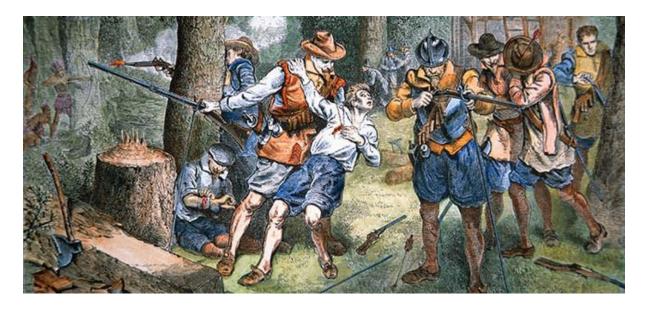
## "King Phillips War" English colonists in North America 1675

(The Pike & Shot Society's game for Salute 2017)



King Phillip was the name given by the English to Metacomet, sachem [leader] of the Wamponoag, one of a long line of native Americans that rose up to protect their lands and lives from the insatiable greed of the English Puritan colonists.

Today you get to take the part of either the brave natives ushering the invaders from their homelands or the effectively marooned English who have no choice but to lie, cheat and steal their way to make a new home!

The game represents one small native attack on an isolated homestead with a view to driving off the wretched bovine that is destroying your crops with no recompense from the English.

Or kill the cow and its hearty roast around the lodge fires tonight!

For the English it's a desperate attempt to secure the farm & homesteaders and evacuate them to a place of safety nearer the coastal towns until sufficient forces can be accumulated to crush the rebellion.

The rules used are Rob Lusk's "1676 - miniatures skirmish battles in the time of King Phillip's War"

These are designed as a fast play set to give the feel of the period without being a slavish historical simulation. They play fast and furious with most games being short and brutal [think of the movie last of the Mohicans and the flavour of the combat depicted therein and you won't go far wrong] with the rules being stripped down to a streamlined and fluid system in order that additional time and space can be devoted to the additional characterisation that adds to the fun and flavour of the period

We are using a very small version of the game that should play out in under an hour and half a dozen turns to give you but a quick example and flavour of what is an absolutely fun game with a multitude of options and nuances to discover in the full game – we hope you enjoy it ...

If you want more information on the rules you can check here for a quick overview  $% \left( 1\right) =\left( 1\right) \left( 1\right)$ 

http://theminiaturespage.com/rules/index.mv?id=711425

And if you want to acquire a set they are available as a very very reasonably priced PDF download from here <a href="http://www.wargamevault.com/product/192078/1676?filters=0">http://www.wargamevault.com/product/192078/1676?filters=0</a> 40202 0 0

http://www.wargamevault.com/product/193962/Mad-Dogs--Englishmen-1676-Supplement

Failing that if you have any additional questions or queries the author can be contacted at Blaheee@gmail.com and he is very helpful, well informed and an all-round champion chap.

The English attempted colonisation of the North American continent on several occasions from the end of the 16<sup>th</sup> Century with many attempts being abandoned due to starvation, disease or native attacks. The original settlers were chartered by the English kings from James I onward and over time became increasing larger and more able to sustain viable colonial settlements.

Their landing were along the north eastern shore line of the continent and gradually, by succeeded in taking the land away from the native American people including the Abenaki, Penobscot and Wampanoag tribes. The constant encroachment of the English settlers pushed the native tribes into smaller and smaller areas causing dislocation and warfare amongst themselves and the settlers, not helped by the introduction of various European disease such as smallpox, typhoid and measles which devastated the native populations who had no resistance to them.



Native American tribes of the New England region, 1675.

In 1675 a major uprising of the Wampanoag tribe arose led by Metacomet, who had adopted the name Phillip in an attempt to ensure friendly relations with the English, occurred. Partially it had begun when Metacomet's older brother and chief was arrested in 1662 by the English and, although released, died on the return journey, possibly the victim of an accidental poisoning by a well-meaning English physician, and Metacomet became chief of his people.

As chief he was responsible for the care and survival of his people and whilst a great many colonists were in favour of peaceful relations with the native tribes various powerful and unscrupulous English individuals and groups continued to take advantage of the Indians and basically lie, cheat and generally twist the law and situation to their own advantage until the Indians were left with few options for their future.

Unfortunately, some 80,000 European colonists would be ranged against possibly less than 10,000 natives!

In early 1675 Metacomet was brought before a colonial court on the hearsay of a native Christian convert, John Sassamon, where, despite having no proof that he was planning any attacks on the colonies, Metacomet was told that any further reports against him would result in confiscation of his peoples' lands and weapons. Unfortunately Sassamon was shortly thereafter discovered in an ice covered pond and three Wampanoag's were arrested, convicted of murder and hanged in what potential could be considered a "show court" In response the Indians started burning homesteads and killing their occupants – the war had started!

A brief & abbreviated initial time line freely taken from the blog links below to give you some scenario ideas and ideas of forces involved, which range from small skirmishes up to major engagements with 200+ combatants.

June 19, 1675 – Plymouth Governor Josiah Winslow's house attacked

June 21 -22, 1675 – Plymouth raises 200 men while Boston prepares diplomatic negotiations with King Philip.

