

French and Indian Wargame Scenarios

*Ten Game Scenarios of the Late French and Indian War
Part 3 - 1759-1760*



An Accessory Module for the Gauntlet Run Game

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Contents

British and French Units	page 3
Native Unit Stats	page 4
French Army Stats	page 5
British Army Stats	page 6
1) Raid at Montmorency Ford	page 7
2) Skirmish at Oswego	page 9
3) Battle of la Belle Famille	page 10
4) Assault of the Fire Ships	page 12
5) Battle of Pointe á Lessay	page 13
6) Amphibious Assault on Pointe-aux-Trembles	page 15
7) Skirmish at Saint-Joachim	page 17
8) Battle of the Plains of Abraham	page 19
9) Raid on Odenak	page 22
10) Battle of Sainte Foy	page 24
Sources	page 27

FRENCH AND INDIAN WAR 1750-1761

British Units

The British strategy was comprised of their usual three-pronged approach. Against Quebec, Colonel John Prideaux at the head of five-thousand men was to attack Fort Niagra. Sir Jeffry Amherst with eleven thousand men was at Lake George, ready to move against French Fort Carillon (Ticonderoga). Major-General James Wolfe had ten regular battalions in three brigades supported by the Louisbourg Grenadiers, Major Dalling's Light Infantry, and a battalion of Rangers under Major George Scott. A smaller force of about three thousand men were sent to the Ohio valley. By this time period the British regulars had learned to take cover in woods when reloading; they did not rely on line formation except in an open field. The Indians were very disappointed; all units are given the Woodcraft rule.¹

Fusilier Companies – were now training to fire by platoons, taking aimed shots, and practicing maneuvers in the woods. They are given the woodcraft rule.²

Grenadier Companies – the grenadiers remain as before with addition of the Woodcraft rule.

Scots Companies – Scottish fusilier units have the Woodcraft rule. For Scots Grenadiers use the Grenadier stats.

Light Infantry – They usually still have bayonets for melee rather than hatchets.

Colonial Militia – the militia remain the same in this period.

Ranger Companies – 'British' rangers were gaining in woodland skills, almost a match for the natives. 'Provincial' rangers remain the same.³

Six Nations – The Six-Nations had been reluctant to join the British cause until they were able to show some success against the French but now Johnson was with Prideaux with 900 warriors.⁴

French Units

The French only had five battalions to oppose the thousands of men arrayed against them. Twenty-three supply ships had come in, but it was not nearly enough, especially food; the Canadians would soon be on rations of two ounces of bread a day. Lieutenant-General Louis-Joseph Montcalm had five battalions of *Troupes de Terre* and two battalions of Marines for the defense of Quebec City. Six hundred militia men had been drafted to fill their depleted ranks. Because of this, all French regulars (but not Marines) have the Unreliable rule. Vaudreuil had some Marines and Piquets in garrison and the Militia plus about 1000 Indians. Saint-Luc de la Corne with a thousand French, Canadians, and Indians had been sent to the head of the rapids of the St. Lawrence. Bourlemaque was posted at Carillon with three battalions. For artillery at Quebec there was one company of *Corps Royal de l'Artillerie* and two companies of colonial Cannoniers-Bombardiers supported by many naval gunners and militia. The sailors from ships trapped in the St. Lawrence by Wolfe's fleet and the Quebec City garrison numbered about 2200 men.⁵

Fusilier Companies (Infanterie de la Ligne) – Line infantry can only fight in formation in open fields. The ranks of the regulars were so depleted that hundreds of militia men were drafted to fill the gaps with some battalions having as much as 40-50% militia. They were trained as regulars.⁶

¹ Chartrand, *Quebec 1759*, 7-17; Parkman, *France and England II*, 1348, 1363.

² Parkman, *France and England II*, 1359.

³ Zaboly, *Ranger*, 4-50.

⁴ Parkman, *France and England II*, 1365.

⁵ Chartrand, *Quebec 1759*, 17-20.

⁶ Chartrand, *Quebec 1759*, 18.

Grenadier Companies (Compagnie de la Grenadier) – same as British grenadiers. They were posted with their respective battalions.

Piquets – (Infanterie légère) in this time period the ad hoc light infantry companies (called Piquets “Pickets”) were ‘brigaded together and usually assigned to garrison special locations. Quebec had a battalion of them.

Colonial Marines (Compagnie Franches or Troupes de la Marin) – Colonial marines at this time were collected into two battalions at Quebec City under Montcalm, who now outranked Vaudreuil.

Colonial Militia (Milice Canadien) – The militia were spread out at strategic points with those unfit for frontline duties ferrying supplies to the outposts. In Quebec ages mustered ranged from 15 year old boys to 60 year old men. When Wolfe’s fleet was first spotted a call went out to bring all available militia from Montréal and Trois Rivières to the defense of Quebec.

Wood Runners (Coureur de Bois) – Many *voyageurs* came to the defense of Quebec City, Fort Carillon (Ticonderoga), and guarded points in the west such as Fort Niagara. They usually headed or accompanied Native Allies.

Native Allies (Alliés natals) – Vaudreuil had about a thousand natives in Quebec.

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 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>			

French Army 1759-1760

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>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Dragon Colonial	Light	4	sword, smoothbore flintlock carbine
<i>Special: Wavering, Mounted.</i>			

<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 Shots, 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 Shots, Foresters. 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#)
<i>Special: Various. 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.</i>			

French military terms

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

British Army 1759-1763

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, Woodcraft.</i>			
British Highlander	Formed	3	smoothbore musket, sword/bayonet
<i>Special: Steady, First Volley, Stubborn, Tenacious, Woodcraft.</i>			
<i>Note: for Highlander Grenadier use British Grenadier (above).</i>			
British Fusilier	Formed	3	smoothbore musket, bayonet
<i>Special: Steady, First Volley, Woodcraft.</i>			
British Light Inf.	Light	3	smoothbore musket, bayonet/hatchet
<i>Special: Steady, First Volley, Fast, Extended Line, Woodcraft.</i>			
British Ranger	Skirmish	3	smoothbore musket, hatchet
<i>Special: Steady, Good Shots, Woodcraft, Foresters. 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 – Raid at Montmorency Ford – Quebec, July 8, 1759

The Saint Lawrence River was believed to be too difficult to navigate with any sizeable fleet but the French were unaware that the British had captured experienced pilots who were forced on pain of death to guide them in. On June 21 the enemy fleet was seen by the habitants of Quebec. The French commanders had been informed of their progress and by late May Montcalm and Vaudreuil's armies were already entrenched on the heights between Quebec and Montmorency Falls, a distance of 6 or 7 miles, with 14,000 men including five battalions of regulars who were posted in the center with Vaudreuil's marines and Canadians on both flanks.

