

Queen Anne's War

Wargame Scenarios

Thirteen Game Scenarios of the War



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

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CONTENTS

Queen Anne's War 1702-1713	page 3
English and French Units	page 4
Amerindian Units	page 5
French Army Stats	page 6
English Army Stats	page 7
Spanish Army Stats	page 8
1) Siege of San Agustín FL	page 9
2) Assault on Casco ME	page 11
3) Scalp Hunters	page 13
4) Raid on Deerfield, NH	page 15
5) Pursuit of Rouville, NH	page 17
6) The Church Expedition NB/NS	page 18
7) Raid on Lancaster, MA	page 20
8) Assault on Dunstable, NH	page 21
9) The Charles Town Expedition, SC	page 22
10) The March Expedition 1, NS	page 24
11) The March Expedition 2, NS	page 26
12) Raid on Haverhill, MA	page 27
13) Assault on Fort William NL	page 29
The Invasion of Canada	page 31
14) The Nicholson Expedition, NS	page 32
15) Ambush at Bloody Creek, NS	Page 34
The Walker Expedition, QC	page 35
The Treaty of Utrecht	page 37
Sources	page 38

Queen Anne's War 1702-1713

Queen Anne's War was the North American campaign of the War of Spanish Succession fought between France and England (later Great Britain). After only a month of rule in May 1702 Queen Anne of England declared war on France because King Louis the 14th wanted to place his grandson on the newly vacated throne of Spain. In their minds the dominance of the Bourbons in western Europe had to be countered. The Dutch and the Holy Roman Empire supported England against the French and Spanish. The opposing lines were very similar to King William's War. In 1707 The English passed the Acts of Union which merged Scotland and England into Great Britain. As usual the war in Europe took precedence over the war in America and it wasn't until 1709 that sufficient aid was promised from England to assault Port Royal, Quebec, and Montreal. However, despite those promises the English fleet was diverted to Portugal instead. In 1711 warships and men were finally sent and Port Royal was captured but when it sailed for Quebec part of the fleet was shipwrecked and the invasion was abandoned.¹

In America the war was also known to the English as the Third Amerindian War and to the French as 'The Second Intercolonial War.' In Maine, the English thought the border between Massachusetts Bay and Acadia was on the Kennebec River and they hoped to control the entire southern part of the land all the way to Acadia. The French believed all Maine was rightfully theirs. From the Native point of view the English had caused the war through their unconditional demands on them. They too hoped to regain all of Maine for themselves, especially their traditional summer grounds along the coast. Unfortunately, this is the land the English wanted. Ultimately, this campaign was part of the struggle for control of North America, thus many indigenous American tribes were part of it too. The English tried to gather massive forces to overcome Canada; this was their style of raid, massed pillage and destruction, as opposed to the small hit and run raids executed by the French in Canada who lacked the manpower and resources to do anything else.

¹ <https://www.u-s-history.com/pages/h846.html>; https://en.wikipedia.org/wiki/Kingdom_of_England.

QUEEN ANNE'S WAR – Army Units

English Units

When the war began, there no regular army units in the American Colonies to speak of; only four undersized companies of poor morale and discipline. The English colonists were on their own and furthermore, none of the colonies had any provincial standing units. They were protected by little more than village militias, scattered provincial garrisons, and by their own expeditions thrown together for a specific purpose.²

Trained Militia – occasionally mustered by the colony and issued flintlock arms sent over from England; possibly the famous Brown Bess which armorers under Queen Anne strove to make the standard arm of the day. There is debate whether this was actually accomplished though we know for sure that flintlocks of some type were sent. In 1704 an allotment of new muskets arrived in Boston. Otherwise, the men would have to rely on their own. The units had no uniforms; none are mentioned until 1707. Nor would they have had uniform equipment and they were little better than village militia at this time though the regulars did make some attempt to drill them.³

Untrained Militia – were armed with muskets brought from home, probably almost all flintlock muskets. The militia still only trained once a year and therefore, were of low grade quality.⁴

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 there were seven Ranger units fueled by the offer of 20 Pounds per scalp. These snow-shoed mercenary companies ranged throughout New England. They didn't catch many Indians, only five, but they did learn a lot about traveling in the woods in winter. These units have better wood skills and would normally have carried their old doglocks and hatchets.⁵

French Units

Colonial Marines (Compagnie Franches, Troupes de la Colonie, or Troupes de la Marine, referred to in this book simply as Marines) – these troops were the only regulars in the French colonies. They were recruited and outfitted by the French Navy which became responsible for the colonies in 1669. At the beginning of this war there were 35 independent companies in Canada and Acadia. Nearly half the officers were Canadian-born. Montréal was their headquarters. All were armed with Navy flintlock muskets.⁶

Colonial Militia (Milice Canadien) – by this time were organized by parish into three brigades, Quebec, Three Rivers, and Montreal. 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

² Peterson, *Arms and Armor*, 165-167.

³ Chartrand, *Colonial American* 2, 8-11; Drake, *Border Wars*, 194.

⁴ Chartrand, *Colonial American* 2, 13-7; Roberts, *Matchlock Musketeer*, 9.

⁵ Drake, *Border Wars*, 166-167.

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

and workshops. The fittest men were sent on raids (Militia Raiders), while the remainder took shifts transporting men and supplies (Militia Garrison). 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.⁷

Coureur de bois (or *Voyageurs*) – The voyageurs lived and worked in the woods with their center of operations at Michillimackinac; they were equally at home with natives and habitants alike. They were skilled at trapping, hunting, shooting, boating, fishing, and pathfinding. They were not as active in raids as they had been in earlier times. The furs they furnished ensured the economy of the colony, though it was never enough.⁸

Amerindian Units

Woodland Indians – The French had collected an impressive array of native tribes (*alliés natals*) allied to them. 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 Hurons and Ottawas from Michillimackinac, Ojibwas from Lake Superior, Crees from the north, Pottawatamies from Lake Michigan, Mascoutins, Sacs, Foxes, Winnebagoes, and Menominies from Wisconsin, Miamis from the St. Joseph, Illinois from the river Illinois, Abenakis from Acadia (Norridgewock and Penobscot), Mi'kmacs and Malecites from the Canadian Maritime provinces and northeastern Maine, and Passamaquoddies from eastern Maine and New Brunswick.⁹

Mission Indians – (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). They may carry doglock or *fusil de chasse* muskets, clubs, bows, or knives. The Caughnawagas who had close ties with the Oneidas and Onandagas were unreliable on the warpath.¹⁰

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, or knives. Between the two wars, in 1701 the Iroquois had been forced into a treaty of peace between them and the French and their allied natives. Because of this the Iroquois did not take any action in Queen Anne's War, and the French, for their part avoided sending raids into New York.¹¹

⁷ Chartrand, *Louis XV's Army*, 21-24, Bouchard, *Fusil de Tulle*, 4, 12-16, 22-27; Chartrand, *French Soldier*, 9.

⁸ Windrow, *Montcalm's Army*, 35-36.

⁹ Johnson, *Woodland Indians*, 5-14; *Fusil de Tulle*, 12; Parkman, *France and England II*, 321.

¹⁰ Johnson, *Iroquois*, 7 (& internet); Various Authors, *Narrative*.

¹¹ Johnson, *Iroquois*, 5-7.

French Army (circa 1703-1713)

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

<i>Canadian Units</i>	<i>Type</i>		<i>Morale Weapons</i>
Raider Marine	Light	3	smoothbore flintlock, hatchet
	<i>Special: Steady, Woodcraft.</i>		
Garrison Marine	Light	4	smoothbore flintlock, socket bayonet
	<i>Special: Wavering, First Volley.</i>		
Raider Milice	Skirmish	4	smoothbore matchlock, hatchet
	<i>Special: Wavering, Woodcraft.</i>		
Garrison Milice	Skirmish	5	smoothbore matchlock
	<i>Special: Inexperienced, Woodcraft.</i>		
Coureur de Bois	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 (add +1 point).</i>		
Marin	Skirmish	3	cutlass, pistol, carbine, musket, or pike
	<i>Special: Steady. Note: one figure may have a boucanier flintlock musket (+2 points).</i>		

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

Native Allies

<i>Native Units</i>	<i>Type</i>		<i>Morale Weapons</i>
Woodland Indian	Skirmish	3	bow or smoothbore musket, hatchet or club
	<i>Special: Steady, Forester, Woodcraft.</i>		
Mission Indian	Skirmish	2	bow or smoothbore musket, hatchet or club
	<i>Special: Drilled, Forester, Woodcraft.</i>		

English Army (circa 1703-1713)

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

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

Native Allies: Mission (Praying) Indians and Mohegans. In the south Yamasee, Tallapoosa, and Alabamas.

