

Spanish Southwest

Wargame Scenarios

Twenty-nine Game Scenarios of the Mexican Period
1821-1847



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

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MEXICAN PERIOD (1821-1847)

The following are 29 scenarios in the American Southwest ranging from 1834 to 1847.

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Mexican Units

Mexican Infantry (Fusileros - Infantería permanente) – (Steady, line) Infantry regiments were composed of sixteen companies (eight in a battalion) in the French style. Each battalion had six line companies, one of voltiguers or light infantry or rifles, and one of grenadiers. The grenadiers were meant to be the best of the regiment. The troops were Steady but poorly officered. There was also a significant problem with Mexican gunpowder. The bad quality caused the men to put two charges into a musket which was too much and gave a heavy kick. Because of this, most soldiers preferred to fire from the hip. The result was very poor aim. If the infantry could close with the Americans they were much more effective with the bayonet, and gave the Americans a good thumping more than once. The infantry were armed with smoothbore flintlock muskets (British Tower muskets, India Pattern) and bayonets.

Mexican Grenadiers (Granaderos permanente) – (Drilled, line) hand-picked men.

Mexican Light Infantry (Infantería ligera permanente) – (Steady, light) were elite units that could fight effectively in small groups or in formation as the situation required.

Mexican Rifles (Rifleros permanente) – (Steady, light) some regiments had companies of riflemen who were armed with British Baker Rifles which were flintlock rifles with sword bayonets.

Mexican Cavalry (Caballería permanente) – (Steady, line) this branch was very good in execution but unfortunately, the role of cavalry was diminishing due to the strength of Infantry fire power. Many of the Mexican squadrons used lances in the Napoleonic fashion. They were excellent riders who could change formation on the fly. Like the infantry, closing with the enemy was a problem. They normally did quite well in melee. The cavalry was armed with swords, single-shot smoothbore pistols, and smoothbore flintlock carbines; Lancers with lances, swords, and smoothbore pistols.

Mexican Coraceros (Coraceros de Tulancingo) – (Drilled, line) these armored cavalrymen, patterned after the French Cuirassiers) wore metal breastplates and helmets. They were styled after Napoleon's famous Cuirassier troops. The Mexican counterparts were armed with swords and smoothbore muskets.

Mexican militia (Milicia activa) – (Wavering, line) were local militias organized by the provincial governors. They were not as professional as the regulars (permanentes).

Mexican Presidiales (Presidiales mexicano) – (Steady, light) Presidiales were still the hard riding, Indian fighting, protectors of the frontier, same as their predecessors, but by this time they had dropped the cuera. They were armed as lancer/dragoons. Their fire-arms were poor quality smoothbore carbines (escopetas) or muskets, swords, and pistols. Governor Armijo found it impossible to get new fire-arms from Mexico so he purchased muskets from St. Louis, probably old trade muskets.

Mexican Artillery (Artillería mexicana) – (Drilled) The artillery branch was good but was also plagued by ordnance and gunpowder problems that rendered them largely ineffective. Guns and ordnance varied with units involved but very little Mexican artillery was used in New Mexico during this period.

Hidalgos y Vaqueros (usually a small unit) – (Steady, skirmish) vaqueros (cowboys) are an arbitrary classification representing the most trusted and skilled cadre of the Hídalgos, the backbone of the NM militia. They had good morale and were excellent riders. In New Mexico they were normally well-armed, often with rifled pistols and carbines gained in trade with the Americans. In California, due to various roundups of personal firearms by paranoid dictatorial types the Vaqueros are almost totally devoid of firearms. When mounted, they favored the lance and did quite well if they could close with the enemy.

Comancheros/Genisaros – (Drilled, skirmish) This class includes Comancheros (Indian traders) and Ciboleros (buffalo hunters), and Genisaros (Indians who became culturally Spanish). They will almost always have a firearm.

Vecinos (neighbors, Vecinos mexicanos) – (Wavering, skirmish) is an arbitrary classification representing dismounted irregular militia (milicia) of New Mexico. Or, they are more merchant or trade oriented and less used to fighting. They were armed with poor quality smoothbore flintlock carbines, swords smoothbore flintlock pistols.

Peones – (Wavering, skirmish) is also an arbitrary classification meaning the poorest irregular troops, usually very poorly armed. These were sometimes free men but more commonly, debt-slaves of the hidalgos who did the shepherding and farming for them. Most of them were armed with farm tools, spears, and bows and a few smoothbore carbines or muskets. Some peones were very valued companions of the Dons and were treated almost as Vaqueros. These were given firearms and mounts to better assist their master.

Officers

<u>English</u>	<u>Spanish</u>	<u>Native</u>
NCO	Sargento	Cacique
Lieutenant	Teniente	Chief
Captain	Capitán	Warchief
Major	Comandante	---

Units

<u>English</u>	<u>Spanish</u>	<u>Native</u>	<u>Led by:</u>	<u>#Foot</u>	<u>#Mounted</u>
Team	Equipo	Scouting Party	NCO	5	2-3
Squad	Escuadra	Hunting Party	NCO	10	5
Platoon	Pelotón	Raiding Party	Lieutenant	21	11
Company	Compañía	Warband	Captain	42-43	23-24

Independent Units

Pueblo Allies (Aliados de pueblos) – can be mounted or on foot. They fight only in skirmish and many of them would have lances and bows and arrows. They were good fighters but were slightly outclassed by their hostile cousins. Their morale is better when mounted.

Yutas/Comanche/Kiowa – this conglomeration of nomadic tribes terrorized the northern and eastern borders of the Mexican settlements. They are elite warriors.

Apache/Navajo – this grouping of semi-nomadic tribes terrorized the settlers on the eastern, western, southern, and southeastern borders, except for the Jicarrilla who lived on the eastern borders of New Mexico.

American Units

US Infantry – (Steady, line) Americans were high-spirited in this period of expansionism. The infantry, and Americans in general, were full of confidence and spirit. Perhaps it was the mood of Manifest Destiny and the expansionism that went with it. The infantrymen were armed with muzzle-loader Springfield smoothbore muskets.

US Dragoons – (Steady, light) Dragoons were well-equipped but not so steady. They could barely ride a horse whereas Mexicans and Natives rode from childhood. They were very poor in melee, especially against Native Americans. They were armed with pistols, sabers, and smoothbore carbines.

US Mounted Rifles – (Steady, line) were founded by Colonel Fremont during the California Campaign. They rode horses but usually fought on foot. They were armed with muzzle-loader smoothbore muskets.

US Artillery – They were steady and had good discipline and training as artillery, and sometimes as skirmishers as infantry. They were armed with sabers and pistols.

State Volunteers – (Steady, light) Similar the Santa Fe traders; the only difference being that they joined the Army in Missouri and had some military training. In New Mexico they were difficult to control and were the cause of a lot of trouble with civilians, whose reactions were usually seen as sedition, when they were actually civil grievances. They were armed with Mississippi Rifles and performed as mounted rifles.

NM Militia – Including Hispanics and Americans. These are traders, and drovers who plied the Santa Fe Trail. They were armed with cap-lock rifles (Hawkins, etc.), pistols, and knives.

NM Settlers – These are non-combatant people who had already settled in New Mexico and busied themselves with various commercial occupations. Many spoke Spanish and had married into the culture. They are represented here as inferior troops. They are armed with flintlock or caplock rifles.

Mountain Men – Men such as Kit Carson and other Trappers are represented here as being good shots and good scrappers in a fight. Though the actual mix of Mountain Men was four French Canadians to one American, they captivated American imaginations and were often the subject of cheap novels. They were armed with flintlock or cap-lock rifles (Hawkins, etc.), pistols, and knives.

American Army in the Southwest (circa 1830-1860)

US troops, Volunteers, and Texans – officers armed with a firearm or sword. Lieutenant, Captain, Major.

Militia – will have an NCO for each squad. Officers: Lieutenant, Captain, Major.

Mountain Men – will have an NCO in charge of each team.

NCOs: each team or squad must have an NCO, armed with a firearm or sword.

Officers: will have a sword and/or pistol or carbine.

Native Allies – none

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
US Dragoon Cavalry	Light	3	sword, smoothbore flintlock carbine
<i>Special: Steady, Mounted.</i>			
Texan Cavalry	Skirmish	3	pistol/rifled flintlock musket
<i>Special: Steady, Mounted, Stubborn.</i>			
US Mounted Rifles	Light	4	sword, rifled caplock musket,
<i>Special: Wavering, Mounted.</i>			
US Mounted Volunteers	Skirmish	3	rifled caplock musket, large knife or sword
<i>Special: Steady, Mounted.</i>			
American Militia	Skirmish	3	rifled caplock musket, or revolver
<i>Special: Steady, mounted. Note: territorial settlers.</i>			

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
US Infantry	Line	3	sb flintlock musket, bayonet
<i>Special: Steady.</i>			
US Voltigeur	Line	3	sb flintlock musket, bayonet
<i>Special: Steady, Fast.</i>			
US Volunteer	Light	3	rifled flintlock musket, sword
<i>Special: Steady.</i>			
Texan Infantry	Light	3	rifled flintlock musket, sword
<i>Special: Steady, Stubborn.</i>			
Mountain Man	Skirmish	2	rifled caplock musket, hatchet
<i>Special: Small Unit (5 figures), Drilled, Rifle, Hatchet/Bowie knife, Forester, Woodcraft.</i>			
<i>Option: may be mounted. Note: territorial trappers and hunters.</i>			
American Militia	Skirmish	4	rifled caplock musket
<i>Special: Wavering, Rifle. Note: territorial settlers.</i>			

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
US Artillery	Light gun	3	light smoothbore gun (6-10#)
<i>Special: Steady. Option: 1-horse limber, 2-horse limber.</i>			
US Artillery	Medium gun	3	medium smoothbore gun (12-18#)
<i>Special: Steady. Option: 2-horse limber.</i>			

Southwest Natives (circa 1640-1850) points listed below are for each figure. The same conditions apply as above. *Cacique* – allows units to maintain morale, one Cacique unit (as NCO).

Officers – Chief, Warchief.

Native units should have at least three bow or melee-armed men per five figures; the remainder can be armed with flintlock smoothbore muskets or carbines. Chiefs may have rifles. All figures may be mounted.

<i>Native Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Pueblo Indian	Skirmish	3	bow or smoothbore carbine, hatchet or club
<i>Special: Steady, Forester, Woodcraft.</i>			
Navajo/Apache/Plains	Skirmish	2	bow or smoothbore carbine, hatchet or club
<i>Special: Drilled, Forester, Woodcraft, Fierce.</i>			
Comanche/Ute/Kiowa	Skirmish	1	bow or smoothbore carbine, hatchet or club
<i>Special: Bloodthirsty, Forester, Woodcraft.</i>			
<i>Note: Comanches are also Tenacious.</i>			

Mexican Army in Mexico and the Southwest (circa 1821-1847) points listed below are for one figure.

Officers: have one less benefit than usual (Lieutenants 0, Captains +1, and Majors or higher +2). Officers will have a sword; presidiales and milicia (Vaqueros, Vecinos, Peones) may have a sword, pistol, or carbine. Músico, alférez, teniente, capitán, Comandante.

NCOs: each team or squad must have an NCO armed with a flintlock smoothbore and sword but Vaqueros, Vecinos, and Peones may have one or the other (sword or flintlock smoothbore).

<i>Caballería mexicana</i>	Type	Morale	Weapons
Coracero	Formed	2	smoothbore flintlock carbine, sword, half-armor
			<i>Special: Drilled, Mounted, Expert Rider, Poor Powder.</i>
Caballería	Formed	3	smoothbore flintlock carbine, sword
			<i>Special: Steady, Mounted, Expert Rider, Poor Powder.</i>
Caballería Ligero	Formed	3	sword
			<i>Special: Steady, Mounted, Expert Rider, Fast. Option: Lancers have lances.</i>

<i>Infantería mexicana</i>	Type	Morale	Weapons
Granadero	Formed	2	smoothbore flintlock musket, bayonet
			<i>Special: Drilled, Stubborn, Tenacious, Poor Powder.</i>
Fusilero	Formed	3	smoothbore flintlock musket, bayonet
			<i>Special: Steady, Poor Powder.</i>
Ligero	Light	3	smoothbore flintlock musket, bayonet
			<i>Special: Steady, Fast, Poor Powder.</i>
Riflero	Light	3	rifled flintlock musket, bayonet
			<i>Special: Steady, Poor Powder.</i>
Milicia Activo	Formed	4	smoothbore flintlock carbine/musket, bayonet
			<i>Special: Wavering, Poor Powder.</i>

<i>Artillería mexicana</i>	Type	Morale	Weapons
Regular Artillery	Light gun	3	light smoothbore gun (6-10#)
			<i>Special: Steady. Option: 1-horse limber, 2-horse limber.</i>
Regular Artillery	Medium gun	3	medium smoothbore gun (12-18#)
			<i>Special: Steady. Option: 2-horse limber.</i>
Presidial Artillery	Light gun	4	light smoothbore gun (6-10#)
			<i>Special: Wavering. Option: 1-horse limber, 2-horse limber.</i>

<i>Tierra adentro</i>	Type	Morale	Weapons
Presidial Dragón	Light	4	smoothbore flintlock carbine, sword
			<i>Special: Wavering, Poor Powder.</i>
Comanchero/Genizaro	Skirmish	2	smoothbore flintlock carbine, knife/hatchet
			<i>Special: Small Unit (5); Drilled.</i>
Vaquero Milicia	Skirmish	3	rifled flintlock carbine
			<i>Special: Steady, Poor Powder. Note: includes hacenderos and their best men.</i>
Vecino Milicia	Skirmish	4	smoothbore flintlock carbine
			<i>Special: Wavering, Poor Powder.</i>
Peone Milicia	Skirmish	5	sb flintlock carbine or sword or machete/farm tool
			<i>Special: Inexperienced.</i>

Note: except for Peones all Tierra Adentro (Upcountry) Units may be mounted, they automatically gain the Expert Rider rule. They may have lances in addition to their usual armament. Californios will rarely be dismounted and will have lances and possibly swords but no firearms.

SCENARIO 1 – NEW MEXICO RAIDERS

Battle of Canyon de Chelly – 1834

Background: In 1834 Don José Chaves, older brother of the famous Manuel Chaves, hero of the Civil War, led an expedition against the Navajo. A company of fifty hand-picked men was raised to avenge deaths and loss of livestock in recent months and, hopefully, to recover Hispanic captives, as well as to gain as many Indian captives as possible (probably their ultimate goal). At that time captives could be sold as slaves for \$500 apiece. This was Manuel Chaves' first campaign. He was sixteen years old at the time. The company found the Navajos unusually scattered and entered Canyon de Chelly (pronounced 'shay', or 'shayee' from the Navajo word Tsé-gi or tseyi meaning 'among the cliffs') where they happened upon a gathering of thousands of natives during a time of feasts and dances. The resulting battle lasted all day and only two New Mexicans survived to escape, Manuel Chaves, and a Navajo boy who had been raised by a New Mexican family (probably a *criado*, a captive). Chaves had been wounded seven times and had been presumed dead. The boy had hidden in the rocks. After nightfall the two buried Manuel's brother and journeyed without food or water back to New Mexico. Along the way, the boy died. Manuel found some Mexican shepherds who made a litter and carried him back to *Hispano* civilization.

Terrain: scrub brush and rocks with something to mark two impassable cliff sides.

Deployment: The New Mexicans deploy in the center while one group of Navajo with a leader deploys on each end of the canyon. The New Mexicans are armed with lances and smoothbore carbines. The Navajo are armed with clubs, flint-tipped bows and lances (per model).

Victory Conditions: To win, at least one New Mexican must escape the trap, otherwise the Navajo win.

