

King William's War

Wargame Scenarios

Eighteen Game Scenarios of the Early War
Part 1 - 1688-1691



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

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King William's War 1688-1691

A revolution in England replaced Catholic James II with Protestant William of Orange who then became King William III. France declared war in May 1689 to dispute his right of succession. They considered James to be the rightful king. But in New England war was already well underway due to the very poor relations between the English colonists and the natives. Mistreatment had created a smoldering in their hearts. For the French, their lines between war and peace were clouded by their own war with the Iroquois whom the English of New York were guilty of spurring on. Accusations were already flying back and forth between the French and English, both of which seem to be true, even before war was declared.

Sir Edmond Andros had been placed as Governor of New York and New England by the Papist King, James II. The king had also abolished the local government in Maine, then known as Cornwall County, therefore Andros was unrestrained. Desiring to take possession of the land from the Penobscot River to the St. Croix Andros sailed to the vicinity of Baron Castine's house in April 1688. The Baron was forced to flee with his family into the woods, leaving behind everything, which governor now plundered and loaded aboard his ship, though he did, however, leave the chapel unmolested. Then Andros destroyed Port Royal in Acadia; war was declared in August of that year.

Back at Pemaquid Andros told a Penobscot Chief that the goods would be returned if the natives lived in peace and Castine obeyed the English king. But Baron Castine was a French citizen and also a member of the Penobscot tribe. He responded with the message that he would never submit to the English king. Predictably, the Penobscots prepared for war. Andros began to recruit men to build and man fortifications between Piscatacua and Penobscot. However, at first the native depredations were mild compared to the past. They killed cattle and only threatened or insulted the inhabitants. At Saco, the town officials captured fifteen or twenty friendly Amerindians to hold as hostages against the rest, while the inhabitants took refuge in garrison houses. At this time the English settlers numbered about 154,000, the French in Canada about 13,000.¹

The Sack of Cocheco, NH – June 27, 1689

Many of the natives had not forgotten militia Major Richard Waldron's treachery of twelve years before near Cocheco Falls in September 1676. The Massachusetts General Court sent an army of 130 English and 40 Amerindians from the Protestant Mission at Natick, Massachusetts, to assist the settlers of the northern borders. 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 were tired of fighting and really did want peace at this time, but when the English soldiers saw them their hearts were filled with rancor over past atrocities. Waldron came up with a devious plan. The Amerindians were invited to a sham battle. 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 natives prisoner. Those who were known to be peaceful were set free and those who were believed to have fought for King

¹ https://en.wikipedia.org/wiki/King_William%27s_War; Abbott, *History*, 214-218

Philip were retained. Two hundred were sent to Boston for trial, where 7-8 of them were executed. The rest were sold into lifelong slavery. Many citizens denounced the treachery, but others applauded it and the government of Massachusetts upheld the decision.²

By 1689 Cocheco (now Dover, NH) was one of the two flourishing settlements in the colony of New Hampshire referred to at this time as the upper colony of Massachusetts Bay. Waldron was now 75 years old. The town had five stockaded garrison houses, Waldron's, Otis', and Heard's on the north side of the river and Coffin's and his son's on the south. At this time, it was customary for those who did not have a fortified house to sleep at one of them and in the morning they would return to their own houses. Now that war had been declared the natives laid out their own plan of revenge. Two chiefs, Kankamagus (Pennacook) and Mesandowit (Kennebec) mustered their warriors near Cocheco. On the evening of June 27 two squaws went to each of the five garrisons and asked permission to sleep there that rainy night. Only one man, the younger Coffin refused. Mesandowit who had previously been a guest of Waldron went to his house. He told Waldron many natives were coming to trade on the next day. No watch was set in the entire village.

When all the household were asleep the squaws opened the gates and warriors charged in. Waldron barely had time to put on his breeches and grab his sword when they rushed into his room. He held them at bay for a time but when he turned to grab his firearms they tomahawked him, tied him to a chair, and tortured him. They took turns making cuts with his own sword at which they stated that their account was now crossed out. Then they killed him. Meanwhile Coffin the Younger had refused to surrender until they brought his Père out. Both families were placed in a deserted house but were able to escape while their captors plundered the other houses. Twenty-three persons were killed and twenty-nine were made prisoner. Five or six houses and the two mills (one lumber and one grist) were burned. While some of the people seem to have been marked out for revenge others were spared. Most of the prisoners were taken to Canada and sold to the French which was better than the slavery that almost 200 natives had been sold into earlier. A few hours after the raid a letter came to Waldron from Major Henschman at Chelmsford informing him of an expected attack.³

Firearms

When King William acceded to the English throne in 1689, he inherited a great mix of firearms, most of them matchlocks. He began to try to eliminate the matchlock and make the flintlock the standard weapon. But the process was interrupted by the war and many English regular army units had to fight using the now out-of-date matchlocks. To speed up the process, English gunsmiths began converting matchlocks into flintlocks and to purchase flintlocks from abroad. By the end of the war the English were using mostly flintlocks but of different calibers. However, no muskets were sent to the colonies during this time and they were left to furnish their own. Some of the colonial armories had stocks of old snaphaunces and the newer doglocks but the common farmer may not have been able to afford a good musket. Distribution had to be irregular at best but to simplify the distinction, Trained Militia in this time period are considered to have flintlocks and Untrained Militia have matchlocks.⁴

² Abbott, *Maine*, 193-194; Drake, *Border Wars*, 15-17.

³ Drake, *Border Wars*, 14-22.

⁴ Peterson, *Arms and Armor*, 164-165.

KING WILLIAM'S WAR – Army Units

English Units

Regulars – At this time, there no regular army units in the American Colonies. The English colonists were on their own and no colonies had any provincial standing units. They were protected by village militias, scattered provincial garrisons, and by expeditions thrown together for a specific purpose.

Trained Militia – occasionally mustered by the colony and issued a few doglock (flintlock) arms; otherwise, the men brought their own matchlocks. They had no uniforms or uniform equipment and they were little better than militia at this time.⁵

Untrained Militia – were armed with muskets brought from home, quite probably mostly matchlock muskets, which were still in use in the English army up until about 1700. They rarely trained or had any instruction at all.⁶

Ranger Companies – Rangers were units that were better at handling themselves in forested terrain. They were often skilled at hunting and tracking. In this time period Ranger units would only be under the command of Benjamin Church. These units have better wood skills and would normally have carried doglocks and hatchets.⁷

Iroquois – *Haudenosaunee*, people of the longhouse, the English called them the Five Nations, the French, *Iroquois*. The Five Nations: Ganienkeh (Mohawk), Oneida, Onandaga, Cayuga, and Seneca. They may carry doglock muskets, clubs, bows, and knives.⁸

Mohegans – the Mohegans were at best a client tribe of the Mowawks and half-hearted allies in raids.

French Units

Colonial Marines (*Compagnies Franches, Troupes de la Colonie, or Troupes de la Marine*, referred to in this book simply as Marines) – these troops are usually called 'regulars' in historical texts. They were recruited and outfitted by the French Navy which became responsible for the colonies in 1669. This seems to have been a common practice at this time for many European nations but not for England. On November 8, 1683 three companies uniformed in grey-white, faced with blue, landed in Québec and within a few years thirty-two more companies were sent, the last three arriving in 1688. Montréal was their headquarters. All were armed with flintlock muskets (*fusils*) and plug bayonets.⁹

Colonial Militia (*Milice Canadien*) – were mustered by parish in 1669. By 1672, they were organized into three brigades, Québec, Trois Rivières, and Montréal. All men from 16 to 60 years old were required to be available for service, however, a large number had to be kept at their farms and workshops. The fittest men were sent on raids (Militia Raiders), while the remainder took shifts transporting men and supplies (Militia Garrison). Probably all of them carried matchlock muskets (*mousquets*). In the 1690s flintlocks began to be manufactured for use

⁵ Chartrand, *Colonial American* (2), 8-11.

⁶ Chartrand, *Colonial American* (2), 13-7; Roberts, *Matchlock Musketeer*, 9.

⁷ Chartrand, *Colonial American* (2), 3; (3) 21-22.

⁸ Johnson, *Iroquois*, 5-7.

⁹ Chartrand, *Louis XV's Army*, 4-10; Bouchard, *Fusil de Tulle*, 4; Chartrand, *French Soldier*, 9-12.

in the colonies, Tulle, Charleville, and Saint-Etienne hunting muskets (*fusil de chasse*) that could be purchased at cost, augmented with hatchets and knives for melee or utility.¹⁰

Coureur de Bois (or *Voyageurs*) – The voyageurs lived and worked in the woods were equally at home with natives and habitants alike. They were skilled at trapping, hunting, shooting, boating, fishing, and pathfinding. In the days when the military was virtually non-existent these folk-heroes could be gathered in great numbers for special expeditions against the English. The furs they furnished ensured the economy of the colony, though it was never enough.¹¹

Woodland Amerindians – The many native tribes (*alliés indigènes*) allied to the French, should be considered as Woodland Amerindians. Like the British-allied Iroquois, they only fight in skirmish and they take full cover (if possible) while reloading. They carry flintlock or matchlock muskets, and hatchets and knives or warclubs for use in their melee attacks. Their war chiefs were often French officers. Native allies were mainly Huron, Algonquin, Abenaki, and some western tribes too numerous to mention.¹²

Mission Amerindians – (*Onontioga*, the four missions of Canada) Caughnawaga, otherwise known as Saut St. Louis (Iroquois), St. François de Sales (Abenaki), Lorette (Huron), and Trois Rivières (Algonquin). They were often fiercer than their woodland cousins, though the Iroquois tended to be half-hearted allies when opposing Iroquois were involved.¹³

¹⁰ Chartrand, *Louis XV's Army*, 21-24, Bouchard, *Fusil de Tulle*, 4, 12-16, 22-27; Chartrand, *French Soldier*, 9.

