA ☐☐	AB ☐☐☐☐☐	A ☐☐☐✓☐☐	B ☐☐☐	C ☐☐☐	
M-vD	**McCulloch** ☐☐☐✓☐							

1Mo-P-vD	1 Mo	B	AB ☐☐	A ☐☐☐☐☐	B ☐✓☐☐	C ☐☐☐	
2Mo-P-vD	2 Mo	B	B ☐☐☐	C ☐✓☐☐			
3Mo-P-vD	3 Mo	B	A ☐	B ☐☐☐	C ☐✓☐☐		
Gd-P-vD	MoStGd	C	AAB ☐☐☐☐☐	AA ☐☐☐☐☐	AB ☐☐✓☐☐☐	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
P-vD	**Price**		☐☐☐✓☐					

Army of the West (post-Pea Ridge)

G-P-vD	Green	C	A ☐☐☐☐	B ☐☐☐✓	C ☐☐☐			
Gr-P-vD	Greer	B	AB ☐☐	A ☐☐☐☐☐	B ☐☐✓☐	C ☐☐☐		
H-P-vD	Hebert	C	AAB ☐☐	AA ☐☐☐☐☐	AB ☐☐☐☐✓☐	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
L-P-vD	Little	B	AAB ☐	AA ☐☐☐☐☐	AB ☐☐☐☐☐✓	A ☐☐☐☐☐	B ☐☐☐	C ☐☐☐
S-P-vD	Steen	C	A ☐☐☐☐	B ☐☐☐✓	C ☐☐☐			
P-vD	**Price**		☐☐☐✓☐☐					

Union Army of the Tennessee Loss Chart—*April's Harvest*

Army of the Tennessee

Unit ID	Brigade	Morale	Fire Levels					
1-1	Hare	C	AAB □	AA □□□□□	AB □□□□✓□	A □□□□□	B □□□	C □□□
2-1	Marsh	B	AA □□	AB □□□□□	A □□✓□□□	B □□□	C □□□	
3-1	Raith	D	AA □□□□□	AB □□□✓□□	A □□□□□	B □□□	C □□□	
Cav-1	McCullouch	B	B □	C □✓□□				
1 Div	**McClernand**		□□✓□□					

1-2	Tuttle	B	AA □□	AB □□□□□	A □□✓□□□	B □□□	C □□□	
2-2	McArthur	B	A □□□□□	B □□✓□	C □□□			
3a-2	Sweeny	C	AA □□□□	AB □□□□□✓	A □□□□□	B □□□	C □□□	
3b-2	Sweeny	C	AB □□□□□	A □□□✓□□	B □□□	C □□□		
C-2	Compton	B	B □□	C □✓□□				
M-2	Morton	C	B □□	C □✓□□				
W-2	Wright	C	B □□	C □✓□□				
2 Div	**W. Wallace**		□□□□✓□□□					

1-3	Smith	C	AA □□□□	AB □□□□□✓	A □□□□□	B □□□	C □□□
2-3	Thayer	C	AA □□	AB □□□□□	A □✓□□□□	B □□□	C □□□
3-3	Whittlesey	C	AA □□	AB □□□□□	A □✓□□□□	B □□□	C □□□
3 Div	**L. Wallace**		□□✓□				

1-4	Williams	B	AAB □□□	AA □□□□□	AB □□□✓□□	A □□□□□	B □□□	C □□□
2-4	Veatch	C	AAA □	AAB □□□□□	AA □□□□□✓	AB □□□□□	A □□□□□	B □□□ C □□□
3-4	Lauman	B	AA □	AB □□□□□	A □□✓□□□	B □□□	C □□□	
Cav-4	Taylor	C	A □	B □□✓□	C □□□			
4 Div	**Hurlbut**		□□✓□□					

