

King William's War

Wargame Scenarios

Thirteen Game Scenarios of the Late War
Part 2 - 1692-1697



An Accessory Module for the Gauntlet Run Game

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CONTENTS

King Williams War 1692-1697	page 3
English Units	page 3
French Units	page 4
French Army Stats	page 5
English Army Stats	page 6
1) Battle on the Ottawa, OTT	page 7
2) Raid on York, ME	page 9
3) Assault on Mohawk Castles, NY	page 11
4) Castles in the Snow, NY	page 13
5) Raid on Wells, ME	page 15
6) Raid on Brookfield, MA	page 17
7) Siege of Fort Verchères, QC	page 18
8) Raid on Fort de la Montagne, QC	page 20
9) Raid on Oyster River, NH	page 22
10) Sea Battle off St. John Bay, NL	page 24
11) Assault on Onandaga, NY	page 26
12) Siege of Fort Pemaquid, ME	page 28
The Invasion of Boston, MA	page 30
13) Raid on Haverhill, MA	page 31
The Treaty of Ryswick	page 34
<i>Sources</i>	page 35

King William's War 1692-1697

In the Spring of 1693 Captain James Converse, the defender of Wells, ranged the frontier. The failure of the French at Pemaquid, Maine, caused the natives to seek peace. A new stone fort was built at the falls of the Saco River. The despondent natives met the English at Pemaquid to discuss terms. Then, in August, thirteen chiefs representing the tribes from the Merrimac River to the St. Croix gathered at Pemaquid to finalize the treaty. They renounced the French, buried the hatchet, declared themselves English subjects, and promised to give up all prisoners, and left five hostages. Hope returned to the frontier, but it would soon again be disappointed. The French tried to break off the English agreement, sending 2500 pounds of gunpowder, six thousand pounds of lead, and other presents. A Marine officer called Captain Villieu had been sent to replace Portneuf and the missionaries, the Bigot brothers and Father Thury did their best to get the ball rolling again. Villieu manage to collect a hundred warriors at Pentegoet on the Penobscot but Madockawando arrived and informed the natives the English were about to give up their prisoners. This cooled their enthusiasm completely. However, Taxus, spurred on by Father Thury, declared he would have nothing to do with Madockawando's peace and the whole multitude was fired by the desire for war again – all except Madockawando and thirty of his clansmen. He wanted to retrieve his men captured by the English.¹

KING WILLIAM'S WAR – Army Units

English Units

Regulars – There were still 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. The men had no uniforms or uniform equipment and they were little better than militia at this time.²

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.³

Ranger Companies – Rangers were units that were a little 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.⁴

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.⁵

¹ Parkman, *France and England II*, 260-263.

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

³ Chartrand, *Colonial American (2)*, 13-7; Roberts, *Matchlock Musketeer*, 9.

⁴ Chartrand, *Colonial American (2)*, 3; (3) 21-22.

⁵ Johnson, *Iroquois*, 5-7.

French Units

Colonial Marines (Compagnie Franches, Troupes de la Colonie, or Troupes de la Marine, referred to in this book as Marines) – By this time period Canada was garrisoned by thirty-five companies of marines. Though the enlisted men were recruited in France, as early as 1687 officers began to be recruited in Canada. This eventually became standard practice and over half were Canadian born by the 1720s and nearly all by 1755. Montréal was their headquarters. All were armed with flintlock muskets (*fusils*). They remained the only uniformed troops until 1755.⁶

Cannoniers-Bombardiers – Towards the end of the war, in 1697, an artillery school maintained an unofficial company at Québec. These were men taken from the various Compagnie-Franches. Later, other units were formed at Acadia 1707, Louisbourg 1735, and Mobile, Louisiana 1744. Other colonies began to be raised for the colonies in the Caribbean. They wore blue uniforms faced with red.⁷

Colonial Militia (Milice Canadien) – The fittest men were still sent on raids (Militia Raiders), while the remainder took shifts transporting men and supplies and performed garrison duty (Militia Garrison). Most of them still carried matchlock muskets (mousquets). In the 1690s flintlocks began to be manufactured for use 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.⁸

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 of New France 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.⁹

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. War chiefs were often French officers. Native allies were mainly Huron, Algonquin, Abenaki, and some western tribes too numerous to mention.¹⁰

Mission Amerindians – (*Onontioaga*) the four missions of Canada: Caughnawaga, otherwise known as Saut St. Louis (Iroquois), St. François de Sales (Abenaki), Lorette (Huron), and Trois Rivières (Algonquin).¹¹

⁶ Chartrand, *Louis XV's Army*, 4-10; Bouchard, *Fusil de Tulle*, 4; Chartrand, *French Soldier*, 9-12.

⁷ Chartrand, *French Soldier*, p27.

⁸ Chartrand, *Louis XV's Army*, 21-24, Bouchard, *Fusil de Tulle*, 4, 12-16, 22-27; Chartrand, *French Soldier*, 9.

⁹ Windrow, *Montcalm's Army*, 35-36.

¹⁰ Johnson, *Woodland Indians*, 5-14; *Fusil de Tulle*, 12.

¹¹ Johnson, *Iroquois*, 7 (& internet); Various Authors, *Narrative*.

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. 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

French Army 1680-1713 (*King William's War 1688-1697, Queen Anne's War 1702-1713*)

<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>			
<i>Note: these marines were skilled in wilderness warfare.</i>			
Garrison Marine	Light	4	smoothbore flintlock, plug bayonet
<i>Special: Wavering, First Volley.</i>			
<i>Note: use this category for French Colonial Marines who garrisoned forts and towns.</i>			
Raider Milice	Skirmish	5	smoothbore matchlock, hatchet
<i>Special: Wavering, Woodcraft.</i>			
<i>Note: these militia were skilled in wilderness warfare. 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	4	cutlass, pistol, carbine, musket, or pike
<i>Special: Wavering. 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	2-4	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.</i>			

French Units: team = équipe, squad = escouade, platoon = peloton, company = compagnie, battalion = bataillon.

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 Weapons</i>	
Colonial Dragoon	Skirmish	3	sword, pistol/smoothbore flintlock carbine
<i>Special: Steady, Mounted. Option: may have a buff coat (+1pt).</i>			

<i>Foot Units</i>	<i>Type</i>	<i>Morale Weapons</i>	
Trained Militia	Formed	4	smoothbore flintlock, sword
<i>Special: Wavering.</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 flintlock rifle. One ranger platoon per army.</i>			

Sailor	Skirmish	3	cutlass, pistol, carbine, musket, or pike
<i>Special: Steady.</i>			

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

Militia	Light gun	4	light smoothbore gun (6-10#)
<i>Special: Wavering, Sword. Option: 1-horse limber, 2-horse limber.</i>			

Native Allies

<i>Native Units</i>	<i>Type</i>	<i>Morale 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 – Battle on the Ottawa, OTT – February 1692

The Ottawa River was the main route of travel from north of Lake Huron southeast to Montréal. The Iroquois knew that it was the corridor by which furs were transported from the northwest to Québec, so they established a blockade on it to starve out Québec from its economic lifeblood. The French sent out a party of 300 men under Captain Dorvilliers by Frontenac to surprise the Iroquois. A few days out Dorvilliers scalded his foot in camp near Lac St. François, a lake on the Rivière St. Laurent just upriver from Montréal. A young Marine officer named Beaucour took over. He was trained as an engineer and was known for his excellent wit. The march through the snow-covered forest was so difficult that his men became disheartened. Their feet and hands were frozen through and they were exhausted. Some of the Amerindians refused to continue and many of the Canadians lagged behind. Shots were heard, probably fired by hunting Iroquois nearby. Beaucour realized his men were about to desert him so he gathered them together and gave them such a speech that they became enthusiastic to continue on.

