

ORISKANY 1777

It all started when i wanted to get all my trees out to check which ones need repair the "Terrain tutor treatment". I had to find a scenario for next WE, and we had not played Sharp Practice for too long. I also wanted to get something historical.

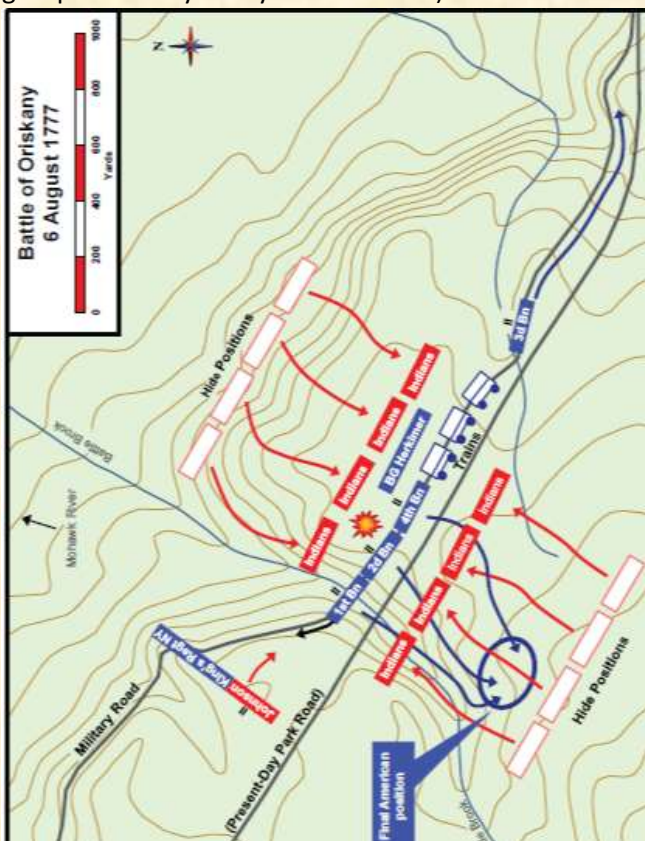
Ferretting on internet (besides looking at my old books to get a better idea, the atlases of the AWi) brought a good deal, including the usual aplenty of sites mostly duplicating each other. These 3 were the most useful, especially to find a proper map of the set up.

<http://npshistory.com/publications/fost/stanwix-oriskany-arpa.pdf>

<https://www.armyupress.army.mil/portals/7/educational-services/staff-rides/staff-ride-handbook-saratoga-campaign.pdf>

<https://www.revolutionarywarjournal.com/battle-of-oriskany-and-siege-of-fort-stanwix-brutal-civil-war-that-helped-save-a-nation/>

I used the bought wild greenish mat as it would look better with its stones, and easy material to gather road and bits than felt. 2.4m long by 160 I can do with it. My ground scale, for the 18mm miniatures can be fiddled up or down for SP2, up to a point. As here it needs as much as a system for skirmished can handle, I opted to squeeze thing down to fit and I think SP2 stuffs itself above 12-14 units (a unit can be several groups normally always in formation).



Not knowing low level details of the **loyalist** oob, I assumed they'd sent mostly "forest efficient" troops from St leger "army". So no close order unit. The 100-150 "whites" would be rangers/ skirmisher types.

Col Johnson in command (class2)

Lt col Butler (2) Captain Watts(1) 3 x6 ranger loyalists sk.

two may "natives" forces

J Brandt (2)+ Fast rabbit (invented name)1, with one clan band of non sk 12 figs "young" warriors, 4 skirmishers. These are defined as in 2FI scenario for Fallen Timbers.

Cornplanter(2) and Sayenqueraghta(1) with 4 skirmishers groups.

70 fig + leaders(7)

Patriots. Militia veteran (that is mostly do not count as without bayonets/ I assumed that they are not too badly fearing vs usual Indian warfare, many having been doing that in the previous war.

