
The UNION STANDARD

September 2008

Vol.16, no 9

The Newsletter of the 1st United States Infantry, The Regulars

From the desk:

Gentlemen,

The fall campaign season is effectively underway. We have been ordered to proceed into the Indian Territories to rendezvous with the other units of the 1st Battalion, at or in the vicinity of Honey Springs by no later than the evening of the 26th inst.

Pack as heavily as you like as I am anticipating the company will be acting in a garrison capacity for some length of time.

Uniform for the duration of the move will be forage caps or slouch hats and sack coats.

Details of our expected service at Honey Springs may be found in further passages of this document.

From the standpoint of our present company strength, I have it quite reliably from the recruiting depots for the regiment that we can expect a reinforcement of between 6 & 7 NEW men, some who have previous military experience, and some who are untested but likely sturdy and able recruits. Those who fought at Wilson's Creek will hopefully recall the service rendered by the rifle recruit company who ably demonstrated their mettle during that rebel foray into Missouri. I expect these new additions to the company will prove no less sturdy and steadfast.

I am also informed the 2nd Colorado may well be above normal paper strength due to an influx of young men who have given up their pursuit of education in order to help preserve the Union, and as there are presently no other units in their area to absorb this welcome influx of men, have striven to incorporate them into their structure.

The commissariat will be issuing a report on the anticipated availability of rations before our move commences, as usual I expect we will be fairly treated and well fed. I have noted in reports to higher command that as a general rule we are rarely to be found in want of decent provender or have complaint about the quality of our foodstuffs and/or their preparation. If there are complaints the miscreants who may have them have yet to bring them to my attention and I have to conclude, given the way the enlisted

personnel will grouse when they are abused, there ARE no such men to be found in this command (with, I admit the exception of Pvt A. McFuddy who, it is my opinion is surely one of the most slovenly soldiers it has been my lot to command and I note, complains most loudly when his personal 'extraordinary' income has been most directly affected by the provision of decent food via the standard ration mechanisms. More directly I think he'd be skiving the enlisted pay if he could find a willing market for his suspect foodstuffs).

For those presently short of ammunition (and you are cautioned it is a punishable offense to sell your allotted ammunition), the company has secured a supply of ammunition, as it should only be reasonable to expect we may have need of it. At present we have a cache of 15 lbs of triple F powder which will be available, in addition to the standard arsenal issue packages.

Turning now to more domestic matters:

The response to the company social gathering was very positive, and the location and list of comestibles was so highly praised that it was suggested that we meet again in the same locale for our social next year. This will of course be up to the unit, but it is a suggestion that certainly has merit and should be considered.

From an administrative point of view, company elections for officers and NCOs will be held in February of this year. A committee (members who will not be making themselves available for elected service) for determining office eligibility and election monitoring will be needed. As usual we are seeking three trustworthy souls to take on this task.

Once eligibility has been determined men should feel free to announce their intentions to run for positions they are eligible for.

The Brigade will also be having an election this coming year for commander, at present Major Gross has been appointed commander of the Frontier Brigade and will act in that capacity until the election is complete.

There have also been discussions of forming an alternative/supplement to the usual mechanisms for managing relationships between blue and grey (North South Alliance being the current one) that appear to be very promising for our area. The organization is in the conversation stage at this point, but having been privy to some of the meetings I personally think it is headed in a very positive direction and could be an excellent tool for managing the hobby in our area in the future. Part of the goal of the organization is to prevent conflicting re-enactments and reduce the propensity of 'cowboy and indian' style events where we have complaints of fried dough concessions in the middle of our camps, 400 Confederate versus 30 Federals, and, I hope, some reduction of the tendency to portray the Federal Army as minions of Ghengis Khan. The desire is to give the re-enacting companies more control over events in the 4 state region of Texas, Oklahoma, Arkansas and Louisiana. There will be further information on this as more discussion are held and the goals are formalized enough for presentation to the re-enacting community at large.

On the fall schedule we are planning on attending the event at Camp Ford in Tyler proximo, where our brothers in gray, the 9th Texas will also be in attendance. The dates for this event is October 24th – 26th.

In November, we will be crossing swords with the 9th again on the 8th at Dallas Heritage Village (formerly Old City Park) for a one day event. You can find a, slightly slanted, view of that battle from 2007 on video on YouTube at the following location - www.youtube.com/watch?v=NPNnIe064z8 (my thanks to Matt Smith who discovered this video and Aaron who brought it to my attention) I say slanted because it is obvious from the cameraman's fixation where his allegiances lay.