For four hours they followed the Iroquois tracks until they found them in camp, where they attacked and nearly killed or captured them all. They also recovered an officer called La Plante who had been taken at La Chine three years before. Beaucour brought his prisoners to Québec. At this time Frontenac determined that to deter the Iroquois from burning French prisoners they would burn captured Iroquois. He ordered that two of them be burned right away, giving one to the Christian Amerindians of Cap Diamond, but the other stabbed himself while still in prison. Some other Iroquois were captured, and as the Canadians and mission Amerindians clamored for their death by fire, this was done. The plan worked: the Iroquois stopped torturing their French prisoners for a time.¹²

Order of Battle:

Iroquois (43)

Iroquois Warchief (1)

One Iroquois Raiding Party (21)

One Iroquois Raiding Party (21)

French and Amerindians (64)

Capitaine Dorvilliers (1)

One Raider marine peloton, Lieutenante Beaucour (21)

One Raider militia peloton (21)

One Mission raiding party (21)

Conditions

Scenario – this is a French and Amerindian assault on an Iroquois encampment.

Game Duration – the game will take six turns.

Terrain – The terrain is an Iroquois camp setup in the center of the board as described in the Raiding Rules. This is a daytime winter scenario.

Deployment – the French enter from one short edge of the board; this is their friendly edge. The Iroquois are in their camp. They cannot react until they detect the French.

¹² Parkman, *France and England II*, 218-219.

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 York, ME – February 5, 1692

The 300-400 settlers in York may not have taken the threat of possible attack seriously enough. Five houses in the village were well fortified, and the residents normally kept a close watch, but it was relaxed in the dead of winter. This was unfortunate, as the Amerindians learned this and decided to attack. A band of 150 Penobscot and 50 Norridgewock Amerindians led by Moxus (Norridgewock) traveled to western Maine on snowshoes to make the attack. On February 5, 1692, in the early morning in heavy snowfall, the chiefs attacked the town at several different points. The surprise was complete and proved fatal. One strong house was overrun before it could be adequately defended and most of the unfortified houses met the same fate. The remaining strong houses of Preble, Harmon, Alcock, and Noretton were soon filled with refugees. In one half-hour more than 50-100 residents had been killed, wounded, or taken prisoner. The scene of carnage was dreadful. One of those killed was the Reverend Dummer, who had been minister at York for almost 20 years. He was mounting his horse to visit parishioners when he was shot dead.

French accounts state that about a hundred were killed and eighty were captured; those of the English say 48 killed and 73 taken. The captives were led on the long march up the Kennebec River, probably to Teconnet (Winslow), possibly some to Norridgewock. Surprisingly, an instance of Amerindian gratitude occurred at this time. To repay the English for setting free several Amerindian squaws and children at Pejepsot, the Amerindians released several old women and children between the ages of 3 and 7 years old, returning them safely to the garrison houses. Reverend Dummer's wife was also released but she returned twice to be with her son, so the natives kept her; however, she died on the way. By coincidence, one of the children released was a five-year old boy named Jeremiah Moulton, who many years later would lead the expedition to destroy Norridgewock. The raiders were pursued by men from Portsmouth who soon lost the trail in the falling snow. The English believed the French were involved, however, not this time.¹³

Order of Battle:

Massachusetts Bay Colony (43)

Lieutenant, Wavering Lieutenant (1)

Two Untrained Militia Squads, (20)

One Band of civilians (15)

French and Abenakis (48)

Warchief Moxus (1)

One Penobscot Woodland Raiding Party (21)

One Kennebec Woodland Raiding Party (21)

Conditions

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

Game Duration – the game will take six turns.

¹³ Abbott, *History*, 234-236; Calvert, *Kennebec*, 148; Parkman, *France and England II*, 252-254; Drake, *Border Wars*, 73-76.

Terrain – The terrain is an English village in the center of the board. It is setup as described in the Raiding Rules on page 6 with two garrison or blockhouses. It is dawn and the villagers are all in their houses. A heavy snow reduces visibility to 16”.

Deployment – the Abenakis enter from either short edge of the board. The 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 3 – Assault on Mohawk Castles, NY – February 16-17, 1692

The French decided that something must be done about the Iroquois and to this end an expedition was mustered at Chambly on the south shore of the Rivière St. Laurent. One hundred picked Marines and a large band of Canadians were added to the mix of volunteers from all four of Canada's Christian missions. The group totaled 625 men under Mantet, Courtemanche, and La Noue. They departed from Chamblis on snowshoes in late January, followed Lac Champlain south and camped in the woods by squads. They arrived at the Mohawk towns (castles) in sixteen days. Unfortunately, the Amerindians of Caughnawaga had brought along a Dutch slave who had been captured at Schenectady. Once back in his old neighborhood he escaped to bring the alarm to his countrymen. Now there was no time to lose. They surrounded two castles on the night of the 16th and waited until all were asleep. Both towns were captured without resistance. They burnt one and gathered the well-guarded prisoners in the other. Following this, the raiders marched eight leagues to the next town, reaching it in the evening, and again hid in the woods. The inhabitants were performing a war dance in preparation for an expedition. About midnight the Mohawks within had gone to sleep without posting sentinels. One of the French Amerindians scaled the palisade and opened the gate. There was a short but bloody fight in which 20-30 Mohawks warriors were killed, and almost 300 prisoners were captured, mostly women and children. The French wanted their mission warriors to kill every male captive, but they wouldn't do it, so they burned the town and left with a long trail of prisoners.¹⁴

Order of Battle:

Iroquois (43)

Iroquois Warchief (1)

One Mohawk Iroquois Raiding Party (21)

One Mohawk Iroquois Raiding Party (21)

One Band of civilians (15)

French and Mission Amerindians (64)

Capitaine Mantet (1)

One Raider marine peloton, Lieutenante Coutemanche (21)

One Raider militia peloton, Lieutenante La Noue (21)

One Mission raiding party (21)

Conditions

Scenario – this is a French and Amerindian assault on an Iroquois village.

Game Duration – the game will take six turns.

Terrain – The terrain is an Iroquois village in the center of the board. It is setup as described in the basic rules with a loose stockade and two gates; the stockade provides heavy cover. It is dawn and the villagers are all sleeping in the longhouses.

