

French and Indian *Wargame Scenarios*

Fourteen Game Scenarios of the Early French and Indian War
Part 1 - 1754-1756



An Accessory Module for the Gauntlet Run Game

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FRENCH AND INDIAN WAR 1754-1756

British Units

The British began the war with only a few scattered companies in the colonies, four in New York and three in South Carolina. In Newfoundland and Nova Scotia there were three regiments with artillery and ranger companies. The total troops in America numbered about 2500. In September 1754 Halkett's 44th Foot and Dunbar's 48th were the first regiments sent to the American colonies, each with about 700 troops. They were meant to be brought up to strength with colonial recruits, though the attempt turned out to be deeply disappointing. On paper, British battalions were made up of ten companies of 100 men with one grenadier company. Companies were led by a Captain, a lieutenant, an ensign, three sergeants, three corporals and two drummers. Sometimes ad hoc light infantry units were formed out of handpicked men from among the fusiliers. Volley fire was performed by platoons in formations 2-3 lines deep, with each platoon in a battalion firing in succession. Ranger companies were usually 75-100-man companies. Rifles were not prominent in this period and usually jammed after a few shots. British units received only ten rifles per battalion (one per company) so they do not normally figure into play. All units are armed with smoothbore flintlock muskets (Brown Bess) and bayonets.¹

Fusilier Companies – are formed units, trained to fire in volleys by 'pointing' down range (un-aimed fire). This had a massive impact in the field, like a giant shotgun, but much less effect in the woods.

Grenadier Companies – Grenadiers were picked men, the tallest, strongest men. Except for the 42nd Regiment they wore un-furred, mitered caps, rather than the bearskin caps which became regulation after the war. They are drilled and stubborn.²

Highlander Companies – Scots highlanders normally wore bonnets in lieu of hats and a government plain 'frock' instead of the fancy tartan on campaign. They carry the famed Claymore swords for use in melee.³

Provincial Units – the Provincial units were mustered and supplied by the state and armed by the Crown. They were mostly trained as line fusiliers but there were a few light infantry and grenadier companies. Their uniforms, if any, were of various colors and styles by province, with coats that were short or medium length sometimes without turn backs. Some units might have bayonets and others had hatchets instead.⁴

Colonial Militia – The militia units were usually only armed with muskets brought from home. They trained three-four times a year and these events were often more like social gatherings than actual drill.⁵

Ranger Companies – Rangers are arbitrarily divided into two grades, 'British' and 'Provincial.' The better-trained British rangers were regarded as part of the British army while provincial rangers were either part of provincial regiments or were stationed guarding provincial frontiers. They were meant to be men who had reputations as woodsmen but in most cases required a good deal of training before becoming so. Throughout the war rangers steadily improved their woodland and fighting skills. They carried hatchets instead of bayonets.⁶

¹ Chartrand, *Monongahela*, 22; Reid, *King George's Army*, 10, 22, 34-35; Reid, *Redcoat Officer*, 6-9.

² Reid, *King George's Army*, 6-34.

³ Chartrand, *Ticonderoga*, 24.

⁴ Chartrand, *Monongahela*, 23; Chartrand, *Colonial Troops* (1), 34, 37-41; Chartrand, *Colonial Troops* (2), 3-47.

⁵ Chartrand, *Colonial American Troops* (1), 34 and (2), 14-41.

⁶ Chartrand, *Colonial American Troops* (3), 22-23; Zaboly, *Ranger*, 8.

British Army 1714-1763 (*War of Jenkin's Ear, King George's War, Seven Years War*)

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110. Chaplains may act as noncombatant lieutenants for irregulars (free).

NCOs: mounted have sword and flintlock carbine or pistol, foot armed with a partisan or halberd, but hunters, rangers, and militia will have firearms.

Native Allies – Protestant Mission and Six Nations Amerindians.

<i>Mounted Units</i>	<i>Type</i>	<i>Morale Weapons</i>	
Provincial Cavalry	Light	3	sword, flintlock carbine or pistol
<i>Special: Steady, Mounted.</i>			

<i>British Foot</i>	<i>Type</i>	<i>Morale Weapons</i>	
British Grenadier	Formed	2	smoothbore musket, sword/bayonet
<i>Special: Drilled, First Volley, Stubborn, Tenacious.</i>			
British Sappers	Light	2	construction and digging tools
<i>Special: Drilled, Stubborn; may be deployed with muskets and bayonets.</i>			
British Highlander	Formed	3	smoothbore musket, sword/bayonet
<i>Special: Steady, First Volley, Stubborn, Tenacious.</i>			
<i>Note: for Highlander Grenadier use British Grenadier (above).</i>			
British Fusilier	Formed	3	smoothbore musket, bayonet
<i>Special: Steady, First Volley.</i>			
British Light Inf.	Light	3	smoothbore musket, bayonet/hatchet
<i>Special: Steady, First Volley, Fast, Extended Line.</i>			
British Ranger	Skirmish	3	smoothbore musket, hatchet
<i>Special: Steady, Woodcraft. Option: one figure may have a rifle (add +1 point).</i>			
British Sailor	Skirmish	3	cutlass, pistol, carbine/musket, or half-pike
<i>Special: Steady.</i>			

<i>Colonial Foot</i>	<i>Type</i>	<i>Morale Weapons</i>	
Provincial Fusilier	Formed	4	smoothbore musket, bayonet/hatchet
<i>Special: Wavering, First Volley, Woodcraft. Note: may fight in skirmish in woods.</i>			
<i>Option: Grenadier gains Stubborn rule; Light gains Fast rule.</i>			
Provincial Ranger	Skirmish	4	smoothbore musket, hatchet
<i>Special: Wavering, Woodcraft. Option: one figure may have a rifle (add +1 point).</i>			
Colonial Hunter	Skirmish	2	smoothbore musket, hatchet
<i>Special: Small Unit (5 figures), Drilled, Woodcraft, Forester, Good Shot.</i>			
<i>Option: one figure may have a rifle (add +1pt), long rifle (add +2pts).</i>			
Colonial Militia	Skirmish	5	smoothbore musket
<i>Special: Inexperienced, Woodcraft. Note: includes 'batoemen' and waggoneers.</i>			
Provincial Sailor	Skirmish	4	cutlass, pistol, carbine/musket, or half-pike
<i>Special: Wavering</i>			

<i>Artillery Units</i>	<i>Type</i>	<i>Morale Weapons</i>	
British Artillery	Light gun	2	light smoothbore gun (6-10#)
British Artillery	Medium gun	2	medium smoothbore gun (12-18#)
Provincial Artillery	Light gun	3	light smoothbore gun (6-10#)
Provincial Artillery	Medium gun	3	medium smoothbore gun (12-18#)
<i>Note: British Artillery includes naval gun crews. Limbers: 1-horse limber, 2-horse limber.</i>			

French Units

French regular battalions (*Troupes de Terre*) were made up of 13 companies of 50-men each including one grenadier company. All units had smoothbore flintlock *fusil ordinaire* muskets from *Tulle* or *Charleville*. At the beginning of this period Canada had four battalions, *La Reine*, *Languedoc*, *Guyenne*, and *Béarne*, and Louisbourg had two, *Artois* and *Bourgogne*. In May 1756 General Montcalm arrived with two more battalions of the *Royal Roussillon* and *La Sarre*, but these battalions only had nine companies each.⁷

Fusilier Companies (Infanterie de la Ligne) – Line infantry fought in formation. They were armed with *fusils ordinaire* (common guns).

Grenadier Companies – Grenadiers were picked men, the tallest, strongest men. The French grenadiers of Canada had not yet received their signature special headgear and wore tricorn hats instead. Their only distinction was the allowance of wearing moustaches, a broad-tipped curved sword, and a larger, more ornate cartridge box. They were armed with *Fusils de Grenadiers*.⁸

Piquets – Piquets (Infanterie légère) In this time period they are not mentioned.

Colonial Marines (Compagnie Franches, Troupes de la Colonie, or Troupes de la Marine) – They were established in Canada in 1683 and remained the only uniformed troops until 1755. They were often the most versatile troops on the continent. They were organized into independent companies of fifty men with four Canadian-born officers (captain, lieutenant, ensign, and cadet). Though some companies, such as those at Louisbourg, were kept in garrison duties, others were trained in Indian-style woodland warfare which are noted here as ‘Raiders.’ They are armed with *fusil de ordinaire* muskets from Tulle and St. Etienne which were very similar to the Grenadier muskets. Both garrison and raiders are considered to be light troops.⁹

Colonial Artillery (Artillerie Canadien) – were organized as a single company since 1750. They were considered the elite of the marines. Guns were standardized at 4, 6, 8, 12, 18, 24 and 36 pounds with barrels of iron usually painted black. Mortars were not as standardized but were generally 7”, 8”, 9”, and 12”.¹⁰

Colonial Militia (Milice Canadien) – The militia men of the Canadian colonies were more mobilized and had more training and shooting practice. Since 1672, they were organized by parish into three brigades, Quebec, Three Rivers, and Montreal. All men from 16 to 60 years old were required to be available for service, however, since New France did not receive a lot of supplies from France a large number had to be kept at their farms and workshops. The fittest men were sent on raids (Raiders), while the remainder took shifts transporting men and supplies (Garrison). They carried Tulle, Charleville, or Saint-Etienne hunting muskets (*fusil de chasse*) that they could purchase at cost, augmented with hatchets and knives for melee or utility.¹¹

Coureur de bois (or Voyageurs) – The voyageurs lived and worked in the woods were equally at home with natives and habitants alike. They were skilled at all woodcraft. These folk-heroes were never gathered in great numbers and no scenario should have more than a half-dozen or so present.¹²

⁷ Chartrand, *French Soldier*, 28-32; Windrow, *Montcalm's Army*, Plates D-H; Chartrand, *Louisbourg*, 35-42.

