



La Petite Guerre

Small Warfare

18th-19th Century in North America

Game Scenario

Grant's Farm

July 1757

Historical Background

In July 1757, the Marquis de Montcalm was getting ready to attack Ft William Henry at the southern tip of Lake George. As he gathered his troops at Ft Carillon on the northern end of the lake, Montcalm sent numerous parties of French and Indians south, to dominate the ground, gain intelligence and to demoralise the British.

Lieutenant Colonel George Munro, commanding Ft William Henry, knew an attack was imminent but did not know when or in what strength. He too sent out scouting parties to gain intelligence and to gather in supplies for an expected siege.

On 23 July Colonel John Parker, commanding the New Jersey Regiment, led his men in a boat-borne reconnaissance in force up Lake St George. They were ambushed and all but wiped out at Sabbath Day Point by French irregulars led by Ensign Charles-Michel Mouet de Langlade, supported by Ottawa (Odawa) Indians.

This scenario is loosely based on these events. In order to make for a balanced game, it has been changed from the historical ambush at Sabbath Day Point to a fictional encounter between scouting parties in which both sides have a chance of victory. The scenario also draws loosely from *The Last of the Mohicans*.

French/Indian Brief

Ensign Charles-Michel Mouet de Langlade, an experienced frontiersman of mixed French/Indian blood, has learned of a British scouting party advancing up Lake George in boats. He plans to intercept them. Leading a group of French and Indians along the shoreline in two files, he heads inland towards Grant's farm where there are also supplies that will be useful for the campaign.



Obwaniyag, an up and coming war leader of the Ottawa, has also spotted the British boats. He is leading a party across the lake in canoes as de Langlade attacks the enemy from the landward side. Obwaniyag could be umpire controlled if there are not enough players.

Order of Battle

Charles-Michel Mouet de Langlade, Musket & tomahawk, A Grade

Right File

- 1 Caughnawaga Mohawk. Musket & tomahawk, B Grade (leading)
- 3 men of the Compagnies franches de la marine. Musket & tomahawk, B Grade
- Fr. Pierre Robaud. Jesuit missionary, staff, civilian, C Grade
- 1 Cannonier-bombardier de la marine, Musket & tomahawk, A Grade (at rear)

Left File

- 1 Caughnawaga Mohawk. Musket & tomahawk, B Grade (leading)
- 3 Milice de Montreal. Musket, C Grade
- 2 Coureur de bois, Musket & tomahawk, A Grade (at rear)

Note: The cannonier-bombardiers were artillerymen. They were often used as grenadiers in the field due to their semi-elite status.

Obwaniyag (aka Pontiac), Tomahawk & shield, A Grade

- 3 Ottawa warriors. Musket and tomahawk, A Grade
- 2 Ottawa warriors. Bow and tomahawk, A Grade
- 2 canoes

Note: Ottawa warriors were involved at Sabbath Day Point but there is no evidence that Obwaniyag (Pontiac) was there. He led the 1763 uprising against the British and was certainly an active warrior during the French and Indian War.

British Brief

Colonel John Parker, commander of the New Jersey Regiment (The Jersey Blues), has been sent Lake George in whaleboats to gather intelligence and to deny supplies to the enemy. Spotting Indian canoes to the northeast, Parker has pulled in to shore near Grant's farm. He may choose to beach his boats at any place on the shore of Lake George.

Captain Putnam, of the Rangers, has been sent overland from the fort to secure supplies from the outlying farms and to encourage the settlers to seek safety at Ft William Henry. He is leading a small party of men north along the trail from Ft William Henry towards Grant's Farm. He may dice to arrive from the second turn and will enter in single file along the trail.



Close by is Natty Bumppo, also known as *La Longue Carabine* or *Hawkeye*, together with the Mohicans Chingachgook and Uncas. Once alerted to the presence of French and Indian raiding parties he will make his way to Grant's Farm to help them.

Order of Battle

Colonel John Parker, Musket, B Grade

8 Jersey Blues, provincials, Musket, C Grade
2 boats.

Captain Israel Putnam, Musket and tomahawk, A Grade

4 Rangers. Musket and tomahawk, B Grade

Natty Bumppo (aka Hawkeye or La Longue Carabine), Rifle and tomahawk, A Grade, Marksman.