Order of Battle

New Mexicans (22)

Capitán José Chaves, mounted (1)

One Vaquero milicia pelotón, mounted, Teniente Manuel Chaves (11)

Navajó (32)

Navajó Warchief, mounted (1)

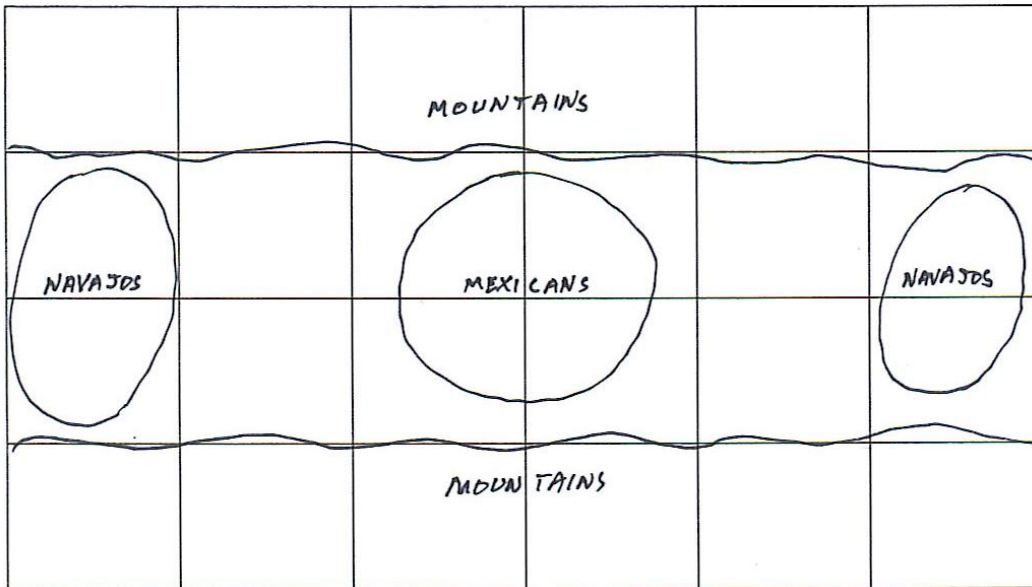
One Navajó hunting party, mounted (5)

One Navajó hunting party, foot (10)

Navajó Warchief, mounted (1)

One Navajó hunting party, mounted (5)

One Navajó hunting party, foot (10)



Gameboard setup for Battle of Canyon de Chelly

SCENARIO 2 – THE CHIMAYO REBELLION

Battle of La Mesilla – August 9, 1837

Background: After Mexico achieved independence in 1821, a democratic constitution was written on the pattern of the United States Constitution. New Mexico originally embraced it with great enthusiasm but when Antonio Lopez Santa Anna took the office of president in 1836, all pretensions of democracy were stripped away. He abolished the constitution and replaced it with a centralized government called the Departmental Plan. Its purpose was to weaken local self-government of the provinces, to which people all over Mexico reacted violently. Revolutions broke out in Zacatecas, Sonora, Sinaloa, Tamaulipas, Yucatan, Coahuila, Tejas, New Mexico, and California. Most of the rebels were brought to order with federal troops, but in Tejas, Santa Anna was defeated, and it became independent. With Mexico on the verge of financial collapse, the central government could not support the provinces as Spain had. New Mexico was left to deal with its rebellion on its own.

What had stirred the rebels in New Mexico was the threat of taxes; a phenomenon that had never existed in NM before because the New Mexicans had always served in the militia in lieu of paying taxes. But on the other hand, without taxes there was no money for infrastructure including Presidio soldiers; the Presidio troop of Santa Fe had even been disbanded due to lack of funds a few years earlier. On August 1, 1837 the rebels issued a proclamation of resentment towards the Departmental Plan. Word of the 'La Canada' or 'Chimayo' Insurrection reached Santa Fe by August 2nd and Governor Perez announced that he would march for Santa Cruz where the rebels were gathering their forces. He had a hard time finding volunteers. Finally, he left on August 7, with about 200 militia (mostly Pueblo natives from Cochiti, Sandia, and Santo Domingo) serving under Presidial officers with about 25 reactivated Presidiales. Two days later, he reached a black butte called la Mesilla (now called Black Mesa). There, he met 1500 to 2000 rebels below the Mesa. When the rebels attacked, the Indians deserted Perea and joined the rebels. Perez and about 40 faithful men with one cannon, tried to defend the top of the hill, but they were overwhelmed. Perez escaped with 23 men, the rest were killed or captured. Eventually the rebels caught up with him and killed him.

Terrain: Open plain with scrub brush and scattered trees the mesa side is difficult ground.

Deployment: Perez and his men setup on the hilltop. They have a height benefit.

Victory Conditions: If Perez and the Presidiales can successfully defend the hilltop they win. If the Rebels defeat them or drive them off the hill they win.

Order of Battle

Rio Abajo Loyalists (47)

Governor Perea as capitán with drummer, (2)

One Presidial pelotón, foot (21)

1-6# Presidial cannon (4)

Rio Arriba Rebels (the Canton) (85)

Lt. Col. Pablo Montoya with standard (2)

One Vecino milicia pelotón, mounted (11)

One Taos Pueblo raiding party, mounted, chief Tomasito (11)

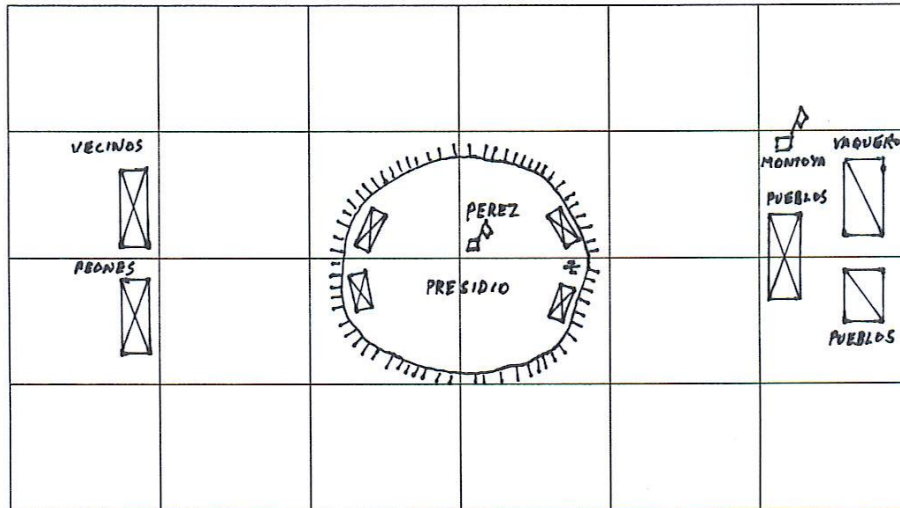
One Vaquero milicia escuadra, foot (10)

One Peones pelotón, foot (21)

One Taos Pueblo raiding party, mounted, warchief Tomasito (11)

One Taos Pueblo raiding party, foot (21)

Gameboard setup for Battle of La Mesilla



SCENARIO 3 – THE CHIMAYO REBELLION

Battle of Pojoaque – January 28, 1838

Background: Don Manuel Armijo brought about 1,000 militia of Río Abajo to Santa Fe on Sept 14, 1837. The rebel leadership fled the city and what was left of the Presidio troop was again reactivated. Reports reached Santa Fe that 3,000 rebels were approaching the city (probably most of the able-bodied men of Río Arriba). The Taos faction was led by Pablo Montoya, former Alcalde of Taos and Lt. Colonel of the Taos Militia. A truce was made, and the rebels went home.

However, on Oct. 18 news arrived that another uprising in las Truchas had sprung up. On Jan. 9, 1838, Mexican Federal troops under Lt. Colonel Cayetano Justiniani, commander at El Paso, arrived with 85 dragoons of the Veracruz squadron, 12 artillerymen, and 22 men of the San Buenaventura squadron, 26 from San Eleazario, and 25 from El Paso del Norte, 167 steady and well-supplied troops. On Jan 27 Armijo marched toward Santa Cruz for battle with the rebels, at the head of 582 men including the Veracruz dragoons. On the next day, they met 1300 rebels who had situated themselves at the Puerto de Pojoaque, a pass in the hills, 17 miles north of Santa Fe. The Rebels on the top of crags and hills, were almost inaccessible. Armijo didn't know what to do. Several times, Colonel Justiniani asked him for orders, but still, Armijo demurred. Justiniani finally lost his patience and formed the troops for an attack. He put the Veracruz squadron in the front and placed the other units as skirmishers on the flanks. They charged uphill in a triangle formation with the Veracruz Cavalry at the peak and after a brief skirmish the rebels were routed.

Terrain: The terrain is covered with chaparral (brush) and a few rocks and scattered trees. The Río Arriba force is formed up on a ridge; they have a soft cover benefit from the scrub and rocks on the crest.

Setup: Place the opposing forces as shown on the diagram below.

Victory Conditions: One side must drive the other from the field.

Order of Battle

Río Abajo Loyalists (96)

Manuel Armijo, Army General (1, no command benefit)

Lt. Col. Justiniani, steady coronel, with Bugler (2)

1 Veracruz Dragoons compañía, mounted (24)

1 Presidiales pelotón, mounted (11)

2 Vecino milicia pelotones, foot (42)

1-6# canon, Presidial artilleria (4)

Río Arriba Rebels (108)

Lt. Col. Pablo Montoya with standard, coronel (2)

1 Vecino milicia compañía, mounted (22)

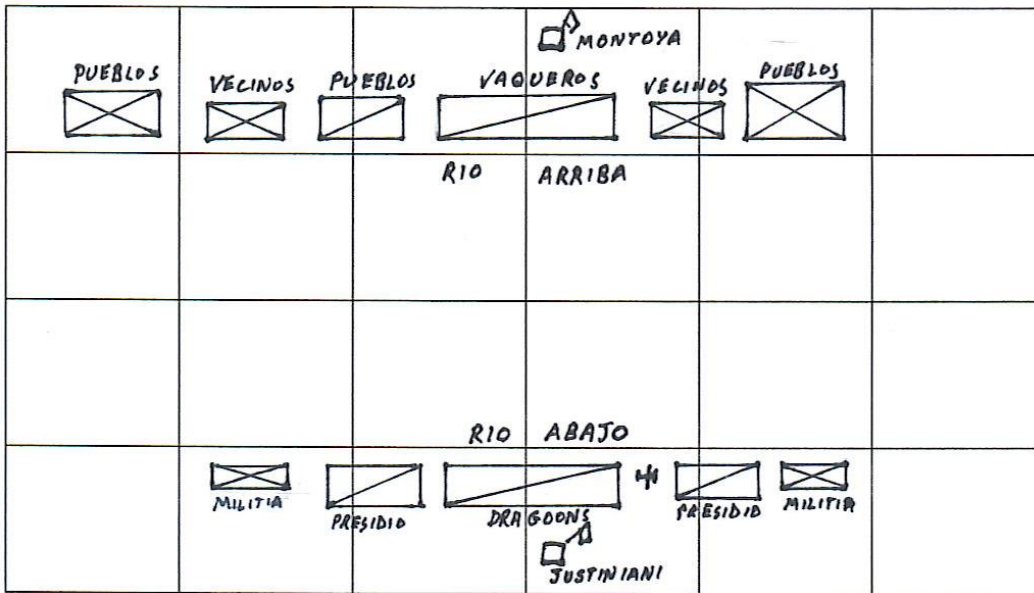
1 Vecinos milicia pelotón, foot, wavering teniente (21)

1 Peones milicia pelotón, foot, inexperienced teniente (21)

1 Taos Pueblo raiding party, mounted, Warchief Tomasito (11)

1 Taos Pueblo raiding party, foot (31)

Gameboard setup for Battle of Pojoaque



SCENARIO 4 – THE MEXICO-APACHE WAR

The Santa Rita Massacre 1838

The Spanish had been mining copper near present-day Silver City, NM, for some time. In 1803 a Chihuahuan banker named Francisco Manuel Elguea founded the town of Santa Rita del Cobre (copper) near the mine, and it was soon producing 6 million pounds of rough copper annually. Things were fairly peaceful even though the land belonged to the Mimbrenos Apaches, a branch of the Chiricahua Apaches, however, the Mexican Government of Sonora aggravated the situation when they put bounties on Apache scalps in 1825; 100 pesos for one scalp was more than a worker could earn in a year. In 1837 an American named John Johnson invited Juan José Compá, leader of the Coppermine Mimbrenos, and about 80 followers, including women and children, to a feast. Johnson fired canister or grapeshot into their midst while they were eating, then he and his comrades, 17 Americans, and 5 Mexican Arrieros (muleskinners) completed the slaughter of 20 and wounding another 20. Johnson's excuse was that the Apaches had stolen cattle from the town of Moctezuma. Soon, he and friends collected their bounties for the scalps. Leadership of the Mimbres fell to Mangas Coloradas (Red Sleeves) and he wasted little time. The following year Mangas killed 22 fur trappers and attacked a 'conducta' a wagon train of provisions destined for the town. The inhabitants were forced to flee. The Apaches killed 300-400 of them as they fled to the Janos Presidio, 150 miles away. Mining did not resume for many years. This scenario represents the attack on the conducta supply train.

Terrain: typical New Mexico, scrub brush, cacti, and rocks cover the board, except for the dirt road which runs down the center of the 6' length.

Deployment: The New Mexicans are placed on the road; columns should reach about 3' from the southern short end of the board. The Natives enter on the first turn from either long side of the board.

Victory Conditions: Use the victory points in the Raiding Rules to determine victory.

Order of Battle

New Mexicans (22)

One Presidiales pelotón, mounted (11)

One Vecinos milicia pelotón (lances only), mounted (11)

Two supply wagons

Apache (33)

Apache Warchief Mangas Coloradas, mounted, (1)

One Apache raiding party, mounted (11)

One Apache raiding party, foot (21)

SCENARIO 5 – TEXAN INVASION OF NEW MEXICO

The Battle of Anton Chico (What If?) – September 17, 1841

Background: By 1840 the Santa Fe Trail was bustling with commerce. Large caravans rode south from Kansas and Missouri to the Arkansas River, the US border at the time. They were guarded by US Dragoons. At the border they were met by north bound caravans guarded by New Mexico Presidial troops. The caravans then switched escorts and continued on to their destinations. All this commerce bypassed the independent nation of Texas, whose citizens were feeling left out of the equation. They decided to make things right by taking over Santa Fe, which they claimed as their own (by virtue of nothing), and thus gaining control of the trade.

An armed expedition of 300 men with a cannon inscribed with the words “Santa Fe” left Austin, Texas, in 1841 with warrants from their Governor, Mirabeau B. Lamar, to establish trade ties with New Mexicans and also with secret orders to take over the country if they could. Mexico was aware of their intentions and sent troops north to defend New Mexico. But the Texans got lost, suffered many mishaps, lost their horses and mules, ran out of food, and eventually traveled almost twice as far as they had intended. When the Mexicans found them, the survivors were destitute refugees of the wilderness.

The first large Texan group, 94 men commanded by Colonel Cooke was found by scouts at Anton Chico. Manuel Chaves was dispatched with a company of 100 men to meet them and order them to surrender. Meanwhile Governor General Manuel Armijo assembled a force of over a thousand men to fight them if necessary. Manuel who had lived in St. Louis for a couple of years could speak English. He walked into their camp unarmed and told them they must surrender. When Cooke balked Manuel called his men out of hiding – they had surrounded the camp in the night. Col. Cooke decided to surrender, but it was a close call. This scenario is a ‘what if’ they had decided to fight.

Terrain: The area is light woods throughout.

Deployment: Chaves’ militia has surrounded the Texan camp. The forces are about equal. Both sides are veterans who have rifled-muskets but the Texans have an inexperienced morale due to their destitute condition. Leaders on both sides may have percussion rifles. On game turn 6 Mexican reinforcements will arrive and the fight will be over. Chaves is considered to have returned to his lines before the fight began.

Victory Conditions: If the Texans can force the Mexicans off the board before the reinforcements arrive, they win. If not, they lose.

Order of Battle

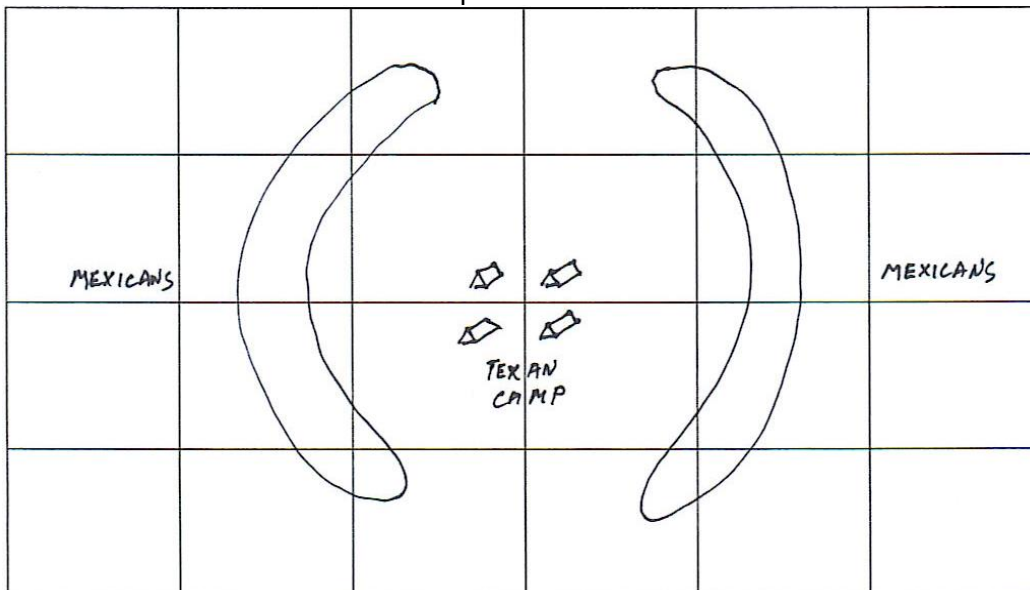
Texans (21)

- 1 Colonel Cook, foot (1)
- 2 Texan squads, foot (20)

New Mexicans (23)

- Capitán Manuel Chaves, mounted (1)
- 1 Vecino milicía pelotón, foot (22)

Gameboard setup for Battle of Anton Chico



SCENARIO 6 – TEXAN INVASION OF NEW MEXICO

Mora Militia Retaliation – April 1843

Background: In 1842 the Tejanos decided to avenge their disgraceful defeat of the previous year. Enraged at the treatment of their captive comrades, they gathered a larger and more fervent army which somehow ran out of steam and inexplicably dissipated into nothing. In 1843, with much fewer men, they decided to try it again but this time they weren't going to invade New Mexico, they were going to plunder the wagon trains on the Santa Fe Trail (the Mexican ones at least), which they forgot were on American soil for at least half the trip. Their commander was Colonel Jacob Sniveley. While he was getting a force of 800 men ready Colonel Warfield was sent ahead to scout the trail.