1-5	McDowell	B	AA □□□	AB □□□□□	A □□✓□□□	B □□□	C □□□
2-5	Stuart	C	AA □□□	AB □□□□□	A □✓□□□□	B □□□	C □□□
3-5	Hildebrand	C	AB □	A □□□□□	B □✓□□	C □□□	
4-5	Buckland	C	AA □□□□□	AB □□□□□	A □✓□□□□	B □□□	C □□□
A-5	Appler	E	B □□□	C □✓□□			
Cav-5	Dickey	D	B □	C □✓□□			
5 Div	**Sherman**		□□□□✓□□				

1-6	Peabody	C	AB □□□□	A □□□✓□□	B □□□	C □□□
2-6	Miller	D	AA □	AB □□□□□	A □✓□□□□	B □□□	C □□□
Al-6	Allen	C	A □□	B □□□	C □✓□□	
Alb-6	Alban	D	A □	B □□□✓	C □□□	
Ch-6	Chambers	C	A □□	B □□□✓	C □□□	
M-6	Moore	C	A □□	B □□□✓	C □□□	
R-6	Reid	C	A □□	B □□□✓	C □□□	
T-6	Tindall	B	B □□□	C □✓□□		
Cav-6	Ingersoll	C	B □□□	C □✓□□		
6 Div	**Prentiss**		□□□□□✓□□□□			

15 Mi-Ind	Oliver	C	A □	B □□□✓	C □□□

Union Army of the Ohio Loss Chart—*April's Harvest*

Army of the Ohio

4a-2	Rousseau	B	AA □□□□□	AB □□□□✓□	A □□□□□	B □□□	C □□□		
4b-2	King	B	A □□□□□	B □✓□□	C □□□				
5-2	Kirk	C	AAA □	AAB □□□□□	AA □□□□✓□	AB □□□□□	A □□□□□	B □□□	C □□□
6-2	Gibson	C	AAA □□□□□	AAB □□□□□	AA □✓□□□□	AB □□□□□	A □□□□□	B □□□	C □□□

2 Div McCook □□□✓□

10-4	Ammen	B	AB □□□□	A □□□✓□□	B □□□	C □□□
19-4	Hazen	C	AB □□□	A □□□✓□□	B □□□	C □□□
22-4	Bruce	C	AB □□□□□	A □□✓□□□	B □□□	C □□□

4 Div Nelson □□□✓

| 11-5 | Smith | C | AA □□□□□ | AB □□□✓□□ | A □□□□□ | B □□□ | C □□□ |
| 14-5 | Boyle | C | AB □□□ | A □□□✓□□ | B □□□ | C □□□ | |

5 Div Crittenden □□✓

| 20-6 | Garfield | B | AB □□□□ | A □□□✓□□ | B □□□ | C □□□ |
| 21-6 | Wagner | C | AA □□□□ | AB □□□□✓□ | A □□□□□ | B □□□ | C □□□ |

6 Div Wood □□✓

| 14 Wi-Ind | Wood | C | A □ | B □□□✓ | C □□□ |

Union Information
Set Up:
3-3: **39.16**
L.Wallace, 2-3: **38.16**
1-3, 3 Divb (4): **37.15**
Repl Leader (2-Tenn), 3a-2 7(6), 3b-2 5(6): **36.15**
2-2 6(5), ATennb (2): **35.15**
Sherman, 1-5 6(0), 5 Divb (4): **35.14**
ATenn Supply: **37.12**
McClernand, 2-1 6(1), 1 Divb (3): **34.13**
ATennb (3): **34.12**
Grant, ATenn HQ, Buell, AOhio HQ, ATenn Supply: **34.10**
15 Mich (Ind), ATennb (2): **33.12**
Hurlbut, Cav-4, 3-4 5(2): **33.11**
1-4 7(7): **33.10**

All Union units from this point belong to the Army of Ohio:
14-5: **32.10**
Crittenden, 11-5, 5 Divb (3): **31.11**
19-4: **31.10**
McCook, 4a-2, 2 Divb (2): **33.09**
5-2: **33.08**
6-2: **33.07**
14 Wi (Ind): **33.06**
4b-2: **34.07**
10-4: **31.08**
Nelson, 22-4: **31.09**

Reinforcements:
1:00pm at Entry Area D: Wood, 21-6
1:30pm at Entry Area D: 20-6

Orders:
All Army of the Ohio Units: Attack to force the Confederates back to the south. All other on-map units begin the game with NO orders.