⁸ Windrow, *Montcalm's Army*, 36, Chartrand, *Louisbourg*, 41; *Fusil de Tulle*, 31.

⁹ Chartrand, *Louis XV's Army*, 4-10; Bouchard, *Fusil de Tulle*, 28-29.

¹⁰ Chartrand, *Louis XV's Army*, 10-12; Chartrand, *French Soldier*, 27-28.

¹¹ Windrow, *Montcalm's Army*, 13-14; Chartrand, *Ticonderoga 1758*, 25; Chartrand, *Louis XV's Army*, 21-24, Bouchard, *Fusil de Tulle*, 4, 12-16, 22-27.

¹² Windrow, *Montcalm's Army*, 35-36.

French Army 1754-1756

Officers: Lieutenants will be armed with a spontoon and sword, Capitaines and higher ranks may have a sword; raiders and milice may have a sword and pistol or carbine, Insigne, Lieutenante, Capitaine, Commandant. Chaplains, priests who accompanied the troops may act as noncombatant lieutenantes for irregulars.

NCOs: foot armed with a sword and halberd but voyageurs, light infantry, marine raiders, and milice may have firearms.

Native Allies – Eastern Woodland Amerindians, Canada Mission Amerindians.

<i>Metropolitan Foot</i>	<i>Type</i>	<i>Morale Weapons</i>	
Grenadier	Formed	2	smoothbore flintlock, sword/bayonet
	<i>Special: Drilled, First Volley, Tenacious, Stubborn.</i>		
Fusilier	Formed	3	smoothbore flintlock, bayonet
	<i>Special: Steady, First Volley.</i>		
Piquet	Light	3	smoothbore flintlock, bayonet
	<i>Special: Steady, First Volley, Fast, Extended Line.</i>		
Marine	Light	3	smoothbore flintlock, sword/bayonet
	<i>Special: Steady, First Volley. Note: these are ship-borne marines.</i>		
Marin	Skirmish	3	cutlass, pistol, carbine/musket, or half-pike
	<i>Special: Steady.</i>		

<i>Canadian Foot</i>	<i>Type</i>	<i>Morale Weapons</i>	
Raider marine	Light	3	smoothbore flintlock, hatchet
	<i>Special: Steady, First Volley, Woodcraft. Note: may fight in skirmish in woods.</i>		
Garrison marine	Formed	4	smoothbore flintlock, sword/bayonet
	<i>Special: Wavering, First Volley. Note: may fight in skirmish in woods.</i>		
Raider milice	Skirmish	4	smoothbore flintlock, hatchet
	<i>Special: Wavering, Good Shot, Woodcraft.</i>		
Garrison milice	Skirmish	5	smoothbore flintlock
	<i>Special: Inexperienced, Woodcraft. Note: colonial militia garrison troops.</i>		
Voyageur	Skirmish	2	smoothbore flintlock, hatchet
	<i>Drilled, Woodcraft, Good Shot, Forester. Option: one figure may have a rifle.</i>		
Marin	Skirmish	3	cutlass, pistol, carbine/musket, or half-pike
	<i>Special: Steady.</i>		

<i>Artillery Units</i>	<i>Type</i>	<i>Morale Weapons</i>	
Artillerie du métro	Light gun	2	light smoothbore gun (6-10#)
Artillerie du métro	Medium gun	2	medium smoothbore gun (12-18#)
Artillerie de marine	Light gun	3	light smoothbore gun (6-10#)
Artillerie de marine	Medium gun	3	medium smoothbore gun (12-18#)

Note: costs for various guns with crews, and limbers are listed on page 14.

Metropolitan and Naval crews are Drilled, Troupe de la Marine crews are Steady, and Canadian crews (if any) are Wavering. Limbers: 1-horse limber, 2-horse limber.

French military terms

sergent = sergeant	équipe = team	chapelain = chaplain
insigne = flag bearer	escouade = squad	tambour = drummer
lieutenante = lieutenant	peloton = platoon	ayudante = aide
capitaine = captain	compagnie = company	monté = mounted
comandant = major	bataillon = battalion	piéd = foot

Amerindian Units

Iroquois – *Haudenosaunee*, people of the longhouse, British: The Six Nations, French: *Iroquois*. The Six Nations: Ganienkeh (Mohawk), Oneida, Onandaga, Cayuga, and Seneca, Tuscarora, and subsidiary tribes such as Mingos. They may carry muskets, clubs, bows, or knives.¹³

Woodland Indians – The many native tribes (*alliés natals*) allied to the French, should be considered as Woodland Indians. Like the British allied Iroquois, they only fight in skirmish and they take full cover (if possible) while reloading. They carry *fusil de chasse de St. Etienne*, and hatchets and knives or warclubs for use in their melee attacks. War chiefs were often French officers. Native allies were mainly Huron, Algonquin, Abenaki, and some western tribes too numerous to mention.¹⁴

Mission Indians – (Onontoga) the seven nations of Canada) Caughnawaga (Iroquois), Oka, St. François (Abenaki), Oka or Lac des Deux-Montagnes (Iroquois and Algonquin), Bécancour (Abenakis), La Présentation or Oswegatchie (Iroquois), Lorette (Huron), and St. Regis (Mohawk). Chiefs were usually armed with *Tulle fusil fin* (fine muskets). Iroquois of either alliance will not fight each other under any circumstances.¹⁵

Native Units

Northeast Natives (circa 1754-1756)

Native leaders went by many titles but for our purposes we use three levels of leadership: Sachems, Chiefs, and Warchiefs.

NCO – one integral Sachem per Scouting or Hunting Party.

Officers – Chief, Warchief

Native units should have one bow or melee-armed man per five figures; the remainder should be armed with flintlock smoothbore muskets.

<i>Native Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Woodland	Skirmish	4	bow or smoothbore musket, hatchet/club
	<i>Special: Steady, Agile, Forester, Resolute, Woodcraft.</i>		
Mission	Skirmish	3	bow or smoothbore musket, hatchet/club
	<i>Special: Drilled, Agile, Forester, Resolute, Woodcraft.</i>		
Iroquois	Skirmish	2	bow or smoothbore musket, hatchet/club
	<i>Special: Bloodthirsty, Agile, Forester, Resolute, Woodcraft, Tenacious.</i>		

¹³ Johnson, *Iroquois*, 5-7.

¹⁴ Johnson, *Woodland Indians*, 5-14; *Fusil de Tulle*, 12.

¹⁵ Johnson, *Iroquois*, 7 (& internet); *Fusil de Tulle*, 24-27.

SCENARIO 1 – Ambush of Jumonville – May 28, 1754

Captain William Trent of Virginia had been sent by Governor Dinwiddie to the fork of the Alleghany and Monongahela rivers to begin constructing a fort there. But after beginning construction Trent left Ensign Edward Ward and forty men to continue the work (reason unknown), whereupon, on the 17th of April a swarm of bateaux and canoes carrying about 5-600 French marines and militia arrived. They set a cannon against the fort's gates and demanded that Ward surrender, which he did, and the Virginians were allowed to leave. This action foiled the plans of Governor Dinwiddie of Virginia to secure those lands for the British colonists, and to him it constituted an act of war. He ordered the Virginia militia to cross the mountains and assemble at an Ohio Company storehouse located at the juncture of Redstone Creek and the Monongahela River. Washington's 150 men, part of the militia regiment at Will's Creek, began work on building a road to the storehouse. Towards the end of May Washington's contingent had crossed the main ridge of the Alleghanies and were camped at a place they called Great Meadows. Colonel Fry with his half of the regiment was still back in the colony.

Meanwhile at the new site of Fort Duquesne, still in progress, Commandant de Contrecoeur sent Ensign Joseph, Coulon de Villiers, Sieur de Jumonville on May 23 to scout the area for a British presence, and if found, to send two couriers back to inform Contrecoeur. If confronted by a superior force, Jumonville was to present a written proclamation ordering them to leave as this land was claimed by the French. Both the French and British sent out scouting parties; the French scouts found the enemy but Washington's did not.

On the 26th rain was falling, and the Jumonville party sought shelter in a low spot below a rocky ridge about five miles from Great Meadows. Scouts of Tanaghrisson, the Half-King, a chief of a subservient tribe to the Iroquois, had been keeping tabs on both the French and English. He told the twenty-two-year-old Major George Washington that the French intended to attack. Since Washington had orders to remove the French from the Ohio Valley, his duty seemed clear enough, he had to fight. On the 27th, a trader named Christopher Gist came to him and told him that a party of French had entered his settlement, killed a cow, and smashed up everything in his cabin.

Washington dispatched 75 men of his Virginia militia to go to Gist's place. When they arrived a messenger from the Half-King told them where the French were encamped. Washington left his ammunition stores under a heavy guard and set out at 10 o'clock in the evening with 40 men and the Half-King's 20-30 Natives. It was a difficult march and seven men got lost in the woods. The next morning at about 7a.m., they crept up to the encampment. Tanaghrisson sent Washington and his men to the top of the ridge while he and most of his warriors moved left around the French camp. Meanwhile Monacatootha and Cherokee Jack went around the right. An eyewitness known only as "Great Chief" stated that Washington himself fired the first shot. The French assert that their interpreter called out to parley, but Washington denies it. The French also said that Jumonville was killed with a drummer by his side while reading the summons, but Washington also denied this. While several feeble volleys were traded (it was raining), some of the French tried to escape and ran into the Tanaghrisson's trap. The survivors then fled in the direction of Monacatootha and Cherokee Jack and were captured. One French militiaman known as Monceau escaped and brought the news back to Commandant de Contrecoeur. He stated that Jumonville was reading the summons when he left. It seems that no one knows what actually happened that day.

