

Spanish Southwest

Wargame Scenarios

*Twelve Game Scenarios of the Conquistador and Early Spanish
Colonial Period*
1693-1748



**An Accessory Module for the
Gauntlet Run Game**

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THE CONQUISTADOR AND EARLY SPANISH COLONIAL PERIODS 1540-1598

Conquistador armies were usually ad hoc units created for specific expeditions from locally available resources. They were generally organized into squads and platoons by types of arms: firelock, crossbow, swordsmen, artillery, and cavalry. As in the use of pikemen in Europe, the swordsmen were employed protecting the crossbowmen and musketeers as they reloaded. Because they were often in melee, they usually wore heavier armor than their comrades. All of the native forces of this period had stone-age weapons and leather shields at best and no horses.

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Spanish Conquistador Army (circa 1500-1640) Coronado, and Oñate to Rosas

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword. Músico, alférez, teniente, capitán, comandante. Friar/Chaplain (*Sp. fraile/capellán*) may act as noncombatant tenientes.

NCOs: mounted have lance and/or sword; foot have a sword and halberd.

Native Allies – local native Amerindians

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Spanish Caballero	Light	2	lance, sword
<i>Special: Drilled, Mounted, Expert Rider, Tenacious. Armor: heavy-armor, shield.</i>			
Spanish Hidalgo	Light	3	lance, sword
<i>Special: Steady, Mounted, Expert Rider. Armor: light-armor, shield.</i>			
Spanish Arcabucero	Skirmish	3	sb flintlock carbine, sword
<i>Special: Steady, Mounted, Expert Rider. Armor: light-armor.</i>			

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Spanish Rodelero	Light	2	sword
<i>Special: Drilled, Stubborn. Armor: heavy-armor, buckler</i>			
Spanish Arcabucero	Skirmish	3	smoothbore musket, sword
<i>Special: Steady. Armor: light-armor</i>			
Spanish Balletero	Skirmish	3	crossbow, sword
<i>Special: Steady. Armor: light-armor</i>			

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Naval Crew	Light gun	2	light smoothbore gun (6-10#)
<i>Special: Drilled. Option: 1-horse limber, 2-horse limber.</i>			
Naval Crew	Medium gun	2	medium smoothbore gun (12-17#)
<i>Special: Drilled. Option: 2-horse limber.</i>			

<i>Enemies and Allies</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Mexican Warriors	Skirmish	3	warclub (<i>Maquahuitl</i>)
<i>Special: Steady. Armor: light armor, shield.</i>			
Mexican Archers	Skirmish	3	spear thrower (<i>Atlatl</i>)
<i>Special: Steady.</i>			

Southwest Natives (circa 1540-1860) Assume that all natives have at least Strong melee weapons.

Cacique – one integral Cacique (NCO) per Scouting Party (5) or Hunting Party (10).

Note: caciques were actually medicine men but often performed as secondary war leaders in the Southwest.

Apache Indian – Morale 5, Chief 50 points, Warchief 75 points.

Pueblo Indian – Morale 6, Chief 35 points, Warchief 60 points.

1540-1609 *Native units should have no firearms or horses.*

<i>Native Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Pueblo Warrior	Skirm	3	bow/spear/hatchet/club, knife
<i>Special: Steady, Forester, Woodcraft.</i>			
Navajo/Apache	Skirmish	2	bow/spear/hatchet/club, knife
<i>Special: Drilled, Forester, Woodcraft.</i>			

THE CORONADO EXPEDITION

Background: In 1539, two friars, one black slave named Esteban, and some native Indians of Mexico, were sent north by Menendez, the Viceroy of New Spain, to scout the areas to the far north. Only Fray Marcos returned, announcing he had seen the seven cities of gold. At this time, the city of Mexico contained about 2,000 residents, made up of two classes, settlers and soldiers of fortune who were unemployed and eager for a new campaign. The news brought by Marcos was like a match in a powder room. In November, Menendez sent another small scouting party of 16 mounted men to verify Marcos' report. Then, in the early months of 1540, the Viceroy began recruiting an expedition of 235 mounted and 62 foot soldiers under the command of Francisco Vasquez Coronado. The assembled army was the largest collection of indolent and unoccupied second sons of noblemen, and the most experienced mercenaries, as well as the best-armed expedition ever mustered in the New World.

Many of the greatest houses of Spain were represented. The expedition leaders were Don Francisco Vasquez Coronado, Captain-General, Don Pedro de Tobar, Alférez (standard bearer), Maestro del campo, Lope Samaniego, captains Don Tristan de Arellano, Don Pedro de Guevara, Don Garcia Lopez de Cardenas, Don Rodrigo Maldonado, Diego Lopez, and Diego Gutierrez, with Pablo de Melgoza as captain of the infantry, Hernando de Alvarado, chief of artillery, and Pedro de Castañeda de Naçera, historian. Coronado wore gilded armor with brilliant trappings, others had chain mail, iron helmets and visored head pieces of tough bullhide. The foot men had crossbows (ballestas) and arquebuses (arcabuces) while others had sword and buckler (espada y rondelo). The entire army was organized into companies with banners. The painted native allies carried their bows and warclubs. There were a thousand servants and followers who led extra horses, mules that carried supplies, twelve light cannon (pedreros, swivel guns), 4 small cannon, large droves of oxen, cows, and sheep.