Confederate Information
Set Up:
W-Cav: **31.25**
F-Cav: **8.05**
C-2-2 4(4): **22.12**
Withers, J-2-2 6(6): **16.11**
Maney: **18.12**
2 Corpsb (5): **17.11**
G-2-2 8(4): **17.12**
S-R 8(5): **20.17**
Breckinridge, K-R 8(4): **20.18**
B-R 6(6): **21.19**
G-1-2 4(2): **24.20**
Ruggles, A-1-2 7(5): **24.21**
P-1-2 4(3): **25.22**
2 Corpsb (5): **23.22**
Beauregard, A Miss HQ: **15.18**
Bragg, 2 Corps HQ, 2 Corps Supply: **16.19**
J-2-1 8(5): **17.20**

S-2-1 5(4): **17.21**
S-1-1 5(3): **24.27**
R-1-1 6(3): **24.28**
1 Corpsb (4): **23.29**
3 Corps HQ, S-H-3 7(5): **20.24**
C-H-3 10(6): **19.24**
W-H-3 7(5): **19.25**
Polk, 1 Corps HQ, 1 Corps Supply: **18.25**
47 Tn-1 2(1), Cav-1 1(0): **17.25**
3 Corpsb (5), 3 Corpsb (3): **16.25**
2x R Divb (4): **12.22**
C-Cav 1(0): **7.19**
A-Cav: **6.18**

Orders:
No Confederate units have any orders.

Victory
The Union player wins if he controls **three** of the following hexes at the end of play, otherwise the Confederates win.

10.05, 18.05, 20.12, 24.21

5.4 April 6-7, 1862: April's Harvest

General Information
First Turn: 6:30 AM, April 6th
Last Turn: 6:30 PM, April 7th
Total Game Length: 63 Turns
Set Up First: Union Player

Union Information
Set Up:
Cav-1: **25.21**
1-1: **31.20 ex 32.19**
2-1: **27.21 ex 26.21**
3-1: **22.20 ex 21.20, 22.21**
1 Divb (4): **28.21**
1 Divb (3): **23.22**
1-2: **35.10**
2-2: **36.14**
W-2: **36.12**
C-2, M-2: **37.16**
3a-2: **37.12**
3b-2: **40.11**
2 Divb (3): **36.09**
2 Divb (3): **35.14**
1-4: **26.13**
2-4: **33.14**
3-4: **26.11**
Cav-4: **22.12**
4 Divb (5), ATenn Supply: **26.12**
1-5, 5 Divb (2): **23.29 ex 23.28**
2-5: **17.11 ex 17.10, 16.11**
3-5, 5 Divb (4): **21.23 ex 21.24**
A-5: **18.22**
4-5: **21.25**

Cav-5: **23.24**
Cav-6: **15.16**
1-6: **15.20 ex 16.20**
Al-6: **14.17**
Alb-6: **14.16**
M-6: **12.22**
2-6, 6 Divb (4): **15.17**
Ch-6, 2x ATennb (3), ATenn Supply: **33.07**
15 Mi-Ind: **33.06**
ATenn Supply: **24.21**

Orders:
M-6: Advance along the Reconnoitering Road to the southwest. Delay the Confederate Advance.
2-5: Upon being alerted, the unit is to defend the Hamburg-Savannah Road.
C-2 and M-2: Upon being alerted, move to defend the Snake Creek Bridge (46.18)
Ch-6: Move to join Division.
A-5, M-6, **Ch-6** are alerted, all other units are not alerted.

All other on-map units begin the game with NO orders.

