

THE BATTLE of GLOBE TAVERN

An
ALTAR of FREEDOM
Scenario

VOL. IV--No.4

THURSDAY, AUGUST 18, 1864

PRICE ONE DOLLAR

YANKEES CUT THE WELDON R.R.

"Warren may find an opportunity to do more than I had expected."

--Gen. Ulysses S Grant

BACKGROUND

By August of 1864, both armies had settled into a protracted siege at Petersburg. Grant held just two of the four main railroad lines entering the city. If he could not break the rebel trenches frontally, perhaps he could strangle the city into submission....

The Federal plan was simple in nature--launch major attacks against both of Lee's flanks, forcing the rebels to spread themselves thin. North of Petersburg, Hancock's II Corps would serve as the main strike force at Deep Bottom. South of Petersburg, Warren's V Corps would simultaneously attack the opposite flank.

The northern wing of the operation got underway first, and Lee responded just as Grant hoped. Lee personally supervised the movement of Confederate reinforcements north of the James River.

This left General P.G.T. Beauregard in command of Petersburg with a skeleton force. Early on the morning of August 18, Warren's V Corps marched southwest to cut the Weldon Railroad, a critical supply link to the city. Near Globe Tavern, his men began tearing up track by 9:00am. When word reached Beauregard that a Yankee operation was underway, he was faced with a difficult question--how to defend both Petersburg and the railroad at once?



SCENARIO SIZE

Globe Tavern, or the Second Battle of the Weldon RR, is a *small* scenario for 2-3 players.

GAME LENGTH

2:00pm until 6:00pm (4 TURNS), or until one army quits the field. Players should use a D10 turn clock.

See Special Rule #1 for continuing the battle through August 19.

UNION VICTORY OBJECTIVES

Break the enemy army, end the scenario in control of Globe Tavern, or end either day with infantry inside the city of Petersburg. The Union army is weary with a breakpoint of 7.

CONFEDERATE VICTORY OBJECTIVES

Break the enemy army or end the scenario with control of Globe Tavern. The Confederate army is steady with a breakpoint of 6.

SOURCE MATERIAL

- Ulysses S. Grant, *Personal Memoirs* (1886)
- John Horn, *The Destruction of the Weldon Railroad* (1991)
- Noah A. Trudeau, *The Last Citadel* (1991)

SPECIAL RULES

(1) The Battle of Globe Tavern continued through August 21, but this scenario only allows players to fight through the 19th. If neither army breaks the first day of battle, players may opt to conduct the *Altar of Freedom* nighttime procedure rules and continue through the second day. Steady morning rain means the day lasts from 2:00pm to 6:00pm (4 TURNS).

(2) Formidable, prepared earthworks begin marked on the map. These are +3 defenses. Brigades which construct hasty earthworks during the battle only receive the usual +1.

(3) Each side has four established forts on the map, which should be represented by fixed artillery in +4 defenses. Fortress artillery cannot move, and because they have no priority, take no offensive fire. Forts have a 180 degree arc of fire. Infantry may never garrison a fort.

(3) Beauregard's "City Defense" artillery division may move, but must remain inside the perimeter of the city defensive works.

(4) General Mahone is only a division commander, but on the second day of the battle assumed tactical control over the rebel attack. To represent this unusual situation, the CSA player receives an extra general on the second day of the scenario. Mahone has no direct troops under his command and no HQ element, but has the "Trusted Lieutenant" trait.

TERRAIN NOTES

All woods, streams, and swamps are considered rough going. Buildings and farmsteads have no terrain effect--they are strictly for historical reference.

ORDER OF BATTLE NOTES

Mott's Division, from the II Corps, operated under Parke. Ord's XVIII Corps was detached from the Army of the James. Half of Mahone's Division arrives overnight from Deep Bottom.

Average brigade strength was 1,100 men. Artillery brigades have been widely reorganized to reflect a concentration of 16-24 guns.

DEPLOYMENT NOTES

The both army OOBs include "unattached brigades." Unattached brigades may be formally assigned to any division during deployment or left unattached. If unattached, they can only be maneuvered by spending individual Priority Points at the end of each turn.

UNION DEPLOYMENT

The Union player deploys first, with WARREN's corps in C3-5, PARKE's corps manning the siege lines in C1-2, and ORD's corps manning the lines in A1 and B1-2.

REINFORCEMENT SCHEDULE

Note: Reinforcements arrive at the end of the specified turn and do not require Priority Points to maneuver onto the table edge.

Night of August 18: Mott's Div. from A1

CONFEDERATE DEPLOYMENT

The Confederate player deploys second, with BEAUREGARD's corps within the Petersburg defenses. HILL's corps may deploy anywhere in sectors A-C6 and A-B5.

REINFORCEMENT SCHEDULE

Note: Reinforcements arrive at the end of the specified turn and do not require Priority Points to maneuver onto the table edge.

Night of August 18: Gen. MAHONE may be placed anywhere within 6" of a Confederate unit. Three of Mahone's Brigades also arrive overnight and should be placed in Petersburg. Rooney Lee's Div. arrives in Petersburg.