GI Herkimer (2)flag+drum+doctor

1st rgt Col Cox (2) + major Clyde(1)+ capt Dunnaway ;) (1) 2x10 3x6 sk

2nd rgt Col Klock (2) + Lt.col Wagner (1) 3x 10

3rd rgt Col Vissler (2) Lt.col Veeder(1) 2x10

4th Col Billinger (2) 2x10

wagons and unarmed wagoners.

Capt Fisher (1) group of 6 sk Oneidas

120 figs+ 9 leaders but I used only one card for rgt 2 and 3, the second guy adding 1 command to the first, unless they got the groups separated, saves time.

The loyalists have 2 entry points, 2 mobile ones, and 2 false points. The patriots one entry (the road) and until attacked all close order troops are in road column. It should not be one sided as, the player knows of the trouble, he can use his 4 Sk groups as scouts (which he did not much).



Trees everywhere; 2.4 mx 1.6 m.



Scenario key was to keep the Us in the fog as to what could happen; at least my player never heard of this fight. Use of Entry points, mobile entries. Limit the scouts from the Us, tell him that speed is important to exit the other side.

Seen from US militia entrance.





Visibility 6" except straight on the road.



ready



The contenders
Injuns and loyalists all skirmishers



the Liberty forces



Johnson's scout waiting.

"If you don't see them,
It means they are watching you".

then they come and fast engaged





He deployed his 1st regiment first with skirmishers ahead but on the road. then the convoy. I moved and used a mobile deployment point to put a couple of Indians on a hit and run harassment mission. They came, shot the column, made a few hit and took off. He deployed another formation that managed to shoot my raiders, he wanted to get rid of them and engaged with more skirmishers and disconnecting from the convoy. The convoy had its own card to move to help. I got the opportunity with a disconnected column and 2 skirmishers moving on the road, 4 cards handy (he needed one spare to be able to activate all 3 units he sent), for the first time in a SP2 game, to launch an ambush! So placed the bunch of Brandt and 3D6 move plus shooting. Quite successful (column or rear shooting plus ambush =4 shock results). But the cards draw subsequently were messy and the injuns did not disengage in time not to get punished a bit by the lined-up militias. I used the injuns with 1 dead =one shock too which makes them a bit reluctant to get punishment. So, they need leaders. I also have special "injun" card which can only be used on them as a command card but for non combat purpose (move and shock).To make them more mobile but not necessarily more fighting.



He tried to deploy facing that threat, and got too much focusing on it. The last militia rgt nearly never did anything, just like in history. He involved too much his skirmisher but without enough cards and leader supports which limited their activations. Fully using the various side deployment points, I put Johnson to help recombining (recuperating shock and reorganisation in one group) two groups one having lost 4 figure to an initial militia salvo.

I set up my loyalist against pursuing solo sk groups who got devastated. He focused on both sides hit and (sometimes;) run and pushed ahead the convoy as one of the victory conditions was to get it out. I still had Cornplanter 's 4 groups which appeared, two moves away from the convoy, not impeded by any "rebels".



looting

One group went on the destroy the convoy (took several turns) the rest managed to get in the rear of one rgt. and put it on the run. In the end too many running patriots and two leaders hit downed his force morale to losing command cards, the story was written.

A lot of maneuvering and flank shooting did it, the doubled shock thing. The scenario was not bad, I think that more patience and maybe a bit more coordination by the patriot player might have done it. The Indian player cannot afford many casualties. One group in front of a full 20 or 30 militia line fire and it is often cooked. In the end the historical thing (but we did not engage in one "fisticuffs") it was, except there was less casualties (a bit more left under bushes than on the picture). If we had played a bit of the "pursuit" there might have been more. I like my way of characterising the Indians. They are not (esp. by that tile) Scottish berserkers, but cautious (yet powerful) people who only pounce on shaken opponents. Sometimes I do use the 12 figs horde instead of skirmisher to represent less skilled ones, or young cocks eager to prove themselves.