Confederate Information
Set Up:
R-1-1, 1 Corpsb (4), Beauregard, AMiss HQ: **4.31**
S-1-1: **4.30**
J-2-1: **2.32**
S-2-1, 1 Corpsb (4): **2.33**
Cav-1: **3.32**
1 Corps Supply: **1.34**
1 Corps HQ: **With any 1 Corps unit**
G-1-2: **8.30**
A-1-2, 2 Corpsb (5): **10.31 ex 9.31**
P-1-2: **12.32 ex 11.32, 13.33**
G-2-2: **4.25 ex 5.26**
C-2-2: **2.27**
J-2-2: **4.28 ex 3.28, 5.29**
2 Corps Supply, 2 Corpsb (5): **4.29**
2 Corps HQ: **6.29**
S-H-3: **7.27 ex 6.26, 8.27**
C-H-3, 3 Corpsb (5): **14.30 ex 15.31, 13.30**
W-H-3, 3 Corpsb (3): **10.28 ex 9.28, 11.29**
3 Corps Supply: **7.29**
Johnston, 3 Corps HQ: **With any 3 Corps unit**
C-Cav: **3.31**

Orders:
3 Corps: Attack to capture the Shiloh Church (21.24) and Review Field (vicinity of 22.19).
2-2: Advance and attack to capture the Peach Orchard (vicinity of 20.12).
1-2: Advance and attack to capture 24.16.

1 Corps: Advance along the Corinth-Pittsburg Road and attack to capture Cloud Field (vicinity of 26.12).

Victory

Apply 4.0 directly.

Historical Notes

The Confederate attack on the Union encampment at Pittsburg Landing was a very personal affair for General Albert Sidney Johnston. His appointment to command the Western Department in September 1861 met with widespread acclaim throughout the Confederacy, but after a series of setbacks during the winter, the press was howling for his dismissal. Only the personal confidence of President Davis allowed him a chance to redeem himself. At the beginning of the new year, the well-executed operations by U.S. Grant had breached Johnston's line by taking Forts Henry and Donelson. Following this loss, Jefferson Davis dispatched General P.G.T Beauregard—self proclaimed hero of Manassas—to assist Johnston. The two generals managed to get along.

While Grant's operations were under way, the Federal government prodded Buell's army to advance on Nashville. The Confederates abandoned that city and regrouped their forces at Corinth, Mississippi to prepare for a counterattack. The Union army, meanwhile, had ordered an encampment at Pittsburg Landing and Buell's army was ordered to Savannah (nine miles downstream from the landing).

The Rebel army reorganized into four corps (1st, 2nd, 3rd, and Reserve) and accepted many new reinforcements. Of the corps commanders only Bragg and Hardee had led men into battle before (as junior officers during the Mexican War), the remaining men were completely inexperienced. Upon hearing that Buell was to reinforce the army at Pittsburg Landing, Johnston declared his intention to strike before this occurred.

Muddy roads and poor traffic control prevented the Confederate army from entering its attack positions prior to April 5th. Beauregard felt this delay ruined whatever chance the attack had at obtaining surprise. He suggested the army return to Corinth. Johnston held firm in his conviction to attack the next morning. The Union command ignored all evidence to the contrary and allowed the Confederates the ability to concentrate 44,000 men within a mile and a half of the Union camps without being detected.

Scattered about the wooded plateau between the swollen Lick and Owl Creeks were the camps of five Union Divisions (39,830 men) with a sixth (7,564) encamped further north at Crump's Landing. At 0300 April 6, Colonel Everett Peabody (commander, 1st Brigade, Prentiss' Division) sent a recon party out to determine if recent Confederate activity heralded a Confederate attack. At 0455, this group came under fire near the southern end of Fraley's Field. The recon group fell back as the Rebel army began its general advance.

When Johnston heard these opening shots, he gave orders to the corps commanders to begin the advance. Unfortunately, he had entrusted Beauregard with arranging the tactical dispositions. Johnston's original plan placed Polk on the left, Bragg in the center, Hardee on the right and Breckinridge in reserve. The main effort was to be on the right—a drive along the river to take Pittsburg Landing an then force the Union army back against Owl Creek. Beauregard instead arranged each corps so that it was spread along the entire front and each would follow the one in front of it into the battle. The result was an almost immediate collapse of command control.

