

French and Indian *Wargame Scenarios*

Eighteen Game Scenarios of the Mid French and Indian War
Part 2 - 1757-1758



**An Accessory Module for the
Gauntlet Run Game**

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FRENCH AND INDIAN WAR 1757-1758

British Units

The year 1757 was very disappointing to the British, but they were resolved to make up for it in the following year. They planned a three-pronged attack with 12,000 men (including fourteen British Battalions) under General Amherst attacking Louisbourg on Isle Royale, General Abercrombie and 17,000 men (including seven British Battalions and two artillery companies) would assault Fort Carillon on Lake Champlain, and General Forbes, leading 7,000 men (including one British battalion), would make their way to Fort Duquesne in the Ohio Valley.¹

Line Infantry – The British still relied on formed units as their main battle tactic. Grenadiers and Scots units remain the same as in the previous period.

Light Infantry – One battalion was created in 1758, Gage's 80th Foot. They carried bayonets for melee rather than hatchets.²

Colonial Provincials – The Provincials by this time can be considered Steady.

Colonial Militia – The militia are given the Woodcraft rule and are armed the same as the regulars with muskets and bayonets.

Ranger Companies – At this point in the war, the 'British' rangers finally began to come into their own, especially in marksmanship. 'Provincial' rangers remain the same.³

Mission Indians – except for those in the ranks of the Rangers, otherwise, the Protestant Mission Indians are not mentioned.

Iroquois – Except for the Mohawk tribe and sometimes the Seneca, both of whom were only involved in small numbers, the Iroquois remained mostly neutral in this time period.

French Units

During this period Montcalm had about 2500 effective *troupes de terre*. They were reinforced with two battalions of the inexperienced *Berry Regiment* making eight battalions in all. Light infantry (piquets) were picked from among the Fusiliers. All units have Charleville smoothbore flintlock muskets and bayonets.⁴

Fusilier Companies (Infanterie de la ligne) – the line infantry badly needed replacements in the ranks, therefore, recruits from the militia volunteered or were drafted to join the regulars.

Grenadier Companies (Compagnie de la grenadier) – same as British grenadiers. They never take cover except when defending a fortified place.

Piquets – Piquet (Infanterie légère) in this time period ad hoc light infantry companies (called Piquets "Pickets") began to be formed out of handpicked men from the fusiliers, chosen for their speed and agility. These units can fight in either skirmish or in formation and have learned woodland fighting style.⁵

Colonial Marines (*Compagnie franches, Troupes de la colonie, or Troupes de la marine*) – also had to be reinforced with Canadian volunteers. Others were Steady in Indian-style woodland warfare. They were organized into small, independent companies of fifty men with four officers (captain, lieutenant, ensign, and cadet). They were light troops.

Colonial Artillery (*Artillerie Canadien*) – still considered the elite of the marines they were expanded into two companies in 1757.⁶

¹ Chartrand, *Ticonderoga*, 14.

² Chartrand, *Ticonderoga*, 27.

³ Parkman, *France and England II*, 1137-1138; Zaboly, *Ranger*, 4-50.

⁴ Chartrand, *Ticonderoga*, 22-24, Woodrow, *Montcalm's Army*, 12-13.

⁵ Chartrand, *Ticonderoga*, 24.

⁶ Chartrand, *Ticonderoga*, 25.

Colonial Militia (Milice Canadien) – the militia only had about 1100 men in the field with 4000 to transport supplies. The remaining 10,000 were kept at their farms to try to provide food for the colonies and the regulars. Drought was working against them.⁷

Coureur de Bois (wood couriers) – were employed with the natives scouting the forest for the British and keeping an eye on their deployments.⁸

Native Allies (Alliés natals) – The many tribes allied to the French did not provide many volunteers except those in the Ohio Valley. The attitude of Montcalm and his officers had cooled their enthusiasm to fight with the regulars but the Coureurs de Bois convinced a few hundred of them to serve as scouts for the army and these were mainly Mission Indians.⁹

Natives

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 Indian	Skirmish	3	bow or musket, hatchet or club
<i>Special: Steady, Forester, Woodcraft.</i>			
Mission Indian	Skirmish	2	bow or musket, hatchet or club
<i>Special: Drilled, Forester, Woodcraft.</i>			
Iroquois Indian	Skirmish	1	bow or musket, hatchet or club
<i>Special: Bloodthirsty, Forester, Woodcraft, Tenacious.</i>			

⁷ Windrow, *Montcalm's Army*, 13.

⁸ Windrow, *Montcalm's Army*, 14.

⁹ Windrow, *Montcalm's Army*, 14

French Army 1757-1758

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 may act as noncombatant lieutenantes for irregulars.

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

Native Allies – Northeastern and Midwestern Woodland Amerindians, Canada Mission Amerindians.

<i>Metropolitan Foot</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Grenadier	Formed	2	smoothbore flintlock, sword/bayonet <i>Special: Drilled, First Volley, Tenacious, Stubborn, Woodcraft.</i>
Fusilier	Formed	3	smoothbore flintlock, bayonet <i>Special: Steady, First Volley, Woodcraft.</i>
Piquet	Light	3	smoothbore flintlock, bayonet <i>Special: Steady, First Volley, Fast, Extended Line, Woodcraft.</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, or musket, or half-pike <i>Special: Steady.</i>

<i>Canadian Foot</i>	<i>Type</i>	<i>Morale</i>	<i>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, Woodcraft. 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 pike <i>Special: Steady.</i>

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>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

insigne = flag bearer

lieutenante = lieutenant

capitaine = captain

comandant = major

équipe = team

escouade = squad

peloton = platoon

compagnie = company

bataillon = battalion

chapelain = chaplain

tambour = drummer

ayudante = aide

monté = mounted

piéd = foot

British Army 1757-1758

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, Ensign, Lieutenant, Captain, Major. Chaplains may act as noncombatant lieutenants for irregulars.

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 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, Good Shots, Woodcraft. Option: one figure may have a rifle.</i>			
British Sailor	Skirmish	3	cutlass, pistol, carbine, or 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.</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 or a long rifle.</i>			
Colonial Militia	Skirmish	5	smoothbore musket
<i>Special: Inexperienced, Woodcraft. Note: includes 'batoemen' and waggoneers.</i>			
Provincial Sailor	Skirmish	4	cutlass, pistol, carbine, or 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 add, 2-horse limber.</i>			

Scenario 1 – The Battle on Snowshoes – New York, January 21, 1757

In the winter of 1757, Rogers and several companies of his rangers were stationed at Fort William Henry at the southern end of Lake George and at Fort Edward on the upper Hudson. These forts were principally garrisoned by elements of the 44th and 48th Regiments, and formed the frontier between the British province of New York and French Canada.

Captain Rogers led a scouting expedition from Fort Edward on January 15, stopping at Fort William Henry to acquire provisions, snowshoes, and additional soldiers. The company left Fort William Henry on January 17 with 86 men, heading down the frozen Lake George. The next day twelve men turned back because of injuries, leaving 74 men. The remaining men continued north, reaching Lake Champlain at a point between Fort Carillon and Fort St. Frédéric on January 21. They spotted a sled moving on the lake toward Fort St. Frédéric, so Rogers sent Lieutenant John Stark and some men to intercept it. However, before they reached it, more sleds were spotted, and Stark's men were seen before they could retreat back into the woods. The sleds turned back toward Fort Carillon. The British gave chase, but most of the French escaped. Rogers succeeded in taking seven prisoners.

Rogers learned from questioning the prisoners that a French and Indian war party had just arrived at Carillon, and that the two forts were garrisoned by a thousand regulars. Concerned that the escaped enemy would raise the alarm, Rogers immediately ordered a return to their last camp. His council disapproved of the return by the same route (a violation of Rogers' own ranging guidelines), but he overruled them, citing the need for speed and the deep snow. By early afternoon they had returned to their camp, rested, and were on their way south.

Meanwhile, M. de Rouilly, the leader of the supply convoy Rogers had intercepted, returned to Carillon and alerted Paul-Louis de Lusignan, the fort's commander. According to Lusignan's report, he immediately sent out a party of about 90 regulars from the Languedoc regiment under the command of Capitaine de Basserode, accompanied by about 90 Canadian militia and Indians. The Indians were primarily Ottawa under the command of Charles Michel de Langlade, one of the French-Indian leaders at Braddock's defeat in 1755.

Rogers' men then walked into an ambush, according to his estimate, by "250 French and Indians." The British were fortunate that many of the French muskets misfired due to wet gunpowder, as the surprise was nearly complete. Lieutenant Stark, who was bringing up the rear of the ranger column, established a defensive line on a rise with some of his men, from which they gave covering fire as those in the front retreated to his position. As they fell back, Rogers ordered his captives slain so that his men might move more freely.

The fight lasted several hours and ended only after sunset, when neither side could see the other. Rogers was injured twice during the battle, once to the head and once to the hand. The French reported that they were at a disadvantage, since they were without snowshoes and "floundering in snow up to their knees". Once darkness set in, Rogers and his survivors retreated 6 miles to Lake George, where he sent Stark with two men to Fort William Henry for assistance. On January 23, Rogers returned to Fort William Henry with 48 able-bodied and six wounded soldiers.