Deployment – the French force may enter from any edge of the board. Per the Raiding Rules (page 6), the villagers must detect the raiders before they can react.

Reinforcements – no reinforcements are available to either side.

¹⁴ Parkman, *France and England II*, 224-226.

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

Scenario 4 – Castles in the Snow, NY – February 21, 1692

The retreating French marched for two days when Mohawk scouts informed them that an English party was on their trail. They also let on that peace had been declared in Europe, which was a lie, and that the English merely wanted to parley, which was not true either. The French cut down trees and made an Iroquois-style fort, with a wall built of a high, dense abatis around the camp. Major Peter Schuyler soon arrived with a party of 500-600 men, armed settlers and Oneidas. Unfortunately, the English had just as much trouble controlling their natives as the French. Schuyler wanted to fight but his allies began to build another fortified camp similar to that of the French, who sortied to interrupt them. The fight was fierce, and both sides took turns gaining and losing ground. Père Gay, a priest of Caughnawaga, saw his flock beginning to falter and he exhorted them to hold their ground. Three times the French attacked, then gave up and returned to their camp. The English were starving, they had already eaten their rations, but the Iroquois in their midst were dining on fresh meat. Schuyler was invited to share some broth with them, but when they ladled out the hand of a dead Frenchman from the pot, he suddenly lost his appetite. Neither side sortied that night but kept watch on each other through the falling snow. That morning an Amerindian deserter told Schuyler that the French were packing up. He sent a party to scout their camp which found they were already gone.¹⁵

Order of Battle:

New York Colony and Oneidas (64)

Major Schuyler (1)

One Trained Militia Platoon (21)

One Untrained Militia Platoon (21)

One Oneida Iroquois Raiding Party (21)

French and Mission Amerindians (64)

Captain Mantet, Steady Captain (1)

One Raider marine Platoon, Lieutenante Courtemanche (21)

One Raider militia Platoon, Lieutenante La Noue (21)

One Caughnawaga Mission raiding party (21)

One Père Gay, chapelain

One Band of civilians (15)

Conditions

Scenario – this is a meeting engagement. The English and Oneidas are attempting to regain the captives while the French are trying to get to Montréal with them.

Game Duration – the game will take six turns.

Terrain – The terrain is a snowbound field. Two strongholds ringed with abatis are facing each other 24" apart centered on the long length of the board. It is day time, but a snowstorm reduces visibility to 16". The French must place two figures to guard the prisoners.

Deployment – both forces are placed within 6" of their stronghold.

Reinforcements – no reinforcements are available to either side.

¹⁵ Parkman, *France and England II*, 226-227.

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

Scenario 5 – Raid on Wells, ME – June 10, 1692

Wells, Maine, was a small village like York. But now, it contained the survivors from York, though most of them had moved further west, beyond the Piscataqua River. The remainder of the countryside was now devastated, making Wells the Eastern most Massachusetts habitation. Those who stayed now lived in the five garrison houses, the largest being that of a Mr. Storer. His garrison was palisaded. Inside there were twenty-nine armed men commanded by a militia captain, James Converse, and about thirty civilians. They had taken refuge there after suspecting that Amerindians were lurking about. Fifteen of the armed men were inhabitants; another fourteen had arrived on two sloops and a shallop a day earlier. One of the sloops was docked at a nearby creek. They had been sent to Wells with supplies. Their remaining complement was fourteen sailors in all.

At dawn on the ninth the villagers saw cattle running out of the woods and correctly assumed the raiders were not far behind. John Diamond, who was walking from the house to the sloops, was captured. An army of 500 French and Amerindians including Malecites, Micmacs, and Abenakis from the Penobscot and Kennebec tribes appeared, yelling hideously and swarming over the fields without taking cover. Among the Amerindians were familiar names: Madockawando (Penobscot), Warumbee (Androscoggin), and Moxus and Egeremet (Norridgewock). The raiders were led by Captain Portneuf who, dressed as a gentleman, spurred them on. Part of them attacked the garrison, from which the colonists returned fire. Another part went at the sloop, firing muskets and fire arrows from behind a pile of planks and a haystack. Then the Canadians made a large shield of planks and fastened it to a wagon. A man called La Brognerie and twenty-six others pushed it toward the sloop, but it became stuck in the mud. La Brognerie tried to lift the wheel, he was shot dead. One Canadian tried to run and was also killed; then the rest broke and ran, losing more men in the process. The sailors lost only one man.

Then all attention was turned towards the garrison. The Amerindians shouted for Converse to surrender as they fired at the fort. Inside the garrison the women took part in the defense, passing ammunition, reloading for the men, and even taking a few shots themselves. The Amerindians scattered about the neighborhood, butchering cattle, and burning the church and some empty houses. In the evening a scouting party that had been sent out by Converse earlier returned and was attacked as they neared the house. The sergeant in charge shouted for reinforcements to come up, thus fooling the Amerindians into thinking that Converse had made a sortie and they cautiously fell back, allowing the scouts to make it into the garrison.

That night a steady fire was kept up on the garrison interspersed with a bantering from both sides. In the morning the raiders made a furious rush on the garrison but were unable to have any effect and they broke away. Then the French built a fire raft higher up the creek and piled it high with combustibles, lit it, and sent it downstream at the sloop. The tongues of flame were 20-30 feet high. But the wind changed, and the raft was driven to the opposite shore where it harmlessly burned out. A flag of truce was sent to the garrison and Ensign Hill went out to meet it. A native emissary offered favorable terms, but Converse replied that he wanted nothing except more men for defense. A few shots rang out aimed at Hill, but he ran so fast they missed. Finally, in frustration, the natives tortured Diamond to death and left. The success of the defense was such that they had lost their desire to fight. Only one Englishman had been

killed, one of the men on board the boats, and another had been tortured and killed. Because of his stout defense Converse was promoted to command all the forces in Maine.¹⁶

Order of Battle:

Massachusetts Bay Colony (32)

Captain James Converse (1)

One Untrained Militia Platoon (21)

One Sloop with one Sailor squad (10)

One Band of civilians (15)

French and Abenakis (86)

Capitaine Portneuf (1)

One Raider marine peloton, Lieutenant Brognerie (21)

One Raider militia peloton (21)

Woodland Warchief, Madockawando, Penobscot tribe (1)

One Kennebec Woodland raiding party, Chief Moxus (21)

One Androscoggin Woodland raiding party, Chief Warumbee (21)

Conditions

Scenario – an Amerindian attack on a garrison house.

Game Duration – the game will take six turns.

Terrain – The terrain is wooded countryside. One short edge has a 6-8” strip of water where a sloop is docked, this is the English friendly edge. A large garrison house with a stockade is setup in the center of the board. It is dawn and the villagers are all in the garrison houses.

Deployment – the Abenakis begin the game on board, no closer than 24” from any English units. The villagers must detect the raiders before they can react. The troops are setup inside the garrison house, the sailors on their ship.

