

Spanish Southwest

Wargame Scenarios

Twenty-four Game Scenarios of the Late Spanish Colonial Period
1750-1820



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

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LATE SPANISH COLONIAL PERIOD (ca. 1748-1820)

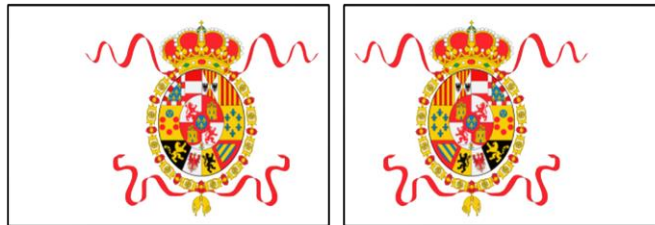
The New World Map – The Peace of Paris signed in 1763 caused a transfer of Canada and the Maritime Provinces from France to Britain, Florida from the Spain to Britain, and the Louisiana Territory from France to Spain. The map of the northern new world had drastically changed. As far as New Spain was concerned, Texas was now protected from the British colonial menace. It looked as if all the present-day western United States was securely in Spanish hands. But it did nothing to help the northern frontier. Native raids on the frontier continued to increase dramatically. The Comanches began a long-term invasion of Texas while continuing to raid and harass New Mexico along with the Utes, Apaches and Navajos. Spain's hold on the northern frontier was tenuous at best.¹

Presidios – Despite the previous reorganization of the *Reglamento de 1729* (regulations of 1729) the northern frontier was still in a period of decline. The Spanish colonials were weakening while the hostile natives were becoming stronger. The regulations had reduced the number of troops in northwestern borderlands had had the allocation of horses too small to take the offensive. By 1748 the Apaches were also encroaching on present-day Mexico, attacking

¹ Faulk and Faulk, *Defenders*, 13.

from the north, so much so, that New Spain was forced to declare a state of war. In the following fifteen years the Apaches killed 800 people and destroyed four million pesos worth of property; whole farms, ranches, towns, missions, and mines had to be abandoned. By 1764 the number of presidios had increased to twenty-five, manned by 1271 men. Two of the new presidios were established, San Ignacio de Tubac, in present-day southern Arizona, and Santa Gertrudis de Altar, now Altar, Sonora. In 1766, the Marqués de Rubí, was sent on an inspection tour of the northern provinces. Simultaneously, Visitor-general José de Gálvez was also making an inspection. The cueras and adargas were finally dropped from the arsenal around 1800.

Rubí visited twenty-three presidios with a military engineer and a draftsman. Back in Mexico City by 1768 he prepared his report. He recommended a line of presidios roughly along the present-day border between Mexico and the United States. The only two presidios beyond this line were Santa Fé and San Antonio. By the recommendations of Rubí and Gálvez the *Reglamentos de 1772* was issued. Spanish policy recognized that the pacification of the Indians by the missions had failed and now it was up to force of arms. Lieutenant Colonel Hugo O’Conor was installed as commandant-inspector. His headquarters were located in Nueva Vizcaya. His limited successes resulted in the installment of commandant-general Teodoro de Croix a Frenchman who had been in Spanish service since he was seventeen. Unfortunately, he was not given additional resources to take the offensive as Spain was about to go to war with England on the side of the American Revolution. He was told to use conciliation on the one hand and military defense on the other. Luckily for New Mexico he was a good supporter of Governor Juan Bautista de Anza, sending him new weapons for the defense of the province. After this point the provinces continued to decline as the people were forced into a defensive survival mode.²



Spanish Standard 1748-1785 (Bourbon); This flag is much the same as the previous one except that the Bourbon shield in the center is surrounded by that of Castile and other shields are relocated.

Comanchero/Genizaro – this is a new category of people in New Mexico. *Comancheros* maintained trade with the Comanches on the plains. They gained skills in order to survive. *Ciboleros* (buffalo hunters) can also be placed in this category. *Genizaros* (from the Spanish word for the Turkish janissaries); in New Mexico, these were Indians who were captured by the Spanish or sold to them. They were called *criados*, meaning ‘saved ones,’ because it was illegal to own slaves, they were used as servants in many households. In fact, it was a common wedding gift to give a boy to the groom and a girl to the bride as servants. The Franciscan Friars approved the use of these children as a way to bring them to Christianity. The term was also used for any Indians who were not Pueblo and had agreed to become culturally Spanish. They and the *Criado* children who had grown to adulthood were placed in border towns as buffers between the hostile tribes and the Spanish and Pueblo settlements. Villages such as Abiquiu, Tomé, San Miguel, and Truchas were originally founded as Genizaro habitations. In Santa Fé they were grouped in the *Barrio de Analco* neighborhood (Analco meaning “on the

² Faulk and Faulk, *Defenders*, 13-25.

other side”) on the opposite side of the Río Santa Fé. Eventually Genizaros became absorbed into the general Mestizo class (Indian and Spanish mix).³

Puebloans– still lived much the same as they always had but with some Spanish improvements. Pueblo militias rode or marched beside their Spanish counterparts; they were reported to be dependable, courageous, and better fighters than the settlers. By this time period the Puebloans had three times more horses, more lances and cueras, and some of the Puebloans had firearms. Some individuals were recognized for their exceptional abilities and were nominated as war-captains for the auxiliaries. The Spanish themselves had learned much from the Puebloans. They were an integral part of Spanish colonial life in New Mexico by this time. In fact, the lines sometimes became so blurred that it was often difficult to tell where the villa ended, and the pueblo began. They even shared clothing. Eventually, an effort had to be made to delineate the two. The Pueblos were still beset by the hostile nomadic and semi-nomadic tribes that surrounded them. They sometimes conducted campaigns against these tribes without Spanish participation.⁴

Pimas – on November 21, 1750, the Pimas began a revolt that imitated the Pueblo Revolt of 1680, led by the Spanish appointed governor and captain-general, Luís Oacpicagua. They laid waste to present-day southern Arizona and northern Sonora, killing 100 people and pillaging or destroying most of the area. The survivors were forced to retreat southwards to the nearest presidio at Terrenate which had recently been founded in 1742. A Spanish force under Captain José Díaz de Carpio was sent to punish them, however, his force was not strong enough to do the job so Carpio chose to negotiate. He offered them complete amnesty if they would swear allegiance to Spain and return to their homes. Luckily, Oacpicagua accepted.⁵

Yumas – the Yumas, or more accurately Kw'tsa'n as they called themselves in Chuechan lived along the present-day lower Colorado River in the area where the Gila River enters it. They traveled along the river on rafts and had ferried Spanish expeditions across. They were expert fishermen who caught the fish with nets and baskets. The Banks were often rich grounds for growing crops. The elected village chief was responsible to govern his people and a high chief with the shamans and warchiefs for the entire tribe. They hunted small animals in their desert/river landscape, gathered seaweed, grasses, roots, acorns and nuts. Their houses were built of brush and yucca fiber on poles and frames. Warriors carried spears, stone ball clubs, knives, and bows and arrows.⁶

Comanches – by this time New Mexico was in a virtual state of siege by the Comanches. They had become highly mobile, mounted war parties ranged at will up and down the Rio Grande. There still weren't enough troops in the province to oppose them. Comanche bands were moving south from Kansas into eastern New Mexico, north-central Texas, and western Oklahoma. They were described as “the lords of the southern plains,” who became the most skillful horsemen in North America. They referred to themselves as “Our People” but other tribes called them a corruption of the word meaning “the enemy, *Comanche*.” They raided Spanish, Mexicans, other plains tribes, and eventually, American settlers in Texas and even into Mexico.⁷

Apaches – This period saw the involvement of the Western Apaches (in five distinct groups) of present-day Arizona, the Chiricahua of southwestern New Mexico, the Mescalero of southeastern New Mexico (which included the Faraones bands), the Jicarillas (which by 1800 included the Carlanas, Paloma, and Cuartelejos who had been decimated by the Comanches. For the Apaches, raiding was not warfare, it was more like foraging, a means to “search out

³ Keller, *Spain in the SW*, 299; Noble, *Santa Fe*, 72-73, 91.

