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# 1.0 Overview

[For a summary of the events leading up to the battle of Shiloh, see p.43 in the Players Guide]

The Confederate attack on the morning of April 6th achieved almost complete surprise. Despite problems arising from an awkward attack formation - three of their available corps spread out in parallel lines - the Confederates were able to achieve success against the initial Union forces they encountered. A number of Union troops broke and ran for the safety of the rear, while others remained and conducted a fighting retreat.

After being pushed out of their camps, the divisions of Brig. Gen. William Sherman and Brig. Gen. Benjamin Prentiss were joined by other Union forces that had marched from their camps nearer the Tennessee River. Some of the Union troops were able to make a stand along a secondary wagon track (the Sunken Road) at the far end of a large field. There, from 11:30 AM, they fought off repeated Confederate charges with such fury that the area became known as the Hornet's Nest.

General Johnston was wounded in the leg while leading a charge against the Peach Orchard at the Hornet's Nest. Thinking his wound was minor, the general ignored it. But an artery had been cut, and Johnston died shortly thereafter from loss of blood.

The Confederate attacks continued after Johnston's death, and the Union defenders of the Hornet's Nest were eventually surrounded and forced to surrender around 5:30 PM. However, their stand, in conjunction with Sherman's stubborn fighting retreat, had given Grant time to form a last-ditch line near Pittsburg Landing to protect the vital ferry crossing.

Unfortunately for the Confederates, daylight was now fading and their troops were disorganized, hungry, and exhausted from the day-long fighting. Their momentum waned, and no fresh troops were available to carry on the attack. At the same time, the leading elements of Buell's army began arriving at Pittsburg Landing, where they had to move through thousands of routed Union troops milling about on the river bank, oblivious to all attempts to rally them. And on the Union right flank, Maj. Gen. Lew Wallace's division finally arrived after having initially taken the wrong road to the battlefield. The chances of a smashing Confederate victory were fast slipping away.

That night, hundreds of men burned to death in woods and underbrush set ablaze by the fighting earlier in the day. From the river boomed the big guns of the *Lexington* and *Tyler*, which fired blindly into the night in the general direction of the Rebel lines.

The next morning, the fresh Union forces attacked the tired and surprised Confederates, who believed they had won a great victory. By sheer weight of numbers the Federals pushed them back. Resistance stiffened as the day

wore on; but after fierce fighting in the Peach Orchard and near Water Oaks Pond, the Confederates pulled back and the next day withdrew to Corinth. A half-hearted Union pursuit was turned back by a cavalry charge led by Col. Nathan Bedford Forrest.

On April 11th, Maj. Gen. Henry Halleck relieved Grant and took over his command. He then took three weeks to advance the 22 miles to Corinth, which the Confederates promptly evacuated. On May 30th, Union forces entered an empty Corinth, severing the Memphis & Charleston Railroad. The casualties at Shiloh totaled over 20,000 men, making it the bloodiest battle of the war to date. The Union army had suffered 21% casualties, the Confederates 27%. The populace of both North and South were shocked and outraged by the carnage.

## 2.0 Map Notes

Since the map is larger in the North-to-South dimension, it is oriented with West-to-East vertically to take advantage of the dimensions of the typical computer screen.

The data for the map was obtained from the map produced D. W. Reed in 1900 and several other sources, then verified against modern U. S. Geological Survey maps.

The portion of the map west of the Owl and Snake Creeks has been programmed as "blocked" to prohibit movement through it.

Because of the prevalence of woods on the map, the fields are an important feature. They are the only places where clear fields of fire can be had. Except for the ravines, most of the area where the fighting occurs is a tapering plateau, so elevation will play an important part only on the flanks.

Fortunately, most of the original battle site is now part of the Shiloh National Battlefield. Most fields have been preserved in their original condition, except for Rhea Field which is only half as large as it was in 1862. The two main entrances to the park are along the Hamburg-Purdy and Hamburg-Savannah roads. There is a small cluster of stores just outside the park in the area where the Confederates assembled for their attack. The visitors' center is located close to Pittsburg Landing, near map coordinates (47, 44). Most of the battlefield is easily accessible except for areas around Cavalry Field and, due to recent erosion, around Dill Branch. The modern-day Shiloh Church is privately owned.

## 3.0 Notes on the Forces

As usual, the Confederate batteries were of mixed composition, containing in most instances more than one type of cannon. But instead of breaking each battery down into sections, an average weapon type has been assigned to it so that the overall composition comes out more or less historical.

The numbers of the Union units is known fairly accurately - except for Garfield's Brigade, which arrived on April 7th after the fighting.

Precise strengths are unavailable for many of the Confederate regiments, though their overall brigade strengths are known. For these regiments, educated guesses using the available source material had to be made.