Reinforcements – no reinforcements are available to either side.

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

¹⁶ Abbott, *History*, 236-240; Calvert, *Kennebec*, 150; Parkman, *France and England II*, 255-257; Drake, *Border Wars*, 76-81.

Scenario 6 – The Raid on Brookfield, MA – July 27, 1692

As if the Colonists did not have enough going on with the war the people of Massachusetts had to make up an imaginary plague of mass hysteria lasting from late February 1692 to April 1693 – witchcraft. People were already being arrested in the area west of Boston when natives fell on Brookfield on July 27. Joseph Wolcott's wife and two daughters hid in the bushes but were found and killed but Wolcott escaped with another child to a garrison. At the house of a man named Mason the Amerindians entered while the family was eating dinner. Mason and one or two children were killed and Mrs. Mason with her infant was carried off. Brothers Thomas and Daniel Lawrence were also captured. Thomas was killed when the natives discovered he had deceived them as to the number of men in town. One man made it to Springfield where he gave the alarm. A company of militia under Captain Colton set out after the raiders. They found Mrs. Mason's dead infant in some bushes. The militia tracked the natives to their camp which had been surrounded with brush. At dawn the militia attacked, killing 14-15 natives and rescuing Mrs. Mason and Daniel Lawrence. The remaining raiders took flight, leaving behind some of their plunder, which the English recovered.¹⁷

Order of Battle:

Massachusetts Bay Colony (43)

Militia Captain Colton (1)

One Untrained Militia Platoon (21)

One Untrained Militia Platoon (21)

Natives (32)

Woodland Warchief (1)

One Woodland Raiding Party (21)

One Hunting Party (10)

One Band of civilian captives (2)

Conditions

Scenario – an English attack on an Amerindian encampment.

Game Duration – the game will take six turns.

Terrain – The terrain is wooded countryside. In the center of the board is a clearing about 18" in diameter. It is surrounded by brush made into an abatis. This is a dawn raid.

Deployment – the natives and their captives begin the game in the encampment, the English may deploy no closer than 12" from any Amerindians units. The Amerindians must detect the English 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.

¹⁷ Drake, *Border Wars*, 86-87.

Scenario 7 – The Siege of Fort Verchères, QC – October 22, 1692

The village of Verchères was located on the south shore of the Rivière St. Laurent, about 20 miles below Montréal. There was a stockade fort there with a strong blockhouse just outside and connected to it by a covered way. On the morning of October 22, the habitants were harvesting in the fields and no one was left in the village except two soldiers, two boys, an old man of eighty years and a number of women and children. The Seigneur de Verchères was a former officer of the regiment de Carignan-Salières and was currently on assignment in Québec, his wife was at Montréal. Their daughter, Madelon (Madeleine), fourteen years old, was not far from the fort's gate with a hired man named Lavolette. Suddenly she heard musket fire from the direction of the fields. Lavolette cried out that the Iroquois were coming. She turned and saw forty or fifty of them close by. She ran to the gate as bullets whizzed past crying out the alarm. At the gate she found two women who were crying for their dead husbands.

Once inside she looked around the fort and found that a couple of palisades had fallen, leaving the way open to the Iroquois, but so far, they had not spotted the gap. She and others worked to push them back into place. Then she went to the blockhouse where ammunition was kept and found two soldiers, La Bonté and Gachet, hiding there. One was hiding in a corner and the other had a lighted match in his hand, intending to ignite the powder and kill themselves. She ordered him out and he obeyed. Throwing off her bonnet and putting on a hat she took a gun and told her two brothers, Louis, twelve, and Alexandre, ten, they would fight to the death. The children and the soldiers began to fire through the loopholes at the raiders. Seeing the fort defended the enemy returned to assaulting people in the fields. Then Madelon ordered a cannon to be fired as a signal to outlying habitants, soldiers out hunting, as well as neighboring communities. The women and children were crying in terror. Madelon ordered them to stop lest they encourage the raiders.

A man named Pierre Fontaine his wife, Marguérite, and their children were trying to reach the fort by canoe. Madeleine saw them approaching and knew something had to be done. She appealed to the soldiers, but they refused to help. She left Lavolette guarding the gate and ran to the landing. She hoped the Iroquois would suppose her brazenness was a ruse to draw them within musket shot; it appeared that was just what they thought. When she and the family returned to the fort the Iroquois remained at a distance. Since they all remained so calm the Iroquois believed there was more to it than met the eye. There wasn't. After dark a northeaster began to blow, bringing snow and hail with it. She gathered all six of her troop and stated her intention to hold the fort throughout the night. Reminding them that the Iroquois would not attack if the least show of resistance was made, La Bonté, Gachet, and Fontaine would hold the blockhouse with the women and children.

Madelon placed one brother on each of two bastions, the Lavolette on the third and she took the fourth. They constantly kept up the cry that all was well from each of their locations. The Iroquois confessed later to Monsieur de Callières that they were completely deceived. About one o'clock in the morning some cattle came to the gate. Eventually, she opened it and with the brothers guarding the gate she drove them into the fort. The company kept guard this way for two days, without eating or sleeping. After a week Lieutenant La Monnerie, a Marine sent by de Callières, arrived in the night with forty men. Madelon saluted him and offered him her arms, but he replied they were already in good hands. A band of Mission Amerindians arrived soon after. They left on the trail of their brethren and overtook them on Lac Champlain

and recovered twenty or more prisoners. Two years earlier Madelon's mother had held the blockhouse against Iroquois for two days with three or four armed men.¹⁸

Order of Battle:

Mademoiselle Madelon y Compagnie (7)

Madelon de Verchères, Heroine (1)

One Garnison milice équipe, 2-soldiers, 2-men, 2 boys (6)

One Band of Civilians (10)

Iroquois (43)

Iroquois Warchief (1)

One Iroquois Raiding Party (21)

One Iroquois Raiding Party (21)

Conditions

Scenario – an Amerindian attack on a French fort.

Game Duration – the game will take six turns.

Terrain – The terrain is a French fort in the center of the board with a village beside it. There is a 6-8" strip of water representing the river on the French friendly short edge. The opposite is the Iroquois friendly edge. That side of the board is cultivated fields.

Deployment – Medellon and her squad setup inside the fort. The natives setup anywhere on the board; they cannot assault the fort but may shoot from a distance. Each turn, the French player rolls a d12 to determine if Madelon can continue to fool the Iroquois. The Iroquois band may not attack the fort unless they pass a Formation Check at 7+.

Reinforcements – reinforcements are available to the French per the Raiding Rules.

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

¹⁸ Parkman, *France and England II*, 220-224.