As the Confederates advanced, their divisions and brigades began to scatter without regard to higher command. Hardee's corps split in two. Hardee rode the battlefield with Johnston and left the attack to his bewildered subordinates. The same thing happened to the next corps in line, Bragg's.

The appearance of the Confederate army took the Federals by surprise, but the troops were quick to form up. By 0800, Wallace's 2nd Division was the only one that had not yet begun to move into defensive positions—shortly, even they would be deployed. When Grant (who spent the night in Savannah) heard the sound of the battle, he ordered Nelson's Division of Buell's army to march down the east bank of the Tennessee River to the battlefield. He then boarded a steamer and headed there

U.S. Grant as a Major General

himself. When Grant passed Crump's Landing, he paused to issue orders to Lew Wallace to march his division towards Pittsburg Landing. Grant arrived at Pittsburg Landing at 0930 and immediately went to locate Sherman. Sherman sent word back to Grant requesting reinforcements and stated he would hold on as long as possible. The disorganized Confederate assaults had been rebuffed twice, but they were forming up to try again.

While Sherman held Cleburne at bay, Prentiss's green division was being mauled by hard charging Rebs. Colonel Peabody was killed attempting to hold the line of his brigade's camps. His brigade disintegrated and only 300 men reformed further back in the Sunken Road to carry on the fight. Hard pressed Union units withdrew to reform in the Sunken Road.

It was now 0930 and the Union right began to be driven back. Sherman called for help which arrived from McClernand's Division. These men formed a cautious line from the west edge of Duncan Field to Crescent Field. Grant met Sherman while this line was forming. Sherman expressed his concerns about ammunition and was worried about the situation. Grant reassured him that it would be taken care of and that Lew Wallace's Division was

P.G.T Beauregard

on the way to bolster the right. Grant then rode off to check the rest of the army.

Meanwhile, Confederate junior officers were struggling to reform their men—many of whom had fallen out of ranks to loot Union camps. Johnston held a short conference attempting to redirect his confused divisions and corps. The disorganized Confederate army continued to push the Union line, but it lost much of its momentum due to confusion, casualties, and stragglers. The entire advance degenerated into individual brigade assaults where low ranking officers attempted to continue the attack even in the face of little or no guidance from above. This form of attack was decidedly the case near the Peach Orchard and Sunken Road positions— where, after a brief artillery bombardment, the Confederates

launched a series of piecemeal assaults. It was in leading one of these assaults that Albert Sidney Johnson was struck behind the knee and slowly began to bleed to death. Confederate assaults continued and followed the path of least resistance around the Sunken Road (now the Hornet's Nest)—by 1730, the advancing Rebels had linked in back of that position and cut it off from the rest of the Union Army (which was falling back to Grant's final line near the landing. General Prentiss (in the Hornet's Nest pocket) raised the white flag and surrendered his division. Beauregard (now in charge of the army after Johnston's death) issued orders to halt the attack and that the victory was "complete."

Buell's Army of the Ohio began to arrive on the field in the early evening. Lew Wallace's much overdue division arrived at the same time. Sherman expressed his view of the day's battle to Grant, who rebuffed him by announcing that they would "lick' em tomorrow" and expressed his opinion that the battle would go to the side which seized the initiative in the morning.

The second day of the battle proved to be an anti-climax. The Union went over to the attack and pushed the Confederates from the hard-earned ground captured in the first day. That night, the Rebels withdrew toward Corinth.

The campaign to destroy the Union army had failed and the Army of Tennessee proceeded on its long road of missed opportunities which led to Kentucky in the fall, Murfreesboro in the winter, Chickamauga and

Chattanooga the following year, and end up after the Atlanta campaign in the bloody field of Franklin. The remnants would then advance on Nashville in the winter of 1864 and be destroyed there. Shiloh was the first of many failures for this unlucky army—failures which occurred in the critical theater of the war.