Ten French had been killed including Jumonville and twenty-two surrendered. According to one Ensign Pierre-Jacques Drouillon, the French never took to arms. Washington simply states that he attacked the French, though he called it an

'engagement,' meaning that both sides were firing. The fact that Jumonville's drummer was also killed by the volley seems to give credence to Drouillon's account. However, other accounts report that Jumonville was only wounded in the fight and was tomahawked later by the Half-King while Washington watched in horror. One Virginian had been killed and three wounded (one by friendly fire). Virginia Governor Dinwiddie blamed the incident on the intrigues of the Half-king, which is probably most accurate. Hoping to galvanize his own status among the Iroquois and unite the Indians of the Ohio Valley against the French, the Half-King appears to have desired to start a conflict between France and Britain. If that is so, his goal was realized, and this was the spark that lit a world war.¹⁶

Order of Battle

British (55)

Major George Washington, as captain with drummer (2)
One Virginia militia platoon (21)
One Virginia militia platoon (21)
One Woodland hunting party, Chief Tanaghrisson (11)

French (22)

Ensign Sieur de Jumonville, Marine captain with drummer (2)
One Garrison Marine Squad (10)
One Garrison Milice Squad (10)

Conditions

Game Duration – six game turns.

Terrain – The terrain is light woods with a clearing of about 18" in diameter in the center of the board.

Deployment – The French setup in a rough camp in the clearing and the British start the game at least 19" away, anywhere around the camp. The French player must use the Hidden rules to spot the British. Once they are seen (or heard when they fire), the French need one full turn to get their gear on and therefore cannot fire back in the current turn.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory.

¹⁶ Parkman, *France and England II*, 945-947; Anderson, *Crucible*, 5-7; Preston, *The Trigger*, 30-41, 78; Cherry, *Lost Outpost*, 117-120.

SCENARIO 2 – Skirmish at Pont-à-Buot – June 4, 1754

Governor Shirley of Massachusetts had long desired to clear all of Acadia of French control, and the strongest bastion in French Acadia was Fort Beauséjour, which was seen as a continuous menace. Shirley had convinced himself that reduction of Beauséjour was necessary for self-defense, even though the territory had been awarded to France by the Treaty of Utrecht in 1713. The real reason was that the Massachusetts colonials wanted to gain control of the rich farmland and fishing grounds of the Maritime Provinces. Urged on by Lieutenant Colonel Henry Robert Monckton of the British regulars, Shirley commissioned John Winslow to raise two thousand volunteers for an expedition to the Bay of Fundy. The first battalion was commanded by Winslow and the second by George Scott. They mustered and outfitted at Boston in early April. Each man received a suit of clothing, a blanket, haversack, and 30 shillings bounty. After they were equipped and ready to go, they still had to wait for muskets which had not yet arrived from England. Finally, the fleet of forty sloops and schooners escorted by three frigates left on the 22nd of May, the whole expedition was under the command of Monckton. They arrived at Annapolis on the 26th, picked up a garrison of 200 regulars, and at sunset on the 1st of June anchored within five miles of Beauséjour.

The French fort was situated on a hill between two swamps, Missaguash and Tantemar. It was Pentagonal in shape with solid earthen ramparts mounted with 24 cannon and one mortar. Marine Captain Louis du Pont du Chambon de Vergor was commandant of the fort. He was known to be of disreputable character and had received this appointment from Intendant Bigot who owed him for dubious service. He commanded only 160 Marines, about three companies. Marine Lieutenant Jacau de Fiedmont commanded the artillery. The government in Quebec, whose expenses were multiplied by the endemic corruption of its agents, could not afford to send additional troops defend Acadia. Upon hearing this news, Vergor sent a request to Louisbourg for reinforcements, and ordered the militia of the area to be mobilized. Twelve to fifteen hundred mustered, including a priest named Le Loutre, who was reviled by the English.

The English force landed unopposed and camped at British Fort Lawrence. On the fourth they advanced with five days rations along the bank of the Missaguash to the point where they would cross by a bridge known as Pont-à-Buot. Four bronze artillery pieces led the way, followed by the regulars, then the volunteers, about two thousand men. However, the French under Captain de Fiedmont had destroyed it and built a breastwork of timber that abutted a small redoubt with two carriage-mount guns and four swivels on their side of the river. Four hundred Marines, Acadians, and Indians, outnumbered by five to one, defended the crossing. At 11am the head of the column reached the crossing. The French got into position. Monckton called a halt to consult his officers. First the English sappers carrying timber went forward to rebuild the bridge. The French opened fire and Monckton ordered the British guns to go forward. The English directed canister fire towards the French redoubt. After several minutes the redoubt ceased firing. Monckton ordered the first battalion of provincials to advance and fire at the defenders of the breastwork who fell back from the deadly fire. The second battalion rushed forward to assist building the bridge. As soon as it was useable the regulars crossed to the French side. The defenders fell back as they crossed the stream. The skirmish lasted about 45 minutes. The British found six dead French while suffering one killed and about 20 wounded.¹⁷

¹⁷ Parkman, *France and England II*, 1006-1015; Faragher, *Noble Scheme*, 303-305; https://en.wikipedia.org/wiki/Robert_Monckton, http://www.biographi.ca/en/bio/jacau_de_fiedmont_louis_thomas_4E.html.

Order of Battle

British (156)

- British Lieutenant-Colonel Robert Monckton with ensign (2) [1st turn]
 - British Artillery captain with drummer (2) [1st turn]
 - One British artillery section – two bronze 6# guns, limbered (9) [1st turn]
 - One British artillery section – two bronze 6# guns, limbered (9) [1st turn]
 - British infantry captain with drummer (2) [2nd turn]
 - One British fusilier platoon (21) [2nd turn]
 - One British sapper platoon (21) [2nd turn]
- Massachusetts Lt. Col. John Winslow, with ensign (2) [3rd turn]
 - Massachusetts Provincial captain w drummer (2) [3rd turn]
 - One Massachusetts provincial platoon (21) [3rd turn]
 - One Massachusetts provincial platoon (21) [3rd turn]
 - Massachusetts Provincial captain w drummer (2) [4th turn]
 - One Massachusetts provincial platoon (21) [4th turn]
 - One Massachusetts provincial platoon (21) [4th turn]

French (75)

- Marine Lieutenant Jacau de Fiedmont, as capitaine w drummer (2)
 - One Garrison marine platoon (21)
 - One Marine artillery section – two bronze 6# garrison guns (9)
- Abbé Le Loutre, chapelain (1)
 - One Garrison milice platoon (21)
 - One Micmac/Maliseet woodland raiding party (21)

Conditions

Game Table – a 4' by 6' table oriented the long way.

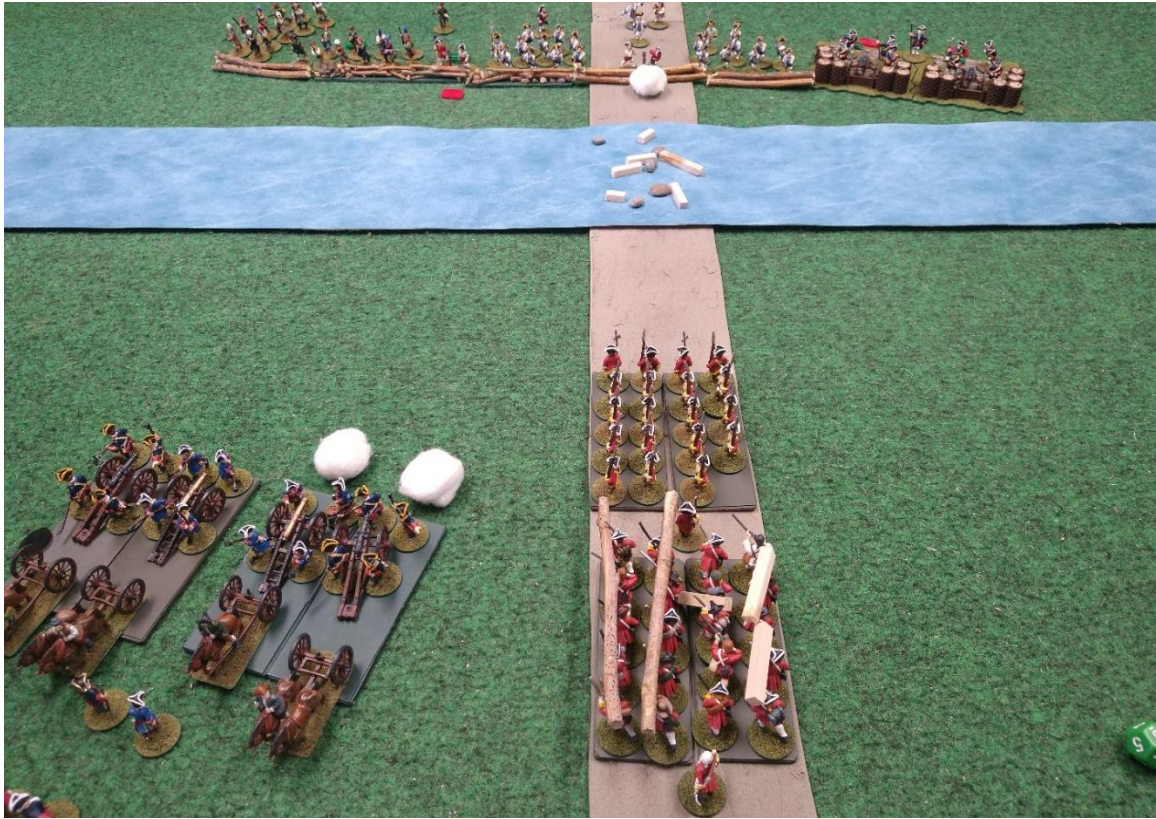
Game Duration – ten game turns.