SCENARIO 1 – THE SAMANIEGO RAID

1540 April – The Skirmish at Chiametla, MX

The Spanish left Compostella on February 23, 1540, and reached Culiacan March 28, where they stopped and rested for two weeks. Then Coronado left the main body there. He and a small force left Culiacan on April 22. They forded the Centizpac River and arrived at Chiametla where Coronado sent out a foraging party under the command of the Master-at-Arms, Lope Samaniego. At one point the foraging party entered a dense thicket where one soldier became separated. The Indians attacked him and Samaniego and his men went to his aid. After chasing them off, Samaniego believed they had left the area, so he lifted his visor to get a better view, whereupon he was hit by an arrow in his eye, which killed him outright. Five or six other men were also wounded by arrows. Diego Lopez took command and gathered his men at the supplies they found in the village. He sent word back to Coronado who came to their relief. Several sorties were made, and captured natives were hung in retaliation. Don Garcia Lopez de Cardenas became the new Master-at-Arms.

Order of Battle

Spanish (11)

Don Lope Samaniego, mounted, heavy-armor, teniente (1)
2 equipos de arcabuceros, mounted, light-armor (10)
1 supply wagon

Chiametla Warriors (43)

Pueblo warchief (1)
1 Raiding party, Pueblo chief, (21)
1 Raiding party, Pueblo chief, (21)

Conditions

Game Board: a 4'x6' board oriented the long way.

Game Turns: the game will last 6 game turns.

Terrain: Flat fields with scrub brush and cactus, and some cultivated fields with a village of huts in the center of the board.

Deployment: the Spanish are in the village and the natives may enter from any side.

Victory Conditions: If the Natives can push the Spanish back the village will be safe from the foraging party. If the Spanish hold the village the main army will reinforce them on game turn 6.

SCENARIO 2 – THE CORONADO ENTRADA

1540 July 7 – The Battle of Awaikuh, AZ

Background: Coronado met the returning scouts who reported that there were no cities of gold. But he determined to go on anyway, splitting his army and taking a small group of soldiers ahead with 75 or 80 cavaliers and 25 or 30 footmen, and 3 priests. In July 1540, he reached the Zuñi Pueblo of Hawaikuh, one of the seven cities of Cibola. The pueblo stood on a rocky mesa (not very high), and was divided into two parts, making a circle with a plaza in between. The 200 houses were 3 or 4 and sometimes 5 stories high with doors opening on the plaza. There were only one or two gates to the city. There was also a Kiva in the middle of the plaza. Irrigated fields lay below the village. Also, there were several hundred houses outside the pueblo. As he approached the city, Coronado was met by a phalanx of 300 warriors with bows, spears, clubs, and leather shields. He sent two friars and two officers ahead with a body of cavalry to meet them. But when they fired a volley of arrows, he gave the order to charge, driving the natives back into the town. Two or three of the Spaniards had been wounded, three horses were killed and seven or eight were wounded.

Order of Battle (Battle in the Fields)

Spanish (54)

Capitán-general Coronado, mounted, heavy-armor (1)
Alférez Don Pedro de Tobar, mounted, heavy-armor (1)
Teniente, Don Tristan de Arellano, mounted, heavy-armor (1)
 1 escuadra de nobles, mounted, heavy-armor (5)
 1 escuadra de hidalgos, mounted, light-armor (5)
Teniente de la Infantería Pablo de Melgoza, foot, heavy-armor (1)
 1 escuadra de rodeleros, foot, light-armor (10)
 1 escuadra de arcabuceros, foot, light-armor (10)
 1 escuadra de ballesteros, foot, light-armor (10)
Teniente de Artillería, Hernando de Alvarado, light-armor (1)
 1 light gun, artillería (4)
 1 light gun, artillería (4)
 1 Friar, capellán, no armor (1)

Zuñi Pueblos (84)

Pueblo warchief (1)
 1 Pueblo Raiding party (21)
 1 Pueblo Raiding party (21)
 1 Pueblo Raiding party (21)
 1 Pueblo Raiding party (21)

Conditions

Game Board: a 4'x6' board oriented the long way.

Game Turns: the game will last 6 game turns.

Terrain: Flat fields with scrub brush and cactus, and some cultivated fields on the Zuñi side of the board. Place a few adobe houses on the native end of the board.

Deployment: the armies are arrayed opposite each other on the open field.

Victory Conditions: If the Zuñi can push the Spanish off the board they will be safe until the rest of the army arrives. If the Spanish win the Zuñis will retreat back to the pueblo.

SCENARIO 3 – THE CORONADO ENTRADA 1540 July 7 – the Assault on Awaikúh, AZ

Background: This next phase was extremely difficult as the approach to the Pueblo was a narrow and steep path. Horsemen were useless, so Coronado deployed his footmen to the front, to drive the enemy from the walls. But their crossbow strings broke, and the musket men were too exhausted by running after the cavalry to load and fire. The cannons probably were not available yet. He advanced with his Caballeros on foot. The natives shot arrows and threw many stones, knocking Coronado to the ground twice, the second time almost killing him. He retired from the battle with an arrow through his foot. The Spanish failed to take the city by storm. Five men were wounded with arrows, including Coronado, and many more were hurt by stones, also including Coronado. Since his armor was gilded the Zuñi had directed many of their projectiles at him. Three captains were wounded by stones, and five men were wounded by arrows. The Spanish could not take the town and had to retreat to a distance, bombarding it with cannon and musketry. Although the cannons did not appreciably damage the adobe walls, they were frightening, and the natives surrendered. Coronado magnanimously forgave them for attacking and renamed the pueblo Granada in honor of the birthplace of the Viceroy. During the night, the natives evacuated the town, leaving the furnishings and the food to the Spaniards. He could have Granada. Coronado found no gold.

