

## BATTLEGROUND SHILOH readme

VERSION 1.11 5/97

Fixed "bases-off" highlighting bug.

Fixed AI reporting bug when artillery limbered.

Fixed crash caused by accessing the toolbox while the Leader Dialog is active.

Fixed melee bug that resulted in double losses when the defending unit(s) could not retreat.

Added the correct default Melee Table and all Optional Parameter Data to the Scenario Notes.

Changed leader losses in an automatic-victory melee from "Killed" to "Captured".

Changed the maximum range of the "L" cannon type from 13 to 10 hexes.

Changed the height of the woods in the Prairie Grove module from 30 feet to 50 feet.

In the Wilson's Creek Scenario Notes Parameter Data, the height of "Forest" and "Blocked" terrain should be listed as 50 feet.

VERSION 1.1 4/97

Fixed melee bug that could sometimes eliminate defending units.

Fixed melee bug that allowed a single leader to generate a flanking-attack bonus.

Fixed bug that resulted in higher leader losses when firing on a leader alone in a hex.

Fixed the Windows 95 white hex outline problem.

Fixed the Help button in the Leader Casualty Dialog.

Added a new scenario ("04h."; sl\_a\_h.scn), the full two-day battle with historical arrival times for reinforcements. Also made minor adjustments in several other scenarios.

Added weapon type "S" (for Shotgun) in Prairie Grove module. Various Confederate units in this module now use this weapon type, which has a range of one hex.

Set the strengths of the regiments in Garfield's Brigade at "500" each.

Improved the A/I movement of supply wagons.

Improved A/I multi-hex melee capability.

Increased the effectiveness of infantry ranged fire vs. artillery crews.

The Enfilade modifier now applies when firing on limbered artillery.

Uncrewed artillery units are now labeled as "Uncrewed" in the Unit List.

Arriving artillery batteries now add to the ammo pool of their side by a fixed amount determined by the parameter data for that module.

A unit at maximum ("9") fatigue that suffers another gain in fatigue does not rout immediately, but must take a morale check the next time morale is checked.

A unit at maximum ("9") fatigue has a -4 morale modifier and a +4 modifier when firing (other high fatigue units have -2 and +2).

When a unit is eliminated by fire, one other unit (chosen at random) in that same hex undergoes a rout check and has its fatigue increased by one.

The attacker in a melee can now cause no more casualties than his own total attacking strength if he fails to win the melee.

If every unit attacking in a melee is eliminated, none of the units defending in that melee become disrupted.

If every unit defending in a melee is a leader or supply wagon, none of the units attacking in that melee become disrupted.

If a defending unit in a melee is forced to retreat, and is attacked again that phase in a subsequent melee, it defends at half strength.

Rally is now possible at night. For rally purposes, the morale of a unit at night is half the normal morale of the unit, fractions rounded up.

A unit moving in line formation at night automatically becomes disrupted.

A unit's movement allowance does not drop to zero when it moves next to a "?" (Unknown-Unit) marker \*if\* that marker represents only an enemy leader or any other unit that does not exert a Zone of Control into the hex. If the "?" does represent an enemy leader, the moving unit can even enter its hex and capture it.

Except at night, the rally bonus of leaders at the Corps level or above extends into adjacent hexes.

Added yellow highlighting of Command values of leaders who have failed their

command check.

The "D" Disruption icon now appears in the Target and Selection Dialogs to indicate such units.

Clicking on an entry in the Release Dialog causes that organization to become highlighted on the map. Double-clicking or selecting OK causes the Release Dialog to be closed and the organization to remain highlighted. Selecting Cancel causes the organization to become unhighlighted.

Double-clicking on a unit in the Search Results list of the Find Dialog closes the dialog and causes the map to scroll to that unit.

Double-clicking on an entry in the Scheduled Dialog displays a dialog showing the individual units in the reinforcement.