¹¹ Windrow, *Montcalm's Army*, 35-36.

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

¹³ Johnson, *Iroquois*, 7 (& internet); Various Authors, *Narrative*.



The Amerindians of Maine

Many of the scenarios described here took place in the future state of Maine so some description of these tribes might be helpful. The major tribes of Maine were *Wôbanakiak* (Wabanaki or Abenaki, *Fr. Abenakis*); the four major tribes involved were the Kennebecs, (*Canibas*, or *kinipeks*) of the Kennebec River (*Fr. Quinibequi*), the Penobscots (*Penawapskewis*) of the Penobscot River, the Pequakets and Sokokis (or Sacos of the Saco River), the Androscoggins (*Assagunticooks* or *Arosaguntacooks*) of the Androscoggin River. Further east in Maine and the future province of New Brunswick other tribes were also involved: mainly the Maliseet, Micmac, and Passamaquoddy. The Maliseet or Malecite (they call themselves *Wəlastəkwewiyik*) live on the

Meduxnekeag River in the Maine portion of their traditional homeland which extended into New Brunswick. The Micmac (also *Mi'gmaq*, *Lnu*, *Mi'kmaw* or *Mi'gmaw*) traditional homelands extended from northeastern Maine to the Gaspé Peninsula. The Passamaquoddy (*Peskotomuhkati*) traditional homeland, which they called *Peskotomuhkatik*, was located in southeastern Maine with much more land in southern/eastern New Brunswick. All of the tribes mentioned above became members of the Wabanaki Confederation led by a grand chief called a Bashesa.

Often, the ranks of their raiders were swelled by the warriors of the *St. Francois de Sales* Mission founded in 1683 by Jesuit Father Jacques Bigot near the falls of the *Rivière Chaudière* just south of Quebec. By 1689 the mission contained 600 natives. However, some of the natives preferred to live at the mission on the St. Francis River. In 1700 Governor Callières decided to combine the two missions at Odenak (*St. Francois du Lac*) near Montreal and by the following year Father Bigot had accomplished this move. Land travel was difficult in this period, so rivers were the main avenues of travel. The strategic importance of the Kennebec and Chaudière rivers was that, together, they formed an approach that pointed straight at Quebec City. The French realized this and worked hard to befriend and supply the natives of Maine as they did with all their friendly tribes. The Jesuits sent missionaries to befriend, Christianize, and influence them to protect this waterway. The Christian missions on both sides of these conflicts had a large influence on these wars.¹⁴

¹⁴ These notations were made from various sources: Parkman, *France and England II*; Abbott, *History*; Drake, *Border Wars*; Calvert, *Kennebec*, Stanley, *The first Indian "Reserves" in Canada*, 178-189.

French Army (circa 1688-1691)

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. Musicien 20 points, Insigne 30, Lieutenante 50, Capitaine 75, Commandant 110. Chapelains (chaplains) act as noncombatant officers (free).

NCOs: each team or squad must have an NCO armed with a sword and halberd but voyageurs, raiders, and milice may have firearms.

Native Allies – Woodland Indians

<i>Canadian Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Raider Marine	Light	3	smoothbore flintlock, hatchet
<i>Special: Steady, Woodcraft.</i>			
Garrison Marine	Light	4	smoothbore flintlock, plug bayonet
<i>Special: Wavering, First Volley. Note: use this category for French Colonial Marines who garrisoned forts and towns. The Colonial Marines were organized in Canada in 1683. By 1703 they began to receive socket bayonets.</i>			
Raider Milice	Skirmish	5	smoothbore matchlock, hatchet
<i>Special: Wavering, Woodcraft.</i>			
<i>Note: They were often sent on patrol to scout for enemy activity.</i>			
Garrison Milice	Skirmish	6	smoothbore matchlock
<i>Special: Inexperienced, Woodcraft. Note: these were militia used to garrison forts and towns, work in the fields, and to move supplies along the roads and waterways.</i>			
Voyageur	Skirmish	2	smoothbore matchlock, hatchet
<i>Special: Small unit (5 figures); Drilled, Woodcraft.</i>			
<i>Note: one figure in a unit may have a rifle.</i>			
Marin	Skirmish	3	cutlass, pistol, carbine, musket, or pike
<i>Special: Steady. Note: one figure may have a boucanier flintlock musket.</i>			

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Artillerie de marine	Light gun	3	light smoothbore gun (6-10#)
<i>Note: costs for various guns with crews, and limbers are listed on page 14. Metropolitan and Naval crews are Drilled, Troupe de la Marine crews are Steady, and Canadian crews (if any) are Wavering. All are average in melee.</i>			

Indigènes alliés

<i>Native Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Amerindiens de bois	Skirmish	3	bow or smoothbore musket, hatchet/club
<i>Special: Steady, Forester, Woodcraft.</i>			
Amerindiens de mission	Skirmish	2	bow or smoothbore musket, hatchet/club
<i>Special: Drilled, Forester, Woodcraft.</i>			

English Army (circa 1688-1691)

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 – Iroquois, Mission (Praying) Amerindians, and Mohegans (woodland Amerindians).

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

Native Allies

<i>Native Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Iroquois Amerindian	Skirmish	1	bow or smoothbore musket, hatchet/club
<i>Special: Bloodthirsty, Forester, Woodcraft, Tenacious.</i>			

Mission Amerindian	Skirmish	2	bow or smoothbore musket, hatchet/club
<i>Special: Drilled, Forester, Woodcraft.</i>			

Mohegan Amerindian	Skirmish	3	bow or smoothbore musket, hatchet/club
<i>Special: Steady, Forester, Woodcraft.</i>			

Scenario 1 – Seige of Fort Charles, ME – August 2-3, 1689

Fort Charles at Pemaquid (present day Bristol) was a stockade work mounted with 7-8 canon. The garrison under the command of Lieutenant James Weems was significantly under-strength after most of its garrison had deserted in the wake of the Protestant revolt and the overthrow of Governor Edmund Andros at Boston earlier in the year. The complement of soldiers was reduced to thirty and many of these were in a mutinous state. An Amerindian force of about 100 Penobscot and Kennebec natives surrounded the fort and by a sudden rush they took possession of a number of houses behind it. These were only occupied by women and children as their men were out working in the fields a few miles away. But they did not escape the onslaught either. Some natives took cover in cellars and others behind rocks from which they kept up a heavy fire on the fort. Lieutenant Weems put up a defense for a day, but after taking heavy casualties, he surrendered. The fourteen remaining men and a number of women and children came out of the fort, upon which the natives butchered some on the spot, but the rest were made prisoners. The Abenaki allowed Weems and his men to return to Boston. To maintain order, the native chiefs broke the rum barrels in the fort. No one was tortured. P re Thury, a priest from Qu bec was present. Author Francis Parkman wrote that this was a holy religious crusade on the part of the Catholic Amerindians, which is a very ridiculous and naive point of view as they had many more injuries than religious offense. On August 4, the Abenaki burned the fort and the nearby settlement of Jamestown. Then the fury of the natives was unleashed on the rest of the county. Many settlements were devastated. Massachusetts Bay Colony hastily sent troops who drove off the Amerindians. But as winter was coming, they were soon withdrawn. Weems and 23 of the garrison had been wounded; the Amerindian losses are unknown.¹⁵

Order of Battle

Massachusetts Bay Colony (22)

Lieutenant Weems (1)

One Untrained Militia Platoon (21)

One Band of Civilians (10)

Abenaki (44)

Woodland Warchief Moxus, Penobscot Tribe (1)

One Penobscot Raiding Party (21)

One Kennebec Raiding Party (21)

P re Thury, chapelain (1)

Conditions

Scenario – this is an Amerindian raid on a New England settlement.

Game – the game is played on a 6'x4' board oriented across the 4' width. The game will last six turns.

Terrain – A stockade fort is setup in the center of the English side of the board, up to 18" from the English friendly board edge and centered along the 6' length. This edge represents the

¹⁵ Parkman, France and England II, 165-166; Drake, *Border Wars*, 27-35.

coast. Up to 12" around the fort is clear ground with 3-4 houses to represent a village. Forest covers the rest of the board, with sporadic clearings, thickets, and a few spots of rough ground. This is a daytime scenario.

Deployment – the Massachusetts Bay troops start the game in the fort. Half the villagers are placed in the houses and the remainder outside, up to 6" from their houses. The Abenaki Natives may deploy up to 12" from their friendly long edge of the board and at least 12" from any colonist.

Reinforcements – no reinforcements are available to either side.

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

Scenario 2 – Raid on La Chine, QC – August 4-5, 1689

On the night of the 4th-5th of August 1689, 1500 English-allied Iroquois descended upon the little village of La Chine, near Montréal, under cover of a storm. Houses were burned, and men, women, and children were butchered. There was a fortified encampment of 200 soldiers about three miles away. They heard a cannon shot from the direction of La Chine which was the customary warning for a raid. Then a man came running into camp and told them what was happening. Several other fugitives arrived, closely followed by Iroquois who were chased off by the soldiers. The commander of those soldiers, Captain Subercase, was in Montréal at the time. He arrived the next day, on the 5th, and ordered the troops to march. About one hundred militia joined them as they moved toward La Chine. The houses were still burning, and the bodies of the villagers were strewn about or hanging from stakes, at which they had been tortured; 200 had been killed and 120 were taken prisoner. They learned from an escaped surgeon that the Iroquois were encamped about a mile and a half away, behind a forest. Other troops continued to arrive from the other forts. Subercase decided to attack the Iroquois encampment, but as they entered the woods a voice from the rear commanded a halt. It was Chevalier de Vaudreuil who had arrived from Montréal with orders from Governor Denonville to stand only on the defensive. Subercase was furious but he had to obey. He marched his men back to Fort Roland where 500 Marines and Militia had assembled. This recall was a huge mistake since most of the raiders were dead drunk at the time.