Order of Battle

Spanish (21)

Capitán-general Coronado, dismounted, heavy-armor (1)
1 escuadra de caballeros, foot, heavy-armor (5)
1 escuadra de hidalgos, foot, light-armor (5)
1 escuadra de rodeleros, heavy-armor (10)

Zuñi Warriors (64)

Pueblo Warchief (1)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)

Conditions

Game Board: a 4'x6' board oriented the long way.

Game Turns: the game will last 6 game turns.

Terrain: the pueblo is located on a hill with a narrow access. The cultivated fields lie on the plain below.

Deployment: The Native Zuñi set up in the pueblo while the Spaniards set up in the fields 24" away.

Victory Conditions: If the natives can cause 10% casualties in storming the town, the Spanish will retreat and at least leave this pueblo alone, possibly returning when the rest of the army arrives. If Coronado can cause 10 casualties the natives will quit the village.

SCENARIO 4 – DON PEDRO DE TOVAR 1540 – The Battle of Tusayan

Background: Coronado soon dispatched Don Pedro de Tovar with a company of cavalry, foot, and a friar named Juan de Padilla, to the province of the Tsuayan. These were the Moqui or Hopi whose full name was Ho-pi-tuh-lei-nyu-muh (peaceful people) who were, ironically, known to their neighbors as great warriors. Moki actually means dead in their language. They occupied seven pueblos located about 700-800 feet above the valleys. Tovar thought surely these people would be on watch for the Spaniards, so he was very surprised when he and his men were able to get so close to the pueblo, they could hear people talking inside. They camped for the night. At dawn they were seen, and warriors armed with bows came towards them. The Spanish sent their interpreter to talk. The Hopi were peaceable, but they informed the interpreters that they could not be allowed into the village. They traced a line in the sand that the Spanish could not cross, but when a scuffle broke out and one of the Spaniards rode over the line. The friar, who had been a soldier in his youth, advised Tovar to attack. The Spanish charged. The natives ran for the village, but many were cut down. The Spanish were making camp nearby when natives came out with presents asking for an alliance. They brought tanned leather, fir-nuts, corn, flour, turkeys, and turquoise. After this, at dusk, Tovar and his men entered the village. After Tovar returned with tales of a great river and a race of giant natives, Coronado sent Don Garcia Lopez de Cardenas to search the area. He found the Grand Canyon but could not find any way down from the rim to the river.

Order of Battle

Spanish (13)

Capitán-general Coronado, dismounted, heavy-armor (1)
1 escuadra de caballeros, foot, heavy-armor (1)
1 escuadra de rodeleros, heavy-armor (10)
1 Friar Padilla, capellán, no armor (1)

Moqui Warriors (64)

Pueblo Warchief (1)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)

Conditions

Game Board: a 4'x6' board oriented the long way.

Game Turns: the game will last 6 game turns.

Terrain: the pueblo is located offboard. The cultivated fields lie on the plain below.

Deployment: The Native Moqui set up in the pueblo while the Spaniards set up in the fields 24" away.

Victory Conditions: If the natives can cause 5 casualties, the Spanish will retreat and at least leave this pueblo alone, possibly returning when the rest of the army arrives. If Coronado can cause 10 casualties the natives will quit the village.

SCENARIO 5 – THE DIAZ EXPEDITION

1540 – The Battle of Tizon

Background: Friar Marcos no longer thought he was safe among the men and Coronado allowed him to go with two messengers, Juan Gallego, and Melchior Diaz. Gallego was to go with dispatches to the Viceroy in Mexico City and Diaz was to join Arrellano's command of the main army. Arrellano had made a settlement on the Sonora River. In the middle of September, the messengers brought orders for the army to join Coronado at Granada (Awaikúh). Arrellano left Diaz in command of eighty people at the settlement. Later, Diaz decided to try to make contact with Hernando de Alarcon's fleet of three ships. He selected twenty-five men and headed northwest. When he reached the Colorado River, he met Yuma Indians who lived in underground houses. These Natives were very tall and very strong. The Spanish discovered that the natives warmed themselves by carrying burning sticks. Because of this they named the river Rio del Tizon (Firebrand River). Diaz was informed that the fleet had been seen three days travel downriver. He journeyed to the location and found a tree with a message cut into it, "Alarcon came as far as this; there are letters at the foot of this tree." Diaz found the letters and discovered the fleet had returned to Mexico. Diaz then retraced his steps upriver and after five or six days found a place where he thought he and his men could ford the river. The native guides began to make wicker rafts coated with bitumen. Five or six natives would swim each raft containing the Spaniards and their baggage across. While his men and the guides were making the rafts, an armed group of natives began to gather in the woods around them. They captured one the guides and tortured him until he revealed the plan, which was to attack during mid-crossing when the Spaniards were split on both sides and in rafts on the river; the swimming guides were to turn on the men on the rafts. Everything proceeded according to plan but when the attack was launched the Spaniards were ready and they drove the natives off. At this point Diaz had an unfortunate accident when a greyhound chased some of the driven sheep. Diaz threw his lance at him. It stuck in the ground with the point up and Diaz's horse ran over it, shoving the lance up through its body and wounding Diaz in the groin, rupturing his bladder. The group's new leader, Alcaraz, decided to turn back, carrying the injured Diaz, who died twenty days later. Every day they had to fight off natives. On the way, two men were mutinous and left the party which arrived back at the settlement on January 18, 1541.

Order of Battle

Spanish (17)

Don Melchior Diaz, mounted, heavy-armor, teniente (1)
Friar Juan de Padilla, capellán, no armor (1)
1 escuadra de caballeros, foot, heavy-armor (5)
1 escuadra de Hidalgos, foot, light-armor (5)
1 escuadra de rodeleros, heavy-armor (5)

Yuma Warriors (64)

Apache Warchief (1)
1 Apache Raiding Party (21)
1 Apache Raiding Party (21)
1 Apache Raiding Party (21)
12 Apache raftsmen

Conditions

Game Board: a 4'x6' board oriented the short way.