On the eighth of July several frigates and a bomb ketch took up stations in front of Lévis' camp of a division of Canadian militia. From this point they could shell the camp but due to the height of the ridge the shells could not make much of an impact, though they fired all day. That night British boats left the Île d'Orleans camp carrying the brigades of Townshend and Murray, five battalions, three thousand men, including grenadiers, light infantry, and rangers. They landed just before daybreak at the parish of L'Ange Gardien on the east side of the cataract of Montmorency. They were greeted by Canadians and Indians whom they drove off after receiving some losses. The British climbed the ridge and entrenched themselves. Rangers guarded the work parties in the woods who were cutting logs for fascines, and, apparently, looking for a ford in the river.

The Chevalier de Lévis, commander of the French left wing, had a Scottish-Jacobite aide-de-camp named Johnstone. Together, they watched the British movements from their camp. Johnstone asked Lévis if there was a ford beyond the falls. Lévis replied he was sure there was none as he had scouted it himself to its source. However, a Canadian nearby whispered to Johnstone that there was in fact a ford. Lévis became angry and berated the Canadian so much he would not even repeat the statement. Then Johnstone privately asked the Canadian to find someone who had recently crossed it, and bring him to the General's quarters. He soon reappeared with a man who said that he had crossed it the previous night with a sack of wheat on his back. A detachment was immediately dispatched to the ford with orders to build entrenchments, and Repentigny who was a lieutenant of Lévis, was posted nearby with eleven hundred Canadians.

Langlade, with four hundred Indians crossed to the English side and watched the British in the woods. Apparently, the rangers did not see them. Langlade returned to Repentigny notifying him of the British presence in the woods beyond the ford. He stated that they might be destroyed if Repentigny would attack them. Repentigny sent a messenger to Lévis asking for orders. Since he had been ordered to hold position, Lévis sent a messenger to Vaudreuil, three to four miles away as king him for orders. Vaudreuil replied that Lévis should hold position and he would come and see things for himself. He didn't arrive until two hours later.

Meanwhile, the Indians took matters into their own hands and fired on the rangers, driving them back with heavy losses. But the British regulars stood their ground and repelled the attackers, who returned to Repentigny's camp with thirty-six scalps. If Repentigny had advanced they could have done great damage to the British detachment. A council was called and Vaudreuil and Montcalm both counselled prudence. Bigot voted to attack but he was overruled, and the British were left to finish their work. Believing their position to be impregnable, the French commanders thought it best to just sit tight. For the first time, the Canadians began to desert, discouraged by the inactivity as well as the British bombardment. Interestingly, the Indians complained that the regulars were learning how to fight. They no longer stood in ranks making huge targets of themselves, as they had with Braddock.⁷

⁷ Parkman, *France and England II*, 1346-1349; Marston, *FIW*, 56-58.

Order of Battle:British (65)

British Captain with drummer (2)
One British fusilier platoon (21)
One British grenadier platoon (21)
One colonial ranger platoon (21)

French (64)

Coureur-de-bois Langlade as capitaine (1)
One Woodland raiding party (21)
One Woodland raiding party (21)
One Raider milice platoon (21)

Conditions

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

Game Turn – the game will take six turns.

Terrain – Light woods cover the board.

Deployment – the English setup in their zone within 12" of their end of the board. The French setup hidden within 12" of their edge of the board.

Reinforcements – the British company of regulars enters the board beginning on game turn two.

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

Scenario 2 – Skirmish at Oswego – Fort Niagara, July 1759

Brigadier General John Prideaux had been ordered to lead an expedition of 5,000 men to capture Fort Niagara. His force included regulars of the 44th and 46th Foot and two companies of the 60th Foot, 2500 NY Provincials, 700 Rhode Islanders, and 900 Iroquois who were led by Sir William Johnson to capture Fort Niagara. They left Schenectady, New York, in mid-May and proceeded to Fort Stanwix at the Great Carrying place where a strong garrison was left to guard the army's supply route. Then they journeyed down the Onandaga River to Oswego. There, Prideaux left half the remaining force under Colonel Haldimand to hold that point and to fortify it as much as possible. Haldimand fortified his camp temporarily by lining it with pork and flour barrels while his troops worked on the fortification. He had to hold out for the success of the mission, the capture of Fort Niagara. French coureur-de-bois St. Luc de la Corne left the head of the Rapids early in July with a thousand French and Canadians and a contingent of natives, all who could be spared from Forts Detroit, Presque-isle, Venango, and Le-Boeuf. La Corne's small force had little chance of success.

De la Corne arrived at the outskirts of the camp and, even though they stopped to receive a benediction by Father Piquet, the British were completely taken by surprise as they were going about their daily work. Things would have gone badly for them, if some of the Canadians had not unexpectedly routed back to their boats. They were soon rallied, but the surprise was gone, and the French army posted itself in the trees that bordered the camp, too far to do much damage. The firing continued for two hours and continued the next day until three cannon were setup against them, sending them back to their boats again. The French force left having lost about thirty men killed and wounded, including La Corne, who had been shot in the thigh. "The English loss was slight."⁸

Order of Battle:

British (65)

- British captain with drummer (2)
- One British fusilier platoon (21)
- One Provincial fusilier platoon (21)
- One British artillery section – 6# bronze guns (21)

French (65)

- Coureur-de-bois La Corne, as capitaine (1)
- One Woodland warband (43)
- One Raider milice platoon (21)

Conditions

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

Game Turn – the game will take six turns.

Terrain – Light woods cover up to 2' from the French short edge; the British emplacements are setup 18" from their friendly edge.

Deployment – the British setup inside their field works (light cover). The French setup inside the woods (also light cover) on their side of the board.

Reinforcements – no reinforcements for either side.

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

⁸ Parkman, *France and England II*, 1363-1364; Mante, *History of the Late War*, 224-225.

Scenario 3 – Battle of la Belle Famille – Quebec, July 24, 1759

French Fort Niagara stood in the angle of the Niagara River and Lake Ontario. It had been rebuilt “in regular form” by Captain Pouchot of the Béarn Battalion. He was there, in command of 600 men (some sources say 200) who were well-stocked with food and ammunition. Another force of bushrangers and savages was gathering at Presqu’isle, Leboeuf, and Venango under command of Aubry, Ligneris, Marin and other coureur chiefs in preparation of an expedition to recover Fort Duquesne (Fort Pitt). Upon learning of the British advance, Pouchot sent a messenger to call them to his aid. A little further up the river there was a smaller wooden fort called Little Niagara, which was held by half-Iroquois Joncaire-Chabert and his brother, Joncaire-Clauzonne, along with a hundred numerous native clan relatives. Joncaire burned his fort and moved his garrison to reinforce Niagara. The hundred Iroquois left when the British arrived.