Terrain – a 6-8" impassible river runs across the centerline of the long length of the board and a dirt road runs across the width of the centerline of the short width of the board. A redoubt (heavy cover) is placed on the French side (west), 4" from the road and 4" from the river. The crossing of the river is at the road (deep ford) and the former bridge has been wrecked (place debris there). Abutting the redoubt and crossing the road, 4" from the stream (deep ford) a timber barricade has been built (heavy cover).

Deployment – The French Marine platoon is set up at the barricade beside the redoubt, opposite the destroyed bridge, with a milice platoon to their right in support. The natives may enter on any turn from any side except the British friendly edge, even across the river. The British/Massachusetts force enters by company beginning on game turn one, on the road, in the order listed above, one company per turn.

Building the Bridge – the British sapper platoon must be employed in rebuilding the bridge. They enter the water (heavy cover) with one squad on either side of the bridge. On the following turn, they may activate in bridge building (Engaged activation). The sappers are carrying bridge materials and tools, no muskets, and therefore may not fire but may defend themselves against an assault, though their progress would be disrupted. If they fail morale they will not fall back or retreat, they will crouch in place instead. Crouching units cannot complete their work on the bridge in that turn. At the end of each turn, count one point per engaged figure. At 45 points the bridge is completed and troops may cross. Squads of the 2nd Massachusetts company may replace defunct sapper squads. The French guns cannot depress enough to hit troops in the water.

Victory Conditions – The British win if they end the game with at least one of their units across the river; otherwise, the French win.



Skirmish at Pont-à-Buot; regulars and sappers move forward.



The British cross the river.

SCENARIO 3 – Siege of Fort Beauséjour – June 7-16, 1754

The British reached the vicinity of the fort on the evening of the 4th and encamped in woody hills nearby. That night a great blaze lit the sky; Vergor had set fire to the village outside the fort so it could not be used by the enemy. Meanwhile, the English leisurely scouted the area and prepared their camp. Then Scott, with 500 provincials, occupied a ridge in range of the fort, upon which a French captain named Vannes quickly sortied with 180 men to oppose them, but soon realizing the disparity of numbers, just as quickly returned to the fort. The British dug-in on the ridge. On the night of the 13th Winslow relieved Scott and brought up two small mortars, placing them in the trenches. Soon one was disabled by French cannon. Then Captain Hazen brought up two larger mortars. Heavy rain did not abate the firing on both sides. The next day, the 14th, the fort received a reply from Louisbourg stating they could not send reinforcements. On the 16th a large shell penetrated one of the fort's bomb-proofs, killing six officers. Very soon, a white flag went up and Vannes came out to propose terms, and after some haggling the surrender was complete. The French militia and the officers plundered the fort, the English marched in. Vergor gave a fine supper to their officers. Father Le Loutre had vanished. Afterwards, Monckton informed Winslow that the Acadians were to be deported. This had been Shirley's plan all along.¹⁸

Order of Battle

British (121)

- British Lieutenant-Colonel Robert Monckton with ensign (2) [1st turn]
- British Artillery captain with drummer (2) [1st turn]
 - One British artillery section – two bronze 6# guns, limbered (9)
 - One Provincial artillery section – two bronze 6# guns, limbered (9)
- British naval lieutenant (1)
 - One light mortar, sailors (4)
 - One medium mortar, sailors (4)
 - One heavy mortar (4)
- British infantry captain with drummer (2)
 - One British fusilier platoon (21)
 - One British fusilier/grenadier platoon (21)
- Lt. Col. John Winslow, foot, with ensign (2)
 - One Massachusetts provincial company (44)
 - One Massachusetts provincial company (44)

French (92)

- Marine Comandante Louis de Vergor with standard (2)
 - One Garrison marine compagnie (44)
- Marine Artillery compagnie, 6# iron/12# bronze guns (20)*
 - One Naval crew, medium iron mortar (4)
- Jesuit Priest, Prêtre Le Loutre, as chapelain (1)
 - One Micmac/Maliseet woodland hunting party (10)
 - One Garrison militia platoon (10)

**Note: the fort has 24 guns: 12-12# bronze cannons, 12-6# iron cannons, and one iron medium mortar.*

¹⁸ Parkman, *France and England II*, 1015-1020.

Conditions

Game Table – a 4' by 6' table.

Game Duration – ten game turns.

Terrain – The terrain is light woods within 12" from the British Friendly edge. A Vauban style fort of about 24"x24" is placed about 6" from the French friendly edge. In the center of the fort is a bombproof (very heavy strength). A ridgeline is setup along the opposite short edge of the board rough ground descending and difficult ground ascending. Artillery and wagons take two turns to go either way.

Deployment – The French setup inside the fort; the British start the game in or behind entrenchments on the ridge.

Bombardment – To begin, the French and British artillerymen can engage in a 6-turn bombardment without involving any infantry. The guns fire every turn since infantry is not engaged. After this the infantry can advance and assault the fort if needed. Both the fort's earthen walls and the entrenchments cannot be destroyed so gunners must aim for the enemy gun crews. Each turn, roll a d6 per gun, the side with the higher roll goes first. Place smokes on guns that fire. Reloading is ignored. Each gun hits enemy crews or troops on 5+, inexperienced crews 6. Experienced mortar crews that roll a 6 will hit the bombproof on the roof. Each time a gun crew receives casualties roll a d6 for morale, on 1-2 that crew will Crouch and will not fire in the current turn. After six turns begin activations using the normal rules.

The Bombproof – British artillery hits on the fort's bombproof will hit the roof, degrading the building's strength as normal. After the roof is destroyed damage will ignite the powder store on a 4+, destroying the building.

Victory Conditions – The French will surrender if all their guns are silenced or the bombproof explodes or if half their infantry squads break or become shaken. If they can hold the fort for 12 turns, they win, if not, the British win.



Fort Beauséjour with the British entrenched on a nearby ridge.

SCENARIO 4 – Assault on Fort Necessity – July 3, 1754

Upon hearing of Jumonville's death Commandant De Contrecoeur began preparations to send a large party to attack the British. About 500 Marines and Militia left Fort Duquesne on June 28 under the command of Jumonville's Brother, Marine Captain Louis Coulon de Villiers. They were joined by hundreds of Indians, perhaps more than 300. Meanwhile, Washington had determined that he and his men would hold out at Fort Necessity at Great Meadows, which was still a work in progress. De Villiers and his men came upon the Jumonville campsite on July 3 and found four scalped and decaying bodies. They were given a decent burial. From that point, the column formed skirmish and moved on behind a screen of scouts. When they arrived at the Meadows Washington sent out 50 men to form up and meet that advancing column, but instead of advancing into the open field, the French and Indians remained hidden and skirmished under a chorus of war cries that sent the Virginians scurrying back into the fort.

Washington and his 300 militiamen had been reinforced by a company of 100 British Regulars from South Carolina under Captain James McKay who also brought six swivel guns that were soon installed around the fort. McKay's men were little better than garrison troops, being untrained for wilderness warfare and McKay himself would not take orders from Washington. Added to that the Half-King's Indians would not join them. They knew that Onontio (Governor Duquesne) in Quebec would soon strike back. To increase his difficulties, Washington had about 100 men who were too sick to fight. That day a rain of variable intensity, began to fall.

At about 11am the French and Indians surrounded the fort and began firing. Washington and his men tried to resist but with inadequate defenses and casualties mounting the fighting lasted until about 8pm that night. The next day the French called for a parley and a British officer met with Captain le Mercier who offered the 'Honors of War' to the British Colonials, stating otherwise it would be difficult for him to control the Indians. Though Washington already had 31 dead and about 70 wounded, he declined the offer at first, but then accepted when talks were renewed. Language was difficult. No one on the French side spoke English and Washington had only two dubious interpreters who could 'speak' French, in which language the surrender documents were written. But the Honors of War were truly given, and Washington left with his and McKay's men. He did not understand that he had agreed in writing to the assassination of Jumonville (which was true) and that the area undisputedly belonged to France (which remained to be seen). Fort Necessity was razed to the ground by the victors. Despite the surrender terms some warriors went after the retreating Colonials and captured ten men, making a breach of the treaty, but it didn't matter anyway because the Virginians had no intention of honoring it. In his haste, Washington left his journal behind.¹⁹

Order of Battle

British (71)

Provincial Major George Washington, as captain with drummer (2)

One Virginia militia platoon (21)

One Virginia militia platoon (21)

British Captain James McKay with drummer (2)

One British fusilier platoon (21)

Two iron swivel guns and crews (4)

French (87)

Marine Captain Coulon de Villiers with drummer (2)

¹⁹ Parkman, *France and England II*, 948-953; Anderson, *Crucible*, 62-65.

One Raider marine platoon (21)
One Raider milice platoon (21)
Woodland Warchief (1)
One Shawnee Woodland raiding party (21)
One Delaware Woodland raiding party (21)

Conditions

The Game – is played on a 4' by 6' table.

Game Duration – eight game turns.

Terrain – The terrain is scattered wooded hills surrounding an open meadow, up to 12" from each short edge and 6" from each long edge. A shallow perimeter ditch of about 18" x 18" is located in the center of the meadow (light cover). In the southwest corner a place a loose stockade about 12" in diameter (also light cover). A storage cabin in the center of the stockade is too small for use as cover.

Deployment – The British setup inside the stockade and Washington's men are setup to cover the outer defenses. The French units enter the board on the first turn from any edge.