Bougainville questioned some of the men captured during the battle. He learned from them the disposition of men and materials all the way from Albany to Fort William Henry. Other captured British ended up as slaves to the Indians.¹⁰

¹⁰ Parkman, *France and England II*, 1144-1147; Castle, *William Henry*, 40.

Order of Battle:

British (43)

Major Robert Rogers (1), snowshoes

One Colonial ranger platoon, Lieutenant Stark (21), snowshoes

One British fusilier platoon (21), snowshoes

French (43)

Capitaine de Basserode (1)

One French fusilier platoon (21)

Charles Michel de Langlade (1) as lieutenant, snowshoes

One Raider milice squad (10), snowshoes

One Ottawa woodland hunting party (10), snowshoes

Conditions

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

Game Turn – the game will take eight turns.

Terrain – the terrain is Light Woods covered in snow, which forces all regular units into skirmish formation. The British, French Militia, and Indians have snowshoes, but the French Regulars do not.

Deployment – the British deploy in their zone 18" of their friendly board edge (north), the French must setup within 18" of their friendly board edge (south).

Detection – this scenario is designed as a meeting engagement in the forest. Since the regulars are guided by units with the Forester rule, all units begin the game hidden.

Objectives – The French have gotten between Rogers and Fort William Henry. The British must get through the French and off the south side of the board.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory. The British also receive one point per figure that make it off the French end of the board (south); the French receive one point each for those that don't.

Scenario 2 – Raid on Fort William Henry – New York, March 18-23, 1757

The fort was a bastioned square, formed by embankments of gravel with heavy timber parapet on top. It was protected on the north by the lake, a marsh on the east and ditches with chevaux-de-frise on the south and west side, and was armed with seventeen cannon of all sizes, several mortars, and swivels guns.

About one AM on the morning of the 19th of March, guards at Fort William Henry heard the sounds of axes in the distance down the lake. Then, after two hours they heard, but could not see, many men approaching on the ice, which at that time had no snow. By then, all Major Eyre's 346 effective men were at their posts, Lieutenant John Stark's Rangers and regulars; 128 men were too sick at that time. The British fired grapeshot and round shot into the darkness. Nothing was heard after that.

The enemy force was a raid ordered by Vaudreuil. They were outfitted with everything needed and rations for twelve days at a cost of one million francs. Their force numbered 1600 marines, Canadians, and Indians. Vaudreuil placed his inexperienced brother Rigaud in charge, which was not a popular move with the European officers. They rested at Ticonderoga for almost a week, building 300 scaling ladders, then they traveled south for three days, intending to attack the fort in the morning.

The fort, itself, was not strong but the Canadians and Indians were not good troops use in an assault. By then, Rigaud knew he had lost surprise and, after trying to burn a few outbuildings, withdrew. A few hours later he ordered his men to move south to surround the fort and fire on it with their muskets. That night, they were heard to be approaching on the ice again, but the fort's cannon again convinced them otherwise. Then the British boats on the shore of the lake were seen to be on fire. A party sortied out to save them, but it was impossible. By morning they were destroyed and Rigaud's force had vanished. On Sunday, the 20th, the French appeared on the ice in full view but at a safe distance. Then an officer and a few men came forward waving a red flag, the French equivalent of an English white flag. The officer was Le Mercier, Commander of the Canadian Artillery. He was led blindfolded into the fort and Major Eyre of the regulars, commander of the fort, received him. He offered Eyre most generous terms if he would surrender the fort and he threatened a massacre if the fort was assaulted. Eyre replied he would defend to the last and the conference ended.

The French force advanced and opened fire. The British did not reply. That night, the French were heard advancing again, but their attack was not directed at the fort. Instead, they burned all of the outbuildings, storehouses, a hospital, a sawmill, the ranger huts, and piles of planks and cordwood. The garrison fired into the darkness and were soon forced to try to save their barracks from a storm of burning embers. The next morning, only a sloop on stocks for repair, and a few other structures were left. However, a few hundred scows and whaleboats also remained. There followed a 24-hour snowstorm that dropped three feet of snow. On Tuesday, a party of twenty French regulars came forward to burn the remaining structures. They did manage to set the sloop and a few buildings nearby, and stood out on the ice, watching them burn.

The next morning, Wednesday the 23rd, the French departed. The English believed they had killed or wounded about 400 men without loss. Montcalm stated that the French lost eleven and the English had lost seven slightly wounded including Stark, mostly during their sorties.¹¹

¹¹ Parkman, *France and England II*, 1147-1151; Castle, *Fort William Henry*, 41, 44-57; Castle, *William Henry*, 41-51.

Order of Battle:**British** (33)

Major Eyre (1)

One British fusilier platoon (21)

Lieutenant John Stark (1)

One Colonial ranger squad (10)

Natives (64)

Commandante Rigaud de Vaudreuil (1)

One Raider marine platoon (21)

One Raider milice platoon (21)

One Woodland raiding party (21)

Conditions*Game Board* – a 4'x6' board oriented the short way.*Game Turn* – the game will take six turns.*Terrain* – the terrain is entirely composed of snow and a few trees. A 12" strip of woods runs along the French board edge. In the center are five small buildings, all within 6" of either side of the long centerline.*Deployment* – the British and French units both deploy within 12" of their friendly edge of the board.*Objectives* – the British are trying to save their outbuildings while the French are trying to burn them.*Victory Conditions* – if the French set fire to three of the buildings, they win, otherwise the British win.

Scenario 3 – Battle on Lake Champlain – New York, August 3-9, 1757

Lt. Colonel George Monro garrisoned Fort William Henry with 2,000 men, half of them regulars, including five companies of the 35th Foot, two Independent Provincial companies of New York, and eight hundred other Provincials from New Jersey and New Hampshire. Monro's biggest problem was reconnaissance; he had none. The rangers were ineffective, a quarter of whom were dead and wounded and Rogers was at Albany healing of his own wounds. However, Monro's opponent, French General Marquis de Montcalm, had no problem in that regard. The woods around the fort teemed with Natives and Canadians who kept him well-informed. Monro's first inkling was from two escaped English prisoners who warned him of the French buildup at Ticonderoga. It seems that he did not believe this was a reliable source of intelligence. He sent out Rangers to get more information, but most did not return.

Major-General Daniel Webb was stationed 14 miles away at Fort Edward with 1600 men. He sent 200 regulars to reinforce Monro, but as the last line of defense for Albany, that's all he felt he could do. Even the two forces combined couldn't stand up to Montcalm. He reasoned that if both forces fell, the way would be open to attack Albany. The problem was that Lord Loudon, commander of all forces in the colonies, had seriously weakened this front by sending most of his available troops to capture Louisbourg.

On July 23rd, the inexperienced Monro sent out a raiding force of five companies of New Jersey Provincials under Colonel John Parker. Their objective was to destroy the sawmills at the north end of Lake Champlain and to take as many prisoners as possible. They left in all the remaining boats available, two bay boats under sail and twenty whaleboats. They traveled to Sabbath-Day Point in two days, unaware that Indians and Canadians were watching them all the time. The next morning Parker's force attempted to land. The cove they selected was a hornet's nest. Immediately, two barges and three whaleboats were captured without a shot fired. But when the other boats began to draw off, the Indians jumped in their canoes and pursued them. Bougainville wrote that the English, terrified by "these monsters, surrendered almost without firing a shot." The Indians sank or captured all but four boats. They had almost 200 prisoners, at least three of which they roasted and ate immediately. Rum found in the English barges was immediately consumed by the Indians causing them to be even more barbarous (they brought rum on a raid!).¹²

Order of Battle:

British (43)

Colonel John Parker (1)

One New Jersey provincial platoon (21), 2 whaleboats

One New Jersey provincial platoon (21), 2 whaleboats

French and Natives (48)

Voyageur Corbière, as Woodland Warchief, with 5 voyageur guards (6), 1 hunting canoe

One Woodland raiding party (21), two war canoes

One Woodland raiding party (21), two war canoes

Conditions

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

Game Turn – the game will take six turns.

Terrain – the terrain is entirely composed of water.

Deployment – the British units deploy in their boats within 18" of the French end of the board. The French and Natives are setup in contact with the French end of the board (north).

¹² Parkman, *France and England II*, 1174-1175; Anderson, *Crucible*, 189-190; Castle, *Fort William Henry*, 53-55.

Victory Conditions – if the British get three or four boats off their friendly board edge (south) it is a British victory; otherwise, the French allied Natives win.

Scenario 4 – Siege of Fort William Henry – New York, August 3-9, 1757

General Webb was there at the fort when the panicked survivors returned from the disastrous raid. Three-quarters of the 'Jersey Blues' had been killed or captured. He ordered Monro to install the regulars inside the fort and place the provincials in a fortified camp on a rocky height called Titcomb's Mount, to prevent the French from taking placing cannon there. He promised reinforcements as he hurried back to Fort Edward. Monro was now down to about eleven hundred effectives. Back at Fort Edward, Webb sent him two hundred Royal Americans (60th Foot) and 800 Massachusetts Provincials under Lt. Colonel Joseph Frye to reinforce him.