The next day a detachment of 80 men were attacked and cut to pieces in sight of the fort. All were killed or captured except Le Moynes de Longueuil and a few others. The Iroquois held undisputed possession of the open areas but did not attack Montréal or any of the Forts, so the people who could reach them were safe. The natives stayed in the area for at least several weeks. The French were so paralyzed with terror they did nothing. The Iroquois finally moved to the south side of the Lake St. Louis, across the St. Laurent, where they proceeded to torture and devour some of the prisoners. Friends, mothers, Pères, and children were roasted alive as family members watched. The remaining prisoners were taken to Iroquois towns where they were tortured for the amusement of the inhabitants. Iroquois warriors continued to roam throughout Canada, almost at will, though they stayed away from forts. The Canadians remained completely numbed with shock for some time. Soon, there was news of war, King William's War, which had been declared between England and France a year earlier. The English would be joining their allies, the Iroquois, in the field. The reputation of the French was now so tarnished their up-river native allies could not be counted on to help them. Governor Denonville was recalled to France and Count Frontenac returned to Canada to defend it.¹⁶

Order of Battle

Iroquois (85)

Iroquois Warchief (1)

One Iroquois Raiding Party (21)

One Iroquois Raiding Party (21)

One Iroquois Raiding Party (21)

¹⁶ Parkman, *France and England II*, 130-136. This raid had a tremendous emotional and strategic impact on the Canadians.

One Iroquois Raiding Party (21)

French (26)

Garrison milice Lieutenant (1)

Two Garrison milice Squads (20)

Tool-armed civilians (5)

One group of civilians (15)

Conditions

Scenario – this is an Iroquois raid on a Canadian settlement.

Game – the game is played on a 6'x4' board oriented across the 6' length. The game will last six turns.

Terrain – a 6" strip along one 4' edge represents the river. The opposite side is the raider edge. The remainder of the board is setup per the Raiding Rules with a village in the center and a stockade fort at one end of the board and up to 12" from the French short edge. The opposite end is forest up to 12" from the edge. This is a night time raid.

Deployment – the Iroquois enter the board from their short edge. The French are setup in the village in the houses. One Militia squad is working in the fields, the other is setup in the fort.

Reinforcements – one French platoon of Marines (Steady Lieutenant) and one squad of militia are available as reinforcements; but because of their fear of the Iroquois they are Unreliable. The Iroquois do not have reinforcements.

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

Scenario 3 – The Battle of Falmouth, ME – September 27, 1689

The Abenakis continued their war, making many small raids among the colonial settlements which forced the survivors to flee west along the coastline. The Plymouth General Court sent six hundred men, including ninety Protestant Natick Mission Amerindians, to defend them. They mustered at Berwick under the command of Major Jeremiah Swaine on August 28 to clear the borders of marauding natives. They arrived none too soon as the carnage was still in progress. At Blue Point (now Pine Point) in Scarborough there was a skirmish and when they reached Falmouth they found the place invested by the natives. The militia attacked and there was a battle in which ten of Swaine's men were killed before he and his men drove the Natives back into the forest. However, as he was advancing the Abenakis were swirling behind his line of march and attacking the towns he had just liberated. They fell on Durham, NH, killing eighteen men and three or four children and carrying several persons into captivity. He sent a strong detachment to find them, but they couldn't and that was the end of Swaine's campaign. Massachusetts requested aid from the United Colonies.

A force of 250 men, some of them Seconnet and Cape Cod (Wampanoag) Amerindians, was raised in Plymouth under the command Major Benjamin Church. Unfortunately, while at Boston, many of the natives sold their powder horns and bullet pouches to buy drink, and when the expedition got under way, unknown to Church, the ammunition issued was too large to fit the bore of their guns. They arrived by ship at Falmouth on September 20. As they entered the harbor they were hailed by another vessel. They told Church that a large number of Amerindians was massing at a nearby island. A Mrs. Lee, a redeemed captive, told him she had counted fifty canoes and was told there were more on the way. The town garrison had two companies of militia. Church realized he was just in time and he disembarked his men at dusk. Without waiting for all his men to land, he set off with one company of the town garrison and one of his own, including the village parson. They crossed the cove at low tide and were immediately engaged in the field and orchard of Beckett's Farm. Church had expected the rest of his men to follow quickly behind but now he discovered that the ammunition problem. The reinforcements had to wait while the lead balls were hammered into a manageable size. When they were finally ready to go the rising tide had filled the cove and cut them off from Church's detachment which was about to be overwhelmed. He moved his men further up the cove to flank the enemy which caused them to retreat in confusion. After several hours of fighting he had lost 21 killed including six Natick native allies. The Abenaki losses were unknown because of their usual custom of carrying off their dead and wounded. Church then set out to find the Amerindian towns of which there were known to be at least two on the Androscoggin and two on the Kennebec but he could not find them.¹⁷

Order of Battle

Plymouth Colony (53)

Major Church (1)

One Colonial Ranger Platoon (21)

One Untrained Militia Platoon (21)

One Natick Mission Amerindian Squad (10)

¹⁷ Abbott, *History*, 224-225; Drake, *Border Wars*, 38-41.

Abenakis (64)

Woodland Warchief, Penobscot Tribe (1)

One Penobscot Raiding Party (21)

One Kennebec Raiding Party (21)

One Androscoggin Raiding Party (21)

Conditions

Scenario – this is an open battle between English and Amerindian forces.

Game – the game is played on a 6'x4' board oriented across the 4' width. The game will last six turns. This scenario is meant to be a large meeting engagement.

Terrain – Place a farm with cultivated fields, fences, and a few outbuildings. The remainder of the terrain is forest covering the board. There may be a few clearings, thickets, and spots of rough ground. This is a daytime scenario.

Deployment – the Plymouth troops start within 12" of their friendly long edge and the Abenakis within 12" of their friendly long edge.

Reinforcements – no reinforcements are available to either side.

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

Scenario 4 – Raid on Lachenaie, QC – November 13, 1689

Lachenaie was a small trading post located on the north shores of the *Rivière des Mille-Îles* that flows into the *Rivière des Prairies*. Because of an early snowfall on the evening of November 13 people went to bed believing the blustery precipitation would deter any Iroquois attacks. They were wrong. During the night about 150 *Onontagués* (Onandaga) natives led by *Chef Chaudière Noir* (Chief Black Kettle) crept into the village. True to form, the attack was vicious and swift. A soldier at the fort saw the flames up the *Rivière des Mille-Îles* and realized that the attack had come from upriver and only those who lived near the fort had any chance to make it to safety. More than one third of the *habitants* (inhabitants) were killed or captured. After the raid, due to haste, the dead at Lachenaie were buried in a pit and no burial records exist. However, one hostage by the name of Hilaire Girardin dit Sansoucy survived Iroquois captivity and was eventually freed. He related that some of the captives were tortured and killed. Among those captured were François Ethier, his wife, Girardin, and their two-year-old daughter. François was burned eight days later, and eight or ten days after that Jeanne Pilet was holding her daughter when an Iroquois snatched the young girl away, held her by her feet and cracked her head. She was then thrown into a large fire. Sometime later the mother was also burned to death.

Months later, on 9 March 1690, Gagnioton (Gagniegoton), one of three ambassadors of the Iroquois, came to Montreal to negotiate peace with Governor Frontenac. Apparently, Gagnioton admitted to having taken 8 captives from Lachenaie but confessed that he had only eaten 4 of them while keeping the other 4 alive to prove to Frontenac that he was 'less cruel' than the French. According to him, the French had recently taken and killed 12 Iroquois prisoners while keeping only 3 alive. Lachenaie was the site of several more Iroquois attacks which resulted in the abandonment of their homes by many habitants. By 1691, there were only four houses remaining in the village of Lachenaie and only six families continued to cultivate the land. Though unrelated to the battle proper, these atrocities illustrate that such things weren't only happening to the people of the English colonies. Because most of the English sufferings are told in great detail in American histories, however, without mentioning the agonies that Canada also suffered those histories are often taken completely out of context.¹⁸

Order of Battle

Iroquois (64)

- Chief Black Kettle, Onandaga, warchief (1)
 - One Onandaga Raiding Party (21)
 - One Onandaga Raiding Party (21)
 - One Onandaga Raiding Party (21)

French (21)

- Garrison marine lieutenant (1)
 - One Garrison marine Squad (10)
 - One Garrison militia Squad (10)

¹⁸ <http://louisianalineage.com/LachenaieMassacre.htm>. 'Dit' names such as 'Hilaire Girardin dit Sansoucy' were names taken by those who enlisted in the military. The word 'dit' meaning 'said or called.' Because men often had the same last name the dit names provided each man a unique appellation.

One group of civilians (15)

Conditions

Scenario – this is an Iroquois raid on a Canadian settlement.

Game – the game is played on a 6'x4' board oriented across the 6' length. The game will last six turns.

Terrain – Beginning 18" from the native friendly 4' edge (north) farmhouses are strung out one by one along the river and a stockade fort is placed at the south end up to 12" from the French short edge. A 6" strip along one 6' (west) edge represents the river, place a few (3-4) small boats or canoes along the shore. The opposite end from the fort is the raider friendly edge. It is forested up to 12" from the edge. This is a nighttime raid.

Deployment – the Iroquois enter the board per the Raiding rules. The French are setup in the village in the houses. One Militia squad is spread among the houses along with the civilians, the other is setup in the fort where there are two guards on duty.

