

2nd Raid on La Prairie part 1, QC, August 11, 1690

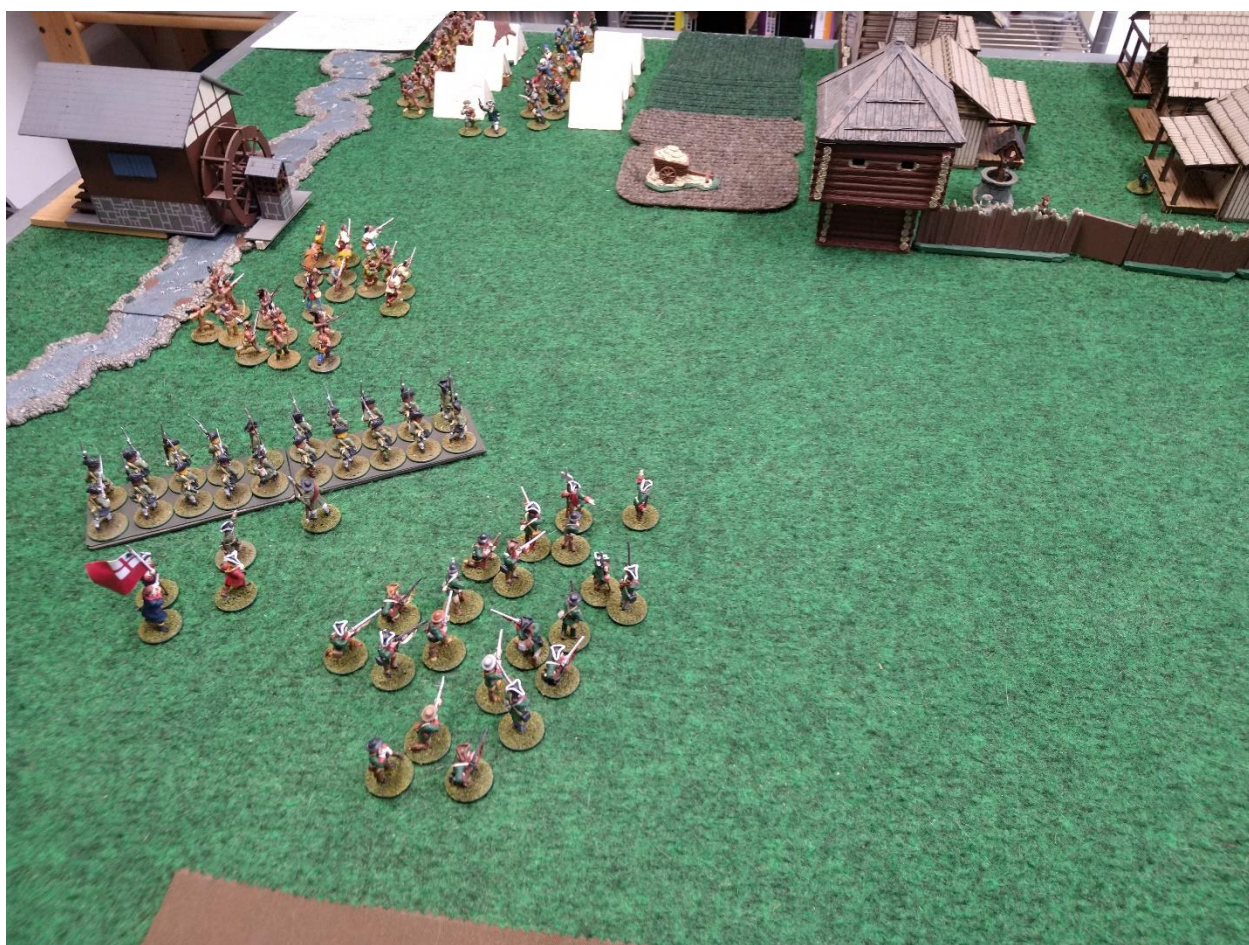
On July 7th, 2024, Dave Poulin and Henry McHarney met at Dave's house to play a Gauntlet Run game based on the Second Raid on La Prairie, almost a year after the first, on August 11, 1691. In this scenario an English force of English and Dutch militia and Iroquois and Mohegan natives from New York attack the village of la Prairie in Canada. In this raid the English have a platoon of trained militia with flintlocks, an untrained militia platoon with matchlocks, and a raiding party (platoon) of Iroquois and Mohegan warriors with matchlocks. The village of la Prairie has a squad of garrison milice (militia) with matchlocks and a lieutenant, and a company of militia and natives encamped on the west side of the fort as well as a company of garrison marines with flintlocks and a commandant (St. Cirque) camped on the east side of the village. Unfortunately for the French, the milice and natives have gotten into too much brandy which makes them 'unreliable' for this scenario. There are no reinforcements for either side. This is a typical pioneer village with palisaded walls surrounding the houses. The town is boarded by the *Fleuve St. Laurent* on one long edge with the east and west camps on each side.



