

King Philip's War

Wargame Scenarios

Twenty-four Game Scenarios of the War
1675-1677



An Accessory Module for the
Gauntlet Run Game

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King Philip's War 1675-1678

King Philip, of the Pokanoket tribe, was the second son of Ousamequin (Auhmequin) a Massasoit (meaning great chief) of the Wampanoags, who was a friend of the Plymouth colonists. He had two sons, Wamsutta, the eldest, and Metacom. Ousemequin died and shortly after becoming Sachem, Wamsutta requested that he and his younger brother receive Christian names. Wamsutta became Alexander and Metacom became Philip. Alexander was killed in suspicious circumstances, thus the Natives believed that the English had had him murdered. Then Philip became sachem. John Easton, a Quaker and former governor of Rhode Island, suggested to Philip that a Governor of New England and a 'King' of the natives be appointed to arbitrate disputes. Philip liked the idea and became 'King Philip.'

But things were moving faster than diplomacy could keep up with. The English had recently executed three Wampanoags who had killed an Amerindian informer named John Sassamon, of the Massachusett tribe. He had been Metacomet's trusted advisor, but he was informing the English of everything the Amerindians were saying and doing. Fighting broke out a week after Philip became king thus leaving no time for negotiation. On Sunday, June 20, 1675, a group of Pokanoket looted English homes in Swansea. The war spiraled on from there. To meet the growing crisis the independent colonies formed a Commission of the United Colonies (Massachusetts Bay, Plymouth Colony, and New Haven Colony). This Commission directed the combined war effort.

At the height of Philip's campaign about 3,000 braves were fighting against the English. In all, six to eight hundred English died in battle (about 1.5%) – a death rate twice that of the Civil War (.8%). Ninety towns were attacked, twelve hundred homes were burned, eight thousand head of cattle were lost, and vast stores of foodstuffs were destroyed. Col. Benjamin Church was assigned to track Philip down which he did, after fourteen months of searching. Philip was killed in August of 1676 by a disaffected Indian, but it did not stop the war. As for the natives, an estimated three thousand were killed in battle, including women and children, about 15%. Whole tribes were wiped out and many were sold into slavery.¹

Three of Philip's comrades, named Simon, Peter, and Andrew fled to Maine in order to carry on the conflict (scenarios 17-23). These three were particularly savage and were responsible for many of the depredations that occurred in Maine. Unfortunately for the colonists, the Amerindians of Maine need little urging to go to war. And when the English invited the Mohawks to attack them, the natives realized nothing would satisfy the English except their destruction. It was estimated that six hundred Maine Colonists had been killed, 1200 houses burned, and eight thousand cattle destroyed. And, seven hundred and fifty thousand dollars had been spent in military operations.²

Identification of the native tribes involved is difficult because Anglo historians tended to identify natives by their location. This makes it nearly impossible to separate a tribal identity from a village or camp. The English had very little concern in studying the native culture other than to eradicate it. Another thing is clear, that the Iroquois Confederacy was not the only attempt at mutual governing of several tribes; many other confederations were in existence at this time. An attempt to sort out the tribal names and relationships is listed on page 4.

¹ Schultz and Tougias, *KPW*, 14-31.

² Calvert, *Kennebec*, 134-136.

English Colonial Troops

By 1675 Massachusetts had 73 organized militia companies of 30-40,000 men and the other colonies or Plymouth, Rhode Island, and Connecticut had their militia as well. About one in a dozen of these were mounted. They drilled eight times a year but still could not prepare for warfare, let alone wilderness warfare. In the field they were directed by the United Colonies committee of Massachusetts Bay, Plymouth, and Connecticut, though they were badly hampered by their intense jealousy and suspicions of each other.³

Village Militia – This category represents the largely untrained and inexperienced units, the basic stock available to fight against Metacom's Natives.

Untrained Militia – This category represents the more seasoned militia who had some experience at campaigning but were still fighting in the European style, armed mostly with matchlocks and swords.

Trained Militia – as the threat grew the colonists mustered trained bands sponsored by the Committee of the United Colonies. These were equipped with more serious drilling in arms and martial movement. After 1675 they can be assumed to have flintlock muskets.

Rangers – Benjamin Church organized companies of about 60 woodsmen backed by approximately 140 friendly Indians who could range the forests and swamps. These were the first real colonial rangers. It took his group about a year to track down King Philip.⁴

Mounted Dragoons – consisted of men who furnished their own arms, armor, clothing, and mounts. Their appearance was as the standard cavalry of the English Civil War.

A Note on Weapons

“The adoption of English weapons by the Indian was commonplace throughout New England. By the start of King William's War, most native warriors had flintlock muskets or carbines, as opposed to their more traditional bow and arrow weaponry. Because the English were slower in abandoning their inferior matchlocks and less likely to use their weapons in the daily procurement of food, natives were often more adept with European technology than the English themselves. In addition, the colonists were wedded to European military practices, including the use of single shot and the reliance on volleys, both ill-suited to wilderness warfare. In *The Skulking way of War*, Patrick Malone notes that ‘it would take months of defeat before the colonists would admit that the Indians’ way of employing muskets in warfare was clearly better than their own.’”⁵

“The decline of the matchlock musket began after the Restoration [1660-1685] with the introduction of a proportion of flintlock muskets to each company of infantry. Guards regiments were the first to be fully equipped with flintlocks, and some matchlock muskets were still in use up to the end of the 17th century.”⁶

With this in mind, it is conceivable that although Provincial troops may have been able to eventually receive doglocks the individual settler might at best have had a matchlock in this period. All Colonial troops in this game should have matchlock muskets during 1675, and after that, Trained troops may have doglocks and hatchets while militia still have only matchlocks.

³ Schultz & Tougias, *KPW*, p21, 39; Chartrand, *Colonial Troops 2*, p6.

⁴ Chartrand, *Colonial Troops 3*, p21.

⁵ Schultz & Tougias, *KPW*, p16.

⁶ Roberts, *Matchlock Musketeer*, 9.

English Colonial Troops 1675-1677

Troops: Plymouth Colony, Massachusetts Bay Colony, and New Haven Colony.

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

NCOs: each team or squad must have an NCO armed with a partisan or halberd but hunters, rangers and militia will have firearms.

Native Allies: Mission (Praying) Indians and Mohegans.

| <i>Mounted Units</i> | <i>Type</i> | <i>Morale Weapons</i> | |
|--|-------------|-----------------------|--|
| Colonial Dragoon | Skirmish | 3 | sword, pistol/smoothbore flintlock carbine |
| <i>Special: Steady, Mounted. Option: may have a Buff Coat.</i> | | | |

| <i>Foot Units</i> | <i>Type</i> | <i>Morale Weapons</i> | |
|---|-------------|-----------------------|---|
| Trained Militia | Formed | 4 | smoothbore matchlock, sword |
| <i>Special: Wavering, First Volley. Option: May have a Buff Coat.</i> | | | |
| <i>Note: By 1676 all provincial troops were equipped with flintlocks.</i> | | | |
| Untrained Militia | Skirmish | 4 | smoothbore matchlock, sword |
| <i>Special: Wavering.</i> | | | |
| Village Militia | Skirmish | 5 | smoothbore matchlock |
| <i>Special: Inexperienced.</i> | | | |
| Colonial Ranger | Skirmish | 3 | smoothbore flintlock, hatchet |
| <i>Special: Steady, Smoothbore, Hatchet, Woodcraft.</i> | | | |
| <i>Option: One figure may have a rifle. One ranger platoon per army.</i> | | | |
| Sailor | Skirmish | 3 | cutlass, pistol, carbine, musket, or pike |
| <i>Special: Steady.</i> | | | |

| <i>Artillery Units</i> | <i>Type</i> | <i>Morale Weapons</i> | |
|--|-------------|-----------------------|------------------------------|
| Colonial Artillery | Light gun | 3 | light smoothbore gun (6-10#) |
| <i>Special: Steady.</i> | | | |
| <i>Option: 1-horse limber, 2-horse limber.</i> | | | |

| <i>Allied Native Units</i> | <i>Type</i> | <i>Morale Weapons</i> | |
|--|-------------|-----------------------|--|
| Mohehan Amerindian | Skirmish | 3 | bow or smoothbore musket, hatchet/club |
| <i>Special: Steady, Forester, Woodcraft.</i> | | | |
| <i>Note: Mohegans from eastern Connecticut.</i> | | | |
| Mission Amerindian | Skirmish | 2 | bow or smoothbore musket, hatchet/club |
| <i>Special: Drilled, Forester, Woodcraft.</i> | | | |
| <i>Nipmuc converts, as well as Natick, Dover, Wellesley, Needham, and Dedham missions.</i> | | | |
| Mohawk Amerindian | Skirmish | 1 | bow or smoothbore musket, hatchet/club |
| <i>Special: Bloodthirsty, Forester, Woodcraft, Tenacious.</i> | | | |
| <i>Note: Mohawks were de facto allies of the English colonists. Ganiyenkeh (people of the flint) is their proper name. Mohawk is an Algonquin word meaning "flesh-eaters". They belong to the Confederation of Five Nations (Iroquois) that live in north-central New York, of which, the Mohawks are the easternmost tribe.</i> | | | |

Metacom's Amerindians 1675-1677

All fire-armed natives carry doglocks throughout the war but not all natives should be armed thus; at least one figure out of five should have a bow and/or melee weapons. All natives are also assumed to at least carry hatchets or knives regardless of the model. Native warriors are not trained in the European sense, but the levels of skill referenced below are indications to conditioning and preparation, as well as warlike propensity. The Woodland Indian distinctions below have the same morale but different melee skills.