⁴ Kessell, *Kingdom*, 7-24, Kessell, *Spain in the SW*, 110-112; Dozier, *Pueblo Indians*, 78-82.

⁵ Faulk and Faulk, *Defenders*, 14.

⁶ <https://www.warpaths2peacepipes.com/indian-tribes/yuma-tribe.htm>

⁷ Meed, *Comanche*, 4-7, Faulk and Faulk, *Defenders*, 34.

enemy property,” while warfare was “to take death from an enemy.” Normally raiding parties were small, a dozen or so men, but some raids could entail a band of hundreds. Scalping was rare.⁸

Spanish Late Colonial Army 1750-1820 (*Amerindian Wars*)

Officers: Officers will have a lance, sword and/or a smoothbore pistol. Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Friar/Chaplain (*Sp. Fraile-Capellanes*) may act as noncombatant tenientes (free).

NCOs: mounted may have a lance and/or a sword, dragoons will have a sword and a smoothbore matchlock carbine, foot have a sword and a halberd.

Native Allies: Pueblo Amerindians

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Dragon presidial	Light	3	lance, sword, smoothbore flintlock carbine <i>Special: Steady, Mounted, Expert Rider. Armor: cuera.</i>
Caballeria vaquero	Light	3	lance, sword, sb flintlock carbine <i>Special: Steady, Mounted, Expert Rider. Option: may have a cuera.</i> <i>Note: This category includes Hidalgos and their best men.</i>
Genizaro montada	Skirmish	1	sb flintlock carbine or spear/bow, or hatchet/club <i>Special: Small Unit (5 figures), Bloodthirsty, Mounted, Expert Rider, Forester, Woodcraft.</i> <i>Option: may have a cuera (add +1pt). Note: includes comancheros, and ciboleros.</i>
Milicia montada	Skirmish	4	smoothbore flintlock carbine <i>Special: Wavering, Mounted.</i> <i>Option: may have a cuera (add +1pt), may have a sword (+1 pt).</i>

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Presidial	Light	3	sb flintlock carbine, sword <i>Special: Steady. Armor: cuera. The cueras and shields were discarded about 1800.</i>
Genizaro	Skirmish	1	sb flintlock carbine, hatchet <i>Special: Small Unit (5 figures) Bloodthirsty, Forester, Woodcraft.</i> <i>Option: may have a cuera. Note: includes comancheros, and ciboleros.</i>
Milicia	Skirmish	4	sword or sb flintlock carbine or farm tool <i>Special: Wavering. Option: may have a cuera.</i>
Peone	Skirmish	5	sb musket or bow or machete or farm tool <i>Special: Inexperienced.</i>

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Artillería presidial	Light gun	3	light smoothbore gun (6-10#) <i>Special: Steady. Option: 1-horse limber, 2-horse limber.</i>
Artillería presidial	Medium gun	3	medium smoothbore gun (12-17#) <i>Special: Steady. Option: 2-horse limber.</i>

Note: Towards 1800 the presidials remained mounted and carried lances and carbines but they began to exclude the shield and eventually dropped the cuera as well.

⁸ Hook, *The Apaches*, 3-7.

Southwest Natives (circa 1693-1724) Assume that all natives have at least 'strong' melee weapons regardless of model.

1750-1800 Native units should have at least two bow or melee-armed men per five figures; the remainder should be armed with matchlock smoothbore muskets and a melee weapon. Half the units may be mounted. Mounted Comanches and Utes may have the Expert Rider rule

1801-1860 Plains native should have at least one bow or melee-armed man per five figures; the remainder can be armed with flintlock smoothbore muskets or carbines and a melee weapon. All figures may be mounted (+5 points) and will have the Expert Rider rule (+2 points). May have shields (per model). Puebloans may have one 10-man mounted unit, but after 1800 all may be mounted.

Leaders – one integral sub-chief (NCO) per Scouting Party (5) or Hunting Party (10), Chiefs, Warchiefs, Grand Warchiefs.

<i>Native Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Pueblo/Pima/Yuma	Skirmish	3	bow or smoothbore carbine, hatchet/club <i>Special: Steady, Agile, Forester, Resolute, Woodcraft.</i>
Navajo/Apache/Plains	Skirmish	2	bow or smoothbore carbine, hatchet/club <i>Special: Drilled, Agile, Forester, Resolute, Woodcraft.</i>
Comanche/Ute/Kiowa	Skirmish	1	bow or smoothbore carbine, hatchet/club <i>Special: Bloodthirsty, Agile, Forester, Resolute, Woodcraft, Tenacious.</i>

Filibusterers, Mountain Men, and Santa Fe Trail Traders and Teamsters

<i>Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>
Filibusterer	Skirmish	4	rifled flintlock carbine (round ball), knife/hatchet <i>Special: Wavering, Tenacious. Option: may be mounted.</i>
Mountain Men	Skirmish	3	rifled flintlock carbine (round ball), knife/hatchet <i>Special: Steady, Forester, Tenacious, Woodcraft. Note: normally a small unit (5), may be mounted.</i>
Traders and Teamsters	Skirmish	3	rifled flintlock carbine (round ball), knife/hatchet <i>Special: Steady, Tenacious. Note: may be mounted.</i>

SCENARIO 1 – The Vélez Expedition, NM – November 1750

In 1749 Tomás Vélez Capuchín became governor of New Mexico. Unlike his previous counterparts he was an aggressive responder to hostile Native incursions but he first tried to find peaceful solutions to the Indian problem. In July 1750 he visited the Taos Fair and met with a Comanche party of forty tipis. He gave them gifts and warned that he would fight them if they raided Pecos and Galisteo. For four months all was quiet. In early November a band of 300 Comanches raided any indigenous pueblos.

Veléz mustered fifty-four soldiers and thirty militiamen, and eighty Pueblo volunteers. They tracked the raiders out onto the plains. Four days out the trail forked with some Comanches going northeast and the rest the southeast. Veléz went southeast and force-marched the column in freezing temperatures that day and kept scouts ranged out ahead. They came upon the raiders at a waterhole and fought them through the night, building bonfires to light the field. At midnight he called a cease fire when a wounded, adolescent boy came out with a reed cross in his hand. Veléz accepted the boy's surrender. When the other Comanches saw this, they surrendered also. However, the chief and seven warriors wanted to continue the fight. They tried to make a breakout and fighting resumed, but they were beaten back, forcing them to surrender also.

By daylight the Spaniards saw that the field was littered with 101 bodies. Forty-four warriors were captured plus women and children. Veléz released forty men and the women and children. But he kept four men as hostages until the return of captives taken by this band. Veléz won a lasting peace throughout his administration but raiding continued when he left office. When he resumed a second term there was peace again. Despite his successes Capuchín believed that New Mexico was slowly being defeated.⁹

Conditions

This scenario represents a Spanish attack on a Comanche camp.

Terrain: Scrub brush with scattered trees (soft cover) cover the board and a Comanche Camp is setup in the center per the Raiding rules. It is daytime.

Deployment: the Comanche are placed in their camp. The Spanish have surrounded them; place portions of their force at both ends of the board within 12" of the 4' edge.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (57)

Comandante Don Veléz y alférez, mounted (2)

1 Capitán presdial y tambour, foot (2)

1 Pelotón presdial, foot (21)

1 Pelotón milicía, foot (21)

1 Pueblo raiding Party, mounted (11)

Comanches (43)

Comanche warchief, mounted (1)

1 Comanche raiding party, mounted (11)

1 Comanche raiding party, foot (21)

1 Comanche hunting party, foot (10)

15 Comanche civilians and 5 horse herd

⁹ Chávez, *Quest for Quivira*, 43-44; Twitchell, *Leading Facts II*, 442-443; https://en.wikipedia.org/wiki/Tomás_Vélez_Capuchín .