British General Prideaux’s force of about 3,500 men left Oswego on July 1st, and avoiding French ships patrolling Lake Ontario, arrived at Fort Niagara on the 6th. They landed out of sight of the fort and began to lay a dubious siege. The trenches they first built were initially badly situated as they were easily raked by French fire from the fort, and they had to be redone. Prideaux was reinforced by Sir William Johnson with 900 Five-Nation warriors. When the batteries finally opened fire Prideaux was killed by a shell from a Coehorn mortar that exploded prematurely as he was walking by. Johnson and Colonel Haldimand had a brief discussion as to who was senior in rank and would take command. Though Johnson was inexperienced, he took command of the force anyway, his zeal compensating for his lack of skill. A few weeks later one of the fort’s ramparts was breached, and by then the garrison had lost more than 100 men, the rest were exhausted by lack of sleep.

Aubrey and Ligneris arrived on the 24th with a few Marines in the eleven hundred French and 200 Indians. Johnson’s 3200 men were divided into three sections, one to guard the bateaux, another to man the trenches, and the last to fight Aubrey’s force. This group, under the command of Colonel Massey, included the provincial light infantry, two companies of British grenadiers, and 150 men from the 46th Foot and the Five-Nations contingent. They hid themselves behind a breastwork with abatis in front at La Belle Famille with the Five-Nations group on their flanks and allowed the enemy to approach. When they did, Johnson’s natives tried to parley with their compatriots on the French side but talk soon broke down. The fight was brisk at first but eventually the French were routed with almost all of their officers killed or captured. The Iroquois hunted down and killed or captured the survivors. The remainder fled to their canoes and retreated from the scene.

When Pouchot heard the firing, he went to the fort’s bastion by the river, and was encouraged when he saw groups of men fighting among the trees. At the same time, the British trenches appeared to be deserted so a call was made for volunteers to sally. But it was soon discovered that they were indeed still alive with defenders and the sally was recalled. The battle in the distance lasted a half-hour. At two in the afternoon a friendly Onandaga native snuck through the siege lines and arrived at the fort with the news that the relief force had been routed. Pouchot didn’t believe him.

Meanwhile, the cannonading continued until 4pm when a trumpet sounded from the British trenches and an officer was sent to the fort with a paper with the names of the captives though some were unintelligible through bad spelling. Pouchot didn’t believe it so he sent an officer to determine if it was true that the relief attempt had failed. The officer proceeded to the British camp and was shown a badly wounded Ligneris, as well as Aubry, Villiers, Montigny, Marin, and others, the total including sixteen officers, four cadets, and a surgeon. Pouchot and his men were granted the honors of war and protection from the natives of whom they were deathly afraid. They were sent to New York. Johnson allowed his Indians to ransack the fort in lieu of taking scalps and prisoners. Therefore, no blood was spilled after the surrender.

Perhaps they already had enough prisoners from the fight at la Belle Famille. Forts, Presqu'isle, Le Boeuf, and Venango were burned by the survivors who then left for Detroit. The upper Ohio was now completely in the possession of the British and though many sources cite that western Canada was also cut off from Quebec it wasn't true.⁹

Order of Battle:

British (87)

- British Captain with drummer (2)
 - One British grenadier/fusilier platoon (21)
 - One Provincial light infantry platoon (21)
- Provincial Captain (1)
 - One Colonial ranger platoon (21)
 - One Iroquois raiding party (21)

French (87)

- Coureur-de-bois Aubrey, as capitaine with drummer (2)
 - One Garrison marine platoon (21)
 - One Garrison marine platoon (21)
- Coureur-de-Bois Ligneris, as capitaine (1)
 - One Mission raiding party (21)
 - One Militia raider platoon (21)

Conditions

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

Game Turn – the game will take six turns.

Terrain – an open field covers the board except for wooded areas within 12" along each end.

Deployment – the British setup in their zone within 12" of their end of the board.

The French setup hidden within 12" of their edge of the board.

Reinforcements – the British company of regulars enters the board beginning on game turn two.

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

⁹ Parkman, *France and England II*, 1364-1368; https://en.wikipedia.org/wiki/Battle_of_La_Belle-Famille; Anderson, *Crucible*, 333-339; Reid, *Redcoat vs. Fusilier*, 29-44.

Scenario 4 – Assault of the Fire Ships – Quebec, July 28-29, 1759

On the night of July 28th, a dark and moonless night, the French sent a flotilla of fire-rafts against the British fleet anchored in the river. They were ordered out by Governor Vaudreuil, though Montcalm thought it was an expensive waste of resources. They set out under the command of a naval officer named Delouche at 10:00 hours. In about an hour they reached the north channel between Isle d'Orleans and the north shore of the river. An English outpost on the island saw the outlines of ships of approaching ships at 11:00. Then tongues of flame began to rise; Delouche had lost his nerve and set the fires a half-hour too early. Fire ran up the masts and sails then exploded into open flames. They had been filled with pitch, tar and other combustibles including bombs, grenades and old, loaded cannons, swivel guns, and muskets. The troops at the outlook were completely amazed. Hordes of grape and musket shot swept the trees. Up on the heights Montcalm's encampment was lit up as well as the long lines of redcoats on the opposite shore. Captain John Knox described it as, "the grandest fireworks that can possibly be conceived." However, the conflagration did nothing except burn a captain and six or seven of his sailors who failed to escape in time. Some fireships ran ashore before reaching their mark and others were caught by sailors with grappling hooks and towed them to shore. The fires burned all night long. A very disappointed Vaudreuil who had been watching from the steeple of Beauport's church returned to Quebec.¹⁰

Order of Battle:

British

Two Frigates, anchored, captains with full crew

French

Two Sloop fire ships (no guns), captains with minimum crew

Conditions:

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

Game Turn – the game will take six turns.

Terrain – a river covers the board.

Deployment – the English setup in their zone within 12" of their short end of the board. The French setup within 12" of their edge of the board.

Special Rules – Night Attack: the French fireships are hidden until within 12" of a British ship or until one is set on fire. Piloted ships move downriver 9" per turn.

Nervous Captains – since the fire ships must be piloted and set alight as close to the British ships as possible, the French Captains must check moral each turn with an additional +1 penalty per turn. If a Fall Back or Retreat result is achieved the unit (the ship) becomes Shaken; upon another failure, a nervous captain sets his vessel on fire and abandons ship. Use the rule book Fire Raft rules on page 9 from this point (drifting downstream 6" per turn).

Victory Conditions – if one British ship is destroyed it is a minor French victory, if two ships are destroyed it is a major victory; otherwise, the game is a British victory.

¹⁰ Parkman, *France and England II*, 1342-1343.

