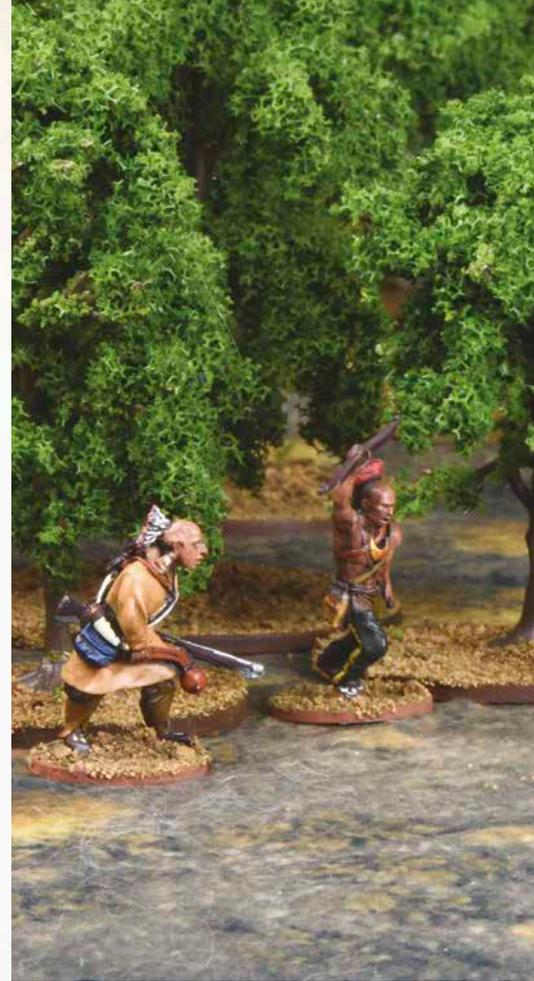


THE DARTMOUTH RAID OF 1751

BLOOD OF THE ALDERNEY

In 1749, the British landed colonists on the peninsula of Acadia, settling several sites including Halifax. In founding these colonies, the British broke the terms of a peace treaty they had signed three decades earlier, causing war with the local Mi'kmaq native people and their French-descended Acadian allies. This war became known as Father Le Loutre's War, after the Catholic priest Abbé Jean-Louis Le Loutre who led them against the invading British protestants.

By David Davies



The British, led by Edward Cornwallis (uncle to Charles Cornwallis of AWI fame), intended to found a series of forts and colonies to claim the territory as their own. Cornwallis was given the governor generalship of this new colony, called Nova Scotia (New Scotland in Latin). In retaliation, the natives launched a series of raids on the new settlements.

In August 1750, the merchant ship *Alderney* brought settlers into Halifax Harbour and founded the town of Dartmouth on the east side of the inlet. The site they landed on had seen two Mi'kmaq attacks on logging and hunting parties from across the river. A blockhouse was soon established, and the settlers started to lay out their new town. Nevertheless, the Mi'kmaq natives continued their attacks with small raids in September and October. The winter temporarily abated the attacks, but they returned with two raids in March 1751.

The Acadian militias, led by Joseph Broussard, and their native Mi'kmaq allies amassed 60 warriors to launch



Raiders approach a homestead on the edge of town - colonists roused from their bed to a nasty surprise.

a massive raid on Dartmouth. Their intent was to destroy as much of the town as possible. On May 13, the raid was launched against the unsuspecting townspeople in what was later called the Dartmouth massacre.

GAMING THE RAID

The raid on Dartmouth is suited to small skirmish actions. Both the *Muskets and Tomahawks* and *Rebels and Patriots* rule sets come to mind, but so does *Osprey Black Ops* with its stealth rules. I have provided suggestions for all rule sets. All units consist of six models.

Forces and set-up

The colonists have one unit of British infantry in the blockhouse with Lieutenant Clarke. One unit of British infantry is on sentry patrol, along with one unit of colonists. These may be placed anywhere in the town. There are three additional units of colonists residing in the buildings, which are activated if the alarm has been raised or the building is entered by the raiders. Once the alarm has been raised, three Ranger units accompanied by Captain Clapman are avail-

able the turn after. They enter from the direction of Fort Duncan.