Right-clicking on a unit in the Unit List displays that unit's normal full-strength value in the game, if it is currently below full strength.

The jump map now shows units that are Unknown.

No leader, supply wagon or routed unit can change the control of an objective hex.

A scenario will now end if all units from one side have been eliminated and the other side controls all objectives.

Added a "Rules..." button in the A/I Selection Dialog. Selecting this button allows the player to use one or more of the following optional rules:

OPTIONAL FIRE-RESULTS TABLE: This causes the optional fire results table to be used for all fire results in the scenario. See "Optional Parameter Data" the end of the v1.1 section of this file for the optional

table.

OPTIONAL MELEE-RESULTS TABLE: This causes the optional melee results table to be used for all melee results in the scenario. See "Optional Parameter Data" the end of the v1.1 section of this file for the optional table.

QUALITY-BASED FIRE MODIFIERS: Each ranged-fire attack by a non-artillery unit whose Quality is "A" or "B" receives a +1 modifier. If its Quality is "E" or "F", it receives a -1 instead. (Note that this rule, which was introduced as standard in v1.22, is now optional - but is "on" by default.)

HIGHER FATIGUE-RECOVERY RATES: This applies a higher fatigue recovery rate. Given the default fatigue recovery rate R, this rule will apply a fatigue recovery rate of three times R for units having a medium (4-6) level of fatigue, and a recovery rate of five times R for units with a low (1-3) level of fatigue. The default recovery rate still applies to units suffering from high (7-9) fatigue.

VICTORY POINTS FOR LEADER CASUALTIES: This causes points to be awarded for the loss of leaders. The number of points awarded for a leader casualty is nominally  $(C + L) \times F$ , where C is the default command value of the leader (A=6, B=5, etc.), L is the leadership rating of the leader (A=6, B=5, etc.) and F is "1" for brigade leaders, "2" for division leaders, "3" for corps leaders and "4" for army leaders. This value is then halved if the leader was only wounded, or doubled if he was captured. Leader casualty points are displayed in the Victory Dialog.

ROUT LIMITING: This applies a morale modifier when determining the spread of unit routing in order to reduce the frequency of multiple-hex routing.

QUALITY MELEE MODIFIERS: This causes additional modifiers to be

applied to melees. If the minimum quality of all units attacking in a melee is A or B, "1" is added to the melee differential; if their minimum quality is E or F, "1" is subtracted from the melee differential. If the minimum quality of all units defending in a melee is A or B, "1" is subtracted from the melee differential; if their minimum quality is E or F, "1" is added to the melee differential.

**ISOLATION RULES:** Isolation is now optional, but is "on" by default. When a unit is Isolated, a red rectangle appears behind its Strength value in the Unit List. An Isolated artillery unit can run low on or out of ammunition in the same manner and with the same effects as infantry. (The artillery unit becomes resupplied when no longer Isolated, provided its side's ammo pool is greater than zero.) An Isolated leader receives no benefits from his superiors during command checks. Isolated cavalry can be melee-attacked by infantry even if mounted. The strength of an Isolated unit in melee is normal when attacking and quartered when defending.

**EXTREME FOG-OF-WAR:** This hides each unit's name, quality, exact strength (including weapon type and range), organizational info and current movement allowance, plus each leader's command and leadership ratings, from the opponent. [Exception: the strength of unlimbered artillery is not hidden.] The unit's name and organizational info re-appear whenever it is within an enemy unit's Zone of Control. Note that Extreme Fog-Of-War effects can apply only when normal FOW is also in effect for a side.

**PARTIAL RETREATS:** This allows a unit forced to retreat from a melee into an overstacking situation to lose a portion of its strength in order to allow it to retreat into the hex instead of being completely eliminated due to overstacking.

