

**MD02 – PEA RIDGE EPIC - March 7, 1862**  
(Scenario: Michael Dippel)

**Historical Overview**

In December 1861, Gen. Samuel R. Curtis took command of the Union Army of the Southwest and was instructed to drive the Confederates out of Missouri. Van Dorn, newly appointed commander of Confederate forces in Arkansas, joined with Price and McCulloch and had grand plans to invade Missouri, take St. Louis, and then move against Grant from the north. Rather than attack head on against Curtis's men, who were drawn up in a good defensive position, Van Dorn planned to march around the Union right flank and attack them from the rear.

By midmorning on March 7, Van Dorn's leading division, under Price, had reached a position north of Elkhorn Tavern. Unfortunately, his second division, under McCulloch, had fallen behind. Van Dorn ordered McCulloch to strike south and attack toward Leetown, several miles west of Elkhorn Tavern. This resulted in two separate engagements being fought. Curtis was alerted to the Confederate flank march and managed to reorganize his defenses to face north instead of south.

He sent Col. Eugene A. Carr's division to block Price, while his remaining three divisions moved toward Leetown.

Near Elkhorn Tavern, Carr had occupied strong defensive positions on top of the Pea Ridge plateau. Following a prolonged artillery barrage, the Confederates attacked. Carr's troops fought stubbornly and gave ground slowly. Toward dusk, Carr was able to withdraw his battered regiments.

The stage is set, the battle lines are drawn, and you are in command.  
The rest is history.



**Staffing Notes**

**Union:** Samuel R. Curtis  
10 Command cards

**Confederate:** Earl Van Dorn  
10 Command cards  
Move first

**Victory Conditions:**  
12 VP

**Special Rules:**  
None

**Modified Epic Rules**

1. You may play one ARMY card or 1-3 field cards.
2. Counter Attack may be counter an played ARMY or Field card of your opponent.
3. Some field cards, which allows you order units in 2 or 3 sections, counts as 2 or 3 played cards.  
These cards are noticed as Field 2 or Field 3 cards.
4. Each section may get only a field card.
5. After turn, you may draw 2 cards (observe hand limit)
6. If you play at least one Scout card, you may draw 3 cards and keep 2 (observe limit of hands)
7. A field commanders, which get no card, are allowed to make a INI roll. Roll one die and order a unit, which symbol is shown.  
A flag forces one of your units to retreat. If a XSW is rolled, one unit loose one figure.

**Modified Tactic Cards:**

- Assault: up to 6 units in section
  - Force March: up to 6 units in section
  - Rally: Roll 1 die for each command card you hold (including the played rally).
- For all symbols, a block of this unit symbol is recovered, in any/different section(s).

28	10	4												3	12	6	6			3	19	6	4



AC02 - Pass Ridge, Arkansas (Elkhorn Tavern) — March 7, 1862



Confederate

Union