SCENARIO 2 – The Apache Comanche War – 1756-1776

In 1756 the Apaches surprised a large Comanche camp in northern New Mexico and killed 500 of them. Twenty years later the Comanches returned the favor with the approval of the Spanish authorities. In 1776 on the Colorado River in Texas a group of Comanches found a large gathering of Apache men, women, and children, who were buffalo meat and hides after a successful hunt. They pounced on them and killed them all Apache group of 300 families, possibly 1200 people.¹⁰

Conditions

This scenario represents an Indian attack on another tribe's camp. Players may choose which tribe is attacking the other.

Terrain: Set up a native village per the Raiding rules. The remainder is open plains with copses of scattered trees (soft cover); there may be a small stream nearby (linear obstacle). Players may choose whether it is daytime or night.

Deployment: the defenders begin the game in their camp per the Raiding rules and the attacking force enters from one friendly short board edge.

Reinforcements: enter from their friendly short board edge (opposite the Attacker's) on game turn 3: three hunting parties (one may be mounted) and a chief.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle – Scenario A

Apache Raiders (33)

Apache warchief, mounted (1)

1 Apache raiding party, mounted (11)

1 Apache raiding party, foot (21)

Comanche Village (16)

Comanche Chief, mounted (1)

1 Comanche hunting party, mounted (5)

1 Comanche hunting party, foot (10)

15 Comanche civilians and 5 horse herd

2 Apache or Spanish captives.

Reinforcements (26)

3 hunting parties (one mounted) and one chief

Order of Battle – Scenario B

Comanche Raiders (23)

Comanche warchief, mounted (1)

1 Comanche raiding party, mounted (11)

1 Comanche raiding party, mounted (11)

Apache Camp (16)

Apache chief, mounted (1)

1 Apache hunting party, mounted (5)

1 Apache hunting party, foot (10)

15 Apache civilians and 5 horse herd

2 Comanche or Spanish captives.

Reinforcements (26)

1 Apache hunting party, mounted (5)

1 Apache raiding party, foot (21)

¹⁰ Faulk & Faulk, *Defenders*, 22.

SCENARIO 3 – Assault on San Sabá, TX – March 16, 1758

At dawn on March 16, 1758, a large, indeterminable number of Comanches had surrounded the mission. Firing their muskets into the air, they were shouting for the monks to open the gate. Corporal Asensio Cadena of the mission guard requested the friars let them in. Through the open door, Fray Alonso Giraldo de Terreros and Fray Miguel Molina saw hundreds of natives painted for war and armed with musket, lance, and sword, and youths armed with bow and arrow. They handed out gifts as fast as they could. Then the natives began to ransack the place. Eventually, Fray Terreros, was shot and this was the signal to begin the attack.

Most of the thirty missionaries, acolytes, and soldiers inside the mission retreated to the church and began firing through windows. A few didn't make it. Molina believed that the numbers of the attackers had swollen to about two thousand, half of them with firearms. That night Molina and the rest escaped and reached the presidio two days later.

Meanwhile, at the presidio, three miles away, Colonel Ortiz Parrilla had been anticipating this kind of attack. When he received word of it, he sent a force to relieve the mission. They were repulsed. Six of the mission's people and two friars had been killed. Fray Terreros from gunshot wounds and a lance thrust, Fray José de Santiesteban was decapitated; even the cats had been killed.¹¹

Conditions

This scenario represents the Comanche attack on a mission church.

Terrain: scrub brush with scattered trees (soft cover) surrounding a primitive Spanish mission in the center of the board. A loose wooden stockade surrounds wooden buildings with a wooden church in the center. It is daytime.

Deployment: the Spanish begin the game in the church; the Comanche force sets up anywhere inside or outside the mission's stockade.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (21)

Fray Miguel Molina, capellán (1)

1 Escuadra presidial, foot (10)

1 Escuadra mission staff (as milicía), foot (10)

Comanches (54)

Comanche warchief, mounted (1)

2 Comanche raiding parties, mounted (22)

1 Comanche reinforced hunting party, foot (31)

¹¹ Kessell, *Spain in the SW*, 244-247; Faulk & Faulk, *Defenders*, 15, 30.

SCENARIO 4 – The Ortiz Expedition, plains – September 1759

In September 1759 Colonel Diego Ortiz Parrilla led 500 presidials, militia, mission Indians and two small cannon guided by Apache scouts northeast of San Sabá. They found a Tonkowa camp 160 miles out where they killed 55 and captured 149. A hundred miles further they approached the Red River about 50 miles east of present-day Wichita. A hundred miles further and the column approached a Taovaya or Wichita village of large oval huts surrounded by a stockade and moat topped with a French flag. Inside were Toavayas, Comanches, and other tribes that had formed the assault force on San Sabá. Ortiz prepared to make an assault. His men attacked for four hours but the stockade was too strong and there were too many defenders. The two small cannon they had brought made little effect except the amusement of the defenders. Even after eleven volleys the natives were still laughing. They were too small to damage the walls. The next day the Spanish departed leaving behind the two cannon. Ortiz blamed the untrained militia for his failure and acknowledged the strength of the enemy. He was sure the Comanches were being advised and supplied by the French. In 1760, French traders from Louisiana returned the cannon to the Spanish.¹²

Conditions

This scenario represents the Spanish attack on a Taovaya village.

Terrain: scrub brush with scattered trees (soft cover) surrounding a native village in the center of the board. A loose wooden stockade surrounds native huts in the center. It is daytime.

Deployment: the natives begin the game in the village; the Spanish force sets up anywhere outside the village's stockade.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (76)

Comandante Don Veléz y alférez, mounted (2)

 Capitán presidial y tambour, foot (2)

 1 Pelotón presidial, foot (21)

 1 Pelotón milicía, foot (21)

 1 Pueblo raiding Party, foot (21)

 1 4# Secciones de Artillería (9)

Comanches/Apaches (53)

Comanche warchief, mounted (1)

 1 Comanche raiding party, foot (21)

 1 Comanche hunting party, foot (10)

 1 Apache raiding party, foot (21)

¹² Kessell, *Spain in the SW*, 247-250; Faulk & Faulk, *Defenders*, 15, 66-67.

SCENARIO 5 – Comanche Raid on Taos, NM – August 1760

In early August 1760 as many as three thousand Comanches descended on the Taos Valley. Their target was Taos Pueblo. When they arrived they were outraged by the scene of dancers holding two-dozen Comanche scalps. They started to attack the pueblo but were diverted to easier pickings along the Río Fernando. A band of them approached a Spanish fortified house owned by Pablo de Villalpando which contained a torreón defended by fourteen well-armed men whose families were also inside. The Comanches killed all the men and carried off sixty-four women and children.¹³

Conditions

This scenario represents the Comanche attack on a Taoseño hacienda.

Terrain: scrub brush with scattered trees (soft cover) surrounding a Spanish Hacienda in the center of the board. It is daytime.

Deployment: the Spanish begin the game in the hacienda; the Comanches set up anywhere outside the compound at least 18" away.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (11)

Teniente Pablo de Villalpando (1)

1 Equipo milicía, foot (5)

1 Equipo milicía, foot (5)

15 Spanish civilians (15)

Comanches (37)

1 Comanche warchief, mounted (1)

1 Comanche raiding party, foot (21)

1 Comanche hunting party, foot (10)

1 Comanche hunting party, mounted (5)

¹³ Ebright and Hendricks, *Witches of Abiquiu*, 80-81.