The Marquis de la Montcalm was finally ready with 7600 men at Fort Carillon (Ticonderoga) to move against Monro. He had six battalions of regulars, plus marines, militia, and Indians. The Indian contingent of 2000 warriors came from 33 different nations and was the largest contingent seen in the war. Some of them had traveled as much as 1500 miles to take part. Saint-Luc de la Corne was nominally in charge of all the natives. He divided his force, 2600 men were to go by land under the Chevalier de Lévis, while Montcalm with 5000 men traveled by canoe and bateaux. They arrived on the evening of August 2nd. That night three large bonfires were seen from the fort about seven miles distant on the western shore. That was Lévis' signal that he had arrived. Having yet learned nothing, Monro sent out two more boatloads of men investigate; neither returned. The next morning shapes of hundreds of boats began to appear on lake, almost 250 French bateaux and at least 150 war canoes. Sixty of the bateaux had been planked together to carry the heavy artillery. It was now clear that a European-style siege would be laid on the fort.

The battle began on August 3 when the French captured the road between the two forts, William Henry and Edward. Troops and civilians took refuge in the fort or in the fortified encampment nearby. They burned any outlying structures that could be useful to Montcalm's troops and skirmished with Lévis and la Corne's troops behind the fort. In front, Montcalm's contingent began building trenches on August 4 under a British bombardment. Soon, one battery was completed, eleven heavy cannon and mortars on the French right opened fire on the 4th; with a second battery of eleven more on the left firing the next day. The cannon excited the excited natives, some of whom wanted to aim them, and occasionally were allowed to do so. A message sent by Webb to Monro, stating that no reinforcements were coming, was intercepted by Indian scouts. Monro was informed of this by Louis Antoine de Bougainville under a flag of truce. Monro still held out though the morale of his men was clearly falling.

Meanwhile Webb sent word to the Provinces to send reinforcements, but they wouldn't have arrived in time at any rate. Within a few days smallpox broke out in the fort. Another trench and battery were opened up only 250 yards from the front of fort. As the French continued to pummel the British with artillery the number of dead and wounded in the fort topped 300 and much of their artillery had been destroyed by the night of the 7th. The ramparts were breached in several places. Only seven small cannon remained to opposed Montcalm's 31 cannon and fifteen mortars and Howitzers. The British in the fort and the provincials in the camp made desperate sorties; both were repelled. After a full night of heavy bombardment on the night of August 8-9. Monro saw that his men were "almost stupefied" from stress and fatigue. The next morning, (the 9th) a white flag was raised and Monro sent Lt. Colonel Young to seek terms. Montcalm granted them the full Honors of War and they were allowed to march out with their colors and small weapons, and one field piece; they would be escorted to Fort Edward. In addition, they were paroled for 18 months during which time they had promised not to fight the French. All French prisoners were to be returned within three months.¹³

¹³ Marston, *FIW*, 39-40; Parkman, *France and England II*, 1175-1188; Anderson, *Crucible*, 191-196; Castle, *William Henry*, 59-84.

Order of Battle:

British (208)

Fort William Henry:

- Lt. Colonel George Monro, 35th Regiment with ensign (2)
- British captain, John Ormsby, 35th Regiment, with drummer (2)
 - One British 35th Regiment grenadier/fusilier platoon (21)
 - One British 35th Regiment fusilier platoon (21)
- British captain, 60th Regiment, with drummer (2)
 - One British 60th Regiment grenadier/fusilier platoon (21)
 - One British 60th Regiment light platoon (21)
- British artillery captain (1)
 - One British artillery section – 2 old iron siege guns (9)
 - One Naval artillery section – 2 old iron 18# guns (9)
- Provincial Encampment:
 - Provincial major with ensign (2)
 - One provincial fusilier company (44)
 - One provincial fusilier company (44)
 - One provincial artillery section, 2 iron 12# guns (9)

French (206)

- Marechal de camp Marquis de Montcalm (1)
- Commandant de Bougainville with ensign (2)
 - One French La Reine compagnie (44)
 - One French La Sarre compagnie (44)
- Capitaine d'artillerie (1)
 - One Artillerie francais section – 2 bronze siege mortars (9)
 - One Artillerie marine section – 2 bronze siege howitzers (9)
 - One Artillerie marin section – 2 bronze 18# guns (9)
- Commandant Chevalier de Lévis with ensign (2)
 - One Woodland Warband (43)
 - One Garrison Marine Platoon (21)
 - One Raider Milice Platoon, La Corne (21)

Conditions

Game Board – a 6'x8' board oriented the long way.

Game Turn – the game will take six turns.

Terrain – the terrain is half a British fort (heavy cover) placed per the sketch below; it is 24" by 24" square, with the gate facing east. A road leaves the fort and runs across the stream (fordable, rough ground) and down to the south edge. The fortified provincial camp is a rectangle 12"x18" (heavy cover) in the center of the N-S board axis of the adjacent board. It is placed 6" from the east edge. There is scrub brush (light cover) up to 24" from the rear of the fort (heavy cover) where the French have a line of entrenchments, 12" from the south edge. The French have entrenchments (heavy cover) per the sketch below, at least 24" from the fort's north side.

Deployment – the British units deploy inside the fort with the provincials. The French are ensconced in defensive works (heavy cover) up to 30" from the fort.

Victory Conditions – if the British can hold out for six turns they win; otherwise, the French win. The British immediately surrender if one of the walls has been breached or the bomb-proof has been destroyed.

Scenario 5 – Indians Break the Terms – New York, August 10, 1757

Before the signing of the surrender at Fort William Henry, Montcalm called a council of native chiefs. He asked them to agree to the terms of surrender and to control their young warriors to adhere to it. They agreed. But as the British left the fort the Indians that did not agree with the terms and some of the more lawless of the Canadians crawled through the fort's embrasures into the small-pox infected hospital searching for rum and other plunder. All the sick men were killed. Then the crowd moved against the fortified camp where the British prisoners had been gathered. The French guards could not or would not keep them out. They roamed the camp, terrorizing the women and children. This lasted throughout the afternoon. Montcalm ran everywhere trying to restore tranquility, attempting to prevent that "which makes victory a sorrow to the victors." He finally got them to promise to agree with the surrender terms and that two chiefs for each tribe would accompany the English to Fort Edward. He also ordered La Corne and the other Canadian Officers attached to the Indians to see that no one broke the terms. The English passed a troubled night. Sentinels were posted around the camp inside around the wounded. But in the morning, the British decided to leave early, even before their escort of three hundred regulars had arrived. They had no ammunition except bayonets and swords and few, if any, of the provincials had that. The guards around the wounded were removed at 0500 even though the escort had not yet arrived. The Indians entered the camp and tomahawked and scalped prisoners. But the remaining sentinels and Canadian officers did nothing to help them. Plundering began just as the escort arrived. Monro told the French officers that the terms had been broken but they advised him to order his men to give up their baggage, which they did.

The New Hampshire provincials were placed at the rear of the column. When the column finally began to move the Indians crowded around them, snatching coats and weapons, tomahawking those that resisted. Some of the soldiers were carrying rum, which the natives obtained and consumed. They snatched women and children and murdered them on the spot or carried them off. Then the cry of a war-whoop went up. French officers wrote that the Mission Indians of the Penobscots (probably meaning St. François du Lac) gave a signal which started a fracas. Eighty of the New Hampshire militia men were killed or hauled away. Montcalm, Lévis, Bourlamaque, and many other French officers rushed among the tumult to allay the frenzy. "Kill me but spare the English who are under my protection!" exclaimed Montcalm. He pulled back a prisoner they had seized, upon which they tomahawked their other prisoners, so they could not be taken. One French grenadier and three others were wounded. The English seemed paralyzed and fortunately did not attempt to resist. The column struggled forward in disorder. It is impossible to tell how many English were killed, some said forty or fifty, and six or seven hundred were carried off. Montcalm and the other officers succeeded in saving four hundred, even buying back as many captives as possible. Many women and children were found to have taken refuge in the fort. All the refugees were collected back at their camp where they were given food and shelter and placed under a strong guard of regulars. On the 15th they were escorted back to Fort Edwards where they were firing cannon to guide those lost in the woods. The next day, the Indians decamped, carrying 200 prisoners which could not be removed from them. The French destroyed the fort, and the dead were buried or thrown into the fire of the fort's timbers. Then the French left, leaving nothing standing. The natives went to Montreal where Vaudreuil purchased nearly all the surviving prisoners.¹⁴

¹⁴ Parkman, *France and England II*, 1188-1193, 1200; Castle, *William Henry*, 84-88.

In hindsight Moncalm should have placed hundreds more guards around the British camp, but having secured the promises all the tribes, he could not have imagined what was about to happen. It was a shameful end to an otherwise meticulously executed campaign, and though it was hailed as a massacre it could have been a lot worse. But after all, Monro was right, the terms had been broken. This scenario can be played as portrayed in the mostly fictitious movie, *Last of the Mohicans*, with the British, carrying their arms and munitions, are attacked on the road to Fort Edward.