Scenario 8 – Raid on Fort de la Montagne, QC – May 17, 1694

A mission to Christianize native Iroquois, Hurons, and Algonquins, was established in 1676 at the foot of *Mont-Royal*. Père François Vachon de Belmont, of *l'Ordre de Saint-Sulpice*, was sent to New France in 1680 to stop the spread of witchcraft at the mission village. Father de Belmont was something of an engineer. In 1685 he designed a stone fort, Fort de la Montagne, 200' by 140' with round towers on the corners. The 11' high walls and 43' high turrets had loopholes for defense and two gates on the east and west sides. Normally there was a small contingent of soldiers to man the walls and towers. The two southern towers had roofs of timber and cedar shingles. The Sisters of Congregation, *Sœurs de la Congrégation*, maintained a school there in the two southern turrets. A large barn was built against the north wall. During times of attack it served as a refuge for Native women and children. The mission priests' stone residence was built in the center of the compound and a stone chapel was erected against the south wall. An Amerindian village lay to the west, outside the walls. The whole thing looked very Medieval.

Although many forts were built around Montréal, the Iroquois continued to raid, pillage, and burn settlements. On May 17 they attacked Fort de la Montagne. During the raid the Iroquois partially destroyed the Amerindian Village, but the fort was able to resist the attack. Thirty-five Christian Amerindians were captured. Later, the Amerindian village was resettled to Oka in 1721. The fort was dismantled in 1854 but the two stone towers with their conical roofs still stand today.¹⁹

Order of Battle

New France Colony (43)

Père François Vachon de Belmont, chapelain (1)

One Garrison marine peloton (21)

One Mission raiding party (21)

Iroquois (64)

Iroquois Warchief (1)

One Iroquois Raiding Party (21)

One Iroquois Raiding Party (21)

One Iroquois Raiding Party (21)

Conditions

Scenario – this is an Iroquois raid on a mission village and fort.

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

Terrain – the board is oriented across the short way with the game played across the 4' width. One long side is north. A native village is placed in the center per the Raiding Rules on page 9. Cultivated fields surround the village. A stone fort is placed on the east side.

Deployment – the French garrison troops start the game in the fort. Half the villagers are placed in the houses and the remainder outside, up to 6" from the houses. Each Iroquois

¹⁹ Chartrand, *French Fortresses*, 35-40, Parkman, France and England II, 209; https://en.wikipedia.org/wiki/Fort_de_la_Montagne.

raiding party may enter from any board edge.

Reinforcements – no reinforcements are available to either side.

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

Scenario 9 – Raid on Oyster River, NH – July 18, 1694

At the end of June, Père Claude-Sébastien de Villieu and Père Thury, set out with one Frenchman and 105 natives, mostly Penobscots. They were joined by more warriors from Père Bigot's mission on the Kennebec. They passed by Pemaquid, Maine, on the ninth of July. Captain Villieu, dressed as a native, stopped there to scout the defenses while trading beaver furs. His command now amounted to 230 men. Some of the band wanted to attack villages further west, but tired and hungry, they settled on something closer, Oyster River (present-day Durham, NH). They sent scouts in advance who found no guard was set at the village. Unbeknownst to the French Phips had sent word that the war was over. The raiders waited until night to approach the town. It was a small village with a church, a sawmill by the falls, twelve fortified houses, and many outlying farms, extending for miles along both sides of the river.

Villieu divided his force into two one for each side of the river. Bomazeen commanded the forces on the south side and Captain Nathaniel took the north. Then the natives separated into many bands in order to attack as many houses as possible at once. At dawn a shot announced the attack. John Dean, a villager, was leaving on a journey when he was shot and killed outside his house and mill. But the alarm was given too early as many natives were not in position yet. The strong houses of Edgerly, Beard, and Medar were abandoned, most of the inmates escaped, and the remainder were successfully defended. However, the two palisaded houses of Adams and Drew were captured immediately, and the inhabitants were butchered. Fourteen were killed at Adam's garrison and Drew surrendered on the promise of safety. He was butchered, and his nine-year-old son was made to run a gauntlet, which killed him. The men were mostly tomahawked, and the women captured. Thomas Edgerly and his son escaped by boat. John Dean's wife and child were captured. They were left under the charge of an old warrior who spoke a little broken English. When he complained to Mrs. Dean about a headache, and asked whether she could help him, she saw the he had a bottle of rum and told him that drinking it would cure him, so he did, and soon fell asleep. The two prisoners ran to some woods and lay hidden until night. They found a canoe and paddled it down to Lieutenant Burnham's garrison where they found safety.

One house by the river was owned by a Thomas Bickford who placed his family in a boat and sent them downriver. He went back alone to protect his home by firing from different loopholes and changing his clothes and hats to seem like several men. It worked. One neighbor called Jones who lived in another garrison house heard his dog barking and thought wolves were at his pigs. He went outside but when a shot whizzed by, he ran back to his house and made a good defense. The most serious attack came against Woodman's strong house. The Amerindians hid behind a ridge fired at the place for some time, but failing to kill or wound anyone, they left. However, among the unprotected houses the carnage was terrible. One hundred and four people, mostly women and children, were killed, a few by torture. Some people made it to shelter and others hid in the woods. Twenty-seven were made prisoner. Only one raider had been wounded. Twenty houses, possibly more, were torched, but the church was spared, in fact Père Thury entered in and said mass while the raiders gathered around him. But the expedition didn't end there. Taxous went with more than fifty men to cause havoc elsewhere. They fell on settlements near Groton, MA, killing about forty people.²⁰

²⁰ Parkman, *France and England II*, 263-265; Drake, *Border Wars*, 94-103.

Order of Battle

Massachusetts Bay Colony (32)

Lieutenant Weems (1)

One Untrained Militia Platoon (21)

French and Abenakis (44)

Captain Villieu as woodland warchief (1)

One Penobscot woodland raiding party, Chief Moxus (21)

One Kennebec woodland raiding party, Chief Bomazeen (21)

Father Thury, chapelain (1)

Conditions

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

Terrain – the board is setup as a colonial village per the Raiding Rules (page 6). A palisaded garrison is setup in the center of the village. This is a dawn attack.

Deployment – the militia troops start the game in the garrison. The villagers are placed in the houses. The French and Abenaki's may deploy up to 12" from their friendly long edge of the board.

Reinforcements – no reinforcements are available to either side.

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

Scenario 10 – Battle on the Baie Française (Fundy) – August 1696

In 1695 the natives of northern New England, or one could say, southern New France were once again racked with an epidemic and no war parties were launched this year. In the month of February in the following spring a party of warriors came to Fort Pemaquid and asked to parley. Among them were three well-known chiefs, Egeremet (Kennebec), Abenquid (Penobscot), and Moxus (Penobscot). Captain Pasco Chubb was in command of the fort at this time. The natives also wanted to discuss the exchange of prisoners. Chubb and others went out to meet them. During the talks the English suddenly drew weapons. Egeremet, Abenquid, and two others were killed and one or two were made prisoner on the spot. Moxus and the remainder fled into the forest. After this several small Amerindian attacks were made along the coast of Maine.