<i>Foot Units</i>	<i>Type</i>		<i>Morale Weapons</i>
British Grenadier	Formed	2	smoothbore flintlock, swords, bayonets <i>Special: Drilled, First Volley, Stubborn, Tenacious.</i>
British Fusilier	Formed	3	smoothbore flintlock, bayonet <i>Special: Steady, First Volley.</i>
Trained Militia	Formed	4	smoothbore matchlock, sword <i>Special: Wavering. Option: May have a Buff Coat.</i>
Untrained Militia	Skirmish	4	smoothbore matchlock, sword <i>Special: Wavering.</i>
Village Militia	Skirmish	5	smoothbore matchlock <i>Special: Inexperienced.</i>
Colonial Ranger	Skirmish	3	smoothbore flintlock, hatchet <i>Special: Steady, Smoothbore, Hatchet, Woodcraft.</i> <i>Option: One figure may have a rifle. One ranger platoon per army.</i>
Sailor	Skirmish	3	cutlass, pistol, carbine, musket, or pike <i>Special: Steady.</i>

<i>Artillery Units</i>	<i>Type</i>		<i>Morale Weapons</i>
Provincial Artillery	Light gun	3	light smoothbore gun (6-10#) <i>Special: Steady, Sword. Option: 1-horse limber, 2-horse limber.</i>
Militia Artillery	Light gun	4	light smoothbore gun (6-10#) <i>Special: Wavering, Sword. Option: 2-horse limber.</i>

Native Allies

<i>Native Units</i>	<i>Type</i>		<i>Morale Weapons</i>
Iroquois Indian	Skirmish	1	bow or smoothbore musket, hatchet or club <i>Special: Bloodthirsty, Forester, Woodcraft, Tenacious.</i>
Mission Indian	Skirmish	2	bow or smoothbore musket, hatchet or club <i>Special: Drilled, Forester, Woodcraft.</i>

Spanish Army (circa 1703-1713)

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. *Steady* – Morale 4, Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Capellános act as wavering noncombatant officers (free).

NCOs: mounted have lance and/or sword (dragoons will have carbines), foot have a sword and halberd.

Native Allies: Florida/Georgia Indians

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
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Spanish Cavalry	Formed	3	sword, smoothbore flintlock carbine
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Special: Steady, Mounted.

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
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Spanish Grenadier	Formed	2	smoothbore flintlock, swords, bayonets
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Special: Drilled, First Volley, Stubborn, Tenacious.

Spanish Fusilier	Formed	3	smoothbore flintlock, bayonet
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Special: Steady, First Volley.

Spanish Light	Light	3	smoothbore flintlock, bayonet
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Special: Steady, First Volley.

Option: one figure may have a rifle.

Colonial Provincial	Light	4	smoothbore flintlock, bayonet
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Special: Wavering.

Sailor	Skirmish	3	cutlass, pistol, carbine, musket, or pike
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Special: Steady.

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

Provincial	Light gun	3	light smoothbore gun (6-10#)
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Special: Steady. Option: 1-horse limber, 2-horse limber.

Regular	Medium gun	2	medium smoothbore gun (12-17#)
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Special: Drilled. Option: 2-horse limber.

Provincial	Medium gun	3	medium smoothbore gun (12-17#)
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Special: Steady. Option: 2-horse limber.

Scenario 1 – Siege of St. Agustín, FL – November 3 – December 28, 1702

For his defense Spanish Florida Governor, José de Zúñiga y la Cerda, had 174 regulars 14 artillerymen, 44 Europeans, 123 poorly armed Amerindians, and 57 mostly free black men, of which only 20 had experience with firearms to defend 1500 civilians. Realizing that war had been declared he began to prepare for a siege, estimating that he had enough provisions to hold out for three months. Meanwhile, Carolina's Governor, James Moore, had sailed from the colony of Carolina with about 500 colonists in 14 ships for exactly that purpose. He was supported by Deputy Governor Robert Daniell who had traveled overland with 3-400 *Yamasee*, *Tallapoosa*, and *Alabama* Amerindian Warriors led by a Yamasee chief named Arratommakaw, to support him. The Two Forces met at Port Royal on the island of the same name.

At Midnight on November 3rd, Daniell's forces landed on Isla santa maría (Holy Mary Island, the English called it Amelia Island). They killed two Spanish soldiers and captured the village of *San Pedro de Tupiqui*. The villages of *San Felipe* and *San Marcos* were overtaken the following day. On the 7th three English ships arrived and blocked the entrance to *Bahía Matanzas*, Matanzas Bay. The rest of the fleet arrived the next day. Zúñiga ordered two Spanish frigates *La gloria* and *La nuestra señora de la piedad y el niño Jesús*, to anchor under the guns of Fort *San Marcos*. But *La nuestra* was outside the bar islands and could not enter, so it was scuttled and 16 of her crew joined the defenders at the fort, adding valuable gunnery skills. Daniell's entered the town of *St. Agustín* on the 10th without resistance, all the Spanish had been ordered into the fort. Spanish guns fired on the English ships. The English only had four 6# guns which made almost no impression on the fort. Unfortunately, one of the fort's older guns exploded, killing 3 and wounding 5. Eight English ships crossed the bar into the Bay and began landing troops. As they commenced to encircle the fort Spanish foragers successfully drove 163 head of cattle through the English lines and into the fort.

On November 22nd, Moore sent Daniell's to Jamaica to get larger cannons and ammunition. By the 24th the English could fire from their trenches at musket range. Moore ordered part of the town burned including the Franciscan Monastery. By December 19th the English trenches threatened field from which the Spanish foraged. Zúñiga ordered a sally which accomplished nothing, casualties were light. A Spanish relief force, supplied by the French at Mobile, Alabama, left San Luis de Apalachee, present-day Tallahassee, Florida, but they turned back when they received news that the siege had been lifted. A Spanish relief force sent by Governor of Havana, *Pedro Nicolás Benítez*, and under the command of *General Estevan de Berroa*, arrived on December 28. He landed *Capitán López de Solloso* and 70 men on the following day on *Isla Anastasia*, Anastasia Island, 3 miles below the fort. He also sent his smaller ships to block the southern entrance to Matanzas Bay.

After burning the rest of the town, Moore immediately decided to close up shop and depart. He scuttled eight ships that had been trapped in the Bay, boarded the remaining craft, and left in disgrace. Some of his men escaped to the north by traveling overland. Three of the English ships failed to burn and were recovered by the Spanish. Moore reported only two men killed and Zúñiga reported three or four killed and twenty wounded, but these figures may be unreliable.¹²

¹² [https://en.wikipedia.org/wiki/Siege_of_St._Augustine_\(1702\)](https://en.wikipedia.org/wiki/Siege_of_St._Augustine_(1702))

Order of Battle:Spanish (61)

One Capitán (1)

One Spanish fusilier platoon (21)

One Colonial provincial platoon (21)

Two 18# gun sections, sailors (18)

One band of civilians (15)

English and Indians (105)

Lt. Governor Daniells as captain with drummer (2)

One Trained militia platoon (21)

One Untrained militia platoon (21)

Two 6# gun sections, sailors (18)

Yamasee woodland warband (43)

Conditions

In this scenario the English and Amerindians are besieging a fort; the Spanish will sortie to drive off the besiegers.

Game Duration – the game will take six turns.

Terrain – one half the board is a Vauban fort setup on the shore. The remaining land terrain is randomly placed village houses and cultivated land.

Deployment – the English and Amerindians start the game in their trenches within 20" of the fort. They do not have artillery or ladders. The English units and civilians are setup inside the fort.

Reinforcements – the English ship enters as reinforcements on game turn 3.

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

Scenario 2 – Assault on Casco, ME – August 10, 1703

In August 1703, a contingent of five hundred and French and Amerindians entered Maine from the east. The invasion force divided into groups of about 75 men each and advanced to attack English settlements. All on the same day, the 10th of August, eight coastal towns in western Maine were attacked: Wells, Cape Porpoise, Saco Falls, Scarborough, Spurwink, Purpooduck, Winter Harbor, and Casco. At Scarborough, the people had news of the impending attack. They all made it to the local fort which was manned by a garrison. They were determined to defend themselves to the last. A flag of truce carried by a captive was sent to them, but they kept the captive and never replied. After a long siege the men were completely exhausted and they were ready to surrender, but reinforcements arrived just in time and the enemy left the area. No doubt all the village buildings had been burned.