Pregame: The village of *la Prairie* asleep. There is one sentry in the fort and one at the watermill.



Game turn 1: Predawn, the raiders enter stealthily from the south with the untrained militia on the English right, the trained militia in the center and the Iroquois/Mohegans on the left. Making a sight roll, the French sentry at the watermill does not see them in this turn.



Game turn 2: On the south side, the raiders continue to advance on the west camp.



Game turn 2: This time the sentry at the watermill sees them and fires a warning shot. The drunken militia and natives begin to wake up, wondering what's going on.



Game turn 3: Confusion reigns in the militia/native camp. One native hunting party fails a sight roll and opens fire on the nearest militia squad which fires back in response. But one squad each, militia and native, manages to orient themselves and face the enemy. The hunting party of Mohawks assaults a militia squad, destroying it but also becomes shaken in the process. The other French mission hunting party fires at the Mohegans who, in turn, fire back. Major Schuyler orders his trained militia to advance on the militia/native camp, and his untrained militia to rush the fort's gate, hoping to find it open.



Game turn 3: The marines form up and march out in columns.

Game turn 4: Dawn breaks. The untrained militia find the fort's gate closed. The town milice move to the palisade parapets to fire on them, and they are forced back.



Game turn 5: Daylight. The untrained militia squad that fell back decides to make a ram so they can force the gate. Both side fire on each other near the fort and in the west camp. One platoon of marines forms line and begins to fire at the English militia threatening the fort.



Game turn 5: The other marine platoon continues to column march to get around behind the raiders. The ram is abandoned as the marines close in and the English decide concentrate on the west camp.



Game turn 5: The fight by the watermill continues as the trained militia and natives attempt to destroy the west camp. The captain of milice joins the remaining squad. They fire on the attackers.



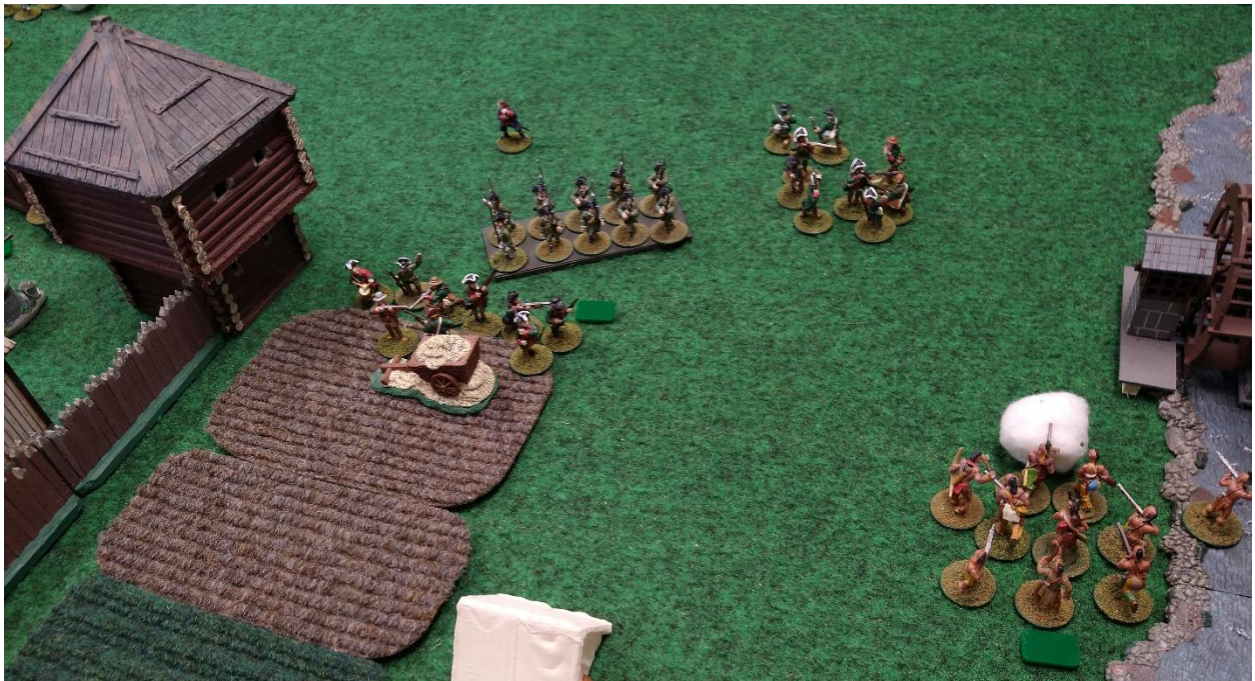
Game turn 6: The bitter fight at the camp continues as a trained militia squad charges a native hunting party. The melee is equal and they both whittle each other down to a shaken status. The Mohawk/Mohegan hunting party runs behind the mill.



