

THE BATTLE OF LEWIS'S FARM

(AKA: QUAKER ROAD, MILITARY ROAD, OR GRAVELLY ROAD)

29 MARCH 1865

"My dear General, you are gone!"

- Brigadier General Charles Griffin

"Well, no, not just yet..."

- Brigadier General Joshua Lawrence Chamberlain

BACKGROUND - *The Battle of Lewis's Farm was a one-day battle of the American Civil War in Dinwiddie County, Virginia. It was the opening of the Appomattox Campaign in which Robert E. Lee's army was dislodged from their besieged lines around Petersburg, Virginia, and began a retreat that would lead them to surrender at Appomattox Court House.*

On March 29, in the opening moves of General Ulysses S. Grant's spring offensive, General Philip Sheridan marched with the army's cavalry followed by the V Corps toward Dinwiddie Court House to turn the right flank of General Robert E. Lee's Petersburg defenses. The Union V Corps, under Maj. Gen. Gouverneur K. Warren, crossed Rowanty Creek, moved up the Quaker Road toward the Boydton Plank Road intersection, and encountered Bushrod Johnson's Confederate Army brigades. A sharp firefight forced the Confederates back to their entrenchments on the White Oak Road.

The brigade of Brig. Gen. Joshua Lawrence Chamberlain was conspicuous in the engagement, leading the main advance. Lt. Gen. Richard H. Anderson ordered two brigades that had dug in to move forward to intercept Chamberlain, who, although wounded, rallied his troops with the help of a four-gun battery. Reinforced, Chamberlain counterattacked and captured the enemy's earthworks.

Chamberlain - By this point in the war, Joshua L. Chamberlain was well known, almost legendary figure amongst the men of the V Corps. His stand (with the 20th ME) on Little Round Top at Gettysburg, and his multiple battle wounds had earned him a hero's reputation amongst the ranks. Though relatively new to the command of the 1st Brigade, the men worshiped him, and would do almost anything to prove them.

Chamberlain was wounded at Gettysburg, and again at Petersburg, shot through both hips. His wounds were so serious that he was not expected to live; for this reason, and for his bravery in battle, General Grant promoted him on the spot to the rank of Brigadier General of Volunteers. Despite the bleak prognosis, he did survive, and soon returned to duty with the V Corps.

At Lewis's Farm, he was again wounded, this time in the arm, as was his horse; his life spared when a Minié ball spent itself on his orders book, which he carried in his left breast pocket. When Griffin arrived and rode up to Chamberlain, he was gravely concerned for the latter's life, as he was covered from head to toe in blood; his own and that of his horse.

At one point, Chamberlain was too near the front, as was his habit, and was nearly captured by the enemy. His quick thinking and the wretched state of his uniform allowed him to escape by claiming to be a Confederate officer!

Chamberlain survived the battle at Lewis's Farm, and the fighting on the 31st near the Confederates' main battle lines along the White Oak Road. He was in action again on the 1st of April, where he led an attack that broke the Confederate lines at Five Forks. For his outstanding leadership and bravery, General Grant honored him by selecting Chamberlain to receive the surrender of Lee's Army of Northern Virginia. The fact that Chamberlain accepted that surrender not with jeers and gloating, but with Honour and dignity, went a long way toward mending the country, which for five Aprils, had been torn asunder.

THE WARGAME

The scenario begins at 3:00 p.m. and ends after the 5:00 p.m. game turn. (9 turns)
Table size is ~ 8'x10' feet. Each hex is 4".

DEPLOYMENT

Confederates: ■

- 1) General Johnson starts in the vicinity of star point 1, at the junction of the Boydton Plank Road and the Quaker Road.
- 2) Wise's Brigade (minus 34 VA) is deployed in line of battle astride the Quaker Road and along the north edge of the woods, south of star point 1.
- 3) Wallace's Brigade is deployed in March Column along the Boydton Plank Road with the head of the column at star point 1 and stretching northeast.
- 4) The detached 34 VA is deployed in the vicinity of star point 2, the intersection of the Boisseau Road and the Boydton Plank Road.

Union: ■

- 1) Chamberlain's Brigade is deployed in Line of Battle along the south edge of the woods in the vicinity of the Saw Mill, with the 185 NY to the left of the Quaker Road, and the 198 PA to the right; May deploy Skirmishers up to 6 inches in advance.
- 2) Chamberlain, Griffin, and Battery B, 4 US deploy along the Quaker Road near the Lewis Farm.

