

HORNET'S NEST: Buying Time at Shiloh, 6 April 1862

MUSKET & SABER QUICK PLAY SCENARIO RULES

12.0 INTRODUCTION

12.1 Historical Background

The Confederate dawn attack at Shiloh caught U.S. Grant's Union Army of the Tennessee by surprise. The first line, chiefly Benjamin Prentiss' brand new 6th Division, had virtually dissolved under the impact. Prentiss gathered his remnants and took position behind a thicket, blocking the two main roads to the Union supply base at Pittsburgh Landing. There he was joined by a stream of reinforcements, as the other Union divisions marched from their separate camps as soon as they were formed. The Confederates, as green as the Federals, were moving on divergent lines, their corps and divisions separating as they were directed to different points on the front.

By mid-morning Prentiss' position—soon to be known as the "Hornet's Nest" due to the volume of bullets flying across it—had become a magnet for both sides. Albert Sydney Johnston, commanding the Confederate Army of Mississippi, eventually disposed more than half his army, facing nearly half of Grant's. A quick Confederate victory would open the road to the landing, potentially trapping Grant's army, while the Federals fought for time to allow Grant to build a new line behind them and receive reinforcements.

12.2 Scenario

One player controls the Confederates and attempts to drive back or destroy the Union forces. The other player controls the Union forces and attempts to prevent it.

12.3 Standard Rules

All standard rules apply. Rule 15.0 lists several new rules for this scenario. Game scale is:

Turn: 45 minutes

Hex: 176 yards

13.0 SET UP

13.1 Unit Colors

Confederate Forces: gray

Union Forces: dark blue

13.2 Game Length & First Player

The game consists of ten turns. Place the Turn marker in the 0945 box of the Turn Record Track. The Confederate player is the first player.

13.3 Entry Hexes

A: 0108 **C:** 0815 **E:** 1602
B: 0615 **D:** 1612

13.4 Confederate Set Up

13.4A Reinforcements

When given a choice, unit(s) at either or both hexes in any combination.

- **Formation 2/1:** 0945/C (1 counter)
- **Formation 2/2:** 0945/D or 1030/C (4 counters)
- **Formation 1/1:** 1030/C (1 counter)
- **Formation 1/2:** 1115/D (3 counters)
- **Formation R:** 1200/D or 1245/E (3 counters)
- **Formation 3 & Leader ASJ:** 1415/D or 1500/E (4 counters)

13.4B Artillery

Set aside the two Confederate artillery units. They become available at the start of the 1500 turn. They enter the map through the step recovery procedure (15.3C). They cannot move unless ineffective; the Confederate player may voluntarily flip them to their ineffective side at the start of any movement phase. They recover normally.

13.5 Union Set Up

13.5A On Map

- **Formation 5:** w1/1305 (1 counter). Sets up disrupted.
- **Formation 6 (except Rally):** w3/0711 (3 counters). Sets up disrupted.

13.5B Reinforcements

- **Formation 4 (except Rally) & 1 artillery:** 0945/A (4 counters)
- **Formation 1:** 1030/B (1 counter)
- **Formation 2 (except Rally) & 1 artillery:** 1030/A (5 counters)

13.5C Rally Units

Set the three Rally units aside. They may attempt to enter the map through the step recovery procedure (15.3B) beginning at 1030.

14.0 VICTORY CONDITIONS

14.1 Victory

The Confederate player wins a victory at the end of the game if a Confederate unit was the last to enter into or pass through Entry Hex A (0108) and the hex has a contiguous path of road hexes free of Union units to any other entry hex (including B). Otherwise, the Union player wins.

15.0 ADDITIONAL RULES

15.1 Leaders

Leaders may affect only units in the same formation. Confederate leader ASJ (A.S. Johnston) may affect any units from any formation.

15.2 Confederate Coordination

Confederate units are always uncoordinated when attacking unless coordinated by a leader who has successfully passed his coordination determination roll. Union units are always coordinated as are Confederate artillery when they are bombarding.

15.2A Coordination Determination

Before resolving an attack involving one or more leaders, roll one die. If the result is equal to or less than the highest leader's combat factor, the attack is coordinated.

15.2B Uncoordinated Attacks

In an uncoordinated attack, the primary unit attacks at full strength, all other units (including an artillery unit in the primary unit's hex) attack at half strength (*rounded up*). The primary unit must suffer any step loss, and only it may advance after combat.

15.3 Step Recovery

15.3A Reduced Units

A reduced two step unit may replace its lost step during a movement phase if it meets the requirements of 11.4 and passes a morale check.

15.3B Eliminated Units

An eliminated unit may be returned to play only through its leader. The leader must be at least two hexes away from any enemy unit and not moved during this movement phase. Make a morale check for the unit (using the one-step side of a two-step unit) as modified by the leader. If the unit passes the check, place it with the leader on its one-step (ineffective) side; if it fails, remove the unit from the game. One unit per leader (including A.S. Johnston) per turn maximum.

15.3C Additional Units

The two Confederate artillery units and three Union Rally units may be brought onto the map (at full strength/effective side) using the procedure in 15.3B. Any Confederate leader may form the artillery; the Union Rally units may be formed only by the appropriate leader.

15.4 Bark Road

Confederate units may move between entry hexes D and E. A unit exits either entry hex during movement by expending half its movement factor. It may re-enter the map at the other entry hex the following turn.