Counter Manifest and Order of Battle

Union Forces
Army of the Tennessee
Command:
US Grant
ATenn HQ
ATenn Supply (x3)
2x 3-Gun Point ATenn Artillery Batteries
2x 2-Gun Point ATenn Artillery Batteries
15 Michigan Inf Rgt

1st Division:
McClernand
1x 4-Gun Point 1 Div Artillery Battery
1x 3-Gun Point 1 Div Artillery Battery
1-1 Hare
2-1 Marsh
3-1 Raith
Cav-1 McCulough

2nd Division:
W. Wallace
2x 3-Gun Point 2 Div Artillery Batteries
1-2 Tuttle
2-2 McArthur
3a-2 Sweeny
3b-2 Sweeny
C-2 14 Mo Sharpshooters
M-2 81 Ohio
W-2 13 Mo

3rd Division:
L. Wallace
1x 4-Gun Point 3 Div Artillery Battery
1-3 Smith
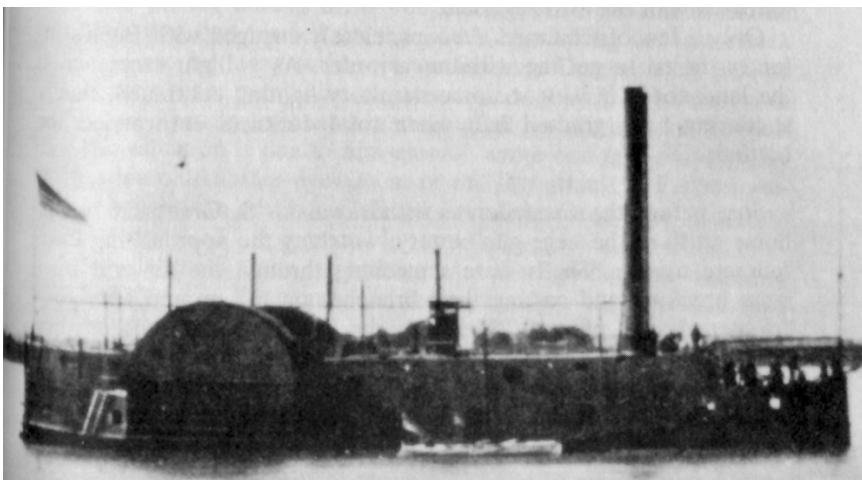2-3 Thayer
3-3 Whittlesey

4th Division:
Hurlbut
1x 5-Gun Point 4 Div Artillery Battery
1-4 Williams
2-4 Veatch
3-4 Lauman
Cav-4 Taylor

The USS Lexington.

5th Division:
 Sherman
 1x 4-Gun Point 5 Div Artillery Battery
 1x 2-Gun Point 5 Div Artillery Battery
 1-5 McDowell
 2-5 Stuart
 3-5 Hildebrand
 4-5 Buckland
 A-5 53 Ohio
 Cav-5 Dickey

6th Division:
 Prentiss
 1x 4-Gun Point 6 Div Artillery Battery
 1-6 Peabody
 2-6 Miller
 Al-6 16 Wisc
 Alb-6 18 Wisc
 Ch-6 16 Iowa
 M-6 Moore
 R-6 15 Iowa
 T-6 23 Mo
 Cav-6 Ingersoll

Army of Ohio Command:
 Buell
 AOhio HQ
 14 Wisc Inf Rgt

2nd Division:
 McCook
 1x 2-Gun Point 2 Div Artillery Battery
 4a-2 Rousseau
 4b-2 King
 5-2 Kirk
 6-2 Gibson

4th Division:
 Nelson
 10-4 Ammen
 19-4 Hazen
 22-4 Bruce

5th Division:
 Crittenden
 1x 3-Gun Point 5 Div Artillery Battery
 11-5 Smith
 14-5 Boyle

6th Division:
 Wood
 20-6 Garfield
 21-6 Wagner

Confederate Forces
Department of the West:
 A.S. Johnston

Army of Mississippi Command:
 Beauregard
 AMiss HQ
 Maney Inf Rgt
 A-Cav Adams
 C-Cav Clanton
 F-Cav Forrest
 W-Cav Wharton

