



MICRO FORCE® 10MM: THE GAME - AMERICAN CIVIL WAR

Scenario 11.7

THE BATTLE OF HONEY SPRINGS Indian Territory, July 17 1863

In early 1863, in support of President Lincoln's "Grand Strategy" to turn back the rebels at every opportunity, Major General James Blunt's (USA) Federal Army of the Frontier began a campaign in the Indian Territory to gain control of the territory for the Union. His was a diverse force, including white soldiers, Native Americans and the 1st Kansas Volunteer Infantry Regiment (Colored). The 1st Kansas had the distinction of being the first black regiment raised during the war. In October of 1862, their ranks filled with ex-slaves, they became the first black soldiers to see action during the war. They were mentioned prominently in Blunt's report after the battle at Honey Springs when he said, " ...they fought like veterans... their coolness and bravery I have never seen surpassed."

Honey Springs is named for a natural spring in modern day Oklahoma that had been a stop for travelers for decades. Blunt's orders were to destroy the Confederate army in the vicinity of the Confederate depot at Honey Springs before it could be reinforced and threaten Fort Gibson. If the Union lost Fort Gibson, the Confederates could very well gain control of the entire Indian Territory. After marching all night in the rain along a muddy road, Blunt's men arrived on the battlefield - wet, tired, and hungry - but eager for a fight.

The Confederate forces under Brigadier General Douglas H. Cooper (CSA) were also a diverse force, having soldiers from the Cherokee, Choctaw, Creek and Chickasaw tribes. However, a large contingent of veteran Texas Cavalry was the backbone of his

forces. Confident in their anticipation of a Confederate victory, the Texans had brought along leg irons and shackles to the battlefield, hoping to return captured black soldiers to slavery.

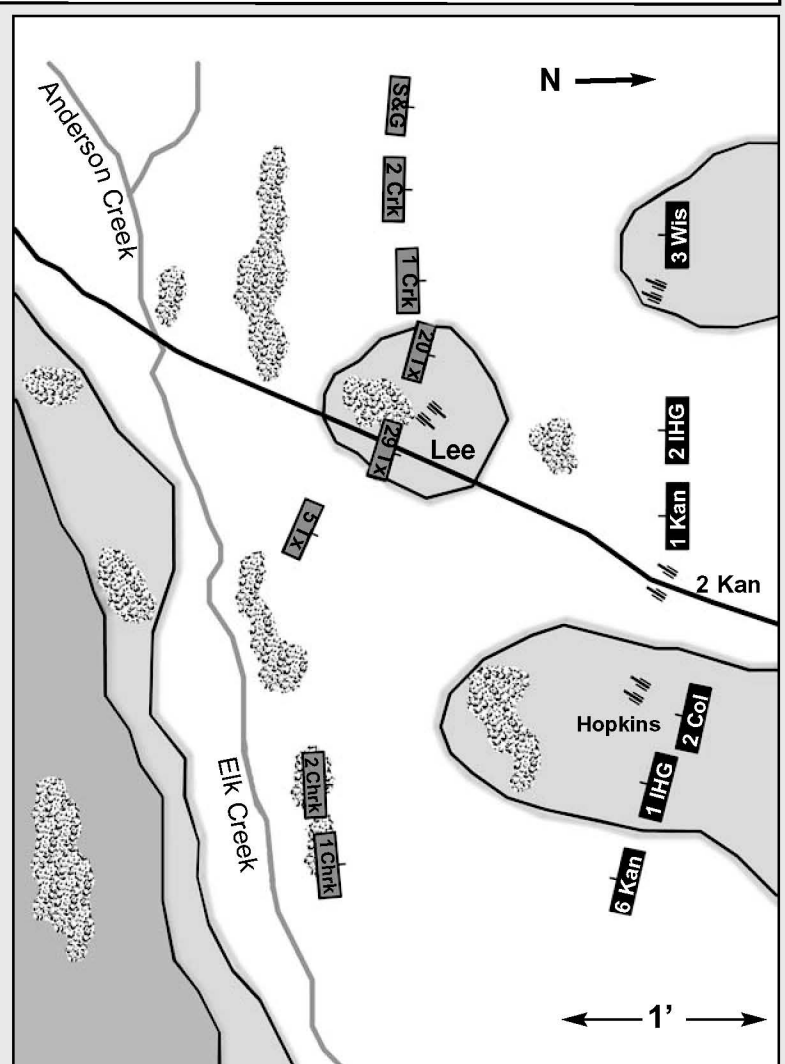
Most of the day a steady light rain fell, with thunder that one soldier described as indistinguishable from cannon fire. After an hour and a half exchange of cannon fire, the two armies advanced on one another until they stood and exchanged rifle fire at less than 60 paces. The fighting then often went to hand-to-hand for the next several hours before the Confederates broke. They began a disorganized retreat towards Honey Springs where they took what they could carry and burned the rest of the supplies. The Union soldiers - too exhausted from the long night march and the day's fighting - did not pursue the fleeing Confederates, but instead turned to burying the dead.

