Little Sugar Creek

February 17, 1862, Arkansas

"For the first time I saw men who were killed in battle, and it was a nasty sight."

Geo. Cummins, 36th Ill.

Background

During the early winter months of 1862 Confederate Major General Sterling Price and his army of Missouri secessionists found themselves once again the focal point for a Yankee offensive. Their old enemy, the Federal Army of the Southwest, which they had defeated the year before at Wilson's Creek, had a new leader and a mission to free Missouri from Rebel influence.

Despite the inclement weather and arduous terrain Union Brigadier General Samuel R. Curtis advanced his forces, causing Price to abandon his winter quarters in Springfield Missouri. Price marched south in great haste to affect a rendezvous in northern Arkansas with his old rival Benjamin McCulloch. Shortly after crossing the State line into Arkansas, Price was reinforced by one of McCulloch's brigades under Colonel Louis Hebert. Despite the welcome fresh troops Price was not inclined to stop and give battle, instead Hebert took over as the rearguard while the main body continued to trudge south.

Hebert banked on stopping the pursuers with a show of force, but as he pulled back from one such demonstration, he found that the Yankees were too close, and that he would have to fight. The Rebels drew up on James Dunagin's farm while they waited for help from Price. Reinforced with two Missouri regiments Hebert held his ground for some two hours and eventually retired in good order.

Union losses amounted to 13 killed and 20 wounded, mostly from the 1st Mo. Cavalry. Confederate casualties are unknown, but 26 bodies were said to have been left on the field.

THE WARGAME

The complement of Vandever's brigade has been reduced due to heavy straggling as they were rushed into combat. The action starts at 2 p.m.

DEPLOYMENT

Deployment is as per the map. Vandever arrives at point A in at 2:30 p.m., Dodge is just behind him at 3:30. Carr arrives with the First Brigade.

TERRAIN

Woods and slopes are normal movement

VICTORY CONDITIONS

Union forces must inflict 60% casualties on the Confederates and drive them from the field. The Rebels must hold out until 5 p.m. then retire in good order.

COMMANDS:

Union - 3 Confederate – 2

SCALES:

Time - 15 minutes per turn

Units – Strengths are base roughly on 100 to 1000 man Regiments and their Experience. The nonlinear numbers for Infantry and Cavalry can be changed to a linear numbers, by reducing the next number in the row by one, down to the last number which should be a one. **Map** - 1" = 40 yards / Each square is 12 inches

This Scenario was developed from **"Kirby Smith's Confederacy"** by George Anderson & Ryan Toews, Potomac Publications. Their scenarios books can be Purchased at the Wargames Vault: <u>https://www.wargamevault.com/browse/pub/4892/Potomac-Publications?term=potomac</u> **Highly recommend!**

To use this scenario, you will need a copy of the **"Blücher"** rules by Sam Mustafa are available at: <u>https://sammustafa.com/store/</u> **Also, highly recommended!**

Updated: 01.17.22

UNION ORDER OF BATTLE	CONFEDERATE ORDER OF BATTLE
Fourth Division, Army of the Southwest	
Col. Eugene A. Carr	Hebert's Brigade, McCulloch's Division
(2) (Inspiring & Hero)	Col. Louis Hebert
	(2+1d6)
First Brigade	4th Ark. 654432 -/-1
Col. Grenville Dodge	15th Ark. 654332 +1/-
(2+1d6) (Inspiring & Hero)	3rd La (8)(7)(6)(5)(4)(4)(3)(2) -/+1
35th III. 54332 -/+1 CC-II	Clark's Mo. Bty. 5 4 3 2 2 SBL +1/-
4th Ia. 665432 +1/- CC	
1st Ia. Bty. 544322 SBL +1/-	First Missouri Brigade, Price's Division
	<u>Col. Henry Little</u>
Second Brigade	(1+1d6)
Col. William Vandever	1st Mo. Cav. 654432 +1/- CC
(1+1d6)	2nd Mo. 665432+1/- CC
9th Ia. 654432 -/- CC	3rd Mo. 6653432 +1/- CC
25th Mo. (Phelps' Indpt.) (4(3)(3)(2) +1/- CC-II	
3rd Ia. Bty. 6554333 SBL +1/-	
Ellis's Cavalry	
Col. Calvin A. Ellis	
(2+1d6)	
McConnell's 3rd III. (5)(4)(3)(2)(2) -/- CC-RR-II	
1st Mo (5)(4)(3)(2) -/- CC-II	
Wright's 6th Mo. 5 4 3 2 2 -/- CC-RR-II	
Bowen's Bty. (4)(4)(3)(3)(2)(2) SBL +1/- CC	
Cavalry & Mobile = CC	Sharpshooters = SS
Impetuous = II	Repeaters = RR
Counter Battery = CB	