Added a "Highlight" menu item in the Display Menu. This opens a submenu that allows the player to highlight units of the selected type. The items

in the submenu are as follows:

- \* FIXED UNITS
- \* SPOTTED UNITS
- \* LOW ON OR OUT OF AMMO, OR UNCREWED
- \* FIRED/FOUGHT UNITS
- \* MOVED UNITS
- \* DISRUPTED UNITS
- \* DETACHED UNITS
- \* HIGH-FATIGUE UNITS (all units on the map that currently have a Fatigue level of "7" or more)
- \* ISOLATED UNITS
- \* NON-FULL-STRENGTH UNITS (all units on the map that are currently at less than their normal full strength in the game)
- \* SUPPLY WAGONS
- \* ORGANIZATION

Added the following new menu items in The Options Menu:

GRAPHICS BUFFERING: This menu item causes a double-buffering graphics technique to be used when drawing the 3D graphics. This greatly reduces the amount of screen flicker caused by screen updates, but will reduce the speed of the graphics. Players should use this option as they prefer.

INITIAL VIEW: This menu item is used to define the initial view of the map shown when the main program is started. This may be set to any of the standard 2D or 3D map views, or may be set so that it is always the view that existed when the program was last closed.

OPTIONAL RULES: This menu item is used to display the Optional Rules so that those (if any) in effect for the current scenario can be

viewed.

Added a Leader Casualty Dialog (accessible via the Status Menu) to display a running list of both sides' leader losses. A "K" indicates the leader was killed, a "W" indicates he was wounded, and a "C" indicates he was captured. Clicking on a leader's name in the dialog causes the map to scroll to the location where he became a casualty.

Added new Accelerator keys:

Ctrl-X - moves the Hot Spot to the Next Stack

F5 - slows down A/I Action Dialog processing

F6 - returns A/I Action Dialog processing to normal speed

F7 - speeds up A/I Action Dialog processing

## TCP/IP INTERNET PLAY

Internet play is now supported. Prior to beginning TCP/IP Internet play, both players should ensure that they have a valid TCP/IP connection established on their computers. Typically this is a service of your Internet Service Provider.

1. Select "Modem Host" or "Modem Caller" from the Menu screen.
2. Select "Internet Connection".
3. The Modem Host should select a new scenario or resume a previously saved game. The Modem Caller should select the corresponding module for the chosen scenario or battle.
4. A dialog on the Modem Host system will appear, containing the Internet address for the Modem Host. Note: Typically this address is changed by your Internet Service Provider each time an Internet Connection is established.
5. The Modem Host should then provide the Caller with this address. This



can be done by calling the Caller on a separate line, by sending the address through E-Mail, or by using an Internet "chat" program. The Modem Caller will then type this address into his Internet connection dialog. He can also specify an encryption key at this time. He should then choose Connect on the Connection dialog.

6. At this point, both players will have a Communication Dialog, and play will start or continue similar to standard Dial Up Modem Play (see section 7.1 in the Players Guide).

Added an "Internet Connection" menu item to the Special Menu. Normally you will initiate Internet play after choosing either "Modem Host" or "Modem Caller" from the main Menu Screen. However, if you wish to initiate it from within the main program, you should select the "Internet Connection" menu item prior to selecting "Modem Host" or "Modem Caller" in the Special Menu.

#### OPTIONAL PARAMETER DATA

Optional Fire Results Table

Factor/Roll	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18			
1	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0			
2	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0			
3	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0			
4	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	F	F	F			
5	0	0	0	0	0	0	0	0	0	0
0	0	0	F	F	F	F	F			
6	0	0	0	0	0	0	0	0	0	0
0	F	F	F	F	F	F	F			



