

The Battle of Honey Hill, SC

A Regimental Fire & Fury Scenario

by Lowell D. Hamilton

MG William T. Sherman's request for support read, "I would like to have General Foster to break the Savannah and Charleston road about Pocotaligo about 1 December." This scenario simulates the Union attack on the Confederate defensive position at Honey Hill, South Carolina and assumes that the original intent of Sherman's request was passed on to Foster through Halleck without embellishment or alteration. It further assumes that Foster briefed Hatch, the Coast Division commander, who in turn thoroughly briefed his infantry, artillery and naval commanders of the campaign's operational objective and tactical plans.

The Union has 13 turns (1200-1500) to maneuver through difficult terrain and break through the Confederate defensive position. If the battle continues beyond 1500, the Union will be hard pressed to reach the railroad three miles away at Grahamville before sunset (1720). Meanwhile, 2,300 Confederate reinforcements are racing to Grahamville and will arrive at midnight through 0700 on the morning after the battle. The Confederates must delay the Union advance at Honey Hill, protect the railroad and then unite with the arriving reinforcements to drive the invaders away.

Terrain

Map Scale. The map is scaled for 15mm miniatures at 12" (300 yards) per grid-square requiring a 5' X 7' table. I game with 6mm miniatures and its easy to convert the map scale from 15mm to 6mm. Using the 6mm map legend, draw a 440--yard grid over the map. In 6mm scale, each 440-yard (1/4 mile) grid-square represents 12" or 3'5" X 4'9" table. The black portions of the Confederate fortifications shown on the map are extant.

Game Scale. Infantry and cavalry stands (mounted or dismounted) = 40 men, gun stands = 2 guns (a section), 1" = 25 yards (36.6 yards at 6mm), 1 turn = 15 minutes.

Roads. All the roads are rated *Poor*. Units moving along the roads in march column or limbered move at the *Open Ground* rate. There is no "road bonus" rate. Line of sight is based upon the terrain around the road.

Honey Hill and Contour Lines. Honey Hill is rated *Open Ground*. Units defending in charge combat on higher ground will **add one** for *Favorable Ground*. Line of sight is blocked if it passes through any part of Honey Hill. The line of sight is not blocked along the contour line running north and south along the Confederate battle line but is based upon the terrain surrounding the contour line.

Euhaw Creek and Streams. The Euhaw Creek and the two unnamed streams are rated *Broken Ground*. All infantry and dismounted cavalry or dismounted leaders may cross the creek and streams at any location. Dismounted cavalry or dismounted leaders that cross a creek or stream may not remount until they return to the side of the creek or stream on which they dismounted.

Artillery in any movement mode and mounted cavalry or mounted leaders are prohibited from crossing the creek and streams. Euhaw Creek and the streams were wide (20 yards) and shallow (2 feet or less) with marshy ground extending on both sides. There are no intact bridges or fords on the *Poor* roads for artillery, mounted cavalry or mounted leaders to cross. Units defending in charge combat against an attacker that crossed a creek or stream **add one** for *Favorable Ground*. Line of sight is open.

Rifle-Pits. Rifle-pits are rated *Broken Ground*. Infantry and dismounted cavalry deployed behind rifle-pits are considered in *Full Cover* and **subtract two** when targeted. Artillery unlimbered behind rifle-pits **subtracts one** for *Partial Cover* when targeted. Units defending in charge combat **add two** for *Strong Position*. Line of sight is clear to units occupying rifle-pits but to units behind them, line of sight is based on the surrounding terrain.