Game Turns: the game will last 6 game turns.

Terrain: a large river runs down the middle of long length of the board. It is impassable except for the rafts for which it is rough ground (walking movement). Both sides have medium forests.

Deployment: The Spanish are in the middle of ferrying the troops across when they are attacked. Each of the two rafts can carry a horseman and two soldiers and are ferried by six native warriors.

Victory Conditions: If the Yuma warriors can kill all of the Spanish or force them offboard, they win. Otherwise, if the Spanish can make it to the far side of the board they win.

SCENARIO 6 – THE ALVARADO EXPEDITION

1540 – The Battle of Acoma (what-if?)

Background: Still at Granada (Awaikúh), Coronado received a delegation from the Pueblo of Cicuyé (Tzi-quit-e, modern-day Pecos) including a man the Spaniards call “Bigote” because of his large mustache. They exchanged gifts and told the Captain-general about buffalo. Coronado determined to send men to explore this country. At the 29th of August 1540, an expedition left under the command of Hernando de Alvarado. He had twenty men and the friar Juan de Padilla with him. Alvarado went to the Pueblos of the Moquis (Hopi) who furnished guides for the trip. On the way they passed some very impressive but abandoned pueblos. After five days the trail took them straight to the pueblo of present-day Acoma (*Aa’ku*) which has the distinction of being the oldest inhabited village in the United States. At that time, it contained about 200 houses situated on a mesa that had difficult access. They collected water in cisterns. The climb had steps cut into solid rock that got increasingly difficult as they neared the crest. The natives kept a large pile of stones at the top for the purpose of hurling down on assailants.

The Acomas came down off the mesa to meet Alvarado. They refused any kind of negotiation. Moquis told Alvarado that these men were known as great bandits throughout the land. They also drew a line in the sand and told Alvarado not to cross it. He decided to attack and while making preparations the Acomas sued for peace. They presented the Spaniards with turkeys, bread, deer skins, fir cone grains, flour, and corn. Alvarado moved on and came to the land of the Tiguex on September 8th the area of present-day Albuquerque. The natives there had corn and houses of straw. The Spanish named the Rio Grande the “River of Our Lady.” There were seven other villages that had been destroyed by “those Indians who paint their eyes” that came from the region of the buffalo. The natives at Tiguex received the Spaniards peaceably but it may have been largely due to the reputation of Bigote.

Terrain: the pueblo is located on a mesa with a narrow access in the center of the board. Other than the main path the hillsides are impassable. The cultivated fields lie in the plain below.

Deployment: The Native Acomans set up in the pueblo while the Spaniards set up in the fields at least 12” away from the mesa.

Victory Conditions: If the natives can deny access the pueblo for six turns, the Spanish will retreat and at least leave this pueblo alone. If one Spaniards can enter the pueblo they win.

Order of Battle

Spanish (17)

Don Alvarado, mounted, heavy-armor *teniente* (1)
Friar Juan de Padilla, *capellán*, no armor (1)
1 equipo de hidalgos, mounted, light armor (5)
1 equipo de rodeleros, heavy armor (5)
1 equipo de arcabuceros o ballesteros, light-armor (5)

Acoma Warriors (64)

Pueblo Warchief (1)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)

SCENARIO 7 – THE CARDENAS EXPEDITION

1540 – The Battle at Kuaua Pueblo

Background: In December, Don Garcia Lopez de Cardenas, the army maestro del campo, had been sent by Coronado to speak with the Natives near present-day Bernalillo but they closed up their pueblo. Cardenas was ordered to attack. He captured a portion of the house tops at one point but was forced to retreat. They tried again similar results. The battle raged all day and night and part of the next day. Finally, the exhausted natives were smoked-out by Mexican Indians. They asked for peace. When two Spaniard officers folded their arms, the native signal for peace, they surrendered. Cardenas later said that he did not know about the peace, and at any rate he was under orders not to take prisoners. He had his men prepare stakes to which to tie them in order to burn them alive. The prisoners rebelled when they saw what was happening and another battle broke out when the disarmed natives grabbed anything they could use. The infantry closed in on them and the cavalry rode down anyone who broke out. The officers who had agreed to the peace never said a word about it. Word spread throughout the province that the Spanish word could not be trusted. Shortly after this massacre, towards the end of December, Arrellano arrived with the main part of the army.

Terrain: the pueblo is located on plains. The cultivated fields lie on the Spanish side.

Deployment: The Native Pueblos set up in the pueblo while the Spaniards set up in the fields at least 24" away.

Victory Conditions: If the natives can hold off the Spanish for 6 turns they will retreat and at least leave this pueblo alone, at least for a while. If the Spanish are still inside the pueblo after 6 turns they win.