Reinforcements – neither side has reinforcements.

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

Scenario 5 – Raid on Schenectady, NY – February 8, 1690

Because of the La Chine massacre Governor Frontenac resolved to send three war parties south to raid English settlements: one from Montréal to strike at the Dutch colony of Albany, a second from Trois Rivières to raid New Hampshire, and a third from Québec to hit the villages in Maine. They set out on snowshoes in the dead of winter dragging their blankets and provisions on sleds. The party from Montréal, under the command of Captains Mantet and Sainte-Hélène with mission natives led by Le Gran Agnié (“the great Mohawk” of Saut St. Louis) took their route through Chambly, then crossed the Richelieu and Lac Champlain on the ice where they held a council. When the men demanded to know their destination Mantet and Sainte-Hélène told them Albany. The Natives wondered when the French had become so bold. Eight days later they reached the Hudson at a spot where two trails diverged, one for Albany, the other for Schenectady. Without discussing it they all headed for the latter. After which they traveled through a partial thaw which caused a very difficult passage through the swamps. By the eighth of February they were near Schenectady, half-dead, in the midst of a freezing snow-storm. By dark they reached the Mohawk River just above the village. The advance scouts had seen no one outside in the village; all were in their houses. The main body of raiders crossed the Mohawk and saw the village. Some later said they were so miserable they would have surrendered at the sight of an enemy.

The village of about 80 houses was oblong and enclosed by a palisade which had two gates, the eastern gate towards Albany and the other towards the Mohawk villages. The eastern gate had a blockhouse nearby with 8-9 Connecticut militiamen under a Lieutenant Talmage. There were also about thirty friendly Mohawks visiting. Both gates were wide open with mock snowman sentinels, such was the ridicule which the inhabitants felt towards a possible raid, and all were asleep. The raiders stood at the open western gate. They formed up into two bands, one led by each leader, and moved noiselessly through the gate, one group going left and the other to the right. When the two leaders met at the eastern gate the village was surrounded. As the attack began an inhabitant called Simon Schermerhorn escaped through the eastern gate, headed for Albany, about 15 miles or more to the southeast.

With a war-whoop the raid began. They broke-in the doors with hatchets and attacked the men, women, and children inside. There was little resistance, except at the blockhouse where Talmadge and his men put up a stiff fight, until the doors were broken open and the defenders defeated. It was soon on fire. Adam Vrooman saw his wife shot and his child smashed against the door post, but he fought so valiantly he was promised to be spared. A few inhabitants fled through the eastern gate to seek refuge at outlying houses. Sixty people were killed, 38 men and boys, 10 women, and 12 children (11 of whom were enslaved Africans), and 80-90 were captured. The massacre and pillage continued for two hours; then the prisoners were secured, and a watch was posted. As the French still hoped (vainly) for peace with them the Mohawks were not molested. Fire was set to most of the houses that had not yet been burned. The family and relations of a man named Glen, who had helped French prisoners in the past, were set free. When the raiders withdrew at noon, horses pulled their sledges, 27 men and boys as prisoners went with them. About 60 old men, women and children were left behind. All was done at

the loss of two men killed, and one so badly wounded he had to be left behind. They were pursued by Mohawks who overtook 15 or more stragglers days later, almost within sight of Montréal.¹⁹

Order of Battle

Dutch (21)

Lieutenant Talmage (1)

One Untrained Militia squad (10)

One Village Militia squad (10)

One group of civilians (15)

Abenakis (53)

Marine Captain Mantet (1)

One Raider marine squad (10)

One Raider Militia Peloton, Lieutenante Sainte-Hélène (21)

One Caughnawaga Mission Raiding Party, Chief Le Gran Agnié (21)

Conditions

Scenario – this is a French and Amerindian raid on a New York settlement.

Game – the game is played on a 6'x4' board and will last six turns.

Terrain – the board is setup with a stockaded village in the center with 2 gates, per the Raiding Rules. There is a blockhouse at one end. This is a night raid.

Deployment – the Dutch villagers and their militia are placed all in their houses. The French enter from the open gate opposite the end with the blockhouse.

Reinforcements – no reinforcements are available to either side.

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

¹⁹ Parkman, *France and England II*, p154-160 Drake, *Border Wars*, 46.

Scenario 6 – Raid on Salmon Falls, ME – March 27, 1690

The second raiding party left Trois Rivières on the twenty-eighth of January under the command of François Hertel bound for the English settlements in New Hampshire and south-west Maine. He had with him three of his sons and two nephews. The Amerindians, in turn, were led by a Kennebec warrior known as Hopehood or Hopegood (real name Wohawa), son of Robinhood (real name Rawandagon). The group was made up of 24 Frenchmen, 20 Sokoki Abenakis, and five Algonquins. After three months of excessive hardship they approached the little village of Salmon Falls (present-day Berwick) on the Salmon Falls River that is now the boundary between New Hampshire and Maine. It had only been 12 years since the end of King Philip's War in New England.

The village of Salmon Falls (now Berwick) had revived and by now contained about twenty-seven houses. On the night of the 27th of March Hertel and his band lay hidden in the forest that bordered the farms of Salmon Falls. Their scouts identified a house and two stockade garrisons that were meant to be refuges. Hertel divided his force into three parts which made a simultaneous attack when the settlers were still in their beds. The surprise was complete and after a short struggle the raid was over. The raiders burned the entire town. About thirty persons of both sexes and all ages had been shot or tomahawked and 54, mostly women and children, were captives. News came from scouts that a large force of English was approaching so they gathered their prisoners and plunder and left.²⁰

Order of Battle

Massachusetts Bay Colony (21)

One Village Militia Platoon (21)

One group of civilians (15)

French and Abenakis (43)

Captain of marines François Hertel (1)

One Raider Milice Platoon (21)

One Abenaki Woodland Raiding Party, Chief Wohawa (21)

Conditions

Scenario – this is a French and Amerindian raid on a New England settlement.

Game – the game is played on a 6'x4' board and will last six turns.

Terrain – the board is setup as a village per the Raiding Rules. Outside the village is forest covering the board, with sporadic clearings, thickets, and a few spots of rough ground. A river runs along one long edge. There is a garrison house and two houses surrounded by stockades in the town. This is a dawn raid.

Deployment – the militia platoon is bivouacked in the houses. The French and Amerindians may deploy on any side, up to 18" from any English house or garrison.

Reinforcements – no reinforcements are available to either side.

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

²⁰ Parkman, *France and England II*, 161-162, 167-168; Drake, *Border Wars*, 47-49.

Scenario 7 – Battle of Wooster River, ME – early March 27, 1690

A force of one hundred and forty English Colonial men was mustered nearby after seeing the smoke of the village of Salmon Falls. Two scouts brought word to Hertel that they were gathering so he began a retreat. The English pursued the raiders who were loaded down with plunder and prisoners. They were overtaken at sunset as they were crossing a small stream called Wooster River. Hertel made a stand on the far bank. They killed and wounded a number of the pursuers as they tried to ford the stream. Hertel's eldest son was badly wounded. The fierce battle lasted until nightfall when the raiders were able to slip away. Some of the prisoners had been given to the natives who tortured and killed one man and tormented some children fiercely. Hertel retreated to an Abenaki village on the Kennebec River where he learned of another raiding party that had passed by to attack Fort Loyal at Casco Bay. This was Frontenac's third war party. Leaving his son at the village, Hertel and 36 of his men left to follow them.²¹

Order of Battle

Massachusetts Bay Colony (44)

Trained Militia Captain with drummer (2)
 One Trained Militia Platoon (21)
 One Untrained Militia Platoon (21)

French and Abenakis (43)

Captain of marines François Hertel (1)
 One Raider Milice Platoon (21)
 One Abenaki Woodland Raiding Party, Chief Wohawa (21)

Conditions

Scenario – this is an English pursuit of a French and Amerindian raider column.

Game – the game is played on a 6'x4' board oriented across the 4' width and the game will last six turns.

Terrain – the board is oriented the short way. The terrain is forest with a stream that runs down the center of the long length of board. There is a deep ford in the stream midway between the long edges of the board. Place 3 bundles of plunder on the board; it takes four figures to carry each one. One bundle should be mid-stream in the ford and the other two are 6" away, on both sides of the stream. The French also have prisoners to manage; distribute them evenly within the column.

Deployment – the French and Abenakis setup in a rough column with the center at mid-stream. The front and rear of the column must be at least 12" from either long edge. Place markers to indicate plunder within the French column. The English enter from offboard from anywhere along their friendly long edge.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – victory points as outlined in the raiding rules. The plunder markers are worth 5 points each. The English or French have captured or retained a bundle of plunder if they end the game with a unit within 3" and no enemy within 3".

²¹ Abbott, *History*, 226-227; Parkman, *France and England II*, 167.

Scenario 8 – Raid on Falmouth, ME – May 25, 1690

The third force sent by Frontenac to avenge the massacre at La Chine consisted of fifty French and sixty St. François Mission Abenakis under command of a Canadian officer called Portneuf and his Lieutenant, Courtemanche. They had left Québec in January and advanced leisurely, often stopping to hunt. In May they were joined by Hertel's Party, Kennebec tribe warriors, and Penobscots led by Saint Castin. It was a formidable band. They moved to Falmouth which was reached on May 16. Fort Loyal was a palisade work with eight cannon. It was standing on high ground on the shore of the bay in Casco (present-day Portland). The village of Falmouth with four blockhouses stood nearby. All was under the command of Captain Sylvanus Davis, a prominent trader. On the landward side the forest lay a half-mile distant across rough fields. Some of Portneuf's scouts came upon Robert Greason whom they could not resist killing. Their scalp yells warned the locals. Davis resolved to keep to his defenses and remain on guard. He had about 100 armed men. But discipline in his command was poor and about 30 young volunteers led by Lieutenant Thaddeus Clark sallied out in the direction of the shot.