Casco was the remotest eastern settlement at this time. A fort had been built and a garrison of thirty-six men was placed under the command of Major John March. The war parties of three Amerindian chiefs named Moxus (Norridgewock), Wanungonet, and Assacombuit (previously a Saco, but now a St. Francois) attacked the fort. It is said that the three sagamores sent a flag of truce, inviting Major March to parley. He suspected treachery, but he went out unarmed and only escorted by two old men, Phippeny and Kent. The three chiefs suddenly drew out tomahawks from under their robes and attacked March while his companions were shot by Amerindians in ambush. March wrested a tomahawk from one of the chiefs and held them back until Sergeant Hook arrived with ten men from the fort and rescued him.

In the days that followed, there was no rest for the defenders. On the seventh day the enemy received enough reinforcements to bring their strength to 500 Indians and a few French. The new arrivals came flushed with recent victories. Sieur Alexandre Leneuf de Beaubassin, a French officer now assumed command. He had brought with him a captured sloop and two shallops, loaded with plunder. On the seaward side, the fort was situated on a bluff, which allowed the attackers to reach the walls without receiving any fire. Beaubassin had so many men he had no fear of the defenders sallying at the sappers. They hid under the shelter of the bluff and began to dig towards the fort. On the third day, when they were about to topple the wall, an armed English vessel, commanded by Captain Cyprian Southack, arrived with a 22-gun Massachusetts ship called *Province Galley* to help the garrison. Without cannon, the French and Amerindians had to retreat. Southack recaptured the sloop and shallops but the assailants escaped in two hundred canoes. The whole of Casco had been burned to ashes. March wrote to the General Court that he had lost a sloop, 89 head of sheep and cattle, five and a half acres of wheat and four and a half acres of Amerindian corn. He valued his lost property at 500 pounds. He estimated the enemy had killed or captured more than 160 of Maine's inhabitants.¹³

¹³ Parkman, *France & England II*, 364-366; Drake, *Border Wars*, 154-161.

Order of Battle:Massachusetts (43)

Major John Marsh (1)

One Untrained militia platoon (21)

One Untrained militia platoon (21)

One band of civilians (15)

French and Amerindians (65)

Kennebec Warchief Moxus (1)

One Raider marine platoon (21)

One Penobscot woodland raiding party, Chief Wanungonet (21)

One St. François Mission raiding party, Chief Assacumbuit (21)

Conditions

In this scenario the French and Amerindians are besieging a fort.

Game Duration – the game will take six turns.

Terrain – one half the board is water with a fort setup on the shore. The remaining land terrain is randomly placed village houses.

Deployment – the French and Amerindians start the game anywhere on the board. They do not have artillery or ladders. The English units and civilians are setup inside the fort.

Reinforcements – the English ship enters as reinforcements on game turn 3.

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

Scenario 3 – Scalp Hunters, ME – August 10, 1703

Throughout the summer more raids followed. Massachusetts Governor Joseph Dudley reinforced the Maine coastal frontier with two troops of horse and one company of foot. Then he bolstered the remaining inland frontier with 1100 men. In October Colonel March went with 360 men to raid Pigwacket, the remaining Sokoki village, but the paths were so overgrown his guides could not find it and he returned empty handed. Meanwhile the Indian depredations continued. At Black Point on October 6 Captain Hunnewell and nineteen men of the garrison went out to work in the meadows. They were ambushed and all but one man was killed or captured. Thus emboldened, they then assaulted the garrison. Eight men there under Lieutenant Wyatt held out until they could retreat aboard two vessels in the harbor. The Amerindians burned the fort and went on to raid York and Wells again.

Colonel March made a second attempt to reach Pigwacket. His men killed six Indians and captured six more. The colonists were in such bad need of good news this feat was hailed as a great success. March's accomplishment induced the Massachusetts government to raise the bounty on scalps to £20 each thus treating Indians and wolves the same. Reverend Stoddard of Northampton proposed hunting the Indians with dogs as was done with bears. The result was that no less than seven companies of rangers on snowshoes scoured the woods throughout the winter. Only one of these companies commanded by Colonel William Tyng of Dunstable succeeded in finding any natives. Near Lake Winnepesaukee they killed five including "Old Harry," the sachem of this area. Throughout the winter raids continued to harass the coastal communities at Saco, Wells, and Berwick.¹⁴

Order of Battle:

Massachusetts (43)

Ranger Captain (1)

One Colonial ranger platoon (21)

One Untrained militia platoon (21)

Amerindians (45)

Kennebec Warchief Moxus (1)

One Penobscot raiding party, Chief Wanungonet (21)

One Kennebec raiding party, Chief Bomazeen (21)

Conditions

In this scenario the English are hunting for Amerindian scalps.

Game Duration – the game will take six turns.

Terrain – the board is oriented the long way. The terrain is medium woods with randomly placed 12x12" patches of heavy woods and clearings.

Deployment – the English start the game within 12" of their short edge of the board. If hidden they must detect the raiders before they can react. Amerindian units that are found are setup at the midline 36" from the Amerindian friendly edge.

Each turn the English roll a D6:

¹⁴ Drake, *Border Wars*, 162-170.

- 1) They find nothing.
- 2) One Amerindian Scouting party, the remainder enter as reinforcements.
- 3) One Amerindian Hunting party, the remainder enter as reinforcements.
- 4) One Amerindian village; setup per the Raiding Rules page 9.
- 5) One complete Raiding party, the rest are hidden 18" behind.
- 6) The entire Amerindian force, hidden.

Reinforcements – per schedule above; they enter on game turn 3.

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

Scenario 4) Raid on Deerfield, NH – February 29, 1704

All the settlements of the coast of Maine were in turmoil due to the ongoing attacks and many men had been sent to their aid. The defense of the Upper Colony of Massachusetts Bay was neglected though it was reckoned that about 650 men could be brought to its aid, but only if the French and Indians made an appointment for battle. Deerfield was the northernmost settlement and therefore the most exposed; it was the tip of defense for the lower settlements of the Connecticut River Valley. The village was comprised forty or forty-one houses. For defense, the village had a stockade with flankers (watch towers) which only covered the northern half of the town. Recently two persons had been kidnapped by Indians, so the residents were all crowded within the stockade. Colonel Schuyler of Albany learned from a Mohawk that an expedition to raid Deerfield was being prepared in Canada. Schuyler notified Governor Dudley of Massachusetts. In Deerfield the news caused a panic, and everyone looked to defense. A troop of Connecticut Horse came to help. And the village minister had a foreboding of evil to come and he applied for men to defend the town and received twenty just four days before the raid. But everyone soon lost interest and went back to their daily routines. The winter of 1703-04 was unusually cold and the inhabitants of Deerfield thought they were safe because of the weather.

An expedition of 250 men was indeed being organized under Hertel de Rouville. The march was very difficult, and the raiders suffered much. Some captives in Canada actually gave letters for Rouville to deliver to New England. On the night of the 28th-29th the raiders reached the vicinity and camped about two miles from the village; shivering in the cold because they didn't dare to light fires. At midnight Rouville roused his men and they approached the stockade, moving slowly and stealthily but it was a wasted effort. The guards had left their posts. Deep drifts of snow had banked up against the stockade in one or two places, making scaling it easy. A few men in advance of the others climbed up the drifts and over the wall. They went to the gate and opened it. Their companions rushed in screaming and yelling, splitting to right and left to cover the town and the slaughter began. One soldier who lodged with Reverend Williams managed to snatch his cloak and climb out a window. He was barefoot, so he tore his cloak and wrapped his feet in it. Then he headed for Hatfield where he arrived half-dead to give the alarm. John Sheldon and his wife jumped out of a second story window. She sprained her ankle and was caught but he made it to the woods and spread the alarm as he went. Forty-seven of the villagers were killed and one hundred and twelve were captured. The raiders put them in the Sheldon house while they plundered the other houses. A few inhabitants were able to hide in their cellars.

The only defense was made by the house of Benoni Stebbins, a sergeant of militia, where seven men and several women kept up a fire on the raiders. Stebbins and two others were badly wounded, but the house remained intact while the remainder of the town, except the stockaded garrison of Captain Wells on the southern end of town, went up in flames. Day was fully underway when the raiders finally left with their prisoners loaded down with plunder. At their camp the prisoners were given Indian moccasins to replace their own footwear.¹⁵

¹⁵ Drake, *Border Wars*, 172-182; Parkman, *France & England II*, 373-379.

Order of Battle:**Massachusetts** (42)

Captain Wells (1)

One Untrained militia squad, Sergeant Stebbins (10)

One Untrained militia squad, sergeant (10)

One Trained militia platoon (21)

One group of English civilians (15)

French and Amerindians (64)

Marine Captain Hertel de Rouville (1)

One raider milice platoon of (21)

One Woodland raiding party (21)

One Mission raiding party (21)

Conditions

In this scenario the French and Indians are attacking an English village.

Game Duration – the game will take six turns.