Order of Battle

Spanish (38)

Don Cardenas, mounted, heavy-armor, foot teniente (1)
Friar Juan de Padilla, capellán, no armor (1)
1 equipo de caballeros, foot, light-armor (5)
1 equipo de rodeleros, light-armor (5)
1 equipo de arcabuceros o ballesteros, light-armor (5)
Native Mexican chief (1)
1 Squad native Mexican warriors, foot, light-armor (10)
1 Squad native Mexican archers, foot (10)

Pueblo Warriors (64)

Pueblo Warchief (1)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)

SCENARIO 8 – THE OVANDO AND POBARES EXPEDITION 1540 – The Battle of Tiguex

Background: After getting negative responses to entreaties for peace Coronado ordered the army to move to the pueblo of Tiguex (near present-day Albuquerque) and set a siege on it. He had the men prepare by building scaling ladders for the assault. When they reached the village, they setup camp nearby. The natives had also prepared by laying up a great store of stones and arrows to use in defense, as well as food and water. Several assaults were beaten back. Almost a hundred Spaniards were wounded with arrows. Some of them died later. Captain Francisco de Ovando and Don Francisco Pobares were killed. Two hundred Natives had been killed. After fifty days the Tiguexans were suffering for want of water. They had tried to dig a well, which collapsed on the workers, killing thirty of them. The natives asked for a parley and requested that the Spanish allow the women and children to leave Tiguex. Don Lope de Urrea received the children in his open arms and begged the warriors to surrender but they would not. Two weeks later they determined to abandon the Pueblo. They left the village at night on the side guarded by the cavalry under Don Rodrigo Maldonado. But they were spotted. The natives attacked, killing one soldier, a horse, and wounding several men, but they were defeated and retreated back towards a river, which was fast flowing and really cold. Only a few escaped but they were so numbed by the cold they were easily rounded up the next morning. They were brought to camp and made slaves.

A second pueblo was also taken about this time. Captains Diego de Guivara and Juan de Salvidar decided to ambush some native warriors that would come out of their pueblo every morning to harass the Spanish. They hid so they could see them leave the pueblo then they went in. Total chaos ensued as the Natives there were desperately trying to escape. A great many were killed and about 100 women and children were captured and the Spaniards plundered the town. At this time Coronado returned to the Pueblo of Cicuyé and restored to them the cacique he had taken prisoner. He promised that he would return Bigotes when he left for Quivira (Nebraska).

Terrain: the pueblo is located in a field surrounded by cultivated fields.

Deployment: The Native Tiguex set up in the pueblo while the Spaniards set up in the fields at least 24" away with their camps behind them.

Victory Conditions: If the natives can hold off the Spanish for 6 turns, they will retreat and at least leave this pueblo alone, at least for a while. If the Spanish are still inside the pueblo after 6 turns, they win.

Order of Battle

Spanish (27)

Don Ovando, mounted, heavy-armor teniente (1)
Friar Juan de Padilla, capellán, no armor (1)
1 escuadra de caballeros, mounted, heavy-armor (10)
1 escuadra de rodeleros, heavy-armor (10)
1 equipo de arcabuceros o ballesteros, light-armor (5)

Tiguex Warriors (64)

Pueblo Warchief (1)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)

SCENARIO 9 – THE ALCARAZ GARRISON

1540 – Skirmish at Suya

Background: Don Garcia Lopez de Cardenas had been sent by Coronado to Mexico City with dispatches. On his return he found the town of Suya deserted. There had been a mutiny led by Pedro de Avila, who took most of the garrison back to Culiacan. Captain Diego de Alcaraz had been left with only a few men to guard the town and Alcaraz was very sick at the time. On their way to Culican Avila and his men slaughtered many Natives. In response, seeing that most of the Spaniards had left the settlement, the surrounding natives made a dawn attack on Suya. Alcaraz was killed and several soldiers were taken captive. Some of Alcaraz's men on horseback who had escaped came back and rescued the captives. Three Spaniards, many servants, and more than twenty horses were killed. The next day the survivors left Suya on foot and, keeping off the road, made it back to Culiacan.

Terrain: the pueblo is located on a plain. It has several houses and adobe walls form a perimeter on one end of the board. The cultivated fields lie on the plain outside the pueblo. This is a dawn scenario.

Deployment: The Spanish of Suya set up in the pueblo while the Natives set up in the fields at least 24" away.

Victory Conditions: If the natives can force the Spanish out of the town, the Spanish will retreat and at least leave this pueblo alone, though the players may want surviving Spanish to return to rescue captured comrades.

Order of Battle

Spanish (11)

Don Alférez Alcaraz, mounted, heavy-armor, no command benefit (1)

1 equipo, rodeleros, heavy armor (5)

1 equipo, ballestros o arcabuceros, light armor (5)

Suya Warriors (43)

Pueblo Warchief (1)

1 Pueblo Raiding party (21)

1 Pueblo Raiding party (21)

THE EARLY COLONIAL PERIOD 1598-1680

In this time period clothing and arms were in transition. They were moving towards the styles used during of the Thirty Years War but in New Spain with throwbacks to the earlier periods. The Spanish style had changed from hose and trunk hose legging to baggy breeches and tight-fitting doublets, but some still wore the old style. Felt, broad-brimmed hats were ubiquitous unless helmets were being worn. Shoes were commonly 'latchet' shoes and cavalry usually wore boot tops over their shoes, but some of the richer men may have had long boots. In New Mexico the armor worn was normally chain mail, but a few wore metal breastplates. Many men had a metal or leather helmet and a bevor that covered the face. The cavalymen of New Mexico were outfitted as Heavy Dragoons with harquebuses, swords, daggers, and pistols, with a few lances. Most of the Spanish firelocks are arcabuces (carbines). Oñate's expedition had only six muskets. The crossbow was no longer used. His flag had the coat of arms (escudo) of Felipe II on one side and the Virgin Mary on the other. It was common for Catholic armies in this time period to have an icon or shield (escudo) representing the monarchy on the obverse side and different symbol on the reverse side of the flag, quite often the Virgin Mary. Towards the end of the century the Spanish had replaced most of their armor with leather cueras and botas (thick boot-tops). They wore broad-brimmed Cordoban style flat-topped hats. If their horses had barding it was normally leather. It's difficult to tell but the arms didn't appear to have changed much.



