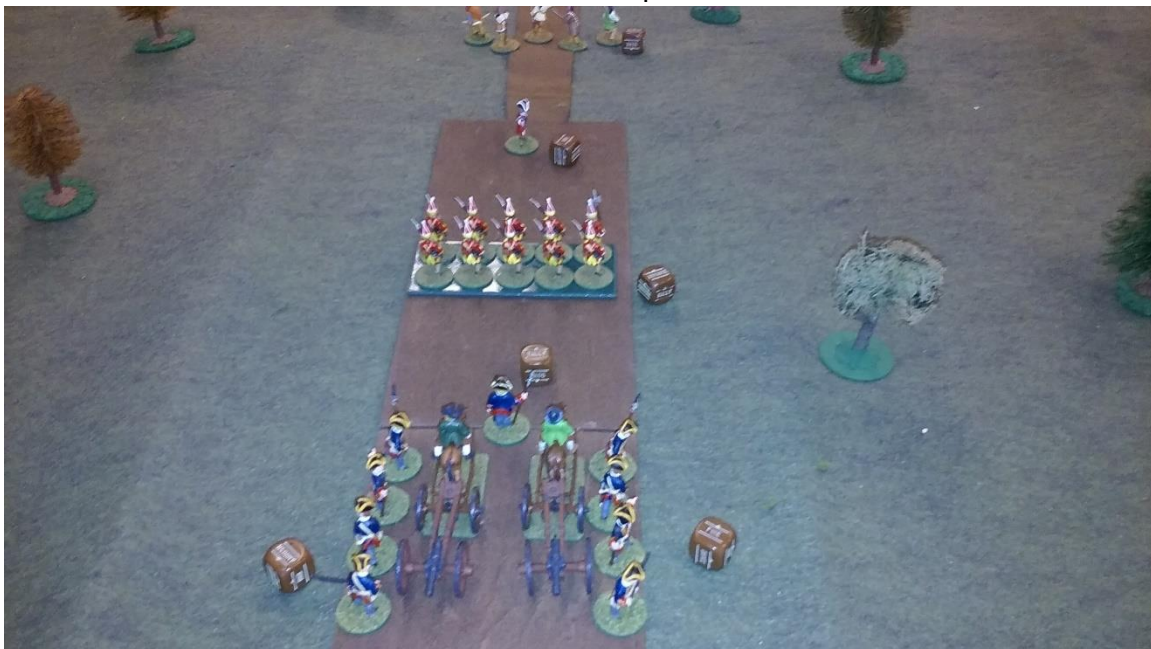


Gauntlet Run – Battle of Monongahela, part 1

This game was played at A.I. on 2-28-18 starting about noon-thirty. Gerard Played LT. Colonel Gage commanding the British vanguard while Don played Commandant Beaujeu's French and Indians. About 1:00 Jim arrived just in time to take over George Washington's Provincials commanded by General Braddock himself. They were just about to enter the board. Unfortunately for them, the Provincials were not be allowed to use the Indian mode of fighting as long as General Braddock is in command. We played 6 game turns in under 3.5 hours.



The French commander, Beaujeu, and his Marines have just discovered the British a few miles south of Fort Dequesne.



At the same time the British Mingo scouts also saw them and warned Col. Gage.

Game Turn 1



The Mingo scouts opened fire on the approaching French...



...while the Marines took cover, avoiding casualties.

Game Turn 2



A company of British fusiliers and Light Infantry rushed forward to the sound of firing.



At the same time Canadian Militia entered on the British right...



...while a large body of natives entered on the British left.

Game Turn 3



The British frantically scrambled to form a defensive line.

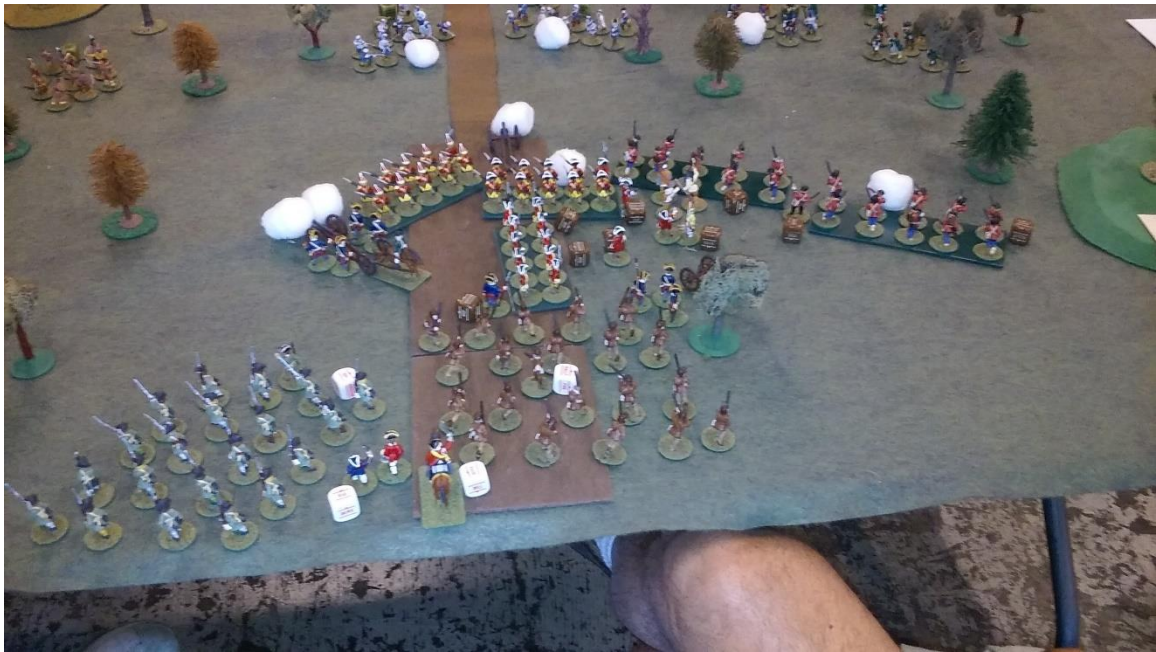


The French Marines opened fire, causing a British crew to abandon their gun.



The native horde continued to run to flank the enemy.

Game Turn 4



A full company of British Provincials entered the scene along with Colonel Washington and General Braddock.



The French and Indians continued to press the attack and the firing escalated.

Game Turn 5



The Firing was fierce on both front lines. The British Grenadier squad in the center was destroyed and a fusilier squad in reserve advanced to plug that gap. A 6# gun fired canister on the Indians without much effect.



The view from the French side. On the British right, a unit of Light Infantry gave way, opening a hole in the British line. On the left, finally in position, the natives assaulted the newly arrived Provincials. One provincial squad couldn't stand. They ran back up the road and offboard. The firing became general all along the line.

Game Turn 6



The natives assaulted the Provincials on the British left again, taking heavy losses and destroying another squad of Provincials while losing one of their own. In the center the French Marines destroyed a British gun crew that was attempting to reload. The remaining gun crew decided to pull back to avoid the same fate. The line on the British right also continued to crumble as the last of the Light Infantry fell back.



The view from the French side was very encouraging with all enemy fronts being pushed back or destroyed. The British fusiliers in the center were now in danger of being flanked. At this time, both British players concurred to begin their withdrawal, leaving the field to the enemy.

Conclusion

The game went surprising quickly despite the fact both sides had over 100 miniatures on the board. This scenario aptly illustrated the difficulty in quickly deploying an army that is strung out all along a road, as well as the effectiveness of the Indian mode of fighting in a forest which all the French employed but the British did not.