Order of Battle:

British (86)

Lt. Colonel George Monro with ensign (2)
 One British grenadier/fusilier platoon (21)
 One British fusilier platoon (21)
Provincial captain with drummer (1)
 One Provincial platoon (21)
 One Provincial platoon (21)
 Noncombatant civilians (15)

Natives (86)

Mission Warchief (1)
 One Mission raiding party (21)
 One Woodland raiding party (21)
Woodland Warchief (1)
 One Woodland raiding party (21)
 One Woodland raiding party (21)

Conditions

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

Game Turn – the game will take six turns.

Terrain – the terrain is light woods with a 4-6" wide dirt road that runs down the center of the long length. The forest is clear up to 12" from either side of the road.

Deployment – the British units deploy with their column centered on the road midway between both ends of the board. Monro and the Grenadiers are in the lead, Fusiliers are second, followed by one militia platoon, civilians, and then a second militia platoon. The Natives are setup anywhere in the woods on both sides of the road.

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

Scenario 6 Raid on German Flats, NY – November 12, 1757

Capitaine François Picoté de Bellestre led a party of about 300 Marines, Militia and Natives (mostly Natives) to the south to the Mohawk Valley. The Palatinate (Holy Roman) Germans lived in a community of about 60 houses protected by five forts and Fort Herkimer with a garrison of 350 on the opposite side of the Mohawk River. The inhabitants had had warning from the Oneidas about two weeks before that the French were coming, but they laughed it off saying they did not value the French. This was remarkable since Fort Bull was only about 30 miles to the west. At 3 in the morning on the 12th Bellestre's party struck. Many of the people including the minister were able to escape across the ford into Fort Herkimer or two any of five fortified block or garrison houses. Bellestre decided to attack the first fort he came to. The defendants put up a brisk fight for a time but eventually were subdued by the terrible cries of the attackers, when the town mayor who commanded the fort threw open the doors and asked for quarter. One by one all the forts surrendered in the same manner. About forty townspeople were killed or drowned and approximately 150 men, women, and children were captured. All the buildings were burned. The loss of property including livestock was beyond imagination, though Bellestre may have vastly exaggerated the amounts.¹⁵

Order of Battle:

Massachusetts (43)

- Provincial Captain with drummer (1)
 - One Provincial fusilier platoon (21)
 - One Colonial ranger platoon (21)
 - One group of English civilians (15)

French and Amerindians (43)

- Capitaine Bellestre (1)
- Marine lieutenant (1)
 - One Raider marine squad (10)
 - One Raider milice squad (10)
 - One Mission raiding party (21)

Conditions

In this scenario the French and Indians are attacking a German-settled village in upstate New York.

Game Duration – the game will take six turns.

Terrain – The board is setup as a rural village per the Raiding Rules on page 9, but the settlement contains three garrison or block houses. There is a river running east/west through the long length of the board parallel to and within 18” of the south side. In the southwest corner there is a small, stockaded fort. A shallow ford is within 12” of the fort. This is a dawn attack.

Deployment – The French and Indians enter within 18” from the northwest corner of the board (north).

Reinforcements – There are no reinforcements for either side.

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

¹⁵ <http://www.schenectadyhistory.org/resources/mvgw/history/044.html>; Parkman, France and England II, 1200-1201; Chartrand, *Crushing Blow*, 72.

Scenario 7 – The Battle of Roger’s Rock – New York, March 10, 1758 (The Second Battle on Snowshoes)

Major Robert Rogers was sent on a reconnaissance mission from Fort Edward northwards toward Fort Carillon on March 10, 1758. Putnam's reconnaissance had revealed that there were an estimated 600 Indians encamped near Fort Carillon. The expedition was composed mostly of men from Rogers' ranger companies, but it also included a few volunteer soldiers from the 27th (Inniskilling) Regiment. On March 13, they marched in their snowshoes through snow four feet deep, with a stream to their left and a steep mountain separating them from Lake George on their right. They had stopped for a three-hour break when their advance guard spotted what Rogers reported as "ninety-six, chiefly Indians".

On March 12, Captain Louis-Philippe Le Dossu d'Hébécourt, the French commander at Fort Carillon, heard rumors from the encamped Indians that a British force was approaching. He sent Ensign Durantaye with a company of 200 Nipissing Indians and about 20 Canadians in response, but they found nothing. The next day two Indian scouts reported that they had found tracks of an enemy party. Around noon on March 13, Durantaye led 100 men (again a mixed company of Indians and Canadians) out of the fort. These were followed shortly after by 200 Indians under Ensign de Langy. Although the two French groups joined forces, Durantaye's company was about 100 yards (91 m) ahead of Langy's when they were spotted by Rogers' men.

Rogers' men immediately set up an ambush. At 14:00 When Durantaye's men came within range, the British opened fire, killing "above forty Indians", according to Rogers. Durantaye's force broke and retreated in disarray. Rogers and about half his men gave chase, critically forgetting to reload their muskets, while the others stopped to collect scalps. Langy's men, alerted by the gunfire, set up their own ambush. When Rogers' men arrived, the attack by Langy's force killed or wounded an estimated 50 men. The rangers fought bravely, considering they were outnumbered, and their numbers were falling quickly. They made several successful attempts to prevent themselves from being flanked, but after an hour and a half of heavy fighting, their numbers were significantly reduced. The remnants of the British force then tried to escape the battle. Rogers and some of his men did get away, but one group of men surrendered, only to be killed and scalped when a scalp was discovered in a pocket of one of the men.

Rogers and his decimated company returned to Fort Edward on March 15. Rogers himself was originally reported by the French to have been killed, but he had actually survived. The report stemmed from the manner of Rogers' escape during which he discarded some of his belongings, including his regimental coat, which contained his military commission. This episode also gave rise to a local legend that Rogers escaped the battle by sliding 400 feet down the side of a hill to the frozen surface of Lake George. While there is no proof of this, the rockface he supposedly went down very quickly became known as *Rogers' Slide*.

Reports of casualties, and of the numbers of forces involved, starkly differed in this battle. Rogers' report of the event estimated the French-Indian force at 700, with one to two hundred casualties, and his accounts of the battle were doubted by a variety of commentators, as they were inconsistent with other accounts. Actually, the French numbered about 300. A letter by Henry Pringle, written while held in captivity at Carillon, restored Rogers' reputation by

clarifying the French advantage following the second ambush; Rogers went on to rebuild his companies and serve in the Battle of Carillon in July 1758.¹⁶

Order of Battle

French (87)

Ensign Durantaye (1)

One Nipissing woodland raiding party (21)

One Raider militia platoon (21)

Ensign Langy, Provincial officer as Warchief (1)

One Woodland raiding party (21)

One Woodland raiding party (21)

British (64)

Major Robert Rogers (1)

One Colonial ranger platoon (21)

One Colonial ranger platoon (21)

One British Highland fusilier platoon (21)

Conditions

Game Turn – the game will take six turns.

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

Terrain – the terrain is light woods covered in snow. A frozen stream makes a natural path winding down the length of the board. Choose one short end to be north. All units have snowshoes.

Deployment – Durantaye's platoons are marching down the frozen stream towards the south end. They are setup with the head of their column on the center of the board. Roger's force is setup hidden on both sides of Durantaye's force at least 12" away from either side of the stream. Langy's force is set up also marching on the stream at least 24" behind Durantaye.

Detection – Rogers' and Langy's troops are hidden.

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

¹⁶ Parkman, *France and England II*, 1204-1207.

Scenario 8 Second Raid on German Flats, NY – November 12, 1757

On April 30, 1758, the settlements on the south side of the river were attacked by a large party of native warriors with a small contingent of French, destroying houses, mills, barns, and other property. Though the whole area was known as German Flats, this side of the river was normally referred to as Herkimer or Fort Herkimer. At this time Captain Johan Nicholas Herkimer was now commander of the fort. An Oneida Native had given him warning about four hours before the raid began and he began collecting as many inhabitants as possible into the fort. The raiders fell upon the town, rushed into the houses killing and scalping as many people as they could. But this time, he quickly sent a party of rangers to the town's defense. Several families, two Indian traders named Clock, and several teamsters were caught on the road bringing supplies to the fort and took refuge in a house. They made a strong defense from the upstairs floor, but when they heard the raiders would set fire to the house, a teamster, John Ehle jumped from a window and was killed. The others were saved when the natives were driven off by the rangers. The rangers were said to have killed or wounded about fifteen of the raiders, driving them off with some loss. The raiders fled into the woods and left the area. They had inflicted a staggering loss of property, referred to later as a "blackened waste." A came into the fort the following morning. She had been scalped and her nose was nearly cut off. She was also wounded in her breast and side. She related what she could of the attack, noting that there were Onandagas in the war party. She was expected to recover.¹⁷

Order of Battle:

New York (43)

Captain Herkimer (1)

One Provincial fusilier platoon (21)

One Colonial ranger platoon (21)

One group of English civilians (15)

French and Amerindians (43)

Mission warchief (1)

One Mission raiding party (21)

Woodland chief (1)

One Raider milice squad (10)

One Woodland hunting party (10)

Conditions

In this scenario the French and Indians attack a German village in upstate New York.

Game Duration – the game will take six turns.