The smoothbore musket was the predominant infantry weapon in the Confederate army, except for some units in the Reserve Corps that had been equipped with recently arrived Enfield rifles.

## 4.0 Confederate Notes

On the morning of April 6th, the Confederates are organized in their historical but flawed three-wave formation. This organization will cause them problems - but the Union forces will be unprepared, as they were historically.

The fundamental decision the Confederate player must make is whether to attack hardest on the right flank and thus try to take Pittsburg Landing, or on the left to try to force the Union army into the river. Attempting to do both - the historical Confederate strategy - may well result in accomplishing neither. The Confederate player must also keep in mind that capturing Pittsburg Landing will cut off large numbers of Union reinforcements. A Confederate victory on the first day is essential, since the arrival of fresh Union forces will give the Union the upper hand on the second day.

The April 5th "what-if" scenario is based on the hypothesis that the Confederates could have attacked a day earlier. This allows them to fight Grant's army more or less alone, without having to face the bulk of Buell's army.

## 5.0 Union Notes

On the morning of April 6th, the Union forces are faced with the problem of being totally unprepared for the Confederate attack. Most are fixed at start, to reflect the initial lack of coordination in their defense. As Federal units become free to move, the Union player must try to form a defensive line somewhere between his outermost camps and Pittsburg Landing. He must defend Pittsburg Landing at all costs, as that is where most of his reinforcements will arrive.

Using the woods and fields, he should eventually be able to form a strong line. At that point it will become a matter of holding on until reinforcements arrive.

On April 7th the Union player, if he has succeeded in holding the Pittsburg Landing area, should be able to take the initiative using the fresh troops of Buell's army and Lew Wallace's division.

The April 5th "what-if" scenario will be much harder for the Union side, since the Federals are no more prepared and the Confederate attack occurs a day earlier. Buell's army will not be available until the end of the 6th, so the Union player will have to make do with just Grant's army. As a small consolation, this scenario assumes that Lew Wallace comes directly to the battlefield and thus arrives several hours earlier than normal.

## 6.0 Chronological Order

### April 6, 1862

- 5:00 AM Skirmish in Fraley Field.
- 6:30 AM Confederate advance.
- 7:00 AM Fighting in Seay Field.
- 7:30 AM Peabody clashes with Wood and Shaver.  
McDowell forms brigade.  
Ross forms brigade.  
McClelland forms division.  
Hurlbut orders Veatch to front.
- 8:00 AM Fighting in Spain Field.  
Cleburne attacks in Rhea Field.  
Hurlbut advances.
- 8:30 AM Prentiss falls back.  
Anderson and Russell attack in Rhea Field.
- 9:00 AM Wallace advances.  
Grant arrives.
- 10:00 AM Sherman retreats.
- 11:00 AM Chalmers attacks Stuart.
- 11:30 AM Jackson attacks Stuart.
- 12:00 N Sherman counterattacks.  
Gibson attacks Hornet's Nest.
- 1:00 PM Buell arrives.
- 2:00 PM Confederate attack in Peach Orchard.  
Johnston is wounded.  
Fighting in Jones Field.
- 2:30 PM Johnston dies.
- 3:30 PM Hurlbut retreats.
- 4:00 PM Union line is outflanked.
- 4:30 PM Ruggles line is formed.  
Pond attacks in Cavalry Field.
- 5:30 PM Surrounded Union troops start  
surrendering.  
Nelson's division arrives.
- 6:00 PM Confederates reach Dill Branch.
- 6:30 PM First day fighting ends.
- 7:30 PM Lew Wallace arrives.
- 9:00 PM Crittenden's division arrives.

### April 7, 1862

- 5:30 AM Union line advances.
- 8:00 AM Union forces take Wicker's Field.
- 10:00 AM Sherman attacks in Jones Field.
- 11:00 AM Union forces attack in the Peach Orchard.
- 2:30 PM Confederates counterattack at Water Oaks



3:30 PM Pond.  
Confederate retreat begins.

## 7.0 Weapon Descriptions

Code	Description
------	-------------

### **G 24-pounder siege guns**

A rarity on the battlefield was the 24-pounder siege gun. It had a bore diameter of 5.82 inches and fired a 24-pound shell with deadly accuracy. Designed for use as a river- and coast-defense gun and for the bombardment of fortifications, it was never intended to be utilized as a field piece. Only one battery was equipped with 24-pounders at Shiloh.

### **H 12-pounder Howitzer**

The 1841 pattern 12-pounder field howitzer was a smoothbore, muzzle-loading howitzer with a caliber of 4.62 inches. In 1862 it was replaced by the Napoleon in the Union Army, but was retained in the Confederate Army for want of anything better. It could fire a 12-lb. shell effectively to a range of 1072 yards, and a spherical case to a maximum range of 1050 yards.

