

After Action Report

Raid on Norridgewock, Maine

This scenario represents a raid by troops of Massachusetts on of the Kennebec (*Quinibequi*) tribe at their village of Norridgewock (*Narantsouak*), in central Maine (Dummer's War). The raid took place on August 12, 1724. The New Englanders were guided to the village by three Mohawk Indians. The game took place on 3-29-23. Gerard played the natives and Dave P. played the raiders with a team of three Mohawks, a platoon of provincials led by Captain Jeremiah Moulton and a platoon of militia commanded by Lieutenant Benjamin Jaques (the equivalent of one company). Gerard had an equivalent force of one company with half in the village under Chief Mogg and half in reserve under Chief Carabasset. A Jesuit priest name Father Sebastian Rasle served as chaplain to the tribe intending to assist any way he could.

On game turn 1 the raiders entered the board from the west. They could only make half-moves because the medium woods constituted rough ground.

On the 2nd turn the natives became aware of the English and left their wigwams forming small groups about the village as the English continued to advance. They opened fire wounding several villagers. The unarmed villagers began to run.

On game turn 3 the raiders advanced and fired again, causing a few more casualties. The village braves moved to form a resistance on the edge of town. They began to fire back in small groups. The unarmed villagers continued to flee away from the attackers. Father Rasle remained by a large white cross in the center of the village.

On turn 4 the Provincials reached the edge of the village when one native hunting party (a squad) on the English left charged a squad of provincials and were decimated (unbelievable). Chief Mogg died in the fray. The survivors fell back. On the English right another group of braves fired on a militia squad causing casualties. Things were looking good for the New Englanders.



On turn 5 the central provincial and militia squads advanced through the village while the squad on their left fired on the retreating Kennebecs. The militia squad on the English right remained opposed to native resistance on that side. Their lieutenant joined the squad. Meanwhile the native party of reinforcements entered the board from the west, opposite the English friendly edge, moving rapidly as only they can in medium woods. Sensing easy prey, the three Mohawks charged Father Rasle by the cross in the center of town but against all odds he beat the three of them senseless with his bible and a stick of firewood from a nearby fire. He ran back to the safety of the reinforcements.



Units on the left and center.



Skirmish on the English right.

On turn 6 the native reinforcements began to skirmish with the advancing New Englanders. The center militia squad received a number of casualties while the militia squad on the right was destroyed. Reduced to half strength, they failed their morale test and ran, taking militia Lieutenant Benjamin Jaques with them. The natives had few casualties this turn.



Turn 6, the tide begins to turn.

On turn 7, by combining their fire the natives destroyed the central militia squad.



The 2nd militia squad is destroyed.

On game the turn 8 the English realized half their force was out of action and they were in trouble. They began to retreat. The natives followed, attempting to inflict more casualties.



The English run back to their whaleboats. Here the game ended.

The raiders suffered 24 casualties including the 3 Mohawks. Four militiamen were captured. The Kennebecs lost 18 including Chief Mogg. All the native civilians were saved except the three women killed early on. The losses on both sides were fairly even except that the raiders lost half their squads (one platoon) which forced them to retreat. Historically, the Kennebecs were wiped out and their strength in Maine was broken. The survivors fled to Canada. Only the Penobscots and Pequawkets remained.