Woodland Chiefs – Chief, Warchief.

| <i>Native Units</i> | <i>Type</i> | <i>Morale</i> | <i>Weapons</i> |
|---|-------------|---------------|--|
| Woodland Amerindian | Skirmish | 3 | bow or smoothbore musket, hatchet/club |
| <i>Special: Steady, Forester, Woodcraft.</i> | | | |
| <i>Note: includes Mattapoissett, Niantic, and Sokoki.</i> | | | |
| Fierce Woodland | Skirmish | 3 | bow or smoothbore musket, hatchet/club |
| <i>Special: Drilled, Forester, Woodcraft. Note: includes Mahican, Massachusetts, Nipmuc, Pocumtuc, Wabenaki, Wampanoag.</i> | | | |
| Bloodthirsty Woodland | Skirmish | 3 | bow or smoothbore musket, hatchet/club |
| <i>Special: Bloodthirsty, Forester, Woodcraft. Note: includes Narragansett, Pequot.</i> | | | |

New England Tribes – prominent in King Philip's War (various sources). Note that the natives did not live in such rigid organizations of English towns and colonies. The natives in regions, not surveyed plot lines, and their relationship to other tribes was also not rigid, so the following are general descriptions of a much more fluid and dynamic situation than can be described here.

Mahican – (Mohican) Algonquians from western Massachusetts, southern Vermont, central eastern New York, and the northwestern corner of Connecticut. After this time period, they became known as Stockbridge Christian Indians. Their clans were known as the Bear, Turkey, Turtle, and Wolf, with the Wolf Clan serving as a defensive shield in the north against the Mohawks.

Massachusetts Confederation – (Moswetuset) Algonquians of northeastern Massachusetts who became "praying Indians" along with neighboring Nipmuc during the 1650s after decimation by disease. Their suffering became worse during KPW when they were rounded up and sent to Deer Island where they were given little food and most of them died of disease and starvation. Their confederation included the Natick tribe (Massachusetts-Nipmuc) which was allied with the English; the Neponsets of Ponkapoag, and the Mattakeesett-Massachusetts who resisted conversion and instead settled just north of the Wampanoag near Pembroke MA. Other tribes did not survive and are not known.

Mattapoissett – Algonquians of northeastern Massachusetts. Totoson was their sachem during King Philip's War and was one of Philip's principal lieutenants. He led a July 7 attack on Old Dartmouth which allowed Philip to escape from Mount Hope Peninsula as well as a devastating raid on Clark's garrison in Plymouth in 1676. Though most of his warriors were captured he never was. Historians believe that the tribe's main camp was at Mattapoissett, a present-day town in Massachusetts.⁷

Narragansett Confederation – New England's most powerful collection of Algonquian sachems from central and eastern Rhode Island. In 1675 they could muster as many as four thousand warriors, great supplies of Wampum, and impressive fortifications.

Niantic – (Nehântick or Nehantucket, "of long-necked waters") Algonquians of the southeastern Connecticut. The western Niantics became subject to the Pequot tribe and the eastern Niantics became closely allied with the Narragansett Confederation.

⁷ Schultz and Tougias, KPW, 115-116.

Nipmuc Confederation – (Freshwater People) Algonquians of central-western Massachusetts; traditionally allied with the Narragansett, and Wampanoag. Their confederation included the Nashaway who lived on the Nashua River near present-day Lancaster, Worcester County; the Quaboag who lived along the Quaboag River and pond near Brookfield; the Quinsigimund near Worcester; the Nipmet near present-day Grafton; the Pegan who inhabited the area of Dudley, Webster, Douglas, and Oxford; and the Squakeag (from near Northfield, Massachusetts). Their three main villages were: Quaboag (a ‘Praying Village’), Pakachoag or Pachacoag, in Worcester County, Hassanamesit (also a ‘Praying Village’), near Grafton. The Nashaway main village was Waushacum near Mount Wachusett. Muttawmp, was a sachem of the Quaboag; Monoco was also a sachem of the Nipmuc. Hoorawannonit (Sagamore John) was sachem of the Pakachoags. After his death, Matoonas took his place. Shoshonin was a Nashaway sachem.

Pequot – Algonquians of south-central Connecticut. They had already fought a devastating war with the English (The Pequot War 1636-1638).

Pokumtuc Confederation – Algonquians of the Deerfield, Massachusetts area along the Connecticut River Valley. They were allied with the Tunxis and Narragansett, against the Mohegans and Pequots. Their tribes included the Agawam (sometimes associated with the Nipmuc) near Metro Center Springfield; Mayawaug, West-Suffield CT; Namaroke, Enfield CT; Nonotuck, Northampton MA; Norottuck, Hadley MA; Pachasock, Westfield MA; Peskeomskut, Turners Falls, MA; Pocumtuck, Deerfield MA; Scitico, Enfield CT; Squakeag (sometimes associated with the Nipmuc), Northfield MA; and the Woronoco or Waranoak, colonial Westfield MA, and Norwotuck near Northampton and Hadley MA.

Wampanoag Confederation – (Wôpanâak, people of the first light) Algonquian Federation of the southeastern Massachusetts from the eastern shore of Narragansett Bay to Cape Cod, including Nantucket, Martha’s Vineyard, and the Elizabeth Islands. The peoples included the Pokanoket (the Mount Hope Peninsula), the Nemasket (Middleboro, MA), the Pocasset (Fall River, MA), the Sakonnet (Little Compton, RI), Nauset (Cape Cod), the Assonet (Freetown, MA). Ousamequin (“Yellow Feather”, Massasoit, meaning Grand Sachem) was leader of the Wampanoag during peacetime. He greatly aided Plymouth Colonists in their first difficult years. However, the Puritans turned out to be much less kind and peace-loving than they are made out to be in American folklore. He was succeeded by his son, Wamsutta (Alexander), and then by Metacomet (Philip). The Pokasset were closely allied with Philip. They were led by Witoma (Wethao, Wetamoe, Weetamoe, Weetamoo) who was a sunksqua, a female sachem. One of her husbands was Wamsutta. Many of the eastern peoples remained neutral during the war. Awashonks (also spelled Awashunckes, Awashunkes or Awasoncks) was also a sunksqua of the Sakonnet (also spelled Saconet) tribe in Rhode Island. She lived near the southern edge of the Plymouth Colony, not far from Narragansett Bay, near what is now Little Compton, Rhode Island. Awashonks is known for her special talent for negotiation and diplomacy, which helped include the Sakonnets among a tiny handful of natives who received amnesty from colonists.

Wabenaki Confederation – (Eastern Abenakis) of Maine, included the Arrowsic (of Georgetown Island), Assagunticook (or Androscoggins who lived along the Androscoggin River), Caniba (Kennebecs who lived along the Kennebec River Valley in Central Maine), the Casco (who lived along the lower Presumscot River), Maliseet (of north and northeastern ME); Mi’kmaq (Eastern Algonquians of Canada’s maritime provinces), Panaouamské (Penobscots, who lived on the Penobscot River near Orono), Passamaquoddy (peskotomuhkati (a tribe that lived on Passamaquody Bay and lower St. Croix River), Pemaquid (of the Pemaquid area on the southern Maine coast), Sheepscot (on the Sheepscot River side of Westport Island), and a branch of Sokoki (Saco who lived in the Saco River Valley). Since tribes were often known by their location, Arrowsic, Pemaquid, and Sheepscot may have been the same tribe, possibly the summer grounds of the powerful Kennebec tribe.

Sokoki Confederation – (western Abenaki) including the Pennacook (along the Merrimac River from Lowell, Massachusetts to Concord, New Hampshire), Pigwacket (Fryeburg, Maine), and the Squakeag (Northfield, Massachusetts, sometimes aligned with the Nipmucs and Pocumtucs).

Scenario 1 – The Battle of Pocasset Cedar Swamp, RI – July 19, 1675

Believing Philip to be coordinating Indian activities from the Pocasset side of Mount Hope Bay, colonial officials ordered the Massachusetts Bay and Plymouth Colony troops to meet at Taunton on July 18, 1675. On the next day they marched eighteen miles to the “great swamp on Pocasset,” believed to be a single cedar swamp, seven miles in length, which they entered the next day, Monday, the 19th. They marched with skirmisher’s (Forlorn Hope) in their front. There, in an all-day battle they engaged Philip’s warriors, losing five English killed and seven wounded. The Wompanoag fought a rear-guard battle as they retreated through the swamp. With darkness falling, the exhausted English were forced to leave the swamp after losing seven or eight men and others were wounded. Indian casualties are unknown. The English only captured one old man who told them that Witoma (Weetamoe) had been there with Pocasset and Philip had been there the day before.⁸

Order of Battle:

Massachusetts and Plymouth (21)

- 1 Edward Hutchinson, as Lieutenant (1)
 - 1 Massachusetts Bay Trained Militia Squad (10)
 - 1 Plymouth Bay Untrained Militia Squad (10)

Pocasset (Wampanoags) (22)

- Warchief Witoma, Pocasset tribe (1)
 - 1 Pocasset raiding party (21)
 - 1 group of Pocasset native civilians (15).

Conditions

Game – the game is played on a 4x6 board and will take six turns. The board is oriented across the long (6’) length. This is a day scenario.

Terrain – The entire terrain is forested swamp. Treat as both, a forest and a swamp: the woods give light cover, and the swamp is difficult ground for the English, rough ground for the natives.