SCENARIO 6 – Portrillo Massacre at Taos, NM – December 1762

In December 1761 a band of Comanches came to the Taos fair to negotiate a trade of captives from the 1760 Vallalpando raid on Ranchos de Taos. They offered to return three women and four boys in order to resume trade. Governor Portrillo y Arrisolla met with ten chiefs. Portrillo demanded that all the captives be returned. This was probably impossible since many of the captives may have died or were taken by bands not represented by this one. One nine-year-old boy refused to be repatriated. When the chiefs declined the offer, Portrillo had the boy seized, and the chiefs taken prisoner. One chief was killed in the scuffle and others were wounded. He then held the chiefs under guard and directed Lieutenant Tomás, his troops, and Ute allies to surround the Comanche camp of 68 tipis. The following morning a Comanche appeared carrying a cross and a white flag asking for peace. He requested the return of the chieftains unharmed and resumption of trade. Since the chiefs could not be returned unharmed Portrillo demanded the Comanches turn over all their horses and remain on foot until the fair was concluded, and a peace agreement was made. He promised to return the horses to them after the fair was over. The Comanches refused so Portrillo ordered the troops to open fire with muskets and cannon. Approximately four hundred Comanches were killed including women and children. The Utes carried off more than a thousand horses and three Comanche women. The thirty-six Comanche survivors burned their belongings, killed the remaining horses, cut their ears, and left. There would not be peace.¹⁴

Conditions

This scenario represents a Spanish attack on a Comanche camp.

Terrain: Set up a Comanche camp per the Raiding rules. The remainder is open fields with scrub brush, and forest (Light Cover) within 12” of both short ends of the board. There may be a small stream nearby (linear obstacle). This is a daytime battle.

Deployment: the defenders begin the game in their village per the Raiding rules and the attacking surrounds the village, no closer than 18” from any Comanche.

Reinforcements: none.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Comanche Village (21)

1 Comanche Raiding Party, foot (21)

15 Comanche civilians and 5 horse herd

3 Spanish captives.

Spanish Raiders (33)

Teniente Tomás, mounted (1)

One Pelotón presidiales, foot (21)

One Ute raiding party, mounted (11)

¹⁴ <http://newmexicohistory.org/2015/07/10/manuel-portillo-urrisola/>; Ebright and Hendricks, *Witches of Abiquiu*, 81-82.

SCENARIO 7 – Battle on the Camino Real, Las Cruces, NM – 1772

A Spanish *conducta* including a wagon train and escort was bringing supplies and horses, presumably to Santa Fe. They were ambushed by Apaches outside Las Cruces. The Apaches first attacked the supply wagons and horse herd. The Spanish soldiers and allied mission natives tried to rally on a nearby hill, but the Apaches attacked without hesitation and the Spanish were driven off the hill with heavy losses. Seeing the hopelessness of the situation the mission Indians change sides and turned on the hapless Spanish who by now were entirely dismounted. They were virtually destroyed and only five survivors lived to tell the tale.

Conditions

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 Spanish are placed on the road; the column should reach about 3' from the southern short end of the board. The Natives enter on the first turn from either or both long sides of the board.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (22)

Capitán presidial captain, steady

One Pelotón presidiales, mounted (11)

One Mission raiding party, mounted (11)

Two supply wagons

Apaches (48)

Apache warchief, mounted (1)

One Apache hunting party, mounted (5)

One Apache raiding party, foot (21)

One Apache raiding party, foot (21)

SCENARIO 8 – The Battle of Terranate, AZ – July 7, 1776

The Presidio Fort of Santa Cruz de Terrenate was built on the Río San Pedro in present-day Arizona. The location had been chosen in 1775 by Colonel Hugo O’Conner. The site was located on a bluff which protected it on three sides. The walls had been built in the shape of a large square containing several adobe and jacal-style buildings and a small barracks, officer’s quarters, and a chapel. The surrounding area had wood, water, and pastures. The commander of the Fort was Captain Francisco Tovar in charge of 56 soldiers.

The Apaches began by raiding the horse herd and burning crops while the fort was being built and the first Battle occurred at that time. It took place along the San Pedro River at some distance from the fort. The Spaniards spotted Apaches fording the river a mile and a half from the Fort. They pursued them across the ford. The Apaches resisted and pushed them back, killing the commander and 29 men. Apache casualties are unknown. Only a few Spaniards survived.¹⁵

Conditions

Terrain: typical Arizona, scrub brush, cacti, and rocks cover the board, except for an 6-8” wide Río San Pedro which runs down the center of the 6’ length. An 8” wide deep ford allows crossing in the center of the board.

Deployment: The Spanish are placed on one side of the river, 12” from the ford. The Natives are setup on the opposite side of the river, also 12” from the ford.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (34)

Capitán Francisco Tovar and drummer, mounted (2)
One Pelotón presidiales, mounted (11)
One Pelotón presidiales, foot (21)

Apaches (54)

Apache chief, mounted, warchief (1)
One Apache hunting party, mounted (5)
One Apache raiding party, foot (21)
One Apache raiding party, foot (21)

¹⁵ https://en.wikipedia.org/wiki/First_Battle_of_Terrenate

SCENARIO 9 – Massacre at Magdalena de Kino, MX – mid-November 1776

There were many raids in the Southwest but few that left no survivors. In August, following the battle near Terranate, the fort received a new commander, Captain Francisco Ignacio de Trespalacios. Besides weapons he also brought with him reinforcements, bringing the total garrison up to 83 men. In mid-November 1776, he led a patrol of 30 men to the Mission of Magdalena at the village of Magdalena de Kino, on the Rio San Ignacio in present-day Mexico. He and his men found that the inhabitants had been murdered by a raiding party of 40 Apaches. Rumor has it that this was the second time the mission had been wiped out. There was a supposed raid nineteen years earlier but the confusion of details with the second raid seems to suggest that either no details exist for the first or there was only one raid, the one in 1776.¹⁶

Conditions

This scenario represents an Apache attack on the Spanish village of Magdalena de Kino.

Terrain: Set up a Spanish village per the Raiding rules. The remainder of the board is open desert with scrub brush, cactus, cultivated fields, and copses of scattered trees (soft cover); there may be a small stream nearby (linear obstacle). Players may choose whether it is daytime or night.

Deployment: the defenders begin the game in their village per the Raiding Rules and the attacking force enters from one friendly short board edge. The southwestern Apaches were reputed to be able to completely hide in almost no cover so one Hunting Party may begin within 12" of any Spanish figure.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Apache Raiders (48)

Apache warchief, mounted (1)
1 Apache hunting parties, mounted (5)
1 Apache raiding party, foot (21)
1 Apache raiding party, foot (21)

Spanish Village (16)

Teniente Milicía Lieutenant, mounted (1)
1 Escuadra milicía, foot (10)
1 Equipo, tool-armed civilians (5)
15 Spanish civilians and 5 horse herd

¹⁶ https://en.wikipedia.org/wiki/First_Battle_of_Terranate

SCENARIO 10 – Skirmish at Iglesia Santo Tomás, Tomé, NM – 1777

At times, the Comanches would select a village to trade with and leave it alone while raiding other villages in the vicinity. But there were no guarantees. The Comanché/Apache threat was real for everyone. The Comanches could turn and attack at any time. Between the years 1772 and 1777, 1,674 New Mexicans had been killed by natives. In 1768, Tomé was currently in good graces with the Comanches and Don Ignacio Baca at the village of Tomé, 25 miles south of Albuquerque, was the spokesman for such dealings. During one such negotiation seven-year-old María, Don Ignacio's daughter, was playing in the courtyard with a chief's 10-year-old son. The chief took a fancy to her and proposed that their children be wed when they had grown up. Don Ignacio agreed. Every year for nine years the chief brought gifts to Ignacio, horses or buffalo robes. For nine years Tomé was peaceful. Perhaps Don Ignacio did not believe the deal would actually go through. By the time of María's 16th birthday in 1777 he was getting very nervous. He sent María to live with relatives in Valencia. Shortly after, the Chief and his 19-year-old son arrived. But Don Ignacio showed them her grave, telling them she had been the victim of smallpox. They left. But shortly after, they were talking with Pueblo natives from Isleta who told them they had been deceived, María was alive. That summer the villagers were attending church when they were distracted by the roar of thundering hooves. The church slammed open and warriors poured inside. In moments, twenty men were killed including Don Ignacio and the parish priest. María was carried off to be the bride of her promised one. She became used to Comanche life and had a family with many children and remained with them for the rest of her life.¹⁷

Conditions

This scenario represents the Comanche attack on the church in Tomé village. It can be presented with 2 options: 1) The historical scenario in which the Comanche enter the church. 2) A 'what-if' scenario in which the colonists have discovered the raid and have closed themselves up in the church.

