

Raid on La Prairie, QC, September 3, 1690

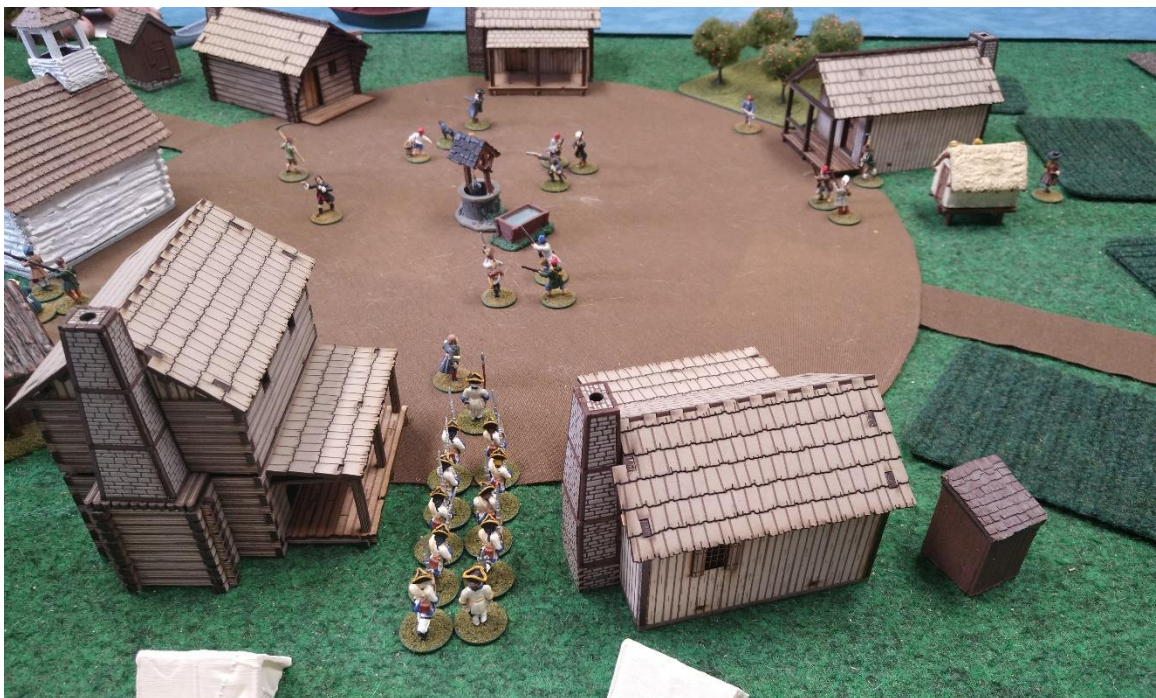
On June 23rd, 2024, Dave Poulin and Henry McHarney met at Dave's house to play a Gauntlet Run game based on the Raid on La Prairie, September 4, 1690. In this scenario the English and Iroquois attack the village of la Prairie in Canada. In this raid the English have a platoon of Trained Militia with flintlocks, and a raiding party (platoon) of Iroquois warriors with matchlocks. The Village has a squad of garrison milice (militia) with matchlocks and a lieutenant as well as a squad of garrison marines with flintlocks and a lieutenant. Their reinforcement is another squad of milice with matchlocks. This is a typical village with a church and several houses. The town is open to the south and boarded by the *Rivière Richelieu* on one long edge and the *Fleuve St. Laurent* on one short edge.



The village of *la Prairie* goes about its day. It is a typical early settlement with a scattered layout. People are walking through the *place* (plaza, pronounced 'plass') while others are working in their fields. In the marine camp at the top the soldiers are going about their morning routine. The *Rivière Richelieu* is in the foreground with a few boats and canoes on the shore.



On game turn 1: The raiders enter from the south with the trained militia on the left and Iroquois on the right. In response, the villagers run to the center of the village, not sure which way to find safety.



Game turn 1: On the north side, near the St. Laurent villagers and militia also run to the center. The marines in their camp form up into a column and begin to march to the village *place* (plaza) also.



Game turn 2: As milice and marines continue to consolidate in the *place* (plaza), the civilians continue to wonder which way to run. There is no strong house in the town.



Game turn 2: The raiders advance steadily, sometimes stopping to reload. One tool-armed villager is killed.