The Rain – Under the trees the French were relatively unaffected by the rain while the British out in the open felt the brunt of it. Beginning of turn 2 roll a d12 at the beginning of each turn:

1-3 the rain is very light and both sides have unrestricted fire;

4-6 the rain is moderate and the British must use matchlock skirmish fire;

7-9 The rain is heavy, giving both sides a +1 to hit in addition to their existing cover, the British must still use the matchlock skirmish fire;

10-12 the rain is so intense neither side may fire, the fort's interior becomes Difficult Ground for movement.

Objectives – The British are attempting to outlast the French assault.

Washington is determined to maintain control of the area. The French want the same and must drive Washington and his men out and destroy the new fort.

The Rain -

Victory Conditions – The British will surrender if three squads break (or become shaken) or if the French end the game with at least one unit inside the fort. The French will leave if three of their squads break (or become shaken).

SCENARIO 5 – Battle of Monongahela – Ohio, July 7, 1755

Braddock's army pushed forward, widening a path into a road as it went. His advance column including 7 scouts, Lt. Colonel Gage with companies of grenadiers and artillerymen, and a group of workmen under St. Clair. Their objective was to reach Fort Duquesne at the confluence of the Monongahela and Allegheny Rivers. General Braddock hoped to invest the fort by the 10th of the month. However, a force of French and Indians rushed to meet them including 108 Marines, 146 milice, and 650 Amerindians. The British marched with "Colours flying, Drums beating, and Fifes playing." At about 2:00pm the British scouts saw the French advancing towards them, then they ran back to warn the vanguard. Captain Gordon of the Engineers rode up to have a look. He thought the "whole number" of French and Indians "did not exceed 300" and saw "an Officer [probably Beaujeu] at the head of them dressed as an Indian, with his gorget on, waving his hat, and his command immediately dispersed to the right and left, forming a half-moon." The British also formed up in line and fired a few volleys. Commandant Beaujeu was killed and about 100 militia and Indians broke and ran. Seeing them go, the British, inspired by 'near triumph' let out cheers. Captain Jean-Daniel Dumas took over command of the French. Things already looked bleak for the French, and at that point, Dumas only wished to be killed rather than defeated. He called on his men to stand and fight with him and then went forward with courage "given by despair." French Marines formed up in line to block the path and the remainder of the force fanned out into the woods and soon gave a very heavy fire. The British stopped cheering and the shocked grenadiers began to falter. Hearing the French fire, the troops and Amerindian that fled returned to the fight.

The British moved up reinforcements as quickly as they could but in the British lines, confusion began to set in. The troops fired at nothing, and occasionally at each other, using un-aimed volleys as they had been trained to do. Beaujeu had given orders to attack both British flanks. Horrific war whoops began to fill the air all around the British. The Canadians and Amerindians, with their small-caliber hunting muskets rained deadly aimed fire. The massed troops made excellent targets and it was noted that they fired at "officers especially." Hearing the excessive firing to the front, General Braddock ordered more troops under Lt. Col. Burton to advance. Then he decided to go and see for himself. He found the vanguard with the 6 pounders firing to the front. They couldn't see that Dumas and most his men were not there anymore. Colonel Gage realized that his men were flanked and ordered a 30-yard withdrawal. Burton was forming his men to face the firing from a rising ground on the right when Gage's men collided with his, and a great confusion set in. The colonial provincials ran up and without orders, took cover behind trees and began to fire. General Braddock ordered them to get back into line.

The firing was clearly quite accurate and the Regular's training to close ranks to make up for casualties continued to ensure they were excellent targets. Burton could not get his men to advance to capture the hill on the right. An officer named Orme finally got about 100 men mustered to charge the hill, but they also refused. Braddock was hit in the chest and shoulder at about 04:00-04:30pm. By then, all the senior British officers had been killed or wounded. One Captain Stephen wrote of the troops, "They.... would obey no orders, killed one another, and deserted the Colours." When it was over, the French had three officers killed and four wounded, and four fusiliers killed or wounded, the Canadians even less. The Canadian Indians had twenty-seven killed or wounded, but the loss of the western Indians was not reported.²⁰

²⁰ Parkman, *France and England II*, 985-995; Chartrand, *Monongahela*, 57-82; Anderson, *Crucible*, 97-103.

Order of Battle

British (137, four guns)

Vanguard (93)

Lt. Colonel Gage, Field Officer with ensign, mounted or foot (2)

British Company captain and drummer (2)

One Mingo (Iroquois) scouting party, sachem Monocatuga (5)

One British grenadier platoon (21)

British artillery section, 2 iron 6# cannons, limbered (9)

British Company captain and drummer (2)

One British fusilier platoon (21)

One British light infantry platoon (21)

British artillery section, 2 iron 6# cannons, limbered (9)

Reinforcements (46)

Major-General Braddock, Lt. Colonel George Washington, mounted (2)

Provincial captain with drummer (2)

One Virginia provincial platoon (21)

One Virginia provincial platoon (21)

French (109)

Commandant Daniel de Beaujeu (1)

Marine Captain Dumas with drummer (2)

One Garnison marine platoon (21)

One Raider milice platoon (21)

Capitaine Charles-Michel de Langlade, as warchief (1)

One Delaware woodland raiding party, Chief White Eyes (21)

One Ottawa-Shawnee woodland raiding party, Chief Pontiac (21)

One Mission raiding party, Chief Ouréhaoué (21)

Conditions

Game Table – a 4' by 6' table oriented the short way.

Game Duration – Eight game turns.

Terrain – The entire board is woods except on the new road, which runs from the center of the British edge of the board up to 12" from the British friendly edge. A forest path continues to the opposite side of the board. Otherwise, the entire board is covered with light forest with patches of medium woods. The light woods are rough ground for artillery limbers. There is a wooded hill providing some additional cover (+1) along the crest, off to the British right, starting about 6" from the edge of the board.

Deployment – Gage and his men, begin the game onboard. The Mingo scouts are setup 2' from their friendly board edge with the grenadiers in line 12" behind them, the guns on the road directly behind them, and Gage anywhere in the line of march. Captain Beaujeu and his platoon of Marines are setup 6" from their friendly edge and deployed in line centered on the path.

Reinforcements – the British company enters from the road on game turn 2; the reinforcements (Braddock and Washington's Provincials) enter from the road on turn 4. The French reinforcements will enter the board on game turn 2 with the Canadians entering on the path and natives entering anywhere along their friendly board edge.

Special Rules – As long as Gage or Braddock are functional the provincials are not allowed use the Woodcraft rule.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory, or, if either side drives the other from the board.

SCENARIO 6 – The Monongahela Retreat – Ohio, July 7, 1755

Lt. Colonel Washington was now the only senior officer to remain. Two horses had been shot out from under him and four bullets had pierced his coat. He realized that the British and Colonials could no longer fight effectively; the army would not stand. The wounded Braddock ordered him to retreat back to Dunbar's farm. Washington then placed Braddock in a cart and began to collect "the best men" to form a rearguard to cover the retreat. The dead and wounded, the baggage, and the artillery were left behind. Not far from the ford Washington's improvised rearguard "formed in the best order circumstances would admit on a piece of rising ground." They must hold off the French and Indians until Braddock's wagon and other walking wounded and fleeing men are safely across the river. The remainder of the British army is consumed with panic. Lucky for Washington, many of the Indians and some of the Canadians were already beginning to pillage the battlefield, which means they stopped fighting. His opponent, Captain Dumas, was rapidly losing control of his men. He tried to keep them in pursuit of the British but fearing a counterattack he eventually ordered a halt.²¹

Order of Battle

British (88)

Lt. Colonel George Washington with British ensign (2)
 One Virginia provincial platoon (21)
 One Virginia provincial platoon (21)
 One wagon carrying the wounded General Braddock
British Captain with drummer (2)
 One British light infantry platoon (21)
 One British grenadier-fusilier platoon (21)

French (107)

Marine Captain, Jean-Daniel Dumas (1)
 One Garrison marine platoon (21)
 One Raider milice platoon (21)
Captain Charles-Michel de Langlade, as warchief (1)
 One Delaware woodland raiding party, Chief White Eyes (21)
 One Ottawa woodland raiding party, Chief Pontiac (21)
 One Mission raiding party, Chief Ouréhaoué (21)

Conditions

Game Table – a 6' x 4' table.

Game Duration – six game turns, or, until Braddock's wagon is saved or captured.

Terrain – The entire board is light woods except along the 4" wide road. The dirt road leads down the center of the long length of the board, through a ford, and off the British friendly edge. Place a 6-8" wide river along the short side of the British end of the board, centered about 12" from the British friendly edge. Set a small hill about 12-16" in diameter in the center of the board about 24" from the French edge.

Deployment – Braddock's wagon (a single-horse cart) is placed on the road directly behind Washington's position, about 36" from the far side of the stream. Since care must be taken for the wounded Braddock, the wagon cannot run. Washington and his men are located on or within 3" of the small hill in the center. The British units must remain in line formation as much as possible but the Provincial units may be in skirmish

²¹ Parkman, *France and England II*, 985-995; Chartrand, *Monongahela*, 59-82.

formation. The French and milice must start at least 16" from any British units. Langlade's Amerindians may enter from anywhere along either long side up to 3' from their friendly short edge.

Dwindling Resources – At the beginning of each turn the French player must roll a d6: on a 1 or 2 a single native hunting party or milice squad stops fighting to plunder the dead and wounded (player's choice), remove from play.

Victory Conditions – Braddock's wagon must completely cross the river for the British to win the engagement. The French and Indians may not fire at or assault the wagon but they capture it if at the end of any turn they are in contact with it and no British units are within 6" of it. Both armies will stop fighting if half their units (squads and hunting parties) have left the battle or have become shaken or broken.

