

Chapter 1 : Review of Shiloh: Bloody April, by Wiley Sword | The Historians Manifesto

*Shiloh has always been a topic that fascinated Mr. Sword; hence, his book: "Shiloh: Bloody April". Near the end of his book, Sword recalls Grant's premise that "Shiloh was the severest battle at the West during the war, and but few equaled it for hard, determined fighting" (p. ).*

Additional Information In lieu of an abstract, here is a brief excerpt of the content: I am a little uneasy about the developing interpretations of the inadequacies of postbellum southern white men, in particular their supposed inability to deal with the postbellum order. David Donald has argued that the limited horizons of southerners is evidenced by the nearly "non-literate" contrasted with the beautiful antebellum collected letters of a Georgia family. Actually, the Hammond men continued to play prominent roles in their communities, and southern men of the postbellum era built the framework for southern society, part of which we still contend with today. If this volume of letters contains a flaw, it has nothing to do with the fine work that Carol Bleserhas done. Rather, it has to do with the historical significance of the correspondence in general. The first section of the letters is rich in family detail as well as information about events of far wider significance. After this first section, the details of family life are only occasionally compelling, and events beyond the family circle are disappointingly few. After the Civil War the letters do little more than recount the trials and tribulations of a mildly interesting southern family, but I have no doubts of the significance of these letters through the Civil War. William Morrow and Company, Battle is the "extreme in chaos and disorder," writes Wiley Sword, "messy, inorganic and little coordinated. This book by Sword, Shiloh: At a time when Civil War writing has probably already peaked and covered nearly every phase of that tragic conflict, Sword has written an unusual work somewhat narrowly focused upon a single battle of the Civil War. This book is a detailed account of the two days of bloodletting between the forces of Generals Ulysses S. Grant and William T. Beauregard, a story of meticulous detail, garnered diligently from the official sources and the personal memoirs of those engaged. Sword has succeeded magnificently in presenting much beyond the tactics and strategy of war but includes as well the sounds, the smells, the smoke, and the blood of the battlefield. Characterized by colorful descriptions of land "On the Tennessee. Forests of tall, gray-barked oaks stood on the high banks in leaning groves" and water "Each spring. Racing through a picturesque land. His personalities of battle appear in sensitive cameos of the heroic and the craven, the foolhardy and the brave, the tragic and the pathetic sons of Adam thrust into conflict

**Chapter 2 : Suggested Reading - Shiloh National Military Park (U.S. National Park Service)**

*This book first published in is still the definitive book on the battle of Shiloh. Wiley Sword's book is a great addition to anyone interested in the American Civil War. Shiloh, until Antietam (AKA Sharpsburg) was the bloodiest battle during the Civil War. Mr Sword's book is a comprehensive study.*

Still in the original factory shrink wrap, with condition visible through shrink noted. For example, "SW NM " means shrink wrapped in near-mint condition. Like new with only the slightest wear, many times indistinguishable from a Mint item. Close to perfect, very collectible. Board games in this condition may be played but show little to no wear. Lightly used, but almost like new. May show very small spine creases or slight corner wear. Absolutely no tears and no marks, a collectible condition. May have medium sized creases, scuff marks, very small stain, etc. Complete and very useable. Fair Very well used, but complete and useable. May have flaws such as tears, pen marks or highlighting, large creases, stains, marks, a loose map, etc. Poor Extremely well used and has major flaws, which may be too numerous to mention. Item is complete unless noted. When only one condition is listed, then the box and contents are in the same condition. A "plus" sign indicates that an item is close to the next highest condition. A "minus" sign indicates the opposite. Boardgame counters are punched, unless noted. Due to the nature of loose counters, if a game is unplayable it may be returned for a refund of the purchase price. In most cases, boxed games and box sets do not come with dice. The cardboard backing of miniature packs is not graded. If excessively worn, they will be marked as "card worn. If excessively worn, they will be marked as "tray worn.

### Chapter 3 : Battle of Shiloh - HISTORY

*Review of Shiloh: Bloody April, by Wiley Sword 29 May The battle of Shiloh, like other battles and campaigns in the Western theater of the Civil War, has been overshadowed by their counterparts in the East.*

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**Chapter 4 : Shiloh National Military Park (U.S. National Park Service)**

*Bloody April is the grand tactical, regimental level simulation of the Battle of Shiloh (Tennessee), April , Bloody April is Richard Berg's second game using the award winning system for American Civil War battles introduced in Terrible Swift Sword (Gettysburg).*