TERRAIN

- 1) Lewis's Farm is on a plateau marked by open woods, farmsteads, etc.). Roads are lined with fences. Consider all woods as BROKEN for movement.
- 2) Roll for combat visibility in full inches in woods.
- 3) Subtract 1" movement for each fence that a unit crosses in open terrain.
- 4) The streams were lined with dense brush and briars and swollen out of their banks by recent rains; treat them as 1 inch of ROUGH terrain.
- 5) The Sawdust Pit was a prominent terrain feature in the actual battle, with both sides using it as cover and a rallying point. It provides cover equivalent to medium works to any unit in contact with it, and ROUGH terrain to cross.

Victory Conditions

Confederates: ■ Control the southern star point (3).

Federals: ■ Control either northern star point (1 or 2).

Confederate



Fourth Corps - Lieutenant General Richard H. Anderson (Able)
Cavalry- IR, Veteran (3/2/1)



Johnson's Division - Major General Bushrod Johnson (Able)
Wise's Brigade - Brig. Gen. Henry A. Wise (Able)



26th VA Infantry - RM, Veteran (9/7/5)
34th VA Infantry - RM, Veteran (6/5/3)
46th VA Infantry - RM, Veteran (6/5/3)
59th VA Infantry - RM, Veteran (9/7/5)

Wallace's Brigade - Brigadier General W. H. Wallace (Able)

17th SC Infantry- RM, Veteran (6/5/3)
18th SC Infantry- RM, Veteran (6/5/3)
22nd SC Infantry- RM, Veteran (6/5/3)
23rd SC Infantry- RM, Veteran (6/5/3)
26th SC Infantry- RM, Veteran (12/9/6)

Moody's Brigade - Brigadier General Young M. Moody (Able)

41st AL Infantry- RM, Veteran (6/5/3)
43rd AL Infantry- RM, Veteran (9/7/5)
59th AL Infantry- RM, Veteran (6/5/3)
60th AL Infantry- RM, Veteran (9/7/5)
23rd AL Sharpshooters- BL, Crack (3/2/1) SS

Ransom's Brigade - Brigadier General Matt W. Ransom (Able)

24th NC Infantry- RM, Veteran (9/7/5)
25th NC Infantry- RM, Veteran (6/5/3)
35th NC Infantry- RM, Veteran (6/5/3)
49th NC Infantry- RM, Veteran (6/5/3)
56th NC Infantry- RM, Veteran (9/7/5)

Confederate Details

Heavy Casualties-

28 stands

Reinforcements-

- 1) 3:15 p.m. "Fighting Dick" Anderson arrives from the northeast on Boydton Plank Road.
- 2) 4:15 p.m. Moody's Brigade enters along the Boydton Plank Road from the northeast.
- 3) After 4:30 p.m. Ransom's brigade may enter from the northeast any time, but may only advance if either northern star point (1 or 2) is held by Union forces.

Optional Forces-

Wise's **34th VA** was posted to the right of the brigade in support of "cavalry operating on the enemy's left flank". As the majority of the Confederate cavalry were with Fitz Lee near Five Forks and Dinwiddie C.H., those mentioned above could have consisted of only a few companies at most. These troops may be represented by **Cavalry- IR, Veteran (3/2/1)** posted where the Claiborne Road crosses the stream south of star point. If any ordered troops approach within 4 inches, they will ride back and inform General Anderson. They will remain hidden until the above condition is met.

The use of Hidden Movement is optional. Using Hidden Movement adds more uncertainty, realism and play-balance, but also increases complexity, and managing these options entails more work for the moderator. If gamers do not wish to use Hidden Movement, consider allowing Jones' cavalry to arrive automatically at some point during the game.

Anderson-

The game ends after the 5:00 p.m. Game Turn, when Anderson, realizing the strength of the Union advance, and the threat to the Confederate forces, orders a withdrawal back to the main Rebel defensive positions along the White Oak Road.