GAME LENGTH: 16 TURNS

VICTORY CONDITIONS:

The Union must drive 60% of the Confederate stands from the battlefield by either routing or destroying them. The Confederates win by avoiding the Union victory conditions.

A very sincere and special thanks to Kathleen Piper who on a visit to Oklahoma went out of her way to visit the battlefield, take dozens of photographs and obtain a significant amount of research material for me. Thank you Kathleen.



UNION PLAYER

Scenario 11.7 The Battle of Honey Springs

USA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Maj. Gen. James Gilpatrick Blunt	2	12"	-2	16
Col William R. Judson, 1st Brig.	1	10"	-1	15
Col. William A Phillips, 2nd Brig.	1	10"	-1	15

ID	Unit	Weapons -AVs	Special Notes	Stands	Unit Cohesion											1st Volley						
					16	15	12	11	10	8	7	6	5	3								
	1st Kansas (Colored)	RM - 1.5 / 1 / 0.5	Judson's Brig.	6	16	15	12	11	10	8	7	6	5	3								
	2nd Indian Home Guards	SB - 2 / 1 / 0.5	"	5	13	11	10	9	7	5	4											
	3rd Bn of 3rd Wisconsin Cav.	Carbine- 1.5/1/0.5	"	3	14	11	9	7	4													
	2nd Kansas Battery		1 sec 6lb How/1 sec 12lb Nap	2	14	11	9	6														
	1st Indian Home Guards	SB - 2 / 1 / 0.5	Phillip's Brig.	5	13	11	10	9	7	5	4											
	Batt. of 2nd Colorado Inf.	RM - 1.5 / 1 / 0.5	"	4	14	12	10	8	6	5	3											
	Batt. of 6th Kansas Vol Cav.	Carbine- 1.5/1/0.5	"	3	14	11	9	7	4													
	Hopkins (3rd) Kansas Bttry.		1 sec 6lb How/1 sec 12lb Nap	2	15	11	9	6														
	3rd Indian Home Guards Regt.	SB - 2 / 1 / 0.5		6	13	12	11	9	8	7	4											

Deployment:

All Union cavalry may begin the game mounted or dismounted and move between each condition during the scenario.