Captain John McDaniel went out to meet him with a small company of 15 men. On the way, they met with Don Antonio Jose Chaves who was traveling unescorted with his own small train. Incidentally Chaves was in the United States at the time. They shot him and stole his goods. Unfortunately for them, they were captured by US Dragoons who were completely unsympathetic to their mission. They were sent to St. Louis where McDaniel and his brother David were hanged.

Meanwhile, Warfield had raided the Village of Mora, killing five men, capturing 18 women and children, and stealing 75 horses in a night raid. A strong Mora Militia quickly followed them. Unknown to the Tejanos this was exactly the kind of warfare the New Mexicans excelled in. They caught up with Warfield and surrounded his camp at night. They regained all their horses, including those belonging to the Texans, and captured five of Warfield's men. The New Mexicans had no casualties. The remainder of the Tejanos burned their saddles and walked to Bent's Fort. Note that the New Mexicans had captured the same number of men that were killed at Mora.

Terrain: This retaliatory raid takes place on the plains. This is a night raid.

Deployment: Use the raiding rules to set up the Tejanos in the camp.

Victory Conditions: If the Mexicans can drive off the horse herd and capture or kill five Texans they win. If not, they lose.

Order of Battle

Texans (11)

Captain McDaniel, foot (1)

2 Texan teams, foot (5 each)

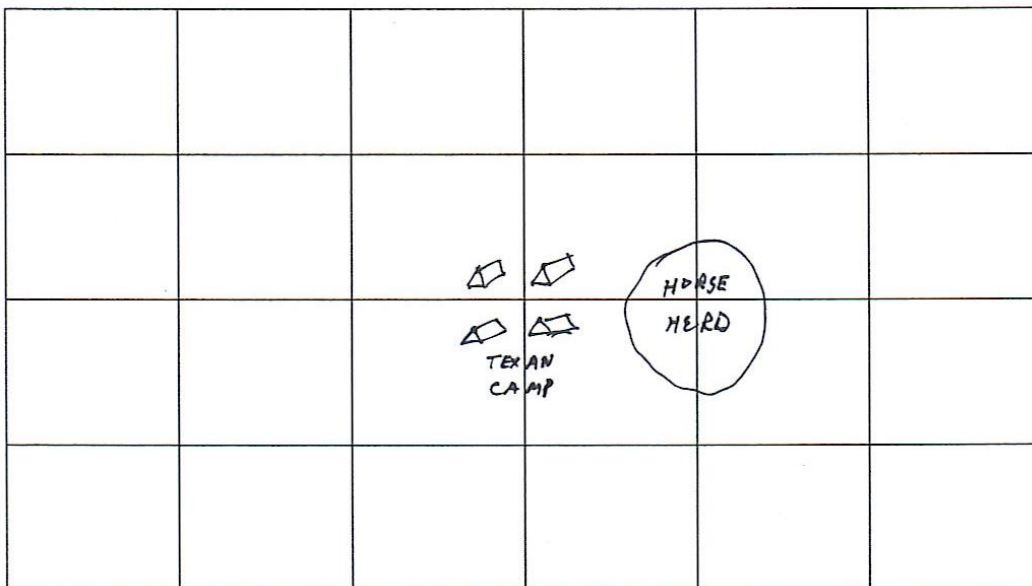
1 horse herd

Mora Militia (16)

Capitán Don Antonio Valdez, mounted (1)

3 Vaqueros milicia escuadras, mounted (15)

Gameboard setup for Mora militia raid



SCENARIO 7 – TEXAN INVASION OF NEW MEXICO

Texan Ambush – June 19, 1843

Background: Meanwhile, Snively was on the move, not with 800 men but with about 180. He left his camp at Georgetown, Texas, in April 1843. The US Dragoons heard about it from the Mexicans and tried to catch them but failed. Snively’s command showed up south of Bent’s Fort on the Santa Fe Trail, waiting for the northbound trains. On June 19th they discovered a company of New Mexicans approaching. This was the vanguard of Armijo’s caravan. These were 100 militiamen of Captain Ventura Lobato’s company. The caravan was still 100 miles behind them at Cold Springs. Lobato believed the Texans were Captain Cook and his dragoons. Snively realized what was happening and allowed the militia to get into close range, when his men opened fire, killing 18, wounding 18 more, and capturing the remainder. However, one New Mexican grabbed a Texan horse and escaped to warn Armijo, who panicked and took the caravan back to Santa Fe.

Terrain: open prairie with scattered scrub brush. There is no cover at all.

Deployment: Set up the opposing forces as shown on the diagram below. The dismounted Texans are hiding behind a low rise. The New Mexicans make the first move. Lobato and his men will move forward 12” per round until they meet the Texans face-to-face (12”) at which point the Texans will pop-up and fire. Roll 1D6 at the beginning of each round. On a die roll of ‘1’ or after being fired upon Lobato figures out that these are not Cook’s men and they retreat off their side of the board.

Victory Conditions: If the Texans can keep any New Mexicans from retreating off the board, they win. If even one figure makes it, they lose.

Order of Battle

Americans (27)

Colonel Snively (1)

1 Texan cavalry squad, mounted (5)

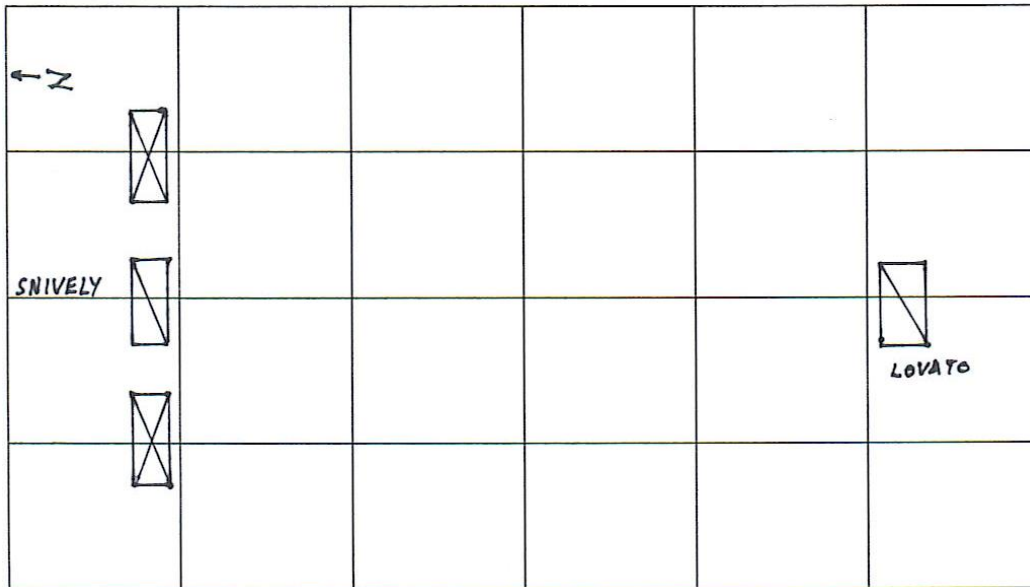
1 Texan platoon, foot (21)

Milicia de taos (21)

Captain Lobato (1)

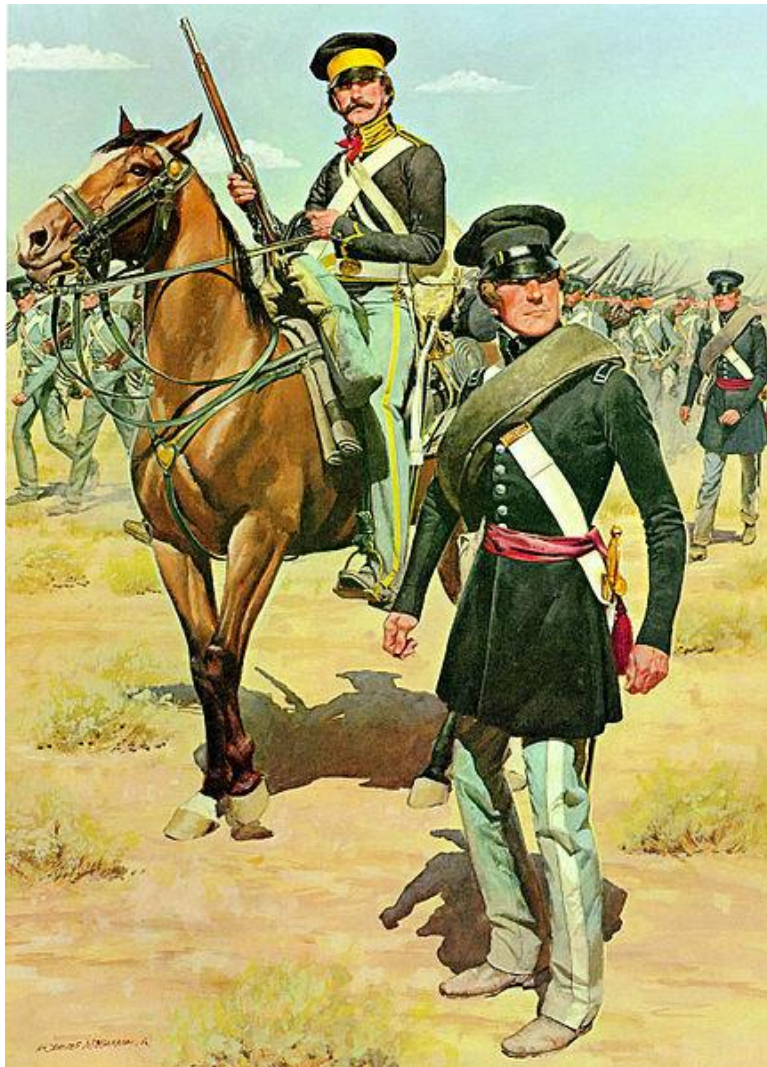
2 Vecinos milicía pelotónes, mounted (22)

Gameboard setup for the Texan Ambush



MEXICAN WAR SCENARIOS

ELEVEN GAME SCENARIOS OF THE AMERICAN INVASION OF THE SOUTHWEST
1846-1847



**An Accessory Module
For
The Gauntlet Run Game**

SCENARIO 1 – THE MEXICAN-AMERICAN WAR

Battle of Olompale, CA – June 24, 1846

Background: US Army Major John C. Fremont was in California in 1846 with 60 US Mounted Riflemen claiming to be on a mission to find a route to the Pacific (his mission officially was to find the source of the Arkansas River). He was instrumental in fomenting a rebellion by Americanos in Alto California. Then he left, heading north to Oregon. On June 15, 1846, thirty American settlers and a few Mexican Vaqueros from Sonoma rose up and captured the Mexican garrison there including General Vallejo who was actually sympathetic to the rebellion. Vallejo, his brother, a captain, Colonel Greuxdon and others were captured as well as nine brass cannon, 250 muskets, and other arms and ammunition. The Americans raised the Bear Flag over the fort. This action became known as the Bear Flag Revolt. A man named John Sutter opened the doors of his private fort to the rebels and General Vallejo was sent there as a prisoner. Hearing about the rebellion, Fremont back-tracked to Sonoma, arriving there on June 23, 1846, with eighty soldiers and took command, replacing the Bear Flag with Old Glory. He still had no idea that war had already been declared on Mexico on the previous May 13th.

The Mexican Governor also heard about the rebellion and he sent 55 men from Monterey under Joaquín de la Torre to fight the rebels. Unaware of the Mexican force, the men from Sonoma under the command of Henry Ford moved south to rescue two Americans who had been captured. Unknown to them they had already been killed. Near Olómpali just north of present-day Novato the two forces met on June 24, 1846.

Terrain: a flat field with scrub brush and cactus and a few scattered trees.

Deployment: Place the opposing forces as shown on the diagram below.

Victory Conditions: One side must drive the other from the field.

Order of Battle

Americans (22)

Lieutenant Henry Ford (1)
1 Militia platoon, mounted (11)
1 Militia squad, foot (10)

Patriotas de california (23)

Capitán De la Torre (1)
1 Presidiales pelotón, mounted (11)
1 Vecinos milicía pelotón, mounted (11)

Gameboard setup for Battle of Olompale



SCENARIO 2 – THE MEXICAN-AMERICAN WAR

Skirmish at Sonoma, CA – June 25, 1846

Captain Fremont and his Mounted Riflemen arrived in Sonoma soon after the capture of General Vallejo by the Bear Flag party. Fremont took down the Bear Flag and raised the Stars and Stripes and left. He took his force to Río de los Americanos leaving a garrison of 14 men at Sonoma. He was hoping to recruit more men. But soon, he received a message that Mexican General Castro was preparing to cross to the north side of the bay to invade Sonoma. Fremont left on the 23rd with ninety of his men and arrived at 2 a.m. on June 25. He learned that Castro’s lead element of seventy Dragoons under Joaquín de la Torre had already landed. Twenty Americans moved out and defeated them. Two Mexicans were killed, and some were wounded – de la Torre narrowly escaped, but the boats and six cannons were taken. The Americans had no casualties. However, two Americans were captured as they attempted to take a message out of the area. They were tied to trees, mutilated, and killed. When they discovered the bodies the Americans immediately shot three of de la Torre’s men they had captured. Surely these were the three men shot in cold blood at San Pedro, including Don Jose R. Berreyesa, a former Alcalde of Sonoma, and two of his cousins, the twin sons of Don Francisco de Haro of Yerba Buena, a two-time Alcalde of the Pueblo. They weren’t soldiers. Berreyesa had gone to see how three of his sons were doing after having been incarcerated by the Bear-flaggers. One of his sons had been serving as the Alcalde of Sonoma when he and his brothers were arrested. One of the executioners, apparently, was Kit Carson, at the order of Fremont. He balked at the order, twice, asking if they should be taken prisoner. These were not the perpetrators of the original crime and they were not de la Torre’s men. This event would come to haunt Fremont’s career after an article detailing the crime appeared in the “Los Angeles Star” on September 27, 1856, featuring a signed statement by Jasper O’Farrell, who saw the shooting. In his memoir, Fremont claimed that Delaware Indians had killed them. However, Carson later admitted he regretted his participation, and that it was the only order of that type that Fremont had ever given. In addition, one of Fremont’s men had been discovered wearing the Señor Berreyesa’s serape. Following this battle, under Fremont’s advice, the local Americans immediately declared independence and war on Mexico on July 4, 1846. After this event the Mexican Army had no further participation in defense of Alto California.

Terrain: light woods and a few open patches with scrub.

Deployment: The Mexican Dragoons are in camp in the woods by the shore and the Americans must sneak up on them and open fire. Use the raiding rules to determine how initial contact is made.

Victory Conditions: One side must drive the other from the field.

