Pea Ridge: St Louis then Huzzah!

Pre-game Phases

The Confederate player has the option of using a night march before the game play begins. The units are in hidden status and have a variable march rate due to the inactive state. Up to three march phases may be undertaken, with the consequence of increasing the army’s fatigue.

This is how our game begins. General Van Dorn has ordered a night march. The Confederate player places all of the forces in the hidden boxes and uses the hidden movement counters. The first phase of the march begins. After the first night march is completed, the Confederate army has hidden troops heading along the Bentonville Detour, marching on the Union rear. Other hidden units are heading toward Trott’s store along the road leading east from Camp Stephens. The Union player has to figure out which troops are real and which are dummies. As a result of the march, the Confederate player has to move the fatigue marker from turn 9 down to turn 8, so its effects will come into play sooner due to the night march effort. The Union player has the option of moving units from his Formation 5, including Major Weston’s 24th Missouri, but he refrains.

Next, the Confederate player can decide to take a second night march phase or begin the game with turn one. He decides to take another night march. This will increase the fatigue level again dropping the marker to turn 7. Some of the hidden units get to the Twelve Corners Church. A few of these continue forward along the Bentonville Detour, while others take the fork onto Ford Road. Meanwhile, other units head toward Trott’s Store and one takes the trail toward Leetown.

This time the Union commander sends out the 24th Missouri. Since the Army HQ is inactive it has to roll for movement. A poor roll (1) means that it will not be able to get too far. Then General Curtis orders Major Bowen to take his Missouri Cavalry to scout the activity on Ford Road.
Likewise, Colonel Bussey takes the 3rd Iowa Cavalry along the Telegraph Road, past Elkhorn Tavern, to reconnoiter the activity near Tanyard.

The Confederate player takes his third and final night march movement. This is really pressing his army and the fatigue marker drops down to turn 6. The Union player will have the first move on turn one, so he decides to find out what the Rebels have first. Major Bowen’s Cavalry runs smack into Marker B, which turns out to be General McIntosh’s Cavalry Brigade. These units are revealed and the corresponding dummy counter is removed.

March 7th, 1862

Turn One 7:30 am

Now that the actual game turns start, the Union player is the first player and begins with his movement phase. Only one of the Confederate formations has been identified, so the Union player is concerned with all of the remaining hidden units. Colonel Davis (Formation 3) sends out a battalion toward Trott’s Store to investigate enemy activity there. The unit’s movement falls one short of being able to see the hidden Rebels. Then Major Weston moves the 24th Missouri to Riddick’s Field where the Union supply train is deployed. Major Bowen can see that
he has run into a large formation. He cannot disengage during movement because it too is a cavalry force and they have equal movement rates. The attack is low odds, but the Union selects the Disengage strategy and is able to retreat as a result. The Confederate cavalry advances.

General Van Dorn is still inactive due to his illness, so the Confederate Army is somewhat hampered. Nonetheless, McIntosh engages Bowen’s cavalry (which chooses to disengage again). The Texans forces Bowen’s men back toward Elkhorn Tavern.

In the meantime, General Price’s Division has encountered the 3rd Iowa Cavalry along the Bentonville Detour Road. Again, the Union cavalry selects the disengage tactic. Colonel Bussey is successful and retreats back along the Telegraph Road. Due to the Confederate attacks, the Union Army HQ and General Curtis both become active. This will improve Union movement.

**Turn Two 9:00 am**

During the Turn Adjustment Phase, the Confederate Player rolls to see if General Van Dorn recovers from his illness enough to become active. A die roll of one is needed to activate him and the Confederate player gets a lucky die roll. Van Dorn is still queasy from last night, but he is ready to go for the glory.

General Asboth marches with the 2nd Division along the track toward Pratt’s Store. Colonel Carr brings some of the 4th Division’s artillery toward General Curtis’ headquarters.

Then General Curtis launches a preemptive attack. Vandeveer’s brigade forces the 3rd Texas Cavalry to retreat. Then Colonel Dodge launches an attack against the Texas 9th Cavalry. Both sides suffer losses.