Terrain – the river is located parallel to and within 12" of the north side and a village is placed along the south side. A small, stockaded fort is located in the southeast corner of the board.

Deployment – The raiders enter from within 18" of the southeast corner of the board. The villagers including their militiamen are sleeping in their houses and must detect the raiders before they can react.

Reinforcements – A ranger platoon sorties from the fort on the game turn after the alarm is sounded to help defend the town.

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

¹⁷ <http://www.schenectadyhistory.org/resources/mvgw/history/044.html>.

Scenario 9 – Battle of Anse-aux-Sables – Louisbourg, June 8, 1758

British Major General Jeffrey Amherst had 12,000 men, 122 guns, and 40 warships to assault French Governor Chevalier de Drucour and his 5,600 men, and 10 warships defending the fortified town of Louisbourg. The basic strategies of the two superpowers were beginning to tell on the colonies. France was concentrating on consolidating its power in Europe while Britain was extending the boundaries of its world-wide Empire. Characteristically, the French fleet could not match the might of Britain because they didn't emphasize building up the navy. Therefore, supporting troops and ships could only trickle into Louisbourg while a powerful British fleet patrolled Gabarus Bay and other points along the coast in early June. The weather was a bit uncooperative until the 8th when Wolfe decided to attempt a landing at Cormorandi re Cove (now Kennington Cove).

A mixed force of Grenadiers, Light Infantry, and Highlanders was selected to land under the direction of three Brigadier Generals, James Wolfe on the left, Charles Lawrence in the center, and Edward Whitmore on the right. The French had lined the shore and had five guns, one 24-pounder and four 6-pounders, and numerous swivel guns. French infantry lined the entire shore ensconced behind breastworks reinforced with abattis. Wolfe's division included Grenadiers, Light Infantry, and Rangers backed by the 78th Foot. The surf was still uncooperative, and landing was difficult. One boat of Light Infantry was able to beach on the far left of the cove at Anse-aux-Sables (Sand Cove, now), a small cove overlooked by a steep bluff. Wolfe reached the beach and jumped into the surf with his Grenadiers and Highlanders. Several boats overturned but the men could still make it to shore.

The French did not have enough men to extend their lines to this area. They rushed Grenadiers of Artois and Burgogne to reinforce the Piquets there, but they arrived too late and hundreds of British troops were able to secure the beachhead. About to be cut-off from the fort the French retreated by orders of Augustin de Drucour, Governor of Isle Royal (New France, Prince Edward and Cape Breton Islands), and Henri-Mathieu Marchant de la Houli re, commandant-general of the garrison. The guns had to be abandoned but the infantry retreated in good order with the loss of only 18 men. The British followed them but were stopped by a tremendous barrage from the fort's guns. It was clear a siege must now be implemented, and Wolfe's men began to dig-in.¹⁸

Order of Battle:

British (64)

General Wolfe with ensign (1)

One British grenadier platoon (21), two whaleboats

One British highlander platoon (21), two whaleboats

Reinforcements: One British light infantry platoon (21)

French (53)

Grenadier Capitaine with drummer (1)

One French grenadier platoon (21)

Piquet Capitaine (1)

One French piquet platoon (21)

One Marine artillery section – two bronze 6# guns (9)

¹⁸ Chartrand, *Louisbourg*, 49-53.

Conditions

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

Game Turn – the game will take six turns.

Terrain – The terrain is a shoreline at mid-board. A battery of two 6# bronze guns is setup in the center, 16" from the water's edge, with defensive works to its left (Heavy Cover). On the right, there is a rise and the shore there is lined with rocks that act as a linear barrier (difficult ground) but provide no cover.

Deployment – the British player sets up four whaleboats, each with one squad of infantry. The boats are placed up to 12" from the British friendly board edge to the front of the boat as well as 12" from either side edge. The Grenadiers and Highlanders are in the first wave; the Light Infantry will be activated as boats become available. An officer may be placed with the squads as desired. The French Piquet platoon is setup in the defensive works. The French Grenadiers start the game offboard and may enter in the first turn.

Difficult Landing – boats move 9" per turn due to the wind and surf. Whenever a boat makes it to the shoreline roll a single d6: on a result of 1 the boat is smashed on the rocks and cannot be reused. The troops it was carrying receive d10 hits and are placed at least 6" from the shoreline (Difficult Ground). If a '2' is rolled the boat capsizes and the troops inside are at least 6" from the shoreline (Difficult Ground) without any hits.

Boats – If a boat capsizes or unloads troops, immediately set it up again in the start zone and fill it with reinforcement troops, ready to go in the following turn.

Victory Conditions – To win, each force must drive off the other. Otherwise, use the victory points in the Raiding Rules to determine victory.

Scenario 10 – Skirmish at Bernetz Brook – Ticonderoga, July 6, 1758

On the morning of July 6, 1758, Lord Howe decides that the British army will push on. His vanguard leads 17,000 men north through the present-day New York wilderness. By 2pm the army is formed into three main columns. On the left flank are colonial provincial troops, mostly from Massachusetts. The center and right columns contain British regulars. A fourth, smaller column is composed of American provincials led by a portion of the 80th Light Infantry and Lord Howe. Rogers' Rangers had been sent ahead hours earlier and when the vanguard arrived at the stream Rogers reports that the French are encamped at the sawmills, a half-mile away.

Meanwhile, a French scouting party of 350 men had been watching the British fleet approach, but on their return to the fort they became lost after their Indian guides deserted (too many English). The British actually passed them as they made their way north, further west in the forest. When they arrived at the upstream reaches of the brook they knew they could follow it back to the La Chute River (Falls River) and then make their way back to Fort Carillon. They were following the south bank when they collided with the British. Ensign Langy spotted the enemy (possibly Lyman's 1st Connecticut) and called out; the answer didn't satisfy him, so he ordered his men to open fire. The French 'ambush' was actually an accident. About that time, Lord Howe and the British light infantry he was with, came over a rise when he was immediately hit in the chest and died almost instantly.

The French were pushed back, then trapped when Col. Bagley's Massachusetts Regiment closed in behind them. The only way out was to ford the stream at this dangerous location. Many of the men dampened their muskets and powder trying to cross, others drowned in the raging stream. The French lost about 300 men, 150 killed, wounded, or drowned and 150 more surrendered. Hearing the firing Montcalm sent a few grenadier companies to the east bank of the La Chute. Only about 50 men, including Langy and mortally wounded Captain Trépezec, escaped to safety. The Rangers pursuing them ran straight into a volley from a wall of leveled grenadier muskets that stopped them cold. Another 50 eventually made through the forest to the French lines later. Unfortunately for the British, this skirmish had a double effect. The first was that the advancing columns became completely disrupted. Some men were seized with panic and whole regiments fell back. The second was that the news of Howe's death sent a shock through the ranks. Their élan had been deflated. It took hours to sort out the columns and with night approaching fears of the enemy's woodland natives caused two columns to fire on each other. Several battalions had to return to the landing place to regroup. The advance was put off until morning.¹⁹

Order of Battle

French (64)

Lieutenante Langly (1)

 One Raider marine platoon (21)

 One Raider milice platoon (21)

Reinforcements: One Raider Capitaine Trépezec and one raider milice platoon (21)

English (88)

Lord Howe (1)

Provincial Captain with drummer (2)

 One NY Provincial platoon (21)

 One Massachusetts provincial platoon (21)

Light Infantry Captain (1)

 One British light infantry platoon (21)

¹⁹ Parkman, *France and England II*, 1262-1264; Chartrand, *Ticonderoga 1758*, 37-44.

One Colonial ranger platoon (21)

Conditions

Game Board – a 4'x6' board oriented the long way, N-S.

Game Duration – the game will last six game turns.

Terrain – medium woods throughout. The stream is difficult but fordable obstacle that crosses one corner of the board. Units that try to cross must roll a d6: 1= unit drowns midstream; 2-3=unit takes d6 hits, cannot cross and returns to the southern bank, however, their powder is wet, and they cannot shoot; 4-5= the unit loses 2d6 men, but the survivors make it across; 6=the unit crosses safely (powder ok).

Deployment – two French platoons (one marine, and one militia, with Langly) heading east in march column are setup within 6" from the bank of the stream. Two British platoons in march column heading north (NY provincials, and light infantry with Lord Howe) start the game 16" from the French units.

Reinforcements:

Game Turn 2: a French raider milice platoon enters board from the west with Capitaine Trépezec, following Langly's force; and an English ranger platoon enters the board from the NE corner.

Game Turn 3: A British light infantry platoon enters the board from the east, up to 2' from the NE corner.

Game Turn 4: A Massachusetts militia platoon enters from the west, up to 2' from the SW corner.

Victory Conditions – the French receive 1 victory point for each unit or officer that makes it across the stream and 1 point for each destroyed British unit or officer; the British receive 1 point for each French unit or officer that doesn't make it across the stream or is destroyed.