Game turn 7: The marines and village milice clear the front of the fort of English.



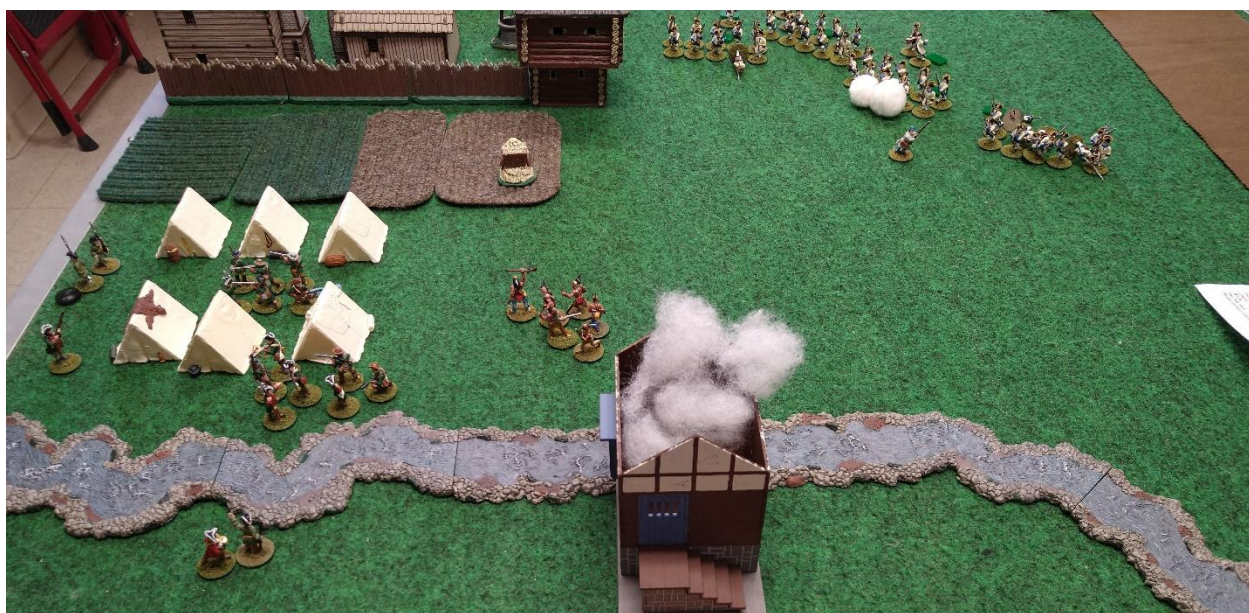
Game turn 7: The fight by the watermill continues. One trained militia squad is destroyed along with one milice squad and one mission native squad. The mission chief (at bottom) survives after outlasting the melee with the destroyed the English trained militia squad. Schuyler's ensign is killed by the marines.



Game turn 8: Only one mission native hunting party offers any resistance now.



Game turn 9: a Mohawk/Mohegan hunting party by the side of the mill makes torches to. Shuyler is killed by the marines.



Game turn 10: The mill lights up with the hapless lone sentry inside. The last mission hunting party falls. With the west camp finally overrun and the marines closing in, the raiders have lost half their units and the remaining officer calls for a retreat. The marines follow them out of town. The raid is over.



Game turn 10: With the raiders leaving, the lone sentry escapes from the burning mill just before it collapses.

Conclusion

We played ten turns.

The English/Dutch and Iroquois/Mohegan raiders tallied:

Two milice officers, one chief, and one drummer	16
Twenty mission natives	60
Twenty-one milice	63
One medium building burned	3
One lot of plunder	2
Total	144 pts

The French defenders tallied:

1 Major and flag	10
1 Lieutenant	4
24 militiamen	72
15 native warriors	45
Total	131 pts

Conclusion:

The English won by 144 points to only 131. It was a grand coup; a marginal English victory and a fun game.