Artillery Redoubts. The two artillery redoubts are rated *Broken Ground* when crossed. The large artillery redoubt was 400 feet wide and open to the rear (technically, it was a redan) and was located about 100 yards from Euhaw Creek. A maximum of 4 guns total (counting the 1/2 gun stands or a damaged gun stand as 1 gun each) may occupy the large redoubt. Two guns may occupy the small northern redoubt. Guns fire with their normal 15-degree arc of fire and may pivot normally to fire from within the redoubt. The artillery redoubts are considered a *Fortified Position* and **subtract three** when targeted. Units defending in charge combat against attackers charging a redoubt **add two** for *Fortified Position* and also **add one** for *Favorable Ground* if defending higher ground. **Note: This is an exception to the rule stating that these modifiers are not cumulative.** Guns also apply **add one** for *Supported Guns* if a friendly unit is within 2" (1.5" at 6mm) or **subtract one** for *Unsupported Guns* if there is no friendly unit within 2" (1.5" at 6mm). Guns may also be supported in charge combat by an infantry or mounted cavalry unit in line of battle within 2" (1.5" at 6mm) behind the guns and count their numbers in the *Outnumbered* calculation. Confederate infantry units can occupy an artillery redoubt if there are no artillery units in the redoubt. Line of sight is clear to units occupying the redoubts but blocked to units behind them.

Open Pine Forest. Open pine forests are rated *Broken Ground*. Units in extended line are considered in *Full Cover* and **subtract two** when targeted. Other units are considered in *Partial Cover* and **subtract one** when targeted. Units defending in charge combat **add one** for *Favorable Ground* against attackers charging through open pine forests. Line of sight is limited to 10" (7.5" at 6mm) when passing through open pine forest.

Thick Forest. Thick forests are rated *Rough Ground*. All units may move through thick forests but artillery must be unlimbered and hand hauled through thick forest, 2" (1.5" at 6mm) per turn, leaving the limber behind on a road. Gun stands hand hauled away from their limbers are considered fixed guns in charge combat. Units in extended line are considered in *Full Cover* and **subtract two** when targeted. Other units and unlimbered or hand hauled artillery **subtract one** for *Partial Cover* when targeted. Units defending in charge combat **add one** for *Favorable Ground* against attackers charging through thick forest. Line of sight is limited to 4" (3" at 6mm) when passing through thick forest. Command radius is 4" (3" at 6mm) for mounted and dismounted leaders.

Swamps. Swamps are rated *Rough Ground* for all infantry, dismounted cavalry and dismounted leaders. Swamps are rated *Impassible Terrain* for artillery in any movement mode and mounted cavalry and mounted leaders. Dismounted cavalry and dismounted leaders that cross a swamp may not remount until they return to the side of the swamp on which they dismounted. Units in extended line are considered in *Full Cover* and **subtract two** when targeted. Other units are considered in *Partial Cover* and **subtract one** when targeted. Units defending in charge combat **add one** for *Favorable Ground* against attackers charging through swamps. Line of sight is limited to 10" (7.5" at 6mm) when passing through swamp but remember command radius is 4" (3" at 6mm) for dismounted leaders.

"The Crossroads". Union artillery may unlimber at the Crossroads of the Grahamville and Wood Roads and target enemy units in the thick forest or the artillery redoubt on Honey Hill. A maximum of 4 guns total (counting a damaged gun stand as 1 gun) can be deployed at the Crossroads. Union artillery at the Crossroads may fire over their own infantry on lower ground to target the artillery redoubt. **Subtract one** when unlimbered artillery is targeted at the crossroads.

Leader Command Radius. The Leader Command Radius is 8" (6" at 6mm) for mounted leaders with a clear line of sight to a unit. Command Radius is reduced to 4" (3" at 6mm) for attached leaders, dismounted leaders or a line of sight passing through thick forest.

Friendly Map Edges. *Broken* Union units must retreat toward the eastern map edge between roads **A** and **C** and stop at the edge. *Broken* Confederate units must retreat toward the northern or western map edge between roads **D** and **E** and stop at the edge. If a *Broken* unit that halted at the table edge fails to *Reform* in the next Maneuver Phase, its remaining stands are removed from play and count towards *Heavy Casualties* and *Greater Losses*.