### **M Smoothbore Musket**

A good majority of the soldiers in the Western Theater of the war were equipped with the Smoothbore Musket of various types. Even though the smoothbore could be loaded faster, it was accurate only out to about 100 yards. Many still even had flintlocks, which made them similar to those used during the War of Independence.

### **N 12-pounder Napoleon**

The most common field gun in the arsenal of both sides during the Civil War was the 12-pounder Napoleon. From the Napoleonic Wars to around 1850, artillery batteries had a mixture of cannons, usually half field guns and half howitzers, so as to be able to fire explosive shells and solid shot. The Napoleon was a smoothbore, muzzle-loading fieldpiece with a caliber of 4.62 inches, developed under the auspices of Napoleon III, and designed to provide an alternative to the need for mixed types of artillery in batteries. It could fire solid shot against masses of troops 600 to 2,000 yards away, and spherical case shot was used at ranges of 500 to 1,500 yards. A 12-lb. shell could be fired from 300 to 1,500 yards, but was less effective at the lower end of its range. Canister, which emitted a "spray" of golf-ball size projectiles, could be fired effectively vs massed enemy troops at 500 yards or less. The Napoleon's higher rate of fire complemented the rifled field gun's greater accuracy at long range.

### **R Rifle**

Although a great variety of small arms saw use during the war, the principal weapon on both sides was the .58-caliber Springfield Rifle Musket. The North supplemented its arsenal as well with the .577-caliber Enfield 1853-Pattern Rifle Musket. Over 3,500,000 rifles were purchased by the North and South.

The .58-caliber Springfield rifle musket had a barrel 40 inches long and

an automatic priming device called the Maynard Tape Primer System. The latter worked like a child's roll-cap pistol, with a paper tape containing fulminate patches that were fed over the nipple by the action of the hammer. The only problem with the system was that if the paper became damp it often failed to work. The rifle fired a minie ball - a lead bullet that expanded to fit the rifling so the bullet would spin.

### **T Rifled Cannon**

The majority of rifled cannons in Civil War artillery batteries comprised the 10-pounder Parrott Gun and the 3-inch Ordnance Rifle. The main function of these guns was to fire at the enemy beyond the shorter range of the howitzers.

The 10-pounder Parrott was a muzzle-loading, rifled gun with a bore of 2.9 inches. It resembled the Napoleon in appearance, save for its black barrel with tell-tail heavy iron reinforcing bands around the breech. Despite its reinforced breech, the Parrott developed a reputation for bursting just ahead of the breech-bands after lengthy use. Its 2,000-yard range made it useful for counter-battery fire. Although the Parrott was rifled, it could still fire canister at charging infantry.

The 3-inch Ordnance Rifle was made of heavy wrought iron, and had a better reputation for dependability than the Parrott. A disadvantage of the Ordnance Rifle was its weight, which made it more difficult to move in soft ground or bad weather.

### **Z Gunboat cannon**

The Timberclads *Lexington* and *Tyler* carried two types of cannon: the 32-pounder and the 8-inch Dahlgren, both smoothbores. The 32-pounder was a standard naval gun, with a bore diameter of 6.41 inches and a wide range of ammunition to deal with fortifications and other ships. The 8-inch Dahlgren was a very powerful gun able to hurl shells weighing 50 pounds with devastating effect. These gunboat cannon proved deadly to anyone caught in the open.

## 8.0 Arrival Schedule

Each arrival is assigned an entry hex, and an arrival date and time. In addition, each is assigned a **protected distance** value which is shown in the column entitled **Prot** in the schedules; see 8.1 Arrival. If this value is other than zero, it indicates that the arrival is "protected". In a protected arrival, the appearance of friendly units in the arrival hex automatically causes all enemy units in that hex to be eliminated and all enemy units within the given number of hexes (i.e., the protected distance) of that hex to become routed. The purpose of this rule is to prevent "crowding" of the arrival hex by enemy units trying to take advantage of the limited movement capabilities near the map edge. A protected distance value of zero means that it is possible for enemy units to prevent the arrival of friendly units by occupying their arrival hex.

The name of the first unit in each arrival group is given in the 8.1 schedule. An arrival group comprising more than one unit is indicated by three dots (...).