Scenario 11 – Battle of the Abattis – New York, July 8, 1758

On July 8 General Abercromby assembled his 17,000-man army in preparation to assault the French. In front, he placed skirmishers, the rangers on the left, the battoemen in the center and the 80th Light Infantry on the right. After them came a line of Massachusetts and New York Provincial militia. Following them were the British Regulars drawn up in three attack columns, including the six Grenadier companies which were formed into a Battalion under Lt. Col. Frederick Haldiman. The rearguard consisted of the Connecticut and New Jersey Provincial Regiments. Abercrombie's plan was that the skirmish and provincial regiments would engage the enemy, then the British Regulars would form up behind them and attack all at once. This didn't happen.

The rangers were the first to meet the French piquets (pickets) who vanished after a few shots. Robert Rogers characteristically exaggerated that he was "ambushed and fired upon by 200 French men." It was a much smaller picket post, and though the rangers were believed to be excellent shots, none of the piquets were hit. They disappeared as pickets do. The rangers had veered to the right leaving Delancey's New York Regiment, without cover of skirmishers. The New Yorkers formed up and charged the piquets they met who also retreated. Word spread that the French were on the run and part of their entrenchments had been breached. Lt. Col. William Haviland and his left column of regulars heard the news and decided to charge without orders. He asked the rangers to give him cover until his troops had passed them.

But the French were not there, and instead, he and his men found a hidden abattis, camouflaged by green branches, which dissolved the British formations into a mass of individuals struggling to get past it. Haldiman's Grenadiers, behind Haviland's battalions also moved toward the cheers and into the abattis with the fusiliers. Then the French opened fire. They had formed up with seven battalions along the field works they had built. They placed their best shots at the front with the rest of the men reloading and passing their muskets forward. This allowed the rate of fire to be 3-4 times heavier than normal and the struggling British were mowed down. They were instructed to take only aimed shots. The grenadiers and piquets of each battalion were placed in reserve behind the line. On the flanks were the Volunteer companies, Compagnie Franches, and Canadian Militia. The 3rd Battalion of the Berry Regiment was at the fort with the Cannonniers-Bombardiers manning the cannons. Haldiman ordered the grenadiers to retreat. About that time, something startled the Militia on the French right flank and a large number of them panicked and fled. The cannoners at the fort saw them and fired warning shots which sent them back to their posts.

Abercrombie went up to the front and was very surprised the regulars were also engaged. The other brigades had heard the firing and also advanced without orders all along the front. Some units crossed in the march and became entangled. Coordination between units disintegrated. Abercrombie seemed to be frozen by events. He could not think of any alternatives. His second in command, Brig. General Thomas Gage, seemed to have disappeared. No chronicler of the battle even mentions him. Meanwhile, the British brigade on the right under Lt. Col. Francis Grant moved forward, met the French left and veered right to outflank the defenses. The volunteer companies and the grenadiers and piquets of the Royal-Roussillon battalion stopped them. This move also allowed them to be hit by flanking fire and they were forced to retreat. Another column of the 46th and 55th regiments attacked the center, trying to make use of a gully but they were also driven back. By 2pm all the British units were failing, yet they still continued to make repeated attacks. Abercrombie's rearguard of the Connecticut and New Jersey Provincial Regiments was called forward. At 2:30pm Abercrombie recalled all troops to reform. However, Grant's Brigade of the 42nd and 46th Foot and some others continued to attack. The 42nd Highlanders and the Grenadier Battalion made the most headway. A few men made it over the wall but were promptly bayoneted, probably by the French grenadiers in reserve. By then the Highlanders had lost over half their regiment. Parties

of French colonial troops and militia moved to the attacker's left and started skirmishing while the British began to fall back.

Almost every memoire notes that the writer's regiment 'covered the retreat,' however, the retreat did not need covering since no one was pursuing. But unfortunately, some men shouted that they were being chased, including the cry, "Indians," which set the whole army on the run. They left shoes and wounded in the mud and swamped the first two bateaux nearest the shore. Soon, the whole, still considerable, army was moving down Lake Champlain and they didn't stop until they reached Fort Edwards. Abercrombie feared a counterattack but Montcalm, still did not believe that the British, with their overpowering numerical superiority, had left the field. Most of the British rank and file and many officers did not understand it either. Montcalm did not realize they had gone until July 10th, two days later.²⁰

Order of Battle

French (111)

Brigadier Lévi with ensign (2)

One French grenadier platoon (21)

One French captain with drummer (2)

One French fusilier platoon (21)

One French fusilier platoon (21)

One French captain with drummer (2)

One French fusilier platoon (21)

One French fusilier platoon (21)

English (134)

British major with ensign (1)

One British captain with drummer (2)

One British fusilier platoon (46th Foot) (21)

One British grenadier platoon (21)

One British captain with drummer (2)

One British 42nd Highlander fusilier platoon (21)

One British light infantry platoon (21)

One Provincial captain with drummer (2)

One New York provincial platoon (21)

One Massachusetts platoon (21)

Conditions

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

Game Duration – the game will last 8 game turns.

Terrain – a defensible wall (Heavy Cover) across the 4' width with 8" of abattis along the front (Very Difficult Ground). The wall is 18" from the French friendly edge.

Deployment – the French platoons start the game at the wall with their Grenadiers up to 12" behind the line. The NY Provincials, Rangers, and Light Infantry start the game 16" from the French defensive line. They can be activated on the first turn. The remainder of the British are setup 12" behind them.

Reinforcements – on Game Turn 2 the British second line may be activated.

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

²⁰ Parkman, *France and England II*, 1258-1274; Chartrand, *Ticonderoga 1758*, 61-81; Anderson, *Crucible*, 240-247.

Scenario 12 – The Night Sortie – Louisbourg, July 9, 1758

Between 0100 and 0200 on July 9 a French force left the fort heading west in two columns from the town. The force consisted of about 720 men under Lt. Col. Marin of the Bourgogne (Burgundy) Regiment, two companies of grenadiers, five of volunteers, and six picquets. They quickly captured a British work party then moved towards an advanced post. Most of the British 17th Foot were asleep. Using only bayonets, the advance party was killed or captured but a few escaped to sound the alarm. British drums began to beat the alarm and it became clear to the French they could go no further. A French work party that followed the soldiers began demolishing the works but there was much time. Colonel Whitmore's 22nd Regiment was advancing with others following. After destroying what they could the French returned to the fortress with 30 captured grenadiers, including 2 officers. The British lost 5 killed and 29 wounded or missing; the French lost two officers and 29 men killed. And four officers and 21 men wounded. However, accounts differ. One French Captain's diary mentions that the French fired on each other in the dark. Some British accounts say that the French were drunk, though it is not mentioned in French diaries.²¹

Order of Battle

French (107)

Brigadier Lévi, as Steady Major (1)

 Burgundy Captain (1)

 One French Burgundy grenadier squad (10)

 One French Burgundy fusilier platoon (21)

 Étrangere Captain (1)

 One French Volontaires-Étrangere grenadier squad (10)

 One French Volontaires-Étrangere fusilier platoon (21)

 One French Volontaires-Étrangere fusilier platoon (21)

English (118)

Advance Force: Colonel Whitmore (1)

 British 22nd Regiment Captain (1)

 One British 22nd fusilier platoon (21)

 One British 22nd fusilier platoon (21)

Reinforcements: Regular Captain (1)

 One British light infantry platoon (21)

 One British grenadier squad (10)

Conditions

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

Game Duration – the game will last 6 game turns.

Terrain – a defensible wall representing Louisbourg across the 4' width 6" from the French friendly edge. This is the French friendly board edge. Some works in progress are placed 2.5' from the Louisbourg wall. This is a night time battle.

Deployment – all French platoons start the game up to 3' from Louisbourg. The British advance force enters the board from their friendly edge on Game Turn 1.

Reinforcements – on Game Turn 3 the British second line may be activated.

Victory Conditions – the French must hold their position for 6 game turns while the workmen behind them dismantle the British works. If they hold out, the sortie objective is accomplished; otherwise it fails and the British win.

²¹ Chartrand, *Louisbourg*, 68.

SCENARIO 13 – The Skirmish at Barachois – Louisbourg, July 16, 1758

On the evening of July 16 General Wolfe ordered Lt. Browne with 20 Rangers and Lt. Gore with 20 Grenadiers of the 35th Foot to capture the French advanced post at Barachois, a tidal marsh near the shore, which was a French advanced post 250 meters in front of the Dauphine Gate. The French Volunteers were forced back inside the fortress. Wolfe immediately sent in reinforcements, four companies of Grenadiers and a detachment of the 58th to secure and strengthen the position. The French fired from the ramparts but could not hit much in the dark. By morning the British had dug enough to have good cover. Ten days later, on the 26th, the Citadel surrendered without terms.²² By this time in the war, the British had become extremely punitive and self-righteous. Wolfe and Amherst hated the natives to the bone and were determined to eradicate them whenever possible, though they believed southern natives to be “braver and better men,” mostly because they liked the English. Because of the French association with those natives they were not to be given terms. At Louisbourg the heroism and suffering of the defenders “counted for nothing.” The town was opened to plunder and eight thousand inhabitants of Louisbourg, Île Royale (Cape Breton), and Île St. Jean (Prince Edward Island), would be deported to France. The military units were made unconditional prisoners to be sent to England. The Acadians had already been expelled by Massachusetts politicians interested in obtaining free land. From the siege of Louisbourg on, this was to be ‘Total War.’²³

The French reported 102 killed and 303 wounded during the siege. The Garrison laid down their arms and 11 colors (the Cambis Regiment had burned theirs). The British reported 172 killed and 355 wounded.