And finally to end the year, we will be gathering from December 5th – 7th at the Battle of Prairie Grove in Arkansas. As usual, fought on the actual field, and, as usual, an event that is never to be missed.

Company muster will be in February, at Fort Washita and is expected to involve Texas Militia in a pre-war scenario. As Regulars, we will undertake to provide some training to the less disciplined volunteer militia, who are nevertheless, fellow countrymen. We may expect, as usual, they will be attired in their

multi-forms. Hopefully these will not involve too many dead animal parts for added decoration.

As these men are with Robbie Sanders we should accord them all due respect and camaraderie. They frequently can be found wearing blue uniforms beside us in battle (as at Bentonville last year) and we are working to encourage the relationship between our commands. It is our observation they want to do 'what is right' and in their minds if that means they put on blue coats to prevent a pathetic show that would otherwise mean 300 Rebs vs 50 Yanks, they will do so. In short they are very like in demeanor to the 9th Texas, readily friendly and ably led, this is otherwise known as "Not Yahoos".

Finally, in closing -

To explain – "26th inst." in the first paragraph & proximo in another...

In historical documents the use of the words Proximo, Ultimo and Instant may be found very readily in military dispatches of the Civil War period. Frequently found in reports or written replies to orders, ultimo and proximo are both Latin, shortened forms of ultimo mense, in the previous month, and proximo mense, in the next month. The use of inst is 'instant' indicating the current month – so, September 26th.

God Bless the Union.

I remain,

Your most obedient servant

Capt A. Prendergast, commanding

Company D, 1st regiment of US Infantry

Honey Springs RSVP needed ASAP.

*****ACTION REQUIRED*****

Please contact **BOTH** Captain Alan Prendergast d1stus@verizon.net and 2nd Sergeant Blair Rudy brsuv1st@verizon.net If you plan to attend Honey Springs.

We are registering as a Unit and the deadline for pre-registration is September 23rd.

1st U.S. Calendar

2008

September

27th and 28th Battle of Honey Springs,
Oklahoma. Battalion Event

October

25th and 26th Raid on Camp Ford, Tyler
Texas

November

8th Veterans Day, Dallas Heritage Village
(OCP) Living History, Recruiting &
Battle

December

6th and 7th Battle of Prairie Grove,
Arkansas. Battalion Event

*Note: **Bold** are scheduled maximum effort
events. *Italicized dates* are available events
or recruiting activities. ****See website for
full event calendar*****



Dear Reenactor:

I hope this correspondence finds you and your company in fine health and in good supply.

Many troops are now in the heat of preparations for the upcoming campaigns. I am aware of the Chickamauga Campaign being held the following weekend. I would encourage you towards engaging the enemy at Honey Springs in the Indian Territory (Oklahoma). This engagement promises to be hotly contested. The engagement will take place September 26th - 28th, 2008 near the town of Checotah just off the Texas Road (HWY 69) and just north of the California Road (I-40) on the original battlefield. Your troops will be well cared for, firewood, good sinks (portajohns), ice and water. Artillery can expect a \$75.00 monetary reimbursement for powder (provided they pre-register).

There will be two battles, one on Saturday and one on Sunday. In addition the Friends of Honey Springs are donating (4) \$100 gas cards to be given to some pre-registered lucky reenactors on Sunday. You must be present to win. Deadline for pre-registration is September 23, 2008.

You are encouraged to conduct mail call, muster for pay, hold a court of inquiry, or any other matters pertinent to the conduct of your troops. Please consider an expedition into the Indian Territory. If you would like to participate in the school day on Friday (9-2:30) please contact me ASAP. We are expecting around 900 school children all anxious to learn about the many aspects of the Civil War.

Your obedient servant,

Whit Edwards
Director of Special Projects
Oklahoma Historical Society
2401 N. Laird Ave
Oklahoma City, OK 73105
405-522-5235

Election Information

Members of the 1st U.S.:

Once again the time approaches for election of commissioned and non-commissioned officers for the next two years. In February, at muster, we will hold our elections. Now is the time to consider if you wish to stand for election.

If you are not interested in running for election please consider serving on the election committee as these positions need to be filled soon. These members will be responsible for running the elections and helping to resolve issues regarding eligibility for the various positions.