Breckinridge , with 3 brigades under Cols. Robert Trabue and Winfield S. Statham , and Brig. One half of his artillery batteries and most of his cavalry were also combat veterans. The struggle will be a desperate one. The attack on Grant was originally planned for April 4, but it was delayed forty-eight hours due to a heavy rain storm that turned roads into seas of mud, causing some units to get lost in the woods and others to grind to a halt faced with heavy traffic jams. It ended up taking Johnston 3 days to move his army just 23 miles. Furthermore, the delay left the Confederate Army desperately short of rations. They had issued their troops 5 days of rations just before leaving Corinth, but failure to properly conserve their food intake and the 2-day delay left most troops completely out of rations by the time the battle commenced. Positioned only a few miles from the Union Army, the rebel soldiers routinely played their bugles, pounded their drums, and even discharged their muskets hunting for game. Beauregard , feared that the element of surprise had been lost and recommended withdrawing to Corinth, believing that by the time the battle commenced, they would be facing an enemy "entrenched up to the eyes". But Johnston once more refused to consider retreat. The army had spent the entire night making a camp in order of battle within 2 miles 3. Thus the Union army had sent out no scouts or regular patrols and did not have any vedettes in place for early warning, concerned that scouts and patrols might provoke a major battle before the Army of the Ohio finished crossing the river. Sherman, the informal camp commander at Pittsburg Landing, did not believe the Confederates had a major assault force nearby; he discounted the possibility of an attack from the south. Sherman expected that Johnston would eventually attack from the direction of Purdy, Tennessee , to the west. Jesse Appler, 53rd Ohio Infantry, warned Sherman that an attack was imminent, the general angrily replied, "Take your damned regiment back to Ohio. There are no Confederates closer than Corinth. Everett Peabody , commanding Brig. The patrol, under the command of Maj. Powell, met fire from Confederates who then fled into the woods. A short time later, 5: Arriving messengers and sounds of gunfire from the skirmish alerted the nearest Union troops, who formed battle line positions before the Confederates were able to reach them; [44] however, the Union army command had not adequately prepared for an attack on their camps. Union forces at Pittsburg Landing were either engaged or moving toward the front line. The confusing alignment of the Confederate army helped reduce the effectiveness of the attack, since Johnston and Beauregard had no unified battle plan. Johnston instructed Beauregard to stay in the rear and direct men and supplies as needed, while he rode to the front to lead the men on the battle line. This effectively ceded control of the battle to Beauregard, who had a different concept, which was simply to attack in three waves and push the Union army eastward to the river. Corps commanders attacked in line without reserves, and artillery could not be concentrated to effect a breakthrough. The attack therefore went forward as a frontal assault conducted by a single linear formation, which lacked both the depth and weight needed for success. Units marching through rough uneven terrain were unable to maintain formation integrity and ended up mixing together with regiments from other commands. Generals ended up having to take command of zones of the battlefield rather than their own assigned divisions. Others fought well, but were forced to withdraw under strong pressure from the Confederates, and attempted to form new defensive lines. Many Union regiments fragmented entirely; the companies and sections that remained on the field attached themselves to other commands. Sherman, who had been negligent in preparing for an attack, became one of its most important elements. He appeared everywhere along his lines, inspiring his raw recruits to resist the initial assaults, despite the staggering losses on both sides. Sherman received two minor wounds and had three horses shot out from under him. The sight of fresh food still burning on camp fires proved too tempting for many hungry Confederates, and many broke ranks to pillage and loot the camps, putting the army on hold until their officers could get them back into line. Riding into the Union camp, he took a single tin cup and announced "Let this be my share of the spoils today," before directing his army onward. On April 4, he

had been injured when his horse fell and pinned him underneath. He was convalescing and unable to move without crutches. Wallace concentrated his troops at Stoney Lonesome, although his westernmost brigade remained at Adamsville. He then waited for further orders, which arrived between 11 and 12. The written orders, transcribed from verbal orders that Grant gave to an aide, were lost during the battle and controversy remains over their wording. Rowley, found Wallace between 2 and 2:30. Rowley told Wallace that the Union army had retreated, Sherman was no longer fighting at Shiloh Church, and the battle line had moved northeast toward Pittsburg Landing. Wallace chose the second option. It formed line on the battlefield about 7 p.m. The pressure increased when W. Wallace, commander of the largest concentration of troops in the position, was mortally wounded while attempting to lead a breakout from the Confederate encirclement. Prentiss surrendered himself and the remains of his division to the Confederates. A large portion of the Union survivors, an estimated 2,000 men, were captured, but their sacrifice bought time for Grant to establish a final defense line near Pittsburg Landing. Albert Sidney Johnston had received a report from Breckenridge that one of his brigades was refusing orders to advance against a Union force in a peach orchard. Quickly rushing to the scene, Johnston was able to rally the men to make the charge by leading it personally, and was mortally wounded at about 2:30. One of them, Tennessee governor Isham Harris, asked Johnston if he was wounded, and the general replied "Yes, and I fear seriously. Before a doctor could be found, Johnston bled to death from a torn popliteal artery that caused internal bleeding and blood to collect unnoticed in his riding boot. Lee emerged as the preeminent Confederate general. Johnston was the highest-ranking officer from either side to be killed in combat during the Civil War. Beauregard assumed command, but his position in the rear, where he relied on field reports from his subordinates, may have given him only a vague idea of the disposition of forces at the front. This was likely a tactical error, because the Union flanks were slowly pulling back to form a semicircular line around Pittsburg Landing. David Stuart and potentially opening a path into the Union rear and the Tennessee River. Sherman commanded the right of the line, McClernand took the center, and on the left, the remnants of W. Withers, attempted to break through the line but was repulsed. Beauregard called off a second attempt after 6 p.m.