Union



Elements of V Corps, Army of the Potomac



1st Division - Brigadier General Charles Griffin (Able)

Elements, 3rd Brigade

118th NY Infantry - RM, Veteran (9/7/5)

Attached Artillery

Battery B, 4th U.S. - 2 sections, 12# Napoleon, Veteran (HS)

1st Brigade - Brigadier General J. L. Chamberlain (Gallant +1)



185th NY Vol. Inf. RM, Veteran (24/18/12)

198th PA Vol. Inf. RM, Veteran (21/16/11)

2nd Brigade - Colonel Edgar M. Gregory (Able)

187th NY Infantry - RM, Veteran (12/9/6)

188th NY Infantry - RM, Veteran (12/9/6)

189th NY Infantry - RM, Veteran (12/9/6)

Union Details

Heavy Casualties-

24 stands

Reinforcements-

3:15 p.m., Gregory's Brigade enters from the south in March Column along the Quaker Road.

Optional Forces-

The regimental history of the 118th NY makes mention of the unit's involvement in the battle at Lewis's Farm, though the remainder of the 3rd Brigade was not present during the fighting. Therefore, the 118th NY may be deployed as "divisional skirmishers" in advance of either brigade. If used, the 118th are treated as a Divisional asset.

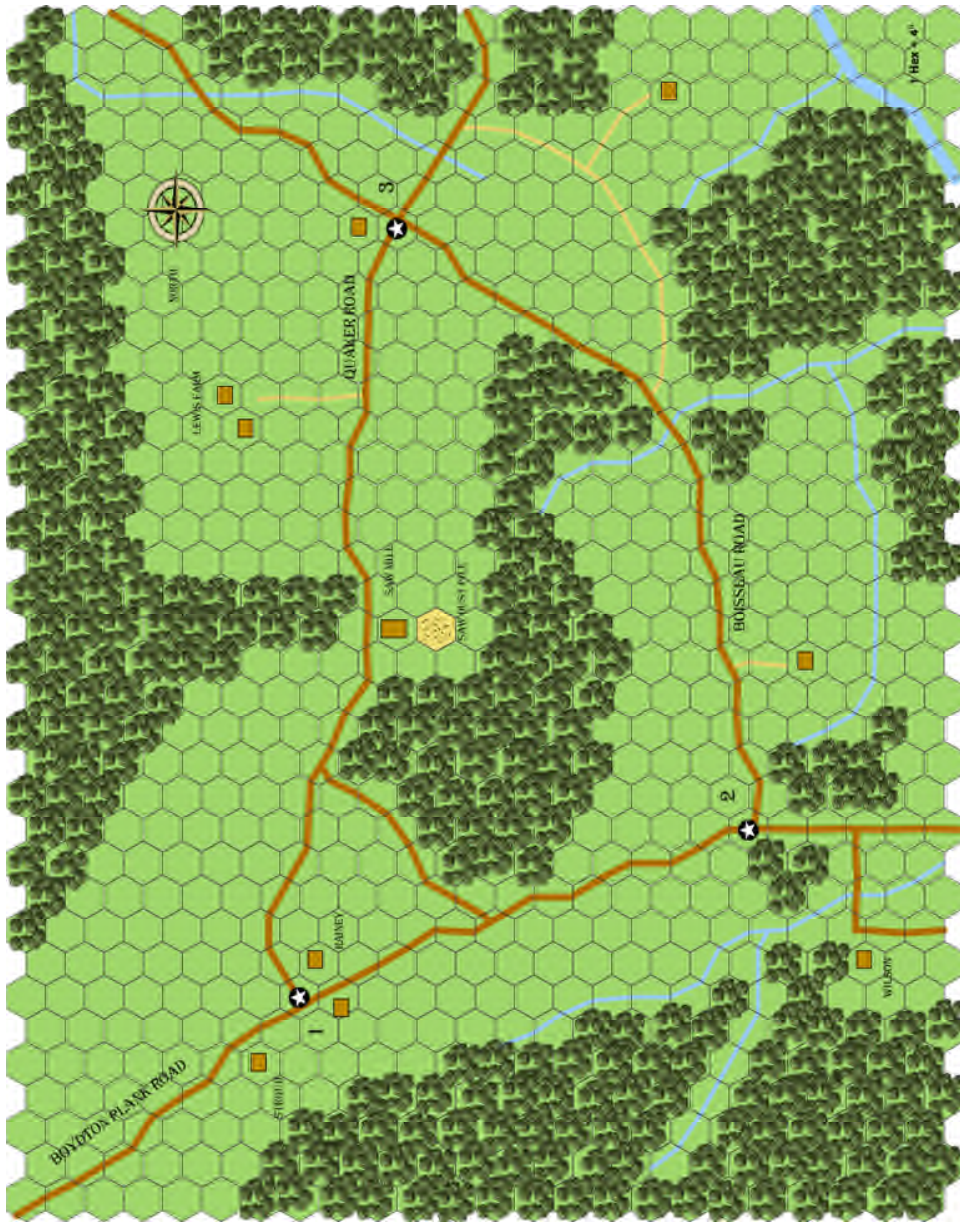
Stand Type	Union	Confederate
Infantry	84	116
Infantry Command	6	19
Cavalry	-	2
Cavalry Command	-	1
Dismounted Cavalry	-	2
Dismounted Cavalry Command	-	1
Horse Holder	-	-
Artillery	2	-
Gun Limber	2	-
Brigade Leader	1	4
Division Leader	1	1
Corps Leader	-	1
Army Leader	-	-
Brave Colonel	-	-
Ammunition Supply	-	-