They climbed Munjoy Hill on a lane fenced on both sides whereupon they saw cows all staring in the same direction towards a fence and, judging that the enemy was hiding behind it gave a yell and ran to the spot. They were fired on by a volley from the enemy from behind the fence and immediately 13 men fell, including Clark. The Amerindians charged, and the remainder of Clark's men fled to the fort with French and Amerindians hot on their tails. Only four of Clark's party, all of them wounded, made it to safety. The air was filled with native yells as they rushed into town, but they were repelled by the garrison houses. That night the men and their families in the garrisons withdrew to the fort. Portneuf decided to properly besiege the fort and after collecting tools and burning the houses, his men began digging trench works. Within three days they had dug close to the fort without losing a man.

Portneuf now called for the fort to surrender. Davis asked for six days, hoping a detachment would return. This was refused, and the fight broke out all over again. It remained hot and heavy until a wagon with a tar barrel and other combustibles was shoved against the palisade. Immediately a parley was requested. Up to this time the defenders hadn't realized the French were there because they were dressed as Amerindians. Davis asked if there were any French among them who could grant them quarter. They answered that they were French, and they would give good quarter. But the French had not reckoned with the natives in their force. And so began another incident that convinced the English that the French were treacherous and would not keep their word.

Portneuf promised that if they surrendered they would be taken to the next English town and set free. But the Amerindians were having no part of that. There were still 70 men left, though many were wounded, and a large number of women and children. A French account gives 50 men surviving. Some of the men were killed, a few with torture and the women and children were taken prisoner. However, Portneuf was able to save 50-100 prisoners (accounts vary) including Captain Davis. It is probable that the Amerindians killed as many people as they lost in the battle. The entire village was burned, then the French returned to Québec with the Amerindians scattering to continue raiding. The English population of the Maine coast began to withdraw to Wells.²²

²² Abbott, *History*, 227-228; Parkman, *France and England II*, 168-172; Drake, *Border Wars*, 49-54.

Order of Battle

French and Amerindians (87)

Captain M. Portneuf (1)

One Raider marine Peloton, Lieutenant François Hertel (21)

One Raider milice Peloton, Lieutenant Corte de March (21)

Baron de Castine and Madockawando, Penobscot Warchiefs (2)

One Penobscot Raiding Party, Chief Moxus (21)

One Mission Raiding Party (21)

Massachusetts Bay Colony (48)

Captain Sylvanus Davis (1)

One Trained Militia Platoon, Lieutenant Thaddeus Clark (21)

One Village Militia Platoon (21)

One Team, tool-armed villagers (5)

One Band of civilians (15)

Conditions

Scenario – this is a French and Amerindian raid on a New England settlement.

Game – the game is played on a 6'x4' board oriented across the 4' width. The game will last six turns.

Terrain – The terrain is an English village in the center of the board setup per the Raiding Rules; and a palisaded fort at one end. There are outlying light woods up to 12" from the raider friendly edge. This is a daytime battle.

Deployment – the French and Amerindians enter anywhere along their short edge opposite the fort. The villagers are going about their daily tasks. The Trained Militia platoon begins the game inside the fort while one squad of Untrained Militia is spread out in the streets and fields. The other squad can be stationed in a Garrison house.

Reinforcements – no reinforcements are available to either side.

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

Scenario 9 – Skirmish at *Coulée Grou*, QC – July 2, 1690

Almost every year, urged on by the English, the Iroquois rampaged through the Montréal area which took the brunt of their attacks though they could also, at times, range through Trois Rivières and Québec. Usually, they came during the sowing of crops and harvest. But some bands remained in the area to harass the Canadians. Anyone caught in the open was killed or captured. undefended houses were burned. Point-aux-Trembles on the eastern end of the *Île de Montréal* (island of Montreal) was raided often. On July 2 a band of 100 *Onneyouts* (Oneidas), near the *Coulée Grou* (*coulée* meaning flow and *Grou* being a family name), was reported as approaching by canoe. A party of 25 militia under the command of Sieur Colombet, a former lieutenant, fired on them, capsizing four canoes. The surprised Iroquois beached and came onshore. Then a furious combat ensued in the woods. Colombet tried in vain to rally his men towards the fort. Thirty Amerindians were shot and Colombet and nine others were killed including the Sieur Montenon de Larue and the surgeon Jean Jalot. Five Canadians were captured. That evening four of them were burned at the stake behind the fort. They were Jean Delpue dit Parisot, Joseph Carrier dit Larose, Jean Raynau dit Planchar, and Jean Grou. One man, Pierre Payet dit St-Amours was held prisoner by the Oneidas who allowed him to live. Thirty houses were burned and those who could not reach Fort LaChenaye were killed or taken. The lucky ones were killed. A few days later, due to the ongoing fear of the Iroquois the dead were buried on the spot where they died. St-Amours returned to the fort in 1693. It was not until 1694 that the remains were reburied at a cemetery.²³

Order of Battle

French (22)

Sieur Colombet, Trained Lieutenant (1)

One Garnison milice peloton, Lieutenante Guillaume Richard dit Lafleur (21)

One Band of civilians (15)

Iroquois Warband (43)

Iroquois Warchief (1)

One Iroquois Raiding Party, 2 war canoes (21)

One Iroquois Raiding Party, 2 war canoes (21)

Conditions

Scenario – this is an Amerindian raid on a French settlement.

Game – the game is played on a 6'x4' board oriented across the 4' width. The game will last six turns.

Terrain – The terrain is a French village bordered by 24" strip of river along one long edge; this is the Iroquois friendly edge. In the center of the land side a village is setup per the Raiding Rules; and a palisaded fort is placed at one end. There are outlying light woods up to 12" from the opposite land edge. This is a daytime battle.

²³ Parkman, *France and England II*, 209; <https://www.revolvy.com/page/Coul%C3%A9e-Grou>; <http://histoiresdancetres.com/vaillancourt/la-bataille-de-la-coulee-grou/>; https://en.wikipedia.org/wiki/Coul%C3%A9e_Grou.

Deployment – the Amerindians enter in canoes anywhere along their long edge. The villagers are going about their daily tasks. The French militia platoon begins the game with one squad spread out in the streets and fields and the other in Fort LaChenaye.

Reinforcements – no reinforcements are available to either side.

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

Note:

Towards the end of July Frontenac left Québec and traveled to Montréal, arriving on the 31st. A few days later the commander of the fort at La Chine sent him a messenger with the news that Lac St. Louis was covered with canoes. No one doubted that the Iroquois were coming again. Cannon were fired to call in the troops, but soon other messengers assured them that the newcomers were friends, not foes. They were the upriver Amerindians of the Great Lakes coming from Michillimackinac to trade. The news that had been sent upriver regarding the victory on the Ottawa and the successful assault of Schenectady had had a great effect on their morale and they came down the river loaded with Beaver pelts. There were five hundred upriver natives including Hurons, Ottawas, Ojibwas, Pottawatamies, Crees, and Nipisings with 110 canoes loaded with furs. A few days later La Durantaye, commander at Michillimackinac arrived with 55 more canoes manned by French voyageurs. The value of the haul was over three hundred thousand crowns. It was another triumph for Frontenac.²⁴

²⁴ Parkman, *France and England II*, 184-195.

Scenario 10 – Raid on La Prairie, QC – September 4, 1690

A Christian Amerindian called La Plaque arrived and informed the French that he had seen a large number of men at Lac St. Sacrement (Lake George) making canoes as if to attack Montréal. Frontenac immediately sent the Chevalier de Clermont to scout as far as Lac Champlain. Clermont sent back word that a force was already on the Rivière Richelieu. Frontenac ordered cannon to be fired to gather troops together and crossed the Rivière Saint Laurent with 1200 men and hundreds of natives who encamped at the village of La Prairie. But all was quiet and the Ottawa scouts that had been sent out reported they had found no enemy. Leaving a small force there Frontenac re-crossed the river with the remaining men and natives. He sent the troops back to their garrisons and the habitants to their harvests.

The English colonists of New England and New York had conspired to put into effect a two-pronged invasion of Canada, one by land aimed at Montréal and the other by sea against Québec. It had been the brainstorm of the Iroquois and the idea caught-on. The land invasion was headed by General Fitz-John Winthrop at the command of 400 men. They arrived at the southern bank of Lake George and began to build canoes. However, the invasion force was wracked by internal problems, lack of provisions and canoes, smallpox, and a quarrel with friendly Iroquois who had eaten some spoiled food and thought they had been poisoned. A Sokoki Amerindian later informed the French that the English had been attacked by some smallpox infected clothing which they had brought along to infect the French. Winthrop decided to return home but gave John Schuyler permission to continue on with volunteers.

Schuyler gathered 29 English and 120 natives and continued northward where they attacked French settlers in the fields. Ten farmers, eleven soldiers, three women, and one girl were killed at the loss of six allied natives. The attackers destroyed sixteen homes, barns, haystacks, and 150 cattle. Schuyler also wanted to attack the neighboring fort, but the Amerindians refused. Author Francis Parkman rues the adoption of, “the savage and cowardly mode of warfare in which their enemies had led the way.” But it wasn’t the French who had “led the way,” it was the English-sponsored Iroquois, goaded to war with the French that had “led the way.”²⁵

Order of Battle:

New York Colony (43)

Captain John Schuyler (1)

One Trained Militia Platoon (21)

One Iroquois Raiding Party (21)

French (21)

Garrison marine lieutenante (1)

One Garrison marine escouade (10)

One Garrison milice escouade (10)

Conditions

Scenario – this is an English assault on a French village.