Game turn 3: the natives decide to skirt the village to loot and burn the Marine camp and the houses on that side. One Iroquois hunting party (squad) stops to make torches. The English militia and natives on the edge of the village continue to fire at the *milice* and marines in the center. The *milices* return fire is very weak due to the number of tool-armed villagers in each squad. A *milice* reinforcement squad (out of picture) arrives by *bateaux* on the riverside.



Game Turn 3: The raiders reach the edge of the village and fire on the *milice*. One *milicien* and the Marine Lieutenant are brought down. Both *milice* units advance and fire, two trained militia also fall.



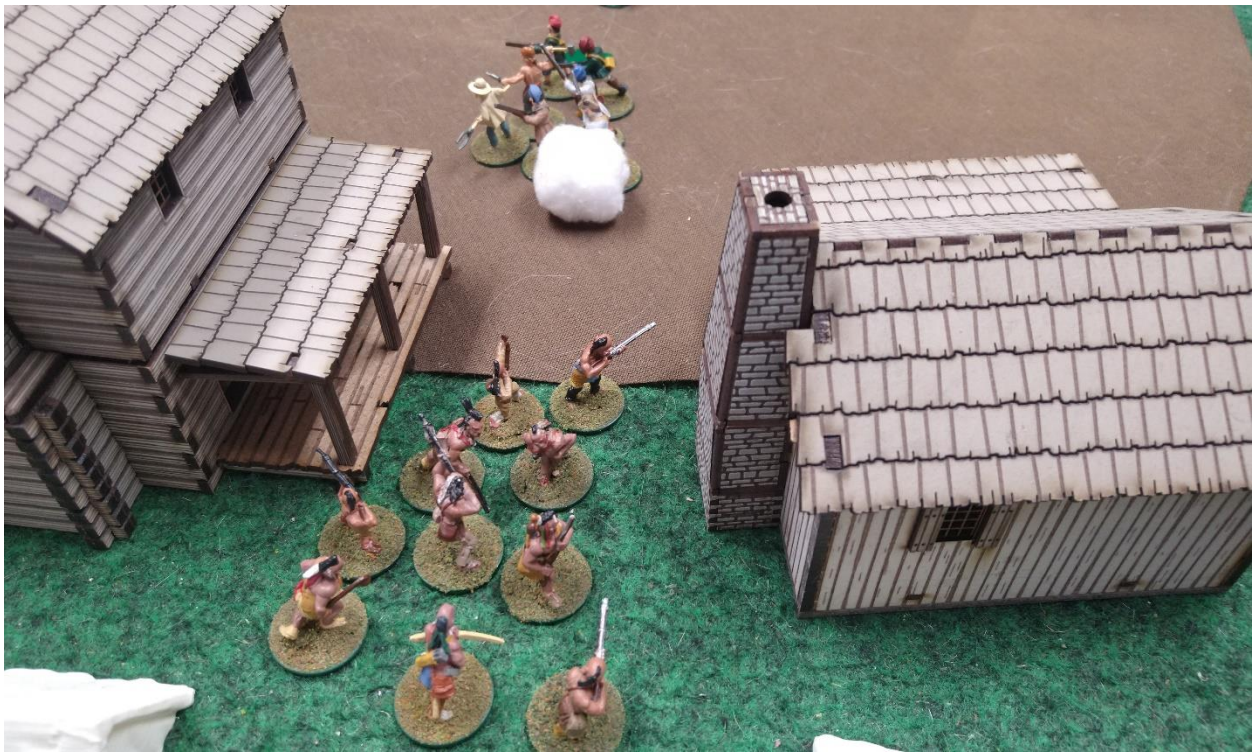
Game turn 4: one hunting party (squad) of Iroquois loots the camp while the other attempts to light two buildings but fails. The firing continues and is concentrated on the marine squad. Two of them fall. The French *milice* squads fall back, attempting to hold the line.



The *milice* reinforcement squad rushes to the firing at the village center.



Game turn 5: The *milice* stand as a mob of civilians rushes towards the house they have chosen, but they now see the reinforcements and the *bateaux* and run towards it.



Having looted the camp, the Iroquois hunting party (squad) advances towards the *place*.



Game turn 6: East view: the defenders continue to return fire with little effect. Seven marines still hold the center. The reinforcement squad rushes forward into the *place* to help.



Game turn 6: North view; the civilians continue their run to the boat. The firing is fierce.