1st Corps:
 Polk
 1 Corps HQ & Supply
 2x 4-Gun Point 1 Corps Artillery Batteries
 47 Tenn Inf Rgt
 Cav-1 Cavalry

 1st Division:
 Clark
 R-1-1 Russell
 S-1-1 Stewart

 2nd Division:
 Cheatham
 J-2-1 Johnson
 S-2-1 Stephens

2nd Corps:
 Bragg
 2 Corps HQ & Supply
 2x 5-Gun Point 2 Corps Artillery Batteries

 1st Division:
 Ruggles
 A-1-2 Anderson
 G-1-2 Gibson
 P-1-2 Pond

 2nd Division:
 Withers
 C-2-2 Chalmers
 G-2-2 Gladden
 J-2-2 Jackson

3rd Corps:
 Hardee
 3 Corps HQ & Supply
 1x 5-Gun Point 3 Corps Artillery Battery
 1x 3-Gun Point 3 Corps Artillery Battery

 Hindman's Division
 Hindman
 C-H-3 Cleburne
 S-H-3 Shaver
 W-H-3 Wood

Reserve Corps
 Breckinridge
 3x 4-Gun Point R Div Artillery Batteries
 B-R Bowen
 K-R Kentucky
 S-R Statham

Army of the West
 Van Dorn
 vD HQ & Supply
 4x 5-Gun Point vD Artillery Batteries
 1x 4-Gun Point vD Artillery Batteries

 McCulloch's Division
 McCulloch
 Ha-M-vD Herbert
 Hb-M-vD Herbert
 Ma-M-vD McIntosh
 Mb-M-vD McIntosh

 Price's Division
 Price
 1Mo-P-vD 1 Missouri
 2Mo-P-vD 2 Missouri
 3Mo-P-vD 3 Missouri
 G-P-vD Green
 Gd-P-vD Mo State Guard
 Gr-P-vD Greer
 H-P-vD Hebert
 L-P-vD Little
 S-P-vD Steen

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Confederate Order of Arrival

Unit (s)	Time and Day	Entry Hex	Orders
Breckinridge, R Div (all)	6:30am , April 6	B	1
vD Corps (All, Optional)	8:00	B	1
W-Cav	11:00	A	1
A-Cav	1:00pm	C	1
F-Cav, Maney	2:00	C	1
47 Tn-1	6:00am, April 7	B	2

Orders
1) Move to Army HQ
2) Move to 1 Corps HQ

Union Alert Schedule

6:30am: 1-6

7:30am: Sherman, 1-5, 3-5, 4-5, 5 Div Arty, Prentiss, 2-6, Al-6, Cav-6, 6 Div Arty

8:00am: 1 Div (All), 4 Div (All), 2-5, Cav-5

8:30am: All remaining units

Union Order of Arrival

Unit (s)	Time and Day	Entry Hex	Orders
T-6	7:30am, April 6	E	1
2x ATennb (2)	8:00	E	
R-6	8:30	E	1
Grant, ATenn HQ	9:30	E	
Gunboat USS Tyler	2:30pm	Available	
Gunboat USS Lexington	5:00	Available	
L. Wallace, 3 Div	7:00	F	3

Army of Ohio Arrivals	Turns **after** Successful Roll	Entry Hex	Orders
Buell, AOhio HQ	0	E	-
Nelson, 22-4, 10-4	1	D	2
19-4	5	D	2
Crittenden, 11-5	6	E	1
14-5, 5 Divb (3)	7	E	1
14 Wi-Ind	8	E	1
McCook, 4a-2, 4b-2	14	E	1
5-2	15	E	1
6-2, 2 Divb (2)	26	E	1
Wood, 21-6	33	E	1
20-6	34	E	1

Orders
1) Move anywhere within 5 hexes of Entry Hex E and await further orders.
2) Cross the river. Then follow order #1.
3) Move to within 5 of 46.18.