²⁵ <https://historianatsaratoga.wordpress.com/2016/09/04/otd-the-first-battle-of-la-prairie/>; Parkman, *France and England II*, 188-489.

Game Duration – the game will last six turns.

Terrain – The terrain is a French village in the center of the board. It is setup as described in the Raiding Rules. There is a river along one long side of the board with a few canoes beached on the shore. This is a daytime raid.

Deployment – the English may enter from either short edge of the board. The native villagers must detect the raiders before they can react.

Reinforcements – no reinforcements are available to either side.

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

Scenario 11 – Raid on Amitgonpontook, ME – September 14, 1690

After the conquest of Nova Scotia by Sir William Phips, the Comte de Frontenac needed all his soldiers in Canada to protect the home front, and the Maine Amerindians were mostly left to themselves. The English took full advantage of the situation to renew their attacks on them. Major Benjamin Church (of King Philip's War fame) was again summoned into service and put in charge of 300 soldiers. His orders were to proceed to Casco and to the fort at Pejepscot Falls which the natives had taken possession of, to kill or drive from the country any Amerindians there, and also to ransom or rescue any English captives found. He reached Casco Bay on the 11th of September.

Church landed at Maquoit before dawn and marched with his men toward *Pejepscot* on the west side of the Androscoggin River at the lower falls. Finding the fort abandoned he continued upriver to the Androscoggin principal fortified village of *Amitgonpontook*. A Frenchman named Doney (thought to be a son of d'Aulnay), who had lived with the Androscoggin tribe for years, saw them coming and alerted the village, crying, "Englishmen! Englishmen!" There was no resistance to speak of, and the Amerindians fled in all directions, some even jumping in the river and drowning. Three or four were shot trying to swim the river. Most of the warriors were away at the Saco River collecting supplies for an expedition. Church recovered five English captives, who were in a wretched state, nearly starving. In turn he took some Amerindian prisoners, including the wives of Kancamagus and Warumbee and many Amerindian children. Kancamagus was a sachem of the Pennacook tribe in western Maine and southern New Hampshire. He had been faithful to the English but lately they had sent Mohawks to eastern Maine to destroy those tribes. Thus, he fled west with his family to the Androscoggin. He was able to speak, read, and write English and had written several letters to Governor Canfield.

The wives of the Chiefs were sent on board Church's boat, along with some of the children, on the squaws' solemn promise that eighty English captives would be restored. The remainder of the women and children were put to the sword or tomahawk. Two old women were spared and given a message to transmit to the Chiefs, "You will find your wives and children at Wells." One Amerindian man had also been taken and when Church's men were about to kill him, the female white captives intervened, explaining that he had been kind to them and several times had saved them and others from death. Then Major Church and forty men traveled up the Androscoggin seven miles to another fort (name unknown). There they killed twenty-one, captured another, and recovered seven captives. The village was burned. The captured man, a gigantic fellow named Agamcus, also known as Great Tom, escaped and brought word to other tribes of Major Church's assault and they moved further back into the wilderness.²⁶

Order of Battle:

Plymouth Colony (44)

Major Benjamin Church, with ensign (2)

One Colonial Ranger Platoon (21)

One Trained Militia (21)

²⁶ Abbott, *History*, 230-231; Calvert, *Kennebec*, 146-147; Drake, *Border Wars*, 66-68.

Abenaki (47)

Chief Tarumkin, Androscoggin (1)

One Pennacook Raiding Party, Chief Kankamagus (21)

One Androscoggin Raiding Party, Chief Warumbee (21)

One Androscoggin Scouting Party (5)

One Band Native Civilians (15) and 1d6 English captives

Conditions

Scenario – this is an English assault on a woodland native village.

Game – the game is played on a 6'x4' board oriented across the 4' width. The game will last six turns.

Terrain – The terrain is a stockaded native village in the center of the board. It is setup as described in the Raiding Rules. There is a river along one long side of the board with a few canoes beached on the shore. This is a daytime raid.

Deployment – the native civilians and the Scouting Party are setup in the village. The English may enter from either short edge of the board. The native villagers must detect the raiders before they can react.

Reinforcements – the remaining Abenaki force acts as reinforcements for the village; they enter on game turn 3. The English do not have reinforcements available.

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

Scenario 12 – Assault on Purpooduck Point, ME – September 21, 1690

Church sailed up the Saco River and captured few natives who were fishing. They told him where the natives of *Amitgonpontook* had hidden a cache of beaver furs. He returned to the village, recovered the furs without seeing one Amerindian. Church's council demanded him to return so he turned back. Native warriors in great numbers followed Church back to the place he anchored for the night at Purpooduc Point on Cape Elizabeth. Church allowed three companies of his men ashore to camp for the night. The Natives attacked at dawn and nearly drove Church's men into the sea before they could rally and repulse them. Then Church sent out scouts in every direction and when they found nothing he left. In October ten Chiefs proceeded to Wells, where they were very pleased to have their squaws and children returned to them. Their orator made the following speech: "The French have made fools of us. We will go to war against you no more. We are ready to meet your head-men at any time and place you appoint and enter into a treaty." Sure enough, on the 20th of November 1690, a truce was signed by commissioners from Massachusetts and six Chiefs.²⁷

Order of Battle:

Plymouth Colony (66)

Major Benjamin Church, with ensign (2)
One Colonial Ranger Platoon (21)
One Trained Militia Platoon (21)
One Untrained Militia Platoon (21)

Abenaki (48)

Warchief Tarumkin, Androscoggin (1)
One Pennacook Raiding Party, Chief Kankamagus (21)
One Androscoggin Raiding Party, Chief Warumbee (21)
One Sokoki Scouting Party (5)

Conditions

Scenario – this is an Amerindian assault on an English Encampment.

Game – the game is played on a 6'x4' board oriented across the 4' width. The game will last six turns.

Terrain – The terrain is an English camp in a clearing in the center of the board, up to 18" from their friendly long edge. There is 6" strip of water representing the sea along the English edge of the board with a few boats beached on the shore. The remainder of the board is light woods. This is a daytime raid.

Deployment – the English are setup in the camp. The entire Amerindian force sets up within 6" of their long edge of the board. The English must detect the natives before they can react.

Reinforcements – neither side has reinforcements available.

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

²⁷ Abbott, *History*, 232; Drake, *Border Wars*, 68-69

Scenario 13 – Invasion of Québec, QC – October 18-19, 1690

Early in the Spring of 1690 an expedition sailed from Boston to attack Port Royal in Acadia, the capture of which was so easy that it was decided that Massachusetts would invade Canada and Capture Québec and Montréal. On October 16 Sir William Phips anchored at Québec City with his armada of 32 ships and 1,300 militiamen. The flagship of the fleet was the *Six Friends*, a 44-gun frigate. The expedition had been financed by issuing paper bonds against the expected plunder gained by conquering the city. Comte Frontenac had called the troops of the colony and the militia to come to Québec for its defense, but many had not arrived yet. Phips sent his envoy, Major Thomas Savage, to demand that the city be surrendered, and he gave Frontenac one hour to reply. Then he took out his watch. Frontenac was so enraged that he wanted to hang Savage in full view of the fleet below, but François de Laval calmed him down. When asked for a written response Frontenac replied, "I have no response for your general except from the mouths of my cannons and my muskets." The council of war held by Phips was very vexed due to their erroneous expectation that they had attacked a defenseless and panicked city, as had happened at Port Royal. That evening they heard fifes and drums from the shore. Louis-Hector de Callière, Governor of Montréal, had arrived with 700-800 men, many of them regulars, with bands of *coureurs-de-bois* and militia that could be spared, giving Frontenac a numerical advantage over the New Englanders.

'*La bostonnais*,' as the French called them, saw that the only place from which Québec could be assailed was from the northeastern side where the walls were weakest. They decided to land the militia at Beauport and attack the city from the river and from the land at the same time. But contrary to plan, on October 18, Phips' four large ships advanced and began a bombardment of the city that lasted until nightfall. The French 18 pounder batteries, though less numerous than Phip's guns, were heavier and were unexpectedly effective. The next morning, the 19th, Sainte-Hélène and his brother Maricourt went to the batteries and personally aimed the shots. The Cross of Saint George ensign of Phips' flagship fell into the river and drifted towards the north shore. Under a hail of musket shot a daring group of Canadians paddled a canoe out, grabbed the ensign out of the water, and brought it back to Frontenac. Later, one of the ships had to draw off from the battle. The rigging and hull were badly damaged. The flagship was faring little better; it had her rigging torn up, the mainmast cut half-through, the mizzen splintered, the cabin pierced, and the hull riddled with holes. Expecting that another volley might sink her, Phips ordered her moorings cut, and the ship was taken out of the fight. The two remaining ships soon also withdrew but by then, they had effectively run out of ammunition anyway.²⁸

Order of Battle:

Massachusetts Bay Colony (34)

Flagship, Barque, 12 guns, Captain William Phips (1)

 One section 6# guns per side (on deck) (5)

 Two sections 12# guns per side (below deck) (18)

Ship, Sloop or Merchantman, 4 guns (1)

 One section 6# guns per side (9)

²⁸ [https://en.wikipedia.org/wiki/Battle_of_Québec_\(1690\)](https://en.wikipedia.org/wiki/Battle_of_Québec_(1690)); Parkman, *France and England II*, 192-208; Chartrand, *French Fortresses*, 13-19; Drake, *Border Wars*, 55.

French (29)

First Battery, Capitaine Sainte-Hélène with drummer (1)

Two 2-gun sections of 18# guns (18)

Second Battery, Capitaine Maricourt with drummer (1)

One 2-gun section of 18# guns, Steady Lieutenant (9)

Conditions

Scenario – this is English ships versus French shore batteries.