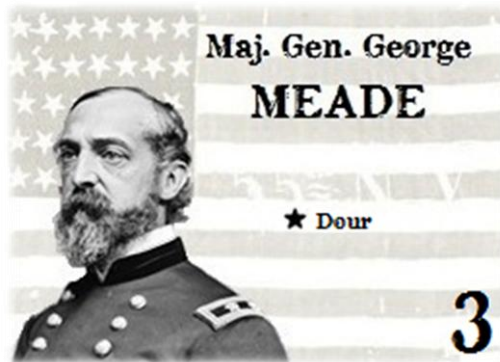
BATTLEFIELD MAP

Globe Tavern should be played on a 6' x 4' table, where 1" = 150 yards.



FEDERAL ORDER OF BATTLE

The Armies of the Potomac & James



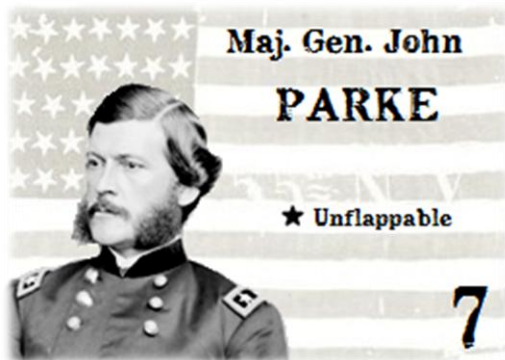
Kautz's Division	
Stedman (cav.)	+0
Spear (cav.)	-3

V CORPS



Griffin's Division		Ayes' Division		Crawford's Division			
Tilton	+0	Hayes	+0	Lyle	+1		
Gregory	-1	Dushane	+0	Wheelock	+0		
Gwyn	+0	Weidrich	-3	Hartshorne	-3		
Cutler's Division							
Bragg	-2	[unattached]					
Hofman	-3						
						Wainwright (art.)	+0
						Martin (art.)	+0
		Phillips (art.)	+0	Warren (art.)	+0		

IX CORPS



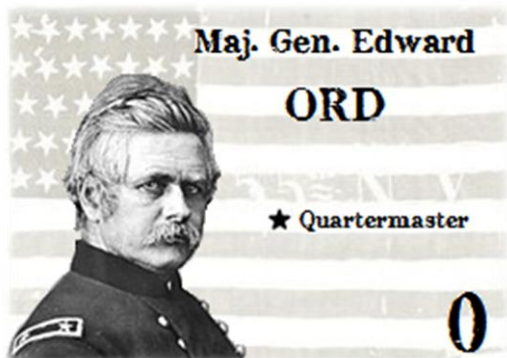
White's Division		Potter's Division		Willcox's Division	
Barnes	+2	Bliss	+3	Hartranft	-1
Robinson	+2	Griffin	+2	Humphrey	-2
Haig (art.)	+0				
Mott's Division					
McAllister	+3				
Brewster	+3				

FEDERAL ORDER OF BATTLE

The Army of the Potomac

[continued...]

XVIII CORPS



Carr's Division

Stevens	+0
Cullen	+0
Roberts	+0

Ames' Division

Stewart	+0
Guidon	-1
Fairchild	-2

Paine's USCT Division

Holman	-1
Draper	-1
Duncan	-1

[unattached]

Piper (art.)	+0
Ord (art.)	+0

CONFEDERATE ORDER OF BATTLE

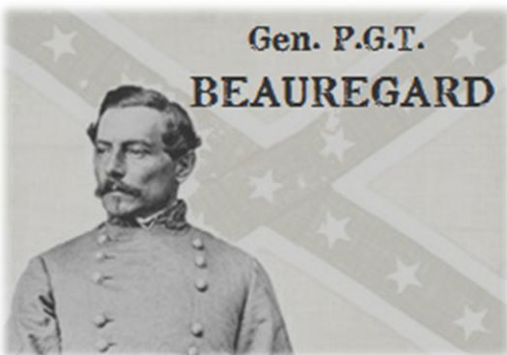
Petersburg Defense Force



"Rooney"Lee's Division

Chambliss (cav.) -1
Barringer (cav.) -1

PETERSBURG DEFENSES



Johnson's Division

Gracie -1
McMaster -1
McAfee -2
Goode -1

Hoke's Division

Clingman +1
Colquitt -1
Hagood -1
Zachry -1
Kirkland +0

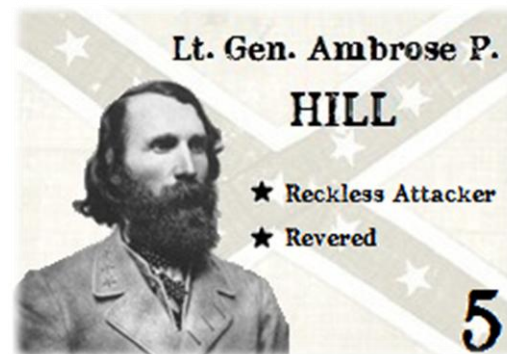
[City Defenses]