The raiding party consists of three units of Acadian militia and three units of Mi'kmaq, led by Broussard. They may enter the board from any part of the bottom edge after the British player has placed his sentries.

Buildings count as cover. The blockhouse counts as heavy cover, and if

the door is closed and bolted, it is impervious to damage by the raiders.

The raiders' objective

Broussard and his men must infiltrate the town and cause as much damage as they can while capturing supplies and prisoners if possible. They will have to do this before the British reinforcements arrive in strength. An unoccupied house may be set alight by a unit that spends



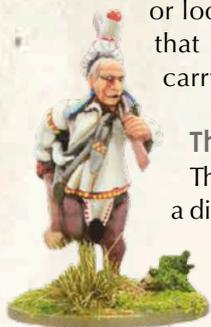
Deployment and setup for the 1751 raid on Dartmouth.

© Rocio Espin

a turn in contact with it (with no other action). An occupied house must be cleared of its occupants before it can be set alight. A unit can choose to capture prisoners or loot a storehouse instead, but that means they'll be too busy carrying off their booty to fight!

The defenders' objective

The British colonists will be at a disadvantage at first and will try to fend off the attackers and/or retreat to the blockhouse once the alarm is raised.



Special rules

Alarm! Alarm! – If your rule set does not cover stealth actions, on the end of every turn roll a D6. If the number rolled is higher than the number of turns played, the alarm has been raised. Add one to the test roll for each side who fired muskets at the enemy this turn (i.e. to a maximum of +2). Add an additional +1 if any buildings have been set alight.

Once the alarm is raised, troops from Fort Duncan will arrive on the following turn.

Hidden set-up – The colonists in the buildings are hidden. The raiders will only find out which buildings are occupied when they attack them.

Game duration

The scenario lasts until one side has been destroyed or the raiders have escaped by leaving the table.

Victory conditions

The raiders score one victory point for each enemy unit or house destroyed. Additional victory points should be rewarded on a point-by-point basis for

USING BLACK OPS

An ultramodern rule set may be an odd choice for gaming the French and Indian Wars, but the stealth mechanics work very well for this setting. This is a stealth mission and the British Rangers can only be activated once the alarm is raised.

Most combatants will be armed with a basic weapon and a melee weapon, so their basic points will be unchanged from the main rulebook. The only missile weapons that can be taken are those from the following list.

Basic Weapons	Close	Effective	Extreme	Shots	Notes
Bow	-	9	18	1	silenced
Black powder pistol	-	5	10	1	light, reload
Musket	-	9	18	1	+1 save, reload
Rifled musket	9	18	27	1	reload, reload

Rifled muskets require two actions to be reloaded. As mentioned in the main rules, any weapon with the 'reload' trait may be reloaded by an assistant.

ACADIAN MILITIA

The Acadian militia are accompanied by Mi'kmaq native Indians, who have the Merciless trait. The Tough trait has already been included in their stats.

Acadian militia

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Acadian militia	5	5	4	4	Jack	Musket, Tomahawk	Tough	5
Upgrades								Cost
Make up to 33% veterans (ACC 4 & CQC 4)								+2

Mi'kmaq native

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Mi'kmaq	5	4	5	4	King	Musket, Tomahawk	Tough, Merciless	5½
Upgrades								Cost
Add bow								+½
Exchange tomahawk for club								Free

Joseph Broussard

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Acadian Ace	4	4	4	4	Ace	Musket, Tomahawk	Leader, Tough, Resilient	10½
Upgrades								Cost
None								

BRITISH COLONISTS

The British colonists can exchange one colonist model for two untrained models. The untrained (representing women and children) are quite useless in combat but can act as assistants for loading muskets. The Tough trait has already been included in the Aces' and Rangers' stats.