25	F	F	F	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1
26	F	F	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1
27	F	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1
28	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1
29	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1
30	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	2	1	1	1
31	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	2	2	1	1	1
32	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	2	2	2	1	1	1
33	1	1	1	1	1	1	1	1	1	1
1	1	1	1	2	2	2	2	1	1	1
34	1	1	1	1	1	1	1	1	1	1
1	1	1	2	2	2	2	2	1	1	1
35	1	1	1	1	1	1	1	1	1	1
1	1	2	2	2	2	2	2	1	1	1
36	1	1	1	1	1	1	1	1	1	1
1	2	2	2	2	2	2	2	1	1	1
37	1	1	1	1	1	1	1	1	1	2
2	2	2	2	2	2	2	2	1	1	2
38	1	1	1	1	1	1	1	1	2	2
2	2	2	2	2	2	2	2	1	2	2
39	2	1	1	1	1	1	1	2	2	2
2	2	2	2	2	2	2	3	2	2	2
40	2	1	1	1	1	1	2	2	2	2
2	2	2	2	2	2	3	3	2	2	2
41	2	1	1	1	1	2	2	2	2	2
2	2	2	2	2	3	3	3	2	2	2
42	2	1	1	1	2	2	2	2	2	2
2	2	2	2	3	3	3	3	2	2	2
43	2	1	1	2	2	2	2	2	2	2
2	2	2	3	3	3	3	3	2	2	2



62	3	3	3	4	4	4	4	4	4	4	4
4	4	5	5	5	5	5	5	5			
63	3	3	4	4	4	4	4	4	4	4	4
4	5	5	5	5	5	5	5	5			
64	3	4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5			
65	4	4	4	4	4	4	4	4	4	4	5
5	5	5	5	5	5	5	5	5			
66	4	4	4	4	4	4	4	4	4	4	5
5	5	5	5	5	5	5	5	6			
67	4	4	4	4	4	4	4	4	5	5	5
5	5	5	5	5	5	5	6	6			
68	4	4	4	4	4	4	4	5	5	5	5
5	5	5	5	5	5	6	6	6			
69	4	4	4	4	4	4	5	5	5	5	5
5	5	5	5	6	6	6	6	6			
70	4	4	4	4	5	5	5	5	5	5	5
5	5	5	6	6	6	6	6	6			
71	4	4	4	5	5	5	5	5	5	5	5
5	5	6	6	6	6	6	6	6			
72	4	4	5	5	5	5	5	5	5	5	5
5	6	6	6	6	6	6	6	6			
Factor/Roll	19	20	21	22	23	24	25	26	27	28	
29	30	31	32	33	34	35	36				
1	0	0	0	0	0	F	F	F	F	F	F
F	F	F	F	F	F	F	1				
2	0	0	0	0	F	F	F	F	F	F	F
F	F	F	F	F	1	1	1				
3	F	F	F	F	F	F	F	F	F	F	F
F	F	F	F	1	1	1	1				
4	F	F	F	F	F	F	F	F	F	F	F
F	F	1	1	1	1	1	1				
5	F	F	F	F	F	F	F	F	F	F	F
F	1	1	1	1	1	1	1				
6	F	F	F	F	F	F	F	F	F	F	F
1	1	1	1	1	1	1	1				

7	F	F	F	F	F	F	F	F	F	1	1
1	1	1	1	1	1	1	1	1			
8	F	F	F	F	F	F	F	1	1	1	1
1	1	1	1	1	1	1	1	1			
9	F	F	F	F	F	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1			
10	F	F	F	F	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1			
11	F	F	F	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1			
12	F	F	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1			
13	F	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	2			
14	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	2	2			
15	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	2	2	2			
16	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	2	2	2	2			
17	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	2	2	2	2	2			
18	1	1	1	1	1	1	1	1	1	1	1
1	1	1	2	2	2	2	2	2			
19	1	1	1	1	1	1	1	1	1	1	1
1	1	2	2	2	2	2	2	2			
20	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2			
21	1	1	1	1	1	1	1	1	1	1	2
2	2	2	2	2	2	2	2	3			
22	1	1	1	1	1	1	1	1	1	2	2
2	2	2	2	2	2	2	3	3			
23	1	1	1	1	1	1	1	1	2	2	2
2	2	2	2	2	2	3	3	3			
24	1	1	1	1	1	1	1	2	2	2	2
2	2	2	2	2	3	3	3	3			
25	1	1	1	1	1	2	2	2	2	2	2
2	2	2	2	3	3	3	3	3			