Terrain: If using option 1 it may be necessary to represent the church with a drawing outlining the interior in order to make it big enough to hold models representing the occupants and attackers. In option 2 a Spanish church is setup in the center of a village. It is daytime.

Deployment: the Spanish begin the game in the church; don Ignacio and 10 men are armed.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (11)

Don Ignacio, foot, wavering teniente (1)
1 Escuadrón de milicía, foot (10)
15 unarmed civilians

Comanches (32)

1 Comanche warchief, mounted (1)
1 Comanche raiding party, foot (21)
1 Comanche hunting party, foot (10)

¹⁷ Time Life, *The Spanish West*, 119-120.

SCENARIO 11 The First Battle of Cuerno Verde, CO – August 31, 1779

In 1778, a new governor arrived in New Mexico, Juan Bautista de Anza and he had been appointed directly by King Carlos III. De Anza reorganized the militia. Then he subdued the Hopi and broke up a Navaho-Apache alliance to the west. He also made a treaty with the Utes, but it didn't take long for him to decide to go after Cuerno Verde (Green Horn), a Comanché chief named for the headdress he wore with one or two green horns (no one knows for sure). His name real name was *Tabivo Naritgant* (Dangerous Man). The headdress had belonged to his father, who had been killed by the Spanish years before. His homeland was known to be the area east of the Sangre de Cristo Mountains in present-day Colorado. The expedition Vargas put together was the largest in memory. Horses were no problem since a delivery requested by former Governor Mendinueta just arrived, however.

At this time, the Presidio de Santa Fé had only 80 troops. Vargas would have to rely on an auxiliary militia consisting of settlers and pueblo natives. In August 1779, he assembled a force of 80 presidiales, 200 settlers, and Pueblo natives. But upon inspection he found that the presidiales and militia had only about three cartridges each and their weapons were dysfunctional from poor maintenance. He had to delay departure until good arms and ammunition could be obtained.

The expedition moved northward. Their jumping-off point was Jemez Pueblo. Such was the prevailing animosity towards the Comanches that men flocked to join the expedition and soon Vargas had almost six hundred and while underway they were joined by two hundred Utes and Jicarillas. Everyone had reason to take out Cuerno Verde. De Anza agreed to share plunder equally with all. Leaving San Juan Pueblo, the expedition headed north through Ojo Caliente then west of the San Antonio Mountains until they reached the Río Napestle (Arkansas River), which they crossed and then passed through the Poncha Pass in the Sangre de Cristo Mountains (the present-day Rockies), across South Park, then east to Ute Pass (north of Pike's Peak), after which they turned south. De Anza was hoping to take Chief Verde by surprise by attacking from the north. His scouts found hundreds of Comanches just setting up camp, near present-day Wigwam, Colorado. It was a total surprise but the open ground gave them an opportunity to gather their horses and fly east. Of those who turned to give battle eighteen were killed. About 800 had taken flight. Dozens of women and children and over 500 horses were captured, as well as a plentiful plunder.¹⁸

Conditions

Game: This scenario represents the Spanish attack on a Comanche village.

Terrain: scrub brush with scattered trees (light cover) surrounding a native village in the center of the board per the Raiding rules. Place a small stream (linear obstacle) nearby.

Deployment: the natives begin the game in the village per the Raiding rules; the Spanish force enters the board from their friendly short edge (north).

Reinforcements: none.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (37)

Comandante Governor de Anza y alférez, mounted (2)

1 Capitán presidial y tambour, mounted (2)

1 Pelotón presidial, mounted (11)

1 Pelotón milicia, mounted (11)

¹⁸ Keller, *Spain in the SW*, 295-296; Twitchell, *Leading Facts II*, 449-450; Faulk & Faulk, *Defenders*, 69-70; Time-Life, *The Spanish West*, 124-125.

1 Pueblo raiding party, mounted (11)

Comanche Natives (34)

Comanche warchief, mounted (1)

1 Comanche raiding party, mounted (11)

1 Comanche raiding party, foot (21)

SCENARIO 12 The Second Battle of Cuerno Verde, CO – September 3, 1779

From the prisoners de Anza learned that Cuerno Verde was to meet the tribe at this location after raiding Taos, New Mexico (he was unsuccessful). By this time, he had been away for sixteen days. Leading his men down the present-day Trapper's Trail Anza hoped to catch him. Contact was made two days later on the evening of September 2nd, just east of present-day Greenhorn Mountain. De Anza deployed his force in three groups in a wooded area near a narrow gully. When the raiders came into view the Spanish force attacked and a skirmish ensued. Eight Comanches were killed before the raiders disappeared into the night. De Anza thought he would have to pursue them, but he came upon them quite quickly. Cuerno Verde could have escaped that night but he stayed to fight. He was no doubt aware of what had happened to his tribe. The following day, as the Spanish Force mustered, the Comanche advanced out of the woods and fired their muskets. Cuerno Verde lead his men straight at the enemy.

But during the fight, the Spanish, who could identify the Chieftain by his horned headdress, were able to separate him from the main body of warriors. Cuerno Verde and his immediate group of favored warriors took cover in an arroyo but suddenly, Spanish troops appeared behind them; they were trapped. The chieftain, his eldest son, Jumping Eagle, his second in command, three other captains, a shaman, and ten other warriors dismounted and made a last stand, some behind their fallen horses. All seventeen were gunned down. De Anza later testified that Cuerno Verde was too proud to even load his own musket. He saw him hand it to another three times to reload.

The distinctive headdress was retrieved by de Anza and forwarded to General de la Croix, then to the Viceroy, on to King Carlos III, and eventually to the Pope. The headdress of Jumping Eagle, second in command, was also taken. This battle cleared the plains northwest of New Mexico for hunting and trade. Even guns were traded to the natives to help fend off the Americans. New types of New Mexican professions were developed, the ciboleros (buffalo hunters) who developed a trade in buffalo hides and the Comancheros (Indian traders) who lived and traded with them. A few years later, in 1785, the Comanches began to sue for peace. De Anza concluded an agreement with a leader named *Ecueraacapa* (Leather Cape) in 1786. The Texas governor, Domingo Cabello, had also just completed a peace agreement with the Comanches in Tejas. Then De Anza made an alliance with the Utes, and after that, the Navajo. Everyone was now allied against the Comanches. On his return he reported that they had killed 87 warriors, captured 34, and recovered 500 head of livestock, He gave New Mexico a peace that lasted almost twenty years, a very remarkable feat. Because of this, the population of the territory almost doubled.¹⁹

Conditions

This scenario represents a last stand by a Comanche war party against the Spanish and native allies. It is played on a 6'x4' table.

Terrain: scrub brush (light cover) covers the board with a 12" strip of trees (soft cover) on each 4' end of the board; there may be other features such as a small stream (linear obstacle), small hills or rocks.

Deployment: The Comanches are surrounded; they setup within 12" of the center of the board. The Spaniards and their allies begin the game within 12" of both short board edges.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

¹⁹ Keller, *Spain in the SW*, 296; Faulk & Faulk, *Defenders*, 69-70; Time-Life, *The Spanish West*, 126.