Terrain – the board is setup as an English village per the Raiding Rules on page 9. This is a dawn attack.

Deployment – the French and Indians enter from their short edge of the board (north). The villagers including the Untrained Militia are sleeping in their houses and must detect the raiders before they can react. One militia squad is placed at the Stebbins house and the other in the Well's garrison.

Reinforcements – the Trained Militia Platoon enters from the south edge beginning on game turn 3.

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

Scenario 5) Pursuit of Rouville, NH – February 29, 1704

A number of stragglers remained in the village of Deerfield when about thirty armed men arrived and under Wells' direction they charged into the stockade and rescued the people in Stebbins' house who were about to be overrun. The men of Stebbins house joined the newcomers in pursuit while the women and children ran back to Wells' garrison. The Indians retreated, and the militia chased them for a mile and half when Captain Wells called for them to halt but they were too carried away. Some even threw away their coats and hats to catch up with the fleeing natives. A discharge of muskets stopped them. They had run into an ambush. Rouville's main body had turned back towards the sound of the firing. The Indians charged, and the militia made a fighting retreat back to the stockade where they put up a defense. Nine English and five Indians had fallen. By midnight 80 armed men had collected in the village. An escaped prisoner brought in word that the enemy was camped five miles away. By two o'clock the next day the Connecticut Horse had arrived. The question of pursuit was put to a vote and the result was 'no,' because the men lacked snowshoes. At West River the raider column came upon the sledges they had left there. Wounded and children were placed on them and the unpursued retreat continued. Those who could not keep up were dispatched. The bag of letters was left hanging on the branch of a tree where it could be found. The French lost three men and the Indians several. Rouville himself had been wounded. Those who followed on the trail reported they had found forty or fifty French and Indian bodies. The leadership of northern New England was too divided in their own self-interests to make any response to the raid.¹⁶

Order of Battle:

Massachusetts (32)

Captain Wells (1)

Two Untrained militia squads (10)

One Trained militia platoon (21)

French and Amerindians (21)

French Lieutenant (1)

One Raider milice escouade (10)

One Woodland hunting party (10)

Conditions

In this scenario the French and Indians are ambushing English militia.

Game Duration – the game will take six turns; it is played on a 6'x4' game board oriented across the 4' width.

Terrain – the board is covered in woods up to 18" from the French friendly long edge of the board. The English side of the board is clear field except for a few clumps of scrub brush. This is a daytime battle.

Deployment –The entire English force is setup within 12" of their friendly long edge. the French and Indians are setup hidden in the woods.

Reinforcements – no reinforcements are available to either side.

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

¹⁶ Drake, *Border Wars*, 182-183; Parkman, *France & England II*, 379-381.

Scenario 6) The Church Expedition, NB/NS – May 15, 1704

The Indian tribes in Maine were aroused with fear and panic because Massachusetts had raised the bounty for scalps to 100 pounds each. Since they lacked woods skills or the courage or incentive to do anything except hunt for scalps, the English contented themselves with mounting large expeditions that traveled by sea to ravage the enemy. This meant that the maritime provinces were more exposed than those along the St. Lawrence. The aging Colonel Benjamin Church offered his services, and he was placed in charge of 550 militia, mostly Puritans of Plymouth Colony with a few Christian Indians. Two armed British vessels and one of Massachusetts the *Province Galley* of 22 guns sailed in June 1704 to protect the convoy of 14 transports. A certain number of new flintlock muskets arrived and were issued among the troops. They were known as Queen Anne's Arms. The Governor would not allow Church to assault Port Royal though Church wanted to, but instead he was charged with attacking Norridgewock, which he did not. Church was determined to attack as many trading posts and fishing villages in Maine and Acadia as he could. At Portsmouth the expedition took on a company of New Hampshire men. They left the ships of war behind to fool the enemy.

His first target was the domicile of St. Castine where he captured one of Castine's daughters and her children. Castine himself, was in France at the time. All the French and Indians there were killed or taken, numbers unknown. Then Church divided his force sending two of the warships and some men to attack Port Royal while he went to Minas with most of his men. On July 1 the two warships entered the bay of Port Royal hoping to intercept French vessels. They attacked the Melanson settlement across from the fort, burning houses and crops, and slaughtering cattle. A woman and four children were taken hostage. Still, Governor Brouillard refused to surrender and sent groups of Marines and milice to harass the ships from the shore. The ships moved out of range and stood there

At Minas Church sent a lieutenant who spoke French to give the ultimatum to surrender to the inhabitants. When they didn't respond he made an attempt to land his men, but the tide pulled the small boats back. Church anchored his ships behind a small island, not realizing that the return tide would lift up into full view. At first light the milice let him realize his mistake. Several of his men were killed before they could disembark. Church ordered the destruction of the settlements. The residents fled allowing the raiders to plunder the farms all day. At Grande Pré the boats became stuck in the mud flats giving the milice time to organize a fierce defense that was eventually overcome. But as the French fell back the victorious English pursued too closely and a Lieutenant and a private of Church's Company were killed in an ambush. The raiders found a cache of brandy and claret and became roaringly drunk. Eventually Church got them under control and ordered the destruction of the village and the dykes that protected their fields. The inhabitants who returned in the evening were ambushed and killed or captured. Church wrote he had taken a hundred prisoners, about one third of them women. Then his force traveled to Pisiquid and Cobequid inflicting more of the same, and then to Chignecto (also known as Baubassin). However, the milice were waiting for him there, taking the raiders under fire as they disembarked. As the English advanced the milice fell back leaving nothing of value. Church burned the village. Many of the residents who fled overland died of exposure. The inhabitants suffered from famine the following winter.

Then the expedition went to Southwest Harbor on Mount Desert Island, accomplishing nothing. Leaving the transports behind, he reached Machias Bay by boat. It was deserted. Then

they went to Passamaquoddy Bay, landing on the location of present-day Eastport ME, on June 7 where one or two families were seized. Leaving a guard, he traveled all night to a village on the St. Croix River, one of the earliest ever settled. The people were surprised and taken without resistance. When a few resisted at an outlying cabin Church exhorted his over-excited soldiers to “knock them on the head!” which was done. These victims happened to be paroled captives that had been released and given promise of quarter. Dudley was not happy about this. Further upriver by the falls another French trader and a few Indians were found. They ran off into the woods. Back at Casco Church was met by orders to go to Norridgewock, but his men wouldn't have it, so they sailed back to Boston.¹⁷ Church's expedition was going splendidly. It was the best plan to provoke a neutral people into deadly enemies.

Order of Battle:

Massachusetts (53)

Colonel Benjamin Church (1)

One Trained militia platoon (21), two boats

One Colonial ranger platoon (21), two boats

French and Amerindians (43)

French Lieutenant (1)

One Garrison milice Peloton (21)

One Mi'kmaq/Maliseet raiding Party (21)

One group of mixed French and Indian civilians (15)

Conditions

In this scenario the English are making an amphibious assault on a French and Indian village at Grand Pré.

Game Duration – The game will take six turns on a 6'x4' table which is oriented along the 6' length.

Terrain – The board is setup per the Raiding Rules on page 9 except that one end, up to 24" from the English friendly edge is ocean. The next twelve inches of shoreline is rough ground due to the mud flats. Within 12" of the French friendly edge is medium woods. This is a day attack.

Deployment – The French and civilians are setup in their village per the Raiding Rules on page 9. The English are setup in their boats 18" from shore.

Reinforcements – The French receive the Woodland Raiding party on game turn 3.

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

¹⁷ Drake, *Border Wars*, 193-204; Parkman, *France & England II*, 417-419, Faragher, *Noble Scheme*, 109-112.

Scenario 7) Raid on Lancaster, MA – July 31, 1704

A very large raiding party set out from Canada though only half the force made it to the Connecticut Valley in Massachusetts. When the expedition reached the vicinity of Lancaster a disgruntled Frenchman defected and warned the citizens of the coming attack. Disheartened, part of the raiders turned back, while the others struck out for Nashua, NH. If nothing else, the enemy's movements perplexed the English scouts sent out. Nevertheless, the raiders or part of them turned back towards Lancaster. Captain Jonathan Tyng was posted at Lancaster with a company of militia. The attack started on the west side of the village, striking Wilder's Garrison where Wilder and three others were killed. Tyng mustered what men he could and even with some Marborough men under Captain How they were still outnumbered and had to retreat to the garrisons. The rest of the town was left to the raiders. Soon the Meeting House and several houses were on fire. Meanwhile the neighboring towns had been alerted and were sending help. Soon there were enough reinforcements to meet the enemy on open ground but seeing this the raiders left immediately. Despite the fact that the English were now on alert the raiders kept up petty attacks all summer against isolated farms and neighborhoods.¹⁸

Order of Battle:

Massachusetts (42)

- Captain Jonathan Tyng with drummer (2)
- One Untrained militia platoon (21)
- One Trained militia platoon, Captain How (21)
- One group of English civilians (15)

French and Amerindians (64)

- French Marine Captain (1)
- One Raider Milice peloton of (21)
- One Woodland raiding party (21)
- One Mission raiding party (21)

Conditions

In this scenario the French and Indians are attacking an English village.