Deployment – the English are setup within 12” of their friendly board edge and the natives up to 36” from their board edge. The Pokasset civilians are set up at least 30” from their board edge.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – the Pokasset warriors must hold off the English until their civilians can escape off the board. They receive points for each civilian that escapes plus for each English soldier made a casualty. The English receive points for each civilian captured as well as points for each warrior made casualty. Use the victory points listed in the Raiding Rules.

⁸ Schultz and Tougias, *KPW*, p45, 120-124.

Scenario 2 – Battle of Nipsachuck Hill, RI – August 1, 1675

As Philip and Witoma (Weetamoe, various spellings) were crossing the Seekonk or Rehoboth Plain, they were pursued by men from Old Rehoboth (East Providence, RI). It was a large plain about 3 miles across, “quite level,” without scrub and surrounded with woods. The chase led across the river into Providence and then the natives turned north. That night the Plymouth contingent of 130 militiamen and 50 Mohegans, searched for the native camp. They heard the sound of chopping wood in the distance and, after dismounting, followed it through a wood to a field called Nipsachuck (now Smithfield). While watching from the field beyond the woods, about 100 rods (550 yards) from the camp. Five of Philip’s natives unknowingly approached the English, presumably to gather beans from that side of the field. The English killed two and the others fled, alarming the camp. The natives immediately fled in a panic and the English gave chase, but on or near Nipsachuck Hill, Philip and his men suddenly stopped and took cover to fight. The English did the same. The natives had expertly chosen terrain which negated the difference in numbers, hilly, rocky land with two small swamps between both forces.

English losses are not mentioned, but by 9am the battle was over with both sides disengaging. At 10am Captain Daniel Henshaw arrived with 68 men and 17 friendly Indians. He took command of the overall force. Philip was only three quarters of a mile away, exhausted, and outnumbered by 4 or 5 to one, yet Henshaw decided to rest until the following day, giving Philip and his band time to escape. Most people felt that his decision prolonged the war and it dogged his reputation for the rest of his military career. However, in hindsight, Henshaw did not have the information that we take for granted. He looked for Philip’s band but never found it. After several more escapes Philip met up with his Nipmuc allies to continue the campaign.⁹

Order of Battle:

Plymouth Colony (32)

Captain Nathaniel Thomas (1)

1 Untrained Militia platoon, Reverend Noah Newman, Lieutenant (21)

1 Mohegan hunting party (10)

Pokanokets and Pocasset (Wampanoags) (22)

Warchief King Philip, Pokanoket tribe (1)

1 Pocanoket hunting party (10)

1 Pocasset hunting party, with Chief Weetamoe (11)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short (4') length. This is a day scenario.

Terrain – The entire board is a hilly, rocky plain with two small swamps (light cover) in the middle, about 12” in diameter. Both sides have light cover, and the swamps are Difficult Ground for the English, Rough Ground for the natives. The English half of the board is covered

⁹ Schultz & Tougas, KPH, 241-244, 284-286.

in a few trees and scrub brush giving light cover. The Indian side of the board rises to a ridge top 12" from their friendly edge. The rocky ridge provides heavy cover for the natives. The rising 12" of ground is Rough Ground for units moving uphill and normal ground for those moving across or down.

Deployment – the English are setup within 12" of their friendly board edge and the natives also 12" from their board edge.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points listed in the Raiding Rules.

Scenario 3 – Wheeler’s Surprise, Quabaug, MA – August 2, 1675

The English wanted the Nipmuc tribe as allies or at least, to remain neutral in the coming war. Captain Edward Hutchinson and six men, three villagers from Quabaug (Brookfield), and three friendly natives, and Captain Thomas Wheeler and his 20 militiamen were sent to “negotiate” with them (meaning to threaten them). Things did not look optimistic; the village of Mendon had already been attacked by the Nipmuc, and the inhabitants had already abandoned it. Arriving in their country (Quabaug, present-day West Brookfield) on August 1, 1675, they found the Nipmuc villages deserted. Ephraim Curtis of Brookfield and three men were sent to arrange a parley. Eventually, they located several sachems and got very grudging promises to meet with them at 8am the following day “upon a plain within three miles of Brookfield.” When Hutchinson and his men arrived at the spot there was no one there to meet them. They and Wheeler’s detachment proceeded to the swamp where the natives were camped in present-day New Braintree. The path was so narrow the party had to proceed single-file, with a rocky hill on the right and a thick swamp on the left, upon which the Nipmucs sprang their ambush from the swamp.

Eight English were killed immediately, or wounded and left behind, including two of the three men from Brookfield, and five others were wounded including both Hutchinson, Wheeler, and his son. When they began to retreat, the natives blocked the way, forcing the English to escape by climbing the steep, rocky hill. Led by their native guides they fought their way back to Brookfield.¹⁰

Order of Battle:

Massachusetts (26)

- 1 Captain Wheeler (1)
- 1 Mission Indian scouting party (5)
- 2 Untrained Militia squads, foot (20)

Wampanoags and Nipmucs (33)

- King Philip, Wompanoag tribe, as warchief (1)
- 1 Wompanoag hunting party (10)
- Warchief Muttawmp, Nipmuc tribe (1)
- 1 Nipmuc raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the 4’ short width. This is a day scenario.

Terrain – The terrain is forested area with a road down the center of the board’s 4’ width and centered on the 6’ length. A swamp encroaches up to 6” within the left side of the road and a cliff abuts the road on the right. The swamp is Difficult Ground for the English and Rough Ground for the Natives; it gives light cover. The cliff on the right is Difficult Ground to climb or descend; the crest of the ridge gives heavy cover to units within 1” of the edge (facing the road). Choose one short edge of the board to be North.

¹⁰ Schultz and Tougias, *KPW*, p46-47, 147-148; Esposito, *KPW*, 48-51.

Deployment – the English are setup in the road within 12” of their friendly edge. They are traveling north and the Nipmucs are waiting Hidden and in Ambush anywhere in the swamp. They must be setup at least 12” from the side of the road, and no closer than 24” from either short edge. The Wampanoags may be setup anywhere on the board except on the ridge. They must start at least 18” from the English.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – are based on how many of the English colonials make it off the northern edge of the board. If more make it than not, the English win; otherwise, the natives win.

Scenario 4 – The Siege of Quabaug, MA – August 2-4, 1675

When the survivors of the Nipmuc ambush arrived in Quabaug, the villagers were immediately alerted to an imminent attack. They left their homes and took refuge in the village's one garrison house, the home of Sergeant John Ayres, who had been killed in the ambush. Eighty people collected into Ayres' house and prepared to repel attackers. Two men, Henry Young and Ephraim Curtis set out immediately on horseback to Marlboro but ran into some Nipmuc and were forced to turn back with the enemy on their heels. The warriors under Muttawmp set fire to all the buildings except the garrison. For 48 hours they continuously fired their muskets and thrust poles with burning torches tied to the ends at the building. Then they filled a cart with hemp, flax and other combustibles, and prepared to push it with long poles toward the house. But as soon as they lit it, a downpour broke out and extinguished the flames. During the fight Henry Young was shot through a window and mortally wounded. A son of Sergeant William Pritchard was captured and killed while attempting to procure supplies from a nearby home. Pritchard himself had been killed during the ambush. The Indians mounted the boy's head on a pole. Thomas Wilson was shot through the jaw while getting water from a nearby well. Ironically, during all this carnage a set of twins was born.

The defenders kept up a brisk fire. On the next day, August 3rd, Ephraim was able to crawl through the siege lines and travel the thirty miles on foot to Marlboro. Major Simon Willard and his 48 troopers were the first to arrive at Quabaug. He and his men rode the 35-40 miles and arrived after night fall on the night of the 3rd. They immediately rode past the Nipmuc sentries, but because their main body making so much noise they didn't hear the sentries' warning shots and didn't notice the cavalry until they were almost at the door of the garrison. The English horsemen scattered the besiegers. Soon, the infantry reinforcements arrived, 350 English plus their Mohegan allies. After the battle the settlement was abandoned, not to be reoccupied until twelve years later.¹¹

Order of Battle:

Massachusetts (65)

Captain Thomas Wheeler, wounded, not fighting or commanding (1)

1 Village Militia platoon, foot (21)

Major Simon Willard (1)

1 Trained Militia platoon, mounted (11)

1 Trained Platoon, foot (21)

1 Squad Mohegan allies, foot (10)

1 group of civilians (10)

Nipmucs and Wompanoags (43)

Warchief Muttawmp, Nipmuc tribe (1)

1 Nipmuc raiding party (21)

1 Wompanaog raiding party (21)

¹¹ Schultz and Tougias, *KPW*, p47, 155-161; Esposito, *KPW*, 49-53.

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is an evening scenario.

Terrain – The terrain is a colonial village setup per the Raiding Rules with a road running down the center of the board's 6' length. The garrison is setup by the road in the center and other houses surround it. One short end of the board is north.

Deployment – the English and the civilians are setup in the garrison house. Each unit of natives may enter the board from any direction.

Reinforcements – entering from the south, Major Simon Willard and his Provincial mounted platoon enter the board on game turn 3. The foot platoon and the Mohegans arrive on game turn 4.

Victory Conditions – use the victory points listed in the Raiding Rules. The natives must wreak as much havoc as possible before the reinforcements overwhelm them. They may leave the board at any time.