Order of Battle

Spanish (37)

Comandante Governor de Anza y alférez, mounted (2)

Capitán de presidio y tambour, mounted (2)

1 Pelotón presidencial, mounted (11)

1 Pelotón milicia, mounted (11)

1 Pueblo raiding party, mounted (11)

Comanches (23)

Cuerno Verde, warchief mounted (1)

1 Comanche raiding party, mounted (11)

1 Comanche raiding party, mounted (11)



Diorama of the Battle of Corno Verde

SCENARIO 13 The First Battle of Presidio de San Agustin del Tucson, AZ – December 6, 1779

An estimated Apache warband of approximately 350 warriors under their leader, Quilcho, approached the Presidio of Tucson. They captured a some of the Spaniard's livestock. Captain Pedro Allande y Saabedra sortied to engage them with only fifteen mounted men. After a long, running battle the Apaches were defeated. Allande decapitated the chief and waved the head at the attackers on the point of his lance. The battle ended with the Apaches retreating from the field, abandoning their plunder. The Spanish had killed several Apaches including the chief's brother. Spanish casualties are unknown.²⁰

Conditions

Game: This scenario represents an Apache raid on a Spanish livestock herd near the presidio. It is played on a 6'x4' table and will continue until one side concedes.

Terrain: desert landscape, scrub brush, and cactus cover the board. There is a church near a Spanish village centered on one side of the board with a Spanish presidio fort by it. A horse herd with two mounted guards is setup next to the town, at least two feet from the Apache friendly board edge.

Deployment: The Presidials are setup in the fort. The Apaches enter the board from the short end opposite the fort. The townspeople, militia, and friars are spread through the town outside the church.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (22)

Capitán Presidial Pedro Allande y Saabedra, mounted (1)

1 Pelotón presidial, mounted (11)

1 Escuadra milicía, foot (10)

Apaches (43)

Warchief Quilcho, foot (1)

1 Apache raiding party, foot (21)

1 Apache raiding party, foot (21)

²⁰ https://en.wikipedia.org/wiki/First_Battle_of_Tucson

SCENARIO 13 The Yuma Revolt, CA – July 17, 1781

The Yuma tribal chieftain and three of his men had gone to Mexico City in 1776 where they asked for a mission in their homeland; these men were baptized in the following year. The chieftain was christened Salvador Palma. Two missions, Pedro y San Pablo de Bicuñer and Puerto de Purísima Concepción were established, and soldiers were sent to protect them. Four Franciscans were sent there. Where missions and soldiers go villages and towns are also founded. However, the Spanish did not respect the native lands and took the best for their own. Padre Garces sent a message to Croix that the Quechans were almost on the point of revolt and he requested that more troops be sent there. Since the two new settlements did not plant crops, they imposed hardship on the Quechans. In addition, the military commander, Ensign Santiago Yslas employed harsh punishments on perceived transgressors, by locking in stocks, and performing public whipping. For their part the Yumas resisted the teachings of the missionaries.

The final insult came in 1781 when the Spanish allowed 257 livestock to trample and eat crops in Quechan fields. The natives saw their chance when twenty soldiers left for upper California, leaving only nineteen under the command of Captain Fernando Rivera y Moncada in their encampment. On the morning of July 17 two groups of Quechan and Mohave (Yuma) warriors launched surprise attack on the settlements killing 131 settlers, and the four Franciscans, and destroying the missions and settlements. They threw the religious objects into the river. Losing many men themselves, they also surrounded and destroyed the military encampment, killing all the soldiers including Ensign Yslas and Captain Rivera, whose military equipment was appropriated by Salvador Palma. The settlers who had gathered in the church were captured sometime later and Padres Garces and Barreneche were killed three days later.

From August to December the Spanish, led by Lt. Colonel Pedro Fages, attempted military reprisal and rescue of the captives, killing 54 Quechans and saving 74 captives but they never regained control of the Yumas. This closed the land route into Alta California; all communication had to be done by sea.²¹

Conditions

This scenario represents an Apache attack on a Spanish camp, village, and mission. It is played on a 6'x4' table.

Terrain: desert landscape, scrub brush, and cactus (no cover) cover the board. There is a church near a Spanish village centered on one side of the board and a Spanish encampment on the other.

Deployment: The Presidials are setup in the camp. The Yumas enter the board, one warband from each short edge of the board. The townspeople, militia, and friars are spread through the town outside the church.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (47)

Capitán Presidial Rivera y tambour, foot (2)

1 Pelotón presidial, foot (21)

1 Escuadra milicia, foot (10)

2 Capellanes, Franciscan friars

15 Spanish townspeople

²¹ <https://www.azwesternvoice.org/2014/03/13/arts-and-culture/rebellion-mission-yuma-revolt-1781>

Yumas (86)

Yuma warchief, foot (1)

1 Yuma hunting party, foot (21)

1 Yuma hunting party, foot (21)

Yuma warchief, foot (1)

1 Apache hunting party, foot (21)

1 Apache hunting party, foot (21)

SCENARIO 14 The Second Battle of Presidio de San Agustin del Tucson, AZ – May 1, 1782

By the time of the second battle the presidio was constructed of a log palisade surrounded by a ditch filled with water. Construction had been ordered by Captain Allende but was delayed due to misappropriation of funds. The fort had four walls of various heights, magazines, a guard tower and a church and two ramparts on which an unknown number of canons were set. There were two gates, one on the east side and one on the west. Some houses belonging to Tucson citizens and soldiers were located outside the fort. The Garrison consisted of forty-two lancers, twenty dragoons and ten native scouts.

About 10:00 am on Sunday May 1, 1782 the Apaches attacked. Their force was divided into two, one group attacked Indian Town and the other assaulted Fort Tucson with only 24 men inside. One of the four Jesuits in residence counted 200 on foot but he did not count those on horseback. However, most of the Spanish were not inside the fort at the time as many of them lived in houses in the town. One group of about 200 attackers swept through Indian town from the north and approached the bridge where a small force of Spanish troops was able to hold them back. The other force headed directly for the fort where they rushed the open gate but a four-pound cannon and musket fire from Captain Allende and four of his men who stood at the gate. The cannon did little damage but the noise drove the startled attackers back. They were pursued by the dismounted lancers who killed many of them.

Lieutenant Urrea was on the roof of his house with his native servant. They were able to delay about 140 Apaches from joining the others because his house flanked their approach. The Indians were able to capture many houses from which to conduct their operations. And to use them as hospitals to which they carried their dead and wounded. After about two hours of fighting at close quarters the Apaches suffered eight confirmed deaths and dozens of severely wounded. Since the Apaches usually removed their dead immediately it was difficult to tell how many were actually killed or wounded. Seeing the carnage, the Apache warchief ordered a retreat. The Spanish had one killed and three wounded. One female civilian had also been killed. A Pima woman who had been captured and escaped stated that the Apaches had lost thirty dead.²²

Conditions

This scenario represents an Apache attack on a Spanish presidial fort, town, and mission. It is played on a 6'x4' table.

Terrain: desert landscape, scrub brush, and cactus (no cover) cover the board. There is a Spanish presidio with a church beside it; they are surrounded by acequias that act as moats on three sides. The Santa Cruz River (not much bigger than a moat) runs north-south along the west side of the compound. It bisects the 6' length of the board. A bridge crosses the Santa Cruz in the center. A town spreads out northward from the complex. On the west side of the river, across the bridge, is an Indian town inhabited by Pima Mission Indians.

Deployment: One squad of presidials, the gun team, and the captain and drummer are setup in the Presidio. One squad of presidials is spread among the town houses as are the militia and civilians. The Pima hunting party and native civilians are distributed among the Indian houses. The Apaches enter the board, one warband from each short edge of the board.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory. The church is worth 10 points and the fort is worth 25. The church and fort are captured if there are more raiders than Spanish inside the church or fort at the end of the game.