63	5	5	6	6	6	6	6	6	6	6	6
6	7	7	7	7	7	7	7	7	7	7	7
64	5	6	6	6	6	6	6	6	6	6	6
7	7	7	7	7	7	7	7	7	7	7	7
65	6	6	6	6	6	6	6	6	6	6	7
7	7	7	7	7	7	7	7	7	7	7	7
66	6	6	6	6	6	6	6	6	6	7	7
7	7	7	7	7	7	7	7	8	8	8	8
67	6	6	6	6	6	6	6	6	7	7	7
7	7	7	7	7	7	7	8	8	8	8	8
68	6	6	6	6	6	6	7	7	7	7	7
7	7	7	7	7	8	8	8	8	8	8	8
69	6	6	6	6	6	7	7	7	7	7	7
7	7	7	7	8	8	8	8	8	8	8	8
70	6	6	6	6	7	7	7	7	7	7	7
7	7	7	8	8	8	8	8	8	8	8	8
71	6	6	6	7	7	7	7	7	7	7	7
7	7	8	8	8	8	8	8	8	8	8	8
72	6	6	7	7	7	7	7	7	7	7	7
7	8	8	8	8	8	8	8	8	8	8	8

Numeric result indicates strength loss.

"F" indicates increase in fatigue only.

Note: All fire modifiers are multiplied by 3 when using this Table.

#### Optional Melee Table

Diff	2	3	4	5	6	7	8	9	10	11	12
-3	4/-9	4/-8	3/-7	2/-6	1/-5	1/-5	1/-5	2/-6	3/-7	4/-8	4/-9
-2	-4/8	3/-7	2/-6	1/-5	1/-4	1/-4	1/-4	1/-5	2/-6	3/-7	4/-8
-1	-3/7	-2/6	1/-5	1/-4	1/-3	1/-3	1/-3	1/-4	1/-5	2/-6	3/-7
0	2/-6	1/-5	-1/4	-1/3	-1/2	1/-2	1/-2	1/-3	1/-4	1/-5	2/-6
1	1/-5	1/-4	-1/3	-1/2	-1/1	-1/1	1/-1	1/-2	1/-3	1/-4	1/-5
2	-6/1	-5/1	-4/1	-3/1	2/-1	-2/1	2/-1	2/-1	-4/1	-5/1	-6/1
3	-7/2	-6/1	-5/1	-4/1	-3/1	-3/1	2/-1	3/-1	-5/1	-6/1	3/-2

4	-8/3	-7/2	-6/1	-5/1	-4/1	-4/1	-4/1	-5/1	2/-1	3/-2	4/-3
5	-9/4	-8/3	-7/2	-6/1	-5/1	-5/1	-5/1	-6/1	-7/2	4/-3	5/-4
6	-10/4	-9/3	-8/3	-7/2	-6/1	-6/1	-6/1	-7/2	-8/3	-9/3	-10/4

Absolute value are: defender-losses/attacker-losses.

Negative result indicates losing side.

Note: "Dice rolls" on this Melee Table use two 6-sided dice.

#### VERSION 1.05 1/97

Fixed PBEM replay bug that caused crashes and hangs due to inadvertant word-wrap in .bte file.

Fixed melee bug related to automatic victory vs. routed units.

Made minor corrections to road and path art on \sl and \hn 2D maps.

#### VERSION 1.04 12/96

A unit's Fixed status is not revealed to the opponnent when Fog of War is in effect for its side.

Fixed corruption of battle file caused by choosing Cancel in Two-Player Hot-Seat Replay option.