Order of Battle

US Mounted Riflemen (11)

Lieutenant of Mounted Rifles, foot (1)

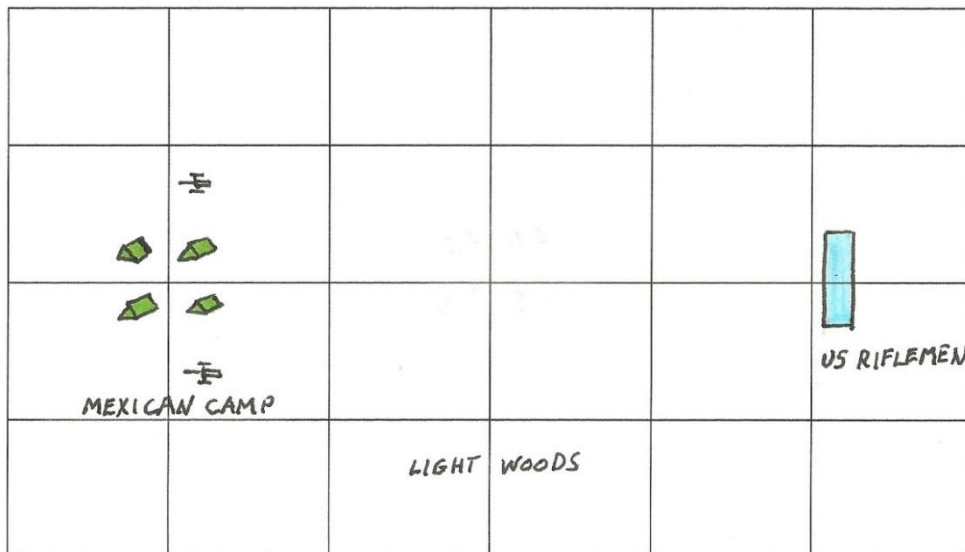
1 Mounted Rifles squad, foot (10)

Tropas mexicana (22)

Capitán De la Torre, foot (1)

1 Presidiales pelotón, foot (21)

Gameboard setup for Skirmish at Sonoma



SCENARIO 3 – THE MEXICAN-AMERICAN WAR

Battle of Cañoncito, NM – August 1846

Background: Col. Kearny, in charge of 1500 men left Fort Leavenworth towards the end of June 1846. He had two batteries of artillery under Major Clark, three squadrons of Dragoons, under Major Sumner, the 1st Regiment Missouri Mounted Volunteers, and two companies of Regular infantry. On the 15th of August the Americans marched into Las Vegas, New Mexico. Meanwhile Governor General Manuel Armijo had gathered a militia force numbering at least two thousand men, possibly as much as four thousand at Apache Canyon. They were poorly armed and had only three cannons, one commanded by a young boy (Rafael Chacon). Meanwhile Kearny had sent emissaries to Armijo and begun negotiations for the surrender of New Mexico. There is evidence that Armijo was bribed by James Magoffin for a considerable sum of money to surrender peacefully. But Armijo did not want to surrender so he engineered another way. When the critical confrontation approached, he called his militia men together and told them they were not worthy to fight; he would fight the Americans alone with the two or three hundred presidiales and regulars. Many of the Dons protested but with the help of General Archuleta, who had also been bribed, but without knowing Armijo's true intent. The militia left. As soon as they were gone Armijo retreated south escorted by the regulars. He didn't stop until he got to Mexico City. When the Americans arrived, they found the abandoned works and were astonished at the strength of the defenses; some said it alone was worth 5,000 men. This scenario is a 'what if' the Mexicans had resisted.

Terrain: Entrenchments, scrub brush, with something marking the canyon sides. The entire board is light woods with a road running down the middle. The mountains are rough terrain, very rocky, with light woods giving light cover.

Deployment: Place the forces as shown on the diagram below.

Victory Conditions: One side must drive the opposing force off the board.

Order of Battle

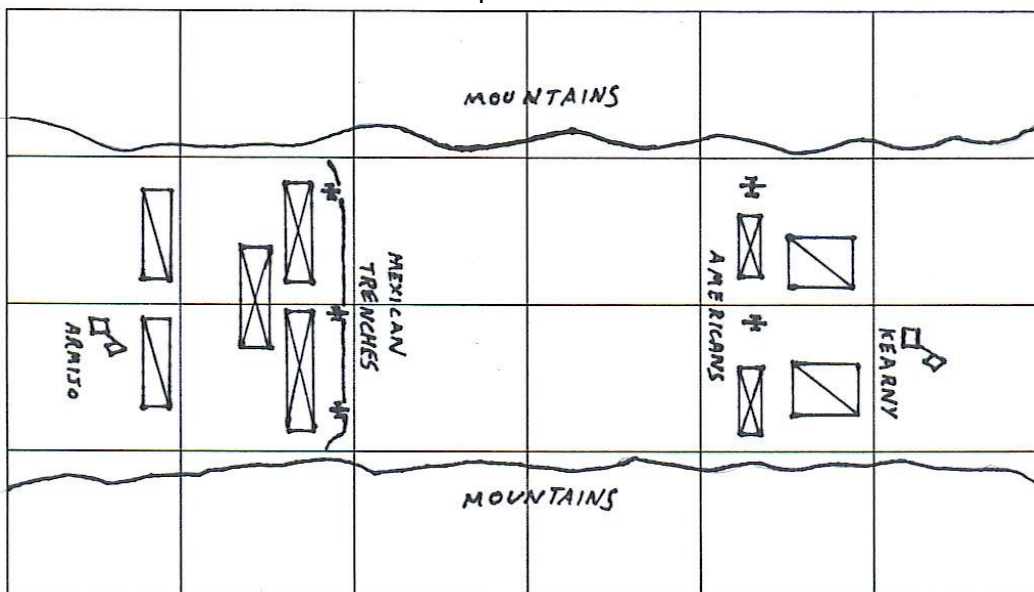
Americans (63)

- Colonel Kearny with standard (1)
- 1 Infantry platoon, foot (21)
- 1 Missouri Vol. platoon, foot (21)
- 1 Dragoon platoon, mounted (11)
- 1 Artillery section, 2-12# mountain howitzers (9)

Patriotas de nuevo mexico (100)

- Governor General Armijo, no command value (1)
- General Archuleta (1)
- 1 Vecino milicia pelotón, foot (21)
- 1 Peone milicia pelotón, foot (21)
- 1 Pueblo raiding party, foot (21)
- 1 Vaquero milicia pelotón, mounted (11)
- 1 Presidiales pelotón, mounted (11)
- 3-6# smoothbore guns, teniente Chacon (13)

Gameboard setup for Battle of Cañoncito



THE MEXICAN-AMERICAN WAR

The Californio “Insurrection”, CA – September 30, 1846

Monterey was peacefully occupied by the Americans on July 7 and Yerba Buena (San Francisco) on the 9th. Fremont made a hearty effort to get to know and make friends with the Californios. He threw himself into the Yerba Buena social scene and eventually many Californios began to like him. He dressed as a rancho and rode horses with them. He did so well that many Californios decided that Americans were not so bad after all. At that point the majority of Californios were content to wait until Mexico and the United States decided what to do with Alto California.

But when Fremont departed to go north, he left Marine Captain Gillespie and thirty men to garrison the Puebla. Gillespie was the antithesis of Fremont. He despised the natives and was utterly paranoid regarding their intentions. He controlled the Justices of the Peace and ruled that no two people could walk together down the street or gather in their houses under any pretext. Shops had to close at sundown and establishments needed his permission to sell liquor, which he only gave to his friends. He passed judgment on offenders of the law and imprisoned people on his own whim. He forced one man into solitary confinement. He also searched every house and confiscated firearms and made himself “as popular as a toothache” to the people. He is solely responsible for lighting a fire in the hearts of Californios and setting off the insurrection.

At one point, Gillespie charged an arbitrary fine on a man named Sérbulo Varela for breaking an obscure rule. On a matter of principle Varela left town instead of paying up. Gillespie then began to persecute prominent families, so much so that they fled town for their ranchos. He pursued Varela with such insistence that Varela decided to annoy the Americans as much as possible. Many people tried to talk him out of it but he wouldn't hear of it. He said he'd rather die than live like that. He gathered eight or ten men and attacked Gillespie's headquarters. They banged on the door, played a drum, and yelled, “¡Viva Mexico!” After a few moments the startled Americans looked cautiously out and began to fire on them, wounding one, believed to be Agapito Ramírez, a drummer boy, in the foot as they rode away.

The next day, on the 23rd of September, Gillespie arrested many prominent people including an attempt to capture Don José María Flores who managed to narrowly avoid arrest. The lady of the house had him get down on all fours and she threw a blanket over him and sat on him while the Americans searched the house. Three hundred men went to join with Varela in his camp on Paredón Blanco. Lacking military experience, he was hard pressed to organize them. From that point things continued to escalate.

The lancers had surrounded Yerba Buena, but Gillespie was hoping for reinforcements under Benito Wilson. However, after learning they had been captured, he surrendered on the 30th of September. Under the terms of his surrender he and his men were allowed to retreat to San Pedro, but he spiked the guns that he was to turn over intact. Once the Californios were in control of Yerba Buena, they began to seriously organize a militia of four hundred men in three squadrons under Don Andrés Pico, Don Manuel Garfias, and Don Jose Antonio Carrillo. They mounted two serviceable canons in addition to an old one they had found at the ranch of Clara Cota del Reyes which they tied to a cart with rawhide. Don Antonio Coronel was placed in command of the artillery. Having very few firearms they decided to make lances and sent parties out to the Sierras to cut lance shafts while smithies made iron heads for them. Soon everyone was armed. Then Santa Barbara was retaken by Garfias' squadron a day or two later. After that, they heard that an American warship had landed at San Pedro. The real invasion would soon begin.

SCENARIO 4 – THE MEXICAN-AMERICAN WAR

The Skirmish at Rancho de Chino, CA – September 26, 1846.

Background: The first armed conflict of the California Insurrection in the Los Angeles area occurred on September 26, before Gillespie's surrender. Forty Mexicans under José del Cármen Lugo attacked a party of forty Americans holed up in Rancho de Chino under the command of Benito Wilson. José and Benito happened to be brother-in-laws. The house was situated on a flat. It was made of adobe with a tarred roof. The doors were stout and there were iron bars on the windows. There was a ditch around it and a fence made of sheets of tin tied with rawhide. José called to Benito to surrender but he replied that he would answer after lunch. He obviously didn't take the demand seriously. Eventually the Americans realized the threat was real. They ran to barricade the doors and spread out to cover the windows. The Californios decided to try to set the house on fire. They charged forward on their horses and threw a bundle of flaming grass onto the roof. Sergeant Carlos Ballesteros was unhorsed when his mount jumped the fence and stumbled in the ditch, then rifle fire from within the house killed him. Pretty soon the house was burning quite well. Wilson came out with his three children to surrender, calling out that the children were native born. Then all the Americans surrendered, and Lugo and his men disarmed them and put out the fire. The prisoners were brought to Yerba Buena where other Californios were harassing Gillespie.

Terrain: open flatland with scrub and cactus. The house is an large adobe structure with a wood roof;; it is surrounded by a wooden rail fence.

Fence Jump: for each mounted figure that jumps the fence, the owning player must roll a d10: on a result of '1' one rider is unhorsed and removed from play.

Deployment: The Mexican Lancers are set up in two groups on the fringes of the board as shown below. The Americans are in the house firing from windows. In order for the lancers to set fire to the roof one of them must make base contact with the house and roll 8+ on a D10 to throw the burning bundle onto the roof. Each lancer group may have one fire bundle per charge.

Victory Conditions: the lancers must set fire to the house to force the Americans to surrender. The Americans must hold off the lancers for six turns or drive them off the board to win.

Order of Battle

American Militia (21)

Benito Wilson as Lieutenant (1)

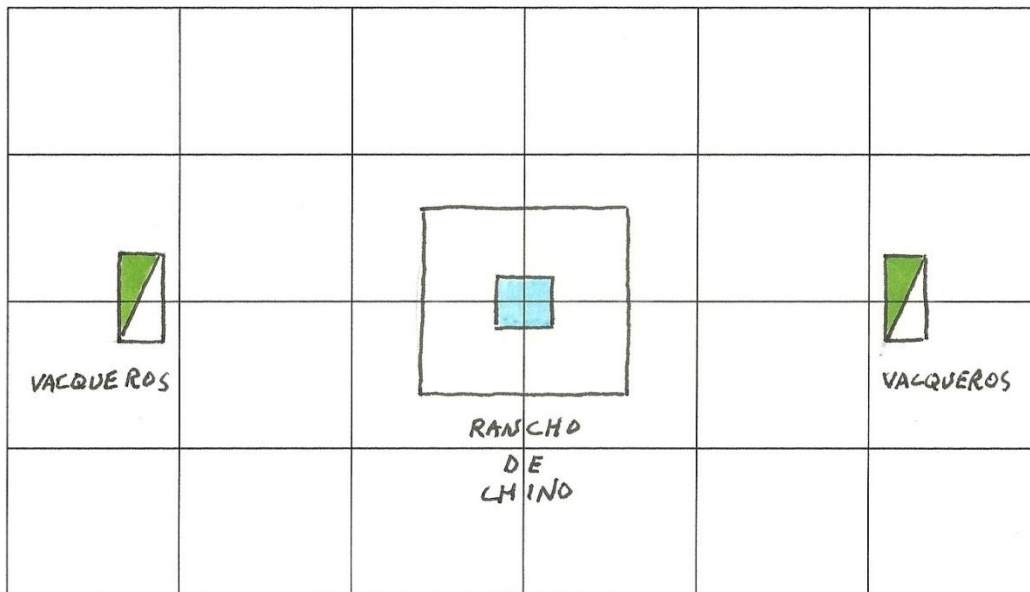
2 militia squads, foot (20)

Patriotas de alta california (23)

Teniente José del Cármen Lugo, mounted (1)

4 Vaqueros milicia escuadras, mounted (5 each)

Gameboard setup for Skirmish at Rancho de Chino



SCENARIO 5 – THE MEXICAN-AMERICAN WAR

Battle of El Rancho Dominguez, CA – October 7, 1846

Background: An American warship under the direction of Commodore Robert F. Stockton entered San Pedro Harbor on October 6, 1846. An expeditionary force of US Marines and Sailors under Navy Captain William Mervine met the Californian force of 20-30 Californios under Captain José Antonio Carrillo at the Don Manuel Dominguez rancho on the 7th. The Americans occupied the ranch compound while the Mexicans surrounded it. All night the Mexicans kept up a commotion with drums, yells, and movements that kept the Americans firing in all directions. Sometime during the night Commandant Jose Flores came in with reinforcements of 30-40 men. In the morning, on the 8th, the US soldiers and sailors formed up in March Column and headed for Los Angeles. The 60 Mexicans armed with lances, 3 old rifles, and a couple of pistols, placed a small cannon (the one that had belonged to Clara Cota del Reyes) in the road and their cavalry fanned out on both sides of it. The Americans kept a heavy fire on them while they advanced. The cannon waited until they were in range and fired. But the poor gunpowder did not even propel the shot all the way to its target. The Americans were ecstatic and called out loudly, jeering at their opponents. The Mexicans retreated, pulling the gun with lariats, and repeated the process several more times with similar results. By now the Americans had no fear of the gun. Finally, the gunner, Jose Maria Aguilar, asked for the best gunpowder available. The Americans continued to advance. But when the gunner went to light it he found that his match had gone out and that he had left a few embers back in the road. A man named Pedro Romero charged out on his horse and scooped up the embers and rode back “in a hail of bullets” to the cannon. It was fired once again and this time it blew a hole through their ranks, killing several, as well as the American standard bearer. When the cannon fired a second time it caused more casualties and the Americans retreated, leaving their gear and flags behind, and carrying 14 dead Marines. The Californios shadowed them and moved back and forth over the hills. This convinced the Americans they were badly outnumbered. They didn’t stop until they got back to the ship and weighed anchor. They didn’t know that the cannon only had a couple more shots left. In all 203 Marines and 157 Sailors had been forced by 60 Californios to evacuate Yerba Buena (San Francisco).

Terrain: the area is relatively flat with scrub brush, cactus, and a few scattered trees. A road runs down the middle of the board.

Deployment: Place the opposing forces as shown on the diagram below. The Americans are formed up in column as they march down the road. They take the first move. The cannon does not fire until game turn 3.

Victory Conditions: One side must drive the opposing force off the board.

Order of Battle

Americans (21)

Captain Mervine, foot (1)

1 Marine squad, foot (10)

1 Sailor squad, foot (10)

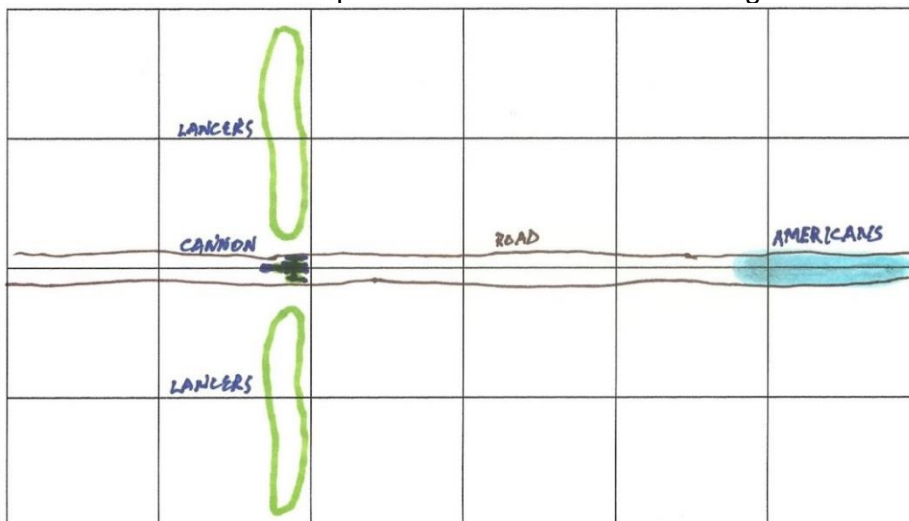
Patriotas de alta california (27)

Capitán Don Carrillo, mounted (1)

2 Vecinos milicía pelotones, mounted (22)

1-6# smoothbore gun (4, as presidio artillery)

Gameboard setup for Battle of el Rancho Dominguez



SCENARIO 6 – THE MEXICAN-AMERICAN WAR

Skirmish at San Juan Bautista Mission, CA – November 16, 1846

Background: In November Fremont took his battalion to the area near San Juan Bautista Mission, a place he had visited in March of that same year. His purpose at this location was to gather horses and mules for his battalion. One gathering party consisted of parts of two companies, 56 men, under Captains Charles D. Burrows and Thompson (probably this was actually Captain Joseph E. Foster), both of Missouri. They were attacked by a contingent of 80 Californios who inflicted casualties on the Americans, four dead and one severely wounded, including both Captains dead. The Californios were said to have received three dead and an unknown number of wounded. The surviving Americans took refuge at the Mission "...from which place they were afraid to move, as they had a herd of 400 horses." Fremont marched his battalion to the mission and relieved the survivors from the Californio siege. The battalion left the mission on the 26th of November, arriving at San Fernando, twenty-five miles from Yerba Buena, on the 11th of January, where they learned that the city was already in the hands of General Kearny and Commodore Stockton.