Facsimile of the flag of Don Juan de Oñate; he may have actually had the escudo of Felipe I. Being basically a unit of mounted dragoons it's likely that the flag was small and squared. Some cavalry flags had a rounded bottom and a swallowtail or two

Spanish Army 1608-1680 (*Reconquista, Amerindian Wars, Pueblo Revolt*)

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Friar/Chaplain (*Sp. Fraile/Capellán*) act as wavering noncombatant officers (free).

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Dragón colonial	Skirmish	4	sword, s.b. flintlock pistol/carbine
<i>Special: Wavering, Mounted. Option: may have a cuera, or heavy armor.</i>			
<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Piquero colonial	Box	3	pike, sword, light-armor
<i>Special: Steady, Tenacious. Note: may have a half-pike and/or heavy armor.</i>			
Arcabucero colonial	Light	4	smoothbore matchlock, sword
<i>Special: Wavering. Note: may have heavy armor or a cuera.</i>			
<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Artillería colonial	Light gun	3	light smoothbore gun (6-10#)
<i>Special: Steady. Option: 1-horse limber, 2-horse limber.</i>			

Amerindians (Pueblo and Navajo/Apache page 3)

1598 Don Juan de Oñate Entrada



After years of proposals, inspections, and preparations Don Juan de Oñate finally received permission to proceed to New Mexico on January 20, 1598. He had about 200 soldiers not including slaves and Indians, 130 men with families, 83 wagons and seven thousand head of cattle. It is difficult to determine how many Franciscans were in the group. On the 26th of February 1598, they reached the Rio Conchos and a few days later on March 3rd they were joined by a few more Franciscans. Since Oñate was financing the expedition, he would be the sole Governor (Adelantado) and Captain-General (Capitán-General), in the King's name (of course). They reached the Rio Grande near present-day El Paso, on March 30th at which time they stopped to rest. The friars said Mass and they had a banquet and put on a play to celebrate the occasion. On May 4th they crossed the river and continued north. The caravan was given an abundant supply of corn by the first Pueblo at which the advance party arrived; therefore, it was named Socorro (meaning succor). On the 24th of June they came to the deserted pueblo of San Juan Bautista, as they called it. They named it such because they reached it on the feast day of St. John. Here they had a reenactment battle to celebrate the day and to show their skill at arms.

They continued north and at Puará or Puaray they found the story of the deaths of the friars, seventeen years before, painted on kiva walls in the village. Leaving Puará they continued to a pueblo which they called Santo Domingo where they found Tomás and Cristóbal, Mexican Indians who had come to the region with Castaño de Sosa. They had married into the tribe and were content with their life here. But to Oñate they were excellent interpreters, something he needed very badly. Here Don Juan called for a grand council of caciques from surrounding pueblos. Through the interpreters he explained that the Spanish had come to save their souls. We can only speculate what the natives thought of that. He sent Juan de Zaldívar to return to the main caravan and guide them to San Juan. Everywhere, the Spaniards had been received peaceably. Clearly, Oñate and his people were reaping the benefits of the two peaceful explorations conducted before them by Sosa and Espejo. Then Oñate arrived at San Juan (O'ke Owingeh) Pueblo on July 11 and waited for the caravan.

During this time, he visited the northern pueblos including Taos. He explored west and arrived at Santo Domingo on the same day as the caravan, July 27. He took another small excursion and returned to San Juan where he called for volunteers to build irrigation ditches, and fifteen hundred natives showed up to help. It is not known with certainty where the planned villa of San Francisco was actually to be located, on the east side of the river near San Juan, or on the west side near San Gabriel (Yuque-Yunque) on the site of present-day Chamita (about 7 miles north of present-day Espanola). On August 18 the final wagons of the train arrived in San Francisco. They displaced the Tewas at San Juan who then relocated to San Gabriel and appropriated food and blankets. A mutiny of soldiers and colonists soon occurred but it was discovered, averted, and pardoned by Oñate. Within two weeks a chapel was built and was consecrated on the 8th of September with the name San Juan Bautista. The colony of New Mexico was begun.

SCENARIO 10 – THE ZALDÍVAR EXPEDITION

1599 – The Battle of Acoma

Background: Juan de Zaldívar (Oñate's nephew), left San Gabriel, the Spanish Capital, with thirty men to join Onate at Zuñi as ordered. On December 4, 1598, he reached Acoma Pueblo which sits on a 357-foot-high mesa. A native named Zutucapan violently opposed their presence and held a council of war. However, they greeted Zaldívar warmly and he offered to trade hatchets and other items for food supplies. The natives indicated it would take several days to grind that much corn. Zaldívar made camp on the plains. They asked the Spaniards to come to the top of the mesa and collect the bartered goods. Unaware of the hostile intent, Zaldívar and some of his men climbed the footholds in the bare rock and separated into small parties to collect the food and blankets from various parts of the pueblo. Zaldívar fell in single combat with Zutucapan. Only five Spaniards escaped by jumping off the mesa. Four survived the fall, and three others who had managed to climb down the rear side, joining the horse guards under Alférez Bernabé de las Casas below the mesa. Eleven Spaniards had been killed as well as two servants, a mulatto, and a native. Captain Tabora was sent to find Oñate, two or three went to warn the friars and the rest returned to San Gabriel.