## 8.1 Arrivals

<b>Date</b>	<b>Side</b>	<b>Hex</b>	<b>Prot</b>	<b>Name</b>
07:00	04/06/1862	Union(46,45)	0	23rd Missouri
08:40	04/06/1862	Union(46,45)	0	Maj. Gen. U. S. Grant
09:00	04/06/1862	Union(46,45)	0	15th Iowa
09:40	04/06/1862	Union(69,47)	0	Lexington Gun Boat
11:20	04/06/1862	Union(46,45)	0	19th Ohio, ...
12:00	04/06/1862	Union(46,45)	0	Maj. Gen. Don Carlos Buell
14:00	04/06/1862	Union(46,45)	0	14th Wisconsin
15:00	04/06/1862	Union(68,26)	0	Maj. Gen. Lew Wallace
15:00	04/06/1862	Union(68,26)	0	Col. Morgan L. Smith, ...
15:20	04/06/1862	Union(68,26)	0	Col. John M. Thayer, ...
15:40	04/06/1862	Union(68,26)	0	Col. Charles Whittlesey, ...
16:00	04/06/1862	Union(68,26)	0	Thompson, 9th Indiana Lt, ...
16:20	04/06/1862	Union(46,45)	0	Brig. Gen. William Nelson
16:20	04/06/1862	Union(46,45)	0	Col. Jacob Ammen, ...
16:40	04/06/1862	Union(46,45)	0	6th Ohio, ...
17:00	04/06/1862	Union(46,45)	0	Col. Sanders D. Bruce, ...
18:20	04/06/1862	Union(46,45)	0	Col. William B. Hazen, ...
19:20	04/06/1862	Union(46,45)	0	6th Kentucky, ...
20:00	04/06/1862	Union(46,45)	0	Brig. Gen. T. Crittenden
20:20	04/06/1862	Union(46,45)	0	Col. William Sooy Smith, ...
21:20	04/06/1862	Union(46,45)	0	26th Kentucky, ...
22:20	04/06/1862	Union(46,45)	0	Brig. Gen. Jeremiah Boyle, ...
00:20	04/07/1862	Union(46,45)	0	Bartlett (G) 1st Ohio Lt, ...
01:20	04/07/1862	Union(46,45)	0	Brig. Gen. A. McCook
01:20	04/07/1862	Union(46,45)	0	Brig. Gen. Lovell Rousseau, ...
02:40	04/07/1862	Union(46,45)	0	1st Ohio, ...
03:20	04/07/1862	Union(46,45)	0	1st Btln, 16th US, ...
04:40	04/07/1862	Union(46,45)	0	Col. Edward N. Kirk, ...
05:00	04/07/1862	Union(46,45)	0	30th Indiana, ...
05:20	04/07/1862	Union(46,45)	0	Col. William H. Gibson, ...
06:00	04/07/1862	Union(46,45)	0	15th Ohio, ...
06:20	04/07/1862	Union(46,45)	0	Terrill (H) 5th US
09:40	04/07/1862	Rebel(0,0)	0	47th Tennessee
13:00	04/07/1862	Union(46,45)	0	Brig. Gen. Thomas Wood
13:00	04/07/1862	Union(46,45)	0	Col. George D. Wagner, ...
13:40	04/07/1862	Union(46,45)	0	57th Indiana, ...

## 9.0 References

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# 10.0 Parameter Data

## Miscellaneous Data

First Move: Confederate

## Time and Visibility Data

### Time:

Dawn: 5:00      Day: 6:00    Dusk: 18:00      Night: 19:00

### Visibility:

Day: Unlimited    Dawn & Dusk: 4 Hexes    Night: 1 Hex

### Minutes Per Turn:

Dawn, Day, Dusk: 20    Night: 60

## Movement Allowance Data

Infantry: 12      Supply Wagon: 24  
Artillery: 12      Dismounted Cavalry: 12  
Cavalry: 24    Unlimbered Artillery: 0

## Stacking Data

Maximum infantry/cavalry that can be in a hex is 1000.

Maximum cannon that can be in a hex is 20.

Maximum regiments, batteries and/or supply wagons that can be in a hex is 8.

Exception: Only one supply wagon is allowed per hex.

## Fatigue Data

Maximum Fatigue: 9

Day Fatigue Recovery: 10%    Night Fatigue Recovery: 40%

Fatigue from Fire: 1    Fatigue from Loss: 1    Fatigue from Melee: 1-3

## Command Radius

### Brigade Radius:

Union: 2      Confederate: 3

### Division Radius:

Union: 4      Confederate: 6

## Breastworks

Breastwork Construction: 12%

Breastwork Movement Penalty: +1

Breastwork Defensive Value: -1

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# Movement Costs

Hex  
Blocked  
Clear  
Water  
Forest  
Orchard  
Marsh

	Column	Line	Mounted	Artillery	Supply
	P	P	P	P	P
	2	2	2	3	P
	P	P	P	P	1
	4	4	6	8	P
	3	3	4	6	P
	4	4	8	P	P

Hexside	Infantry (Line)	Infantry (Column)	Cavalry Mounted	Artillery Limbered	Supply Wagon
Trail	*	2	2	2	2
Road	*	1	1	1	2
Stream	1	1	2	2	2
Creek	P	P	P	P	P
UpElevation	1	1	2	2	2
Breastworks	+1	+1	+1	+1	+1

## Notes

- # = Movement Point Cost to enter hex or cross hexside.
- +# = Additional Movement Point cost to cross hexside.
- P = Prohibited. Unit cannot enter hex or cross hexside.
- Dismounted Cavalry move as Infantry in Line Formation.
- Dismounted Leaders move as Infantry in Column Formation.
- Mounted Leaders move as Mounted Cavalry.