²² https://en.wikipedia.org/wiki/Second_Battle_of_Tucson; Faulk & Faulk, *Defenders*, 67; <http://www.library.arizona.edu/exhibits/desertdoc/memoir.htm>

Order of Battle

Spanish (47)

Capitán de presidio Pedro Allende y Saabedra y tambour, foot (2)

1 Pelotón presidial, Lieutenant Urrea, foot (21)

1 Presidial 6# gun (4)

1 Escuadra milicia, foot (10)

1 Pima hunting party, foot, (10)

4 Capellanes, Jesuit friars

15 Spanish townspeople

15 Indian town natives

Apaches (86)

Apache warchief, mounted (1)

1 Apache hunting party, foot, Apache chief (21)

1 Apache hunting party, foot, Apache chief (21)

Apache warchief, mounted (1)

1 Apache hunting party, foot, Apache chief (21)

1 Apache hunting party, foot, Apache chief (21)

SCENARIO 15 The Third Battle of Presidio de San Agustin del Tucson, AZ – December 25, 1782

On Christmas day, the third skirmish at Tucson was the result of another Apache attempt to run off with the Spanish livestock. More than 200 cattle were stolen. The fort's commandant Pedro Allande y Saabedra was forced to send out mounted parties to recover the herd. He could not go himself as a leg wound was still open. Six Apaches were killed and their heads were removed for display on the fort's walls. Spanish casualties are unknown.²³

Conditions

Game: This scenario represents an Apache raid on a Spanish livestock herd near the presidio. It is played on a 6'x4' table and will continue until one side concedes.

Terrain: desert landscape, scrub brush, and cactus cover the board. There is a church near a Spanish village centered on one side of the board with a Spanish presidio fort by it. A horse herd with two mounted guards is setup next to the town, at least two feet from the Apache friendly board edge.

Deployment: The Presidials are setup in the fort. The Apaches enter the board from the short end opposite the fort. The townspeople, militia, and friars are spread through the town outside the church.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (22)

1 Pelotón presidial, mounted (11)

1 Pelotón milicía, mounted (11)

Apaches (43)

Warchief Quilcho, foot (1)

1 Apache hunting party, foot (21)

1 Apache hunting party, foot (21)

²³ [https://en.wikipedia.org/wiki/Third_Battle_of_Tucson_\(1782\)](https://en.wikipedia.org/wiki/Third_Battle_of_Tucson_(1782))

SCENARIO 16 – The Battle of San Buenaventura, AZ – May 1788

In May of 1788 Lieutenant José Manual Carrasco of the San Buenaventura Presidio along with 44 soldiers caught a large band of about 200 Apaches in the mountains near the presidio. The Apaches took refuge on a mountain that provided good cover. Even after firing 1761 rounds the Spanish failed to defeat the Apaches. According to Carrasco's report only five of the enemy natives were killed, though he believed many others were wounded. In the end he was forced to withdraw with one dead and ten wounded, leaving behind 2,000 pesos value in equipment and 73 horses. Even so, Governor Colonel Jacobo Ugarte y Loyola was so impressed with their willingness to fight he recommended that the men not be charged for the loss of property. He also recommended that Carrasco be promoted to captain.²⁴

Conditions

Game: This scenario represents a Spanish attack on well-protected Apaches on a height. It is played on a 6'x4' table and will continue until one side concedes.

Terrain: desert landscape, scrub brush, and cactus cover the board. There is a rocky hill in the center of the board.

Deployment: The Apaches start the game on the rocky hill. The Presidials start at least 14" away.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (42)

Lieutenant José Manual Carrasco (1)

2 escuadras presidials, foot (20)

1 Pelotón milicía, foot (21)

Apaches (43)

Apache Warchief, foot (1)

1 Apache hunting party, foot (21)

1 Apache hunting party, foot (21)

²⁴ Faulk & Faulk, *Defenders*, 72.

SCENARIO 17 – The Battle of the Pinal Mountains, AZ – June 1788

Captain Pablo Romero led a 208-man force of Sonoran troops and a train of supply wagons out on campaign on May 31, 1788. They recovered two captive Pimas of Tucson and eleven animals with a loss of only two men. Ensign José Moraga decided to scout ahead of the column with ten men. They spotted an Apache rancheria which Moraga attacked without waiting for reinforcement. Moraga killed one Apache warrior. When Captain Romero heard the firing, he and his men rushed to join them. They arrived just before the battle ended. The Spanish lost one man and killed six Apache warriors. The expedition returned to base on June 24 having killed eleven Apache warriors and four women and children in all including the warchief Quilcho. Later, the Spanish king granted him a commission with a high salary but he had been killed on June 30 on the hill of San Borja between Sonora and Bacoachi. He left a widow and two sons.²⁵

Conditions

Game: This scenario represents a Spanish attack on an Apache ranchería in the pinal mountains. It is played on a 6'x4' table and will last 8 game turns.

Terrain: mountain landscape, scrub brush, and cactus (no cover) cover the board. There is an Apache ranch (3-4 houses, cultivated fields, and livestock per the raiding rules.

Deployment: The Spanish enter the board from either short end.

Reinforcements: Captain Rivera and the militia enter from either short end on game turn four. The Apaches have no reinforcements.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (25)

Alférez de presidio José Moraga, mounted (1)

1 Pelotóns presidial, Lieutenant Urrea, mounted (11)

Reinforcements

Capitán Presidial Rivera y tambour, mounted (2)

1 Pelotón de milicia, mounted (11)

Apaches (21)

Apache warchief, foot (1)

2 Apache raiding parties, foot (20)

10 Apache noncombatants

²⁵ https://en.wikipedia.org/wiki/Battle_of_the_Pinal_Mountains

SCENARIO 18 – The Nolan Filibuster, TX – March 1801

In October 1800 an American named Philip Nolan led a band of 24 adventurers into Spanish Texas, north of the Nacadoches, to “gather mustangs”. Somehow, he had convinced them that they would become rich and receive large tracts of land. His real aim was to carve out his own section of land. Spanish Teniente Francisco Músquiz, commandant at Nacadoches Presidio, was alerted by native scouts and Pedro de Nava ordered him to arrest them. He set out with 70 regulars and 50 militiamen in March 21, 1801 to overtake them. Músquiz found them in the Brazos area (now known as the Hill Country). They surprised Nolan’s band in camp on the río brazos near present-day Waco and demanded their surrender. A few men did, but foolishly, Nolan and the rest of his men resisted. Several Americans were killed and the rest were captured. Nolan’s ears were cut off as proof that he was dead. One of Nolan’s men, Zalmon Nicolás Coley or Cole was a tailor from Connecticut who met Zebulon Pike in Santa Fé in 1805. Somehow, he had been sent there in exile. Seven of Nolan’s men were Hispanic.²⁶

Conditions

This scenario represents a Spanish attack on a filibusterer camp.

Terrain: scrub brush with scattered trees (soft cover) with an encampment in the center of the board.

Deployment: the filibusters start the game in their camp per the Raiding Rules. The Spanish setup surrounding them at least 18” from the closest filibusterer.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (46)

Comandante Francisco Músquiz y alférez, mounted, (2)

1 Teniente presidial y tambour, mounted (2)

1 Pelotón presidial, foot (21)

1 Pelotón milicía, foot (21)

Filibusters (23)

Philip Nolan (as lieutenant), foot, (1)

1 squad filibusters, foot (10)

1 squad filibusters, foot (10)

²⁶ Keller, *Spain in the SW*, 329-330.

