The Narraguagus Valley: Some Account of its Early Settlement and Settlers

James Alphonso Milliken

Description
A glance at the map of the western part of Washington County will show that any treatment of the early settlement upon the Narraguagus River, necessarily involves more or less of the histories of Steuben, Milbridge, Harrington and Cherryfield.

Steuben was formerly township "No. 4, East of Union River," and No. 5 comprised the territory now included in the towns of Milbridge and Harrington. The town of Cherryfield is composed of No. 11, Middle Division, Brigham Purchase, and of the northeastern part of what was formerly Steuben. All that part of Cherryfield lying south of the mills on the first or lower dam was, prior to 1826, a part of Steuben, and was called Narraguagus to distinguish it from the settlement in the southwestern part, which was called "Head of the Bay," and the postoffice at Cherryfield was called "Narraguagus" until within some twenty-five years past. What is now the flourishing town of Milbridge was a part of Harrington until 1848. Harrington (No. 5) was incorporated as a town in 1791, Steuben (No. 4) in 1795, Cherryfield (No. 11) in 1816, and the northeast part of Steuben was annexed to Cherryfield in 1826. I find that prior to the incorporation of Harrington, that township and No. 11, Cherryfield, held their plantation meetings and kept their records as one organization. At that time most of the settlers in Harrington lived at Mill River, where the earliest settlement was made. There was no settlement at what is now Harrington village until several years later.

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Milliken, James A. The Narraguagus Valley: Some Account of its Early Settlement and Settlers. Machias, Me. A. J. Huston. [Campbell Hill] Apart from its architectural merit, the house has significance from its original owner, recognized as “the most distinguished man of his time in Eastern Maine.” Born in 1731 in Georgetown, Alexander Campbell was active in the military during the French and Indian War. In 1755 he served in Thomas Phillips Company of Rangers scouting “to the westward” and in 1757, in Captain Jabez Bradley’s Company at Fort St. George. History of the upper peninsula of Michigan: containing a full account of its early settlement, its growth, development, and resources, an extended description of its iron and copper mines, also, accurate sketches of its counties, cities, towns, and villages biographical sketches, portraits of prominent men and early settlers. - History. E-book creation: Ann Arbor, Michigan: University of Michigan Library 2005. URL: http://name.umdl.umich.edu/ARG9598.0001.001. If the settlement does not provide safety the total happiness per settler is capped at 60. The script adds a fixed happiness of 50 for each nonhuman settler and a value called bonus happiness. The bonus happiness is simply the summary of all WorkshopRatingBonusHappiness values of the items the player has built. The resulting value is divided through the total number of settlers living in the settlement. If all of your settlers needs are fulfilled this means that we end up with a happiness value of 80 plus the bonus happiness of all stores divided by the number of settlers. Finally the game adds a happiness modifier to the resulting happiness. Water and food stored in the workbench are taken into account. Each unit of safety will lower the attack chance by 1%.