Scenario 7 – The Bloody Morning Scout – New York, September 8, 1755

Baron Dieskau, known to the French as Jean-Armand Dieskau, Baron de Dieskau, who had become the new general of French troops in Canada on February 20 1755, left Fort Ticonderoga with a considerable force intending to attack Fort Lyman 14 miles below the south end of Lac St. Sacrement which the English called 'Lake George.' Dieskau had 216 regulars of the Languedoc and La Reine regiments, 684 Canadians, and about six hundred Indians. When they had approached several miles from the fort, they captured some English waggoneers and discovered that, contrary to a captive's assertion, there was a large British force encamped at the lake. Dieskau advanced to within three miles from the English camp, and his scouts captured a man who informed them that an English column was approaching. The regulars halted on the road while the Canadians and Indians pushed ahead in the woods that flanked the road. The waggoneers who had escaped reached the encampment and informed Sir William Johnson that there was a war party nearby.

Major-General Sir William Johnson of New York had 2200 men and 300 Indians, but his provincial troops were Wavering militia. Only one unit had uniforms, blue faced with red. They carried hatchets instead of bayonets since most had brought their own arms. Second in command was Colonel Phineas Lyman, forced on Johnson by Connecticut, who would send no troops otherwise. He decided to send out two detachments of five hundred men. One towards Fort Lyman, and the other towards South Bay, "to catch the enemy in their retreat." Hendrick, chief of the Mohawks, disagreed and talked him out of splitting his force. He, himself, being too "old and fat" rode a horse at the head of 200 warriors.

Johnson's scout including Colonel Ephraim Williams' regiment of Massachusetts men and Connecticut's Lt. Colonel Whiting's detachment left the camp in a column of 1000 colonials and 200 Indians without sending out skirmishers. However, sharp-eyed Hendrick soon saw signs of the enemy and at the same instant a musket was fired from the bushes. It may have been one of the French Iroquois warning their cousins, the English Iroquois. But it was too late. The trap was sprung and the head of the column "was doubled up like a pack of cards." Hendrick's horse went down, and the old chief was killed by a bayonet. Thus far, the attack had come from the British left.

Colonel Ephraim Williams of Massachusetts saw a rise on the right made for it urging his men to follow. Then the muskets on the right opened up and he fell dead. At the same time the men in the rear of the column were surging forward to support those in front and were met by the same volley. There was a general panic, the whole column recoiled as one and turned to leave when the head of the column (now the rear) was assaulted as the enemy rushed upon it. There was a moment of total confusion, but part of William's Regiment rallied under the command of Whiting, and covered the retreat, falling back by turns as they took cover behind trees, Indian style. They were aided by some of the Mohawks and by another detachment that Johnson had sent to help. At about three quarters of a mile from the camp the French finally stopped the pursuit with a provincial volley as they "were seen to drop as pigeons."²²

Order of Battle

British (108)

Colonel Ephraim Williams with ensign (2)

One Massachusetts militia platoon (21)

²² Parkman, *France and England II*, 1052-1053; Castle, *Fort William Henry*, 23-26.

One Massachusetts militia platoon (21)
Lieutenant Colonael Whiting (1)
One Connecticut militia platoon (21)
Warchief Hendrick, mounted (1)
One Iroquois raiding party (21)
Reinforcements: One militia platoon (21)

French (133)

Baron Dieskau with insigne (2)
French capitaine with drummer (2)
One French grenadier platoon (21)
One French fusilier platoon (21)
Milice capitaine with drummer (2)
One Garrison milice platoon (21)
One Garrison milice platoon (21)
Legardeur de Saint-Pierre, as warchief (1)
One Woodland raiding party (21)
One Mission (Iroquois) raiding party (21)

Note that the French Iroquois will not attack the English Iroquois & vice versa.

Conditions

Table – a 6'x4' game table, oriented along the long length.

Game Duration – eight game turns.

Terrain – The entire board is medium woods except along the 4" wide road, which leads down the center of the long length of the board. There is a rise to the British right.

Deployment – Williams and his men are placed in column on the road beginning at the center of the board. Whiting and the Indians are placed a few inches behind them. Dieskau and the French regulars are placed about 18" to their front and the Militia and Indians at least 12" to the side of the English column but no further to the English friendly board edge than the end of the British column.

Reinforcements – one English Militia platoon will enter the board from their friendly board edge on game turn 4.

Victory Conditions – If neither side concedes use the victory points in the Raiding Rules to determine victory.

Scenario 8 – Battle of Lake George – New York, September 8, 1755

The men inside Johnson's encampment could hear their comrades falling back as the firing drew nearer. They began to feverishly prepare for defense by building a barricade at the front of the camp (north side), partly wagons and bateaux, but mostly trunks of trees, hewn down and laid end to end, and extending from a hill on their left to the marshes on the right. But they did not have time to clear the ground in front of them. Three cannons were set on the road they had built. An hour and a half after they had left the camp the survivors were all back inside it. Five hundred men were installed to guard the flanks and the remainder, 1100-1200 men, were lined up behind their rough barricade, Massachusetts on the right and Connecticut on the left.

No sooner was the English force in place when a white-coated column on the road and the glittering of hundreds of bayonets and musket barrels were seen in the woods. The Canadians and Indians let out a terrific war hoop, causing uneasiness along the defensive line, and began to fire from behind trees. The French regulars advanced on the road where the trees were thin, deployed into line, and fired by platoons, until Captain Eyre, in charge of the artillery, opened up on them with grapeshot, breaking their ranks and forcing them to take cover. The firing from both sides became furious. Johnson was wounded in the thigh and was taken to his tent. Lyman took over command. The camp's two surgeons and two assistants were soon very busy. As the wounded streamed back the waggoneers took up their arms and rushed to help. A Mohawk, seeing one waggoneer still unarmed jumped over the barricade tomahawked a Canadian, took his musket, and jumped back unhurt. But most of the English Mohawks did nothing, saying they had come to see their English brothers fight. This was the last of their involvement in the war. Dieskau tried to force the fight on the left, then moved to the right, where he got too close and was hit in the leg. Then while being tended by his adjutant, Montreuil, he was hit in the knee and thigh. He wanted to rally his men again, but it was too late. The English militia was already crossing the barricade and dashing forward with a shout, assaulting the enemy with hatchets and gun butts. The French fled the field. The English had lost 262 killed, wounded, and missing while the French lost 228, mostly regulars. The Iroquois left for home to mourn the death of Chief Hendrick.

Dieskau was shot again in the hip by a French deserter who had joined the English many years earlier. He was carried back into the camp and Johnson refused medical service for himself until Dieskau had been tended to. Dieskau was transported to Fort Lyman, Albany, and then New York. He had praise for his enemies: he was grateful for the kindness shown him by the officers, especially Johnson, and he remarked that in the morning the English militia had fought like good boys, at noon like men, and in the afternoon like devils. He never recovered from his wounds, and he died a few years later.²³

Order of Battle

British (99)

Major-General William Johnson with standard bearer (2)

Massachusetts militia captain with drummer (2)

 One Massachusetts militia platoon (21)

 One Massachusetts militia platoon (21)

Connecticut militia captain with drummer (2)

 One Connecticut militia platoon (21)

 One New York militia platoon (21)

²³ Parkman, *France and England II*, 1053-1058; Castle, *Fort William Henry*, 27-35.

Artillery Captain Eyre (1)

One Provincial artillery section – 2 iron 6# cannons (8)

French (134)

Baron Dieskau with insigne (2)

French captain with drummer (2)

One French grenadier platoon (21)

One French fusilier platoon (21)

Marine captain with drummer (2)

One Garrison marine platoon (21)

One Garrison marine platoon (21)

Marine captain with drummer (2)

One Raider milice platoon (21)

One Woodland raiding party (21)

Conditions

Table – a 6'x4' game table, oriented along the short width.

Game Duration – ten game turns.

Terrain – the British colonial encampment covers a 3' wide by 16-18" deep rectangle in the center along the British friendly board edge. They have constructed a low log barrier that gives them hard cover and a removable barrier in the road that gives light cover. Tents are set within the enclosure. The rest of the board is medium woods except for a clearing no more than 3" to either side of the dirt road. It leads across the center, bisecting the long length of the board, from the French friendly edge to the British colonial friendly edge.

Deployment – the British are placed inside their camp, behind the barrier with the Massachusetts company on the right and the Connecticut company on the left. The artillery section is placed in the road, covering the entrance to the camp. The French force is setup as desired at least 20" from the British camp.

Reinforcements – none.

Victory Conditions – Play until one side concedes or use the victory points in the Raiding Rules to determine victory.

Scenario 9 – Skirmish at Bloody Pond – New York, September 8, 1755

During the battle several hundred Canadians and Indians had left the fight to return to the scene of the morning's ambush in order to plunder and scalp the dead. They were resting near a pool in the forest close by the road when a volley overtook them. It was fired by colonial rangers of Captains Folsom and McGinnis. They were a scouting party that had been sent on a patrol from Fort Lyman. The attackers were greatly outnumbered but after a hard fight, the Canadians and Indians broke and fled. According to tradition, the bodies of the slain were thrown into the pool which to this day is called Bloody Pond.²⁴

Order of Battle

British (42)

Provincial ranger platoon, Captain Folsom (as a lieutenant) (21)

Provincial ranger platoon, Captain McGinnis (as a lieutenant) (21)

French (42)

One Garrison milice platoon (21)

One Woodland raiding party (21)

Conditions

Table – a 6'x4' game table, oriented along the short width.

Game Duration – six game turns.

Terrain – a small pond (about 12" in diameter is located in the center of the board. The French and Amerindians are resting by it. A dirt road passes by one edge of the pool. The rest of the board is covered with medium woods.

the English encampment covers a 2' by 1' rectangle (light cover) no more than 12" from the English friendly board edge. The rest of the board is light woods except along the 6" wide road, which leads down the center of the long length of the board, from the French friendly edge into the camp.