The Confederate player reacts and General McIntosh places his cavalry in a screening position near Pratt’s store. General McCulloch’s Division moves to attack the Federal’s 1st Division from Ford Road. General Price maneuvers the 1st Division along the Telegraph Road past the Tanyard and out of Cross Timber Hollow. These units remain out of contact with the enemy, however.
Pea Ridge: St Louis then Huzzah!

General McCulloch orders an attack against Osterhaus’ Division, just off Ford Road. Part of Colonel Gruesel’s formation is hit hard and his forces retreat and become disordered. The Union player could have taken a step loss and remained in place, but it seems better to fall back at this stage.

Turn Three 10:30 am

The Union commander continues to jockey for position. General Asboth marches along the Telegraph Road, past Pratt’s Store. Colonel Vandever moves into Elkhorn Tavern with an additional infantry battalion from Dodge’s Brigade. The fighting continues at Elkhorn Tavern. Being slightly outnumbered, Vandever uses the disengage tactic and manages a successful retreat.

The Confederate supply train enters the map from Fort Stephens. It needs to get to the Telegraph Road before it can activate. This is important, otherwise the Confederate artillery will be unable to recover effectiveness. General Price launches an attack against the Union position at Elkhorn Tavern. Colonel Bussey has the 3rd Iowa Cavalry positioned in the wood lot near the Tavern. Colonel Little and the 1st Missouri attack with artillery support. The Union cavalry cannot hold up and retreats as Colonel Greene captures the wood lot. On his left, Colonel Slack and his 2nd Missouri attack Vandever near the tavern. This Union brigade also retreats (rather than roll for morale). General Price’s forces seem to be doing quite well.

In the center, General McIntosh attacks Dodge’s Brigade. The Union infantry becomes disrupted. Off Ford Road, General McCulloch launches an attack against Osterhaus’ formation and is repulsed. The Rebels retreat toward Ford Road. Then Colonel Hebert’s Brigade attacks Coler’s Brigade on the trail. Both sides suffer casualties.

Turn Four 12:00 noon

The Union commander launches a counterattack against the Rebels on Pea Ridge. This attack is lead by Colonel Osterhaus. Colonel Hebert’s Brigade is overcome and he retreats and becomes disrupted. The General Sigel and General Asboth join to attack McIntosh’s position near Riddick’s. Again, the Rebels are forced to retreat. Then another attack strikes the position at Elkhorn Tavern. Colonel Slack’s forces fail their morale check and also retreat.
Next is the Confederate portion of the turn. General Price orders his men to resume the attack along the Telegraph Road. The battle is quite destructive and both sides suffer heavy casualties. The position remain relatively static though.

Over at Little Mountain, General McCulloch continues to spar with Osterhaus’ division. The Union lead unit, led by Colonel Gruesel, passes its morale check and both sides suffer casualties.

**Turn Five 1:30 pm**

Colonel Osterhaus launches another attack against General McCulloch’s position. The Union 1st Division is repulsed and it retreats. There are no losses. In the center, Colonel White engages McIntosh’s cavalry. This results in an exchange: White’s
brigade suffers casualties and the Confederate cavalry squadron is eliminated. Then Colonel Carr attacks the Rebels at Elkhorn Tavern. This results in an exchange too. Vandever’s brigade suffers casualties and Colonel Slack’s battalion is eliminated.

During the Confederate player’s turn, General McIntosh leads the Texas Cavalry on an attack against Colonel White’s Brigade. The Union troops decide to retreat during the fighting, but Confederate General McIntosh is killed in the fighting. The 1st Missouri continues the battle near Elkhorn Tavern. An unfavorable die roll causes the Confederate forces to make a morale check. They pass so there is no effect.

Turn Six 3:00 pm

The Union player resumes the battle. Heavy fire in the wood lot results in the destruction of Vandever’s unit and Colonel Little’s artillery battery. Then in the center, the Union forces under Colonel Davis cause some of the Texas Cavalry to retreat in disruption. Farther west, Colonel Osterhaus strikes back at the enemy and both sides suffer heavy casualties. Colonel Coler’s Brigade is especially hard hit and the 16th & 17th Arkansas are eliminated.