Order of Battle

The following stands are required to play Honey Hill:

Stand Type	Union	Confederate
Infantry	98	53
Infantry Command	13	10
Cavalry	0	7
Cavalry Command	0	2
Artillery (Gun with Limber)	7	7
Artillery (Gun without Limber)	0	0
Dismounted Cavalry	0	6
Dismounted Cavalry Command	0	2
Horse Holder	0	1
Brave Colonel (Dismounted)	1	0
Brigade or Artillery Leader	5	5
Division Leader	1	1
Corps Leader	0	0
Army Leader	0	0
Dismounted Leader	4	5
Ammunition Wagon (Small Arms)	1	0
Total Stands	130	94
Total Combat Arms Stands	118	79
Heavy Casualties (20%USA / 25%CSA)	24	20

Union forces. Total Combat Arms Stands represent a force of 4,720 men with 14 guns. Off-road Union infantry units starting the game on the board are all in line except for the Marines who are in extended line. On-road units are in march column or limbered.

Reinforcements appear at the designated time at the designated entry road (A) in march column or limbered. Before the game starts, the Union players must commit the entire 2nd Brigade to Road A, B or C. If Road B or C is chosen, the 2nd Brigade reinforcements are each delayed by one turn.

Confederate forces. Total Combat Arms Stands represent a force of 3,120 men with 12 guns. All Confederate infantry units starting the game on the board are in extended line. Guns in redoubts are unlimbered and guns behind Honey Hill are limbered. Reinforcements are shown on the Honey Hill Time & Reinforcement Chart. They either appear at the designated time on the designated entry road (D or E) in march column or limbered.

Victory Conditions

One side must achieve more victory conditions than their opponent to claim victory. Inflicting *Heavy Casualties*, *Greater Losses* and capturing a *Key Position* are victory conditions as follows:

Heavy Casualties. The Union player achieves one victory condition if Confederate forces lose 20 troop and gun stands (25%). The Confederate player achieves one victory condition if Union forces lose 24 troop and gun stands (20%). After an army reaches its threshold for *Heavy Casualties*, all units **subtract one** in subsequent maneuver checks.

Greater Losses. A second victory condition is achieved after an army reaches both its *Heavy Casualties* threshold and is also suffering *Greater Losses* than the enemy. **Subtract two** from the maneuver check for as long as this condition lasts.

Key Position Lost. The Honey Hill artillery redoubt (X) is a *Key Position*. One side achieves this victory condition if at the end of the game they were the last side to have friendly units occupying the Honey Hill artillery redoubt.

In addition to being a victory condition, each turn after all Confederate units are driven out of the Honey Hill artillery redoubt and is occupied by Union forces, all Confederate units **subtract one** in subsequent maneuver checks. If all Union units are driven out in a later turn and Confederate forces occupy the redoubt, the modifier is reversed and all Union units **subtract one** in subsequent maneuver checks. The **subtract one** modifier always applies to the last side to lose possession of the Honey Hill artillery redoubt.

Special Scenario Rules

Ammunition supply. Confederate units cannot replenish ammunition after suffering a low on ammunition effect. Union infantry units can replenish *small arms* ammunition (only) after suffering a low on ammunition effect by being on a road and within 12" (9" at 6mm) of the ammunition wagon or within 4" (3" at 6mm) in the woods. The small arms ammunition wagon arrives on turn 5 at road A and only moves on roads at the rate of 12" (8" at 6mm) per turn.

Sailor and Marine Battalions. The Union Sailor and Marine Battalions may only form two formations, march column or extended line. They were given one or two days at most of infantry training prior to sailing and their mission was to provide infantry support for the Naval Battery.

Unit Labels

Unit Chain of Command. The chain of command is represented by label color. Each brigade (X) leader and all of the units he commands have the same color. The division (XX) leader's label has a unique color but can command any unit as a *Provisional Commander*. The three artillery leaders (Arty Ldr) in the game only may command same color gun sections. They cannot provide *Provisional Command* to infantry or cavalry or to other artillery units of a different color band.

Unit Name and Size. Any name of the unit is identified on the top of the label, often followed by the unit size: XX division, X brigade, Bn battalion, Co company or a letter (B, 3 NY) representing a battery. Gun labels represent a two-gun section and each gun stand has a label. Often the name of the commander is the unit ID. If there is no unit size shown, it represents a regiment.

