

Shiloh: Bloody April, 1862



The design, by Paul Koenig, uses an evolution of the old-Avalon Hill classic, Gettysburg '77. Each game turn equals one hour, and each hex on the map represents 100 yards.

Rating: Not Rated Yet

Price

Price £20.95

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Manufacturer [STRATEGY & TACTICS](#)

Description

The design, by Paul Koenig, uses an evolution of the old-Avalon Hill classic, Gettysburg '77. Each game turn equals one hour, and each hex on the map represents 100 yards. Units of maneuver are double-sided brigades. Rules cover: roads, surprise, fatigue, rout, organization, ranged fire, reinforcements, army organization, gunboats, night, and more. There are three scenarios: one for each day and a combined look at the entire two-day battle. Historical set-ups are provided for all scenarios. The short scenarios can be completed in about four hours. The game includes a 34x22 hex map and 176 large-sized NATO-style, back-printed units. Solitaire play is doable. The turn sequence is as follows.

Confederate Disorganization Phase
Confederate Movement Phase
Confederate Combat Phase
Confederate Reorganization Phase

Union Disorganization Phase
Union Movement Phase
Union Combat Phase
Union Reorganization Phase