## Formation/ Facing Change Costs

Change  
Formation

Change

About  
Face



# is the multiplier of weapon type firing.  
 \* means the weapon has no effectiveness at that range.

**Fire  
Results  
Table  
Factor/  
Roll**

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>1 0</b>	<b>1 1</b>	<b>1 2</b>
1-3	0	0	0	0	0	0	0	0	F	F	F	1
4-6												
7-9	0	0	0	0	0	0	0	F	F	F	1	1
10-12												
13-15	0	0	0	0	0	0	F	F	F	1	1	2
16-18												
19-21	0	0	0	0	0	F	F	F	1	1	2	2
22-24												
25-27	0	0	0	0	F	F	F	1	1	2	2	3
28-30												
31-36	0	0	0	F	F	F	1	1	2	2	3	3
37-42												
43-48	0	0	F	F	F	1	1	2	2	3	3	4
49-54												
55-60	0	F	F	F	1	1	2	2	3	3	4	4
61-66												
67-72	F	F	F	1	1	2	2	3	3	4	4	5
73-78												
79-84	F	F	1	1	2	2	3	3	4	4	5	5
85-90												
91-96	F	1	1	2	2	3	3	4	4	5	5	6
97-102												
	1	1	2	2	3	3	4	4	5	5	6	6
	1	2	2	3	3	4	4	5	5	6	6	7
	2	2	3	3	4	4	5	5	6	6	7	7
	2	3	3	4	4	5	5	6	6	7	7	8
	3	3	4	4	5	5	6	6	7	7	8	8
	3	4	4	5	5	6	6	7	7	8	8	9
	4	4	5	5	6	6	7	7	8	8	9	9
	4	5	5	6	6	7	7	8	8	9	9	1 0
	5	5	6	6	7	7	8	8	9	9	1 0	1
	5	6	6	7	7	8	8	9	9	1 0	1 0	0
	6	6	7	7	8	8	9	9	1	0	1 0	1

0 1 1  
 0 1  
 1 1  
 1

Numeric result indicates strength loss  
 F indicates increase in fatigue

**Fire Results  
 Modifiers**

Trail: 0

Road: 0

Enfiladed modifier:

2

Mounted  
 cavalry modifier: 4

**Hex Side**

**Modifiers:**Breastworks: -1

UpElevation: -1

Stream: 0

Creek: 0

Water: 0

Blocked: 0

**Terrain**

**Modifiers:**Clear: 0

Forest: -1

Orchard: 0

Marsh: 0

**Mel  
 ee  
 Tabl  
 eDiff**

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

/	/	/	/	-	-	-	-	-	/	2	9
2	1	1	1	1	2	3	4	5	-	/	2
-	-	-	-	-	1	1	1	1	6	-	/
6	5	4	3	2	/	/	/	/	2	7	-
/	/	/	/	/	-	-	-	-	/	2	8
2	2	1	1	1	1	2	3	4	-	/	2
-	-	-	-	-	-	1	1	1	5	-	/
7	6	5	4	3	2	/	/	/	1	6	-
/	/	/	/	/	/	-	-	-	/	2	7
2	2	2	1	1	1	1	2	3	-	/	2
-	-	-	-	-	-	-	1	1	4	-	/
8	7	6	5	4	3	2	/	/	1	5	-
/	/	/	/	/	/	/	-	-	/	1	6
2	2	2	2	1	1	1	1	2	-	/	2
-	-	-	-	-	-	-	-	1	3	-	/
9	8	7	6	5	4	3	2	/	1	4	-
/	/	/	/	/	/	/	/	-	/	1	5
3	2	2	2	2	1	1	1	1	-	/	1
-	-	-	-	-	-	-	-	-	2	-	/
1	9	8	7	6	5	4	3	2	1	3	-
0	/	/	/	/	/	/	/	/	/	1	4
/	3	2	2	2	2	1	1	1	-	/	1
3	-	-	-	-	-	-	-	-	1	-	/
-	1	9	8	7	6	5	4	3	-	2	-
1	0	/	/	/	/	/	/	/	2	1	3
1	/	3	2	2	2	2	1	1	/	/	1
/	3	-	-	-	-	-	-	-	1	-	/
3	-	1	9	8	7	6	5	4	-	1	-
-	1	0	/	/	/	/	/	/	3	-	2
1	1	/	3	2	2	2	2	1	/	2	1
2	/	3							1	/	/
/	3									1	-
3											1

Absolute value are in terms of defender-losses/attacker-losses.  
 Negative result indicates losing side.