Unit Experience. There are three levels of unit experience in the scenario, from highest to lowest:

Crack (Crk)	Veteran (Vet)	Trained (Trn)
54 MA Crk RM 8--5--3	56 NY Vet RM 11--9--6	Marine Bn Trn RM 5--/--4
1-1//.5-5	1-1//.5-5	1-1//.5-5

All unit types-infantry, cavalry and artillery-have a unit experience level and all three levels represent die roll modifiers on the Maneuver, Musketry & Cannonade and Charge tables. There are no **Green (Grn)** units in the scenario.

Weapon Type—Small Arms. There are three small arms weapon types in the scenario: Rifle Musket (RM), Rifle Carbine (RC) and Smoothbore Musket (SM). Small arms in the rules have up to four range bands, 4”--8”--12”--16” (3”--6”--9”--12” at 6mm).

Rifled Musket (RM)	Rifled Carbine (RC)	Smooth Bore Musket (SM)
47 GA Vet RM 10--8--5	3 SC Cavalry Vet RC Dismounted 6--5--3	157 NY Vet SM 4--3--2
1-1//.5-5	1-1//.5-0	1//.5-0-0

The white label below the unit label shows the fire point value at each range band for each stand in the unit. Close range fire points are shown in **red** while long-range fire points follow the “//” and are shown in **black**.

Weapon Type—Guns. There are three gun types in the scenario: Light Howitzer (LH), Heavy Howitzer (HH) and Heavy Smoothbore (HS). Guns in the scenario fire up to three, four or five of the six range bands, 4”--12”--36”--48”--60”--72” (3”--9”--27”--36”--45”--54” at 6mm).

Light Howitzer (LH)	Heavy Howitzer (HH)	Heavy Smooth Bore (HS)
Naval Section-1 Trn LH	Scruggs Section-1 Vet 1/2 HH	Scruggs Section-2 Vet 1/2 HS
5-3//3-0-0-0	6-4//3-2-0-0	5-4//3-2-1-0

Gun batteries contain 2 or 3 stands each representing a two-gun section with a label. The white label below the unit label shows the fire point value at each range band for each gun stand. Close range / canister fire points are shown in **red** while long-range fire points follow the “//” and are shown in **black**. **Note:** Scruggs’ Section-1 consists of one HH (1/2) and section-2 consists of one HS (1/2) and both fire with 1/2 fire points (rounded down). If damaged, they are removed from the game and count toward the Victory Conditions of

Heavy Casualties and Greater Losses.

Unit Effectiveness. There are three levels of unit effectiveness, from highest to lowest: *Fresh – Worn - Spent*. These levels are expressed with the numbers on the unit label (**8--6--4**). The **8** represents the number of 40 man stands when the unit is *Fresh* at the start of the scenario (**8** stands X 40 men = 320 man unit). As stands are lost during the battle, a unit will become *Worn* when it reaches **6** stands and *Spent* when the unit has **4** or less stands remaining. All three levels of unit effectiveness are die roll modifiers on the Maneuver and Charge tables. Infantry and cavalry are rated for unit effectiveness but guns are not.

Dismounted Leaders. Union players must dismount leaders to move them across the Euhaw Creek, streams and swamp. Included is a set of leader labels for dismounted leader stands. Mounting or dismounting is free of movement cost. No labels are provided for Hatch, Brave Colonel (already dismounted) or artillery leaders (guns cannot cross creek, stream or swamp).

Regimental Battalions. The 127 NY is split into two battalions, A & B. I recommend splitting 15+ stand regiments into two equal or nearly equal battalions for ease of maneuver. Treat both battalions as independent regiments in all respects.

127 NY / A	127 NY / B
Vet RM	Vet RM
8--6--4	8--6--4
1-1//.5-.5	1-1//.5-.5

Miscellaneous. Two Quick Reference Sheets (QRS) are supplied with the rules and have the fire point values and range bands for both musketry and cannonade. The information below the unit labels was added to speed the game for players and Game Master. If the labels are too cluttered, just trim them off when they are mounted.

Designer Notes

Obtaining play balance in this scenario was difficult. Competent Union commanders usually will defeat competent Confederate commanders if the scenario follows the course of the actual battle. To prevent a Union “cake walk”, some adjustments were added to make the scenario more balanced.