CONFEDERATE PLAYER

Scenario 11.7 The Battle of Honey Springs

CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Douglas Hancock Cooper	2	12"	-2	16
Lt.Col. Lewis Downing	1	10"	-1	15
Col. Thomas Coke Bass	2	12"	-2	16
Col. Daniel N. McIntosh	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion										1st Volley			
					1	2	3	4	5	6	7	8	9	10				
	1st Regt. Cherokee Mtd Rifles	RM - 1.5 / 1 / 0.5	Downing's Brig.	4	13	11	9	7	5	2								
	2nd Regt. Cherokee Mtd Rifles	RM - "	"	5	13	11	10	9	8	5	4							
	5th Regt. of TX Partisan Rangers	RM - 1.5 / 1 / 0.5	Bass' Brigade	4	14	12	10	8	5	3								
	20th Texas Cavalry Regiment	RM - "	"	4	14	12	10	8	5	3								
	29th Texas Cavalry Regiment	SG - 2 / 1.5 / 1	"	5	14	12	11	10	8	6	5	3						
	Gillette & Scanlan's Squadrons of Texas Cavalry	SG - "	"	4	14	12	10	8	5	3								
	Lee's Light Battery, Texas Artillery		1 sec 6lb How + 1 sec 6lb How & 2.25" exp	2	15	12	10	7										
	1st Creek Mounted Infantry	RM - 1.5 / 1 / 0.5	McIntosh Brig.	6	13	12	11	9	8	7	5	4						
	2nd Creek Mounted Infantry	RM - "	"	5	13	11	10	9	7	5	4							

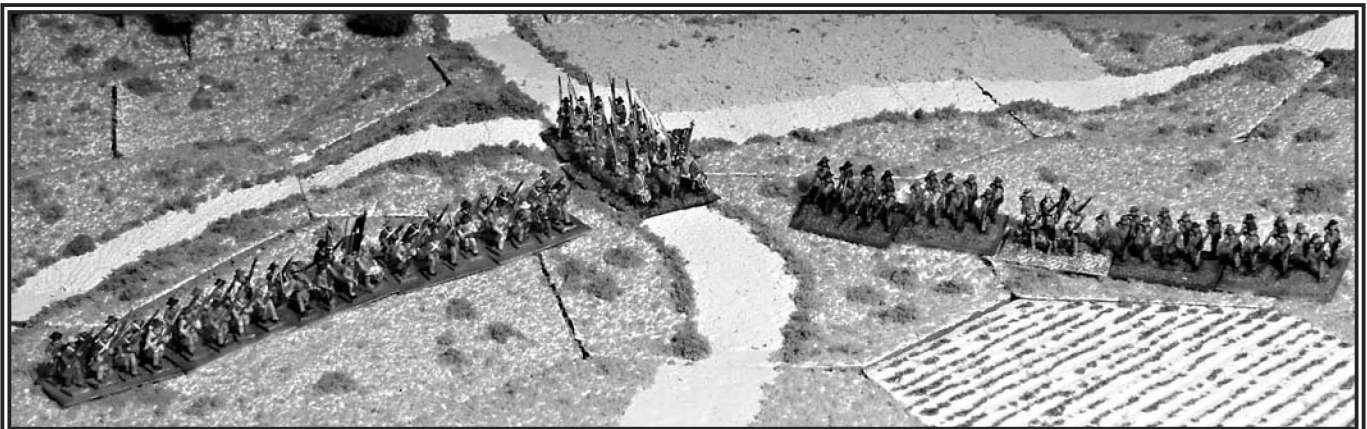
Special Rules:

1. The morning of the battle, the Confederates had been issued a poor quality powder obtained from Mexico. Plagued by misfires as a result, all Confederate units suffer a +1 on all rolls on the "Butcher's Bill".
2. The Confederate 2.25" rifled cannon was a very rare gun with less than 20 being cast during the war. The tolerances on it were very loose and as such, it suffered in both range and accuracy. Its range and AV are both equal to a 6lb gun.

Optional Rules: Colonel Stand Watie CSA, Chief of the Southern Cherokee, was the commander of the 1st & 2nd Cherokee regiments. He had gone on a recon mission to Webber's Falls several days before the battle and was not present on July 17th. He is a Level 2 officer and may be optionally substituted for Lt. Col. Downing.

Deployment:

1. All Mounted Rifle units fight dismounted and may not mount during the scenario.
2. The 20th Texas must fight dismounted and may not mount during the scenario.
3. The 29th Texas and Gillette & Scanlan's cavalry may begin the game mounted or dismounted and may move between each condition during the scenario.



A Confederate brigade with two regiments in line and one in a movement column on the road.