Game Duration – the game will take six turns.

Terrain – the board is setup as an English village with three garrison or block houses, one of which may have a stockade, per the Raiding Rules on page 9. This is a dawn attack.

Deployment – the French and Indians enter from their short edge of the board. The English including the Untrained Militia are sleeping in their houses and must detect the raiders before they can react.

Reinforcements – the English receive the Trained Militia Platoon on game turn 3.

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

¹⁸ Drake, *Border Wars*, 205-206.

Scenario 8) Assault on Dunstable, NH – July 3, 1706

In the winter of 1704-1705 in four feet of snow Colonel Hilton set out with 270 men on snowshoes to assault the village of Norridgewok (*Naransouak*). When they reached it, it was deserted so they burned it to the ground. The remainder of 1705 was spent negotiating peace and an exchange of prisoners. It was a waste of time, but at least it stopped the war for a time. Some of the captives did not want to return from the French or from the Indians. In some cases, children had to be kidnapped and carried off by their own relatives. Strangely, it was much better to have become an Indian than become a Catholic. One child eventually became the Mother Superior of a convent of Ursuline nuns in Québec.¹⁹

In April 1706 the war started up again. At this time Massachusetts had 1000 paid men in service. On July 3, 1706 a band of Indians attacked a garrison belonging to a Mr. Cummings. It was staffed by Captain Pearson of Rowley and twenty troopers. They had just returned from a scout and had turned their hoses out to pasture. They were blowing off steam, carousing in the barracks. No sentinels were posted. At dusk John Cummings and his wife went out to milk their cows. Unknown to them the Indians had surrounded the place. The Indians fired, and Mrs. Cummings fell dead. The Indians charged into the house and the astonished cavalymen had no time to grab their weapons so snatching up chairs and clubs and whatever they could find they defended themselves in a furious hand-to-hand fight. Eventually they cleared the house and the savages rushed off to another raid.²⁰

Order of Battle:

Massachusetts (11)

Captain Pearson (1), unarmed and dismounted

Two Trained dragoon squads (10), unarmed and dismounted

One Group of civilians (5)

Amerindians (11)

Woodland chief (1)

One Woodland hunting party (10), armed

Conditions

In this scenario the Indians are making an attack on an English Garrison.

Game Duration – the game will take six turns on a 6'x4' table.

Terrain – setup an extra-large room representing the interior of the garrison house, approximately 12" square with one doorway. Place tables and chairs if available in the interior.

Deployment – the English dragoons and civilians are setup inside the garrison. This is a daytime attack.

Reinforcements – reinforcements are unavailable to either side.

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

¹⁹ Drake, *Border Wars*, 207-208.

²⁰ Drake, *Border Wars*, 216-219.

Scenario 9) The Charles Town Expedition, SC – September 1706

Pierre le Moyne d'Iberville organized a French and Spanish expedition against the English colony of Charles Town, Carolina (present-day Charleston in South Carolina). Charles Town had been founded in 1670 and named in honor of King Charles II. D'Iberville gathered 12 ships and 600 French soldiers in France. They sailed to the West Indies to recruit more troops at Martinique. The force successfully overran the English-held island of Nevis. D'Iberville released part of the fleet and sailed to Havana where he solicited Spanish support. Unfortunately, yellow fever was raging at the time and both Spanish and French (including d'Iberville) were lost to the disease. Captain Jacques Lefebvre took over command of the expedition. He and his five ships and 300 soldiers under General Arbousset and 200 Spanish volunteers under General Esteban de Berroa sailed from Havana. At St. Augustine another ship was recruited and 30 infantry and approximately 50 Christian Indians of the *Timucua*, *Apalachee*, and *Tequassa* tribes.

On August 31 the fleet sailed for Charles Town. On the way an English sloop was spotted and the *Brillant* went after it. Unfortunately, the *Brillant* carried General Arbousset, the land commander, many men, canon, and supplies. This sloop was a privateer sent out by Carolina Governor Nathaniel Johnson. It was meant to intercept Spanish supply ships. It returned and informed the Governor that a fleet was on its way; Johnson called out the militia (numbers unknown at this time). Yellow fever also happened to take its toll on the town and countryside. Johnson posted the militia under the command of William Rhett at James Island which guarded the southern approach into the harbor. The northern part of the island contained a small fort, Fort Johnson, with small canon which could not cover the entrance into the harbor. The militia activated small ships and even made a fireship.

The French-Spanish fleet, minus the *Brillant*, arrived on September 4th and crossed the bar on the 7th into the harbor. Captain Lefebvre gave an ultimatum on the following day, demanding a ransom of 50,000 Spanish pesos, stating that he would destroy the town if not paid. Governor Johnson retorted that the town was worth 40,000,000, not 50,000; adding "let them come." On the ninth the fleet landed two land forces, one of 160 men (approximately) on the northern neck. They plundered a few plantations and Johnson sent out the militia in boats to stop them. A smaller force landed on James Island but was driven away by the disparity in numbers. The force on the neck continued their work so Johnson sent Lieutenant Colonel Rhett with 100 men to "investigate?" They arrived at dawn on the 10th and surprised the raiders, killing 12 and capturing 60; the remainder fled.

On the next day, Rhett found that the French and Spanish had left the island. Finally, on the 12th the *Brillant* arrived after having gotten lost. And landed troops east of the town. After the *Brillant* was captured by the militia fleet, Arbousset and his men surrendered after a number of men were killed (details unknown) by the militia and prisoners including 90-100 natives were captured and sold into slavery. This expedition was entirely mis-managed. The English, who conveniently made no mention of their own losses declared October 17th a day of thanksgiving.²¹

²¹ https://en.wikipedia.org/wiki/Lefebvre%27s_Charles_Town_expedition;
[https://en.wikipedia.org/wiki/Charleston,_South_Carolina#Colonial_era_\(1670%E2%80%931786\)](https://en.wikipedia.org/wiki/Charleston,_South_Carolina#Colonial_era_(1670%E2%80%931786)).

Order of Battle:

French (48)

Barque, *Le Brillant*, 3-masts, 12-12# guns below deck, 4-6# on deck.

1-Captain, 2-Lieutenants, 5-POs, 8-crew (48)

English (66)

1-Sloop, 1-mast, 4-6# guns on deck

1-Captain, 1-Lieutenant, 1-Helm, 1-PO, 8-crew, 10-Untrained Militia (22)

1-Sloop, 1-mast, 4-6# guns on deck

1-Captain, 1-Lieutenant, 1-Helm, 1-PO, 8-crew, 10-Untrained Militia (22)

1-Schooner, 2-masts, 4-6# guns

1-Captain, 1-Lieutenant, 1-Helm, 1-PO, 8-crew, 10-Untrained Militia (22)

Conditions

In this scenario the English are attempting to capture a French Ship.

Game Duration – the game will take eight turns on a 6'x4' table.

Terrain – the entire board represents water, Charles Town Harbor.

Deployment – setup the French ship in the center of the board; the English ships are not setup on the board. They may enter from any board edge. This is a daytime attack.

Reinforcements – reinforcements are unavailable to either side.

Victory Conditions – The game ends when one side concedes defeat.

Scenario 10) The March Expedition 1, NS – May 26-31,1707

The Massachusetts General Court believed that Port Royal was being used as a haven for privateers, so they asked several ministers to pray about what to do about it. Dudley finally decided that he would try again to take it by storm or siege. Two full regiments of 1,076 officers and men were raised with men from New Hampshire, Massachusetts, and Rhode Island; Connecticut made some lame excuses. One regiment was uniformed in red, the other in blue. They were so ill-trained that Francis Parkman describes the men as “ploughboys, fishermen, and mechanics.” Colonel Francis Wainwright of Ipswich commanded one regiment and Colonel Winthrop Hilton of Exeter the other. The force included five chaplains to support the men. There was also a small artillery unit under Colonel Rednap, an engineer, of 74 men. Colonel March was put in overall command. William Dudley, son of the Governor, came along as Secretary of War.