Terrain: the area is relatively flat with light woods.

Deployment: Place the opposing forces as shown on the diagram below. The Americans are surrounded by the Californios, who take the first move.

Victory Conditions: If the Americans can escape the board on one of the short sides, they make it to the mission. If they can't, the Californios win.

Order of Battle

Americans (22)

2 Captains Burrows and Foster, foot (2)

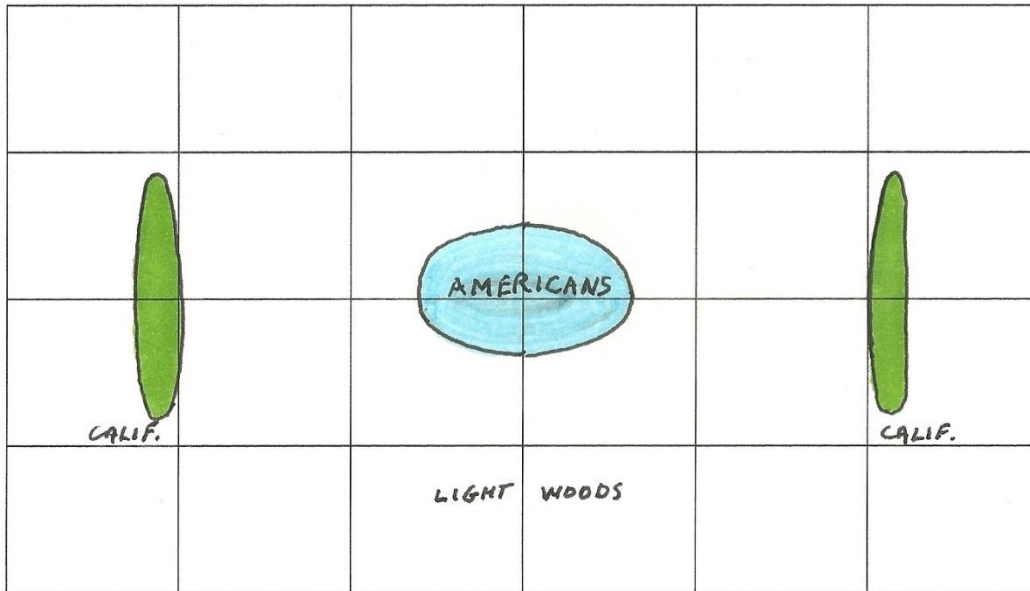
2 Squads US Mounted Rifles, foot (20)

Patriotas de alta californiana (23)

Teniente, mounted (1)

2 Vaqueros milicia pelotones, mounted (22)

Gameboard setup for Skirmish at San Juan Bautista Mission



SCENARIO 7 – THE MEXICAN-AMERICAN WAR

Battle of San Pasquale, CA – December 6, 1846

Background: Arriving from Santa Fe General Kearny and his men pushed out toward the San Pasquale Valley, 28 miles northeast of San Diego. He said he wanted to learn more about the Mexican forces. Upon approaching the enemy camp at Don Pascuale's Ranch the Americans at the head of the column, 12 dragoons under Captain Johnston, made a "furious charge" upon them. Captain Benjamin D. Moore with fifty men, Kearny, and Kit Carson followed behind Johnston. Since some men were well-mounted, including General Kearny, they sped on ahead while the rest followed on their "tired mules." The 160 Californios under Don Andres Pico were not keeping a watch but when they finally saw the Americans approaching, they quickly saddled up....so fast that the Americans thought they were already mounted. They had intended to run for it but when they saw that the enemy couldn't shoot straight and ride at the same time, they quickly wheeled about to meet them, armed with a few firearms, sabers, lances, and reatas (lariats). The Mexicans fired a few shots killing Captain Johnston outright. They pulled Dragoons from their horses with reatas and lanced them. The Americans returned fire and the Californios again retreated. Moore also ordered his contingent to charge but Carson's horse tripped and threw him head over heels and breaking his rifle. He picked up another from a dead Dragoon and followed on foot. Meanwhile a pair of mules pulling one the 12# howitzers panicked and bolted, dragging it straight into the Mexican ranks. Suddenly, at just the right moment Pico wheeled about and charged again. Moore and Kearny were quickly surrounded; Moore was killed, and Kearny was wounded twice. Upon the advice of Carson, Captain Henry Turner who now had taken command ordered the force retreat to a small hill and take up defensive positions, upon which Pico retreated. Captain Gillespie, and Lieut. Warner were also wounded, and Lieut. Hammond was killed. The Americans lost 19 killed, 1 missing, and 15 or 16 wounded. Pico's men lost 2 killed and 12 wounded (Kearny thought there were more than 6 dead). Even though the Californios had won the battle, Kearny had achieved his goal – he had learned about the enemy's forces. He cited them as, "...among the best horsemen in the world..." twice.

Terrain: the area is relatively flat with scrub brush, cactus, and a few scattered trees. A road runs down the middle of the board. One in five Californios (round down) has a firearm; Americans -3 to shoot while riding.

Deployment: Place the forces as shown on the diagram below. Johnston and his men are in the position shown on the board; they move first. Captain Moore and his men enter on game turn three. The

Victory Conditions: One side must drive the opposing force off the board.

Order of Battle

Americans (18)

- Captain Johnston mounted (1)
- 1 Dragoon platoon, mounted (5)
- Captain Moore (1)
- 1 Dragoon platoon, mounted (11)

Patriotas de alta california (23)

- 1 Capitán Don Carrillo, mounted (1)
- 2 Vaqueros milicia pelotones, mounted (22)

Game board for Battle of San Pasquale





SCENARIO 8 – THE MEXICAN-AMERICAN WAR

Battle of Colina de Mula, CA – December 7, 1846

Background: The Next day, Kearny’s column continued its march to San Diego with the Mexicans harassing them on all sides. A group of Mexicans established themselves at a place called Mule Hill, in a position to block the American advance. Kearny ordered Lieutenant William H. Emory and a squad of Dragoons to drive the lancers away. This was done, causing 5 Mexicans killed. That night Kearny sent Kit Carson, Edward Beale, and a native guide to San Diego to ask Commodore Stockton to bring reinforcements. Carson and his men made it to the American fleet and delivered the message. When Stockton arrived, the combined forces were able to drive the Californios out of San Diego.

Terrain: the area is relatively flat field with scrub brush and a few scattered trees. A road runs down the middle of the board across the 4’ width.

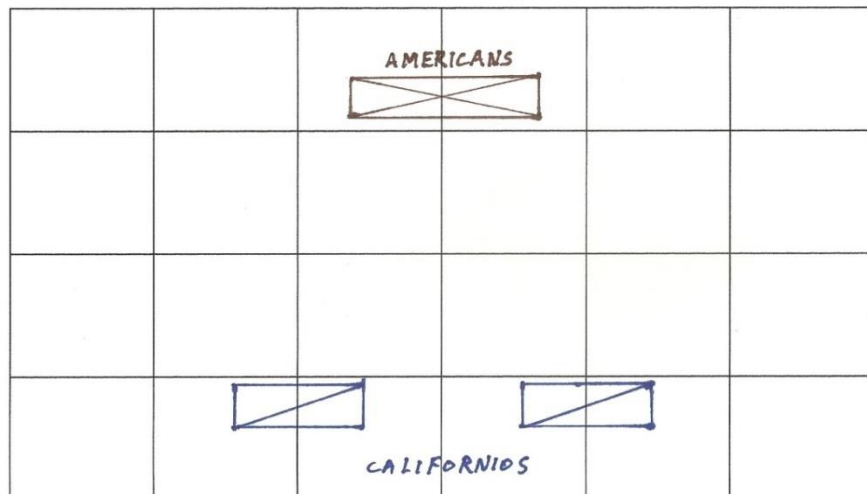
Deployment: Place opposing forces as shown on the diagram below. The Mexicans start first.

Victory Conditions: One side must drive the opposing force off the board.

Order of Battle

Americans (11)	Patriotas de alta california (23)
Lieutenant Emory, foot (1)	Capitán Don Carrillo, mounted (1)
1 Dragoon squad, foot (10)	2 Vaqueros milicia pelotones, mounted (22)

Game board for Battle of Colina de Mula



SCENARIO 9 – THE MEXICAN-AMERICAN WAR

Battle of Los Brazitos, NM – December 25, 1846

Background: Below the Jornada del Muerto Col. Doniphan's command of 500 men entered the Mesilla Valley on its way south to join up with the American forces fighting in Mexico. They stopped just south of Las Cruces on the east bank of the Río Grande. The men were making camp when a huge dust cloud was seen to the south. Scouts reported that it was a Mexican force marching to meet them. Assembly was sounded and the men ran for their arms. The enemy quickly arrived and formed up in a long line with cavalry on the flanks, with infantry and one cannon in the center. Their force was estimated at 500 cavalry and about 700-800 infantry. The Mexican General, Ponce de Leon, sent a messenger with a black flag who stated that Doniphan should come to meet him. Doniphan refused, whereupon the messenger returned to his lines and the battle commenced. The Mexican cavalry on the American left charged while the rest of the line advanced. The Americans volleyed at close range, breaking their line and the cavalry retreated. Captain Reid with sixteen mounted men and some dismounted men charged them and a melee broke out. Then the Mexican infantry and cavalry charged on the right. They were also met with a volley that broke their advance. The cavalry wheeled and retreated while the poorly armed infantry fell back. It was said that the cannon was served by a woman who took over after her husband fell. The Mexicans lost about 30 and the Americans had seven wounded. That night, Christmas night, the Americans dined on the Mexican supplies.

Terrain: Open plain with scrub brush

Deployment: Place opposing forces as shown on the diagram below. The Mexicans start first.

Victory Conditions: One side must drive the opposing force off the board.

Order of Battle

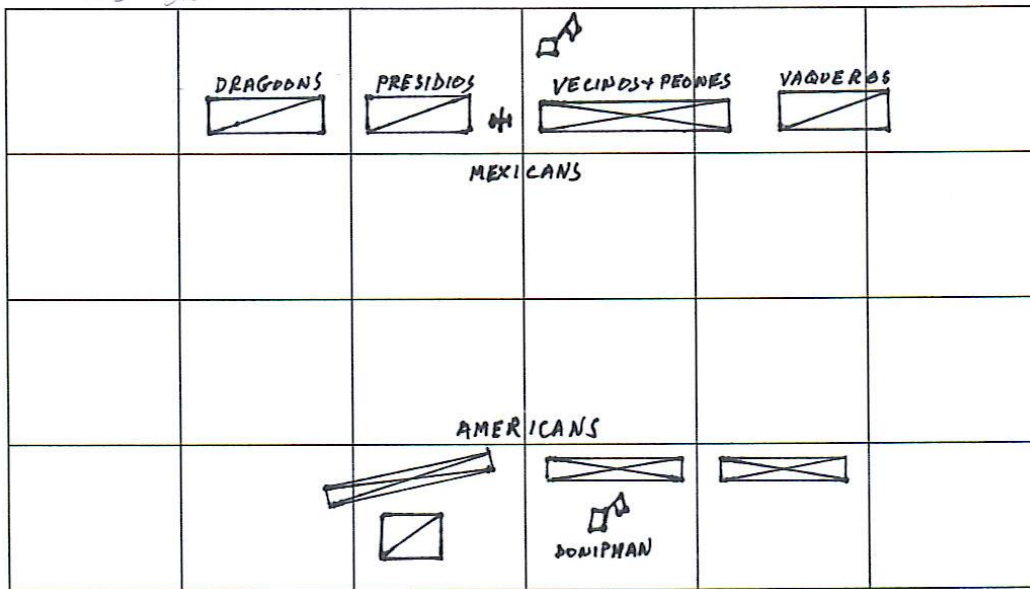
Americans (58)

- Col Doniphan, mounted (1)
- 1 Missouri Vol. platoon, foot (21)
- 1 Missouri Vol. platoon, foot (21)
- 1 Missouri Vol. squad, foot (10)
- 1 Missouri Vol. squad, mounted (5)

Patriotas de Nuevo Mexicanos y Mexicanos (94)

- General de León, General with standard (2)
- 1 Dragon compañía, mounted (24)
- 1 Presidial pelotón, mounted (11)
- 1 Vaquero milicia pelotón, mounted (11)
- 1 Vecino milicia pelotón, foot (21)
- 1 Peone milicia pelotón, foot (21)
- 1 Presidial six-pound gun and crew (4)

Gameboard setup for Battle of Los Brazitos



SCENARIO 10 – THE MEXICAN-AMERICAN WAR

Battle of Río San Gabriel, CA – January 8, 1847

Background: General Kearny and his reinforcements marched north from San Diego on December 29 and encountered the Californios on January 8, 1847. The American army totaled 607 soldiers and marines, and 6 guns, 2-9# guns, and 4 smaller (assume 6# guns). The next objective was Los Angeles. They headed for the Ford of Bartolo on the Río San Gabriel. General Pico's force of 500 Lancers with two badly mounted guns held the heights on the other side of the Ford. Having learned about California Lancers a month before Kearny quickly formed his force into a square with the artillery and baggage in the center. The Americans had tied their wagons together with leather to make barricades against the lancers. Pico's two guns (Kearny thought they had four) were in the center of their line with Garfia's Squadron on the left and Pico's on the right, another contingent under Don Jose Antonio Carrillo was 1000-1500 yards north (on the Mexican left flank to cover another possible ford, though some thought it was a dodge.

The Mexicans did not oppose the crossing, although Stockton reported they crossed under fire (they didn't have firearms), but the Americans did have difficulty in the soft sand of the river bed. Their forward element of skirmishers took cover at the river bank while others manhandled the artillery across. Commodore Stockton took charge of the 4-gun battery as they unlimbered and prepared for action. The Mexicans had two badly-mounted guns. The American artillery fire was so accurate the Mexicans had to load and run the guns out into view, fire them, and run them back behind the bank to reload. One Mexican gun was put out of action. Then the other became useless. Someone blew "The Charge" on the bugle and Garfia's squadron advanced with part of Pico's. The Standard bearer took the lead. The Americans became frightened and ran behind the wagons without firing a shot. Two Mexicans were wounded by defensive fire. Somehow the firing of the Americans was totally but it startled the horses into swerving to the right in disorder. The Americans advanced into the Lancer's previous position and Mexicans retreated. Carrillo's Squadron came in to help but it was too late. The Mexicans quit the field taking their remaining cannon with them.

Terrain: Open plain with scrub brush, a river and a road as shown below.

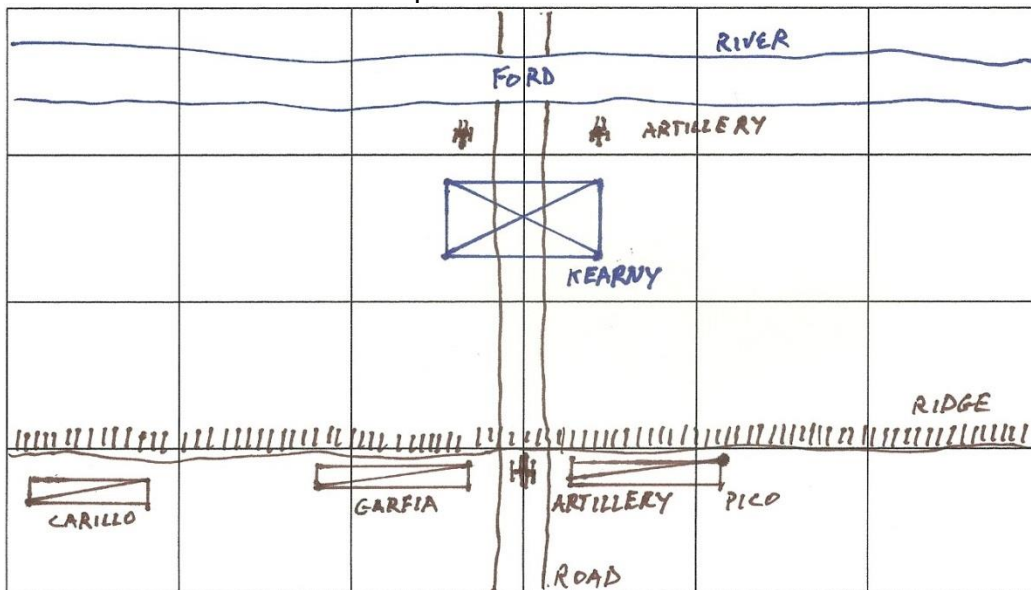
Deployment: Place the forces as shown on the diagram below.