On the winding, wooded trail between York and Wells four friends, Thomas Cole and his wife Abigail and two others, were returning home from a visit to York when they were ambushed. Thomas and Abigail were both killed, the other two escaped. On the 26th of June a large body of natives crossed from York Nubble to Rye Beach in their canoes, which they hid in the bushes. They raided some scattered houses below Portsmouth. Fourteen people were killed, one was scalped and left for dead, and four were taken. After plundering the houses they left, followed closely by Portsmouth militia. They stopped on the slope of a hill to eat breakfast (now called Breakfast Hill) and were overtaken by the militia. The prisoners and plunder were recovered. The marauders escaped and took their canoes to safety. A month later people of Dover were returning from a church service when they were attacked. Three were killed, three wounded, and three captured.²¹

Early the following year, in 1696, two French warships, the *Envieux* (Captain Iberville) and *Profond* (Captain Bonaventure), sailed from Rochefort, France, to Québec. There they took on 80 troops, Marines and Militia. Then they sailed to Cape Breton and embarked 30 Micmac Amerindians and set out for the St. John River. Upon arriving they met two British frigates, the *Sorling* and the *Newport*, of 24 guns, and a Massachusetts tender (a supply or troop ship). The French ships were stronger, and the *Newport* was dismasted and taken. The *Sorling* and the tender escaped in the fog.²²

Order of Battle

English and Massachusetts Bay Colony

Newport, British brigantine, crew 15, 6-6# guns, no troops.

Sorling, British gunned sloop, crew 14, 6-6# guns, no troops.

Massachusetts merchantman, crew 11, 4-6# guns, no troops.

French (43)

l'Envieux, French barque, Captain d'Iberville, crew 23, 6-12# & 4-6# guns, one platoon of troops.

le Profond, French sloop, Captain, Captain de Bonaventure, crew 11, 4-6# guns, one hunting party of Micmac woodland warriors.

²¹ Drake, *Border Wars*, 108-109.

²² Drake, *Border Wars*, 110; Parkman, *France and England II*, 273; Johnson, *History of French and Indian Wars*, 72.

Conditions

Scenario – this is a battle on the open sea.

Game – the game will be played on a 6'x8' table.

Terrain – the entire board represents the ocean. Use the Ship Rules on page 9 & 10.

And the templates on page 30-31.

Deployment – the two fleets enter the board from opposite sides. On the first turn, if a ship enters only partially, place the entire ship on board.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – play continues until one side concedes.

Scenario 11 – Assault on Onandaga, NY – August 4, 1696

On the 4th of July 1696 Frontenac left Montréal at the head of 2200 men. They reached Fort Frontenac on the 19th. On the 26th they crossed to the southern shore of Lake Ontario. Amerindian canoes led the way followed by two battalions of regulars in bateaux commanded by Governor Callières; then more bateaux loaded with cannon, mortars, rockets, and Frontenac and his staff and guard, followed by 800 Canadians under Ramesay, and finally, regulars and Amerindians commanded by Vaudrueuil as the rear guard. In two days, they reached the mouth of the Oswego River, where scouts fanned out in advance while most of the troops walked along the shore. In this manner the expedition slowly made its way upriver. On the 13th of July they reached the falls. Then the work of portage began. It lasted into the night under the light of torches. The Amerindians carried Frontenac in a canoe. They reached Onondaga Lake on the 1st of August. The whole fleet set sail and crossed the lake, camping on some high ground. Eight or nine miles from their destination a fort was built to protect the boats and canoes. That evening they saw the glow of Onandaga on fire. On the 4th the Marquis de Crisasy and a detachment were left to guard the boats and the whole force moved out, two lines of regulars on the flanks with Callières on horseback in the first line and Vaudrueuil in the second, Frontenac in between. The Canadians were in the center, followed by the artillery. Captain Subercase directed the march which lasted all day until they saw cleared fields of maize and the charred town, formerly of 400 warriors, in the center. It had been fortified with extra stockade walls, now destroyed. Two bodies of French prisoners were found. In the evening scouts were sent out and the army camped in the cornfields. They spent two days hacking down maize and digging up caches of food. A very stoic 80-year-old Amerindian warrior was captured, tortured, and killed. He never made a whimper.²³ This is a 'what if' scenario: what if the Iroquois nation had decided to oppose the French and Amerindian advance in an open battle?

Order of Battle

French (96)

Governor Callières, commandant mounted, as a Steady Major (1)

Marine Captain Subercase (1)

 One Garrison marine peloton (21)

 One Garrison milice peloton (21)

Marine Capitaine Vaudrueuil (1)

 One Raider milice peloton (21)

 One Garrison milice peloton (21)

 One Artillery section 2-6# guns (9)

Iroquois (86)

Iroquois Warchief (1)

 One Iroquois Raiding Party (21)

 One Iroquois Raiding Party (21)

Iroquois Warchief (1)

 One Iroquois Raiding Party (21)

 One Iroquois Raiding Party (21)

²³ Parkman, *France and England II*, 295-298

Conditions

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

Terrain – the board is oriented across the short way with the game played across the 4' width. The center of the board is an open meadow with strips of light forest up to 18" from either short end.

Deployment – both sides deploy up to 12" from their friendly long edge of the board.

Reinforcements – no reinforcements are available to either side.

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

Aftermath

The outcome off the assault was to make the Iroquois think long and hard about their war with French, especially about the fact that their English allies did not come to help them. Furthermore, they were beginning to encroach on Iroquois lands. They had lost many warriors in the wars, but they could not afford those losses and many of their current warriors were 2nd rate slaves. An English estimate puts their number at 2,550 in 1689 and only 1,230 in 1698. Frontenac never saw the conclusion of the wars. He died on November 28, 1698. On August 4, 1701 a peace was concluded, the termination of the Beaver Wars. The treaty allowed the return of prisoners and the woodland Amerindians to return to their homelands. However very few prisoners were given up by the Iroquois. ²⁴



Le comte de frontenac va à la guerre.

²⁴ Parkman, *France and England II*, 315-324

Scenario 12 – Siege of Fort Pemaquid, ME – August 14-15, 1696

After chasing off the English ships the fleet anchored at St. John and taking on 50 more Micmacs and Père Simon. The French flotilla sailed to Pentagoet where Captain Villieu, 25 soldiers, Père Thury, and 300 Abenakis commanded by Castine the Younger waited to join them. On August 14 the ships anchored at Fort Pemaquid. The fort stood on a small peninsula on a bluff facing the sea. Castine landed his troops to cut off any retreat by land along the base of the peninsula. Meanwhile batteries were installed on adjacent islands so quickly they were ready to fire by the afternoon of the following day. Captain Pasco Chubb was still in command with less than 100 men. The fort was summoned to surrender, and Chubb replied in defiance, but when a few shells landed inside the fort, he began thinking about Castine's promise of no quarter if they did not surrender. Chubb and his men were paroled under guard and sent to Boston. The Amerindians in the French camp were livid.²⁵

Order of Battle

Massachusetts Bay Colony (32)

Captain Pasco Chubb (1)

One Untrained Militia Platoon (21)

One Trained Militia Squad (10)

French and Abenakis (105)

Capitaine Le Moyne d'Iberville (1)

One Marine Raider Platoon (21)

One Militia Raider Platoon (21)

Woodland Warchief, Castine the Younger, Penobscot Tribe (1)

One Penobscot Woodland raiding party, Chief Moxus (21)

One Kennebec Woodland raiding party, Chief Bomazeen (21)

Père Simon, chapelain (1)

One section of 24# mortars (9)

One section of 12# cannons (9)

Conditions

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

Terrain – the board is oriented across the long way with the game played across the 6' width. An English wooden fort representing Fort Pemaquid, is located up to 12" from one end of the board. A forest covers up to 24" of the opposite side of the board. In between is a field with sporadic clearings, thickets, cultivated areas and a few spots of rough ground. The English edge should have a 6" strip representing the sea. Place 3-4 houses beside the fort to represent a village. 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 the houses. The French and Abenaki Natives may deploy up to 12" from their friendly long edge of the board.