On May 26 the fleet anchored in Port Royal Basin. A thousand men were put ashore that afternoon. Part of the force, 350 men, was on the north side under Lieutenant-Colonel Appleton and the other part, 750 men, on the south side under March. Appleton’s men ran into skirmishers on their left and a company of Indians under Captain Freeman chased them off. The outnumbered French returned to the fort. Another ambush was made on March’s group by 200 French under Subercase at Allen’s River, a small stream bordered by scrub. There was also some sharp skirmishing there on the morning of the 27th. Five English were wounded. March began to entrench on a hill called Lion Rampant within cannon-shot of the fort, by some abandoned houses; the inhabitants had taken refuge in the fort.

The fort had forty-two cannon, some of them 36 pounders. Colonel March decided not to make an assault; his men believed the fort was stronger than it was. The troops were told that the artillery could not be brought up under the fort’s guns. The men argued but the officers remained resolute to do nothing although the fort was invested, and trenches were begun. But then the officers lost heart and began quarrelling with each other, which spread to the men. March was beside himself. The council wanted to do one thing one day and another the next. On May 31st it was decided that the fort was too strong. It was decided to burn the houses there and a skirmish line was formed to cover this work. The French believed it was an attack on the fort that had been repulsed. The army was re-embarked on June 6.²²

Order of Battle:

Massachusetts (65)

Colonel March with ensign (2)

One Untrained militia platoon (21)

One Untrained militia platoon (21)

One Untrained militia platoon (21)

French (65)

Captain Subercase with drummer (1)

One Garrison marine platoon (21)

One Marine artillery section, 2-24# (9)

²² Drake, *Border Wars*, 224-235; Parkman, *France & England II*, 420-424; Faragher, *Noble Scheme*, 114-115.

Baron Castin, as capitaine (1)

One Garrison milice platoon (21)

One Mi'kmaq woodland raiding party (21)

Conditions

This is an open battle between the English and the French.

Game Duration – the game will take six turns on a 6'x4' table.

Terrain – the board has a fordable stream running down the center of the long length.

Each side takes one friendly long edge.

Deployment – Both sides setup their forces within 12" of their friendly table edge. This is a daytime attack.

Reinforcements – reinforcements are unavailable to either side.

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

Scenario 11) The March Expedition 2, NS – August 10-20,1707

When Colonel March's expedition landed at Boston they were greeted by a crowd of women and children who called them cowards and chanted "Port Royal!" "Port Royal!" Dudley furiously decided to send the ships back, which was done. The fleet anchored on August 10 on the north side of the harbor because the French were digging field works in front of the fort. Subercase, commander of the French fort kept skirmishers out under St. Castin and the firing at the English camp with his guns they soon had the English camp under siege. March broke down under the strain and turned command over to Wainwright who marched the troops a quarter league above the fort, intending to bring his artillery behind it under cover of night. Subercase thwarted this move by lighting fires to expose their move. Wainwright fell back and was forced to leave that spot also due to cannon fire, returning to his former camp. On the 20th he marched the whole force over to the other side of the bay again, was met by ambushers and had a sharp fight in which Wainwright and his men drove the French back into the fort. Sixteen of his men had been killed and about 16 wounded; the French had three killed and fifteen wounded. Then, pride satisfied, the English left.²³

Order of Battle:

Massachusetts (65)

Colonel March with ensign (2)

One Untrained militia platoon (21)

One Untrained militia platoon (21)

One Untrained militia platoon (21)

Amerindians (65)

Captain Subercase with drummer (1)

One Garrison marine platoon (21)

One Marine artillery section, 2-24# (9)

Baron Castin, as capitaine (1)

One Garrison milice platoon (21)

One Mi'kmaq woodland raiding party (21)

Conditions

This is an open battle between the English and the French.

Game Duration – the game will take six turns on a 6'x4' table.

Terrain – the board has a fordable stream running down the center of the long length.

Each side takes one friendly long edge.

Deployment – Both sides setup their forces within 12" of their friendly table edge. This is a daytime attack.

Reinforcements – reinforcements are unavailable to either side.

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

²³ Drake, *Border Wars*, 224-235; Parkman, *France & England II*, 420-424; Faragher, *Noble Scheme*, 115-116.

Scenario 12) Raid on Haverhill, MA – August 29, 1708

One hundred Canadians and a few regulars were selected for another raid on New England. They were joined by Mission Indians and more Woodland Indians would gather to bring the force up to about 400 men. St. Ours des Chaillons and Hertel de Rouville would command the French and La Perrière the Indians. They left on July 26 by three different routes to the foot of Lake Winnepesaukee where they would be joined by members of the New England tribes. However, the Huron faction turned back because of the accidental death of a warrior. To them it was a bad omen. In addition, the Caughnawaga group had been so befriended by Peter Schuyler of New York they had no heart for it and turned back also, but not without sending a warning to Schuyler. Though their force was much diminished the remainder pushed on. Another disappointment, the Abenakis failed to show up as well.

The raiders headed for Haverhill, a village of 30 houses with three garrisons including a small picket fort with a garrison of 30 men. There was Jonathan Emerson's on the north side and Joseph and Nathaniel Peaslee's on the south with three or four soldiers in each. On Sunday August 29 the raiders entered the village. They were seen coming. The one man who was outside at the time fired his gun and turned and ran. A neighboring woman ran from her house towards a garrison. She was shot before she could make it. Some houses were weakly defended, others more strongly. The house of the minister, Benjamin Rolfe, which had two soldiers in it, was overrun. Rolfe, his wife and the two soldiers were killed, but Rolfe's children were hidden by a servant negress named Hagar in the cellar. Anna Whittaker who also lived in the house hid behind an apple chest under the stairs. She too remained undiscovered. It was said that the French of the contingent, dressed and painted as savages, participated in the slaughter. Another woman, wife of Thomas Hartshorne who was killed, hid herself and the children in the cellar. They also were not found; however, a baby was left on a bed in the garret. It was tossed out the window but survived.

Captain Wainwright was slain in his house on the hill whereupon his wife opened the door to the raiders, spoke kindly to them, and brought them food. Completely astonished, the raiders only asked for money. She went into another room to get it but fled out a window with her children though unfortunately one girl was left behind. The enraged raiders set fire to the house. At the house of a man called Swan the raiders rushed to force the door, but Mr. Swan and others held it shut. When the door began to be forced open Mrs. Swan grabbed a poker and shoved it through the nearest Indian. The house was saved. Eventually the sound of drums and horns told the invaders it was time to go. As they retreated 60 or 70 inhabitants rushed out of their houses and followed so close the raiders had to throw down their plunder and face them. There was a sharp fight in which nine English were killed. On the French side two officers, Chambly and Verchères and six others were killed and eighteen more were wounded. Several of the captured were recovered in the fight while others made their escapes by other means. Some militia made an ambush on the path of the French and Indian retreat. The raiders were forced throw down their packs and after a sharp skirmish broke through the ambush and continued on their retreat. In all, thirty to forty English were killed, 16 from the town and the rest were militia from the towns below. In their haste to retreat the French and Indians left their packs and plunder behind. The pursuit was not pressed.²⁴

²⁴ Drake, *Border Wars*, 240-249; Parkman, *France & England II*, 400-402.

Order of Battle:**Massachusetts** (53)

Captain Simon Wainwright (1)

Two Untrained militia squads (20)

One Trained militia platoon (21)

One group of English civilians (15)

French and Amerindians (43)

Capitaine St. Ours des Chaillons (1)

Lieutenante Hertel de Rouville (21)

One Raider marine escouade (10)

One Raider milice escouade (10)

One Woodland raiding party, Lieutenante La Perrière (21)

Conditions

In this scenario the French are raiding an English village.

Game Duration – the game will take six turns on a 6'x4' table.

Terrain – the board is setup with an English village per the Raiding Rules on page 9. The town has three garrison houses. This is a day attack.

Deployment – the English Untrained Militia and civilians are setup in their village per the Raiding Rules on page 9.

Reinforcements – the English receive the Trained Militia Platoon on game turn 2.

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

Scenario 13) Assault on Fort William, NL – January 1, 1709

Newfoundland continued to be contested by both sides. It was currently divided between the French based at Plaisance and the English at St. John. In January 1703, Daniel d'Auger de Subercase became governor of Acadia. The town had a garrison of 150 men, about 3 companies of Marines. In 1704 he began planning to attack the English. He raided Ferryland and learned the English planned to attack him, however, it never materialized. In 1704 he organized another attack. He marched with 450 soldiers, Canadiens, buccaneers, and a band of Mi'kmac and Abenaki Indians. His corps included a company of over 100 men led by Josué Dubois Berthelot de Beaujours that included Jacques Testard de Montigny and the Abenaki war leader Escumbuit, both of whom had participated in Pierre Le Moyne d'Iberville's 1696 raid against English settlements. While most of the company went overland, a brigantine was sent around the peninsula with some heavy guns.