2 Mohicans, Musket and tomahawk, A Grade

Mister Grant, Musket, B Grade

Farm hand, Musket, C Grade, civilian.
Mrs Grant and baby, unarmed, D Grade, civilian.
2 women, Musket, D Grade, civilian.

Note: Parker and Putnam are historical characters, the others fictitious.

Deployment

See Map next page.

Initially only the Grants are on table. The women in or around the farm house, the men in the fields.

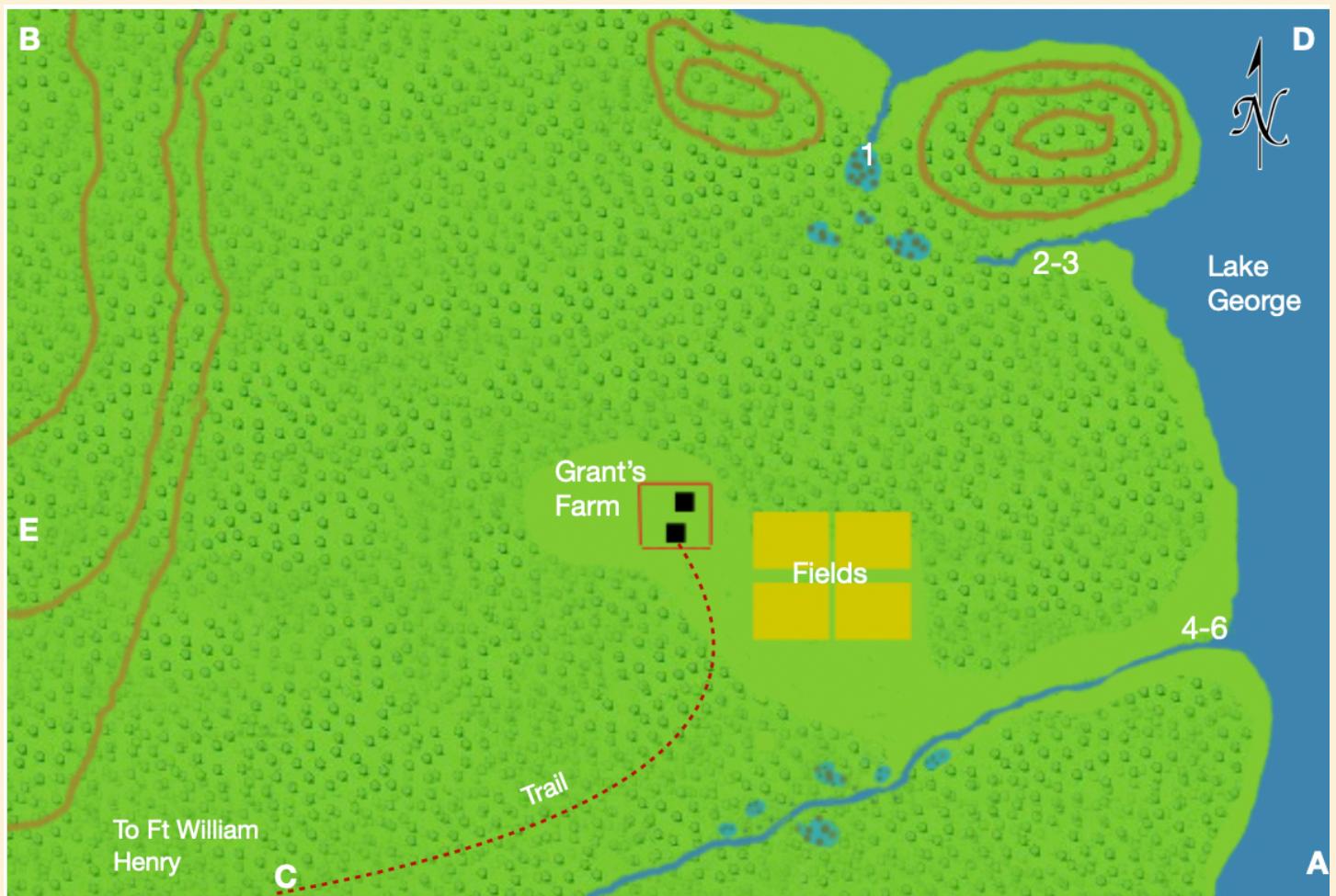
Parker arrives on turn one in boats and may chose to beach anywhere on the shoreline.