Scenario 5 – Battle of Hopewell Swamp, MA – August 25, 1675

On August 24, 1675, a conference was held at Hatfield to discuss the increased numbers of Indians at the nearby Norwotuck village. These natives had not committed hostilities against any English at this point. On August 25, Captains Lathrop of Beverly, and Captain Richard Beers of Watertown led about 100 troops to attack the Norwotuck village at Hopewell Swamp in present-day Whately, Massachusetts. Their orders were to surprise and disarm the natives, none of whom had attacked the English. Anticipating their approach, the natives fled the camp just before their approach. Finding warm ashes in the firepits the force sent some men to defend Hatfield while the rest looked for the Norwotucks. A mile south of present-day South Deerfield near a rise called Wequomps (Sugarloaf Mountain), they overtook the tribe, which ran into Hopewell Swamp and setup an ambush for the English. The Natives fired a volley of about 40 guns and the English returned with their own. About forty colonists chased them further into the swamp. The fight lasted about three hours, nine English were killed, and the natives were said to have lost twenty-six (probably an exaggeration). But the remainder of the Norwotucks escaped and joined the Pokumtucks. This action was perceived by English authorities as a desperately needed victory, but in reality, another neutral tribe had been turned against them.¹²

Order of Battle:

Massachusetts Bay (43)

Captain Lathrop, foot (1)

1 Trained Militia platoon, foot, Captain Richard Beers, as lieutenant (21)

1 Untrained Militia platoon, foot (21)

Norwotucks (Pokumtucs) and Nashaway (Nipmucs) (43)

Warchief, Norwotuck tribe (1)

1 Norwotuck raiding party (21)

1 Pocumtuck raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a day scenario.

Terrain – The entire terrain is a swamp that provides light cover. It is Rough Ground.

Deployment – the English foot units are setup within 12” of their friendly long edge of the board. The Norwotucks are Hidden and waiting in Ambush, at least 18” from the English.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points listed in the Raiding Rules.

¹² Schultz and Tougias, *KPW*, 161-163.

Scenario 6 – Beers’ Ambush, MA – September 4, 1675

A few miles north of Deerfield, near present-day New Hampshire, there was an isolated border village of Squakeag (now Northfield). It contained 17 thatched log cabins, a church, a loopholed, 8-foot high palisade, and a fort. On September 1st natives attacked Deerfield, burning buildings and barns. However, the inhabitants of Squakeag were still unaware of the attack, so on the following day, they proceeded to go about their normal daily routines. They were suddenly assaulted by a mixed band of Pocumtuck and Nashaway led by a sachem called Monoco. Eight settlers were killed as the remainder fled to the stockade. Behind them their homes went up in flames.

The Massachusetts authorities decided to evacuate the town immediately and sent Captain Richard Beers with 36 mounted men and one wagon on a thirty-mile march from the town of Hadley. They couldn’t reach Squakeag before dark, so a camp was made three miles short of their destination. On the following morning, September 4, leaving a horse guard, Beers set out with his men on foot to approach the town, without sending out skirmishers. Marching along the road they came to Sawmill Brook (now Roaring Brook) and followed the left bank until they came to a ford at a ravine where they could cross it. When the head of the column entered the water, and the whole column was in the open, natives fired from their concealed positions in the brush from their right flank.

Beers and his men were able to fight their way out of the ravine and retreat towards the Connecticut River, to form up in the open in a field (now called Beers Plain). More men fell at this exposed position and Beers and a few survivors fled towards the southern spur of present-day Beers Mountain. Beers fell at this place, to be buried in a shallow grave two days later. The English had lost 21 men with only 13 returning to Hadley. Two more straggled in the next day, one of whom had escaped from capture. He reported that the natives had lost 25 men. The final survivor came in six days later, nearly starved. The survivors at Squakeag were rescued on September 6 by Major Robert Treat and 100 men. On the way, they found heads of Beers’ men stuck on poles and one hanging from a branch. Thoroughly demoralized, they buried the dead and rushed the inhabitants out of the area, abandoning it to total destruction by the natives.¹³

Order of Battle:

Massachusetts Bay (23)

Captain Richard Beers (1)

1 Untrained Militia Platoon, horse (11)

1 Untrained Militia Platoon, horse (11)

1 wagon

Norwotucks (Pokumtucs) and Nashaways (Nipmucs) (43)

Warchief (Massasoit) Monoco, (1)

1 Pocumtuck raiding party (21)

1 Nashaway raiding party (21)

¹³ Schultz and Tougias, *KPW*, 163-168; Esposito, *KPW*, 56-57.

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the 4' short width. This is a day scenario.

Terrain – The terrain is a river running down the center of the 6' long length. A road runs up the center of the 4' short width; the river crossing is a deep ford. The south side of the board is light woods. The board is open field except for a 6" strip of trees and brush (light cover) along the length of the river on the north side.

Deployment – the English foot units and carts are setup on the road within 18" of the south edge of the board. The natives are setup Hidden and waiting in Ambush in the woods, at least 12" from the English.

Reinforcements – there are no reinforcements this scenario.

Victory Conditions – use the victory points listed in the Raiding Rules.

Scenario 7 – Raid on Falmouth, ME – September 12, 1675

One of the Abenaki leaders, named Squando, *Sacema* (Chieftain, often called sachem or sagamore by the English) of the Sokokis (Saco Indians), had had his infant son drowned by English sailors, just for sport. His friend, Tarumkin, Sagamore of the Anasagunticooks of the Androscoggin River, was equally pledged to fight. They were close allies to Robinhood (real name Ramegin), *Bashesa* (or Grand Sagamore) of the Kennebecs who lived near Woolwich. Shortly after the outbreak of war the citizens of York, armed themselves and marched to the Sheepscot River where they demanded that the Androscoggins surrender all their weapons. In response, the Androscoggins and Sokokis sacked a house on Merrymeeting Bay just below the falls at Brunswick, owned by a man named Purchas (or Purchase). Purchas was a trader who had been cheating them for years. No one was hurt in this attack, but things soon became more violent. On September 5th, they raided a trading post at Topsham, killing some cattle and on September 12th, they raided Falmouth, where Thomas Wakely and his family of nine were attacked. Their cabin was located on the east bank of the Presumscot River. Wakely was well-known to cheat the natives whenever possible. Seven people were killed, and two children were taken prisoner, the youngest of whom, Elizabeth, was eventually rescued the following year by chief Squando. The raids continued. In all, thirty-four villagers were killed and seventeen captured. During the next few months 72 more settlers were killed between the Piscataqua River and Casco Bay.¹⁴

Order of Battle:

Massachusetts Bay (11)

Militia Lieutenant (1)

1 Village Militia squad (10)

10 civilians (noncombatants)

Wabenakis (21)

Sagamore Squando, Saco tribe (1)

1 Saco hunting party (10)

1 Androscoggin hunting party (10)

Conditions

Game – will take six turns. This scenario will be played on a 4x6 board. It is a day scenario.

Terrain – The terrain is an English village in the center of the board. It is setup as described in the basic Raiding Rules with a garrison house in the center.

Deployment – the Abenakis enter per the Raiding Rules. The villagers are going about their daily tasks. There is no Garrison or Blockhouse in the town.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

¹⁴ Abbott, *Maine*, p176-177; Schultz & Tougias, *KPW*, p303-304; Esposito, *KPW*, 54.

Scenario 8 – Battle of Bloody Brook, MA – September 12, 1675

The settlement of Deerfield was attacked for the second time. The natives burned two houses and made off with several wagons full of food. The authorities in Massachusetts Bay realized that Deerfield was indefensible and yet had much food stores from their bountiful harvest. The decision was made to evacuate the town. On September 18 Captain Thomas Lathrop of Beverly, Massachusetts, led 79 men and many carts on their way from Deerfield to Hadley. They stopped to rest and regroup several miles south of town where the road crossed a creek called Muddy Brook. Captain Samuel Moseley and his troops were flanking the column in the woods giving the caravan a false sense of security, and thus many of the soldiers had their arms in the wagons and had moved to the woods to gather grapes. Muttawmp and his men set upon them in a “sudden and frightful assault.” Lathrop was killed early on as well as 40 militia and 17 teamsters. Captain Moseley and his men rushed to the rescue, only to be drawn into the trap themselves. They lost eleven men while fending off the attacks as well as the attempts to surround them all afternoon. Sixty colonists in all were killed. Major Robert Treat and more men arrived at dusk and drove the natives away.

The brook’s name was changed to Bloody Brook and remains so to this day. The sixty dead were buried in a mass grave the following day. Another grave some distance away has been found containing 96 native American remains, believed to have been native losses from the battle.¹⁵

Order of Battle:

Massachusetts (26)

- 1 Captain Thomas Lathrop (1)
 - 1 Trained Militia Platoon, foot (21)
 - 2 loaded wagons
- Captain Samuel Mosely, mounted (1)
 - 1 Untrained Militia Platoon, mounted (10)
- Major Robert Treat (1)
 - 1 Trained Militia Platoon, foot (21)

Nipmucs (43)

- Warchief Muttawmp, Nipmuc tribe (1)
 - 1 Nipmuc raiding party (21)
 - 1 Nipmuc raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board. It is a day scenario.

Terrain – The terrain is a river running down the center of the 6’ long length. A road runs up the center of the 4’ short width; the river crossing is a shallow ford. The south side of the board is light woods. The north side of the board is open field except for a 12” strip of trees and brush (light cover) along the length of the river on that side.

¹⁵ Schultz and Tougias, *KPW*, 169-176; Esposito, *KPW*, 57-62.

Deployment – the English deploy in column on the road, centered on the ford. The natives deploy anywhere on board, at least 18” from the English.

Reinforcements – Captain Samuel Mosely and his men arrive on the scene beginning on game turn two. Major Robert Treat and his men arrive on game turn 4.

Victory Conditions – use the victory points in the Raiding Rules. A wagon or cart is lost if an Indian unit ends the game turn with no English within 4” of it.