St. John was defended by two forts. On the south side a small stone fort called the 'castle' was garrisoned by 12 men commanded by Lieutenant Robert Latham and on the north side Fort William was guarded by 40 men under Lieutenant John Moody. The Progress of Subercase's force was deterred by cold and snow. He first captured Bay Bulls and Ferryland and didn't reach St. John's until January 31st. His advanced force got too close and was discovered before the rest of his men could arrive. Most of the people of the village fled into Fort William. Unable to attack, he occupied the town and besieged Fort William. He sent letters of intrigue to trick the two English Lieutenants, but they never took the bait. Subercase waited 33 days for the brigantine to show up; it never did. He burned the town and took 200 prisoners to Plaisance.

Four years later, Philippe Pastour de Costebelle, the new governor of Plaisance, sent Joseph de Montebon de Brouillan, Sieur de Saint-Ovide, on another foray with 164 men, sailors, habitants, and Mi'kmacs. It was to be supported by a French Frigate, the *Vénus*. They set out on December 13, 1708, and approached Fort William two hours before daybreak on January 1st. At this time the old part of the fort was held by Major Thomas Lloyd, Lieutenant Timothy Gullye, Lieutenant Thomas Phillips, with 85 men. The new part of the fort was garrisoned by 440 men. There was a sally port between the two forts. Saint-Ovide launched the attack before dawn equipped with assault ladders. The force was spotted, and the alarm was given. Since the gate was locked to the old part of the fort the English were unable to support those there. Saint-Ovide crossed the ditch and planted ladders against the wall. Followed closely by his main body he entered the fort and took the English at close quarters. Lloyd attempted to put up a fight and was hit by three musket balls. After some sharp fighting the garrison of both forts surrendered. The English gave many excuses for their embarrassing failure: during the attack, there had been a remarkable misunderstanding in the new fort due to the sentries calling "Fire!" They thought the old fort was on fire. Another factor was difficulty in accessing powder. It was also said that very few men responded to the emergency and met the enemy on the walls. The 'castle' surrendered the next day. Saint-Ovide held Saint John's until April when Costebelle ordered him to burn the fort and retreat.²⁵

²⁵ Parkman, *France & England II*, 424-425; https://en.wikipedia.org/wiki/Siege_of_St._John's; https://en.wikipedia.org/wiki/Battle_of_St._John's.

Order of Battle:

English (43)

Major Thomas Lloyd (1)

One Untrained militia platoon, Lieutenant Timothy Gullye (21)

One Untrained militia platoon, Lieutenant Thomas Phillips (21)

French and Amerindians (65)

Capitaine St. Ovide with drummer (2)

One Raider marine Platoon (21), ladders

One Raider militia Platoon (21), ladders

One Mi'kmac woodland raiding party (21), ladders

Conditions

In this scenario the French are raiding an English fort.

Game Duration – the game will take six turns on a 6'x4' table.

Terrain – the board is setup with an English stone fort in the center of the board. The remainder of the board is open ground. This is a dawn attack. The game starts in the dark

Deployment – the English Untrained Militia and civilians are setup in their fort barracks with 2 sentries on the walls. The French and Indians may setup anywhere on the board but no more than 12" from the fort.

Reinforcements – neither side has reinforcements.

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

The Invasion of Canada, QC – September 24-October 2, 1710

The people of Boston imagined that Port Royal was a hub of pirate activity and blamed it for all their sea-going woes. In truth, however, the pirates were on both sides and some on neither. The overall British plan was the same as always. A land force under Colonel Nicholson would attack Montréal by land while a sea force would attack Québec. Massachusetts and Rhode Island men would accompany the sea force while the Connecticut, New York, New Jersey, and Pennsylvania men would comprise the land force. Recruiting was difficult, only 1100 men were mustered, but luckily, they were joined by 600 Iroquois warriors. They began cutting roads and building forts, then they stopped, awaiting progress of the sea-going force. By this time Nicholson had about 1100 men total. Before they could receive any news, Nicholson's men retreated from their disease-ridden camp. It wasn't until October that an English ship sailed into Boston with the news that the promised regular regiments had been rerouted to Portugal. At a meeting at Rehoboth, MA, it was unanimously decided to attack Port Royal instead. However, the Queen's ships at Boston and New York failed to cooperate and the entire affair dissolved.

Scenario 14) The Nicholson Expedition, NS – September 24-October 13, 1710

Early in 1709 Governor Dudley was informed that the Queen now wished to assist the colonies in the final overthrow of the French in America. In the summer of 1710 Colonel Nicholson arrived with a small squadron including a bomb vessel to which the colonials attached their ships in support, 36 vessels in all. The force included a regiment of Royal Marines and four regiments of provincial troops, about 2000 men in all. Captain Martin of the *Dragon* was commodore of the fleet and Nicholson commanded the land troops. Colonel Vetch was his chief of staff. The four provincial regiments were commanded by Colonels Hobby and Tailor of Massachusetts, Colonel Whiting of Connecticut, and Colonel Walton of New Hampshire. A company of Iroquois under Major of Scouts, John Livingston, was also included. To oppose them, French Captain Subercase had only 260 men in poor morale in a fort that was in equally poor condition. A few had already deserted.

When the force landed on October 6th some of the habitants fired on them, killing a few. Colonel Vetch lined the shore with 500 men to cover the landing of the cannon, and by drifting up and back on the tide the bomb vessel was able to fire shells into the fort thus drawing fire. This was a great relief to the men who were building works in which to place the cannon. The Massachusetts force marched to the fort, but canon drove them back behind a small ridge. Nicholson ordered entrenchments dug and batteries built and soon opened fire on the fort. On October 10th sent an officer under a flag of truce to request that Nicholson shelter the women. He agreed to protect women who were pregnant or caring for small children. The siege batteries resumed firing. The French fired back furiously. Subercase was still determined to resist but two days later a senior officer was wounded by a shell, and he called a council of war. They voted to request terms and Subercase sent Nicholson a message that he was ready to surrender. The surrender was signed the next day on October 13th and the French force marched out in utter destitution. Nicholson was forced to feed them. Later that month 258 French soldiers, public officials, and their families boarded transports headed for France. Many Acadians also left but about 500 chose to remain.

The Fort was renamed Annapolis Royal and a battalion of Royal Marines was left as garrison under the command of Colonel Vetch. By the terms of the surrender only those inhabitants who lived within three miles of the fort, 481 people, were able to stay in their homes after taking the oath of allegiance. Livingston and St. Castin were sent overland to Quebec to inform Vaudreuil that the fort had changed hands. Livingston was also to inform him that if the raids continued the inhabitants of the area would meet the same fate. Vaudreuil sent Rouville and Dupuis to Boston with the news that if Nicholson harmed the inhabitants of Nova Scotia he would do the same to the prisoners in his hands.²⁶

Order of Battle:

Massachusetts (62)

Colonel Samuel Vetch with ensign (2)

One British fusilier platoon (21)

One Untrained militia platoon (21)

²⁶ Drake, *Border Wars*, 259-262; Faragher, *Noble Scheme*, 120-123.

One British artillery section, 2-12# guns (9)
One Provincial artillery section, 2-12# howitzers (9)

French and Amerindians (52)

Capitaine Subercase (1)

One Garrison marine peloton (21)

One Garrison milice peloton (21)

One Provincial artillery section, 2-12# guns (9)

Conditions

In this scenario the English are assaulting a French fort.

Game Duration – the game will take six turns on a 6'x4' table.

Terrain – the board is setup with a French Fort setup in the center. It is so dilapidated that it only has a strength of Medium.

Deployment – the French Garrison platoon is setup in the fort and the Militia Garrison platoon is setup outside within 12" from one 4' edge of the board. This is a day attack. The English are setup opposite the French Militia within 24" of their 4' board width. They are entrenched with batteries within range of the fort.

Reinforcements – neither side has any reinforcements.

Victory Conditions – if the French can hold out for 6 turns, they win, otherwise the British win. The French will surrender as soon as the fort is breached.

Scenario 15) Ambush at Bloody Creek, NS – June 14, 1711

In May small groups of Abenakis and Micmac began to threaten habitants who traded with the British occupiers. Father Antoine Gaulin, missionary to the Abenakis and Saint-Castin's principle agent, along with Father Félix Pain ranged through the countryside haranguing those who cooperated with heretics. By the end of May supplies stopped flowing to Fort Anne. Vetch responded in his typical heavy-handed fashion and sent 70 New Englanders to the haute rivière (upriver) with orders to threaten the inhabitants there "with severity." It was a disaster. On the 14th of June at a narrowing of the rivière Dauphin, near the mouth of a creek the New Englanders were ambushed by several dozen Abenakis sent by Saint-Castin. Sixteen English were killed and nine wounded, with the rest taken prisoner. The Abenakis suffered no loss. Though they had not taken part most of the habitants left their homes and headed upriver.