### Leader Casualty Values

- Fire Wound Value: 2%
- Fire Kill Value : 3%
- Melee Wound Value : 3%
- Melee Kill Value : 4%
- Capture Value : 5%

### Elevation Information

**Terrain Elevations (feet):** Clear: 0

Forest: 30

Water: 0

Blocked: 30

Orchard: 15

Marsh: 0

Breastwork: 0

# **11.0 Order of Battle**

## **Army of the Tennessee**

**Maj. Gen. U. S. Grant**

### **First Division (McClelland)**

**Maj. Gen. John A. McClelland**

**First Brigade (Hare)**  
**Col. Abraham M. Hare**  
8th Illinois  
18th Illinois  
11th Iowa  
13th Iowa

**Second Brigade (Marsh)**  
**Col. C. Carroll Marsh**  
11th Illinois  
20th Illinois  
45th Illinois  
48th Illinois

**Third Brigade (Raith)**  
**Col. Julius Raith**  
17th Illinois  
29th Illinois  
43rd Illinois  
49th Illinois

### **Unattached**

Dresser's Battery (D), 2nd Illinois Light Artillery  
McAllister's Battery (D), 1st Illinois Light Artillery  
Schwartz's Battery (E), 2nd Illinois Light Artillery  
Burrow's Battery, 14th Ohio Light Artillery  
1st Battalion, 4th Illinois Cavalry  
Carmichael's Company, Illinois Cavalry  
Stewart's Company, Illinois Cavalry

### **Second Division (W.H.L. Wallace)**

**Brig. Gen. William H. L. Wallace**

**First Brigade (Tuttle)**  
**Col. James M. Tuttle**  
2nd Iowa  
7th Iowa

12th Iowa  
14th Iowa

### **Second Brigade (McArthur)**

**Brig. Gen. John McArthur**

9th Illinois  
12th Illinois  
13th Missouri  
14th Missouri  
81st Ohio

### **Third Brigade (Sweeny)**

**Col. Thomas W. Sweeny**

8th Iowa  
7th Illinois  
50th Illinois  
52nd Illinois  
57th Illinois  
58th Illinois

### **Unattached**

Willard's Battery (A), 1st Illinois Light Artillery  
Richardson's Battery (D), 1st Missouri Light Artillery  
Welker's Battery (H), 1st Missouri Light Artillery  
Stone's Battery (K), 1st Missouri Light Artillery  
Company A and B, 2nd Illinois Cavalry  
Company C, 2nd and Company I, 4th United States Cavalry

### **Third Division (Lew Wallace)**

**Maj. Gen. Lew Wallace**

#### **First Brigade (Smith)**

**Col. Morgan L. Smith**

11th Indiana  
24th Indiana  
8th Missouri

#### **Second Brigade (Thayer)**

**Col. John M. Thayer**

23rd Indiana  
1st Nebraska  
58th Ohio  
68th Ohio

#### **Third Brigade (Whittlesey)**

**Col. Charles Whittlesey**

20th Ohio  
56th Ohio  
76th Ohio  
78th Ohio

## Unattached

Thompson's Battery, 9th Indiana Light Artillery  
Buell's Battery (I), 1st Missouri Light Artillery  
3rd Battalion, 11th Illinois Cavalry  
3rd Battalion, 5th Ohio Cavalry

## Fourth Division (Hurlbut)

**Brig. Gen. Stephen A. Hurlbut**

### **First Brigade (Williams)**

**Col. Nelson G. Williams**

28th Illinois  
32nd Illinois  
41st Illinois  
3rd Iowa

### **Second Brigade (Veatch)**

**Col. James C. Veatch**

14th Illinois  
15th Illinois  
46th Illinois  
25th Indiana

### **Third Brigade (Lauman)**

**Brig. Gen. Jacob G. Lauman**

31st Indiana  
44th Indiana  
17th Kentucky  
25th Kentucky

## Unattached

Ross's Battery, 2nd Michigan Light Artillery  
Mann's Battery (C), 1st Missouri Light Artillery  
Myers's Battery, 13th Ohio Light Artillery  
1st and 2nd Battalion, 5th Ohio Cavalry