Order of Battle

French (30)

- One French Volontaires-Étrangères fusilier platoon (21)
- One Marine artillery section – 2 bronze 12# guns (9)

English (42)

- One Colonial ranger platoon, Lieutenant Browne (21)
- One British grenadier platoon, Lieutenant Gore (21)

Conditions

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

Game Duration – the game will last 4 game turns.

Terrain – a 3’ defensible revetment centered on the 4’ centerline, representing the defenses in front of the Dauphin Gate. The wall is located 12” from the French friendly edge. There is an opposing 3’ line of British trenches setup 12” from the British friendly board edge. It is also centered on the 4’ centerline. The remainder of the board is an open field. It is night time.

Deployment – all units on both sides start the game in their defensive works.

Reinforcements – neither side has reinforcements.

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

²² Chartrand, *Louisbourg*, 73; Parkman, *France and England II*, 1241.

²³ Anderson, *Crucible*, 254-256.

Scenario 14 – Skirmish at Fort Anne – New York, August 8, 1758

While Montcalm was at Ticonderoga and Abercromby was still at Fort William Henry they had little else to do except buildup the works and send out small parties to harass the other. One war party under La Corne ambushed and destroyed a large wagon train escorted by 40 soldiers between Forts Edward and William Henry. Abercromby then ordered Rogers to go to Lake Champlain and cut off the raiders. Rogers left at 2am with 700 men including about 80 rangers, as small group of regulars mostly light infantry under Captain Dalzell, and the remainder being a force of Connecticut troops under the command of Major Israel Putnam. But Rogers had missed them. On his return he received messages to find other parties hovering around Fort Edward. He and his men camped at the site of old Fort Anne an abandoned fort that had fallen in decay and the clearing in and around it was regenerating with bushes and saplings that was almost un-traversable except by a narrow Indian path.

On the morning of the 8th, Rogers broke his usual woodland regimen and he and Lieutenant Irwin of the light infantry began to shoot at a target to solve a wager. The sound of firing was heard by a party of 450 raiders under the famous French bush ranger Marin, who scouted the noise and set up an ambush for the English. At about 7am the shooting contest was over, the men slung their packs and began to move down the Indian path single file, with Putnam leading his men in the vanguard, followed by Dalzell, with Rogers and the rangers in in the rear.

Just as they were about to leave the bramble and get into the woods beyond it a Caughnawaga chief leaped at him with his hatchet raised. Putnam cocked his gun and pulled the trigger, but it miss-fired. The Chief grabbed him and hauled him into the forest along with a Lieutenant Tracy and three soldiers. Then the firing opened up on the Connecticut men. They fell back, rallied, and held the attackers in check while the rest of the force struggled to get to the front. Rogers was still a mile back at this point, struggling with his rangers to move forward.

The bramble was so thick it took an hour for the British to get their men in some order in front of the enemy, and even then, it was every man for himself. One anecdote was recounted that an Indian jumped into the midst of the English and killed two with his hatchet, then leaped upon a log in defiance. One of the regulars tried to knock him over with the butt of his musket, but failed the Indian was about to kill him when Rogers shot him dead. The fighting continued for two hours more when some Canadians gave way, and the rest followed.

Rogers remained on the field and buried 49 of his party, then left, carrying the wounded on litters. The next day, they met a party coming to his relief which had sent out a group to reconnoiter the battlefield. They found more than a hundred French and Indians. After a harrowing experience, Putnam was exchanged and would eventually go on to become a brigadier in the Continental Army.²⁴

Order of Battle

French (58)

Voyageur Marin, as warchief, with voyageur guard (6)

One Raider marine squad (10)

One Raider milice platoon (21)

Caughnawaga Chief (1)

One Caughnawaga mission hunting party (10)

One Woodland hunting party (10)

English (87)

Colonial Major Robert Rogers (1)

Captain Dalzell (1)

One Colonial ranger platoon (21)

²⁴ Parkman, France and England II, 1279-1282.

One British light infantry platoon, Lieutenant Irwin (21)
Provincial Major Israel Putnam (1)
One Provincial platoon, Lieutenant Tracy (21)
One Provincial platoon (21)

Conditions

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

Game Duration – the game will last 4 game turns.

Terrain – the British half of the table is Heavy Woods (Difficult Ground and Heavy Cover). The French and Indian half is Light Woods (Light Cover). A narrow path runs across the 4' width at the centerline.

Deployment – the Connecticut Provincials start the game on the path in a column of 2s with the head of the column at mid-table. The entire French and Indian force is deployed onboard, at least 12" from that point. The British light infantry start, spread out, at 12" from their friendly edge; the rangers start are spread out up to 6" from their friendly edge.

Reinforcements – both forces are fully deployed and do not have reinforcements.

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

Scenario 15 – Capture of Fort Frontenac – Ontario, August 27, 1758

Abercromby gave Lt. Colonel John Bradstreet 3000 provincials to capture Fort Frontenac. He and his force travelled up the Mohawk River and down the Onondaga to the spot where Fort Oswego had stood. He was reluctantly joined by a few Oneidas; the British defeat at Carillon had not been a good omen for support of the natives of the Five Nations. On the 22nd his fleet of whaleboats and bateaux moved out onto Lake Ontario. Three days later, they landed near Frontenac. Working overnight on the 26th his men built works less than two hundred yards of the fort. Early the next morning the fort's commandant, Pierre-Jacques Payen de Noyan et de Chavoy, surrendered his garrison of 110 soldiers and laborers, nine armed vessels carrying from 8-18 cannon, and tons of provisions and munitions. Bradstreet and his men kept what they could carry and burned the rest. The fort was armed with sixty cannon and sixteen mortars. The Oneidas were successfully kept from scalping the prisoners who were allowed to leave unmolested by giving them a large share of the plunder.

Bradstreet then sailed to Oswego and up the Onondaga where he left 1000 men under Brigadier Stanwix to build a new fort at the Great Carrying Place (Oneida Carry) between the Mohawk and Onondaga rivers. The objective of the campaign had been to separate Quebec and Montreal from the western resources; but Canada was not cut in two, there were other routes to the west. One of the biggest consequences to the French, however, was that it blocked the supply route to Fort Duquesne which controlled access to the Ohio Valley as well as the loss of allegiance of many Native tribes. With one side outnumbered by 30:1 this doesn't make much of a game scenario, but it was important in the grand scheme of events.

Scenario 16 – Scout on Fort Duquesne – Pennsylvania, September 14, 1758

In the spring of 1758, the British had determined to assault Fort Duquesne again, though they still remembered the thumping that Braddock had received in the same area several years earlier. This time it was determined to progress more slowly through the wilderness until the force was in striking distance. Brigadier John Forbes was placed in charge of the expedition. He had Montgomery's 77th Highlander Regiment and a battalion of the 55th Foot Royal Americans (some sources say 60th Foot). The colonial troops were militia from Pennsylvania, Virginia, Maryland, and North Carolina, but these were of very lowest caliber and poorly equipped. In all, the force contained between six to seven thousand men. Forbes chose not to use Braddock's old road, but rather to make a new one starting from Raystown (now Bedford) Pennsylvania. Colonel George Washington argued against it.

When they were still 50 miles from their objective, building a depot at Loyalhannon Creek, Lt. Colonel Henry Bouquet, who had taken over command while Forbes was ill, allowed Major Grant of the Highlanders to go forward to harass the French. He set out with 813 men including Highlanders, Royal Americans, and militia. On the 14th of September, at two in the morning, Grant reached a hill (now Grant's Hill) about a half-mile from the fort, undetected by the French and the Indians camped outside it. Planning a dawn attack, he ordered Major Lewis, a provincial, to take half the men to the open plain and attack the Indians camped there, then retreat to the hill where they would be ambushed. Lewis returned, admitting they had lost their way in the dark. Grant decided to send a few Highlanders to burn a warehouse just outside the woods. The ground was covered by thick fog. Grant was convinced that his force outnumbered the enemy's (such was the intelligence they had received). Then he divided his troops in such a way that one group could not support another. Major Lewis was sent to guard the baggage with the Virginians under Captain Bullitt who had already been stationed there. Then Captain McKenzie with a detachment of Highlanders was sent toward the Monongahela on their left. Finally, Captain Macdonald with a company of Highlanders was sent onto the plain to make a plan of the fort. Grant, himself remained on the hill with 100 Highlanders and a company of Marylanders. Then, to encourage the men, he had the drums beat Reveille.