Victory Conditions: One side must drive the opposing force off the board.

Order of Battle

Americans (41)	Patriotas de california (44)
Gen Kearny, mounted (1)	General Flores with standard (2)
1 US Dragoon platoon, foot (21)	1 Vecino milicia pelotón mounted, teniente Pico (11)
1 US Dragoon squad, foot (10)	1 Vecino milicia pelotón mounted, teniente Garfia (11)
US Artillery, 2-6# guns (9)	1 Presidial pelotón mounted, teniente Carrillo (11)
	Presidial Artillery, 1-6# gun, teniente Coronel (9)

Gameboard setup for the Battle of Río San Gabriel



SCENARIO 11 – THE MEXICAN-AMERICAN WAR

Battle of La Mesa, CA – January 9, 1847

The Californios regrouped that night near Alisos Creek and decided to meet the Americans again the following day. The Americans resumed their march between nine and ten in the morning. The Californios moved to surround and harass them, looking for a weak spot to exploit. Several charges were made by the lancers which penetrated the American musket fire and came to melee with the invaders. Apparently, the cannons were not used by either side. At one point an American in the rear rank was having trouble with a spirited horse which was furnished with a new saddle, serape, and saddlebag. A twelve-year-old boy named Pollorena broke from the lancer ranks and charged towards the horse in a hail of bullets. Just as he neared the Americans the horse broke free and the boy herded it back to the Lancer lines. Only a few shots were fired as he retreated. It was said later that an American officer had ordered his men not to hit the boy but rather just to scare him because he admired his courage. At the end of the day the Californios and their horses were exhausted. They camped at present-day Pasadena that night and took stock of their losses; they had received fifteen dead and twenty-five wounded. The next day they withdrew to Paredon Blanco where they disbanded, each man going to his own home while a few decided to go to Mexico. The Americans had lost one dead and five wounded. In all probability, if Kearny had not barricaded his men behind the wagons they would have been cut to pieces. Obviously, he did not want to face lancers again in the open field. It's puzzling why the Californios did not use their cannon against the densely packed Americans – perhaps they were out of shot or powder. The Americans spent that night on the flats and entered the city unopposed on the 10th.

Terrain: Open plain with scrub brush.

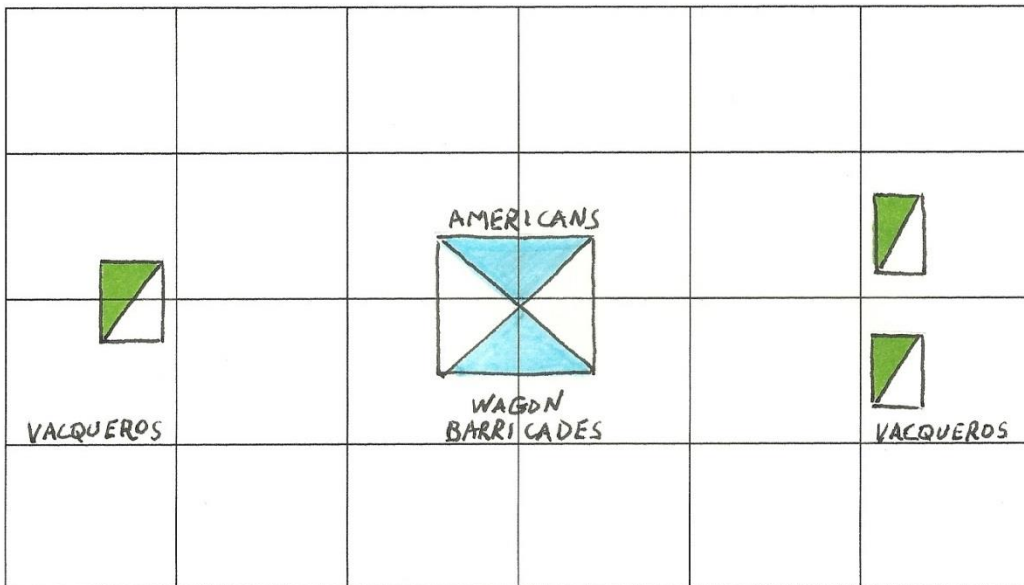
Deployment: Place the Americans within 18" of their friendly board long edge. They have four wagons, two on each side between them and the Mexicans. They may only move 6" per turn towards the Mexican friendly board edge. Setup the Californios within 12" of either short edge as shown on the diagram below. They treat the wagons as obstacles.

Victory Conditions: if the Americans can make it off the Mexican edge on the 6th turn they win; otherwise the Mexicans win.

Order of Battle

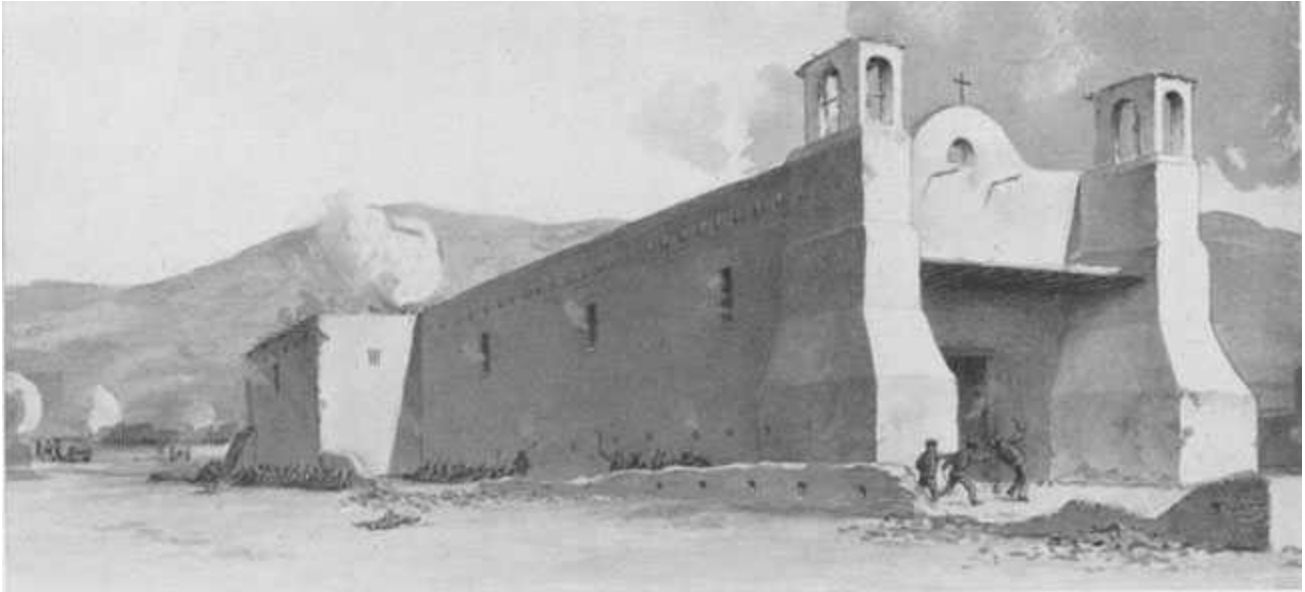
Americans (32)	Patriotas de California (35)
Gen Kearny, foot (1)	1 General Flores with standard (2)
1 Dragoon platoon, foot (21)	1 Vaquero milicía pelotón, mounted, teniente Pico (11)
1 Dragoon squad, foot (10)	1 Vaquero milicía pelotón, mounted, teniente Garfia (11)
4 Wagons.	1 Presidiales pelotón, mounted, teniente Carrillo (11)

Gameboard setup for the Battle of La Mesa



MEXICAN WAR SCENARIOS

ELEVEN GAME SCENARIOS OF THE TAOS REBELLION 1847



Battle of Taos Pueblo

The Taos Massacre – January 19, 1847

Background: On January 20th, 1847, word reached Santa Fe that Río Arriba was in rebellion, and that Governor Bent and others had been killed and scalped at Taos on the day before. This became known as the Taos Massacre. On the morning of the 19th the revolt began in Don Fernando de Taos, near the Villa of Taos. They were led by Pablo Montoya, an Hispano, and Tomás Romero, a Taos Puebloan also known as Tomasito (Little Thomas). They broke down the front door of New Mexico's first American Governor, Charles Bent, they shot him with arrows and scalped him in front of his family. The women and children of Bent and Kit Carson with the help of Thomas Boggs escaped by making a hole through an adobe wall into the building next door. One version of the story states that Bent escaped with them and when the assailants caught up with them, they killed him but left the women and children alone. Another version says that he stalled the intruders by facing them alone while the family escaped, and they hid in a shed to avoid detection. Bent's wife, Ignacia, and Kit Carson's wife, Josefa, were sisters. Kit Carson was with General Kearny in California as a guide at the time.

The New Mexico Patriots went on to scalp several other American government officials including Stephen Lee, Acting Sheriff; Cornelio Vigil, prefect and probate judge; J.W. Leal, circuit attorney, and Narcisse Beaubien, the son of Judge Charles, H. Beaubien.

In response, Colonel Sterling Price began collecting troops in the Santa Fe area: 5 companies of 2nd Missouri Volunteers, 1 Squadron of the 1st US Dragoons under Captain Burgwin, Captain Angney's Battalion, and Captain St. Vrain's company of Santa Fe Volunteers – a total of 353 men and 4 12# howitzers under Lt. Dyer of the Ordnance Department. The insurgents were northern Hispanos (Río Arriba) and Pueblo Natives, many armed with outdated flintlocks, bows, lances, and various other melee weapons. A few had modern muskets.

This incident does not make a good scenario, but it can be used as the start of a campaign. Each battle can be played as noted below. If the Americans win proceed to the next scenario, but if the New Mexicans win proceed to the previous scenario. If the Americans are driven back to Santa Fe, the New Mexicans win, but if the Americans win each scenario they win.

SCENARIO 1 – THE TAOS “REBELLION”

Battle of Turley’s Mill, NM – January 20, 1847

Background: On January 20th, 1847, Simeon Turley’s Mill in Arroyo Hondo was attacked by many of the rebels who had gone there to destroy his distillery. He was joined by eight companions, Americans, French-Canadians, and one or two Englishmen. They barricaded themselves in the place which was a walled compound with a house, the mill, and several sheds. His employee, named Otterbees or Autobees, arrived and was sent to Santa Fe to give warning about the rebellion. That left nine Americans against the horde. The defenders blocked the windows and made loopholes that they could fire through. Finally, a crowd of rebels appeared and demanded the surrender of the men with Turley, he wouldn’t give them up, telling them to come and get them. There were hundreds of assailants. The battle lasted the rest of the day. At night, the defenders rested and made ammunition while the attackers kept up a steady fire at the mill. The next morning the fighting broke out again and two of the defenders were mortally wounded. At midday the attackers set fire to the mill. Twice the defenders put out the fires, but more were set in various locations. The situation became hopeless and Turley and the others decided to run for it. Only two made it back to Santa Fe, John David Albert and Thomas Tate Tobin. The compound was pillaged and burned. Turley made it to the mountains, but he was discovered by a ‘friend’ who turned him in and he was also killed. Seven were killed, Turley, Albert Turbrush, William Hatfield, Louis Tolque, Peter Robert, Joseph Marshall, and William Austin.

Terrain: Use a small hacienda with several buildings to represent the mill and storerooms. Place scrub brush and rocks around the mill.

Deployment: The Rebels set up all around the mill but no closer than 12”. They have light cover due to rocks and scrub brush. The Americans are setup in the complex; they have heavy or full cover depending on their deployment.

Victory Conditions: the Americans must hold out for six turns to win; otherwise the Mexicans win.

Order of Battle

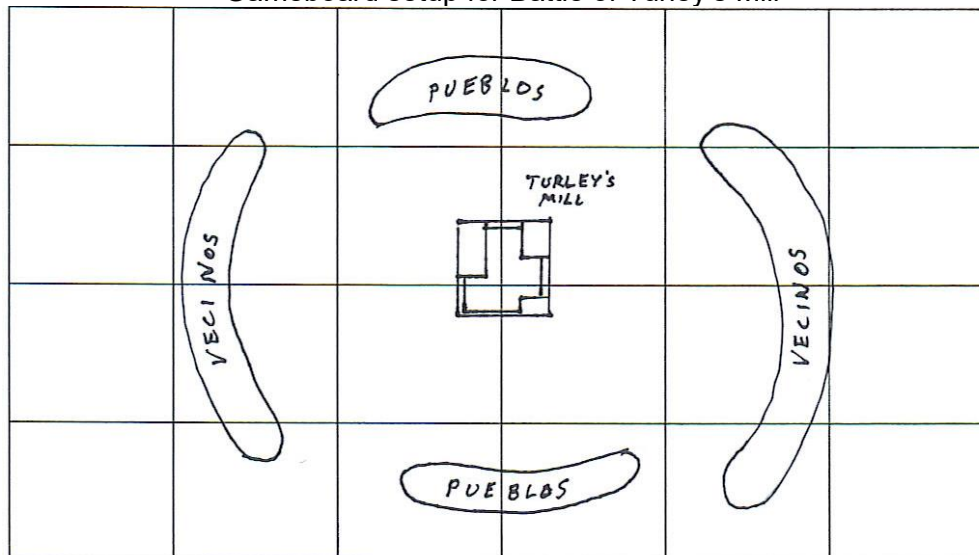
Americans (9)

Jesse Turley, as lieutenant (1)
1 Mountain Men squad, (8)

Patriotas de taos (49)

Lt. Col. Pablo Martinez (1)
1 Vaquero milicia escuadra, mounted (5)
1 Vecino milicia pelotón, foot (21)
1 Taos raiding party, foot, chief Tomasito (21)

Gameboard setup for Battle of Turley’s Mill



SCENARIO 2 – THE TAOS “REBELLION”

Battle of Santa Cruz de la Cañada, NM – January 24, 1847

Background: The Rebels assembled their force at Santa Cruz de la Cañada near Espanola, on the east side of the Río Grande. Their leaders were Generals Ortiz and Pablo Montoya. They were planning to make an assault on Santa Fe. The rebels had massed about 1,500 men. Price marched his men the 25 miles to Santa Cruz. The Rebels were deployed along a ridge. The Americans set up Lt. Dyer’s battery on their right and began firing at some houses in advance of the main Rebel line. From this point Rebel skirmishers were maintaining a steady fire on the Americans. At one point a group of mounted rebels on the left of their line broke off and headed for the American baggage train. St. Vrain and his men raced to cut them off, forcing them to retreat back to their lines. Since the howitzers were having little effect, Captain Angney, leading his company, was ordered to charge the hill. Then a general charge ensued, which was successful, and the Rebels fled north towards Taos. They had lost 36 killed and 45 captured; the Americans had lost 2 killed and 7 wounded.

Terrain: scrub brush and scattered trees, adobe houses, orchard, road, and a fordable river (rough ground). The town is off board, just to the northwest.

Deployment: the Americans and Taos Patriotas as shown on the diagram below; place the Vaqueros in or on houses as skirmishers.

Victory Conditions: One side must drive the other from the board to win.

Order of Battle

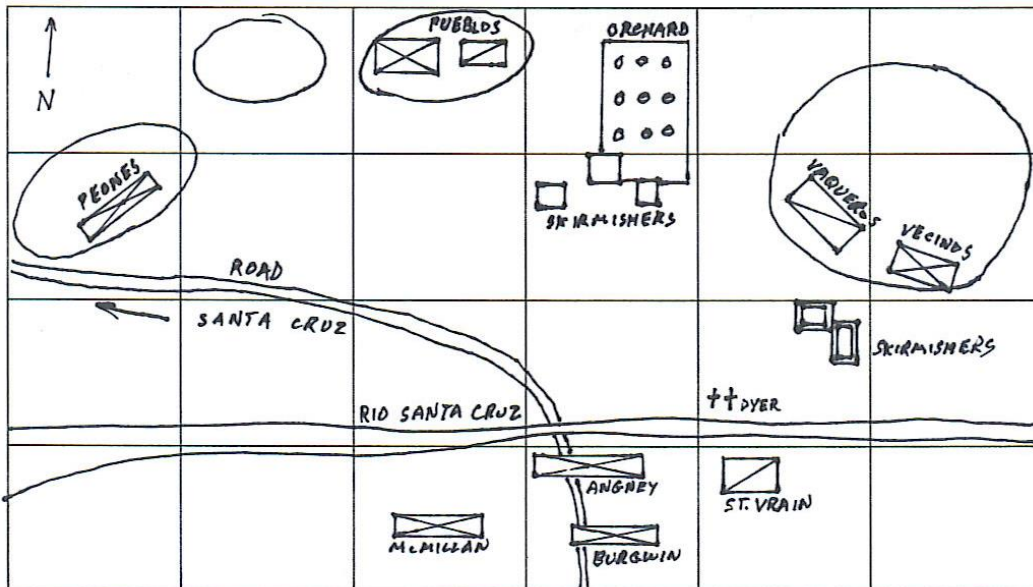
Americans (75)

- Col. Price with standard (2)
- 1 Missouri Vol. platoon, foot, Capt. McMillan (21)
- 1 Dragoons platoon, foot, Captain Burgwin (21)
- 1 Regular Infantry platoon, Captain Angney (21)
- 1 Militia platoon, mounted, Lt. St. Vrain (11)
- Artillery 2-12# howitzers, Lt. Dyer (9)

Patriotas de taos (90)

- General Montoya with standard (2)
- 3 Vaqueros milicia equipos, foot (15)
- 1 Peone milicia pelotón, foot (21)
- 1 Vecino pelotón, mounted (11)
- 1 Taos raiding party, mounted, chief Tomasito (11)
- 3 Taos hunting parties, foot (30)

Gameboard setup for Battle of Santa Cruz de la Cañada



SCENARIO 3 – THE TAOS “REBELLION”

First Battle of Mora, NM – January 24, 1847

Background: On January 20, 1847, American traders Lawrence L. Waldo, Noyes, and Culver, arrived in Mora with a large caravan with several others. They were assaulted and killed, eight men in all. The 200 insurgents (or patriots) were led by Manuel Cortez. Eighty US Dragons under the command of Captain Isreal R. Hendley of the 2nd Missouri Volunteers arrived at Mora. Upon approaching the town the Mora militia met them in the field. The dragoons charged and the militia fell back into the fort.

