

Skirmish at Pont-à-Buot, August 11-12 1705

On April 14th, 2024, Dave Poulin, Jerimia Gryphon, Dominick Chavez, and Henry McHarney met to play the Gauntlet Run game based on the Skirmish at Pont-à-Buot in Acadia. In this scenario a large British force is marching to invest Fort Beauséjour. Henry played the British battalion, Jerimia and Dominick played the French, and Dave played the Massachusetts Provincial infantry battalion. The French have already destroyed a bridge across the Missiguash River, blocking the way to the fort. The British sappers must rebuild the bridge so the combined British/Massachusetts force can cross with their mortars, cannon, and baggage train.

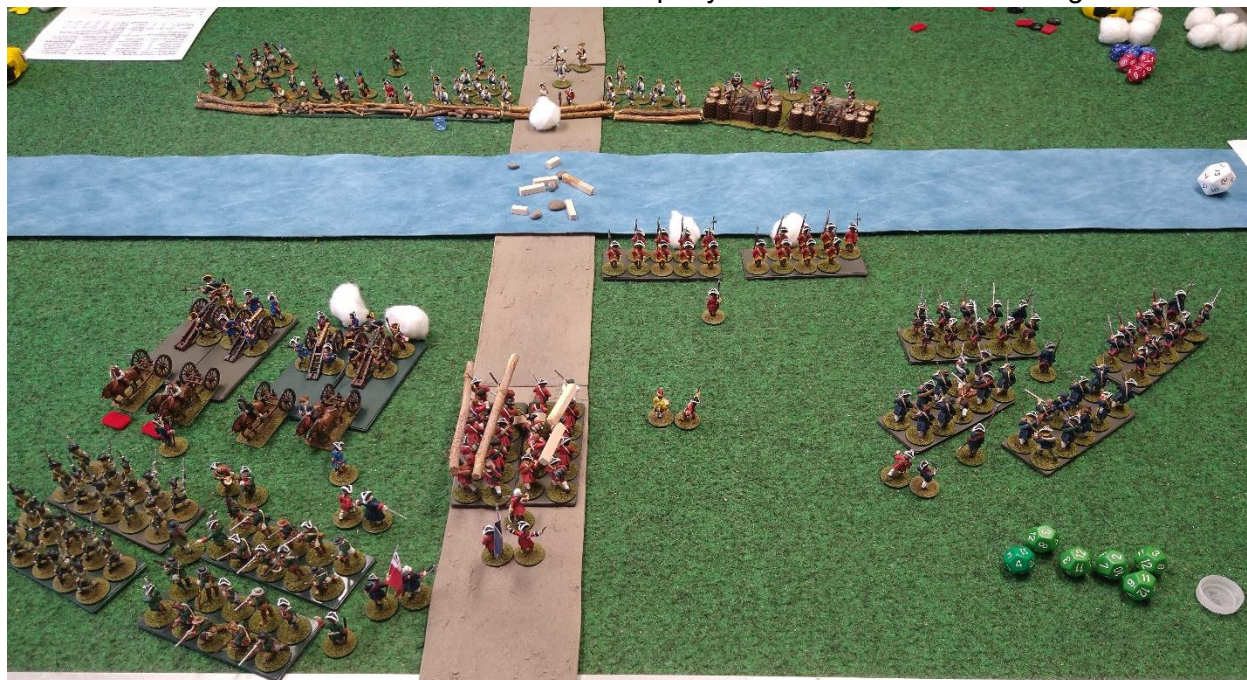
Turn 1: the British artillery enter the board. One gun section quickly unlimbers and begins firing while the other gets into position beside it. The French wait for targets to get into close range.



Turn 2: The British fusilier/sapper company approaches along the road.



Turn 3: The French open fire while the British fusiliers form to the right of the road. The sappers wait for the reinforcements. The 1st Provincial company enters and moves to the right flank.



Turn 4: The British fusiliers advance to fire on the French. The 1st Provincial battalion continues to maneuver into position and the 2nd battalion enters the board and moves to the left flank.



Turn 5: One British fusilier squad moves back. Some of its members reinforce the other squad. The sappers make their move, marching to the river's edge. The cannons attempt to fire canister with little effect. The French fire back as soon as they can. The 2nd Provincial company moves forward on the British left (out of picture).