Scenario 5 – Battle of Pointe á Lessay – Quebec, July 31, 1759

At 0800 the troops at Pointe Levis were ordered to prepare to embark for a landing at the Beauport defenses on the north shore of the St. Laurent River just west of Montmorency Falls. The Louisbourg Grenadiers along with those of the 15th, 43rd, 48th, and 78th Regiments, and a detachment of Royal Americans, numbering about three thousand men, supported by the fusiliers of General Monckton's 15th and 78th Regiments, about two thousand more men. The spearhead, four companies of grenadiers, were loaded onto "Cats" (Whitby colliers), merchant ships with a shallow draft. Lt. Colonel William 'Billy' Howe's troops were to make a demonstration across the upper ford of the Montmorency River, timed to distract the French. Townshend's and Murray's brigades were to cross the Montmorency below the falls and assist the operation. The maneuver was timed to begin just after high tide, at 1100, so the landing craft could be brought in as close to shore as possible. However, it was discovered that the Townshend's and Murray's supporting brigades could not cross the lower ford of the Montmorency river until low tide, so the invasion force had to be kept in their boats for eight grueling hours during the heat of the day.

Billy Howe's troops, Anstruther's Regiment, the light infantry, and rangers, made their demonstration, as ordered, at the upper fords to draw the French from their entrenchments at that top of the cliffs. However, since the landing had been delayed it was to no effect. The Royal-Roussillon and Guyenne regiments opposed them there, then shifted back to their field works on the heights, joining a battalion of the Béarn regiment. At about 1700 the Centurion opened fire and the two cats landed the grenadiers. Unfortunately, the boats were stopped by a rocky ledge and grenadiers had to debark into waist deep water. Then they were told to wait for reinforcements which could be seen crossing the lower ford and coming in their boats. But the grenadiers soon came under fire from the Johnstone Battery, previously thought to have been silenced. Instead of standing there as ordered, they rushed to capture it, forcing its gunners to retreat. However, they now found that the redoubt was in range of the French muskets and cannons on the crest of the ridge. Unable to stay there, they tried to advance but found that the slopes of the ridge were very steep and covered in abatis. Unable to advance and unwilling to retreat they stayed there and took casualties which rolled down the hillside. Suddenly a strong thunderstorm crashed onto the scene, reducing visibility to a few yards and halting all firing on both sides. The slope became slippery and impossible to climb. The grenadiers withdrew into and behind the redoubt.

Frustrated by his flawed plans, Wolfe abandoned the entire operation. Under cover of the storm the British forces retired to their boats or to the safety of the east side of the river leaving their dead and wounded onshore and two stranded cats on the beach. The French advanced, the Indians intending to scalp the dead and wounded, and French troops tried to stop them. Though Wolfe blamed his failure on the Grenadiers where was the rest of the army? Pelted by enemy fire, the grenadiers probably had no choice but to advance or retreat; they chose to advance. In his rebuke of the army, Wolfe only blamed the grenadiers and does not mention the other problems encountered. The British lost 210 killed and 230 wounded including four officers killed and 29 wounded. The high proportion of killed to wounded was due to the fact that the Indians dispatched those left on the field. The French said the storm had saved the British and the British said it had saved the French.¹¹

Order of Battle:

British (82)

Captain Billy Howe (1)

One British grenadier platoon (21)

One British fusilier platoon (21)

¹¹ Reid, *Quebec*, 32-42; Parkman, *France and England II*, 1354-1357.

One British light infantry platoon (21)
Two Whitby collier merchant ships (cats), four 6# bronze guns, with crew (9)
Four longboats

French (83)

Chevalier de Lévis, field officer with ensign (1)
One French grenadier platoon (21)
One French fusilier platoon (21)
One Raider militia platoon (21)

French artillery

One French artillery section – 12# iron cannons (9)
One Marine artillery section – 6# iron cannons (9)

Conditions

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

Game Turn – the game will take six turns.

Terrain – up to 12" from the British edge is the St. Laurent river. The water up to 6" from the shore is fordable (light cover, rough ground). Up to 36" from the French side is riverbank; it extends the full length of the board. Up to 12" from the French edge is a ridge capped by a line of defensive works (hard cover, linear barrier). The ridge slopes on the river side are formidable ground. An earth-reinforced redoubt is setup entirely within 16" of the French defensive works (hard cover, linear barrier).

Deployment – the British grenadier platoon and one fusilier platoon are set up each in one of the cats, which are placed in the shallow water within 12" of the length centerline. The remaining British Fusilier platoon is offboard, ready to enter in their longboats. The French 6# battery is setup in the redoubt on the beach; the 12# battery is placed in the center of the line of defensive works at the top of the ridge. The French grenadiers and fusiliers are also setup in the defensive works, one on either side of the battery. The Militia platoon is behind them as a reserve.

Amphibious Landing – the British units on board the cats may move into the shallow water (the gunwales are the same as a curtain wall, the water is rough ground).

Reinforcements – the second British fusilier platoon may enter the board beginning on game turn three. The redoubt is captured if there is one British unit inside it and no French units are inside. The French gunners must flee up the ridge (remove them from play).

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

Scenario 6 – Amphibious Assault on Pointe-aux-Trembles – Quebec, August 8, 1759

In early August Dalling's Light Infantry, Gorham's Rangers, the 15th Foot, and the Royal Americans, under the command of Brigadier Alexander Murray, sailed upriver in a light flotilla to disrupt communications between Quebec and Montreal. On August 8, they reached Pointe-aux-Trembles about 18 miles upriver from Quebec. The Light Infantry were ordered to make an amphibious assault, to be backed by the rest of the force. At 0300 they boarded twenty-eight small flat-bottomed boats which were to serve as landing craft. By 0400 all was ready. The frigate *Squirrel*, two sloops, and a pair of floating batteries defeated three French floating batteries. At 0600 the signal to land was given and the boats moved forward.

Two companies managed to reach shallow water and took cover behind rocks where they fired upon the Indians who were in the cover of the forest. They took heavy casualties and were not able to discern the number of casualties inflicted on the enemy in the woods. Murray spotted Bougainville's 400 reinforcements coming and ordered a withdrawal which would strand some light infantrymen near the shore. They threatened to fire on the retreating sailors who were still within musket range, upon which the sailors rowed back and picked up the survivors under fire. Some of the men were forced to swim to the boats.

That afternoon Murray tried again. But now the French numbered 600 (Canadians, Grenadiers of the 2nd Béarn, and a picket of the 2nd Languedoc). During the advance, one of the boats hit a submerged rock and all but eleven men were lost. Murray reported 26 killed and 46 wounded. The French lost 5 wounded. That night the British returned to the ships in a "forlorn condition." Montcalm arrived to take command, but the English had already gone. Two days later Murray made a successful landing at Sainte-Croix and another at Deschambault where they burned a large building filled with stores and the baggage of regular officers.¹²

Order of Battle:

British (77)

- British Major Dalling, with standard (1)
 - One British light infantry platoon (21)
 - One colonial ranger platoon (21)
- British Royal American Captain with drummer (2)
 - One British grenadier/fusilier platoon (21)
 - One British fusilier platoon (21)
- British Captain (1)
 - One British Sloop – six 12# iron cannons (12)
 - Four Longboats (carry one squad at a time)

French (52)

- French Captain (1)
 - One French grenadier platoon (21)
 - One French piquet platoon (21)
- Marine Captain (1)
 - One Garrison marine platoon (21)
 - One Marine artillery section – 2-6# iron cannons (9)

Conditions

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

Game Turn – the game will take six turns.