Mora was built as a fortified town, about 250-300 yards square with a plaza in the center, a two-story fort on the northwest corner, and a wooden blockhouse on the southeast corner. The Americans decided to assault the town. Captain Hendley managed to gain entrance to a room in the fort but was then killed by close range defensive fire. The Americans, now under Lieutenant McKarney were forced to retreat with the loss of one killed and three wounded. Believing that another force of Rebels would soon arrive, McKarney retreated to Las Vegas. The Americans had lost Hendley killed and three others wounded. The New Mexicans suffered 25 killed and 17 captured, probably during the initial skirmish.

Terrain: A fortified village surround by medium woods about 12” out.

Deployment: Place the Americans on each long side of the board, within 12” of both short edges; setup the New Mexicans inside the town.

Victory Conditions: The Mexican villagers will surrender if half the units are Shaken or Broken; the Americans will retreat under the same conditions.

Order of Battle

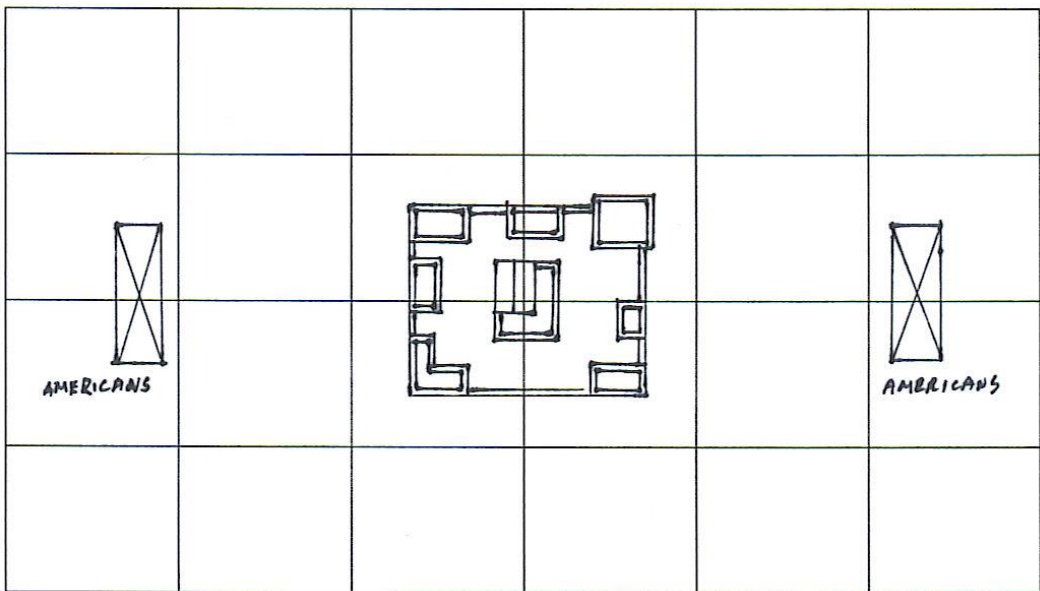
Americans (43)

- Captain Hendley, foot (1)
- 1 Miss. Vol. platoon, foot (21)
- 1 Dragoon platoon, foot (21)

Patriotas de mora (43)

- Capitán Valdez, foot (1)
- 1 Vecino milicia pelotón, foot (21)
- 1 Vecino milicia pelotón, foot (21)

Gameboard setup for First Battle of Mora



SCENARIO 4 – THE TAOS “REBELLION”

Battle of Embudo, NM – January 29, 1847

Background: Col. Price chased the fleeing Río Arriba Rebels and caught up with them just south of Embudo Station, in the mountains. The area was a valley with the road to Taos in the center and wooded steep hills on both sides. Embudo station was a stage coach stop on an island in the river between Taos and Santa Fe. The wagons and artillery already had to go by another road around the mountains but the infantry and St. Vrain’s company had pursued the Rebels here. Price waited with the main force at la Joya (now called Velarde) and ordered three companies to move forward, Captain Burgwin’s (US Dragoons), Captain St. Vrain’s (Santa Fe Volunteers), and Lt. White’s (2nd Regiment Missouri Vounteers). Because of the terrain it was impossible to keep any kind of formation. On the left (west) side of the road was St. Vrain’s dismounted company and on the right (east) were the two companies under Captain Burgwin and Lieutenant White, respectively. The Americans had 180 men and they believed that the Río Arribans had 600-700 men. Much of fighting took place on the steep mountain sides where the trees and boulders gave the enemy good cover. After sharp skirmishing the rebels were forced to retreat north again. The Americans lost one man killed and one wounded (both belonging to St. Vrain). The New Mexicans lost 20 killed and 60 wounded. When the Americans entered the village of Embudo (Present day Dixon?) several persons met them with white flags.

Terrain: Medium woods with rocks and trees. The road and fordable river (rough ground) run up the middle of the board.

Deployment: All troops are in skirmish formation. Movement in the valley is Rough Ground. The mountains are Difficult Ground to climb. Descending and lateral movement are Rough Ground (light cover).

Victory Conditions: Use the victory points in the Raiding Rules to determine victory after 6 turns, or, whichever side that has half its units Shaken or Broken loses.

Order of Battle

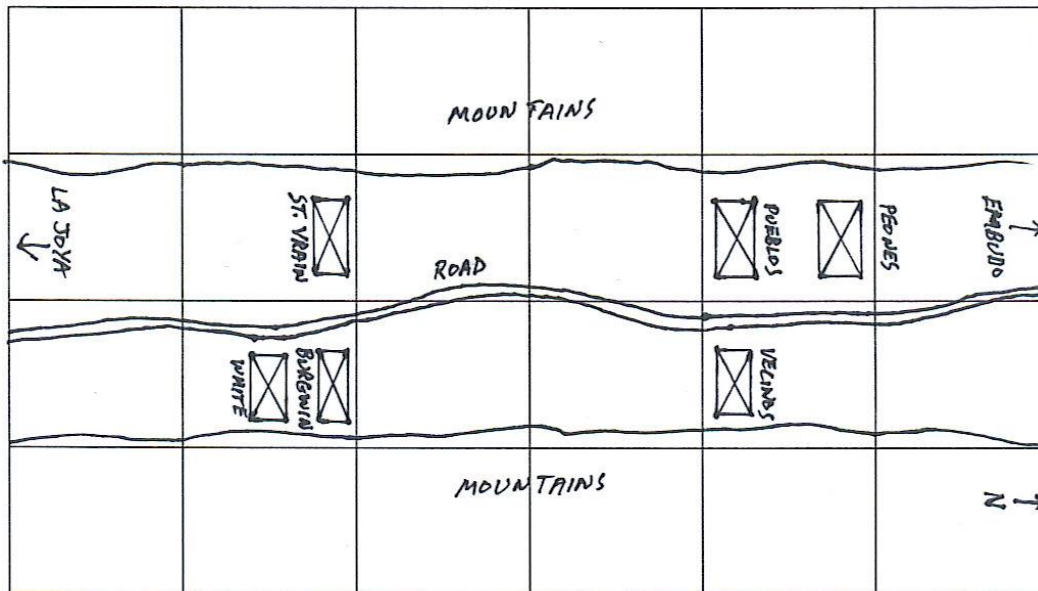
Americans (64)

- 1 Captain Hendley (1)
- 1 Missouri Vol. platoon, foot, Lt. White (21)
- 1 Dragoon platoon, foot, Capt. Burgwin (21)
- 1 Militia platoon, foot, Capt. St. Vrain (21)

Patriotas de nuevo mexico (65)

- 1 General Montoya with standard (2)
- 1 Vaquero milicia pelotón, foot (21)
- 1 Peone milicia pelotón, foot (21)
- 3 Taos Pueblo raiding parties, foot (30)

Gameboard setup for Battle of Embudo



SCENARIO 5 – THE TAOS “REBELLION”

Second Battle of Mora, NM – February 1, 1847

Background: Two hundred US troops returned to Mora under the command of Captain Jesse I. Morin with two howitzers. Instead of assaulting the town they used canons to level the houses. Then the Americans charged and captured the fort. There was skirmishing in the streets until the defenders were forced to flee to the mountains. Some of the Americans chased them while others burned the crops and the town. There was no food left. The Americans had no casualties while the New Mexicans suffered several dead and wounded and seventeen captured. After a time, the inhabitants returned and rebuilt the town.

The only way for the inhabitants to win would be if they drive the Dragoons off the board. Otherwise the battle is a foregone conclusion. This scenario represents a ‘What-If?’ sortie by the towns people. If the rebels can drive off the Americans they win; if not, they lose. The American player can set up the artillery anywhere in the vicinity of his troop position.

Terrain: Fortified village surrounded by medium woods about 12” out.

Deployment: place the American figures on both long ends of the board; the New Mexicans are inside the fortified town.

Victory Conditions: Use victory points as listed in the Raiding Rules to determine victory after 6 turns, or, whichever side that has half its units Shaken or Broken loses.

Order of Battle

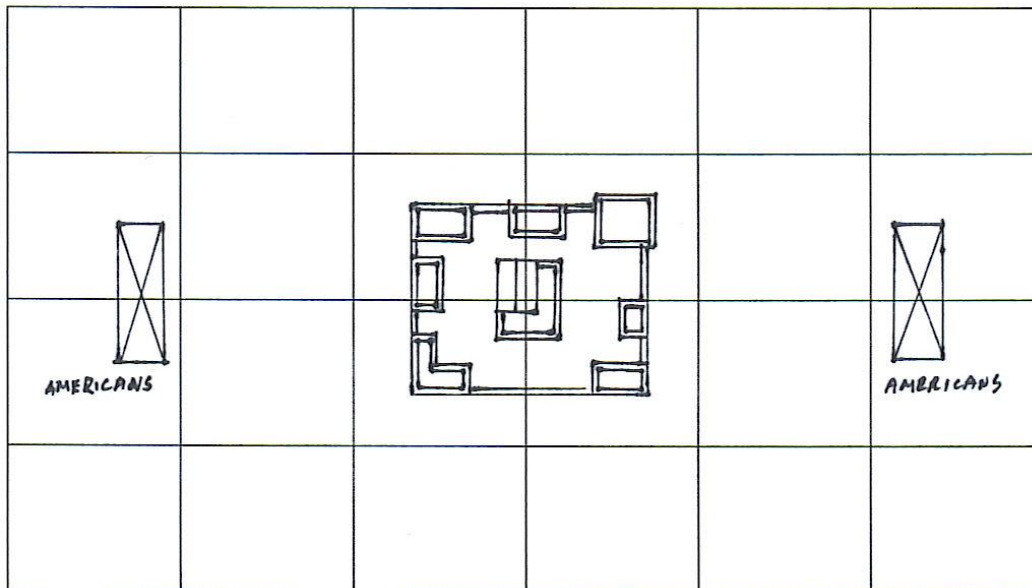
Americans (30)

- Captain Hendley (1)
- 1 Dragoon platoon, foot (21)
- Artillery, 2-12-pound guns (8)

Patriotas de mora (43)

- Capitán Valdez, foot (1)
- 1 Vecino milicia pelotón, foot (21)
- 1 Peone milicia pelotón, foot (21)

Gameboard setup for Second Battle of Mora



SCENARIO 6 – THE TAOS “REBELLION”

Battle of Taos Pueblo, NM – February 4, 1847

Background: On the 3rd of February Col. Price and his men reached Taos. His men discovered the rebels holed up at the walled Indian Pueblo. They were commanded by Pablo Montoya and Tomás Romero (Tomasito) a chief of the Taos natives. Price set up his artillery but after a few rounds it was getting dark, so the Americans retreated back to Taos to spend the night. The next morning, they returned and deployed so as to prevent any escape from the village. Mounted companies under Captains St. Vrain and Slack were sent to the rear of the pueblo (east and south, respectively). The main American force was posted on the north and west sides; they setup a six-pounder canon and two howitzers under Lt. Dwyer with the Missouri Volunteers on the north side and two more howitzers commanded by Lt. Hassendaubel with Captain Burgwin and two companies of Dragoons (his and McMillin’s) on the west side. They were facing the church which was located on the northwest corner of the Pueblo. The battle began at 9 o’clock with a cannonade. Two hours later, at 11, it was plain that the battery was having no effect on the thick adobe walls, and Price decided to storm the compound. Burgwin and McMillin on the west with their dismounted dragoons and Angney’s battalion of infantry, including some companies of the 2nd Missouri Volunteers on the north, moved forward simultaneously. Burgwin was mortally wounded attempting to charge the church door. His small group was forced to retreat. Other men cut holes through the walls of the church with axes and lit shells which were thrown in by hand (acting as grenades).

At about 3:30pm the six-pounder canon was moved up to sixty yards from the church and one of the holes in the wall was widened. A storming party of dragoons entered the breach and the church garrison fled out the rear door. Then the rebels left the west and north walls and took refuge in the houses on the east side. About sixty rebels tried to escape on the eastern side, but only about three of them actually got away. The rest were killed by St.Vrain’s and Slack’s companies. At nightfall the Americans quartered themselves in the abandoned houses on the northwest side. The next morning the rebels surrendered. They had lost 150 killed and several hundred wounded. The Americans lost 7 killed and 45 wounded, many of whom died later. After the battle, an imprisoned Chief Tomasito was murdered by a Dragoon, and Pablo Montoya was hung, along with twenty-two others, by order of a drumhead kangaroo court. Later, an American court determined that the rebels could not be tried and executed as rebels. Since New Mexico was not yet American courts decided that they were defenders of their own country, not traitors. But it was too late for the dead men.

Terrain: a fortified pueblo with a large church on the northwest corner (heavy cover), placed as shown on the map below.

Deployment: setup the American figures as shown on the map below, no more than 6” from their friendly board edge (north and west); the New Mexicans are deployed inside the pueblo.

Victory Conditions: Use victory points as listed in the Raiding Rules to determine victory after 6 turns, or, whichever side that has half its units Shaken or Broken loses.

Order of Battle

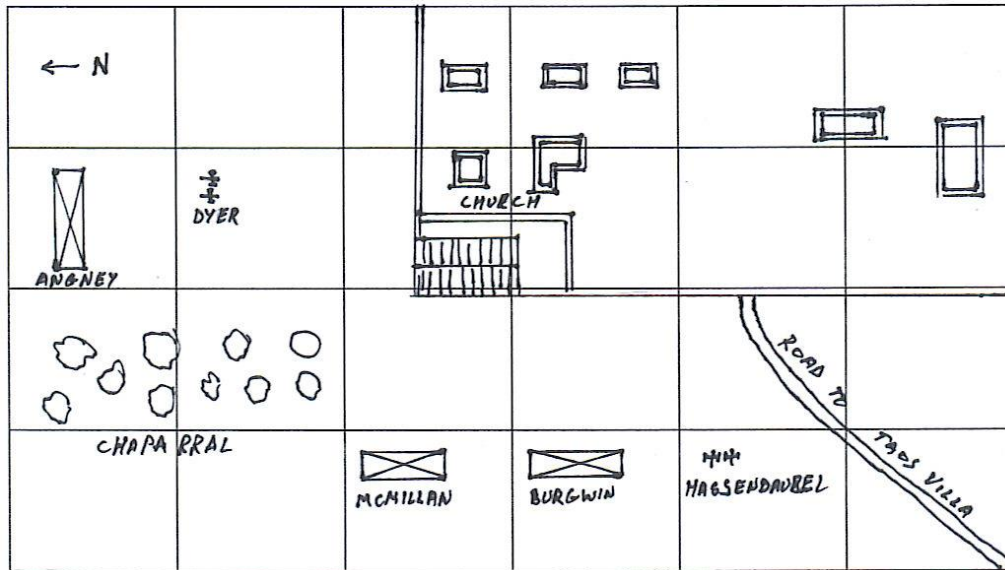
Americans (94)

Colonel Price with standard, mounted (2)
1 Missouri Vol. platoon, foot, Capt. Angney (21)
1 Missouri Vol. platoon, foot, Lt. McMillan (21)
1 Dragoon platoon, foot, Capt. Burgwin (21)
1 Militia platoon, mounted, Capt. St. Vrain (11)
US Artillery, 2 batteries of 2-6# guns, steady Lts. (18)

Patriotas de taos (75)

1 General Montoya with standard (2)
1 Vaquero milicía pelotón, foot (21)
1 Peone milicía pelotón, foot (21)
1 Chief Tomasito, foot (1)
3 Taos Pueblo hunting parties, foot (30)

Gameboard setup for Battle of Taos Pueblo



Mexican Milicia (left) and U.S. Dragoon (right).