²⁵ Drake, *Border Wars*, 110-116; [https://en.wikipedia.org/wiki/Siege_of_Pemaquid_\(1696\)](https://en.wikipedia.org/wiki/Siege_of_Pemaquid_(1696)).

Reinforcements – no reinforcements are available to either side.

Victory Conditions – the fort will surrender when a wall is breached; if this happens in 6 turns the French win; otherwise, the English win.

Church's Expedition to Maine and Acadia

At this time Major Benjamin Church was outfitting another expedition. Goals were changed from an offensive strike to the defense of Portsmouth. But it was soon learned that the French had already destroyed Pemaquid and sailed east. Three English warships were anchored at Boston at this time. These three, plus two armed merchants loaded with Church's militia quickly sailed to intercept them. The French flotilla was spied but lost again in the intricate ins and outs of the Maine coast and its islands. Meanwhile, Church's force proceeded with its original goal, an attack on the Penobscot tribe at their villages upriver. Unfortunately for him, Massachusetts had released an Amerindian prisoner who informed the natives of Church's imminent arrival and they moved further into the forest.

Church traveled to Monhegan Island ten miles off the central Maine coast where his ships were hidden from sight. Then, using his whaleboats at night he and his men rowed into Penobscot Bay, beached and hid the boats. His force ranged the shore from Owl's Head to Bangor without seeing more than four or five natives. He returned to his ships and sailed to Chignecto or Baubassin which he plundered and burned. Then he left for the St. John River where he had a skirmish with French workmen who were building a fort there. One Frenchman was killed and another wounded and captured. He revealed where the intended guns for the fort were buried. Church took them and then held a council on whether to assault Fort Nashwaak, further up the river, but the draft was judged to be so low that the boats wouldn't make it. At this time, it was commanded by Claude-Sébastien de Villieu. Meanwhile, Iberville's flotilla had gone to St. John, NB, captured and burned it and left for Placentia. On the return trip Church's ships met those of Lt. Colonel Hathorne who now superseded Church and ordered the entire force back to the St. John. The expedition reached Fort Nashwaak but were driven off without much effort. For the English, this year had been a series of disasters. Acadia was lost and Fort Pemaquid demolished.²⁶

²⁶ Parkman, *France and England II*, 273-275.

Invasion of Boston – 1697

The French intended to invade New England beginning with Boston which had about seven thousand people at this time. The Marquis de Nesmond sailed from ports of Brest and Rochefort, France, to Newfoundland with a fleet of fifteen ships including ten heavy warships, two fire-ships, a galliot, and others. The galliot was a fast ship with both oars and sails usually manned by soldiers, intended to chase and board other ships. The plan was to secure Acadia and then destroy Boston. Fifteen hundred Canadian troops led by Frontenac himself, were to rendezvous with the fleet. The plan was aided by accurate maps had been made of Boston by two former prisoners there. A list of settlements between Pemaquid and Boston was made describing the number of houses, defensive forts, and estimated available fighting men. The strategy was completely worked out. Twelve hundred troops were to land at Dorchester while another 300 under Saint-Castin were to take Noddle's Island then move to Charlestown, and the north Boston. Meanwhile two hundred soldiers were to take the battery on Castle Island then land at Long Wharf. An easy victory was expected and after taking Boston they were to advance on Salem, Portsmouth, Kittery, and the coast of Maine up to Pemaquid. The plunder obtained was to be partially given to the troops as an encouragement, the remainder to be brought to France.

During the summer news reached Boston of a powerful French fleet at sea. They didn't know for sure if the fleet was targeted at them, but they suspected it, and they began to repair old fortifications and build new ones. Major March was sent out on a scout with five hundred men. The militia was held in reserve, ready to march to strategic points.

Notice of the plan reached Frontenac in the Spring of 1697 and he began to muster men, supplies, and canoes for the trip south to the Maine coast and in spite of being 77 years old at the time he insisted on leading the land troops personally. Preparations were ready in June, but it was not until September that a ship brought news that headwinds had slowed the fleet and Nesmond had arrived at Placentia on July 24 with only 50 days of provisions left. It was too late in the season to continue. The French invasion had been even less effective than that of Phips in 1690. Yet, the whole thing had benefitted the English since most of the Amerindians were waiting for the fleet, they weren't raiding the whole summer. Nevertheless, some natives prowled the forests from the Kennebec River to the Connecticut. There were a few small raids here and there.

One raid at Exeter, NH was thwarted completely by accident. In June a large group of natives gathered in the woods outside the village, preparing to pounce. Some silly women and children went out into the fields, against the admonitions of other villagers. To frighten them into returning quickly a few alarm guns were fired and armed militia men gathered in haste. Thinking they had been discovered the natives fired a few shots at the village and left. One person was killed, and another wounded and one small child was carried off. It would have been a lot worse if the Amerindians had made their assault during the night.²⁷

²⁷ Drake, *Border Wars*, 129-131; Parkman, *France and England II*, 275-277.

Scenario 12 – Raid on Haverhill, MA – March 15, 1697

The thirty-plus houses of Haverhill were built in Pennacook Amerindian country on the Merrimac River, making them very exposed indeed. Most of the houses were built together in a village but a few were located about a mile out in a small hamlet in the hills with a stream between them. In the village there were three blockhouses for defense, none in the hamlet. By the 15th of March the snow was only half melted and the trees were still bare of foliage. Thomas Dustan, who lived in the hamlet, rode out to his fields that morning. His wife, Hannah had recently given birth and was still bedridden, nursed by a neighbor, Mary Neff. Their other eight children were also at home. Thomas saw natives approaching and he turned and rode hard for his house. He barely had time to tell his children, 2-17 years old, to run for their lives to the nearest garrison house. He knew that chances were slim they would make it to safety. He was torn between rescuing the children and saving his wife. He chose to protect the fleeing children, and as he galloped off in their direction the natives were already at his door. The youngsters were still only about 650 feet or so from the house and had much further to go. He knew saving them all was impossible. The Amerindians were almost there. What should he do? When scattered shots whizzed by, he made up his mind. He would defend them as best he could. He wheeled his horse and pointed his gun, the natives stopped just out of range. They were waiting for his shot before advancing again. If he fired they would come on instantly. He waited for his children to make some distance, then he rode back to them and repeated the process several times. More bullets zipped by but they missed. The raiders gave up and returned to their comrades to plunder the houses. Dustan and the children made it to a blockhouse.