Deployment – the English are placed inside their camp along the defense lines with Massachusetts on the right and Connecticut on the left. The two cannons are placed in the road, covering the entrance to the camp. Tents are placed inside the enclosure.

Reinforcements – one French Militia squad and one woodland Indian squad will leave the board from their friendly board edge on game turn 3.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory.

²⁴ Parkman, *France and England II*, 1056; Castle, *Fort William Henry*, 31-35.

Scenario 10 – Raid on Fort Bull – New York, March 27, 1756

Lieutenant Gaspard-Joseph Chaussegros de Léry in command of eleven officers or cadets, 80 enlisted marines, and 166 militiamen, 263 men in all, left Lachine near Montréal in late February. They were joined by about 100 Iroquois and Abenaki mission warriors. It was a very difficult and cold winter journey upriver that also involved dragging their bateaux over the ice. They arrived at Fort La Présentation (present-day Ogdensburg, NY) on March 6th and 7th where they rested for a few days. Thirty-eight warriors from the La Présentation mission joined them though the rumor that the English knew they were coming disturbed them, Léry, however, was not concerned. Two Oneida warriors guided them through the largely unknown territory on what turned out to be a difficult journey south on the Oswegatchie River which the French called the Rivière de Choüekatsy.

They set out again on March 12 though some of the marines and officers did not continue with them. The weather had been warmer as they continued to travel south along the Oswegatchie, but it eventually turned to cold rain. They left the river sometime after the conjunction with Moose River. By March 25th they had reached the bank of the present-day Lake Delta. One of their scouting parties ran into a group of six Oneidas including two chiefs. De Léry hurried to meet them he wanted to know if they would join them or at least remain neutral. He was told that a native of La Présentation had warned Captain William Williams of Shirley's 50th regiment that a war party was coming. De Léry knew that two forts were close by, Fort Williams where the carry began and another called Wood Creek Fort also known as Fort Bull, at the end of the carry. De Léry wanted to know which one had the greatest number of supplies headed to Oswego. Chief Tarvisn informed him that Fort Bull had the most, so he decided to attack Fort Bull. On March 27 at 4:30 in the morning they rose and approached Fort Bull. A light snow had fallen during the night and the air was cold.

At about 9am scouts apprehended two of the garrison some distance from the fort as they approached using the portage road. About an hour later the natives intercepted a convoy of sleds coming from Fort William with eleven drivers, one of whom jumped on a horse and headed to Fort William. From them, de Léry learned about 100 men had arrived at Fort William and were camped outside it. Then the Indians decided they would not attack the Fort, fearing it had been warned of their approach. De Léry appealed to them to at least guard the prisoners and the sleds and watch the portage road for any enemy approach. Only 30 warriors decided to help with the actual attack. They hurried to their target. Half a mile from their goal they set down their packs and fixed bayonets. In their final approach the Indians let out their customary war whoops and the British outside ran back into the fort and closed its gate, which turned out to be very sturdy. Others that ran off into the woods were chased by the natives. The French advanced to the stockade, where some of the men fired through the gun ports while others hacked at the gate. The French used a log battering ram to finally break it down at about noon. The French rushed inside shouting "Vive le Roi!" and were met by ineffective musket fire and grenades. British Lieutenant Bull at the head of the defenders was killed as well as all whom the French and natives closed with. A few of the defenders put up a fierce resistance from the barracks. De Léry ordered the fort's powder store to be thrown into the river.

In one building a native had rushed inside, killed the commandant's wife knocking her body into a lit fireplace, and he dragged her body with a burning skirt out of it, setting fire to the house. Soon the fire reached the powder magazine. De Léry saw what was happening and ordered his men out of the fort as quickly as possible. The resulting three explosions were enormous. The French had run about 770 feet when it

when off. The whole group was thrown to the ground. The buildings, the people, and the immense quantity of supplies inside were wiped out. Sir William Johnson reported he had found the bodies of twenty-six people including two women. Some of the bodies were reduced to ashes and others were butchered giving rise to the widely publicized but unlikely 'massacre' story.

Soon, a native came rushing up to report that enemy reinforcements were coming but it turned out to be a small scouting party led by Captain Williams. Seventy-three warriors ambushed them. Captain Williams and the survivors returned to Fort William. De Léry estimated the British loses at 105 killed or captured. Only one French marine and one La Présentation native had been killed in the fight as well as one Sault Saint Louis native who was killed in the explosion, three killed and six wounded. On the return trip the raiders ran out of food, but they were met at Niaouré Bay by nine bateaux filled with supplies.²⁵

Order of Battle:

British (44)

British 50th Regiment Captain Williams with drummer (2)

One British 50th Regiment fusilier platoon (21)

One Militia platoon (21)

French (64)

Marine Captain de Léry (1)

One French fusilier platoon (21)

One Raider milice platoon (21)

One Woodland raiding party (21)

Conditions

Game Board – a 4'x6' board oriented along the long length.

Game Turn – the game will take six turns.

Terrain – a stockaded fort or part of one is placed on one end of the board, up to 24" from the British friendly board edge. Light woods cover the French side up to 24" from their friendly board edge.

Deployment – the British setup in their fort; the French setup on the landward side. Roll a d10 at the beginning of the turn following any French entry into the fort. If a '1' is rolled, an inadvertently set-off explosion devastates the entire fort.

Reinforcements – None are available for either side.

Victory Conditions – if the British surrender the French win; otherwise, use the victory points in the Raiding Rules to determine victory.

²⁵ Chartrand, *Crushing Blow*, 24-38; https://en.wikipedia.org/wiki/Battle_of_Fort_Bull.

Scenario 11 – The Battle of Oswego River – New York, July 3, 1756

Incredibly, after all this fighting, France and Britain declared war on each other on May 17, 1756. No one in North America thought there wasn't a war. In May, Governor Vaudreuil sent Sieur Louis Coulon de Villiers with eleven hundred soldiers, militia, and Indians to harass Oswego and cut the fort's communications with Albany. About the same time, Lt. Colonel John Bradstreet, commissioned by Governor Shirley of Massachusetts, guided 2000 boatmen to resupply the Fort. His men were each armed with a musket and a hatchet. They began their return on the 3rd of July pushing their way upriver in three divisions. Bradstreet was at the head of the first division, 100 boats manned by 300 men, when it was fired upon by French from the east bank, nine miles from Oswego. Some of Bradstreet's men were killed or captured. Bradstreet saw a column of the enemy crossing to an island. He landed with six or eight followers including a young Captain Schuyler (later General Schuyler of the American Revolution). Their fire held the French back until others could join him, until he had about twenty men. Together, they beat back the attackers twice more.

The French gave up and moved to cross another ford upstream. Bradstreet resolved to go after them (by this time he had 250 men instead of 20). When he reached the upper ford, the French had already crossed and were in a pine swamp near the shore. The two parties fired at each other for about an hour with little effect. Then Bradstreet's men charged and drove the French into the river where they were shot or drowned. Since Bradstreet does not say whether there were 50 or 500 French, this 'victory' cannot be evaluated, though it was trumpeted throughout New England as a great accomplishment, which the populace was surely in great need of. But he did bring to Albany 80 French muskets and many knapsacks. He had lost between sixty and seventy killed, wounded, and missing. Bradstreet was immediately reinforced by several hundred provincials and militia. The accounts of the battle that followed vary so much it is impossible to glean any credible information from them. Author Francis Parkman writes that the event was also greatly exaggerated into a French victory in Canada, thus inflating their own martial spirit.²⁶

The first part of this battle can be done with one additional platoon on each side being reinforced with another platoon each turn.

Order of Battle:

British (90)

- Lt. Colonel John Bradstreet with standard (2)
- Massachusetts militia captain with drummer (2)
 - One Massachusetts militia platoon (21)
 - One Massachusetts militia platoon (21)
- Massachusetts militia captain with drummer (2)
 - One Massachusetts militia platoon (21)
 - One Massachusetts militia platoon (21)

French (86)

- Garrison Marine Captain, Coulon de Villiers with drummer (2)
 - One Garrison marine platoon (21)
 - One Garrison milice platoon (21)
 - One Woodland raiding party (21)
 - One Mission raiding party (21)

²⁶ Parkman, *France and England II*, 1112-1114.

Conditions

Game Board – a 4'x6' board oriented along the short width.

Game Turn – the game will take six turns.

Terrain – the terrain is light woods throughout.

Deployment – both sides setup one platoon, the first listed above, within 12" of their friendly board edge.

Reinforcements – Each game turn after the first, both sides may bring on one platoon in the order listed above until all units are onboard.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory.

Scenario 12 – The Siege of Fort Oswego – New York, August 10-14, 1756

On the fourth of August all was ready. Rigaud de Vaudreuil, brother of the Governor, had already joined Villiers with 700 more men. Montcalm and his Aide-de-Camp, Louis-Antoine, Comte de Bougainville, embarked with the first division on the 4th, arriving at Niaouré Bay on the 6th after a stop at Wolf Island. The entire force was about 3000 men. The second division followed with the hospital train, provisions, and eighty artillery boats. All were together in the bay by the eighth. On the Ninth Rigaud and his men beached and moved into the woods to cover the landing. Montcalm landed with the first division at midnight on the tenth. The English in the forts were unaware of their proximity until a canoe found them in the morning. Two English armed vessels with light guns came to attack them but they were no match for the heavier artillery of the French. The French engineer, Descombes, went to reconnoiter the fort but was mistaken for an Englishman and shot by a 'friendly' native. The attack was pushed ahead with the Canadians and Indians firing at the fort from the trees; they continued all day.