After a military/religious council in which he did not take part, Oñate declared that a “war by blood and fire be proclaimed against the Indians of Acoma.” Seventy soldiers with 2 cannons, under Vicente de Zaldívar (brother of Juan) were sent on a punitive expedition. They arrived at Acoma on January 21, 1599, and rode around the mesa three times, calling for a parley. Twice the Acomas responded with threat and insults and on the third try they let loose a volley of stones and arrows. So the Spaniards pitched camp below the mesa and planned the assault. It was known that there were two trails that led to the top and Vicente made known his intent to use both. The main force would assault the near side while he, with a small, hand-picked group, would climb the rear. All night long the Acomas celebrated their coming victory.

The following afternoon Zaldívar rode to the foot of the mesa and announced his intent to attack. At 3 p.m. the trumpets blared, and the attack began. The natives began the battle with a large volley of arrows and stone. Meanwhile, twelve men under the command of Zaldívar, sneaked to the far side and climbed unopposed to the top. When they were discovered they were attacked by 400 warriors. One of them was wearing his brother's clothes. Zaldívar killed him, split his skull, with one slash of his sword. At nightfall the fighting broke off. The next morning more Spaniards climbed up the back way and reinforced Zaldívar and his men. They brought a wood beam with them to place across a chasm which divided the city. A few men crossed and then picked up the beam thinking they would use it again, but they were attacked by a swarm of natives. They were about to be overcome when Zaldívar jump the chasm and replaced the beam allowing others to come to their aid. Later that day he ordered the two small cannons to be hauled up. Successfully fighting on two sides, the Spaniards on the front path repulsed a counterattack and gained the top of the mesa. The two cannons were maneuvered into position and loaded with four hundred balls and fired at point-blank range into 300 Indians. The result was “...a gruesome and terrible sight.”

The Acomas suffered 600 dead and many more wounded. But stubbornly, they still refused to surrender. Many of them killed each other, hung themselves, or jumped off the cliffs or ran into burning houses as the fighting continued from house to house amidst the fires. Finally, on the 24th, after three days of fighting, the elders of the tribe called for a surrender. The Spanish said that of approximately 2,000 natives only 600 escaped. Only one Spaniard was killed, and by friendly fire at that, but many others were wounded. Incredibly, although mortally wounded, the soldier climbed down the mountain and confessed to a friar before he died.

Oñate brought the surviving Acomas to trial, judged them guilty, and condemned all males over the age of 25 (numbering about 2 dozen) to have one foot cut off and to pledge themselves to 25 years of personal service to Spanish overlords. Young men between 12 and 25, did not lose a foot but were still forced to endure 25 years of servitude. Females of 12 and older were ordered to serve 20 years and 60 young women were sent to convents in Mexico. The punishment was deemed exceedingly cruel by the Spanish Crown as well as by posterity, but it was not as cruel as what would have happened if the natives had won. Regardless, the pueblo was rebuilt within three years by the survivors without hindrance from the Spanish. There is no record that anyone's feet were cut off.

Terrain: the pueblo is located on a mesa with impassable steep sides and two narrow accesses which are Difficult Ground. The Acomans initially have hard cover due to the crest of the mesa.

Deployment: The Native Acomas set up in the pueblo while the Spaniards set up in the fields 18" away. The platoon and lieutenant are on the main side and Zaldívar and the squad are on the back side. Before the game begins the Indian player must roll a single d10: if the result is 8+ Zaldívar's group has not been seen and all the natives are deployed to face the main group.

Victory Conditions: If the natives can hold off the Spanish for 6 turns, they will retreat and at least leave this pueblo alone, at least for a while. If the Spanish are still inside the pueblo after 6 turns, they win. Alternatively, if the players agree, the game may continue until one side concedes defeat or the players may use the raiding rules to determine Victory Points.

Order of Battle

Spanish (32)

Don Zaldívar, mounted, heavy-armor, teniente (1)
1 pelotón de arcabuceros, foot, light armor (21)
1 escuadra de arcabuceros, foot, light armor (10)
1-4# cannon (4)

Acoma Warriors (64)

Pueblo warchief (1)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)
1 Pueblo Raiding party (21)

SCENARIO 11 – THE GREAT PUEBLO REVOLT

1680 – The Siege of Santa Fé

Background: On August 10, 1680, Governor Antonio de Otermin received ominous news that Padre Juan Bautista of the Tesuque Pueblo had been murdered and the church desecrated. He immediately dispatched a troop of soldiers to ascertain the veracity of the reports. But the patrol brought back news of far more ominous proportions. The whole of northern New Mexico was in flames; priests, men, women, and children had been brutally murdered and villas and ranches had been torched. Spanish refugees began to pour into Santa Fé until a thousand had gathered there. The Governor quartered them in the government buildings and ordered everyone to relocate to the fortified plaza area. Arms were distributed and food and water were stored. By August 13th, the Indians began to arrive. They destroyed the barrio inhabited by the Mexican Indians. The awesome mix of tribes included Tanos, Pecos, Keres, Tewas, and Jemez, and even Apaches, a cooperative conglomeration never seen before. They immediately began a siege of the Capital. A Tano Chieftain came forward to bargain with the Spanish but Otermin realized they were just stalling for time. Hundreds more natives arrived on the 14th, even from distant Pueblos and the eastern plains. They completely surrounded the city, encamping in the foothills; the glow of their campfires illuminated the night sky. They cut off the 'acequia madre', a stream that served as the central water supply for the villa. Otermin had only 150 fighting men against more than 2,000 warriors.