16.0 GAME NOTES

16.1 Designer's Notes

The **Hornet's Nest** was not simply an important part of Shiloh, it was easily the largest and most important part, stretching the *QuickPlay* format to its limits. Both armies fortunately were formed of a small number of large brigades so all could be included. The same could not be done for the artillery, but as both sides tended to gather their cannon in the few clearings, merging the batteries into a few large groups was accurate.

If you're looking for the "Sunken Road," it's at hexes 0910–1008. The road itself was not really worn deep. The thickets to its front (south) gave it that impression from the Confederate viewpoint and the name stuck.

16.2 Confederate Player Notes

You have a tough task ahead, needing to drive through the bulk of Grant's army to clear the center and one corner of the map to open the road to the landing. Flank the Federals where you can, and where you can't just charge in and cause casualties.

Take a lesson, however, from the Confederate failures on the field: avoid unsupported attacks with each unit as it comes up. Take the time to gather a large force for a concerted effort at one, or better yet, *two* points to keep the Union line stretched. Even a single break in the Union line can spell disaster, if you have units available to exploit it.

While you are mustering your large attacks, keep the Federals off-balance with sharp attacks. These assaults can set up the main attacks but take

care not to advance into an isolated position unless the big attack is pending. You can afford some casualties but make sure they are not thrown away.

16.3 Union Player Notes

You will have to scramble for the first few turns to keep an intact line in front of the Rebels, and to do so you will probably have to concentrate toward the center rather than maintaining a thin presence across the map. If you spread too much the Confederates will gobble up your brigades one at a time.

Prentiss' original position—behind the thickets in the putative Sunken Road—is an excellent one, allowing you to control the center of the field. Once established, you can form reserves behind its flanks to support the center and strike any Confederate flanking attempts. It can be flanked however, so don't do as Prentiss did and stay put too long. Draw back toward the Corinth Road (joining entry hexes A and B) as needed to keep your front intact.

17.0 ORDERS OF BATTLE

17.1 Confederate Forces

- Stewart's Brigade / 1st Division / 1st Corps (2,300 infantrymen)
- Stephens' Brigade / 2nd Division / 1st Corps (1,500 infantrymen)
- Gibson's Brigade / 1st Division / 2nd Corps (2,450 infantrymen)
- Anderson's Brigade / 1st Division / 2nd Corps (1,500 infantrymen)
- Chalmers' Brigade / 2nd Division / 2nd Corps (2,150 infantrymen)

- Gladden's Brigade / 2nd Division / 2nd Corps (2,075 infantrymen)
- Jackson's Brigade / 2nd Division / 2nd Corps (2,000 infantrymen)
- Shaver's Brigade / 3rd Corps (2,000 infantrymen)
- Wood's Brigade / 3rd Corps (1,875 infantrymen)
- Statham's Brigade / Reserve Corps (2,000 infantrymen)
- Bowen's Brigade / Reserve Corps (1,600 infantrymen)
- Artillery (a collection of batteries totaling up to 62 cannon)

17.2 Union Forces

- Hare's 1st Brigade / 1st Division (2,325 infantrymen)
- Tuttle's 1st Brigade / 2nd Division (1,800 infantrymen)
- Sweeny's 2nd Brigade / 2nd Division (1,825 infantrymen)
- Williams' 1st Brigade / 4th Division (2,325 infantrymen)
- Laumann's 3rd Brigade / 4th Division (1,525 infantrymen)
- Stuart's 2nd Brigade / 5th Division (1,300 infantrymen)
- Mixed Remnants / 6th Division (as many as 2,000 infantrymen)
- Unattached Regiments / 6th Division (1,275 infantrymen)
- Artillery (a collection of batteries totaling up to 42 cannon)

TERRAIN EFFECTS CHART (TEC)

Clear: 1 MP to enter. No effect on combat.

Light Woods or Orchard: 1 MP to enter. Defender adds +1CF to defense total; if any attacker is attacking from a clear hex, additional +1CF for each clear hex. Blocks artillery line of sight. Bombardment –1CF per bombarding unit.

Road: ½ MP if starting, moving, and ending on a road. 1 MP if starting, moving, or ending in a non-road hex (see 4.4). Ignore other terrain in hexes entered and on hexsides crossed. No effect on combat (use other terrain in the hex).

Stream: Infantry & cavalry +1 MP to enter, artillery must stop after entering. If any attackers are attacking out of stream hexes, defender's CF is increased 50% (rounded down). If all attackers are attacking out of stream hexes, defender's CF is doubled.

Slope (Ravine) Hexside: +1 MP to move downslope, +2 MP to move upslope. Slope may exist on both sides of a hexside; crossing in either direction is upslope. ZOC blocked across the hexside in both directions. If any adjacent attackers are attacking upslope, defender's CF is increased 50% (rounded down). If all adjacent

attackers are attacking upslope, defender's CF is doubled. No Bombardment/Support Fire through slope hexside into adjacent hexes. Bombardment –1CF per bombarding unit at non-adjacent defenders in either direction.

Thicket Hexside: +1 MP to cross. Defender adds +1CF to defense total for each thicket hexside being attacked across. Make a morale check for each attacking unit; failure disrupts the unit, but the unit completes its attack. Blocks artillery LOS unless artillery is on a hill hex.

Pond Hexside: Prohibited to move or attack across. ZOC does not extend across.

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