## Fifth Division (Sherman)

**Brig. Gen. William T. Sherman**

### **First Brigade (McDowell)**

**Col. John A. McDowell**

6th Iowa  
40th Illinois  
46th Ohio

### **Second Brigade (Stuart)**

**Col. David Stuart**



55th Illinois  
54th Ohio  
71st Ohio

**Third Brigade (Hildebrand)**

**Col. Jesse Hildebrand**

53rd Ohio  
57th Ohio  
77th Ohio

**Fourth Brigade (Buckland)**

**Col. Ralph P. Buckland**

48th Ohio  
70th Ohio  
72nd Ohio

**Unattached**

Taylor's Battery (B), 1st Illinois Light Artillery  
Waterhouse's Battery (E), 1st Illinois Light Artillery  
Morton Battery, 6th Indiana Light Artillery  
2nd and 3rd Battalion, 4th Illinois Cavalry  
Thielemann's Companies, Illinois Cavalry

**Sixth Division (Prentiss)**

**Brig. Gen. Benjamin M. Prentiss**

**First Brigade (Peabody)**

**Col. Everett Peabody**

12th Michigan  
21st Missouri  
25th Missouri  
16th Wisconsin

**Second Brigade (Miller)**

**Col. Madison Miller**

61st Illinois  
18th Missouri  
18th Wisconsin

**Unattached**

16th Iowa  
15th Iowa  
23rd Missouri  
Hickenlooper's Battery, 5th Ohio Light Artillery  
Munch's Battery, 1st Minnesota Light Artillery  
1st and 2nd Battalion, 11th Illinois Cavalry

## Unattached to Army

15th Michigan  
14th Wisconsin  
Battery H, 1st Illinois Light Artillery  
Battery I, 1st Illinois Light Artillery  
Battery B, 2nd Illinois Artillery  
Battery F, 2nd Illinois Light Artillery  
8th Battery, Ohio Light Artillery

## Army of the Ohio

**Maj. Gen. Don Carlos Buell**

### Second Division (McCook)

**Brig. Gen. Alexander McD. McCook**

### Fourth Brigade (Rousseau)

**Brig. Gen. Lovell H. Rousseau**

6th Indiana  
7th Kentucky  
1st Ohio  
1st Battalion, 15th U. S.  
1st Battalion, 16th U. S.  
1st Battalion, 19th U. S.

### Fifth Brigade (Kirk)

**Col. Edward N. Kirk**

34th Illinois  
29th Indiana  
30th Indiana  
77th Pennsylvania

### Sixth Brigade (Gibson)

**Col. William H. Gibson**

32nd Indiana  
38th Indiana  
15th Ohio  
49th Ohio

## Unattached

Terrill's Battery (H), 5th United States Artillery

### Fourth Division (Nelson)

**Brig. Gen. William Nelson**

### Tenth Brigade (Ammen)

**Col. Jacob Ammen**

36th Indiana

6th Ohio  
24th Ohio

**Nineteenth Brigade (Hazen)**

**Col. William B. Hazen**

9th Indiana  
6th Kentucky  
41st Ohio

**Twenty-second Brigade (Bruce)**

**Col. Sanders D. Bruce**

1st Kentucky  
2nd Kentucky  
20th Kentucky

**Fifth Division (Crittenden)**

**Brig. Gen. Thomas L. Crittenden**

**Eleventh Brigade (Boyle)**

**Brig. Gen. Jeremiah T. Boyle**

9th Kentucky  
13th Kentucky  
19th Ohio  
59th Ohio

**Fourteenth Brigade (Smith)**

**Col. William Sooy Smith**

11th Kentucky  
26th Kentucky  
13th Ohio

**Unattached**

Bartlett's Battery (G), 1st Ohio Light Artillery  
Mendenhall's Battery (H and M), 4th United States Artillery

**Sixth Division (Wood)**

**Brig. Gen. Thomas J. Wood**

**Twentieth Brigade (Garfield)**

**Brig. Gen. James A. Garfield**

13th Michigan  
64th Ohio  
65th Ohio

**Twenty-first Brigade (Wagner)**

**Col. George D. Wagner**

15th Indiana

50th Indiana  
57th Indiana  
24th Kentucky

## Army of the Mississippi

**Gen. Albert Sidney Johnston**  
**Gen. P. G. T. Beauregard**

### First Army Corps

**Maj. Gen. Leonidas Polk**

#### First Division (Clark)

**Brig. Gen. Charles Clark**

#### **First Brigade (Russell)**

**Col. Robert M. Russell**

11th Louisiana  
12th Tennessee  
13th Tennessee  
22nd Tennessee  
Bankhead's Tennessee Battery

#### **Second Brigade (Stewart)**

**Brig. Gen. Alexander P. Stewart**

13th Arkansas  
4th Tennessee  
5th Tennessee  
33rd Tennessee  
Stanford's Mississippi Battery