Scenario 9 – Raid on Saco, ME – September 18, 1675

In September 1675, a Mr. Bonython of Saco was warned by a friendly Indian that an attack was about to take place. By this time the natives of Maine were thoroughly roused. Bonython warned others, and they took refuge in the garrison house of a Major William Phillips, located on the west side of the Saco River, about a mile below the Lower Falls. The Indian attack came on the 18th. Ten armed men under Phillips' direction defended the house with about 40 unarmed settlers inside. The fighting lasted an hour before the natives became convinced they could not storm the house without excessive casualties. They set fire to a nearby house and mill and taunted the English to come put out the fire, but no one budged. Phillips was grazed on the shoulder when he turned from looking out of a window.

At night, the moon went down and it was very dark. The Natives filled the air with their horrible yells. They took a cart and loaded it with combustibles. Planks were arranged like a shield to protect the warriors from musket fire as they pushed it forward. The garrison was in great alarm as the house was very dry and it would most likely be impossible to extinguish the flames if it caught fire. The natives applied a torch to the cart and began to move it towards the house. But in the darkness, a wheel became stuck in a gutter and the momentum of the cart spun it completely around. Now the flames of the cart completely exposed those who had been pushing it; six were killed and fifteen were wounded before the enraged natives could retire into the night. None of the defenders were killed but besides Major Phillips one or two others were wounded. The colonists fared much better than the town of Scarborough where twenty-seven houses were burned, and the surviving inhabitants were left homeless.¹⁶

Order of Battle:

Massachusetts (11)

Major William Phillips, foot (1)

1 Untrained Militia squad, foot (10)

1 group of civilians (15)

Wabenakis (43)

Grand Warchief Ramegin, Kennebec tribe (1)

Sagamore Tarumkin, Androscoggin chief (1)

1 Androscoggin hunting party (10)

1 Kennebec hunting party (10)

Sagamore Squando, Saco chief (1)

1 Saco Hunting Party (10)

1 Saco Hunting Party (10)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board; it can be played with several people against one. It is a night scenario.

¹⁶ Abbott, *Maine*, p177-179; Schultz & Tougias, *KPW*, p49 & 305-306.

Terrain – The terrain is an English village in the center of the board. It is setup as described in the Raiding Rules with a garrison house in the center. The Garrison is very dry (5+ to ignite).

Deployment – Remegin and Tarumkin's Raiding Party enter from any side on the first turn. The villagers have already fled to the garrison house and are prepared to defend it. Place Phillips and the Militia squad inside the Garrison house. The civilians can be omitted from play but keep in mind they are inside as well.

Reinforcements – Squando and his raiders enter the board from any side on turn 3. They are pushing a cart which they light on fire 12" from the house and push it towards the garrison.

Victory Conditions – The townspeople have very little chance at survival unless they can defend themselves from within the garrison house. Use the victory points as outlined in the Raiding Rules to determine victory.

Scenario 10 – Assault on Hatfield, MA – October 19, 1675

Hatfield contained about fifty houses and 300-350 settlers. Flush with their victories at Brookfield, Deerfield, Northfield, and Springfield, the lower Connecticut River Valley teemed with Indian activity. The Massachusetts Council sent Major Samuel Appleton with reinforcements for the Hatfield-Northampton-Hadley area in 1675. Northampton was guarded by Massachusetts men under Lieutenant Nathaniel Sealy and Connecticut troops commanded by Major Robert Treat. Hatfield was garrisoned by men of Captains Jonathan Poole and Samuel Moseley while at Hadley a force was placed under Appleton himself. At noontime on October 19 the attack was imminent, signaled by several fires that could be seen north of Hadley. Captain Moseley sent out a scout of ten men who marched two miles. Then they were caught in an ambush; only one man returned. Moseley sent to Northampton and Hadley for reinforcements. Appleton left a small guard of 20 at Hadley and joined Moseley at Hatfield. At 4pm a large band of warriors left the woods at the end of the meadows and assaulted the settlement. Major Appleton defended one end of town with Moseley in the center and Poole at the far end. The English volleys eventually convinced the Indians they were making a mistake. After two hours they retreated in confusion without causing much harm. This was their first setback in the war. The English, learned that the natives could be defeated if the military was prepared.¹⁷

Order of Battle

Massachusetts Bay (81)

Major Robert Treat, foot (1)

1 Connecticut Trained Militia platoon, foot, Nathaniel Sealey, as lieutenant (21)

Captain Samuel Moseley (1)

1 Untrained Militia platoon, foot (21)

1-6# Gun and Crew (4)

Major Samuel Appleton, mounted (1)

1 Untrained Militia platoon, foot, Captain Jonathan Poole, as lieutenant (21)

1 Colonial Dragoon platoon, mounted (11)

Sokokis (86)

1 Sokoki warchief (1)

1 Sokoki raiding party (21)

1 Sokoki raiding party (21)

1 Sokoki warchief (1)

1 Sokoki raiding party (21)

1 Sokoki raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. It is a day scenario.

¹⁷ Schultz & Tougias, *KPW*, p180-181; Esposito, *KPW*, 64-65.

Terrain – the terrain is fields with a road that runs down the long length of the board, up to 18” from the English friendly edge. There, place a village on the edge of a town on the English side of the road.

Deployment – the natives start their activation first by placing all their units in the open field, at least 6” from their friendly side of the board. The English are placed in line formation along the road as desired.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the civtory points as outlined in the Raiding Rules.

Scenario 11 – The Great Swamp Fight, RI – December 19, 1675

On November 2, the commissioners of the United Colonies accused the large and powerful Narragansett tribe of working in collusion with the tribes that were in open rebellion with the colonies by harboring Wampanoags. Deadlines were set to hand them over, which were ignored by their leader, Canonchet, “No, not a Wampanoag or the paring of the Wampanoag nail.” The English had also demanded hostages to hold in order to further control the tribe. This was intolerable to the Narragansett. By the first week of December troops from all over New England began to assemble for a campaign against them. Thus, by seeking their own security the Colonies forced the Narragansett into the enemy camp. The council voted to raise one thousand men. They mustered 1,136, 527 under Major Samuel Appleton from Massachusetts, Governor William Bradford from Plymouth Colony had 159, Major Robert Treat from New Haven Colony had 300 supported by 150 Mohegans. They also gathered provisions for a two-month campaign with orders for “...killing and effectual subduing and destroying the Narragansett enemy...”.

In the early afternoon of December 19, the leading troops reached a rising land. There they fought with an advance Narragansett party. At this point they discovered that the swamp was frozen over and could be traversed. The entrance of the fort was a large tree spanning a body of water. This position would have been impossible to breach, except that in one small area the stockade was unfinished. The gap had been plugged with a large tree trunk set horizontally, about five feet off the ground. Small blockhouses flanked the position and other natives were positioned behind the English. A captured scout named Peter led the English to the spot where they commenced the attack. The fighting was vicious. The Narragansett killed two captains and drove the English back into the swamp. But the English rallied and surged on again, this time breaching the barricade, and the fighting moved into tight clusters of wigwams. The order was passed to begin torching them. Unfortunately for them the natives ran out of gunpowder during the battle. The English burned most of the 500 wigwams in the village and a great store of provisions. Then, being short of supplies themselves, they left. When some Narragansetts returned to survey the damage, one hundred warriors were found dead and 50 were found wounded. However, historical estimates of Indian losses vary greatly from 100-700. The Indian assessment seems more realistic. Some civilians also died in the fires and the retreat. The English lost 68 dead and 150 wounded. Though the battle was proclaimed a great victory, the effect was that it brought the powerful Narragansett into the war. The colonial army was so incapacitated it could not continue the campaign.¹⁸

Order of Battle:

English (75)

Major Samuel Appleton, foot (1).

Plymouth Bay

1 Untrained Militia squad, foot (10)

Massachusetts Bay

1 Trained Platoon, foot (21)

¹⁸ Schultz & Tougias, *KPH*, 52-53, 257-269.

Major Robert Treat, foot (1)

New Haven

1 Untrained Militia platoon (21)

Mohegan Allies

1 Mohegan raiding party (21)

Narragansetts (64)

Warchief Canonchet, Narragansett chief (1)

1 Narragansett raiding party (21)

1 Narragansett raiding party (21)

15 native civilians (noncombatants)

Reinforcements: 1 Narragansett Raiding Party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. It is a day scenario.

Terrain –The terrain is swamp covering the entire board except for a woodland village on a piece of dry land about 24” wide by 12” deep placed against the Indian friendly board edge. A stockade protects the village and logs have been placed across the entrance. Two small log blockhouses with firing slits flank each side of the entrance. A large log forms a bridge over open water from the village entrance to the frozen part of the swamp.

Deployment – Canonchet’s Warband is placed inside the stockade. The English are placed in the swamp as desired.