Game – the game is played on a 6'x4' table oriented across the 6' length. It will take six turns.

Setup – The terrain is entirely river except up to 18" from the French friendly edge two shore batteries behind built-up earthworks (indestructible and heavy cover).and the edge of a European style town behind them. This is a daytime scenario. The English ships are placed within 36" from the French shore.

Deployment – the French are setup in their batteries. The English are setup onboard their ships.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – fighting continues until one side concedes.

Scenario 14 – The Battle of Beauport, QC – October 18-22, 1690

Phips' original plan was to land two forces, one east and one west of the city. But the only place he could see to land troops was across the Rivière Charles east of Québec City on the Beauport shores. But Frontenac had anticipated that and had built defensive emplacements to resist a landing. Frontenac had already sent strong detachments of Canadian militiamen under Jacques Le Moyne de Sainte-Hélène, along with some Amerindians, into the wooded areas east of the river. At eleven a.m. on Wednesday, the sound of English fifes and drums and shouts of "God save King William!" were heard. This lasted about an hour, after which, hundreds of boats were seen rowing toward Beauport. The tide was out, and they landed prematurely in the mud, forcing them to wade ashore. They formed up in companies at the command of Major John Walley. Frontenac had sent some 300 men under Sainte-Hélène to hold them until a battalion of troops could be dispatched to the scene. But before they arrived the militia from neighboring parishes, and a band of Hurons from the Lorette Mission, moved into the thickets in front of the English and opened fire. Walley ordered a charge. The English militia made a rushed advance in disorder. They received two volleys that failed to check them and drove the French back in confusion. The French in turn fought Amerindian-fashion, firing as they retreated, and causing more casualties than they received although Chevalier de Clermont was killed. They disappeared at dusk.

Walley drew up his men and marched them to the ford on the St. Charles. He had 4 men killed and 60 wounded. There he posted pickets and encamped for the night. The next day Walley remained in his camp with his men shivering in the wet and cold, hungry, complaining of the lack of rum, and some men coming down with smallpox. He waited for supplies and boats to help with crossing the Charles, but none came. That night was so cold that ice formed an inch thick. Six field-pieces had been sent ashore along with half a barrel of musket powder and one biscuit per man but they were landed on the wrong side of the St. Charles. On Friday Walley went onboard the flagship to explain his situation and while he was there his men advanced toward the ford without orders. Frontenac with three battalions of regulars went out to meet them while Sainte-Hélène and his brother, Longueuil, fired on them from nearby thickets. There was a hot skirmish. That evening the English withdrew with losses. On the French side Sainte-Hélène was mortally wounded and Longueuil was wounded. That evening the Canadians withdrew again and the English camped where their commander rejoined them. Phips would allow them to withdraw back to the boats but they did not arrive until daybreak and it was necessary to delay the embarkation until the following night.

Walley sent a few companies to beat the bushes and drive out any Canadians and they were fortunate enough to find a few cattle which they cooked and ate on the spot. After that they were so encouraged that they charged forward and were assailed by a Canadian ambush. Several more companies were sent to their support and a lively skirmish broke out. The Canadians still fought Amerindian-style as they slowly fell back. They stopped on a hill behind the buildings and fences of a farm and held out till night. Walley recalled his skirmishers.

In all, he had lost 150 men killed and wounded, and many more to smallpox; the French lost 9 killed and 8 wounded. As soon as it grew dark the boats arrived to carry them off, leaving behind their cannon. Phips moved the fleet downstream to make repairs and exchange prisoners, including Captain Davis, who had been captured at Casco, two young daughters of Lt. Cark who had been killed there, and others who had been ransomed from the Amerindians. The fleet

left on the 24th. The *Bostonais* had incurred a great debt of 50,000 pounds, and the ineptitude with which they had campaigned makes it difficult to label it a French victory. The French rejoiced, even though they were hardly in any better shape. If the English had stayed a week longer, they would have been forced by starvation to surrender. Both sides had learned valuable lessons.²⁹

Order of Battle:

Massachusetts Bay Colony (53)

Major John Walley, with ensign (2)

One Trained Militia Platoon (21)

One Untrained Militia Platoon (21)

One Militia 6# Field Gun Section (9)

French (53)

Comandante Sainte-Hélène (1)

One Garnison marine peloton, Lieutenante Chevalier de Clermont (21)

One Garnison militia peloton, Lieutenante Charles Le Moyne de Longueuil (21)

One Lorette Mission hunting party (10)

Conditions

Scenario – this is an open battle between the English and French.

Game – the game is played on a 6'x4' table oriented across the 6' length. It will take six turns.

Terrain – The terrain is open fields on the English side of the board. Up to 18" from the French friendly edge is a hill with a farm with yard walls and outbuildings. This is a daytime scenario. Between the farm and the center of the board are light woods.

Deployment – the French are setup in the woods. The English are setup within 6" of their friendly edge.

Reinforcements – no reinforcements are available to either side.

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

²⁹ [https://en.wikipedia.org/wiki/Battle_of_Québec_\(1690\)](https://en.wikipedia.org/wiki/Battle_of_Québec_(1690)); Parkman, *France and England II*, 190-208; Drake, *Border Wars*, 62-65.

Scenario 15 – Counter-raid on the Iroquois, QC – April 1691

Spring arrived, and the Iroquois once again ravaged the countryside. During April 800 of them encamped at the mouth of the Ottawa River and from this base war parties issued out to ravage the settlements. A large band attacked Point aux Trembles not far from Montréal. Thirty houses were burned and those who could not escape were killed or taken. Another band attacked the Mission of the Mountain just north of town and captured 35 Amerindian converts in broad daylight. Others prowled among the deserted farms on both shores of the Rivière St. Laurent while the inhabitants remained pent up in their stockades. Troops and militia were available but food to support them in the field was not. Finally, after scraping every barrel enough was put aside to sustain troops for some time. Vaudreuil led 120 soldiers and Canadians to hunt down these roving bands. Fortunately for the French, the Iroquois' longstanding successes had made them very incautious.

One band of about forty had setup quarters at a house near the fort at Repentigny. French scouts found them early in the night. Vaudreuil and his men approached in canoes where they remained quiet until one o'clock, then they landed and approached the site. Some of the Iroquois were sleeping in the house and others lay outside on the ground. The French crept up close and in one volley killed all of those outside. Those inside woke up and three immediately sallied out whereupon they were cut down. The remainder fired from the windows and killed six or seven French who somehow managed to set fire to the house, which was thatched with straw. One of the sons of Charles Le Moyne de Longueuil, known as François de Bienville, rushed up to a window, shouted his name as an Amerindian would, and fired through the window. He was immediately killed. The flames continued to rise until the house surroundings were lit as bright as day. The Iroquois made a dash to freedom, hoping to break through. Some were shot and five were knocked down and captured; the remainder returned to the house where they died in the fire. Only one escaped. Three of the captives were given to the villagers of Repentigny, Point aux Trembles, and Boucherville, whereupon they were burned alive at the stake in an attempt to dismay the Iroquois.³⁰

Order of Battle

Iroquois (43)

Iroquois Warchief (1)

One Raiding Party (21)

One Raiding Party (21)

French (43)

Capitaine Chevalier de Vaudreuil (1)

One Raider marine peloton (21)

One Raider milice peloton (21)

Conditions

Scenario – this is a French ambush on an Iroquois camp.

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

³⁰ Parkman, *France and England II*, 209-210.

Terrain – the board is setup with a large house in the center of the board. The ground up to 12” around is clear. The remainder of the board is light forest.

Deployment – the one raiding party of Iroquois are setup in the house and the other is placed outside, sleeping on the ground. The French are setup 12-24” away from any Iroquois and they begin the game by firing on them.

Reinforcements – reinforcements are unavailable to either side.

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

Scenario 16 – Raid on Fort Senneville, QC – April 1691

A later French Historian wrote a somewhat ‘tongue-in-cheek’ remark that in the New World the three major colonizers would begin new settlements in different ways: “In the new colonies, the Spanish start by building a church, the English a tavern, and the French a fort.” The French part, especially in the besieged area of Montréal, was particularly true and eventually the city-fortress was surrounded by 30 outlying forts, four of which were built of stone. One of them was Fort Senneville. The land was purchased in 1679 by Charles Le Moyne de Longueuil and his brother-in-law, Jacques le Ber, who established a fur trading post at this strategic location near the outlet of the Ottawa River. Furs were transported to the French Colony on their way to Europe. This trade was, in effect, the economic lifeline of New France. To intercept this flow of furs and re-direct them to the English Colonies, the Iroquois blockaded the river above Fort Senneville. Therefore, the hostilities in this area were partly of a consequence of the long-running Iroquois Beaver Wars as well as King William’s War.

Longueuil and Le Ber’s original post was built of squared timber with a garret and an earth chimney, with some cultivation nearby. The remainder of the land was heavily forested. In 1683 Le Ber and Le Moyne divided the land, with Le Ber taking Boibriant, thereafter called Senneville after the family holdings in La Rochelle, France. In October 1687 the stockade forts of Sainte Anne de Bellevue and Fort Senneville were attacked by the Iroquois. Although the attackers were driven off, a number of people were killed. Therefore, in the following year Le Ber built a stone windmill in the common style of the time, as a stone tower built for defense, except that it doubled as a windmill. It was laced with loopholes for muskets and had “*meurtrières*” (murderer or murder-holes) over the door. A similar defensive windmill was built at Québec on the Plains of Abraham.