Next month I will post the requirements for each position. The requirements are posted in the handbook if you wish to check ahead of time. They consist of experience and participation. Until next month give it some thought. The unit needs your participation.

Thanks,

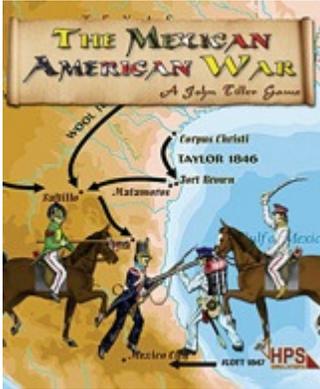
J. Kevin Doughtie
1st Lieutenant Company A



The Mexican American War - PC Game

Review

(Thanks to Bob Zebian for finding this information)



The Mexican American War, PC game. HPS Simulations. Designed by John Tiller. \$49.95.

Passed Inspection: Great accuracy, wide range of scenarios and campaigns, fine terrain graphics

Failed Inspection: Poor building graphics, indifferent AI

Usually outnumbered, the Americans superior weaponry can demoralize the Mexicans enough to initiate a thrust.

The Mexican-American War, 1846–48, has been slighted by our hobby's World War Two/American Civil War/Napoleon fixation. This oversight is quite unfortunate because the conflict has so many fascinating aspects: rifled muskets, "flying" batteries, high-risk/high-yield strategies on both sides and a veritable *Who's Who* of significant actors in the American Civil War. The general impression among some historians is that the all-mighty United States ran rough-shod over helpless Mexico. Mexico did have its share of problems but so did the U.S. More than one battle was whisker close, with tough Mexican soldiers giving gringos all they could handle. Thankfully, HPS Simulations and John Tiller's merry band of enthusiasts have rectified this lapse with their latest addition to the Early American War series, *The Mexican American War*. The game also includes the 1836 War for Texas Independence.

The Vista is Fairly Buena

Terrain graphics in this game are superb. Both the 3D and 2D views show the dry, rugged, ravine-crossed battlefield in excellent details. For once, even veteran gamers may want to play

exclusively in 3D, as the 3D counters fit into the terrain well. Unfortunately, depictions of buildings don't come up to the same standard. Famous buildings such as the Alamo and Chapultepec are seen as outlines of stone with some standard structures in them—accurate and playable but disappointing.

The interface is the usual movement with right clicks or left clicks and drags. Double clicking on stacks and using column movement speeds dealing with large numbers of units. Movement works well with the 125-foot-per-hex and five-minute-turn scales. True micromangers can opt to play in phases instead of turns. Either the tool bar or a menu can be used to highlight unit status and to handle formation changes, terrain enhancement and organization colors. Sound effects are good but nothing spectacular. A very nice addition is the lively background music by Daniel Lee.

The documentation is printable, on-screen PDFs. Parameter data for each scenario is essential. The "Getting Started" tutorial not only covers the basic mechanics well but gives extremely helpful tactical tips, as does the user manual. The designer notes give good insight into this under-studied war.

Brown Bess Again?

As with all Early American War games, *Mexican American War* has company/artillery section units. Yet, these units are even smaller than usual. Both sides had many militia units whose numbers fluctuated wildly and artillery was often deployed one gun at a time. The unit information bar rates them for quality, morale, fatigue and weapons. United States troops are usually of "C" quality, Mexicans average "D."

The difference is that, even though many Americans were unruly militia, the Mexicans were underfed and often forced marched through cruel lands. A good leavening of U.S. Regulars gives the Americans an edge in many battles while the Mexicans only have a few elite units such as the San Patricio Brigade, which was comprised of Irishmen who had deserted from the American force.

The Mexicans were also handicapped by being armed with the smooth-bore Brown Bess and having lousy powder to boot. They compensated by overloading, but the resulting recoil made soldiers prefer standing in back of an ill-tempered mule rather than use rapid fire. Many Americans, on the other hand, had the more accurate and longer-ranged Hall rifled musket. Well-handled firefights were lopsided. Equally important is the fact that American junior officers were better educated and motivated than their counterparts, reflected in superior rallying abilities. Combat results include loss of men and guns, disruption or rout, and fatigue.

Mexican American War has 71 different battles, 42 of which are hypothetical. Battles can be played separately or as part of a campaign. Size of battles run from hundreds of turns with hundreds of troops to twelve turns and a handful of counters. The average battle lasts around 36 turns, so casual players needn't feel overwhelmed.