June 24, 1675 – Pokanokets attack and kill nine Swansea settlers

June 26, 1675 – Several Massachusetts Bay Companies are mustered at Boston and sent to Swansea.

June 27, 1675 – Taunton is attacked

June 30 – July 1, 1675 King Philip's forces escape into Pocasset territory and join with Weetamoe's Pocasset forces.

July 9, 1675 – Middleboro and Dartmouth are destroyed

July 14, 1675 – Nipmuc Indians attack Mendon

**August 1-2, 1675** – First Battle of Nipsachuck

**August 2, 1675** – "Wheeler's Surprise" – Captain Hutchinson's diplomatic party is ambushed by Muttawmp's forces on way to meet Nipmuc sachems.

August 2-3, 1675 – Muttawmp attacks Brookfield

August 25, 1675 – Massachusetts Bay troops engage Norwottock Indians at Hopewell Swamp

August 30, 1675 – Springfield is raided by Nipmuc

September 1, 1675 – Deerfield and Hadley are attacked

September 4, 1675 – Captain Beers & 36 troops are ambushed while trying to evacuate Squakeag & nearly all killed.

September 5, 1675 – Androscoggin Indians raid trading post at Pejebscot Falls, Maine

September 12, 1675 – Home in Falmouth, Maine is attacked and six English are killed in action

September 18, 1675 – Battle of Bloody Brook – English trying to evacuate Deerfield are ambushed by Muttawmp

September 1675 – Maine is attacked again & by the end of the month over 12 English are killed around Sasco

October 1675 – Attacks continue throughout Maine with approximately another dozen English killed

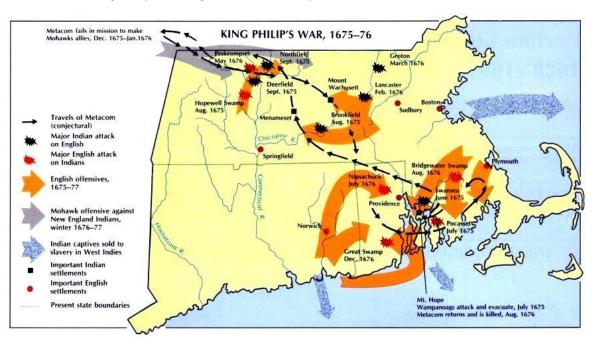
October 4, 1675 – 300 English forces march north to Hadley for expedition, leaving Springfield defenseless

October 5, 1675 – Nipmuc and Agawam forces attack Springfield and 300 homes are destroyed

October 19, 1675 – English defense of Hatfield – first English semblance of victory

December 19, 1675 - Great Swamp Fight

**December 1675** – King Philip at Schagticoke attacked by Mohawk



For a better history, narrative and account of gaming the period we can but direct you to the following blog links <a href="https://agrabbagofgames.wordpress.com/2017/03/25/flintlock-tomahawk-king-phillips-war-1675-76/">https://agrabbagofgames.wordpress.com/2017/03/25/flintlock-tomahawk-king-phillips-war-1675-76/</a> <a href="https://agrabbagofgames.wordpress.com/2017/04/06/flintlock-tomahawk-iii-king-phillips-war-1675-76/">https://agrabbagofgames.wordpress.com/2017/03/30/flintlock-tomahawk-iii-king-phillips-war-1675-76/</a>

These are from the fantastic efforts of Rolf???XXXXX

Who posts a blog under the" happy wander" name. These are very informative, highly enlightening and will probably give you all you could ever need to know.

If you fancy a deeper dig into the subject the book

"King Phillip's War: The history and Legacy of America's forgotten Conflict" by Eric Shultz and Michale Tougias <a href="https://www.amazon.co.uk/King-Philips-War-Americas-">https://www.amazon.co.uk/King-Philips-War-Americas-</a>

 $\underline{Forgotten/dp/0881504831/ref=sr\_1\_fkmr0\_1?s=books\&ie=UTF8\&qid=1491929759\&sr=1-1-1491929759\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-149192988\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-149192988\&sr=1-14919298\&sr=1-14919298\&sr=1-14919298\&sr=1-149198\%sr=1-149198\%sr=1-149198\%$ 

fkmr0&keywords=king+phillips+war+schultz

is a very good introduction

[ignore the single English review and read the American ones for a proper review of the book]

The figures we are using are 1/72<sup>nd</sup> scale soft plastic figures. Now before you all turn your nose up at soft plastic as not being "proper wargaming miniatures" the world has moved on since the 1960's & 70's – I could wax lyrical about these but someone has already done that work and I would point you to <a href="www.plasticsoldierreview.com">www.plasticsoldierreview.com</a> We've used Zvezda's C17th Austrians for the colonists leavened out with some Revell American Militia and Italeri Indian Warriors for the natives. Imex make some pilgrims & "Friendly Eastern Indians" which will get you civilians and animals to raid for both sides. And as these tend to come out at around 20p a figure they are a relatively cheap way to get into a fun new period. The down side is you need to do a fair bit of internet hunting to track them down – no easy one stop shopping. But failing that Rolf's pages will show you the availability of many metal figures that will suit.

