

Shiloh

By J.L. Robert

This is the inaugural game of my personal challenge to play every quadrigame folio in my collection. This game is my second foray into the Blue & Gray system, having played [The Road To Vicksburg: The Battle of Champion Hill](#) many years ago.

Setup

The setup seems odd, since all of the units are spread out, one to a hex. Since there is a 2 counter stacking limit per hex, I find it strange that neither side gets to start with their forces concentrated.

(I tried to take some photos during the play. Once I figure out how to upload them onto my computer, I'll bring them into this thread. Pete Belli was nice enough to have uploaded a photo of the game's setup position.)



Turn 1

The Confederates crash up along the lines of the Union 5th and 6th Divisions. 1 Exchange between the Union (3)/6 and Confederate Jackson's brigades allows Wood's Brigade to engage the Union 6th Artillery and Cavalry assets, with Chalmers' Brigade supporting Wood by driving back the 2/6 Brigade.

Fortunes against the rough terrain in the center, however, are quite the opposite as 4 Confederate brigades are driven back.

But in the west, the 5th Division's cavalry pickets are brushed aside. The encircled Union 1/5 Brigade holds out to the end, however, forcing an exchange with Hindman's Brigade, leaving Anderson to advance with one fewer brigade in support. Stewart and Russell's Brigades fall back after providing Anderson and Hindman flanking fire while engaging the Union 3/5 Brigade.

The Union withdrawal on Turn 1 leaves 5 units engaged with Confederate forces. The 3/5 retreats, with Anderson's Brigade in hot pursuit. But a disastrous combination of results as Chalmers' Brigade retreats, while Wood advances after the retreating Union artillery, exposing a Union brigade to Confederate envelopment.



Turn 2

The Confederates press their advantages against the remnants of the 5th and 6th Divisions. Chalmers devastates the 6th Div.'s cavalry, and Wood, with artillery support, drives the 6th Artillery further back, unable to finish them off. However, his actions help encircle the remaining infantry brigades of the 6th, who are both dispatched by concentrated Confederate attacks led by Trabue and Gladden, respectively.

Cleburne and Statham wipe out the 4/5 Brigade, while Gibson's Brigade leads a charge to dislodge the 3/5 from their defensive positions, locking the 5th Division's artillery assets in battle.

The Union withdrawal to Pittsburg Landing continues, and the 7 engaged units all survive low odds counterattacks. But Chalmers is playing a dangerous game of cat-and-mouse, again retreating from Union assaults, leaving 2 more blue brigades exposed and without support.



Turn 3

The Union 1st and 4th Divisions are now engaged by the Confederate juggernaut. Pond's Brigade is shattered as the Union 3/4 Brigade falls to a massive assault led by Chalmers. The 1/4 Brigade, now encircled, forces another exchange, and Stewart's Brigade falls while eliminating the Union forces.

The Union 6th Division's artillery assets continue to prove elusive to Wood's Brigade, and continues its retreat. But Wood's subsequent advance again encircles Union forces as Trabue and Gladden, along with most of the CSA artillery, combine to wipe out 2 Union brigades of the 1st Division.

Cleburne and Statham are forced back by the last of the 1st Division, now supporting what's left of the 5th Division in the rough ground.

Union counterattacks are set up to try to drive back the vanguard units of the Confederates. Chalmers isn't able to escape this time, but gets an Exchange result, taking out the Union's 8-point 2/2 Brigade with him. Wood also faces a 3-1 attack, but is able to withdraw in good order.



Turn 4

Both Union flanks are attacked. The 4th Division's cavalry is no match for Johnson's Brigade, which closes the ring around the 1/2 Brigade, which is dispatched by the combined efforts of Bowen's and Stephens' Brigades (along with some artillery). At the same time, Trabue and Wood, along with 3 Confederate artillery batteries, wipe out the other Union heavy-hitter, the 3/2 Brigade, along with the Army of the Tennessee's reserve troops.

The Union 1/1 stubbornly refuses to yield its ground, driving back an assault led by Gladden's forces. But Statham leads a massive attack against the Union flank, forcing back the still-battling 5th Division assets.

On their turn, the Union defenses finally crumble. The 1/1 is eliminated attacking Anderson's Brigade, and the 2/5 meets a similar fate attacking Bowen. The other engaged forces retreat, with Confederate troops racing after them.



Turn 5

Confederates move in through the gaps in the Union lines to engage all forces, just as the first reinforcements arrive. But a 4-1 attack fails to eliminate the artillery units of the 2nd and 4th Divisions, instead driving them to the heights alongside Pittsburg Landing. The AoT's artillery drives Trabue's Brigade back, ensuring that the Union ferry point will remain controlled by US forces for another turn.

Gladden and Cleburne fail to dislodge the 2/4 Brigade and the 6th Artillery, which is still somehow still alive. But a low-odds attack by the CSA Cavalry drives back the 1st Artillery. When Statham leads 4 brigades to attack the 3/5, the Dr result would displace the 2/4, except there's no other place to run to! The 3/4 and the 5th Artillery are eliminated!

With only 6 Union pieces left on the board, the Union reinforcements on Turn 5 are few and far between. The 10/4 advances to the Ferry point. Panicking Union artillery retreat, allowing Wood's Brigade to reach the bluffs overlooking Pittsburg Landing, while Confederate cavalry capitalize to close the ring around the Union 2/4 Brigade, with the 6th Artillery. But their desperation attack succeeds in driving back Statham's Brigade, buying just a little more time for the US reinforcements.



Turn 6

The Confederates close their traps, but fail to get the results they need. While the 2/4 and 6th Artillery finally fall, the AoT's and 1st Artillery actually drive back an attack from 4 different directions! And the artillery defending the landing are merely driven back further. But the ferry landing is taken, trapping US reinforcements on the east bank of the Tennessee River.

Union reinforcements rush to get into position to take back the landing. The massed artillery attack does succeed in forcing Wood to retreat from the ferry point, but the 3rd Division relief column is broken up by Statham's Brigade.



Turn 7

As night falls over the battlefield, Confederate forces sweep around the Union lines, trapping the US forces on both sides of the battlefield to the respective waterways they are pinned up against.



Turn 8

The Confederates close in to finish off the US forces. The 2/3 is destroyed along Owl Creek, but the 1/3 and 3/3 hold off an attack by Cleburne's and Statham's Brigades. The AoT artillery also defends from a massive attack, but the 2nd and 4th Artillery units are finally overrun by Wood and Trabue.

The US artillery is forced to take long odds attack to try to dislodge Confederate positions, and succeeds in sending Wood out of Pittsburg Landing once more. But with no units on the west bank to seize the ferry point, it will just be re-taken the next turn.



Turn 9

More encircled attacks by the CSA forces. The infantry of the 3rd Division withstand another assault by Cleburne and Statham despite artillery support, and the 3rd Cavalry forces an exchange defending Owl Creek Bridge, wiping out the Confederate 1st Cavalry before falling. And the 3-1 attack along the Tennessee finally wipes out the AoT's artillery.

The battle is just about over. Union artillery from the riverine forces do drive out the Confederate garrison at the ferry landing once more, but there's little else they can do.



Turn 10

The last of the Union forces in the battlefield are finally wiped out, and the best the US flotilla and eastern shore artillery can muster is a 1-3 attack on the Landing's garrison. The following turn will have an even stronger garrison which cannot be dislodged only by artillery.

The game is over with 139 CSA VP's, and only 33 US VP's. An overwhelming victory for A.S. Johnston.