

The St. John River Campaign

- A short Campaign for Muskets & Tomahawks -

Background

During the French and Indian War Great Britain attacked the French Colonies in North America. One theatre was Acadia, where the British forces destroyed the Acadian settlements and deported the French-speaking Acadian population from the area. The St. John River Campaign was one of the British campaigns in Acadia along the St. John river in today's New Brunswick. The British Forces were lead by Colonel Robert Monckton. The campaign started on October 1, 1758, when Colonel Monckton left Fort Frederick with his boats, regulars and rangers.



1. The Raid on Grimrose

The first raid during the St. John River Campaign on October 3, 1758 happened to the village of Grimrose. The British army attacked the village to destroy it.

The Objectives

The British Army: Raid

The French Army: Defence

2. The Raid on Jemseg

Two days after the raid on Grimrose, the British Army arrived at the village of Jemseg and attacked it.

The Objectives

The British Army: Slaughter

The French Army: Protection

The French Army has lost the previous scenario: Event Table 1

The British Army has lost the previous scenario: Event Table 2

3. The Raid on Sainte-Anne des Pays-Bas - Part I

After the raid on Jemseg, Colonel Monckton returned to Fort Frederic because of the impending winter. In February 1759, in spite of snow the British Lieutenant Hazen returned to Sainte-Anne des Pays-Bas along the St. John river and attacked the small town.

The Objectives

The British Army: Raid

The French Army: Protection

→ Weather: Snow

The French Army has lost the previous scenario: Event Table 1

The British Army has lost the previous scenario: Event Table 2

4. The Raid on Sainte-Anne des Pays-Bas - Part II

After the raid the Acadian militia leader Joseph Godin dit Bellefontaine and a group of Acadians ambushed Lieutenant Hazen and his British Rangers.

The Objectives

The British Army: Scouting

The French Army: Engagement

→ Weather: Snow

The French Army has lost the previous scenario: Event Table 2

The British Army has lost the previous scenario: Event Table 2

Campaign-Rules

The scenarios (objectives and side plot) are created according to the rules (p. 56-59).

The officer can only have one talent at the start of the campaign.

If the officer survives a scenario, he can roll on the tables for a new talent (p. 34-35).

The one who has lost the previous scenario gets negative effects from Event Cards in the next scenario. If an Event Card is drawn, the loser from the previous scenario has to roll on the Event-Table below and fulfil the condition only to his own troops.

Event-Table 1 (p. 60-61)

- 1 - 23 The Civilians are panicking
- 2 - 24 The Civilians are desperate to survive
- 3 - 25 The Civilians don't trust any of the soldiers
- 4 - 26 They've turned into a mad mob sir!
- 5 - 54 Desertation
- 6 - 64 Nervous

Event-Table 2 (p. 60-61)

- 1 - 31 Murphy's Law
- 2 - 36 Sometimes even hardened veterans can lose their nerve.
- 3 - 42 Friendly Fire
- 4 - 52 Any soldier can feel nervous when bullets are flying around.
- 5 - 54 Desertation
- 6 - 55 Prudence