This scenario has several of options for players. You can attempt many different strategies as either the Union or the Confederate Player. We suggest using all of the optional forces. We have made several changes to the original scenario for balanced and to add more challenge for the players.

The original Scenario was published in Charge magazine number 13 By Scott Mings and was designed by Christopher Maes. Much of the Narrative is Courtesy of Wikipedia.

The map is fairly large and can be down sized by cutting off terrain to the north, south, and west. The key to downsizing is to preserve the interior of the map.

We hope you enjoy the scenario as much as we did,
 Chuck Hamack and the War Eagles
 hamackcf@bmi.net



Lt. Gen. R. H. Anderson 4 th Corps ~ Able	(Anderson) Cavalry MTD Vet 3/2/1 IR	(Anderson) Cavalry FT Vet 3/2/1 IR				
(Anderson) B. J. Johnson Johnson Div. ~ Able	(Johnson) Brig Gen. Wise ~ Able	(Wise) 26 th VA Vet 9/7/5 RM	(Wise) 34 th VA Vet 6/5/3 RM	(Wise) 46 th VA Vet 6/5/3 RM	(Wise) 59 th VA Vet 9/7/5 RM	
(Johnson) Brig Gen. Wallace ~ Able	(Wallace) 17 th SC Vet 6/5/3 RM	(Wallace) 18 th SC Vet 6/5/3 RM	(Wallace) 22 nd SC Vet 6/5/3 RM	(Wallace) 23 rd SC Vet 6/5/3 RM	(Wallace) 26 th SC Vet 12/9/6 RM	
(Johnson) Brig Gen. Moody ~ Able	(Moody) 41 st AL Vet 6/5/3 SB	(Moody) 43 rd AL Vet 9/7/5 RM	(Moody) 59 th AL Vet 6/5/3 RM	(Moody) 60 th AL Vet 9/7/5 RM	(Moody) 23 rd AL Vet 3/2/1 BL (SS)	
(Johnson) Brig Gen. Ransom ~ Able	(Ransom) 24 th NC Vet 9/7/5 RM	(Ransom) 25 th VA Vet 6/5/3 RM	(Ransom) 31 st VA Vet 6/5/3 RM	(Ransom) 44 th VA Vet 6/5/3 RM	(Ransom) 52 nd VA Vet 9/7/5 RM	
Brig. Gen. Griffin 1 st Division ~ Able	(Griffin) Col. Gregory ~ Able	(Gregory) 2 nd Brigade 187 th NY Vet 12/9/6 RM	(Gregory) 2 nd Brigade 188 th NY Vet 12/9/6 RM	(Gregory) 2 nd Brigade 189 th NY Vet 12/9/6 RM		
(Griffin) Brig Gen. Chamberlain ~ Able	(Chamberlain) 1 st Brigade 185 th NY Vet 24/18/12 RM	(Chamberlain) 1 st Brigade 198 th PA Vet 21/16/11 RM	(Griffin) 1 st Division 118 th NY Vet 9/7/5 RM	(Griffin) B Battery 4 th US Vet 12# HS	(Griffin) B Battery 4 th US Vet 12# HS	