Contents

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.
	McClernand 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 Pond.
3:30 PM	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 it 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

Date		Side	Hex	Prot	Name
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, ...

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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

Movement Costs

Hex	Infantry (Line)	Infantry (Column)	Cavalry Mounted	Artillery Limbered	Supply Wagon	Gunboat
Blocked	P	P	P	P	P	P

Clear	2	2	2	2	3	P
Water	P	P	P	P	P	1
Forest	4	4	6	8	8	P
Orchard	3	3	4	6	6	P
Marsh	4	4	8	P	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
Up Elevation	1	1	2	2	2
Breastworks	+1	+1	+1	+1	+1

Notes

# = Movement Point Cost to enter hex or cross hexside.
P = Prohibited.   Unit cannot enter hex or cross hexside.
+# = Additional Movement Point Cost to 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

Unit	Change Formation	Change Facing	About Face
Infantry:	4	2	2
Cavalry:	6	3	2
Artillery:	6	2	2

Rearward Movement Penalty: +1

Ammunition Loss Values

Each time an Infantry or Cavalry unit uses ranged fire, there is a 4% chance its ammo status will change.   The first supply status loss is called "Low Ammo" and the second supply status loss is called "Out of Ammo."

Each time an Artillery unit is captured, the former owner's Artillery Ammo Level is reduced by three.

Each time a Gunboat fires there is a 5% chance its ammo supply status will change.

Weapon Effectiveness Table

Weapon Class

Range	G	H	M	N	R	T	Z
1	15	12	6	12	4	9	16

	G	H	M	N	R	T	Z
2	9	6	1	6	2	6	10
3	3	2	*	3	1	3	5
4	2	1	*	2	1	2	2
5	2	1	*	2	1	2	2
6-8	2	1	*	2	*	2	2
9	1	1	*	1	*	2	2
10-11	1	*	*	1	*	1	2
12	*	*	*	1	*	1	2
13-18	*	*	*	*	*	1	1
19-20	*	*	*	*	*	*	1

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

Weapon Types:

- G: 24-pounder siege guns
- H: 12-pounder Howitzer
- M: Smoothbore Musket
- N: 12-pounder Napoleon
- R: Rifle
- T: Rifled Cannon
- Z: Gunboat cannon

Fire Results Table

Factor/Roll	1	2	3	4	5	6	7	8	9	10	11	12
1-2	0	0	0	0	0	0	0	0	F	F	F	1
3	0	0	0	0	0	0	0	F	F	F	F	1
4	0	0	0	0	0	0	F	F	F	F	1	1
5	0	0	0	0	0	F	F	F	F	F	1	1
6	0	0	0	0	F	F	F	F	F	1	1	1
7	0	0	0	F	F	F	F	F	F	1	1	1
8	0	0	F	F	F	F	F	F	1	1	1	1
9	0	F	F	F	F	F	F	F	1	1	1	1
10-12	F	F	F	F	F	F	F	1	1	1	1	1
13-15	F	F	F	F	F	F	1	1	1	1	1	2
16-18	F	F	F	F	F	1	1	1	1	1	2	2
19-21	F	F	F	F	1	1	1	1	1	2	2	3
22-24	F	F	F	1	1	1	1	1	2	2	3	3
25-27	F	F	1	1	1	1	1	2	2	3	3	4
28-30	F	1	1	1	1	1	2	2	3	3	4	4
31-36	1	1	1	1	1	2	2	3	3	4	4	5
37-42	1	1	1	1	2	2	3	3	4	4	5	5
43-48	1	1	1	2	2	3	3	4	4	5	5	6
49-54	1	1	2	2	3	3	4	4	5	5	6	6
55-60	1	2	2	3	3	4	4	5	5	6	6	7
61-66	2	2	3	3	4	4	5	5	6	6	7	7

67-72	2	3	3	4	4	5	5	6	6	7	7	8
73-78	3	3	4	4	5	5	6	6	7	7	8	8
79-84	3	4	4	5	5	6	6	7	7	8	8	9
85-90	4	4	5	5	6	6	7	7	8	8	9	9
91-96	4	5	5	6	6	7	7	8	8	9	9	10
97-102	5	5	6	6	7	7	8	8	9	9	10	10

Numeric result indicates strength loss
F indicates increase in fatigue

Fire Results Modifiers
Enfiladed modifier: 2   Mounted cavalry modifier: 4

Hex Side Modifiers:
| Breastworks: -1 | Trail: 0 | Road: 0 |
| UpElevation: -1 | Stream: 0 | Creek: 0 |

Terrain Modifiers:
| Clear: 0 | Water: 0 | Blocked: 0 |
| Forest: -1 | Orchard: 0 | Marsh: 0 |

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 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	Water: 0	Blocked: 30
Forest: 30	Orchard: 15	Marsh: 0
	Breastwork: 0	

11.0 Order of Battle

Army of the Tennessee
Maj. Gen. U. S. Grant

First Division (McClernand)
Maj. Gen. John A. McClernand

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 Divison (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
Cresent (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. HindmanKCol. 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