Meanwhile Amerindians were ransacking his home. Mary, the nurse, grabbed the child and tried to run to safety but was captured. The natives ordered Hannah to get up then went back to plundering what they could. She rose and dressed. She, Mary, and the baby were dragged from the house which was immediately set on fire. One by one, the other houses also went up in flames. Twenty-seven settlers had been killed and thirteen were captured; they were given loads of plunder to carry then were driven into the woods. Mrs. Dustan carried her baby. Seeing that her children and husband were not among them she had hope that they were safe. The thought gave her courage to go on. But soon, one of the Amerindians snatched the infant from her arms and swung it against a tree, killing it instantly. The old and feeble captives who couldn't keep up the pace were also killed. Hannah did her best to keep up. After dividing the loot and prisoners the raiders soon split up into small groups. Hannah and Mary were kept in the same party. After several days their group came back to the Merrimac, found their canoes and paddled to a small island at the mouth of the Contoocook River.

The family group they were taken by included two men, three women, seven children, and one captive boy, Samuel Leonardson, who had been captured at Worcester and had been with them for a year and a half. He could speak some of their language. Whenever the captives could find some time together, they would pray for deliverance. One day, the Amerindians conveyed their intent to remain there until such time they would start their march to Canada. They were told that soon they would go to a native village where they would be made to run the gauntlet before heading for Canada. Hannah determined to make her escape that night. They decided on a plan to kill the entire group except one boy who would be taken alive. They asked Leonard to find out the best place to strike a person. He asked one of the men who was so unsuspecting he calmly told him to strike the temple, then he showed him how to take a

scalp. When all were asleep, the captives took their hatchets and poised to strike. They killed all but a squaw and the aforementioned boy, both of whom escaped and ran off. They had to hurry because another encampment was not far off. Taking a gun, ammunition, and a tomahawk they went to the shore and boarded a canoe and left. However, Hannah remembered they had not taken scalps, so she determined to return and finish the job; they took ten. These would leave their story unquestionable. After carrying the canoe around a rip, a small falls, they launched themselves anew and headed upriver. They traveled all day and that night took turns with two sleeping and one paddling. Half-starved and exhausted they reached Haverhill and were welcomed as if they had risen from the dead. Later, at Boston, the Massachusetts General Court awarded Hannah twenty-five pounds for the scalps and Mary and Leonard each twelve and a half pounds. The island is now known as Dustan's Island in the town of Boscawen, NH.²⁸

The Escape, part 1

Order of Battle

The Dustan Family (9)

Thomas Dustan, Hero, armed and mounted (1)

Eight children of ages 2-17

Pennacook Amerindians (10)

One Woodland Hunting Party (10)

Conditions

Scenario – this scenario is a chase to safety.

Game – the game is played on a 4'x6' table oriented along the 6' width.

Terrain – the board is set with a road or path running down the 6' length centered on the 4' width. There is a farmstead by the road, within 6" of one end of the Amerindian friendly board edge and a blockhouse, also by the road and within 6" of the other end.

Deployment – the Dustan and the children are placed on the road within 24" from the Amerindian edge of the board. The Amerindians are setup within 6" of their end. Play begins with the children moving 6" down the road towards the blockhouse. The Amerindians cannot move forward while Thomas is holding his ground but when he turns to catch up to the children they may advance or run. They will not charge unless he fires his musket but they fire at him at long range.

Reinforcements – no reinforcements are available to either side.

Victory Conditions – if at least five of the family makes it to the blockhouse they win; otherwise, the natives win.

²⁸ Drake, *Border Wars*, 117-128; Parkman, *France and England II*, 277-279.

The Escape, part 2

Order of Battle

The Captives (3)

Hannah Dustan, Heroine, tomahawk (1)

Marry Neff, Heroine, tomahawk (1)

Samuel Leonardson, Hero, tomahawk (1)

Pennacook Amerindians (12)

Two men, three women, seven children, sleeping, unarmed.

The two men have muskets and knives available.

Conditions

Scenario – this scenario is a battle to win freedom.

Game – the game is played on a 4'x6' table oriented along the 4' width.

Terrain – the board is set with an Amerindian camp in the center, one large wigwam.

One short width has a 6" strip of water and a canoe by the path that runs down the center of the 6' length. Another small camp of one large or two small wigwams, is placed by the path 6" from the opposite short edge.

Deployment – the Amerindian family of 12 is sleeping on the ground. The captives are awake and ready to strike with their tomahawks. Since their targets are sleeping a strike is successful on a 4+. The remaining natives will wake up and stand on a 5+; on the following turn all automatically stand up. They cannot act until the following turn. Once standing the men are only killed on an 8+ as normal. It takes one turn to take up to 3 scalps, roll 4+ for success.

Reinforcements – when a fleeing native reaches the second camp the natives there can take actions on the following turn.

Victory Conditions – if Hannah and the others take at least six scalps and make it to the canoe and push off they win.

The Treaty of Ryswick

The treaty of Ryswick was signed in Ryswick, Netherlands, on October 30, 1697, between France and the Grand Alliance of England, Spain, the Holy Roman Empire, and the Dutch Republic. It was announced in Boston on December 10. Three months later, early in February, a group of Dutch and Amerindians came to Montréal with the news. At the end of May Major Peter Shuyler arrived with copies of the treaty in French and Latin. The French in Canada did not receive the official news from Versailles until July 1698. However, the European peace did not stop the wars with the New England Amerindians.

That said, they were in even worse shape than the Five Nations. Loss of their best warriors, disease, and a lack of supplies harried them. Furthermore, the winter of 1697-98 was the worst in memory. On March 4th, the Amerindians made a fierce onslaught of Andover, MA. They had apparently singled out two of the inhabitants as targets of their fury. Captain Pasco Chubb and his wife were killed outright and at the same time the house of Lieutenant-Colonel Dudley Bradstreet was attacked and the people inside were dragged outside. One was tomahawked, a guest, son of Major Wade. Strangely, the rest were set free. Bradstreet's house was pillaged and his neighbor's houses and barn were set on fire but only two other people were killed. On their way out of town the natives fell upon and killed Jonathan Haynes and Samuel Ladd and captured one son of each man. A few other small raids were perpetrated but the Amerindians realized they could not continue the war.

Major Converse and Captain Alden had a meeting with some of the sachems at Penobscot and setup a meeting at Casco Bay. A release of Amerindian captives was arranged and more than a few elected to stay. A separate treaty was signed in January by Moxus and many other Chiefs.²⁹

²⁹ Drake, *Border Wars*, 134-138.

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