Upon hearing the drums, the French came swarming out of the fort half-dressed, but ready to fight, and the natives joined them. They rushed towards Macdonald who met them with a volley that stopped the charge, but then the French and Indians surrounded them and tried to cut them off. The Highlanders broke through and made it to the woods, but Captain Macdonald was killed. A crowd of French followed close and routed them. The survivors fled to Grant's position on the hill which they defended for 45 minutes then broke and ran again. Grant wrote, "I trust I shall never again see such a panic among troops." His only hope was the rear guard under Lewis at the baggage. Unfortunately, Lewis had heard the shots fired and ran with his men to assist Grant, but the two groups, one retreating and the other rushing forward, passed each other in the dense forest. Grant reached Bullitt with the French and Indians hot on their tails. He cried out in despair that he was a ruined man. However, surprisingly, Bullitt and his company held fast, stemming the advance of the enemy. Eventually the British were driven into the Allegheny River. Grant and Lewis and some of their men were captured. The British lost 353 men killed (187 of them highlanders) and 40 wounded, a 40% loss; the French losses are unknown but Chartrand believes that probably 15-20 were killed.

A month later, the French pushed on and attacked the camp at Fort Ligonier at Loyalhannon twice on October 12 and November 12, causing considerable damage, then withdrew.²⁵

²⁵ Parkman, *France and England II*, 1286-1302; Anderson, *Crucible*, 272, 283; Chartrand, *Colonial Troops* 3, 13-14; Chartrand, *Tomahawk*, 49-59.

Order of Battle

French (87)

French Major (1)

Marine Captain (1)

One Raider marine platoon (21)

One Raider militia platoon (21)

Fusilier Captain (1)

One French fusilier platoon (21)

One French fusilier platoon (21)

English (89)

General Grant with ensign (2)

Militia Major Lewis with drummer (2)

One Militia platoon (21)

One Militia platoon (21)

British Highlander Captain Macdonald with piper (2)

One British Highlander fusilier platoon (21)

One British light (Royal American) platoon (21)

Conditions

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

Game Duration – the game will last 6 game turns.

Terrain – an open field with 12" of woods on one end.

Deployment – the French platoons start the game within 18" of their friendly board edge. The British regulars start the game within 24" from their friendly edge.

Reinforcements – the British Militia may enter from the British edge beginning on game turn 3.

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

Scenario 17 – Raid on Fort Ligonier – Pennsylvania, October 12, 1758

In the early morning of October 12, 1758, a French force under a Compagnie Franches de la Marine Capitaine Charles-Philippe Aubrie of about 450 marines and milice surrounded British fort Ligonier. About 150 Amerindians moved to cover the east road where they had been sent by the commander of Fort Duquesne, Compagnie Franches de la Marine Capitaine François-Marie Marchand de Lignery perhaps in the hopes they might be able to delay the progress of the British. One French contingent approaching from the west ran into a British patrol of about 50 men and sent them running back to the fort. Then other raiders emerged from the surrounding woods at many points and attacked the encampments surrounding the fort itself. The British commander, Lt. Colonel Henry Bouquet was away and the senior officer present, Colonel James Burd of the 2nd Pennsylvania Regiment appears to have initially believed the raid was only a small attempt on the livestock, sent the Maryland Battalion of about 200 men to scatter them. Then he sent the 1st Pennsylvania Regiment (under Colonel William Clapham?) and 3 companies of South Carolina Provincials under Major Hugh Waddell to assist them. The Marylanders continued to suffer casualties as the attack rolled over their encampments. In hand-to-hand combat they were forced to retreat into the safety of the fort. But as the attack developed on many sides the British and Americans began to believe it was a full-scale attack from the east side. Not realizing that it was a raid by less than one third of their number they began firing artillery to defend the fort. The Amerindians were able to raid a supply train on its way to the fort and run off with hundreds of livestock. Burd reported that around 9:00pm they had used artillery to repel an attack on a redoubt. The French remained in the woods all night, probing the outposts, killing livestock, and hauling off many horses.

The British believed they had driven the French back and claimed the “battle” as a victory. The French however had realized their goals: they had gained a good idea of the layout of the fort and the forces stationed there, they had put the British on the defensive, and had even left with all the horses. Nearly every Frenchman was able to ride on the two-day trip back. The British reported 12 killed, 31 wounded, and 7 prisoners captured. French losses were not mentioned and must have been very light.²⁶

Order of Battle

French (87)

- Commandante Charles-Philippe Aubrie (1)
 - Marine Captain (1)
 - One Raider marine platoon (21)
 - One Garrison marine platoon (21)
 - Militia Captain (1)
 - One Colonial Militia raider platoon (21)
 - One Colonial Militia raider platoon (21)

English (89)

- Colonel James Burd with ensign (2)
 - British Captain with drummer (2)
 - One Colonial ranger platoon (21)
 - One British 60th Royal American platoon (21)
 - Provincial Colonel William Clapham with ensign (1)
 - One Provincial Fusilier platoon (21)
 - One Provincial Fusilier platoon (21)

²⁶ ²⁶ Parkman, *France and England II*, 1302; https://en.wikipedia.org/wiki/Battle_of_Fort_Ligonier; Chartrand, *Tomahawk*, 71-76.

Conditions

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

Game Duration – the game will last 6 game turns.

Terrain – an open field with a fort in the center, wide, fordable creek (deep ford) and 6" of woods on the east end. In between there are numerous encampments and two corrals each with 12 livestock.

Deployment – the French platoons start the game on opposite sides of the board within 6" of their friendly board edge. The British rangers and regulars start the game inside the fort. They never leave it. One squad of provincials starts the game scattered in the eastern encampment like an extended skirmish formation with figures two inches apart, the other inside the fort. They are free to maneuver.

Reinforcements – neither side has reinforcements.

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

Scenario 18 – Lt. Corbière’s Patrol – Pennsylvania, November 12, 1758

A month after the Aubry raid a Lieutenant Corbière was sent out with 40-45 soldiers, malice, and a few natives to reconnoiter the area of Fort Ligonier. British General Forbes had spent his time building up men and supplies at Ligonier as well as making a substantial effort to make a treaty with the Amerindians of the area. By early November he was successful. Now the French would be too weak to oppose him. On November 12 Corbière and his men ran into a party of Colonial Rangers about 3 miles from Fort Ligonier. There was a brief firefight that sent the rangers back to the fort, no doubt worried about Indians in the forest. But there were only a few.

Thinking it was another raid, General Forbes sent out 500 men in two columns of Virginians under Colonels George Washington and Hugh Mercer. Some of Corbière’s men ran into some of Mercer’s and firing broke out. The two columns collided in the smoke (the fog of war) and fired upon each other, killing 11 with more wounded. Parkman states 40 killed or wounded. Washington related that this was the direst incident for him during the whole war. He was between the fire of two groups firing at each other. Knocking upward aimed musket barrels with his sword he called on his men to cease firing. This time, however, the British received a boon in the form of the capture of three men of Corbière’s party including a Richard Johnson, probably a British or colonial deserter who had joined the French.

Order of Battle

French (21)

- Marine Lieutenante Corbière (1)
- One Raider marine squad (10)
- One Raider milice squad (10)

English (42)

- Colonel George Washington (1)
- One Provincial fusilier platoon (21)
- One Provincial fusilier platoon (21)

Conditions

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

Game Duration – the game will last 6 game turns.

Terrain – an open field with a fort in the center, wide, fordable creek (deep ford) and 6” of woods on the east end. In between there are numerous encampments and two corrals each with 12 livestock. The smoke of firing and perhaps a morning mist confuses the two provincial platoons. Treat them as in night conditions.

Deployment – the two platoons start the game on opposite sides of the board within 18” of their friendly board edge.

Reinforcements – neither side has reinforcements.

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

Conclusion

The prisoner, Richard Johnson, reported that the Fort Duquesne was in a ramshackle condition and completely indefensible. The garrison had been reduced to about 200 men and supplies were running short. Forbe's fear of the French at Duquesne evaporated instantly with the news. He issued orders to resume the advance. With many of his men infirm, Lignery began to dismantle the fort on November 19, starting with the picket emplacements on the perimeter. Rations and men were sent to Fort Machault. All of the artillery and ammunition was sent to Illinois along with the sick and wounded. On November 23, as the British approached, all the remaining men boarded bateaux and left. Lignery remained behind with a few men to set fire and set off the remaining half-spoilt powder. His scouts reported that the explosion had reduced the installation to ashes.

On the evening of the 24th, the British army of 2500 men camped 10 miles from the fort at Turkey Creek. During the night the guard heard heavy booming sounds. They continued the march the next dawn, passed the bodies of Grant's dead, and came in sight of the fort at dusk. A few lingering Indians told them the French had gone. They built a stockade around a cluster of cabins which Forbes named Pittsburg. Fort Pitt was built the following year. The remaining 200 men of the 77th Highland Regiment found highlander heads from some of Grant's Highlanders on poles with kilts below them, planted on a Gauntlet Run in an Indian camp. They swore vengeance on the French though they had also been subjected to such atrocities by the natives. Two of the year's major campaigns had been successful. Louisbourg was now in British hands and could be used as a jumping off point for an invasion of Quebec next year. Fort Duquesne had been occupied. A small fort was being constructed to defend it. Only Abercrombie's attack of Fort Carillon had failed. But the French were hemmed in on all sides and could only defend one front at a time.²⁷

²⁷ Parkman, *France and England II*, 1302-1308; Chartrand, *Colonial Troops* 3, 13-14; Chartrand, *Tomahawk*, 71-76.

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