¹² Parkman, *France and England II*, 1378; Brumwell, *Redcoats*, 243-244, from the diary of Richard Humphries who served in the light infantry; website: *1759 - British expedition*

Terrain – up to 3' from the British edge is the St. Laurent River. Up to 12" from the French side is riverbank; it extends the full length of the board. The center 24" of the riverbank is open beach flanked by light woods (light cover, regular movement) with rocks along the shore (heavy cover from the river side, rough ground). A small earth-reinforced redoubt is setup on the shore (hard cover, linear barrier). The water up to 6" from the shore is fordable (light cover, rough ground).

Deployment – the British Light Infantry setup in four whaleboats within 12" of their end of the board. Officers are placed with squads as desired. The British sloop is offboard and out of the range of the French battery, which is setup in the redoubt on the beach; the battery and riverbank are within long range of the sloop. The Canadian Garrison and Indian squads setup in the woods on the flanks.

Boats – move 6" per turn across the river. The British may disembark when a boat is beached or within 6" from the beach (the boat gunwale is a linear barrier). If a boat is destroyed or unloads troops, immediately set it up again in the British start zone and fill it with reinforcement troops, ready to advance on the following turn.

Amphibious Landing – If a boat is destroyed by enemy fire the surviving troops are dumped into the river and the unit is destroyed unless the boat is within 6" from shore. In that case, the surviving figures have their powder soaked and they cannot fire but are otherwise unharmed.

Reinforcements – the Highlanders will setup in boats as they become available. The Royal Americans will follow them. The French Piquets enter from anywhere along their friendly edge on game turn three and the Grenadiers on game turn four.

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

Scenario 7 – Skirmish at St. Joachim – Quebec, Late August, 1759

Unable to do anything else, about the middle of August, Wolfe sent his rangers, Highlanders, and light infantry, aided by friendly Indians, and backed by the “brutal force” of the regulars, to raze all the villages they could access in the vicinity of Quebec City. His intent was to punish the Canadians for refusing his protection, and for the mutilation of British sentinels on many occasions, to lay waste to the countryside in order to cause the Canadians to desert Montcalm, and to exhaust the colony by destroying its farms and rounding up livestock. Interpretation of Wolfe’s orders appears to have been left up to individual commanders. In all, fifteen hundred farms were burned. In most villages there was resistance, however feeble, and according to Wolfe’s orders the village was to be burned, though most churches were spared.

Characteristically, Wolfe’s words and actions seem to be incongruous. Soldiers sent to lay waste to the countryside hardly needed orders to burn villages that resisted. Saint-Nicolas, Saint-Antoine, St. Paul, L’Ange Gardien, Chateau Richer, and St. Joachim were torched. At St. Joachim there was a sharp skirmish that resulted in “atrocious cruelties,” including the murder of unarmed civilians. Captain Alexander Montgomery of the 43rd Foot ordered all prisoners to be executed, though his own officers objected, to no avail. Curé (parish priest) Robineau de Portneuf gathered thirty of his militia parishioners and ensconced this group in a large stone house in Château-Richer where they were able to hold off the British, until they were drawn out into an ambush upon which they were surrounded and killed. The reason they were drawn out is not mentioned, however, it may have been a ruse by the British rangers who were dressed as Indians. After the ambush the rangers scalped them all.

Wolfe’s military frustration had turned into a vicious war upon Canadian civilians, most of whom had to flee into the woods to escape. Wolfe had specifically ordered that “women and children were not to be harmed,” threatening death to his own men if they did not comply. Parkman states that the British troops “killed none but armed men in the act of resistance,” though he vaguely admits that Wolfe’s orders “were generally obeyed.” Most people viewed this episode as retribution for French and Indian atrocities on the English colonial frontier as ordered by the rapacious Governor Vaudreuil. Montcalm remained in his trenches and allowed the burning to continue. This inaction contributed more the falling morale of the Canadians than anything else. Only fear of the Indians kept most of them in line. For his part, Montcalm blamed his lack of action on his own poor view of the militias.¹³

Order of Battle:

British (64)

Captain Montgomery, Steady Captain (1)

One British light infantry platoon (21)

One Colonial ranger platoon (21)

French (21)

Father Portneuf, chapelain (1)

One Garrison milice squad (10)

One Garrison milice squad (10)

Conditions

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

Game Turn – the game will take six turns.

¹³ Parkman, *France and England II*, 1376-1377.

Terrain – a large stone building in the center with fences, cultivated fields, and random outlying terrain.

Deployment – the English setup one platoon in their zone within 12" of their friendly short end of the board. The French setup in the stone house.

Reinforcements – each turn the British player may bring in another platoon from any side until all their platoons are onboard.

Special Rule – at the beginning of each turn after the first, the French player must roll a d10, on a result of one all of the French units automatically exit the house in any direction (player's choice) with a Run move (take order dice as needed).

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

Scenario 8 – Battle of the Plains of Abraham – Quebec, September 13, 1759

Wolfe continued to look for a new avenue to attack Quebec City. One day he announced to Admiral Holmes that he had found a way to scale the heights of Quebec. No one knows how he knew about it. Some say he saw it in his telescope, other say former prisoners knew about it, and even others, say that French traitors had informed him. He sent his forces up and downriver trying to confuse the enemy, which it did not, but they kept a close watch. Then he received a break, with the information that that a convoy of provisions from upriver was to be sent to Montcalm the following night. The men boarded their boats. At about 0200 the tide began to ebb, signal lanterns were hoisted, and the boats set off. The profiteer Vergor in charge of the French militia at Anse-du-Foulon had let most of his men return home to Lorette to work on the harvest on condition that they also work some of his own fields. Thus, the corruption of the colonial officials of New France would directly contribute to its own downfall. The night was moonless. As the British approached the north shore the now famous shout rang out, "Qui vive!" "France!" was the reply. "À quell régiment?" "De la Reine." Satisfied, the sentry did not ask for a password. Then they passed another sentry. After all, they were expected. And then, due to genuine good luck or the incompetence of Vergor, at the headland above Anse du Foulon there was no sentry. The twenty-four volunteers disembarked on a narrow beach and climbed as quietly as they could. Other Light Infantry followed closely. At the top they saw a group of tents and charged. Vergor ran from his tent and tried to escape but he was shot in a heel and was captured.