Fort Ontario was the best for of the three. It was star-shaped with a palisade tightly formed of logs fitting close together, with loopholes for firing, but it was worthless against the cannon. The garrison of 370 men were what remained of Pepperell's Regiment after hunger and disease had ravaged them. They fired their eight, small cannon and one mortar all day. Still, the fate of Fort Ontario or Fort Pepperell, as the fort was called, was gloomy. As soon as the French artillery were placed it would be blown to splinters. At some point in the day Colonel Mercer had signaled them to join him at Fort Oswego across the river. They spiked their cannon then left. Boats were sent to collect them and carried them across the river without incident. The third fort, New Oswego or Fort George (also called Fort Rascal by the men) was still unfinished. Both forts were less than five hundred yards from each other. The trading house in Oswego was made of rough stone set in clay, as were the walls that surrounded it. To the west and south the enclosure was protected by an earthen rampart mounted with cannon, but none had been built facing Fort Ontario.

The French toiled all night to setup a battery on the height of Fort Ontario. Before daybreak twenty heavy pieces had been brought up and nine were set in place. The English in the fort imagined they were besieged by at least 6000 men. The battery opened fire at the exposed English whose own artillery was pointing the wrong way. They worked to stack pork barrels as if they were gabions and move cannon behind them to return fire. Montcalm ordered the Canadians and Indians to attack the fort from the landward side. They forded the river and worked their way behind Fort Oswego and attacked under the cover of trees. They couldn't much but the harassment was effective since the garrison was already disheartened. Colonel Mercer who has heading the defense was killed while directing his gunners. That, and the screams of the more than 100 women in the fort, the war cries, howls, and yells of the Canadians and Indians in the woods was enough for a council of officers to send up a white flag.

Sixteen hundred people surrendered including soldiers, sailors, laborers, and the women. It was enough to remind the English Chaplain, Reverend Claude Godefoy Cocquard of the fall of Jericho by the shouts of the Israelites. The French priest, Piquet, erected a tall cross in the ruins. Rum barrels were opened, of which many of the prisoners got their share. Other prisoners tried to escape in the confusion but were tomahawked by the Natives. Many more would have been killed but they were appeased by Montcalm who offered them abundant presents. Inside the forts were found more than a hundred pieces of artillery, mostly swivels and light guns, with a large quantity of gunpowder, shot and shell. The English forts and boats were burned and

what could not be carried away was destroyed. Then the French decamped, leaving the place to the wildlife. The English had lost about fifty men killed and the French less than that.

The forts' reinforcements, General Webb and the 44th Regiment, along with some of Bradstreet's boatmen received the news of the fort's fall while they were at the Great Carrying Place. Webb burned the forts there and retreated down the Mohawk River to German Flats. Canada had retained access to the west at least for now. This action was also significant in that it established the use of European style siege warfare in the Canadian wilderness. The British would be back, but it took three years.²⁷

Order of Battle:

British (99)

Militia Colonel Mercer with ensign (2)

Massachusetts militia captain with drummer (2)

One Massachusetts militia platoon (21)

One Massachusetts militia platoon (21)

One Provincial artillery section – 2 iron 6# guns (9)

Massachusetts Militia captain with drummer (2)

One Massachusetts militia platoon (21)

One Massachusetts militia platoon (21)

French (105)

French captain with drummer (2)

One French fusilier platoon (21)

One French fusilier platoon (21)

Marine Commandant Rigaud de Vaudreuil (1)

One Garrison milice platoon (21)

One Woodland raiding party (21)

Offboard Artillery

One French artillery section – 2 iron 12# howitzers (9)

One Marine artillery section – 2 bronze 12# guns (9)

Conditions

Game Board – a 4'x6' board oriented along the long length.

Game Turn – the game will take six turns.

Terrain – an earthen star fort or part of one is placed on one end of the board, up to 24" from the English friendly board edge. The British have stacked boxes and barrels as cover (Light Cover). Light woods cover the French side up to 24" from their friendly board edge.

Deployment – the British setup in their fort; the French setup on the landward side. The offboard artillery is firing at regular range.

Reinforcements – None are available for either side.

Victory Conditions – if the British surrender the French win; otherwise, use the victory points in the Raiding Rules to determine victory.

²⁷ Parkman, *France and England II*, 1122-1127; Chartrand, *Crushing Blow*, 50-65.

Scenario 13 – Raid on Kittanning – Pennsylvania, September 8, 1756

After the destruction of Fort Granville by Delaware and Shawnee Indians in August the Governor of Pennsylvania sent Colonel John Armstrong with 250-307 men of the 1st Pennsylvania Battalion to attack the Delaware town of Kittanning (Lenape Kithanink; pronounced [kit'ha:nin], the French called it Attiqué), a village of 300-400 Delaware and Shawnee residents, on the Alleghany River the French forts Duquesne and Venango. This location was full of stores and munitions and was where most of the French and Indian war parties were fitted out for raids against the Pennsylvania borders. The village had about 30 log cabins, the principal of which belonged to the infamous Captain Jacobs (real name Teweia). It was loop-holed for musketry.

Armstrong set out from Fort Shirley on the last day of August and arrived within six miles of Kittanning within a week. By sheer luck they were as yet undiscovered. But now Armstrong's guides were lost, knowing the general area but not the exact location of the village. There was a bright moon and they were able to follow deer-paths through the forest. Finally, they heard a war-dance in progress, and followed the sounds to the village. The moon was almost down by this time; however, they could see the village beyond a large field of corn. Armstrong sent half his men around to the other side of the village, allowing them 20 minutes to get into place, after which, he and his men moved forward. Unfortunately, his other division got lost and didn't arrive until later. Since the Delaware were mostly armed with rifles, the fight was not easy, but they had surprise. Armstrong was wounded in the shoulder; he ordered his men to burn the town, so they set torches and went to it.

Chief Shingas was away at the time so Captain Jacobs took over the defense of the village from his cabin, which was also set alight. He was shot and killed while trying to escape through a hole in the roof. Bands of natives were firing from the other side of the river and some crossed to help. But eventually, the entire town was on fire. Large stores of gunpowder in almost every house exploded in the flames. Eleven captured Pennsylvania men, women, and children were recovered. French accounts of the attack were exaggerated. Commandant Dumas at Fort Duquesne thought it had been attacked by "le Général Washington," with 3-400 mounted men. He stated that several large parties were searching for them and asked for a resupply to make up for the loss.²⁸

Order of Battle:

Colonials (89)

Colonel Armstrong, as captain (1)
One Pennsylvania militia captain with drummer (2)
 One Pennsylvania militia platoon (21)
 One Pennsylvania militia platoon (21)

Reinforcements:

One Militia Company, captain with drummer (2)
 One Pennsylvania militia platoon (21)
 One Pennsylvania militia platoon (21)

Natives (64)

Captain Jacobs, Delaware warchief (1), rifle
 One Delaware woodland raiding party (21), rifles
 One Shawnee woodland raiding party (21), rifles
 Native Villagers (15), white captives (5) in houses

²⁸ Parkman, *France and England II*, 1132-1134; Chartrand, *Colonial Troops* 3, 13.

Reinforcements:

One Woodland raiding party, canoes/boats (21), SB flintlock muskets

Conditions

Game Board – a 4'x6' board oriented along the long length, one end is north.

Game Turn – the game will take six turns.

Terrain – a village of 5-6 log cabins is placed in the center of the board per the Raiding Rules. Captain Jacobs' house is near the center. A river runs down the west board length. Light woods cover both ends of the board up to 24" from the north board edge and 12" from the south edge. There is an agricultural field between the village and the south woods.

Deployment – the natives setup in their village per the Raiding Rules; Armstrong and one company of English Militia setup on the south side in the woods.

Reinforcements – the second company of militia enters the north end of the board on game turn 3. One Woodland Raiding party lands in boats on the shore of the river beginning on game turn 3.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory.

Scenario 14 – Raid on Fort William Henry – New York, September 19, 1756

On the Evening of September 16, 400 Mission Indians and 100 Canadians under the command of a Captain of Marines named Periére left their advanced post near Fort Ticonderoga. Bougainville and a famous bush-fighter named Marin, were there also. They cruised by Bald Mountain (now Rogers Rock) in canoes along the western shore, landed, and sent out a few scouts, who returned the following day and a council of chiefs was called. Bougainville was disgusted with Indian 'caprice,' ("whims, tantrums, and insolence"). That night scouts reported they had seen fires of an encampment. The entire party moved to attack, but near dawn, they discovered the English had already decamped. After another council it was decided that 110 of the most athletic warriors with thirty Canadians would try to make some demonstration near the fort while the remainder waited. That night they returned firing their guns and raising the death-cry, a little taken aback at the losses they had suffered but boasting they had discovered a party of fifty-three English, and killed or captured all but one, which Parkman labels an exaggeration. The English party were under a Captain Hodges. Bougainville was thoroughly disgusted with the accounts of their barbarous exploits. He decided, "This is an abominable kind of war. The air one breathes is contagious of insensibility and hardness."²⁹

Order of Battle:

British (44)

One Provincial Captain William Hodges with drummer (2)

One Provincial platoon (21)

One Provincial platoon (21)

Natives (53)

Marine Captain Periére, as a woodland warchief (1)

One Woodland raiding party (21)

One Woodland raiding party (21)

One Raider milice squad (10)

Conditions

Game Board – a 4'x6' board oriented along the long length, one end is north.

Game Turn – the game will take six turns.

Terrain – a camp is placed in the center of the board per the Raiding Rules.

Light woods cover both ends of the board.

Deployment – the English setup in their camp. The French setup hidden at least 18" away.

Reinforcements – neither side has reinforcements.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory.

²⁹ Parkman, *France and England II*, 1136-1137, 41-57.

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