At last, on August 16th wave after wave stormed the fortifications, only to be repelled. By nightfall, the natives had breached the defenses and were pressing the perimeter around the Palace of the Governors. On the 20th, the Governor sallied forth and engaged the Indians in a day-long battle with his remaining troops. Bleeding from 2 arrow wounds and a gunshot chest wound, he maneuvered his cavalry and overcame the enemy forward positions, killing 300 and capturing 47, who were interrogated and executed. The next day, forming a column with women and children in the center, the Spanish left the city. They inched forward, closely watched by hundreds of natives who let them go. The greatest defeat of the Spanish in North America claimed 400 Spanish lives including 20-odd priests and caused the complete abandonment of the Province of New Mexico for 12 years. The 1900 survivors retreated to El Paso. The Spanish were so out of touch with the feelings of the Pueblos that they honestly did not know why the rebellion had occurred.

Terrain: scrub brush and scattered trees. Santa Fé is set up at one end of the board as shown below and the Spanish camp on the other. The Villa should be represented by adobe houses connected by adobe walls. The walls give Heavy Cover. It is daytime.

Deployment: The Spanish are in the pueblo and the Pueblos are on the opposite side of the board 24" away from the town. The Spanish are armed with swords, escopetas (carbines), pistols, and lances. All the natives have metal-tipped weapons but 2 or 3 may have flintlock carbines. The Spanish unit with Otermin has the option of being mounted or on foot and may change from one to the other anytime during the game.

Victory Conditions: The Pueblos win if they gain control of the outer walls and courtyard. The Spanish win if they can keep the Pueblos out of the city; better yet if they drive them off the board.

Order of Battle

Spanish (12) First

Don Otermin, mounted or dismounted, heavy-armor, capitán (1)

1 pelotón de arcabuceros, mounted or dismounted, light-armor (11)

15 Villagers

Pueblo Warriors (64)

Popé, Pueblo Warchief (1)

1 Pueblo Raiding Party, Catiti, chief, (21)

1 Pueblo Raiding Party, Tupatu, chief, (21)

1 Pueblo Raiding Party, Jaca, chief, (21)

SCENARIO 12 – PUEBLO INDEPENDENCE

1680 – War Between the Pueblos

Background: The natives soon turned to pillaging the villa of Santa Fé and did not pursue the retreating Spanish. The Churches and a convent in the villa were burned while natives danced joyfully around the fires. Some wore the vestments of the friars and rode around on horseback. They went to the Rio Santa Fé and washed themselves free of the Christian baptism. Popé and his chieftains ordered that former holy names of saints were not to be mentioned, everyone must drop their Christian names, and they were forbidden to speak Spanish. The Tanos of Galisteo took over the villa of Santa Fé. The churches everywhere were desecrated and destroyed, and the kivas were reopened, and native dances were reinstated. The Pueblos began to dance their traditional dances and made traditional offerings. After this Popé and the other leaders turned to establishing a common alliance or nation against the possible return of the Spanish. They also tried to make an alliance with neighboring Apache tribes, but this didn't work out because hearing that the Spanish had left gave them other ideas. Popé made a tour of the provinces ensuring that his decrees were enforced. His rule became oppressive and he began to execute people on the slightest infractions. The people did not want to give up some of the conveniences they had received from the Spanish, livestock, vegetables, clothing, weapons, etc. Popé took the most beautiful women for himself and his captains, and exacted excessive tribute for his government. He predicted that people would now have good hunts and plentiful crops.

However, in the following year, there came a terrible drought and the native gods were not responding to their prayers and offerings. Many people felt that they had been better off with the Spanish. Civil wars developed, especially a huge war between the Queres (Cochiti and Santo Domingo), Pecos, and Taos Pueblos on one side and the Tano (Jemez and Galisteo) and Tewa (Tesuque, Nambe, San Ildefonso, Santa Clara, San Juan) Pueblos on the other. It was said that half the Tanos (approximately 4,000) took all their Spanish possessions and settled in with the Moqui and other pueblos, virtually taking over the region. Their intent was to use their Spanish plunder and to propagate their livestock. Those among them who had been servants taught them Spanish way. Meanwhile the wild native tribes took advantage of the confusion and began to raid mercilessly, especially the Yutas, who nearly decimated the Tewas. Hunger and pestilence entered the scene. Tribes became scattered and pueblos were abandoned. Popé was unseated by the Tanos (Jemez) and Tu-pa-Tú was elected to his place. In 1688 Popé was again elected but soon died and Tu-pa-tú was again elected.

Today, Popé is revered by Pueblos who seem to have forgotten the difficulties that occurred under his rule. Yes, the Spanish were gone but were they better off? It was the only time the pueblos would unite. And for the Spanish, a valuable lesson had been learned; that the Pueblos were people and had to be treated as such. This was previously regulated in 1543 when the "New Laws and Ordinances for the Government of the Indies" was issued. This order pronounced that all Natives in New Spain were direct vassals of the king, in other words, regular citizens of the empire. The intent of the Spanish Crown was to free the Christian natives from personal servitude and compulsory labor and further clarifications continued to be issued. In addition, Felipe II in 1575 forbade the Inquisition to have any jurisdiction over natives of the Indies. Though there would be a rocky road ahead and some abuses continued, peace would eventually be established, and Pueblo and Spaniard would have to work together for the mutual defense and prosperity of New Mexico.

Terrain: Players may decide the terrain.

Deployment: Tie two war parties meet in the field.

Victory Conditions: Use the Raiding Rules to determine Victory Conditions.

Order of Battle

Cochiti/Santo Domingo Warriors

Pueblo Warchief (1)

1 Pueblo Raiding Party, Alonso Catiti, Santo Domingo chief, (21)

1 Pueblo Raiding Party, Bartolomé Ojeda, Zia chief, (21)

Tano/Tewa Warriors

Popé, Pueblo Warchief (1)

1 Pueblo Raiding Party, Luis Tupatu, Picurís chief, (21)

1 Pueblo Raiding Party (21)