Down in the boats, Wolfe heard a few shots and cheers, then he ordered his men forward. They moved up the hill as best they could, and he went with them as they cleared the abatis making the way easy. The French battery at Samos began firing at the boats towards the rear of the column. They were silenced by the light infantry, and empty boats returned for more troops. By dawn Wolfe's battalions were drawn up in line, mostly two ranks deep with two six-pound cannon. Monckton commanded the right, Murray the center, and Townshend the left. The Plains of Abraham were grassy fields with a few patches of cornfields and clumps of bushes. For once, the British could fight on clear ground. It was bordered by the St. Laurent on the south and the St. Charles on the north. Quebec was less than a mile away but view of it was blocked by a ridge called Buttes-à-Neveu, which was soon lined with the French Battalion of Guyenne which was camped nearby. Wolfe posted his right flank on the St. Laurent but the line could not reach the other river, so a wide patch was left open. To protect that flank Townshend was stationed there with two brigades. The light infantry was posted in the woods to the rear and Colonel Burton's battalion (formerly Webbs regiment) were the reserve and the Royals Americans guarded hilltop at the landing site. In the rear, a house containing a detachment of light infantry was attacked by a unit of Bougainville's troops. They were repulsed as intermittent light showers began to fall.

Montcalm had spent an agitated night watching the British fleet opposite Beauport and at dawn he heard the cannon at Samos firing, so he sent word to Vaudreuil for news. None came back so he and his aide, Johnstone, mounted their horses and rode to Vaudreuil's house where they could see the red ranks lined up for battle, two miles away. He sent Johnstone to bring up the troops from the center. Then he rode to the field of coming battle. The regulars and marines behind him marched at quickstep or faster, interspaced with groups of Indians and Canadian militia. They poured out onto the plain, out of breath and weak from poor rations. Montcalm had expected a detachment and instead he found an army. Squeals of Highlander bagpipes floated over the breeze. Montcalm waited for the Beauport flank of the army to arrive, but they were stopped by a jealous Vaudreuil who, feigning a vague order to hold, watched and waited for Montcalm to fail. The Quebec garrison was no help either. Montcalm asked for twenty-five field pieces from them and got three. Montcalm held a brief council of war and all favored an immediate attack, as the British appeared to be receiving reinforcements. And instead of

waiting for his own reinforcements he rode the front of the line, brandishing his sword. Fifteen hundred Canadians and Indians skirmished from the front and the flanks. Their fire was so telling Wolfe ordered his men to lie down. On the British left a large group fired on them from among the bushes and scattered houses, killing a considerable number of Townshend's men. The light infantry had to be called up from the rear and the fighting see-sawed back and forth among the houses, a few of which were set on fire.

The French regulars with colony troops on the flanks formed themselves into three brigades and advanced. The right brigade under Colonel Senezergues consisted of the La Sarre and Languedoc regulars with a battalion of marines on the flank. The center, commanded by Montcalm, had the Béarne and Guyenne battalions draw up in deep attack formations. The third led by Colonel Fontbrune contained the Royal-Roussillon flanked by another battalion of marines. Historians differ and dither on the number of men on both sides were present on the field. It appears that no one really knows for sure, but the forces seem to have been about equal. About 1000 they advanced rapidly, in poor order, and firing too soon. The brigades on the right and left fixed their counterparts with fire as the center brigade assaulted the British line. The British, in turn, each man loaded with an extra ball, rose up to meet them, advanced a short distance and waited. When the French were about forty yards out they fired a remarkable volley. In the center of their line the fire was more effective. But the flanks were badly harried by Canadian militia and the volleys there was less effective. Another volley followed, and scattered shots continued for a minute or two.

The French columns had been stopped. Then Wolfe gave the order to charge, some units firing and some by the bayonet; the clansmen drew their broadswords. However, many units were in disarray due to losses among their command structure and their pursuit was disorderly. The French fire on the British right flank remained steady. It seemed that the French center gave way first with the flanks continuing to hold for a short time. Wolfe led the charge against them followed by the Louisbourg Grenadiers. The Canadian militiamen hit him in the wrist, then a second hit followed, and a third shot slammed into his chest. He staggered and sat on the ground. Three grenadiers and one artilleryman carried him to the rear. A moment later the enemy was seen to be in full flight which they conveyed to him. He bid them to order Webb's regiment (now Burton's) to march to the bridge on the St. Charles to cut off their retreat. Brigadier Murray was already doing just that; he led the Highlanders in their advance, but they were stopped by the mass of Canadians who poured accurate fire into their flanks causing them to have the highest rate of casualties of the army (almost 25% of the total).

Montcalm, unable to rally his center battalions was swept away towards the city. He was hit by a shot near the St. Louis gate. He was taken into the city to the house of Surgeon Arnoux where he died the next day. Just then, Bougainville appeared with 2000 men in the British rear, but drew off when he saw nearly twice that number preparing to meet them. French losses were probably 644 men similar to the British who lost 658. The difference was, the Brits held the field and soon, the city.¹⁴

Order of Battle:

This battle should be played as large as possible.

British (99)

British Major with ensign (2)

British captain with drummer (2)

One British grenadier/fusilier platoon (21)

One British fusilier platoon (21)

British Captain with drummer (2)

¹⁴ Parkman, *France and England II*, 1390-1403; Marston, *French-Indian*, 60- 65; Reid, *Quebec*, 55-83; Reid, *Redcoat vs. Fusilier*, 45-57.

- One British grenadier/fusilier platoon (21)
- One British light infantry platoon (21)
- British Captain with drummer (2)
- One British Light Infantry Platoon (21)
- One British Light Infantry Platoon (21)
- One British artillery section – 6# bronze guns (9)

French (99)

- French Major with ensign (2)
- One French Capitaine with drummer (2)
 - One French grenadier/fusilier platoon (21)
 - One French fusilier platoon (21)
- One French Capitaine with drummer (2)
 - One French grenadier/fusilier platoon (21)
 - One French fusilier platoon (21)
- One Marine Capitaine with drummer (2)
 - One Garrison marine platoon (21)
 - One Garrison marine platoon (21)
- Skirmishers
 - One Garrison milice squad (10)
 - One Garrison milice squad (10)
- One Marine artillery section – 6# bronze guns (9)

Conditions:

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

Game Turn – the game will take six turns.

Terrain – the entire board is clear except the 12" of woods on both short edges.

Deployment – the English setup the entire force within 12" of their friendly short end of the board. The French do the same on their side of the board.

Reinforcements – neither side has reinforcements.

Special Rules – when the British perform First Volley, they also gain -1 to the damage number due to the extra ball that was loaded. All French units are Unreliable.