- (1) The Confederate Militia units were originally rated *Green* before they were increased to *Trained*. This is a questionable adjustment although research found the *Georgia State Line Militia Brigade* to be a *Veteran* unit.
- (2) The Confederate rifle-pits were increased from *Favorable Ground* to *Strong* and the artillery redoubts were increased from *Strong* to *Fortified* with the addition of the *Favorable Ground* modifier when defending higher ground. This is a reasonable adjustment.
- (3) *Robertson’s* reinforcement arrival was advanced three hours from the historical time (1630) to a play balance time (1315). Union reinforcement times were also advanced slightly and an optional entry road rule was added to broaden the “front”. This compresses the battle into a smaller time span and makes for a more exciting game with all players getting into the action quicker.
- (4) The original scenario was a 21-turn game (1200-1700) but was too long for a convention game and was fought to a decision well before 1700. The 13-turn game compresses the action and forces the Union to break through with enough daylight left to reach and destroy the railroad (three miles away) before sunset (1720). The 2,300 Confederate reinforcements arriving later that night would be too late to save the railroad.
- (5) The *Heavy Casualty* level for the Union was decreased from 25% (30 stands) to 20% (24 stands). This adjustment is reasonable since in Hatch’s mind he was conducting a demonstration rather than a battle. This adjustment means the Union will have command and control (maneuver check) problems sooner and make moving and coordinating attacks more difficult.
- (6) The 3rd *SC Cavalry* was posted on the far Confederate left flank with one gun, just off of the northern map edge and was not engaged in the battle after their delaying action in the morning. This unit now appears as a reinforcement on turn 3 but the gun remains in place. This adjustment is somewhat reasonable as *Colcock* could order them to support the defense of the Honey Hill position when he learns the actual size of the Union force. *Colcock* was the former commander of the 3rd *SC Cavalry*.

Union players must be patient and carefully maneuver their units into position before assaulting the Confederate works. There are 13 turns, plenty of time to set-up a strong attack on a broad front using the optional entry roads. Stretch out the Confederate defenders then attack across the whole front. Use the *Crack* unit to spearhead the main attack. When you break the line at some point, exploit it and flank the works. Or, if you are feeling lucky, you can attempt a quick strike at Honey Hill with the 1st Brigade before the Confederates can shift their forces to better defend Honey Hill but this strategy can be risky.

Confederate players must maneuver their units to protect the Honey Hill artillery redoubt at all costs. Use *Colcock* (Gallant+1) at the Honey Hill position to assist maneuver checks. Try to keep a reserve in support 2" (1.5" at 6mm) behind the artillery units in the Honey Hill redoubt and add their numbers in charge combat. Losing this *Key Position* **subtracts one** on all maneuver checks and will decrease your maneuverability. If you try to defend the entire line equally, your line will be broken more easily. Use the 3rd SC Cavalry as a mobile reserve to plug gaps or delay flanking maneuvers if the line is broken. *Robertson's* Command is the reserve force that arrives at the most critical location.

Game Length

The game is played in 13-turns starting with the Union player turn at 1200 and ending with the Confederate player turn at 1500. The weather is clear and hot. Sunset (twilight) is 1720.

Honey Hill Time & Reinforcement Chart

All reinforcements enter on the road in march column or limbered.

Before the game starts, the Union players must commit the entire 2nd Brigade to enter at Road A, B or C. If Road B or C is chosen, the 2nd Brigade reinforcements are each delayed by one turn.

Robertson's Command enters on turn 6 at E in order of march: cavalry - infantry - artillery.

Turn	Time	Union Phase Move First	Confederate Phase Move Second
1	1200		
2	1215	COL Hartwell, 55 MA at A	
3	1230	102 USCT at A	3 SC Cavalry at D
4	1245	54 MA at A	
5	1300	Ammunition Wagon at A	
6	1315		BG Robertson's Command at E
7	1330	LCD Matthews, Naval Battery at A	
8	1345		
9	1400		
10	1415		
11	1430		
12	1445		
13	1500		

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