The Confederate player now has to start paying for his night march, as the Turn marker has met the Fatigue marker on the Turn Record Track. The die roll results in Confederate Army Fatigued: this makes it harder to attack and will give the Union player more opportunities to get Fortunes of War.

Nevertheless, Colonel Slack opens another attack near Elkhorn Tavern. As a result, Colonel Carr’s artillery unit retreats. Then the battle rages near Little Mountain, where General McCulloch’s troops attack Colonel Osterhaus. The 36th Illinois routs. Unfortunately, Colonel Hebert is killed in the battle. The Confederate player earns a Fortunes of War result and uses it to cause Major Poten’s battalion to check morale. He fails and the unit is disrupted. The Confederate supply train has made it to the Telegraph Road.

Turn Seven 4:30 pm

The Union commander remains cautious. He has had difficulties on his flanks, with Osterhaus’ Division in trouble west of Little Mountain and Carr’s Division set back near Elkhorn Tavern. An attack is launched in the center, however. Colonel Davis of the 3rd Division sends Colonel White’s brigade in an attack against the Texas Cavalry. The enemy cavalry routs. The Union cavalry on his flanks fails to advance after being repulsed by the enemy cavalry, and now Colonel White
is left exposed. Meanwhile, Osterhaus manages to rally Gruesel’s brigade and Major Poten’s battalion also rallies.

The Confederate Army continues to suffer the effects of fatigue. On Pea Ridge, General McCulloch attacks the Union 1st Division. Coler’s Regiment is kicked off its position on Little Mountain. Due to the earlier debacle, Colonel White’s brigade is surrounded by the Texas Cavalry. The horsemen attack and the Union infantry is disrupted. Near Elkhorn Tavern, Colonel Slack’s Brigade attacks 24th Missouri. Major Weston decides to fall back. Nearby, in the woods, Colonel Little’s Brigade forces Dodge’s Brigade to retreat.

Turn Eight 6:00 pm Twilight

As dusk settles, this will affect the battle. Morale checks will be slightly more difficult to pass. Neither side can coordinate attacks between different formations and the artillery can fire only at adjacent hexes. Osterhaus launches an attack aimed at McCulloch’s position around Little Mountain. It is successful and the Rebels are driven back. The Confederate player receives an FOW but doesn’t want to use it.

Then in the center, Colonel Davis attacks the Texas cavalry which is surrounding White’s Brigade. The Rebs are driven back and White is now secure on his left. On the right, General Sigel strikes the Texas 6th Cavalry which also retreats, relieving White’s right flank as well. Lastly, Colonel Carr attacks Little’s 1st Missouri Brigade and it falls back.

The Confederates fail their Fatigue die roll, and because of this, are still unable to recover units. General McCulloch moves to bolster his troops on Little Mountain. There is nothing happening in the center. On the Telegraph Road, General Price presses the Rebel attack and here are mixed results. Both sides suffer casualties and Union General Sigel is killed!

Turn Nine Overnight March 7th through 8th, 1862

During the night turn, the Union is largely inactive. General Van Dorn decides to move his headquarters back toward the Twelve Corners Church. Some of the Texas cavalry moves toward General Price’s position at Elkhorn Tavern. Otherwise, the Confederates hold their position, waiting for dawn.

Turn Ten 6:00 am

Colonel Osterhaus orders the 1st Division to redeploy to guard the intersection with Ford Road. Since General Van Dorn appears to be in retreat, Osterhaus is satisfied with blocking this connection between the two Confederate formations. Meanwhile, Colonel Davis moves the Union 3rd Division in an attempt to turn General Price’s flank near Big Mountain. This causes the Confederate regiments to retreat toward the wood
lot. Another attack pushes the 2nd and 3rd Missouri State Guard (MSG) Regiments back in retreat, but Colonel Carr is repulsed on the right flank.