The following summer Fort Anne was besieged by Abenakis, Maliseets, Micmac, and an unknown number of habitants. Vetch's garrison was reduced to about two hundred able-bodied men. He did not dare to post men on the ramparts. However, with guns the sieging force could not take the fort. When two hundred more New Englanders arrived in the fall the siege was broken.

Order of Battle:

Massachusetts (44)

Provincial Captain with ensign (2)

One Trained militia platoon (21)

One Untrained militia platoon (21)

Amerindians (43)

Woodland Warchief (1)

One Woodland raiding party (21)

One Woodland raiding party (21)

Conditions

In this scenario the English are assaulted by an Amerindian force.

Game Duration – the game will take six turns on a 6'x4' table.

Terrain – the board is setup with 6-8" strip of water representing the coastline along one long side of the board. Midway a stream connects with the coast, severing the long length in half. The remainder of the board is medium woods with small patches of rough ground and dense woods.

Deployment – the Massachusetts platoon is placed within 6" of the coast in line of marsh with the middle of the column centered on the stream. The natives must be setup at least 18" away from them.

Reinforcements – neither side has any reinforcements.

Victory Conditions – if the English can hold out for 6 turns, they win, otherwise the natives win. The English will surrender as soon as half the company is shaken, destroyed, or captured.

The Walker Expedition – August 22, 1711

The English outfitted a fleet under the command of Sir Hovenden Walker with Brigadier John Hill in charge of the army. The Massachusetts Bay Council was in session on June 8 when the booming of cannon was heard in the harbor and the roll of drums in the street. Walker had arrived. With him came Colonel Nicholson with orders from the Queen to levy land and naval forces to join the expedition. The old plan was revived to attack Montreal by land and Quebec by sea. No one doubted that this powerful blow would bring Canada to its knees. New England was called upon to raise two regiments to be commanded by the unpopular Colonel Vetch, who thoroughly detested the colonists. The fact that his appearance should have caused an outcry but didn't illustrates how popular the general scheme was. The main fleet arrived early on the 24th, including fifteen ships of war, first rates and frigates manned by 5,000 seamen. Forty-four transports loaded with seven battalions of Marlborough's veterans, a battalion of Marines, and a large train of artillery complete with its horses. Then a flaw in the plan revealed itself. The Ministers who had put the force together had assumed that the colonies would provide sustenance. The colonial merchants immediately doubled their prices and the General Court retaliated by ordering that prices remain as before. The merchants tried to hide their stores of goods upon which their seizure was authorized. The merchants gave up and brought out their goods. Then sailors, bakers, coopers, brewers, and others including several shipmasters who had some knowledge of the Saint Lawrence River were pressed into service. The Bostonians were eating salted meats so the troops could have fresh. Dudley had £40,000 in bills of credit drawn up. With the colonials the total land forces added up to almost 7,000 men.

On July 30th the fleet set sail. They put in at Gaspé on August 18th because of contrary winds. They captured a French pilot called Paradis and set off again two days later but had to wait another two days to gather the ships together to enter the Gulf of the Saint Lawrence. The wind shifted to the east/southeast and brought in a thick fog. Land could not be seen by which to judge their position in the channel. Walker had the fleet heave to with their heads to the south. The water was too deep to drop anchor. Night came with a rising gale. Land was sighted; Walker assumed it was the south shore and ordered the fleet to move in the opposite direction, then he went back to bed. Paradis admonished Captain Goddard to rouse Walker, but he laughed at the land lubber and went back to bed again. After being roused a second time he put on his slippers and dressing gown he went up on deck just as the moon broke through and showed him his mistake. The entire fleet was rushing to its doom. It was about midnight when the alarm was given. Confusion reigned. Shouted order rose above the hundreds of shrieks of the doomed as their ships broke up on the shoals. By the time the fleet was turned away eight transports, almost a thousand men had been lost. The next day was spent rescuing the survivors that could be found, 499 men in all. On the 25th a council of war decided not to continue upriver. They were still a formidable force, but Walker and Hill were opposed to continuing.

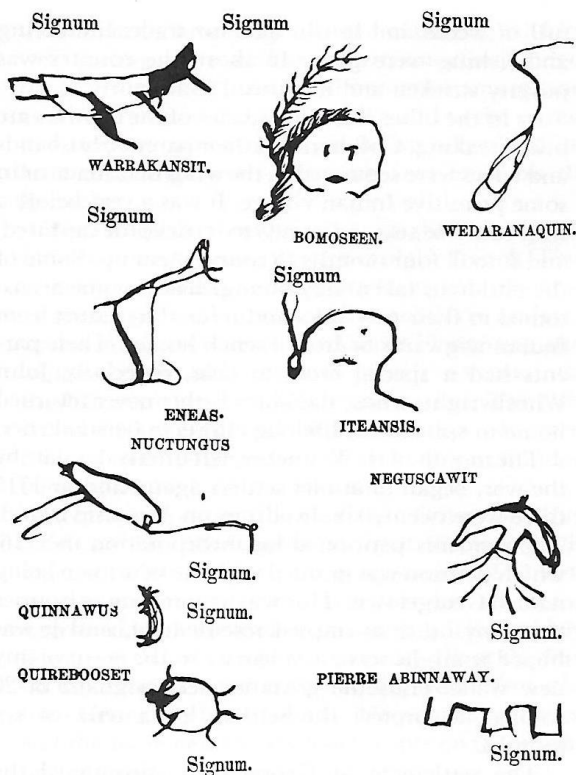
The colonial vessels were returned to Boston and the fleet sailed for England. Nicholson and his men had to once more break up camp and return to Boston. Cotton Mather wailed that the disaster was due to the wrath of God because the workmen had been made to work on Sunday. In Canada praise was given to the same God for saving them. A great deal of plunder was saved by the French from the wreckage. On the way home, the British misfortune continued. The frigate Feversham and three transports were lost in the Gulf of the St. Lawrence. At Portsmouth the flagship blew up with 400 men on board. The English Court went into mourning.

The British leaders tried to blame Dudley and Massachusetts, but it all came to naught; no official inquiry was ever made, and the case was quietly closed. However, misfortune didn't end there. A fire broke out in Boston in the old part of town on October 2nd, now the business section of the city. A hundred families were left homeless, and many people were killed. With Spring a swarm of scalping parties returned, and many people were killed or captured. The most notable event was the attack on a wedding party in which the bridegroom was captured. This was the last gasp of the war in the New World.²⁷

²⁷ Drake, *Border Wars*, 267-283.

The Treaty of Utrecht

This had been a strange war in which almost none of the major expeditions on both sides succeeded. The Treaty of Utrecht, Netherlands, was signed on April 11, 1713 and a series of treaties continued on into September 1714. To the colonies it was a cause of great joy. The British received Acadia, including Nova Scotia and Maine, and Cape Breton was left to the French who also gave up Newfoundland though they were allowed to dry fish on the west coast. Both the colonists and the natives were devastated. The natives had lost at least a third of their warriors and as many women and children. Starvation was facing them. Several tribes were so decimated they lost their identity. The colonials had lost a quarter of the inhabitants of Maine. Many families had been wiped out. The surviving houses were in disrepair, the fields were overgrown. The fur trade, lumbering, and fishing were gone, and the survivors were destitute.



The Amerindians also desired peace and a deputation of eight chiefs, including Madockawondo, came to Portsmouth where they signed a typically humiliating treaty there on July 13th, 1713. The tribes represented were the St-John, Penobscot, and Kennebec. The natives of the Merrimac, Saco, and Androscoggin were not represented as they had already retreated to Saint-François Mission in Canada. The delegates who came insisted that those tribes were also represented. The treaty prohibited them from coming near any town west of the Saco River. They chiefs were forced to admit the French had started the war, confess to their crimes and take an oath of allegiance to the British Crown. They were required to provide hostages to ensure the peace, for which they were responsible to pay for their food and lodging.

The signatures at left represent the two treaties that were signed, the first five (top) on the 13th of July, 1713, and the second five (bottom) on July 28, 1714. Wederanquin drew a tadpole, Joseph a fish (not shown), Kirebenuit a raven (also not shown), Bomazeen drew a little girl's head with a feather in her hair, representing the young girl, Rebecca Taylor, whom he had rescued from a cruel native near Montreal and returned her to her home in 1696.²⁸

²⁸ Drake, *Border Wars*, 286-294; Calvert, *Kennebec*, 158-162; native signets courtesy of the Maine Historical Society; Allen, *Dictionary*, p117

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