

On Sunday Dave P. hosted a rather large French and Indian War scenario at Twin Suns.

Dave set up a village of with six buildings. Five in a circular pattern making an outer ring. The sixth was a big strong house in the center of the village.

While he set up I reviewed the Raiding rules in Dave's new rule set "Gauntlet Run".

John and I were to be the attacking French Forces with Dave running the English settlers.

I chose the Night Attack option hoping we could strike before the villagers could put their socks on. John ran two units of 10 Frenchmen each. I ran two units of natives of 10 Indians. We both had a leader too. Dave has based his rules on a Bolt Action style activation system so we had six activation dice. The villagers had two dice. One for the musket armed men and one for the men with only tools and farm implements. Two units of "Minute Men" from a nearby village would be coming to the rescue starting on turn 3.

Things started badly as we failed two important rolls. One was that a recent rain had made the buildings wet so they would be difficult to light afire. The second bad roll happened when we advanced on the village. The dogs made such a ruckus at our approach that it alerted the sleeping villagers and almost all of them ran for the large strong house to safety.

John was able to surround a house before the occupants could make a run for it. They refused to surrender so John lit the house on fire. Due to the wetness it took several turns before the house burnt to the point that those inside failed their morale check and surrendered. In the meantime John's other unit got into a short fire fight with the musket men of the town. They were soon driven into the Garrison House with the loss of two dead. John's unit went on to round up the cattle of the town and make off with them.

My units made their way unopposed on the other side of town and were able to burn a house and the church. I also was able to set up one unit behind a stone wall to wait in ambush of the fast approaching relief force. We were ready to withdraw and accept our limited success but the initial firefights with the relief force went our way. First the musket men of the village charged out of the house and lost another man and then ran away. Then John and I both got the better of the first volleys with the relief forces.

At this point with four buildings burning and shaky morale the villagers decided to run (Dave conceded the game) with the relief force acting as rear guard. They could hear the triumphant war cries of my Indians as the now empty village was ransacked& burned; John's French got the only captives and cattle much to the disappointment of the Indians. John and I both lost only one man.

French and Indian Decisive Victory!

Thanks again Dave for a fun game! Next game will be January 6th at Twin Suns.

Steve