Reinforcements – The extra Raiding Party is placed by the native player after the English have deployed, at least 18” from any English units, Hidden and in Ambush.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

Scenario 12 – Assault on Medfield, MA – February 10, 1676

About sunrise on the 10th of February a large number of natives made an assault on town of Lancaster. The town was ill-prepared. Nearby Medfield, however, was garrisoned by 80 infantrymen under Captain John Jacob and 20 cavalry troopers commanded by Captain Edward Oaks. They had been sent by Massachusetts Bay to reinforce the town's militia of 100 men. They felt confident that they were safe. But eleven days after Lancaster was destroyed, Sachems Monoco (Nipmuc tribe) and Shoshonin (Nashaway tribe) and about 300 warriors crept into town among the bushes and uncleared wood, attacked at dawn of February 21. The soldiers billeted about the town watched half of it burn before firing a warning cannon, after which, the natives were chased from the town. Some of the inhabitants made it to one of several garrisons, others were killed or captured in the attempt. Seventeen or eighteen people were killed including Elizabeth Smith who was fleeing with her baby. Her infant was left for dead, but it survived. Forty or fifty houses and barns and two mills were burned. One man, 100 years old, was burned alive inside of one of the houses. A letter was posted in the town by an Indian who had previously owned a printing press, James the Printer, warning that this was just an example of things to come. The natives also burned both bridges, making pursuit impossible, then, in full sight on a hillside, some of them sat down and roasted an ox.¹⁹

Order of Battle:

Massachusetts (54)

Captain John Jacob, Wavering Captain (1)

1 Trained Militia Platoon, Wavering Lieutenant (21)

1 Untrained Militia Platoon, Wavering Lieutenant (21)

1 Untrained Platoon, mounted, Captain Edward Oaks, Wavering Captain (11)

15 civilians (noncombatants)

Nashaway (Nipmuc) (65)

Warchief Shoshonin, Nashaway chief (1)

1 Nashaway raiding party, Shoshonin, Nashaway sachem (21)

Warchief Monoco, Nipmuc tribe (1)

1 Nipmuc raiding party, Matoonas, Nipmuc sachem (21)

1 Nipmuc raiding party, Woodland Chief (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a day scenario.

Terrain –The terrain a village placed per the Raiding Rules.

Deployment – The English are placed in the village as desired, half inside and half outside the buildings. The natives place all their units in the village, at least 12" from any English units, not counting civilians.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

¹⁹ Schultz & Tougias, *KPH*, 194-199.

Scenario 13 – Mohawk Assault on Schaghticoke, NY – Late February 1676

Philip could not expect more help from the Narragansett, so he and his men left to find allies. They traveled northwest to the Mahicans where they settled into winter quarters at Schaghticoke in present-day New York State. In February, a report was delivered to English governor of New York, Edmund Andros, that Philip had 2100 Algonquin warriors. Andros 'encouraged' the Mohawk to attack Philip's army. In a surprise assault the Mohawk killed 460 of a band of 500. Hundreds of other Algonquins scattered. Philip escaped but his alliance disintegrated.²⁰

Order of Battle:

Mohawk Iroquois (43)

Mohawk Warchief (1)

1 Mohawk raiding party (21)

1 Mohawk raiding party (21)

Mahicans (43)

Mahican warchief (1)

1 Mahican raiding party (21)

15 civilians (noncombatants)

Reinforcements: 1 Mahican raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. It is a dawn scenario.

Terrain – the terrain a native village placed per the Raiding Rules. The Mahicans are sleeping in their quarters.

Deployment – the Mohawk start their activation first by placing all their units in the open field, at least 6" from their friendly side of the board.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

²⁰ Schultz & Tougias, KPH, 183-184.

Scenario 14 – Ambush at Pawtucket Falls, RI, “Pierce’s Fight” – March 26, 1676

Captain Michael Pierce of Scituate, MA, gathered about 60 Plymouth Colony militiamen and 20 friendly natives from Cape Cod and marched to Rehoboth (now East Providence). On Saturday, March 25, they skirmished with Narragansett warriors near Pawkucket Falls (now Central Falls) and drove them off without loss. More likely, this was a scouting party that left when it had the information it wanted. Pawtucket Falls at this time was a great place to fish and had a natural ford. Pierce and his men returned to the garrison at Rehoboth. The next day, Sunday the 26th, Pierce and his men marched out again, up the Seekonk River to the Blackstone River. It is said that the Narragansett watched them all the way, which is not improbable. They forded to the east side to a place described as an “obscure woody place.” Here, they were attacked by hundreds of natives, apparently, who surrounded them on all sides. Pierce arranged his men into a circle surrounded by hostiles “thirty deep.” Pierce, 55 of his men, and 10 friendly natives were killed there. The remaining friendly natives escaped as well as nine English who were found slain at another spot now called “Nine Men’s Misery.” However, it is supposed that they were captured, brought to this spot and executed on a large rock.²¹

Order of Battle:

Plymouth Colony (32)

Captain Michael Pierce, mounted (1)

1 Untrained Militia platoon (21)

1 Mohegan hunting party (10)

Narragansett (64)

Warchief Canonchet, Narragansett sachem (1)

1 Narragansett raiding party (21)

1 Narragansett raiding party (21)

1 Narragansett raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. It is a day scenario.

Terrain – the terrain is medium woods with a path that runs down the centerline long length of the board. A river runs perpendicular to the path 12” from the English friendly board edge. Where the path crosses the river is a shallow ford, 6” wide.

Deployment – the English start their activation first by placing all their units in the woods, centered on the path, at least 6” from the river. The Natives are then placed Hidden and in Ambush, at least 12” from the English.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – if the English can get 16 figures back across the ford it is an English victory; if only 8-15 figures it is a draw, if less than 8 it is a Narragansett victory.

²¹ Schultz & Tougias, KPH, 276-282.

Scenario 15 – The Sudbury Fight, Sudbury MA – April 21, 1676

On the evening of April 20th, even while Captain Samuel Wadsworth and about 70 English troops were marching through town on their way to Marlboro, as many as five hundred warriors probably including Philip began infiltrating their way into town. Early the next morning they attacked. Their first objective was the well-fortified but poorly situated Deacon Haynes Garrison, located on the west bank of the Sudbury River. To the rear was a rise that gave the natives cover. Musket shot rattled like hail against the garrison's stout planks. At the same time, fighting from their houses a determined English group was defending the center of town from another warband. The desperate fighting was conducted hand-to-hand and house-to-house. It's possible the attack on Haynes was a feint. The barn to the west went up in flames and collapsed without further harm to the garrison. Behind the rise a group of natives loaded a wagon with combustible material, but when it was pushed down the hill a wheel hit a rock, knocking the burning contents off the wagon.

When news of the attack reached Concord eleven brave men marched along the west bank of the river. Within sight of the garrison they were ambushed with only one man escaping. In the early afternoon troops under Captain Hugh Mason of Watertown chased out the natives in the village and crossed the Town Bridge to the western bank. By this time the heaviest action was on Green Hill which he and his men tried repeatedly to reach. When threatened with being surrounded and cut-off they retreated to Captain Goodenow's Garrison. Meanwhile, Captain Wadsworth at Marlboro had also heard about the attack. He gathered his tired men including the 50 men already station there under Captain Brocklebank and hurried back to Sudbury. As they approached the town, they saw a few warriors retreating across a field at the base of Green Hill. Both contingents set off in pursuit but when they reached a defile between Green and Goodman's hills they were hit by an ambush from warriors on both hills, while others raced to surround them on the north and the south sides. The English were able to form square and repulse several charges against them. Reinforcements arrived under several captains, but they were unable to reach Green Hill, which Wadsworth and his men managed to eventually climb. They found their position on top defensible.

Then the natives lit the brush on Green's hill afire, forcing Wadsworth's units to flee to the south towards Noyes' Mill and the Goodenow Garrison. Most of the men, including Wadsworth and Brocklebank were killed. At night the Indians retreated, leaving the English survivors contemplating their fates on the morrow. Early the next morning the survivors watched as the victorious natives shouted seventy-four times, the number of English dead by their count. But later that day, Captain Samuel Hunting and his Native troops arrived (Christian Indians). They gathered about 29 bodies which were buried in a mass grave on the eastern end of Town Bridge, and five Concord men in another place.

The native losses are unknown, but it is thought that the Natives did not perceive the battle as a victory due to the losses of men. After this fight the native alliances broke up as warriors had to concentrate on feeding their families rather than waging war.²²

²² Schultz & Tougias, KPH, 210-219.

Order of Battle:

Massachusetts (67)

Sudbury Militia Company, foot (1), placed anywhere

1 Village Militia squad (10), with 5 civilians in town, spread among 3 houses

1 Village Militia squad (10), with 5 civilians Haynes' Garrison

1 Village Militia squad (10), with 5 civilians Goodenow's Garrison

Captain Hugh Mason, mounted, with trumpeter (2)

2 Colonial Dragoon squads, mounted (12)

Captain Wadsworth, foot (1)

1 Trained Militia platoon, foot (21)

Wampanoags, Nipmucs, and Narragansetts (64)

Warchief King Philip, Wampanoag sachem (1)

1 Wompanoag raiding party (21)

1 Nipmuc raiding party (21)

1 Narragansett raiding party (21)

Conditions

Game – will take seven turns. This scenario is played on a 4x6 board oriented across the short width. It is a dawn scenario.

Terrain – the terrain is hills and fields with a river that runs down the short length of the board, up to 18" from the English friendly edge. The edge of a village stands on the west side of the river. A bridge crosses the river at the center of the short width. Hudson Road runs across the river nearly parallel, about 24" from the north board edge. The Wayland Road crosses the river to the south and runs about 12" from the south side. The Water Row/River Road nearly parallels the river on the west side from the north side of the board to the south. The Deacon Haynes Garrison is placed on the NW corner of Hudson and Water Row. The Goodenow Garrison is set on the NW corner of the Wayland and River roads. Noyes' Mill is placed on the south side of the Wayland road, about 12" from the western board edge. The Old Lancaster Road runs diagonal from the NW corner down to the Wayland Road, intersecting just west of the Goodenow Garrison.

Deployment – the Sudbury Militia units are placed in the locations mentioned above. The Native Raiding Parties are placed with one on the rise behind the Deacon House Garrison, one 12" to the north of town, and one on Green Hill.