#### Second Division (Cheatham)

**Maj. Gen. Benjamin F. Cheatham**

#### **First Brigade (Johnson)**

**Brig. Gen. Bushrod R. Johnson**

Blythe's Mississippi  
2nd Tennessee  
15th Tennessee  
154th Tennessee (senior)  
Polk's Tennessee Battery

#### **Second Brigade (Stephens)**

**Col. William H. Stephens**

7th Kentucky  
1st Tennessee (Battalion)  
6th Tennessee  
9th Tennessee  
Smith's Mississippi Battery

## Unattached

Lindsay's 1st Mississippi Cavalry  
Brewer's Mississippi and Alabama Battalion  
47th Tennessee

# Second Army Corps

**Maj. Gen. Braxton Bragg**

Company Alabama Cavalry  
**First Division (Ruggles)**

**Brig. Gen. Daniel Ruggles**

### **First Brigade (Gibson)**

**Col. Randall L. Gibson**

1st Arkansas  
4th Louisiana  
13th Louisiana  
19th Louisiana  
Vaiden's (Bain's) Mississippi Battery

### **Second Brigade (Anderson)**

**Brig. Gen. Patton Anderson**

1st Florida Battalion  
17th Louisiana  
20th Louisiana  
Confederate Guards Response Battalion  
9th Texas  
Hodgson's Washington (Louisiana) Artillery

### **Third Brigade (Pond)**

**Col. Preston Pond**

16th Louisiana  
18th Louisiana  
Crescent (Louisiana) Regiment  
Orleans Guard (Louisiana) Battalion  
38th Tennessee  
Ketchum's Alabama Battery

## Unattached

Jenkin's Alabama Battalion

## Second Division (Withers)

**Brig. Gen. Jones M. Withers**

### **First Brigade (Gladden)**

**Brig. Gen. Adley H. Gladden**

21st Alabama

22nd Alabama

25th Alabama

26th Alabama

1st Louisiana

Robertson's Alabama Battery

### **Second Brigade (Chalmers)**

**Brig. Gen. James R. Chalmers**

5th Mississippi

7th Mississippi

9th Mississippi

10th Mississippi

52nd Tennessee

Gage's Alabama Battery

### **Third Brigade (Jackson)**

**Brig. Gen. John K. Jackson**

17th Alabama

18th Alabama

19th Alabama

2nd Texas

Girardey's Georgia Battery

### **Unattached**

Clanton's 1st Alabama Cavalry

## Third Army Corps

**Maj. Gen. William J. Hardee**

### **First Brigade (Shaver)**

**Brig. Gen. Thomas C. Hindman****Col. R. G. Shaver**

2nd Arkansas

6th Arkansas

7th Arkansas

3rd Confederate

Swett's (Warren) Mississippi Battery

Miller's (Pillow) Tennessee Battery

### **Second Brigade (Cleburne)**

**Brig. Gen. Patrick R. Cleburne**

15th Arkansas  
6th Mississippi  
2nd Tennessee  
5th (35th) Tennessee  
23rd Tennessee  
24th Tennessee

## Unattached

Trigg's (Austin) Arkansas Battery  
Calvert's (Helena) Arkansas Battery  
Hubbard's Arkansas Battery

### **Third Brigade (Wood)**

**Brig. Gen. Sterling A. M. Wood**

16th Alabama  
8th Arkansas  
9th (14th) Arkansas  
3rd Mississippi Battalion  
27th Tennessee  
44th Tennessee  
55th Tennessee  
Harper's (Jefferson Mississippi) Battery  
Avery's Georgia Dragoons

## Reserve Corps

**Brig. Gen. John C. Breckinridge**

### **First Brigade (Trabue)**

**Col. Robert P. Trabue**

Clifton's 4th Alabama Battalion  
31st Alabama  
3rd Kentucky  
4th Kentucky  
5th Kentucky  
6th Kentucky  
Crew's Tennessee Battalion  
Lyon's (Cobb's) Kentucky Battery  
Byrne's Mississippi Battery  
Morgan's Squadron, Kentucky Cavalry

### **Second Brigade (Bowen)**

**Brig. Gen. John S. Bowen**

9th Arkansas  
10th Arkansas  
2nd Confederate  
1st Missouri  
Hudson's (Pettus) Mississippi Battery  
Watson's Louisiana Battery  
Thompson's Company, Kentucky Cavalry

## **Third Brigade (Statham)**

### **Col. Winfield S. Statham**

15th Mississippi

22nd Mississippi

19th Tennessee

20th Tennessee

28th Tennessee

45th Tennessee

Rutledge's Tennessee Battery

## **Unattached**

Forrest's Regiment Tennessee Cavalry

Wharton's Texas Regiment Cavalry

Wirt Adam's Mississippi Regiment Cavalry

McClung's Tennessee Battery

Robert's Arkansas Battery