During April the previously mentioned horde of 800 Iroquois apparently detached three hundred Iroquois to attack the Senneville area in 1691. A rider on a white horse was dispatched to warn settlers along the King’s Road that linked Ste-Anne with Ste-Geneviève to the north and Pointe-Claire, Lachine, and Ville-Marie to the east. He was killed before reaching Sainte-Geneviève but the horse, terrified by the attack, continued down the road to the village and galloped through town, waking up the sleeping residents who prepared for defense. The story relates that the horse died of exhaustion and that its ghost still makes the run every year on its anniversary. Meanwhile at Senneville the Iroquois succeeded in capturing and burning the fort and partially burning the mill after a gallant defense by Le Ber’s people, including a farmer’s wife who defended a breach in the wall. Miraculously, only two defenders were killed in this raid.³¹

Order of Battle

Iroquois (43)

Iroquois Warchief (1)

One Iroquois Raiding Party (21)

One Iroquois Raiding Party (21)

³¹ Parkman, *France and England II*, 209-210; Chartrand, *French Fortresses*, Author’s Note and 41; http://www.canadianpoetry.ca/georgian_and_edwardian/SA_Hensley/historical_sketch_of_boisbriant.html; <http://www.taylornoakes.com/2011/11/01/the-white-horse-of-fort-senneville/>.

French (21)

Marine Lieutenante (1)

One Garrison marine esquouade (10)

One Garrison milice esquouade (10)

One band of Civilians (15)

Conditions

Scenario – this is an Iroquois Raid on a French settlement.

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

Terrain – the board is setup with a village in the center of the board per the Raiding Rules (page 9). A stockade beside a fortified windmill is located on one short end, the French Friendly edge. The opposite end of the board, the Iroquois friendly edge, is light forest up to 24” from the edge.

Deployment – the entire Iroquois force is setup within 12” of their friendly edge. The French are setup per the raiding rules with the Marines inside the fort. The game begins by activation of the Iroquois.

Reinforcements – reinforcements are unavailable to either side.

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

Scenario 17 – The Second Raid on La Prairie, QC, Part 1 – August 11, 1691

The English were happy to pay the Iroquois to do all the fighting with the French. They continually harangued them “to keep the French in a constant state of alarm.” Things were fine for them until they were challenged by their allies to do some fighting of their own. In response, a raiding party was formed at Albany with Major Peter Schuyler in command and the Amerindians were invited to join. The force was made up of 266 men, 120 English and Dutch, 80 Mohawks, and 66 Mohegans. They left their canoes on the Rivière Richelieu ten miles above Fort Chambly under a guard of 27 men and marched north to La Prairie de la Madeleine just opposite Montréal.

Scouts had warned the French and Governor Louis-Hector de Callières crossed the *Fleuve Saint Laurent* (Saint Lawrence River) and encamped at La Prairie with seven or eight hundred men. They waited there for a week while Callières was wracked by fever and stayed in his bed. On the right were two battalions of Marines, near the river. On the left were the militia and Amerindians in a field near a small stream and a flour watermill. In the center was Fort LaPrairie. There was a drizzling rain on the night of the 10th of August and picketing against the enemy became less important than trying to stay warm. Unfortunately for the French, there was too much brandy in camp and it flowed much too freely. There was a lone sentinel on duty by the mill. An hour before dawn he saw shadowy forms moving in the darkness along the bank of the stream. He shouted, “*Qui Vive!*” There was no reply, so he fired his musket to sound the alarm and took cover in the mill. Schuyler and his men charged into the camp, driving the drunken Canadians and Amerindians back, killing six of the Algonquians. The surprised militia quickly gathered at the fort.

The French Marines on the far side, under Capitaine Saint-Circue (or Cirq), Callières’ second in command, gathered their arms and ran to the camp center where the English fired a volley into them, hitting Saint-Circue in the chest and driving them back. Twenty French were killed. The English rushed to enter the fort. But despite his serious wound Saint-Circue rallied his men and advanced again, driving Schuyler and his men back into a ravine. Firing from this cover the French were again repelled, reportedly with great loss. Besides Saint-Circue Capitaine d’Escairac was mortally wounded, and another officer, Capitaine d’Hosta, was killed. After repelling the enemy Saint-Circue died at the entrance of the fort and command passed to Capitaine Du Plessy. Schuyler was very surprised by the number of French opposing him, yet proud of his accomplishment, he ordered a retreat. The English had 5 men killed and thirty wounded, the French had 45 killed and many wounded. If the French had rallied again the English might have been cut to pieces but strangely, perhaps due to the loss of so many officers, they did not pursue.³²

Order of Battle:

New York Colony (64)

Major Peter Schuyler, as captain (1)

One Trained Militia Platoon (21)

³² Parkman, *France and England II*, 211-212; Kingsford, *History of Canada*, 252-254; Gallay, *Colonial Wars*; Ferland, *Cours d’histoire* 2, 235-236.

One Untrained Militia Platoon (21)
Mohawk chief (1)
One Mohawk hunting party (10)
One Mohegan hunting party (10)

French (87)

Capitaine Saint-Circue (1)
One Garnison marine compagnie, Capitaine d'Esclairac (44)
One Garnison milice peloton, unreliable (21)
One Mission raiding party, unreliable (21)

Conditions

Scenario – this is an English ambush on a French encampment.

Game – the game is played on a 4x6 board oriented across the 4' width and will take six turns.

Terrain – a French encampment is located by a river on the French friendly edge, represented by a 6" strip along one long side. There is a stockade fort in the center with the Marines camped on the right and the militia and Amerindians camped on the left, where there is also a watermill along a small stream that flows along the 4' edge. There is a ravine within 6" of the English friendly 6' edge opposite the river.

Deployment – the French are setup sleeping on the ground in the camp. Because of the excessive drinking the militia and natives are 'Unreliable.' The English are setup 12-24" away from the militia and Amerindians. They begin the game by firing on them.

Reinforcements – no reinforcements are available to either side.

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

Scenario 18 – The Second Raid on La Prairie, QC, Part 2 – August 11, 1691

Schuyler and his men retreated back towards their canoes, moving down a forest path that led to Fort Chambly. They moved leisurely, basking in their success. However, unknown to them a French officer named Clement Du Vault de Valrennes, the former commander of Fort Frontenac was also in the area with another force of about 160 Marines, Canadians, and mission Amerindians, Hurons and Iroquois, and Ottawas. His orders had been to let the raiders pass then move to block their retreat. After doing this he advanced six or seven miles towards La Prairie by the same path on which Schuyler was retreating. About nine o'clock scouts of both parties collided in the dense woods. War-whoops gave the alarm.

Valrenne placed his men on a ridge that crossed the path. Two large trees that had fallen along the crest gave them good cover. They formed up in ranks with Amerindians and Canadians on the flanks. Without knowledge of either, the area and the opposing force, the English charged furiously and were beaten back under a deadly volley. They repeated the attack with even more fury and dislodged the French from their bastion. Then a hot and stubborn fight by both sides ensued for two or three hours. Schuyler's objective was to break through to the canoes while Valrenne tried to push him back towards La Prairie, hoping reinforcements from there would show up soon. Both sides abandoned the Amerindian mode of firing tree to tree and three times the combatants intermingled with troops firing at arm's length, scorching each other's shirts with the powder flash from their barrels. The Ottawas did poorly and at first some Canadians fell back but were soon rallied by their commander, LeBer DuChesne, who was then mortally wounded. Following this they fought bravely.

On the English side, many of the Mohegans fled but the English, Dutch, and Mohawks fought with desperation. Valrenne was "perfectly cool" and directed his men skillfully, blocking Schuyler's advance for more than an hour. He must have wondered where Callières' men were and when they would arrive. With larger numbers Schuyler's men eventually broke through the French line, flanking the remnants and forcing them to give way. Having begun to doubt whether they could break through at all, he was greatly relieved. He had lost forty men, a flag, and all their packs. They picked up their wounded and continued their way towards the Richelieu where they waited several hours for stragglers. Then they left. Callières' force finally arrived when all was over, and the English were gone. The Mission Mohawks pretended to give chase without closing with them.

Schuyler reported 43 men killed, 21 whites, 16 Mohawks and 6 Mohegans killed but he actually lost 83, 66 whites and 17 Amerindians. The French lost 40 dead and 60 wounded. The only consequence of this raid was to make the French even more diligent.³³

Order of Battle:

New York Colony (64)

Major Peter Schuyler, as captain (1)

One Trained Militia Platoon (21)

³³ Parkman, *France and England II*, 212-214; Kingsford, *History of Canada*, 254-257; Ferland, *Cours d'histoire* 2, 236-238; Chartrand, *French Forts*, 43.

One Untrained Militia Platoon (21)
Mohawk chief (1)
One Mohawk hunting party (10)
One Mohegan hunting party (10)

French (54)

Capitaine Clement Du Vault de Valrennes (1)
One Raider marine peloton (21)
One Raider milice peloton, Lieutenant LeBer DuChesne (21)
One Huron/Ottawa du Lorette Mission Hunting Party, Chief d'Ouréouharé (11)

Conditions

Scenario – this is a French ambush on an English column.

Game – the game is played on a 4x6 board oriented across the 4' width. It will take six turns.

Terrain – the board is covered by light woods with patches of dense woods. A 4' long trail is placed along the 6' centerline from the English to the French edges. A slope begins on the French half of the board up to ridge stacked with lumber that provides heavy cover. The sloping ground approaching the ridge top is rough ground. The ridge top is flat up to 6-8 inches from the French friendly edge.

Deployment – the French are setup in Ambush on the ridge within 12" of their friendly edge. The English are setup 12" from their friendly board edge in front of the militia and Amerindians. They begin the game by firing on them.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – Use the victory points in the Raiding Rules to determine victory. The English also receive 1 point for each man that leaves the French friendly board edge; the French receive 1 point for each man that does not.

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