Colonists

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Colonists	5	5	5	5	Jack	Musket	None	3½
Upgrades								Cost
Take up to 50% as untrained (ACC 6 & CQC 6) and gain the innocent trait.								-2
Exchange musket for axe or polearm (treat as fixed bayonet)								Free

British Regular

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Regular	4	5	4	5	Queen	Musket, Bayonet	None	5
Upgrades								Cost
None								

Lieutenant Clarke

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
British Ace	5	4	4	4	Ace	Musket, Bayonet	Tough (save increase included), Leader	7
Upgrades								Cost
None								

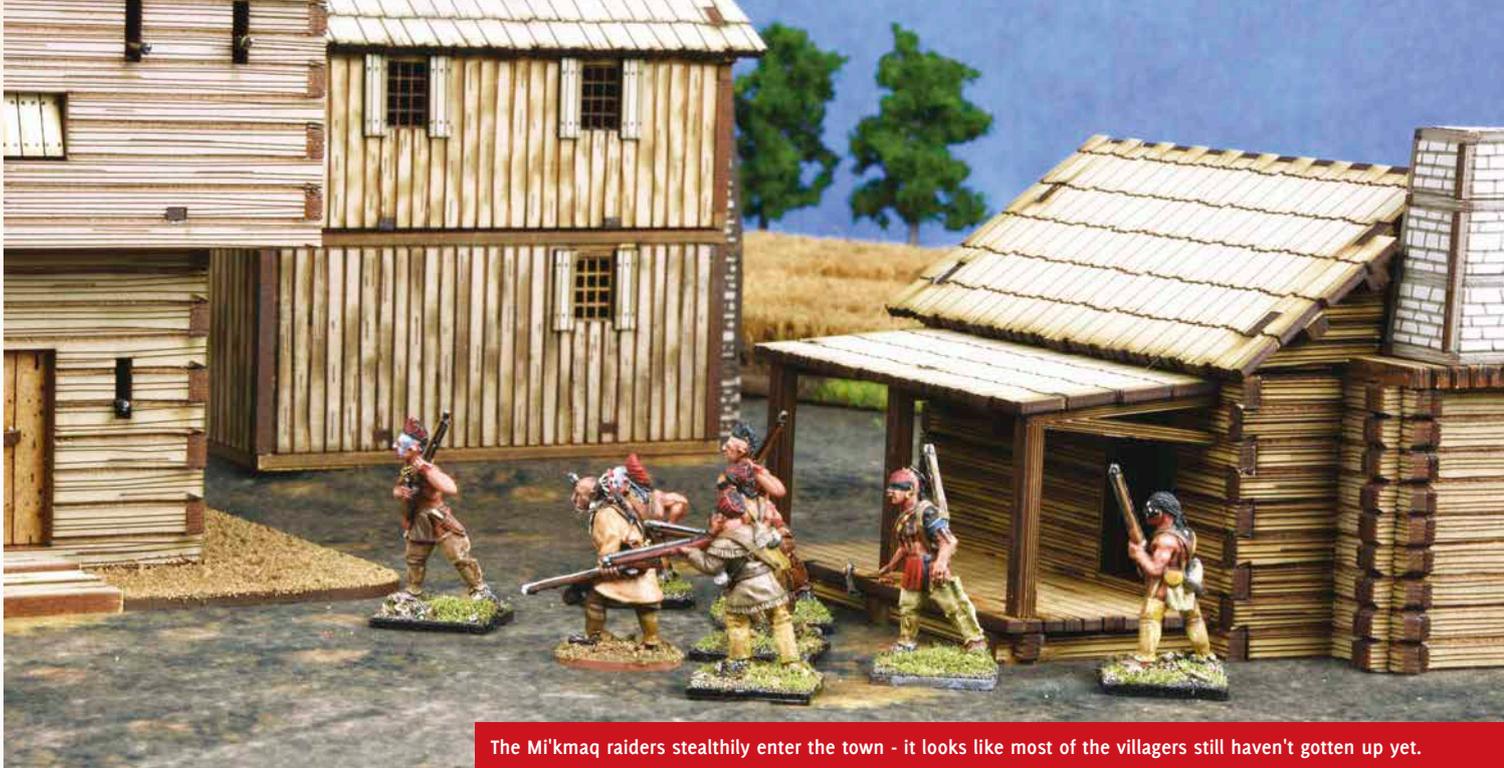
British Rangers

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Ranger	5	4	4	4	King	Musket, Tomahawk	Tough (save increase included)	6
Upgrades								Cost
None								

Captain William Clapham

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
British Ace	4	4	4	4	Ace	Pistol, Sword	Leader, Tough, Resilient	11
Upgrades								Cost
None								

*ACC - Accuracy; CQC - Close Quarter Combat; DED - Dedication



The Mi'kmaq raiders stealthily enter the town - it looks like most of the villagers still haven't gotten up yet.

capturing prisoners and carrying off supplies. The settlers score two victory points for each raider unit eliminated.

