

# The Battle of Grimball's Landing

A Scenario for 'The Devil to Pay' Rules.

By Kenneth Howe



The entrance to Charleston harbor was defended by Fort Wagner which the Confederates manned with a large garrison and a variety of heavy artillery. It was a tough nut to crack for the Union, as the terrain offered only a narrow strip of beach from which an infantry force could mount their assault. On July 8<sup>th</sup>, 1863 Alfred Terry's Union division was landed at Grimball's Landing on James Island under the cover of three heavily armed gunboats. This force threatened to cut Fort Wagner's supply lines. The Confederates could not let this stand and dispatched two brigades to drive off the federals. Gen. Thomas G. Stevens' Union brigade received the rebel assault, but as General Stevens was away, Colonel James Montgomery took command. The ensuing engagement on July 16<sup>th</sup> would be the first combat action for the 54<sup>th</sup> Massachusetts regiment...the second union unit composed of African-Americans organized in the north.

## Victory Conditions:

The Confederate must score two victory points. They score one point if the 10<sup>th</sup> Connecticut is eliminated and one for each Confederate regiment with at least three stands that exits the south board edge. Play for two hours, if the Confederates have not won when time runs out, the game is a Union Victory.

## Scenario Rules:

1. The 10<sup>th</sup> Connecticut can NOT Skedaddle until it has taken at least one hit.
2. Gunboats: Each gunboat covers a specific zone of fire. (See map.). It may fire four dice plus modifiers for terrain and formation, at one confederate unit in that zone on a fire card.
3. Marsh: Marshes count as Swamps (-3 inches to movement) but do not block LOS.
4. The River and Water areas on the map are impassable.
5. The Confederates enter as indicated on the map. Roll 1d6 PER UNIT each time a MOVE chit is pulled. On turn one they MUST enter on a roll of 6. On turn two they MUST enter on a roll of 2-6. They automatically enter on turn three.

All regiments on both sides have 5 stands and all leaders are Capable (2 orders).

## Union Forces - 1<sup>st</sup> Brigade, 1<sup>st</sup> Division, X Corps

Col. James Montgomery

10 <sup>th</sup> Connecticut	Veteran	Rifle Musket
54 <sup>th</sup> Massachusetts	Crack	Rifle Musket
2 <sup>nd</sup> South Carolina	Veteran	Rifle Musket
104 <sup>th</sup> Pennsylvania	Veteran	Rifle Musket

Gunboats: USS Pawnee, Huron & Marblehead

## Confederate Forces – Hagwood's Division

Colquitt's Brigade: Brig Gen. Alfred Colquitt

6 <sup>th</sup> Georgia	Veteran	Smoothbore Musket
19 <sup>th</sup> Georgia	Veteran	Smoothbore Musket
25 <sup>th</sup> South Carolina	Crack	Rifle Musket
Artillery Battery	2 Light Mixed sections	

Way's Brigade: Col. Charleston Way

32 <sup>nd</sup> Georgia	Veteran	Smoothbore Musket
54 <sup>th</sup> Georgia	Veteran	Smoothbore Musket
Artillery Battery	2 Light Mixed sections	

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Way's Brigade Enters Here

Colquitt's Brigade Enters Here

North



Gunboats'  
Zone of  
Fire

USS  
Pawnee

USS  
Huron

USS  
Marblehead