SCENARIO 7 – THE TAOS “REBELLION”

Battle of Red River Canyon, NM – May 29, 1847

Background: Encouraged by the war some of the semi-nomadic natives surrounding New Mexico had gone on the warpath. They were encouraged by the fighting occurring between the New Mexicans and the Americans and some New Mexicans who had escaped from the fighting joined with the natives against the Americans. In several locations small parties of Americans were killed outright. On the 29th of May 1847, a battle occurred in Red River Canyon, about 150 miles southeast of Santa Fe. Major Edmunson and Captains Hollaway and Robinson with about 175 US Troopers came under attack by four hundred Mexicans and Apaches. This group had been marauding through the countryside stealing horses and destroying American properties. Major Edmunson was crossing a muddy patch at the mouth of the canyon where many of his weak horses became stuck. It was at this location that the attack was sprung. The US troopers dismounted and fought on foot for about two hours before retreating, all of their horses having been killed or captured. The Rebels had been repulsed once but they regrouped and returned to the assault. The disengagement maneuver was very difficult due to slow going on the rough and muddy ground. It was only successful with the aid of a Lieutenant Eliot and his command of 27 men of the Laclede Rangers who gave sufficient cover fire while Edmunson and his men extracted themselves from the canyon. By this time it was dark, and the Americans were able to find good defenses on a nearby hill. The bodies of seventeen New Mexicans and Native Americans were found the next day when the Americans advanced into the canyon. One American was killed, and several were wounded.

Terrain: The game board is a valley running through hills into a canyon. The stream is fordable, and the entire low land is rocky and muddy and is considered to be rough ground. Light trees and scrub brush cover the area but do not block line of sight. The hills on the sides are Difficult Ground.

Deployment: The rebels have a height advantage and partial cover. The Americans may hide behind rocks but because of the rebel height advantage they give only light cover.

Victory Conditions: Use victory points as listed in the Raiding Rules to determine victory after 6 turns, or, whichever side that has half its units Shaken or Broken loses.

Order of Battle

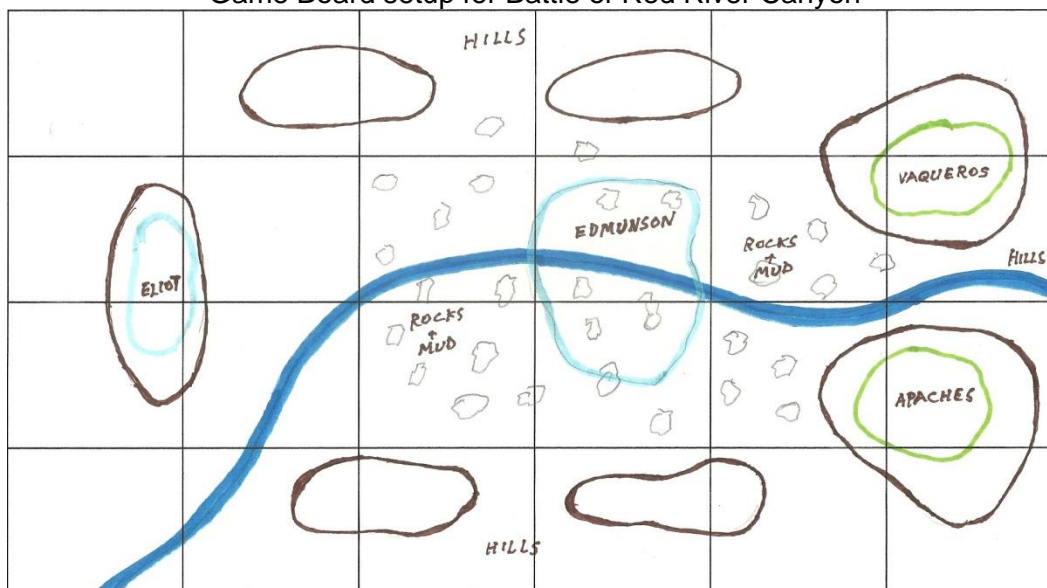
Americans (33)

Major Edmunson, foot (1)
 1, Missouri Vol. platoon, foot (21)
 1 Lieut. Eliot, foot (1)
 1 Miss. Vol. squad, foot (10)

Patriotas de taos (47)

Capitán Cortes, foot (1)
 3 Vecinos milicia escuadras, foot (15)
 1 Apache Warchief, foot (1)
 3 Apache hunting parties, foot (30)

Game Board setup for Battle of Red River Canyon



SCENARIO 8 – THE TAOS “REBELLION”

Battle of Las Vegas, NM – June 6, 1847

Background: In June 1847, a Lieutenant Brown and two privates were killed, and their bodies were burned at the village of Las Vegas by the citizens there. They had been sent to recover horses stolen from Captain Horine’s Company. Upon learning of their fate, Major Edmunson led a cavalry force of 29 men from two mounted companies, 33 infantry, and one 12-pound mountain howitzer against the town. The Cavalry went on ahead while the infantry and artillery followed on the road. Edmunson separated his force into the two companies under Captains Holloway and Horine. They charged the town from two directions. In fifteen minutes, the fight was over. The howitzer was not used. After the artillery arrived the town was destroyed except for enough houses to sustain the women and children. Ten New Mexicans were killed, some were wounded, and fifty were captured. The prisoners were sent to Santa Fe and six men were condemned to death. No Americans were killed but a few were wounded. The remaining New Mexican Rebels fled towards the mountains. The account of this conflict does not give any details from the New Mexican point of view. The six prisoners were hung on August 3rd, 1847.

Terrain: Place: open plain, semi-walled town with cultivated fields and a few scattered trees.

Deployment: Las Vegas had some adobe walls for defense but was not a fortified town like Mora. Place the Vecinos in clumps on either side of the town, opposing the Americans. Some of the New Mexicans may elect to fight from within or on top of houses and receive hard cover and/or a height benefit.

Victory Conditions: Use victory points as listed in the Raiding Rules to determine victory after 6 turns, or, whichever side that has half its units Shaken or Broken loses.

Order of Battle

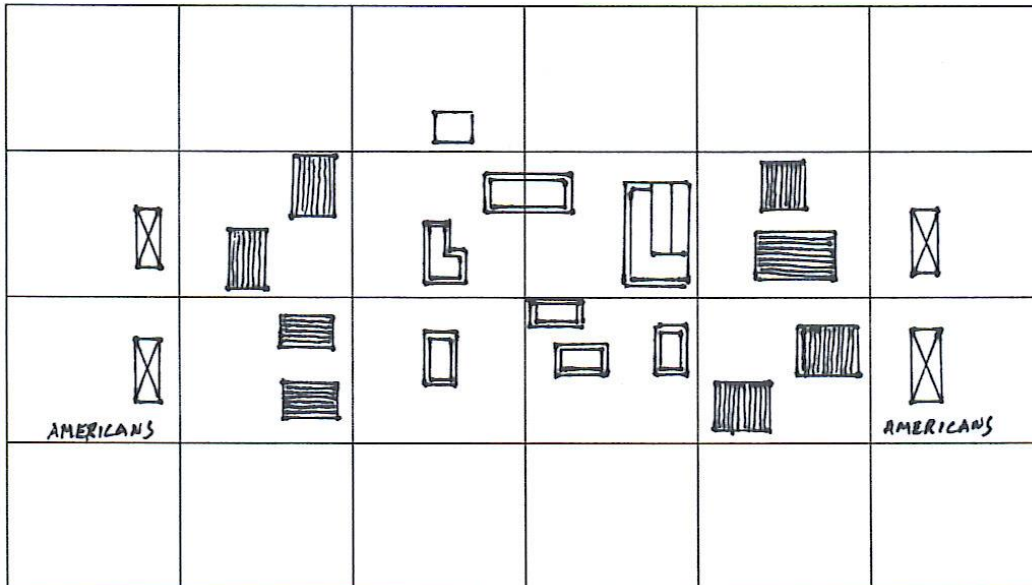
Americans (43)

- Major Edmunson, mounted (1)
- 1 US Dragoon platoon, foot, Lt. Hendley (21)
- 1 US Infantry platoon, Lt. Horine (21)

Patriotas de las vegas (43)

- Capitán Cortez, foot (1)
- 1 Vecino milicia pelotón, foot (21)
- 1 Peone milicia pelotón, foot (21)

Gameboard setup for Battle of Las Vegas



SCENARIO 9 – THE TAOS “REBELLION”

Battle on the Arkansas, KS – June 26, 1847

Background: Lt. Love and 80 men of the 1st Regiment US Dragoons was escorting a wagon train to New Mexico. On the 23rd of June 1847, the train arrived at the Pawnee Fork and met two government trains on the way to Santa Fe. One had been attacked by Native Americans the day before and lost some 70 yoke of oxen. They had to burn the provisions that could not be transported. On the 26th of June, just after reveille the other train was attacked by 500 Comanche and Mexicans, who emerged from a nearby ravine called Coon Creek. They captured 160 yoke of oxen belonging to the government and a private contractor. Lt. Love’s train was still intact. Eighteen or nineteen Dragoons were ordered out under a 2nd Lt. to try to recapture the cattle. They charged on the raiders but were soon attacked from behind. The troopers were forced to try to cut their way through them to get back to their camp. Five were killed and six were wounded, 4 seriously. The raiders took all of the oxen, scalped three of the dead, and took all of their horses, clothing and equipment. The natives were armed with lances, bows, and a few firearms. Witnesses stated that the air was dark due to the number of projectiles flying through the air. The troopers estimated that twelve or fifteen of the Natives were killed or badly wounded and four of their horses were killed. Several of the men reported seeing white men among the natives.

While all this was happening Lt. Love and the remainder of his company were forced to stay and guard their own twelve wagons and seventy-two mules. These surely would have been lost if he and his men had tried to come to the aid of the beleaguered detachment.

Terrain: plains with scrub brush (no cover) with a few boulders and clumps of light woods but otherwise fairly flat.

Deployment: place the Americans in a single rank on one long end of the board with the natives opposite them.

Victory Conditions: The US Troops must pass through the Comanche and off the opposite end of the board. If half the Americans become casualties the Natives win, otherwise, the Americans win.

Order of Battle

Americans (11)

US Lieutenant Love, mounted (1)

1 Dragoon squad, mounted (10)

Comanche (23)

Warchief, mounted (1)

2 Comanche raiding parties, mounted (22)

Gameboard setup for the Battle on the Arkansas



SCENARIO 10 – THE TAOS “REBELLION”

Battle of Cienega Creek, NM – July 9, 1847

Background: On July 9th Captain Jesse I. Morin’s company of 31 infantry men was attacked by two hundred New Mexicans and Pueblo Indians in the Sangre de Cristo Mountains, about 18 miles south of Taos. They were attacked at dusk by 200 Mexicans and Pueblo Indians. The Americans retreated to the creek bank. Five of Morin’s men were killed and nine were wounded. Enemy casualties are unknown. After a time, a company of Americans under Captain A. Shepherd arrived. The additional firepower was too much for the poorly armed rebels.

Terrain: Medium woods with a small passable stream along one long side of the board. The creek bank provides partial cover.

Deployment: Place the Americans in camp and surround them with the rebel force. Captain Shepherd and his men arrive on Game Turn Four. They cross the creek to join Morin and his men.

Victory Conditions: one side must drive the other from the board to win.

Order of Battle

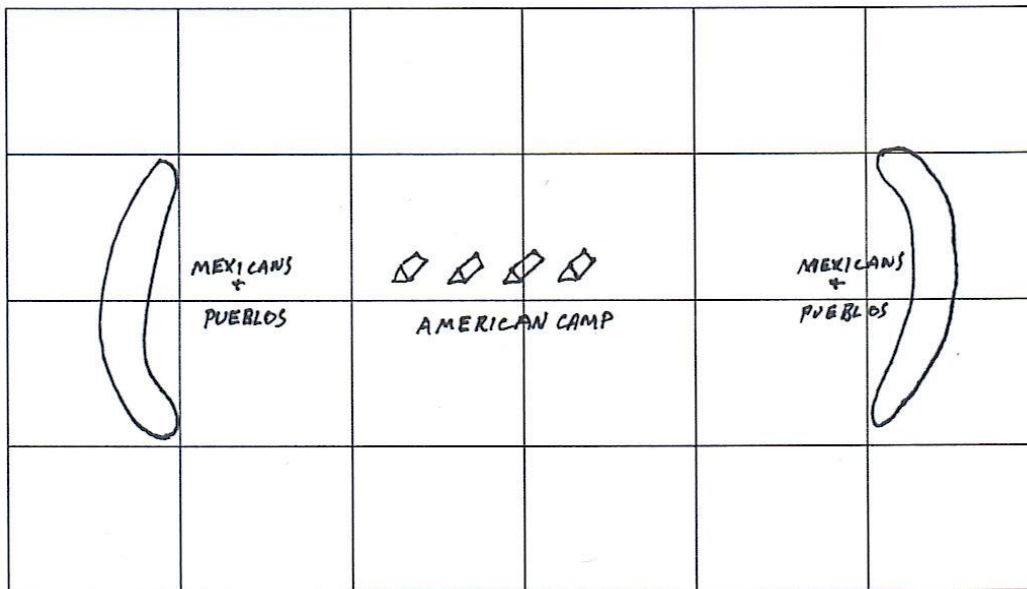
Americans (22)

- Captain Morin, foot (1)
- 1 Missouri Vol. squad, foot (10)
- 1 Captain Shepherd, foot (1)
- 1 Missouri Vol. squad, foot (10)

Patriotas de Taos (53)

- Capitán Cortez with bugler, foot (1)
- 1 Vecino milicia pelotón, foot (21)
- 1 Taos Pueblo raiding party, foot (21)
- 1 Peones milicia pelotón, foot (21)

Gameboard setup for Battle of Cienega Creek



SCENARIO 11 – THE TAOS “REBELLION”

Battle of Loquesta (La Questa?), NM – August 4, 1847

Background: After the destruction of Las Vegas by Major Edmunson the Americans learned from the prisoners that rebels were gathering at Anton Chico under the command of a man named Manuel Cortes. Cortes had escaped from the Battle at Taos Pueblo and was wanted by the Americans as a leader of the Rebellion. When the US Troops arrived there the town was deserted except for the elderly, women, and children. But upon questioning the civilians they discovered that that the rebel force was actually massing at Loquesta which was located about 15 to 20 miles north. When they approached Loquesta they captured a Mexican who told them that 400 to 600 men had mustered under Gonsales and Cortes at the town. The surprised Mexicans scattered when the Americans arrived. They had supposed they had more time before confronting the invaders. The Americans captured 50 prisoners, and a large number of American, Comanche, and Apache horses. The rebels had made great preparations for defending the town, but a hostile force with two cannons convinced them to leave. With this action the Río Arriba Rebellion was officially over. No battle took place. This is a “What If?” scenario: what if the New Mexicans had decided to stay and fight?

Note: I’m not sure of the identity of this town. If it is Questa, the town was originally named San Antonio del Río Colorado, and it should have been known to the participants of this incident by that name. Later, a US postmaster changed it to Questa, but he should have spelled it Cuesta.

Terrain: Place an open plain, semi-walled town with cultivated fields and a few scattered trees.

Deployment: Loquesta is a fortified town similar to Mora without the blockhouse and fort. Place the Vecinos in clumps on either side of the town, opposing the Americans. Some of the New Mexicans may elect to fight from within or on top of houses and receive a partial cover/height benefit.

Victory Conditions: one side must concede defeat:

Order of Battle

Americans (30)

- Major Edmunson (1)
- 1 Missouri Vol. platoon, foot (21)
- US Artillery, 2-6# cannon (8)

Patriotas de taos (64)

- Capitán Cortez, foot (1)
- 1 Vecino milicia pelotón, foot (21)
- 1 Apache raiding party, foot (21)
- 1 Peone milicia pelotón, foot (21)

Gameboard setup for the Battle of Loquesta