USING REBELS AND PATRIOTS

Count the Acadians as three small units of aggressive light infantry and the Mi'kmaq as two small units of aggressive native infantry. The British colonists count as four units of skirmishers and the British Infantry as two units of small light infantry. The Rangers count as two small units of aggressive light infantry.

USING MUSKETS AND TOMAHAWKS

Use the French Army list on page 47 for the Acadians. Treat Broussard as a French officer with the Light Troop Officer trait. The Acadians count as

Canadian infantry with the Native trait and the Mi'kmaq as Indians who may take the Bloodthirsty trait.

The British use the British Army on page 42 for the regulars (treated as light infantry) and the Rangers. The colonists use the Civilian list on page 55.

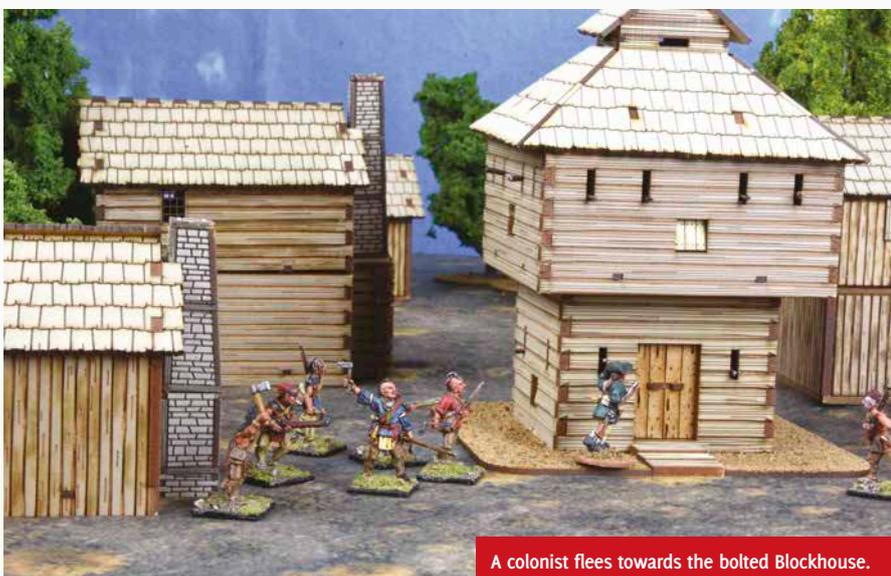
CONCLUSION

The raid was a success, with several prisoners taken and supplies raided before the British managed to send troop reinforcements into the area. In total, twenty colonists and soldiers were killed and more injured. All the dead had been scalped.

The British attempted to follow the raiders, sending armed vessels

around the coast, but the raiding party had dissipated. The British reported six raiders killed. More casualties may have been inflicted on the raiders, but the wounded were probably carried off. Immediately after the Dartmouth raid, a wooden palisade was erected around the town.

In retaliation, the British sent several raiding parties of their own into Acadian territory, attacking settlements in Chignecto and destroying hundreds of acres of crops. This proved a great setback for the French colonists and their allies. Eventually, the British established more forts and finally defeated the French Acadians at the Battle of Fort Beauséjour (1755). Raids into Nova Scotia continued, however, as the Seven Years' War raged.



A colonist flees towards the bolted Blockhouse.

The raid on Dartmouth is typical of the sort of warfare and skirmishes that occurred throughout the period of the French and Indian Wars (which stretches from 1688 to 1763). More raids occurred during Father Le Loutre's War (1749-55) and the subsequent French and Indian War (1754-63), notably the Raid on Lunenburg (1756) and the attacks on Lawrencetown (1754-57), which caused the settlement to be abandoned until after the war had ended. Similar raids took place against Fort Sackville, Fort Edward (1757) and Fort Cumberland (1757). **WS&S**