Game turn 7: East view; two structures are now ablaze.



Game turn 7: East view; a view of the *habitants*; the civilians have almost reached the *bateaux*.



Game turn 8: East view; The looting continues as one Iroquois hunting party enters the house on the right. The other scours the marine camp. The *milice* in the *place* still hold their ground as the English militia regroups.



Game turn 9: East view; the *milice* consolidate into two matchlock-armed groups while the tool-armed villagers cover the retreat of the civilians. One *milice* squad was forced back by enemy fire). The marine squad has been swept away.



Game turn 9: East view; The natives continue to run amuck, attempting to light another cabin. The militias of both sides continue to battle in the place.



Game turn 9: East view; the *milice* in the center of the place are still holding on. Each squad has lost one man.



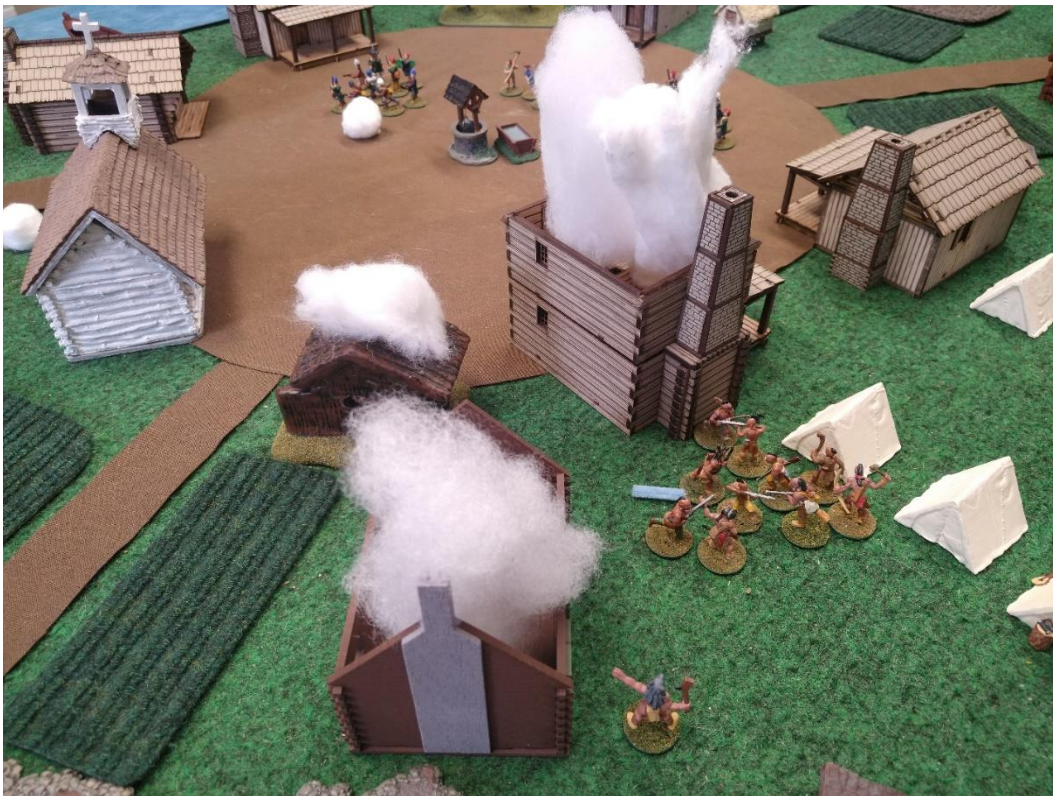
Game turn 9: East view: The civilians have reached the boat and attempt to launch with the priest on the stern and the village doctor at the tiller.



Game turn 10: East view; another house goes up in flames as the raiders begin their withdrawal.



Game turn 10: West view: the village *milice* advance to follow the raiders out of town.



Game turn 10: East view; a view of the burning structures, a cabin, a work shed, and the two-story mayor's house.

Conclusion

We played ten turns.

The English/Iroquois raiders tallied:

One French lieutenant	4
One squad of marines	30
Two French militiamen and one tool-armed villager	9
Three lots of plunder	6
Two houses, one light, one medium	5
One outbuilding	1
Total	55 pts

The French defenders tallied:

4 militiamen	12
Total	12 pts

Conclusion:

The English/Iroquois won by 55 points to only 12. It was a grand coup; a decisive English victory and a fun game.