**Chapter 5 : Shiloh: Bloody April by Wiley Sword**

*Shiloh: Bloody April, The design, by Paul Koenig, uses an evolution of the Intermediate Game from the old-Avalon Hill classic, Gettysburg ' Each game turn equals one hour, and each hex on the map represents yards.*

Crescent Louisiana Regiment, Col. Leon Querouze wounded 38th Tennessee, Col. Fortunately for the Army of the Tennessee James C. Here, along much of this new front, lay Cavalry field, with the deserted tents of a cavalry battalion standing stark against a rugged backdrop of timer. Mouton was French, like many of his men, and his volatile temper was already aflame. Pond characterized his advance as extremely cautious. When the artillery joined in, the shaken Louisianians became angry. Finally a staff officer went to investigate and signaled both parties to cease firing. Only then did the bloodshed stop. Pond had become thoroughly confused by the exchange. Not knowing where the fire came from, he imagined that he had bypassed a large enemy force. After halting his brigade, Pond ordered a retreat back to the edge of the woods. Yet here occurred another of the tactical blunders that had been plaguing the Confederate attack since morning. Lieutenant Colonel Samuel W. On his way forward Ferguson had encountered General Hardee. Pond resisted turning over command to a junior officer, and when Ferguson made a reconnaissance and ordered a charge, there was a dispute. Both attempted to command. But when only halfway along this ravine, Ferguson ordered a direct assault. Pond thought it a mistake. So did Mouton, but they ordered their men up the slope, the several regiments still being in column. Although their brigade confronted Sherman during the early-evening hours, they posed no serious threat to the vital Hamburg-Savannah Road line. Pond and his men had been thoroughly shocked by the debacle they had witnessed. Had they understood that the attack itself was unnecessary, there would have been even greater despair. Nearby, a dazed Federal officer looked up into a line of gray infantry, halting only a few yards away. He had several bright colored woolen shirts on, evidently intended to resist bullets, but one had struck him in the breast and passed through clothing and body. War no longer the grand adventure that it had once seemed. It was a grisly, deadly earnest business, suddenly abhorrent to nearly all who beheld it. The faces of the beaten Federal troops streaming north to the Landing reflected the agony of their ordeal. Among them an Illinois lieutenant under McClelland studied the faces of the men of his regiment. To many it seemed fitting. The black mood of despair then hanging over the Federal army proclaimed that the battle was all but lost.

### Chapter 6 : SPI's Bloody April

*Shiloh: bloody April.. [Wiley Sword] -- "Though the battle was crucial to the outcome of the American Civil War, the full story of Shiloh has never until now been told. Commonly considered a draw, Shiloh represented in fact a major.*

The system may seem somewhat difficult to those not familiar with it. However, it is a system the plays quite smoothly and is easy to learn. It is thus suggested the played first study the Sequence of Play 4. Bloody April is a grand tactical simulation of one of the most decisive battles of the Civil War: The Order of Battle is exceptionally accurate, checked against the Official Records of the battle. The game is played on a map depicting the area of battle, across which playing pieces move through a hexagonal grid which regulates movement, like the squares on a chessboard. Simple probability charts reveal the outcome of various game functions. Only one published edition. Berg Physical Systems and Graphics: Redmond Simonsen Additional Development: Tom Walczyk Additional Research: David Martin, George A. Eric Goldberg, John H. Michael Jack for his help with maps and the terrain and Mario Antoniozzi for sending me the battlefield relics Production: Six variants are also defined which either bring in other nearby forces into the battle or delay the arrival of actual participants. The entire battle will consume hours of playing time to complete the 88 turns. Game box states the average playing time as hours. Regiments, gun batteries, leaders. Confederate attack turns, First Day turns; Entire 2 day battle turns. Contact Wargame Academy if interested. I have no play experience with this title. The confederates are on the attack on day one. The union, heavily reinforced during the night have the burden of attack on the second day. Learning this game should not be a major effort.

### Chapter 7 : Shiloh : Bloody April by Wiley Sword | eBay

*Once the armies had cleared the battlefield, a stark and desolate plot of ground remained and a lingering effluvia (sic) of death." Sword rises to the desperately poetic seldom, except to draw his lesson: Shiloh was a morass of mistakes, misery, disillusion, disorder and, ultimately, despair.*

### Chapter 8 : Shiloh: bloody April : Sword, Wiley : Free Download, Borrow, and Streaming : Internet Archive

*The Battle of Shiloh was depicted in the wargame Bloody April: The Battle of Shiloh, , published in by Simulation Publications Inc. (SPI). [] In May , Bloody April, a computer game based on the SPI title was released by HexWar Games, Ltd. (Scotland), for iPhone/iPad/Mac platforms.*

### Chapter 9 : 18th History: Passages

*RULEBOOK DESCRIPTION: BLOODY APRIL is a grand tactical, regimental-level simulation of the Battle of Shiloh (Tennessee), April , BAP uses the award for Civil War battle games first introduced in TERRIBLE SWIFT SWORD (Gettysburg).*