Reinforcements – Captain Hugh Mason's platoon enters the board on game turn 3 on either road from the east side. Captain Wadsworth's company enters the board on game turn 4 from the NW corner, they are marching down the Old Lancaster Road.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

Scenario 16 – Battle of Turner’s Falls, MA – May 19, 1676

Captain William Turner was stationed in Hadley with 51 mostly inexperienced, poorly supplied men. Another 55 were stationed in Northampton and Springfield. Turner was sick from an epidemic of “Distemper or Malignant Cold” that was sweeping throughout New England. He had already endured a long imprisonment by Massachusetts because he was a Baptist. More aggravating was that a large native encampment was known to be nearby at Peskeompskut (present-day Turner’s Falls in the town of Montague). The encampment consisted of three sites near the upper falls of the Connecticut River. The Indians there were busy fishing and planting and the settlers feared the aggressive natives would be re-supplied for a new campaign.

Then an escaped prisoner reported how slack the Indian’s vigilance was. After that, native raiders made off with a herd of 70 horses and cattle. Soon, another escaped prisoner confirmed the first’s observations and noted that the huge camps contained no more than 60-70 fighting warriors. Still, the council at Hartford would not approve an attack because the camps also contained a large number of captives. On his own, Turner decided the time to strike had come. Calling for volunteers from Hatfield, Northampton, and Hadley he gathered more than 150 mounted men. They began their march on the evening of May 18 past Hopewell Swamp and Bloody Brook, and through the ruins of Deerfield. They crossed the Deerfield River. At present-day Cheapside Natives from a fishing camp came out with torches to investigate the noise, but somehow, the English were not discovered. They crossed the Green River as rain began to fall, reaching the high ground under Mount Adams at daybreak. Leaving their horses, they crossed the Fall River and marched up a steep hill overlooking the Peskeompskut camp.

Having eaten well the natives were sleeping soundly without scouts out. Turner and his men rushed the camp, firing into the wigwams. Some natives were shot, and others drowned trying to escape across the river. As the warriors fled more and more of the civilians were slaughtered. The camp was fired, and food stores were destroyed. It was a complete victory; the English had only lost one man. However, Turner had failed to post pickets at the crossing from Smead Island and warriors were rushing to block their line of retreat. Captain Holyoke and his men were holding the rear. Turner was killed near the Green River bank.

The retreat continued through Deerfield to the South Meadows where Holyoke managed to re-establish order in the ranks. When they reached Hatfield late in the morning 45 men were missing. Six more straggled in later. Finally, Hartford had sent a company of 80 men under Captain Benjamin Newbury to help garrison the area. The best guess at native losses is about one or two hundred, including many women, children, and old people. Despite its flaws, this fight had broken the back of Native hostility in the Connecticut River Valley.²³

Order of Battle

Massachusetts (43)

Captain William Turner, foot (1)

1 Village Militia platoon, foot (21)

1 Village Militia platoon, foot (21)

²³ Schultz & Tougias, *KPW*, p220-226.

Peskeompskuts (Pokumtucs) (43)

Peskeompskut_warchief (1)

1 Peskeompskut_raiding party (21)

1 Peskeompskut raiding party (21)

1 group of 15 native civilians and five captives

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a dawn scenario.

Terrain – the board is setup according to the Raiding Rules. The terrain is a woodland Indian village about 18” in diameter in the center of the board. The Connecticut River, (impassable) runs down the long length beside the village (south). A smaller river, Fall River, (impassable) runs north to south on the west side of the board within 18” of that end. In the center of that river there is a 6” wide deep ford.

Deployment – use the Raiding Rules to place one Hunting Party of warriors and all the native civilians and captives about the village. The English enter the board from the across the ford from the east.

Reinforcements – no reinforcements are available to the English. The second Raiding Party enters from anywhere along the east side on game turn 3.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

Scenario 17 – Raid on Cleeves’ Neck, ME – August 11, 1676

On August 11, 1676, Abenaki war parties devastated the first settlement of the Falmouth-Portland area, which was known as Cleeves’ Neck at the time (present-day Casco Neck in Portland). First, the Abenakis entered the house of Anthony Brackett in Back Cove (Falmouth), stole his weapons and captured his family. Then they shot three men in the fields, the sound of which notified other residents that hostiles were in the area. The natives went from cabin to cabin, killing, burning, and taking prisoners. Women and children from one of the houses escaped by canoe. Two other men jumped into a canoe and shouted the alarm as they traveled along the shore.

Some people took refuge at a garrison house, but the group was so few and feeble they decided to escape by canoes to Andrews Island near the mouth of the harbor (now called Bangs’ Island). Burning houses were all around them as they ran to the shoreline. In their panic, they left behind a large quantity of powder and shot, which, if discovered, would be a great aid to the marauding Indians. That night, a small party of brave men paddled stealthily across the harbor and succeeded in recovering most of the powder. Other refugees arrived at Andrews Island the next day, but they had escaped with nothing but their lives. Thirty-four people had been killed or carried off into captivity and Cleeves’ Neck was devastated. Cape Neddock was also cruelly treated. Winter was coming, but upon receiving news of their plight a ship was dispatched from Boston with provisions.²⁴

Order of Battle:

Massachusetts (26)

- 1 Village Militia platoon, foot, muskets (21)
- 1 Village Militia team, tool-armed (5)
- 1 Group of civilians (15 noncombatants)

Sacos and Kennebecks (Wabenakis) (43)

- Warchief Squando, Saco tribe, (1)
 - 1 Saco raiding party (21)
 - 1 Kennebec raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a day scenario.

Terrain – The terrain is an English village in the center of the board. It is setup as described in the Raiding Rules with a garrison house in the center. This is a Day scenario.

Deployment – the Abenakis enter from any side on the first turn. The villagers are going about their daily routine and must reach the garrison house for safety.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

²⁴ Abbott, *Maine*, 188-190; Schultz & Tougias, *KPW*, p304.

Scenario 18 – Reenactment at Cocheco, NH/ME – September 7, 1676

The Massachusetts General Court sent a force of 130 English and 40 Amerindians from the Protestant Mission at Natick, Massachusetts, to assist the settlers of Maine. They were placed under the command of Major Waldron. Pledging their safety, Waldron invited four hundred natives to attend a conference to discuss terms of peace. It is probable that the natives really did want peace at this time, but when the English soldiers saw them their hearts were filled with rancor over past atrocities. Waldron did his best to restrain them, but in the end, he was forced to give in. The Indians were invited to a sham fight. At a certain signal, all parties were to discharge their guns loaded with powder only. But the English loaded their guns with balls. The Natives discharged their pieces as agreed but the English did not fire. Instead they took all the Indians prisoner. Those who were known to be peaceful were set free. Then two hundred were sent to Boston for trial, where the convicted were executed. The rest were sold into lifelong slavery. Many citizens denounced the treachery, but others applauded it. The government of Massachusetts upheld the decision.²⁵

Order of Battle:

Massachusetts (31)

Major Waldron (1)

1 Trained Militia Platoon (21)

1 Squad of Natick Mission natives (10)

Kennebecs and Androscoggins (Wabenakis) (43)

Woodland Warchief, Kennebec tribe (1)

1 Kennebec raiding party (21)

1 Androscoggin raiding party (21)

Conditions

Game – the game will be played on a 4x6 board and will take six turns.

Terrain – the terrain is woods with a 24” diameter clearing in the center of the board.

Deployment – the combatants set up on opposing sides of the clearing, about 18” apart.

The Massachusetts troops have one Squad behind the Abenakis (the Natick Amerindians). The Amerindians have just fired. All their guns are empty. Roll a D6; they will surrender immediately on a die roll of 6. Otherwise they will attempt to reload and fight.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

²⁵ Abbott, *Maine*, 193-194.

Scenario 19 – Raid on Arrowsic Island, ME – September 12, 1676

After raiding Cleeves' Neck and Cape Neddock some of the natives ascended the Kennebec River some distance and decided to return to Arrowsic Island to continue the war. On August 12, 1676, about 100 natives attacked the settlement on Arrowsic Island which had a strongly built trading post owned by two wealthy Boston merchants, Captain Lake and Captain Davis. It was well-built and had a palisade that protected warehouses and a mansion. The raiders came to the island at night, under the cover of darkness, and crept through the fort gate which they closed, and gave a war whoop, proclaiming themselves to be masters of the fort. There was a hand-to-hand struggle with the garrison, but finding themselves bested, Captain Lake and Davis, with a few others, escaped by a back portal. The Indians pursued them closely and fired at them as they pushed off in small boats, killing Lake, and badly wounding Davis. However, he made his way to some rocks and hid in a crevice for two days, after which, he succeeded in reaching the mainland. A dozen other people also escaped to the mainland; thirty-five people were killed or captured. All the buildings were set afire before the Indians left the scene. In the course of about five weeks, sixty miles of the coastline, eastward of Casco Bay was desolate, with most of the inhabitants killed or taken into captivity.²⁶

Order of Battle:

Massachusetts (22)

Captain Davis (1)

1 Trained Militia platoon, Captain Lake, as lieutenant (21)

1 group of civilians, five are tool armed Village Militia (15)

Sacos and Androscoggins (Wabenakis) (43)

Warchief Ramegin, Kennebec sagamore (1)

1 Saco raiding party, Squando, Saco sagamore (21)

1 Androscoggin raiding party, Tarumkin, Androscoggin sagamore (21)

Conditions

Game Turn – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a night scenario.

Terrain – the terrain is an English village with one garrison house in the center of the board with a fort on one long end. It is setup as described in the Raiding Rules. There aren't any sentries but there is a dog in the center of town. The natives must sneak into the fort to take it over. The villagers are all in their houses and the Provincial Platoon is in the fort barracks. There are no guards in the fort.