#### VERSION 1.03 9/96

The Scheduled and Release Dialogs now show the per-turn probability of entry/release for each unit listed.

Each ranged-fire attack by a non-artillery unit whose Quality is "A" or "B" receives a +1 modifier. If its Quality is "E" or "F", it receives a -1 instead.

The ranged-fire modifier for attacking a unit at a higher elevation is now limited to a maximum of -2.

A unit taking a loss from a ranged-fire attack now suffers only a one-level increase in fatigue.

The strength of each routed unit in melee is quartered (not halved).

A +2 melee modifier now applies if no attacking unit advanced into that hex from within the Field of Fire of any unit defending in that melee.

VACANT HEX: When a hex becomes devoid of defending units as the result of an Offensive Fire Phase attack, it becomes a Vacant Hex. (A red triangle icon appears in the hex to mark it as such.) A Vacant Hex may be advanced into during the next Melee Phase, and the advancing unit(s) will automatically occupy the hex.

An Isolated unit *can* initiate melee (contrary to what it says in the definition of "Isolated" on p.40 of the Players Guide).

Breastworks now appear even when "Units Off" is in effect.

Fixed units are no longer released when attacked by their own forces.

Units can no longer attempt to melee into Water or Blocked hexes.

Revised the Ranged-Fire and Melee tables.

Revised the ranges of Napoleon and Parrott cannons.

Added new 3D unit icons with Zouave, etc., uniforms.

#### VERSION 1.02 8/96

Fixed large-stack highlighting bug.

Removed leader-handbook button from Leader Selection dialog box.

Corrected the explanation in the parameter data of how to read the Melee Table.

#### VERSION 1.01 7/96

Fixed crash caused by second-in-command casualties.

Fixed artillery overstacking bug.

Fixed PBEM file corruption.

#### VERSION 1.0 7/96

The Combat Effect modifier for Rough terrain is -1 (not 0 as stated in the Players Guide).

Units cannot become Fixed *during* play. Fixed status can occur only automatically at the start of play.

If a unit expends any part of its movement allowance during its Movement Phase, any attack it makes in the Offensive Fire Phase is halved.

When a subordinate leader is determined to be "in command", his Command Rating changes in the Unit List for the current turn to reflect the Command

Rating modifier he received.

Certain reinforcement entry hexes are "protected" in the sense that enemy units within a particular range of them will be automatically eliminated or routed when the reinforcements appear. More details on this can be found by Selecting "Scenario Notes" in the game's Help menu, then Selecting "8.0 Arrival Schedule".

The "Undo Last Movement" (Ctrl-U) command cannot be used for a unit that has just captured a battery or leader.

Below are listed the scenario titles, their corresponding file names, and the "module" each is found in. The "module" is important to know when you re-open a saved game; therefore you might find it handy to print a hard copy of this file for easy reference.

SCENARIO TITLE	FILE NAME	MODULE
01. The Battle of Wilson's Creek	wc_a.scn	Wilson's Creek
02. The Lyons' Roar	wc_b.scn	Wilson's Creek
03. Hold On, Hold Out	sl_c.scn	Shiloh
04. The Battle of Shiloh	sl_a.scn	Shiloh
04h. The Battle of Shiloh	sl_a_h.scn	Shiloh
05. Wallace Takes the Shunpike	sl_d.scn	Shiloh
06. Johnston's Attack	sl_b.scn	Shiloh
07. The Devil's Own Day	sl_0740.scn	Shiloh
08. Sherman's First Line	as_1.scn	Assault on Sherman
09. The Purdy Road Line	as_2.scn	Assault on Sherman
10. A Brief Respite	sl_1100.scn	Shiloh

- |                             |          |                   |
|-----------------------------|----------|-------------------|
| 11. Stirring Up the Hornets | hn_1.scn | The Hornet's Nest |
| 12. Smashing the Nest       | hn_2.scn | The Hornet's Nest |
| 13. Las                     |          |                   |