During the Confederate player turn, the Rebel Army is Refreshed (recovering from Fatigue). General Price coordinates an attack against the Union Guard battalion (a collection of companies intended to guard their camp). This is a success and the Union infantry retreats.

Meanwhile, the Texas Cavalry that had retreated around the western side of Big Mountain, heads for the Telegraph Road and then makes a bee line for the Twelve Corners Church. The rest of Van Dorn's forces fall back and set up a defensive position against Osterhaus Division.
Turn Eleven 7:30 am

Colonel Davis resumes the Union attack at the base of Big Mountain. At relatively even odds, he throws the enemy Missouri regiments back. Then the 24th Missouri pushes Colonel Slack’s Brigade back to the wood lot. On the right flank, the Union Guard strikes Price’s infantry and also drives these forces back through Elkhorn Tavern.

The Confederate player passes the Army Fatigue die roll and his troops remain fresh. General Price does not give up. He counterattacks the Union position near Elkhorn Tavern. Some of the Union line falls back in good order, but on the left flank, the Guard is destroyed by an exchange result. One of the Confederate player’s MSG brigades suffers a step loss.

Turn Twelve 9:00 am

Colonel Osterhaus slowly maneuvers forward into the enemy cavalry screen. One of the Rebel cavalry units manages to disengage, but the other one is caught and eventually routs. Van Dorn’s position is starting to become tenuous. The fighting near Elkhorn Tavern pushes General Price’s formation back along the Telegraph Road.

The Confederates pass their Fatigue check again. Then the Texas Cavalry re-deploy near the Twelve Corners Church. On the eastern side of Big Mountain, General Price attacks the Union position. This is a limited success and General Asboth’s Division falls back.

The Union commander makes a little progress against McCulloch’s Division: a limited retreat with few casualties. At Elkhorn Tavern, General Asboth attacks Price’s position and forces the 5th & 6th MSG to fall back. Elkhorn Tavern and the wood lot are no man’s land at this moment.

The Confederate player fails the Army’s Fatigue die roll this time. That means none of his units will be able to recover this turn. General McCulloch reforms his lines along Ford Road and counterattacks part of the Union line. As a result, Gruesel’s Brigade retreats. Then near Elkhorn Tavern, Price’s Division launches another attack against Colonel White’s Brigade and this time destroys it.
Pea Ridge: St Louis then Huzzah!

**Turn Fourteen 12:00 noon**

The Union commander attacks the Texas Cavalry on Ford Road and it is retreated toward the Twelve Corners Church. Colonel Osterhaus proceeds with caution. Over at Elkhorn Tavern, the Union line pulls forward and engages the Confederate position. There is no major effect. The Confederate player’s Army continues to experience Fatigue. A few attacks near Elkhorn Tavern have no effect.

**Turn Fifteen 1:30 pm**

Osterhaus launches an attack against the 3rd Louisiana & 4th Arkansas of Hebert’s Brigade along Ford Road. The Rebel unit fails its morale check and retreats toward the church. Near Big Mountain, Colonel Davis strikes Price’s position and successfully knocks out the right flank.
The Confederate Army is successful in the Fatigue die roll and is fresh. This allows recovery to take place. Then the Missouri Guard attacks Colonel Patterson’s Brigade along Big Mountain. Both sides suffer losses.

**Turn Sixteen 3:00 pm**

General Asboth makes a final lunge against Price’s position and drives him back farther along the Telegraph Road. The fighting along Ford Road has all but abated. Neither side has much left.

**Summary & Analysis**

The Union has more VP (+2 VP) but this not enough for victory; the battle is a draw.

The Union player still had plenty of strength but had difficulty coordinating attacks. A mistake was made in separating Osterhaus and Asboth’s Division (the Union 1st and 2nd) as General Sigel had the ability to coordinate them. A bigger problem was too much caution throughout.

The Confederate player probably spread his army a little too thinly, although the entire army was able to engage simultaneously (which did not happen historically). A bit more power in the center might have captured the Union supply wagon, which would have eased the Confederate supply situation.