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

Scenario 9 – Raid on Odenak – Quebec, October 4, 1759

The Abenakis of St. Francois at the falls of the Chaudiere River near Quebec had relocated upriver, circa 1700, to Odenak on the St. Francis River and became known as the Mission of St. Francois-du-Lac, near Montreal. Their village was on a northward flowing river of the same name, St. Francois near its junction with the St. Lawrence. In 1759, Major-General Jeffrey Amherst wanted to join his forces with General Wolfe's men that were besieging Quebec City. He wanted get a letter to Wolfe and sought permission from the Mission Indians at St. Francois to allow two messengers to travel through their lands. He naively thought that two men with a flag of truce and a friendly letter of peace were all that was needed to turn them to the British cause. But the messengers were seized and sent to Montreal. Realizing his mistake, in September, he ordered Major Robert Rogers and some of his Rangers to raid the village and destroy their town.

Amherst's orders to Rogers were: "Remember the barbarities that have been committed by the enemy's Indian scoundrels. Take your revenge, but don't forget that, though those dastardly villains have promiscuously murdered women and children of all ages, it is my order that no women or children be killed or hurt." Rogers' expedition of approximately 180 men set out in whaleboats heading north on Lake George. They avoided patrolling French armed vessels, and arrived at Missisquoi Bay at the north end of Lake Champlain, where they hid their boats, leaving two friendly Indians to watch them. Rogers began his march to St. Francis, but on the evening of the second day, the two Indians arrived and reported that the boats had been found and 200 French were on his trail. He realized that soon, other parties would be sent to cut him off. Therefore, he boldly resolved to reach his objective before they caught up with him. He dispatched Lieutenant McMullen to return to Crown Point with a message for Amherst to send provisions up the Connecticut River, to meet him on the way down. Rogers and his men worked their way through dense spruce swamps with no dry campsites for nine days. They finally reached the St. François River about fifteen miles south of the town. Hooking their arms together for support, he and his men forded the river. In the evening Rogers climbed a tree and saw the village about three miles distant. Accidents, fatigue, and illness had reduced his expedition to 142 men besides himself.

Rogers let his men rest while he and two officers, Lieutenant Turner and Ensign Avery entered the town disguised in Indian dress. A dance was in progress at the time. At 2:00 in the morning they returned to their camp. An hour later they attacked the village, bursting in at about one hour before sunrise. Many of the inhabitants were actually not there at the time. Some sources say they had been warned about a possible raid. Of those that remained, some were killed in their beds and others were shot while trying to escape. By 7:00am it was over. Rogers reported they had killed about 200 natives and captured 20 women and children, 15 of which were released. Two boys and three girls remained in captivity and five English captives were recovered. But French reports placed the death toll at 30, almost all women and children. Most of the men had been called out by Governor Vaudreuil to search for Rogers and were away at the time of the attack. General Amherst refused to believe reports that Rogers had killed women and children. According to Abenaki oral tradition, a strange native identifying himself as a Mahican (or Mohegan, as the Stockbridge Indians were also known) entered the village and circulated warnings that it was about to be attacked. There was little to no organized defense as Rogers and his men broke down doors and shot, tomahawked, or bayoneted people where they lay.

Then the town was pillaged and burned, including the church. Captain Ogden and six men were wounded, and a Mohegan Indian from Stockbridge was killed. Receiving information that two groups of French and Indians were looking for them, one of 300 and another of 215 men, Rogers and his men decided to high-tail it out of there, heading for the Connecticut River, their return route. On the way back, they lived on corn from the village which ran out in nine

days, then they separated into small parties to forage. Ensign Avery's party was attacked and five men were captured. A band of twenty under lieutenant's Dunbar and Turner was also captured. After that, Rogers and his men starved bitterly, especially since Amherst's food drop wasn't at the rendezvous point. There were reports of cannibalism, one group ate the remains of scalped bodies they found, eating them raw, because they were too hungry to cook. Another report stated that Rogers butchered an Indian woman captive for him and his men to eat. Three of Rogers' men were captured by the French and then killed when they were found to be carrying human flesh.

Rogers and two other men and a small Indian boy set out to get help. They finally reached Charlestown after five days. Most of the men were saved though some had died of starvation and fatigue. A portion of Rogers' men who had been captured were subjected to the fury of the Indian women, from whom the Canadians were unable to save them. Governor Vaudreuil reported that 46 rangers were killed, and ten captured. Rogers reported he had lost 3 officers and 46 enlisted men, all to kill 30 women and children, not much of an accomplishment. Nevertheless, he was treated as a hero when he returned to New England. The survivors of Odenak went to live further north in Canada. After the war, the town was rebuilt.¹⁵

Order of Battle:

British (43)

Major Robert Rogers (1)

One Colonial ranger platoon (21)

One Colonial ranger platoon (21)

French (16)

Woodland Chief (1)

One Woodland hunting party (10)

One Woodland scouting party (5), armed with bow or melee weapons.

15 Native Civilians and 1-3 white captives

Conditions

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

Game Turn – the game will take six turns.

Terrain – a large Native American town with a church and a palisade, cultivated fields, and random outlying terrain per the Raiding Rules; it is dawn, use the Dawn Raids rule (p10).

Deployment – use the Raiding Rules to determine setup.

Reinforcements – beginning on game turn 3 the village receives one Woodland Chief leading two Hunting Parties (10 each), and one Colonial Militia squad.

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

¹⁵ Parkman, *France and England II*, 1369-1374.

Scenario 10 – Battle of Sainte Foy – Quebec, April 28, 1760

The sad night of the defeat at Abraham, Vaudreuil revealed himself to be truly a weak man. In his panic, the army was ordered to march from Quebec without reforming units and without gathering the supplies and cannon from the Beaufort camp - it was now impoverished. In the spring of 1760 while the snow still lay on the ground, Francois-Gaston, Chevalier de Levis, left Montreal with 6,910 men, 3,889 regulars in ten battalions, eight of Troupes de Terre, two of Colonial Marines, supported by 3,021 Colonial Militia and Artillerymen, along with 400 Amerindians. More militia was expected to join them soon. He hoped to catch British Brigadier General Murray's Quebec garrison by surprise while still in winter quarters. However, while landing at Pointe-aux-Trembles on the 27th, one of the artillery boats capsized, most of the men drowned but one was carried downstream to Quebec in an ice flow where he was picked out of the water by English sailors, barely alive. It took some hours to revive the poor man but when they did, Murray learned that Levis was already landing at Cap Rouge. Murray sallied the next morning with half the garrison and called in the men from his outlying posts. But Levis was approaching so slowly that Murray led his men back to Quebec for the night.