Most engagements have the Americans as attackers, with their opponents dug in; however, enough maneuver room exists to allow flanking tactics. With cover, even the worse troops must be softened up by fire before the decisive melee should be attempted. Usually outnumbered, the Americans superior weaponry can demoralize the Mexicans enough to initiate a thrust that usually leads to a rout. The high mobility of the U.S. artillery aids in executing these thrusts.

The AI is competent on defense and in handling small numbers of troops but has difficulty attacking with large numbers—not unlike Santa Anna himself. Hence, players can expect better solitaire games when the AI plays Mexico on the defense. Strange things can happen though: the defenders of the Alamo don't fight to the last man but rout out of the compound, rally and try to retake the place. PBEM and LAN play can provide truly exciting games. All scenarios can be edited.

Campaign mode is very instructive. Five campaigns can be fought. The early ones are the War for Texas independence or just the Alamo

campaign. The contrast between weapons and troop quality of this period sets off the innovations of the later campaigns. Players can either play the entire Mexican-American War, Gen. Zachary Taylor's northern campaign or Gen. Winfield Scott's audacious central campaign. Common to all of these is the ability to select the AI's style of play and then choose from different strategic options, flowing down an alternate history campaign branch. The California campaign is missing, but we can always hope for an update.

The amount of research and detail that went into making *The Mexican American War* is outstanding. Players interested in the period or fascinated with how a game engine can handle different periods should get this game. While casual gamers might find the larger scenarios too much work, serious gamers will recognize a prize.

http://www.amazon.com/s/ref=nb_ss_gw?url=search-alias%3Daps&field-keywords=The+Mexican+American+War+-+PC+Game+



The Battle of Resaca de la Palma

Civil War Battle Reenactment
of
Honey Springs

September 26-28, 2008

Battles both days at 1:30 pm

\$5 per person, under 12 Free

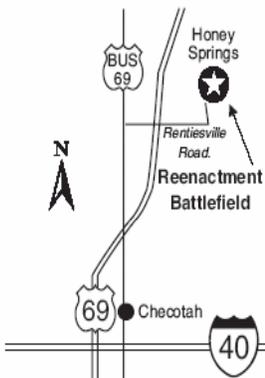
Camps open 9am

Food, drink and facilities available on site



"The Battle of Honey Springs, Indian Territory,
July 17, 1863"

This illustration by battlefield reporter James R. O'Neill appeared in Frank Leslie's Illustrated Weekly, August 29, 1863.



I-40: exits 264B, 265

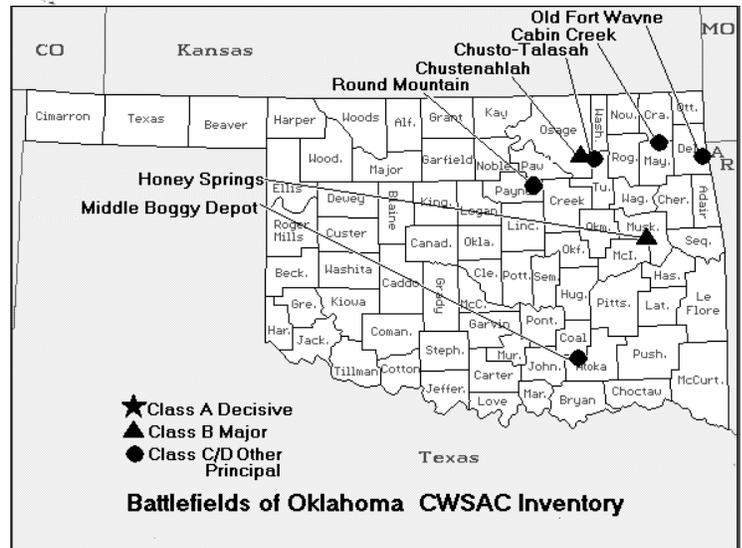
US 69: Rentiesville exit

For more information contact:

Honey Springs Battlefield (918) 473-7659

Checotah Chamber of Commerce (918) 473-2070

Friends of Honey Springs, Box 756, Checotah, OK 74426



Map from americancivilwar.com

The Union Standard

Newsletter of the 1st U.S. Infantry

9091 Creede Trail

Fort Worth, Texas 76118