Read (art.) +0
Mosley (art.) +0
Coit (art.) +0

[unattached]

Dearing (cav.) -1

THIRD CORPS



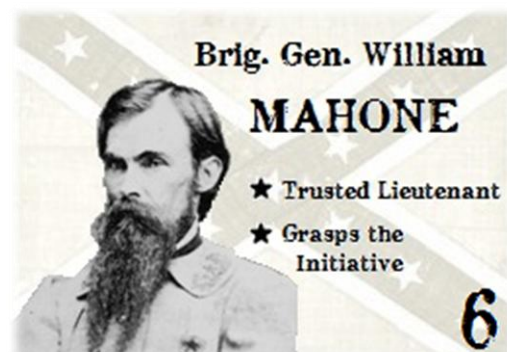
Heth's Division

Davis +2
MacRae +0
Cooke +1
Mayo +0
Pegram (art.) +0

Mahone's Division

Weisiger -1
Finegan +0
Poague (art.) +0

Jayne +0
Sanders +0
Wright +0



Arrives the Night of August 18

See Special Rule #5

SCENARIO BASE LABELS

MEADE Army General	ARMY HQ Meade	STEDMAN Kautz's Div. [+0]	SPEAR Kautz's Div. [-3]	WARREN V Corps Gen.
fold here	fold here	fold here	fold here	fold here
V CORPS HQ Warren	TILTON Griffen's Div. [+0]	GREGORY Griffen's Dv. [-1]	GWYN Griffen's Div. [+0]	HAYES Ayres' Div. [+0]
fold here	fold here	fold here	fold here	fold here
DUSHANE Ayres' Div. [+0]	WEIDRICH Ayres' Div. [-3]	LYLE Crawford's Div. [+1]	WHEELOCK Crawford's Div. [+0]	HARTSHORNE Crawford's Div. [-3]
fold here	fold here	fold here	fold here	fold here
BRAGG Cutler's Div. [-2]	HOFMAN Cutler's Div. [-3]	ARTILLERY V Corps [+0]	ARTILLERY V Corps [+0]	ARTILLERY V Corps [+0]
fold here	fold here	fold here	fold here	fold here
ARTILLERY V Corps [+0]	PARKE IX Corps General	IX CORPS HQ Parke	BARNES White's Div. [+2]	ROBINSON White's Div. [+2]
fold here	fold here	fold here	fold here	fold here
ARTILLERY White's Div. [+0]	BLISS Potter's Div. [+3]	GRIFFIN Potter's Div. [+2]	HARTRANFT Willcox's Div. [-1]	HUMPHREY Willcox's Div. [-2]
fold here	fold here	fold here	fold here	fold here
McALLISTER Mott's Div. [+3]	BREWSTER Mott's Div. [+3]	ORD XVIII Corps General	XVIII CORPS HQ Ord	STEVENS Carr's Div. [+0]
fold here	fold here	fold here	fold here	fold here
CULLEN Carr's Div. [+0]	ROBERTS Carr's Div. [+0]	STEWART Ames' Div. [+0]	GUIDON Ames' Div. [-1]	FAIRCHILD Ames' Div. [-2]
fold here	fold here	fold here	fold here	fold here
HOLMAN Paine's Div. [-1]	DRAPER Paines' Div. [-1]	DUNCAN Paine's Div. [-1]	ARTILLERY XVIII Corps [+0]	ARTILLERY XVIII Corps [+0]
fold here	fold here	fold here	fold here	fold here

SCENARIO BASE LABELS

BEAUREGARD Army Gen.	ARMY HQ Beauregard	CHAMBLISS [-1] Lee's Div.	BARRINGER [-1] Lee's Div.	GRACIE [-1] Johnson's Div.
fold here	fold here	fold here	fold here	fold here
McMASTER [-1] Johnson's Div.	McAFEE [-2] Johnson's Div.	GOODE [-1] Johnson's Div.	CLINGMAN [+1] Hoke's Div.	COLQUITT [-1] Hoke's Div.
fold here	fold here	fold here	fold here	fold here
HAGOOD [-1] Hoke's Div.	ZACHRY [-1] Hoke's Div.	KIRKLAND [+0] Hoke's Div.	ARTILLERY [+0] City Defense	ARTILLERY [+0] City Defense
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] City Defense	DEARING [-1]	HILL Third Corps Gen.	THIRD CORPS HQ Hill	DAVIS [+2] Heth's Div.
fold here	fold here	fold here	fold here	fold here
MacRAE [+0] Heth's Div.	COOKE [+1] Heth's Div.	MAYO [+0] Heth's Div.	ARTILLERY [+0] Heth's Div.	WEISIGER [-1] Mahone's Div.
fold here	fold here	fold here	fold here	fold here
FINEGAN [+0] Mahone's Div.	ARTILLERY [+0] Mahone's Div.	JAYNE [+0] Mahone's Div.	SANDERS [+0] Mahone's Div.	WRIGHT [+0] Mahone's Div.
fold here	fold here	fold here	fold here	fold here
MAHONE Wing Gen.				
fold here	fold here	fold here	fold here	fold here