And I think that's about it!
Thanks for reading & I hope you enjoy the game

If you have any questions feel free to ask either in person at the show or you can contact me via the Pike & Shot Society at www.pikeandshotsociety.org contacts page under Publicity Officer.

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**Battle Report: Playtest of 1676 for Salute 2017** 

## **By Gary Flack**

It was a warm spring day. At the little farmstead of New Exeter, a force of colonial soldiers had been assembled to guard the supplies stored there, supplies that would support a punitive expedition to destroy Huron villages that had been supporting King Phillip's rebellious tribes. Captain Provident Langley commanded the three files of colonial troopers that made up the garrison. He had been worried about recent sightings of Huron scouts and was waiting for support from the British garrison at Fort Charles. A column of reinforcements – regulars commanded by Sir Dudley Lilywhyte – were marching to join the colonials. Little did he know that the Hurons had gotten wind of the Colonial plans and had obtained support from their friends in New France.

Captain Langley assigned his two sergeants to keep a close watch while he led the most experienced soldiers, a file from Massachusetts, on a patrol into the nearby woods. As the New Englanders advanced in open order, a band of Hurons under Ignace Tsaouenhohouhi and a group of Coureurs des bois led by the infamous Blacque Jacque Shellacque waited in the nearby bush. Close behind them were a group of French regulars under the command of Sieur du Camerbert, a veteran officer. Their mission was to capture New Exeter and remove or destroy the stores assembled there. The Huron war leader turned to Blacque Jacque and pointed at the advancing colonials. With a

shrug, Blacque Jacque said, "Les maudits Anglais - dans ce pays-ci, il est bon de tuer de temps en temps un anglais pour encourager les autres." With that, he aimed his musket and fired.

The scenario began with the colonial troops in and around the farmstead. The French regulars entered the field on open terrain while the Hurons and coureur des bois were at the wood's edge. The British regulars were at the other end of the field, marching in column. Combat began when the coureur des bois opened fire on the New England troops, killing several while the Hurons followed up and wiped out the rest. The French approached the farmstead, a file of grenadiers advancing and firing in the open and getting much the worse from the colonial troops behind a stone wall. Another file of French regulars moved to out-flank the farmstead but instead ran into a hail of fire from the second file of colonial troops. The third file of French troops with the Captain advanced while the British, hearing the sound of the guns, moved up double quick.

In the second turn the colonial squad that had stopped the French flank attack charged and wiped out the remainder of the French file. Not wanting to risk more fire in the open, the second file of French regulars and the Captain charged, cutting down the colonial troops defending the farmstead with minimal loss. The Hurons and coureur des bois hurried across the field while the British advanced at the double quick.

The colonial squad that was on the flank of the farmstead moved to outflank the French and ran into the coureur des bois. Their frantic volley resulted in several of the coureur des bois going down, and the remained panicked and fled. Seeing an imminent threat to the flank of the French file re-organizing to defend the farmstead from the British regulars, the French Captain charged what was left of the colonial infantry squad. There were several rounds of fierce combat, at the end of which the colonial squad had been wiped out and the valiant French Captain was also dead on the field.

The advancing British regulars shook themselves into battle order and fired at the Hurons hiding in the woods. Taking advantage of cover, the Hurons suffered minimal losses and fired a devastating round of musketry into the British troops, almost wiping out their elite file and panicking them into a hasty retreat. A second file was equally badly treated by the French troops in the farmstead, taking advantage of a stone wall for cover. With a hail of curses and blows from the butt of his musket Blacque Jacque rallied the coureur des bois who quickly returned to the fight. The last remaining file of British musketeers exchanged fire with the Hurons in the woods but between the Hurons and the French were soon wiped out. At this point Captain Lilywhyte had himself, three musketeers and a file of pikemen left – a file of pikemen most certainly not interested in charging into a wood full of Huron warriors and thoroughly ticked off coureur des bois. Conceding defeat, the British cautiously withdrew to the safety of Fort Charles.

The toll at the end of the day were 10 British/colonials surviving out of their force of 54 while 15 French and Hurons were still standing out of their force of 37 – who also were holding the farmstead and all the supplies. All in all, a pretty convincing French victory.

Ignace Tsaouenhohouhi's Hurons were feasting beside a roaring fire, the coureurs des bois sharing in the bounty from the captured stores. Blacque Jacque watched quietly from the side and puffed on his pipe. Lieutenant Roquefort walked up to him, shaking his head. "Victory, mon ami, but sadly the Capitaine is not here to enjoy it." The wily coureur des bois inclined his head towards the young French officer. "C'est vrai, but look on the bright side — promotion comes quickly on the frontier, mon Capitaine."

## **Thoughts**

The battle was a lot of fun and could have gone either way. The game was very bloody, especially for units in open ground. The need to re-load counters this to some extent and this was something that we tuned into over the game – in the first few turns there was more than one unit in a good position with empty muskets! As well, if one takes advantage of cover and movement it is much less bloody and certainly gives the feel of colonial warfare.