Deployment – on the first turn the Abenakis enter the board from their friendly edge opposite the fort. The villagers must detect the raiders before they can react to leave their homes; same for the militia in the barracks.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules. Add 10 extra points to the native side if they hold the fort on game turn six (no armed English inside).

²⁶ Calvert, *Kennebec*, p141; Schultz & Tougias, *KPW* p309.

Scenario 20 – Assault on Casco, ME – October 14, 1676

The next day, Provincial troops traveled by ship to Wells, Winter Harbor, Black Point, Spurwink, and finally to Casco where they left a garrison of 60 men under the command of Captain Henry Jocelyn. They remained there three weeks. This encouraged some of the inhabitants to return. The natives were very wary and avoided them without difficulty. On the 12th of October, the militia returned to Piscataqua. On the second day after they had passed Black Point, 120 Indians made a furious attack on the Black Point garrison. The fort was so strong it was considered to be defensible with very few men. A Penobscot Indian chief known as Mugg, led the raiders. He requested that the garrison surrender, promising that all would be able to leave with their goods unharmed. He must have had a good reputation because Jocelyn went out to discuss the surrender with him. He was allowed to return to the fort unmolested to discuss the terms with his men in the fort. But he found that all but his own household and a few others had grabbed their belongings and fled in haste to the boats. He was forced to surrender without terms. He was treated well and set free the following spring.²⁷

Order of Battle

Massachusetts Platoon (22)

Captain Henry Jocelyn (1)

1 Trained Militia Platoon (21)

1 group of civilians (10)

Penobscots, Kennebecs, and Androscoggins (Wabenakis) (64)

Warchief Mugg, Penobscot sagamore, (1)

1 Penobscot raiding party (21)

1 Kennebec raiding party (21)

1 Androscoggin raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a day scenario.

Terrain – the terrain is an English wooden fort in the center of the board with light forest up to 12" from either long end.

Deployment – the Abenakis start with one native Raiding Party in the woods on each side. Mugg may start at either end.

Reinforcements – the third native Raiding Party may enter the board from any side on game turn 3.

Victory Conditions – use the victory points as outlined in the Raiding Rules. Add 10 points to the Native score if they control the fort on game turn 6 with no armed English inside.

²⁷ Abbott, *Maine*, 194-195.

Scenario 21 – Mohawk Assault on Maine – March 1677

Meanwhile agents of Massachusetts sent Majors Pinchon and Richards to Mohawk country to enlist them to attack the Natives of Maine. Many English opposed this measure but others said it was justified. When they arrived in Maine their first act was to pounce on a small band of friendly English-allied natives, wounding, killing, or capturing all but two or three. One of the victims was a native chief called Blind Will because he had lost one eye. Severely wounded, he crawled into the brush and died.

The News of the arrival of the Mohawk spread rapidly throughout the tribes of Maine. When the Abenakis heard that the Mohawks were after them it was clear that nothing would satisfy the English except their total extermination. They immediately made plans to raid York, Wells, and a garrison at the mouth of the Kennebec, as these were in fact mostly all the settlements left in Maine. Thanks to English 'diplomacy,' the war continued.²⁸

Order of Battle

Mohawk Warband (43)

Iroquois Warchief (1)

One Mohawk raiding party (21)

One Mohawk raiding party (21)

Sacos (Wabenakis) (21)

Chief Squando, Saco tribe (1)

One Saco hunting party (10)

One Saco hunting party (10)

One Band villagers (15)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. It is a dawn scenario.

Terrain – The terrain is a native village in the center of the board, setup without a palisade per the Raiding Rules. It is situated near a 6-8" river (impassable) that runs down one long edge. Light woods cover both ends of the board up to 12" from the edge.

Deployment – the Mohawks start by placing their units Hidden in the woods on the either long end of the board; they begin their activations first.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules.

²⁸ Abbott, *Maine*, 202

Scenario 22 – Siege at Black Point, ME – May 16, 1677

The English could have had peace, if they had pursued it but at every turn they aggravated and escalated it. On October 12, 1676, 50-100 Natives assaulted the garrison at Black Point (present-day Scarborough) for three days. Lieutenant Tappan led the defense. The natives made a constant assault on the fort for three days. Three English were killed. One was captured, tortured and killed. towards the end of the fight Mugg was shot and killed. The Natives were so disheartened they left, with one group of eleven canoes paddling east and another of five canoes heading towards York and Wells to continue raiding. Those heading east were surely grieving Penobscots of Mugg's tribe.²⁹

Order of Battle

Massachusetts (21)

1 Trained Militia Platoon, Lieutenant Tappan (21)

Penobscots and Kennebecs (Wabenakis)

Warchief Mugg, Penobscot tribe (1)

1 Penobscot Raiding Party (21)

1 Kennebec Raiding Party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a day scenario.

Terrain – the terrain is an English fort in the center of the board. Forest is located within 12" of each short end. The rest of the board is clear.

Deployment – the Abenakis are setup in the forested areas on either end of the board before the game begins.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules. Add 10 extra points to the native side if they capture the fort; the same to the English if they still hold it. The fort is captured or held if there are no active enemy units inside the fort.

²⁹ Abbott, *Maine*, 204-205, Schultz & Tougias, *KPW* p313.

Scenario 23 – Ambush at Black Point, ME – June 28, 1677

A new force was raised by the Massachusetts General Court, consisting of ninety English and 200 Natick Natives. Most of the men had belonged to the previous force that had been expelled from Maine. Two inept officers, Captain Benjamin Swett and Lieutenant Richardson led the expedition. They were in high spirits as they approached the fort at Black Point. A large number of Indians remained hidden in the forest, preparing an ambush. As per usual the English marched straight into it. At a certain point, they saw a small group of natives mustering to resist them and they gave chase, straight into the jaws of the trap. There was a spot with heavy woods on one side of the road and a swamp with a large thicket on the other. A volley from the laughing Indians disclosed the folly. Lieutenant Richardson was hit. It was a terrible scene of ferocious combat. The yells of the natives almost drowned out the sound of musket fire. Captain Swett rallied his men for a retreat of two miles. The natives hung on the rear of the column, fighting with more than usual boldness, including frequent hand-to-hand fights. After receiving many wounds Captain Swett succumbed to a burly savage who threw him to the ground and hacked him to pieces. Sixty men of the English expedition died in this disastrous battle.³⁰

The natives continued to sweep all before them. The settlements of Cape Neddock, Scarborough, Casco, Arrowsic, and Pemaquid in Maine were destroyed. Still, the natives desired peace. When a force led by Governor Edmund Andros of New York arrived at Pemaquid a peaceful dialogue with the natives ensued and fifteen captives and a few vessels were returned. The understanding was simple. All hostilities would cease. The Indians and the English were to return all the captives without ransom. Each English family would pay one peck of corn annually for the land stolen by the English. The natives returned 150 captives. It was estimated that six hundred Maine Colonists had been killed, 1200 houses burned, and eight thousand cattle destroyed. And, seven hundred and fifty thousand dollars had been spent in military operations. The losses on the Indian side were incalculable but the war in Maine was over.³¹

Order of Battle

Massachusetts (32)

Captain Swett (1)

1 Trained Militia squad (10)

1 Natick Mission raiding party (21)

Penobscots and Kennebecs (Wabenakis) (43)

Warchief Mugg, Penobscot tribe (1)

1 Penobscot raiding party (21)

1 Kennebec raiding party (21)

³⁰ Abbott, *Maine*, 204-205, Schultz & Tougias, *KPW* p313.

³¹ Abbott, *Maine*, 206-208.

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. It is a day scenario.

Terrain – the board is oriented the long way. The terrain is forest with a road that runs down the center of the length of board. There is a swamp with a thicket on one side of the road and a medium forest on the other, about 24" x 24" in the center of the board.

Deployment – the Abenakis start their activation first by placing all their units Hidden and in Ambush. They must deploy at least 12" from the either side of the road. The English are placed on the road in the center of the board. Choos one end to be the English friendly edge.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – use the victory points as outlined in the Raiding Rules. The English also receive 1 point for each figure that makes it off their friendly board edge.

Scenario 24 – Second Assault on Hatfield, MA – September 19, 1677

A Party of forty to fifty Canadian-based Indians attacked Hatfield Massachusetts on September 19, 1677. The settlers were caught completely off-guard. Many men were working in the fields, and some were raising a frame for a house outside the town's stockade. Several were shot at the top of the framework; others were carried off as captives. The warriors rushed into the town and set fire to several houses. The main defense took place in the open street of the main buildings outside the stockade (present-day School Street and North Main Street). Twelve English were killed, four wounded and seventeen captured. The natives never attempted to rush the stockade. They quickly retreated up Pocumtuck Path, heading north, towards Deerfield.³²

Order of Battle

Massachusetts (21)

1 Village Militia platoon (21)

Mission Amerindians (22)

St. Francis du Lac Mission warchief (1)

1 St. Francis du Lac raiding party (21)

Conditions

Game – will take six turns. This scenario is played on a 4x6 board oriented across the short width. This is a day scenario.

Terrain – the board is setup with an English village per the Raiding Rules. The terrain is a village with a road that runs down the length of board. There is a stockade around a central garrison house.

Deployment – the Abenakis start their activation first by placing all their units in the open field, at least 6" from their friendly side of the board. The English are dispersed in the village per the Raiding Rules.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – if the English militia can force the natives to retreat off the board, they win. If the Natives force the militia to surrender or retreat to the fort, they win, otherwise, the game is a draw.

³² Schultz & Tougias, *KPW*, p183.

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