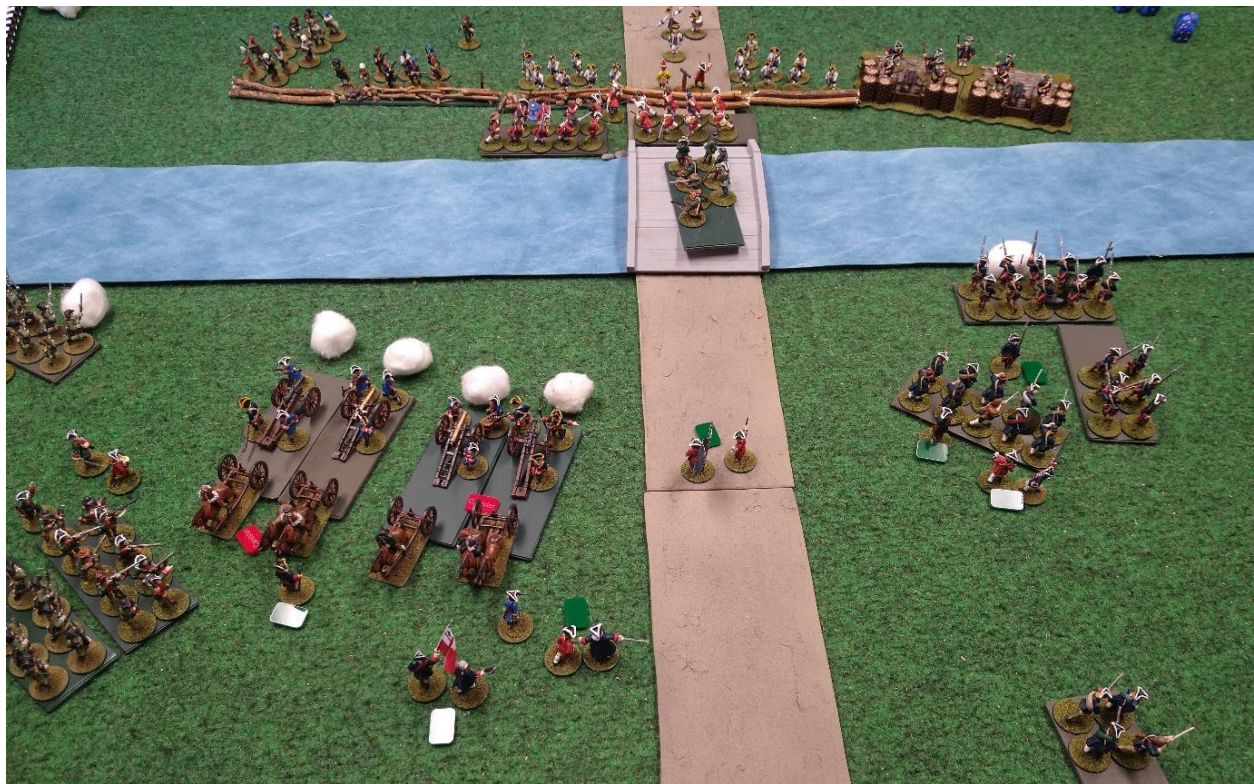
Turn 6: The sappers move into the river and begin constructing the new bridge scoring 19 points of construction on the first turn. The Provincial 2nd company begins firing on the French as the 1st company on the right reloads. Out of picture on the right a raiding party of natives have entered in support of the French.



Turn 7: the sappers do 17 points of building this turn while taking surprisingly low casualties. The natives on the British left prove to be more troublesome than anticipated. More Provincials are drawn off to face them.



Turn 8: The sappers do 17 points of construction again, thus completing the bridge at the end of the turn. One Provincial squad runs up the road to cross the bridge. The Provincials on the British right are still contending with the natives.



Turn 9: The sappers climb onto the far bank with a squad of Provincials on the bridge. Game over, the French must begin to fall back.

Conclusion:

The French lost 13 men, including natives, milice, marines, and gun crews.

The British lost 24 figures of regulars, artillery crews, and Provincials, but they built the bridge and therefore won the game.

A decisive British victory.