The British were plagued with hundreds of men on the sicklist, 700 had already died during the winter. Murray planned to hold the Buttes-à-Neveu because that rise fairly overlooked the Quebec landward defenses. He previously had wanted to dig-in there, but the frozen ground dictated otherwise, though it was towards the end of April and the snow was melting fast. The ground was becoming covered in mud. Murray marched out again on the 28th with 3,866 men, some of whom had been pulled from the hospitals, and 20 light guns and two howitzers that had to be hauled by hand. Levis and his troops were moving so slowly in the mud that only a few were deploying on the field of Ste. Foy, the rest were still marching up the road, which at best, was slow going. Two brigades that had marched up the road from Sillery, were already in place with their right flank by the Blockhouses Murray had built to guard the road up Anse du Foulon and five grenadier companies that had approached along the St. Foy road, were deployed on the grounds of Dumont's windmill beside the Ste Foy road.

Murray saw a chance to attack before Levis' army was fully deployed. His army moved forward in two brigades, each supported by a reserve, with the cannons firing in support. On the Ste. Foy Road the First Brigade under the command of Lt. Colonel Ralph Burton had the 48th, 15th, 58th, 2/60th regiments successively from their right, with the 35th Foot in reserve. Lt. Colonel Simon Fraser led the Second Brigade including the 43rd, 47th, 78th, and 28th Foot with the 3/60th in reserve. Most of Major Dalling's Light Infantry were stationed on the far-right flank to prevent the Canadian Militia from overlapping their line. The rest of the Light Infantry and the Rangers under captains MacDonald and Hazen covered the left flank. The guns, mostly six-pounders commanded by Major John Godwin were interspersed between the battalions.

As the British advanced and his cannon opened fire, Levis pulled his troops back to the edge of the Sillery woods to protect them from the cannon fire. Murray mistook the move as a full retreat and was delighted. Events appeared to be a replay of the previous battle. Levis' grenadiers at the mill were pushed back by Dalling's Light Infantry after bitter fighting. Seeing this, Murray's line eagerly pulled towards the right, becoming mired in the low, slushy ground, neutralizing the advantage of his artillery. In short, he had given up the high ground to take a basin in which the collection of slush and snow drifts mired his men and guns. However, the bubble was burst when Lt. Colonel Dalquier's Basques of the Béarn Brigade counterattacked and forced Dalling out of the mill area with great loss. Their retreat blocked any possible fire from the right of the first brigade, and the situation wasn't stabilized until the 35th Foot moved up and their grenadiers retook the mill. Murray's charge had brought his left wing into range of the troops in the woods. Undercover of the trees they and the Canadians that had positioned themselves on the extreme French right, poured deadly fire into the neat, red ranks. The Rangers and light infantry had occupied the blockhouses on the British left but faced with two

brigades were forced to retreat, even with the support of the 28th Foot. Hazen was wounded, and MacDonald was killed. In desperation Murray advanced the 3/60th, his left flank reserve but they were also unable to cope with the onslaught and Murray rushed the 43rd from their place in the center, but it was still not enough to stop the French. Even the Canadians had come out into the open where they stood their ground and fought like regulars.

With Murray's cannons out of action Levis advanced his troops and his three cannon began to fire with effect. The French attack on their left flank was furious and the mill changed hands again. It finally dawned on Murray that he was not winning but losing and he gave the general order to retreat back to the citadel which was done in good order. All but two guns had to be spiked in place and abandoned. But seeing that the British units were still cohesive Levis called off the pursuit. To the British it was a stunning defeat. The demoralized men began to raid the rum barrels of the sutler, which Murray was forced to destroy. It took him three full days to restore order. Then, every man, including the officers worked to strengthen the defenses and the spirits of the men rose. All was business on the French side also as they worked to build siege works on the Buttes-à-Neveu. But they had expended much of their precious ammunition. They had lost 193 killed 640 wounded. The British recorded 292 killed, 837 wounded and 53 captured. Levis could only offer a weak bombardment of the citadel and the campaign was reduced to waiting to see who would be re-supplied and reinforced first. That would really be the battle that would determine who won New France.¹⁶

Order of Battle:

The following OB should represent the confrontation on the north end of the battle, pitting two reinforced battalions on each side.

British (108) (all British troops are Unreliable)

British Major with ensign (2)

British Captain with drummer (2)

One grenadier platoon (21)

One fusilier platoon (21)

British Captain with drummer (2)

One fusilier platoon (21)

One light infantry platoon (21)

One British artillery section – 6# bronze guns (9)

One British artillery section – 6# bronze guns (9)

French (111) (all French troops are low on ammunition)

French major with standard (2)

French captain with drummer (2)

One French grenadier platoon (21)

One French fusilier platoon (21)

French captain with drummer (2)

One French fusilier platoon (21)

One French fusilier platoon (21)

Skirmishers - One Raider milice platoon (21)

The following OB should represent the confrontation on the southern end of the battle, pitting two reinforced battalions on each side.

¹⁶ Parkman, *France and England II*, 1430-1349; Reid, *Quebec*, 84-92; Marston, *French-Indian*, 64-69; Reid, *Redcoat vs. Fusilier*, 58-72.

British (151) (all British troops are Unreliable)

British Major with ensign (2)

British Captain with drummer (2)

One British grenadier platoon (21)

One British fusilier platoon (21)

British Captain with drummer (2)

One British fusilier platoon (21)

One British light infantry platoon (21)

Skirmishers

One Colonial ranger platoon (21)

One British light infantry platoon (21)

British artillery captain (1)

One British artillery section – 6# guns (9)

One British artillery section – 6# guns (9)

French (155) (all French troops are low on ammunition)

French Major with ensign (2)

Garrison marine capitaine with drummer (2)

One Garrison marine platoon (21)

One Garrison marine platoon (21)

French capitaine with drummer (2)

One French fusilier platoon (21)

One French fusilier platoon (21)

Milice capitaine (Montreal Battalion) with drummer (2)

One Garrison milice platoon (21)

One Garrison milice platoon (21)

Skirmishers

One woodland native raiding party (21)

Conditions:

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

Game Turn – the game will take six turns.

Terrain – the Game is split into two boards.

The northern board is clear except the 12" of woods on the north short edge and a 6" strip along the eastern board edge. A windmill is placed in the center, just on the north side of the road and a large stone building, also in the center, on the south side. The road runs across the center of the short width between the mill and the building.

The southern board is also clear except for two blockhouses in the south center, and a 12" strip of woods on the south edge and a 6" strip along the western edge.

Deployment – the English setup the entire force within 12" of their friendly 6' long end of the board except the light infantry which start 12" from the buildings. The French do the same on their side of the board except that the composite grenadier platoon begins in the buildings. The British suffered from sickness and low morale; all infantry units are Unreliable.

Special Rules – The French troops are low on ammunition and must conserve it when possible: whenever any unit intends to fire roll a d12; on a result of 1-3 the unit does not fire.

Reinforcements – neither side has reinforcements.

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

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