Langlade arrives automatically on turn 2 from the NW corner of the table. Putnam may dice to arrive from turn 2 along the trail from the south. Obwaniyag may dice to arrive in canoes from the NE corner on the third turn. Bumppo arrives automatically on the western table edge as soon as the first shots are heard.

Those dicing to arrive require a die roll of 5-6. +1 each succeeding turn.



Table layout



A = Parker's entry point. B = Langlade's entry point. C = Putnam's entry point. D = Obwandiyag's entry point. E = Bumppo's entry point. If Obwandiyag is umpire-controlled he will beach his canoes at the points marked 1-6 according on a die roll. If occupied by enemy, then beach 12" away from that point. If player-controlled he may beach where he likes.



The Game

The game requires ideally 4 players and an umpire. The players take on the roles of Parker, Putnam, Langlade and Obwandiyag. If there are not enough players available, Obwandiyag could be umpire controlled. In a pinch, one player could take on both the British roles.

The Grants will be umpire controlled until one of the British players comes into sight of them. Then that player takes control of them. While umpire controlled the Grants will defend their property from attack.

Natty Bumppo should be controlled by the Putnam player.

Each of the players have individual victory conditions so, whilst on the same side they are not necessarily trying to achieve the same things.

French/Ottawa Victory Conditions

Objectives.

- Defeat and drive off the British scouting party
- Capture prisoners for intelligence (Langlade); torture or adoption (Obwandiyag)
- Deny supplies to the British
- Gain honour and reputation (especially Obwandiyag)

French/Indian Victory Points	Langlade	Obwandiyag
Each prisoner secured	4	3
Each British soldier killed (excludes civilians)	1	0
Each male scalp taken	0	2
Each female or child scalp taken	0	1
Obwandiyag defeats enemy in hand to hand combat	0	3
La Longue Carabine killed or captured	1	4
Each <i>bundle</i> of supplies secured by his men	1	2
Each animal denied to the enemy	1	0
Each casualty from his command	-1	-2
Leader killed	-2	-1
Leader captured	-3	-4

Prisoners must be male to count for Langlade. Women and children also count for Obwandiyag as they can be adopted into the tribe to help replace losses.

Both the French and British paid Indian allies for enemy scalps. Less money was given for female or children's scalps.

Secured and safely away will be an umpire decisions (with discussion) at game end, based on the likelihood that this would be the outcome. It will require a reasonably likely exit either by canoe or on foot to the north table edge without the likelihood of recapture by the enemy.

The small canoe may carry one prisoner or two *bundles* of supplies. The large canoe can carry two prisoners or 4 *bundles* of supplies. This is in addition to normal crew.

Grant's farm contains 4 *bundles* of supplies and 4 animals in the fields.

British Victory Conditions

Objectives.

Gain intelligence of French intentions by securing prisoners (primarily Parker)

Evacuate the Grant family to the safety of the fort (Putnam).

Bring supplies from the Grant homestead to the fort. Failing that, deny them to the enemy (both).

British Victory Points	Parker	Putnam
French leader or Jesuit prisoner secured	4	2
Each other French prisoner secured	3	1
Each Indian prisoner secured	1	0
Each bundle of supplies secured	1	2
Each member of the Grant family safely away	0	1
Each animal denied to the enemy	1	1
Each animal safely away	0	1
Each casualty from his command unable get safely away	-1	-1
Leader killed	-4	-3
Leader captured	-5	-4

Secured and *safely away* will be an umpire decisions (with discussion) at game end, based on the likelihood that this would be the outcome. It will require a reasonably likely exit either by boat or on foot to the south table edge without the likelihood of recapture by the enemy.

All results are cumulative so an animal safely away is also denied to the enemy.

Each boat has the capacity for 6 people. Two bundles of supplies takes up the same space as one person. Livestock cannot be carried in the boats. The Grant's baby takes up no extra space.

Grant's farm contains 4 *bundles* of supplies and 4 animals in the fields.