SCENARIO 19 The Fourth Battle of Presidio de San Agustin del Tucson, AZ – March 21, 1784

This skirmish was a fourth attempt to capture Spanish livestock. At dawn on March 21, 1784, a raiding party of 500 Apache and Navajo warriors under the command of chief Chiquito assaulted Spanish herd guards led by Ensign Don Juan Carrillo at San Agustin del Tucson. Carrillo and his 20 men protected the pen that had been built to corral the horse herd for some time. But then the Natives were able to stampede thirteen horses leaving five soldiers dead and one wounded while losing three dead with an unknown number of wounded. Two of the soldiers were sent to alert the presidio. Teniente Tomás Equrrola and fourteen mounted troopers were dispatched with thirty Pima scouts and five town milicía. They caught up with the raiders 45 minutes later at the base of the Catalina Mountains, next to the river of the same name. In the ensuing battle Equrrola's force killed fourteen warriors including Chief Chiquito.²⁷

Scenario A Conditions (the raid)

Game: This scenario represents an Apache-Navajo raid on a Spanish livestock herd some distance from the presidio. It is played on a 6'x4' table and will continue until one side concedes.

Terrain: desert landscape, scrub brush, and cactus cover the board. There is a pen with up to 15 horses in the center of the board.

Deployment: Half of the Presidials are setup around the herd. The other half is in a camp 12" away from the corral. The Natives enter the board from their friendly short end.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (11)

Ensign Don Juan Carrillo, foot (1)

1 Escuadra presidial, foot (10)

Apaches (43)

Apache warchief Quilcho, foot (1)

1 Apache hunting party, foot (21)

1 Apache hunting party, foot (21)

²⁷ https://en.wikipedia.org/wiki/Fourth_Battle_of_Tucson#Battle

Scenario B Conditions (the chase)

Game: This scenario represents a Spanish attempt to recover a livestock herd from a Apache-Navajo raid. It is played on a 6'x4' table and will continue until one side concedes.

Terrain: desert landscape, scrub brush, and cactus cover the board. A 6-8" wide river runs down on long edge.

Deployment: The natives are setup around the herd in the center of the board. The Spanish enter the board from either short end.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of BattleSpanish (26)

Teniente Tomás Equrrola (1)

2 Escuadras presidiales, mounted (10)

1 Esquadra milicia, mounted (5)

1 Esquadra Pima warriors, foot (10)

Apaches (43)

Apache warchief Quilcho, foot (1)

1 Apache hunting party, foot (21)

1 Apache hunting party, foot (21)

SCENARIO 20 – The Narbona Expedition, AZ – January 1805

Lieutenant Antonio Narbona of Fronteras, Sonora was charged by Commandant General Salcedo to make an expedition against the Navajo. His force included presidial regulars, Opata, Zuñis, and New Mexico militia under Lorenzo Gutiérrez, Bartolomé Baca, and Antonio Armijo. Traveling through the snow in January they entered Cañon de Chelly (*Tséyi'*) in the heart of Navajo Country. A two-day battle was fought there in which ninety warriors and 25 women and children were killed, 36 warriors and 30 women and children were captured, losing one Zuni allied chief and 64 wounded. Several other battles took place until Governor Alencastre made a treaty with them.²⁸

Conditions

This scenario represents a Spanish attack on Navajo country. This is a meeting engagement played on a 6'x4' table across the short width.

Terrain: A canyon floor with a stream down the center (linear obstacle) with sporadic scrub brush and scattered trees (soft cover) on the banks. The canyon is 48" wide more or less; the walls are impassable.

Deployment: Each side starts the game within 12" of their short board edge.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (81)

Teniente presidial Antonio Narbona y tambour, mounted (2)

1 equipo presidial, mounted (5)

1 Pelotón presidial, foot, (21)

1 Pelotón milicía, mounted (11)

1 Pelotón milicía, foot, (21)

1 Opata-Zuñi Pueblo raiding party, foot (21)

Filibusters (74)

Navajo warchief, mounted (1)

1 Navajo hunting party, mounted (5)

1 Navajo raiding party, foot (21)

1 Navajo raiding party, foot (21)

1 Navajo raiding party, foot (21)

15 Navajo noncombatants

²⁸ Keller, *Spain in the SW*, 359.

SCENARIO 21 – The Siege of Presidio de la Bahia, TX – November 13, 1812, to February 19, 1813

After the first revolt against Spanish rule broke out in 1810, the banner was taken up by Tejanos who also wanted freedom. It was begun by Juan Bautista de las Casas at San Antonio in 1811. He and his men captured the governor, Manuel María de Salcedo, but royalist forces quickly recaptured him. Casas and some of his men were executed in August of that year. Seemingly, peace was restored. However, the embers still smoldered and two men, Nuevo Santander and José Bernardo Gutiérrez de Lara, traveled to Washington, D.C. to gain support from the United States. Their pleas were rejected. After that they traveled to Louisiana and talked to people about raising a force for a filibuster. They were joined by Casas' cousin, Guerro Caja de las Casas. Finally, they gained the support of Augustus W. Magee and raised a force of 130 men at Natchitoches, Louisiana. They called themselves the Republican Army of the North (RAN) and adopted a solid green flag as their banner. Early in August the men ventured into Spanish Tejas and captured the town of Nacogdoches. Their numbers soon swelled to 300 as they moved to take Santísima Trinidad de Salcedo, (present-day Midway, Texas) on September 13. They continued to move south. Manuel María de Salcedo, Governor of the province of Tejas, was searching for them in the Río Guadalupe area with 800 men. He eventually found them at Goliad, on the lower Río San Antonio where they had captured the Presidio de la Bahia fort. The siege went on for four months. Magee considered surrender but the decided to fight, even though discord racked the filibusterers.²⁹

Conditions

This scenario represents a Spanish assault on a presidio fort. The 6'x4' game board is played across the short width.

Terrain: A Spanish presidio fort, the Presidio de la Bahia, is placed in the center of the board. The remainder of the board is covered with sporadic scrub brush and scattered trees (soft cover).

Deployment: The rebels start the game in the fort; the Spanish begin at least 24" from the fort's walls.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (89)

Tejas Governor Salcedo (as comandante) y alférez, mounted (2)

Capitán presidial y tambour, mounted (2)

1 Pelotón fusileros, foot (21)

1 Pelotón fusileros, foot (21)

Capitán milicia, mounted (1)

1 Pelotón presidiales, foot (21)

1 Pelotón milicia, foot (21)

Revolutionaries (53)

Captain Augustus W. Magee, foot (1)

1 Filibuster platoon, foot (21)

1 Pelotón milicia, foot (21)

1 Mission hunting party (10)

²⁹ https://en.wikipedia.org/wiki/Presidio_La_Bahía; Quesada, *Colonial Fortifications*, 56.

SCENARIO 22 – The Battle of Rosillo Creek, TX – March 29, 1813

Magee died on February 6, 1813, and Samuel Kemper became the new commander. He sent Captain John McFarland to gain new recruits from Nacadoches. They were also joined by defectors from the Spanish Army and a few Coushatta Indians. Kemper continued to hold off Salcedo's attacks and on February 10 and 13 Kemper was able to defeat Salcedo who now retreated to San Antonio. Kemper's army was swelled again by volunteers, Americans, Spanish Soldiers, Lipan and Tonkawa Indians; his force reached 500 in number. On March 29, they defeated Simón de Herrera's Spanish army of 1,200 men, at the Battle of Rosillo Creek (now Salado Creek). The Royalists planned to ambush the Republicans, but they were detected in the process. They were defeated in less than an hour at a cost of six men they killed 100-300 Royalists, capturing supplies, six cannon, and 1500 horses. General Salcedo retreated to San Antonio where he surrendered to the Republican Army on April 1. Two days later Salcedo, Herrera and 12 others were executed by the victors. On April 6 the Republican Army issued a draft of a declaration of independence.³⁰

Conditions

This scenario represents a Spanish attack on a presidio fort.

Terrain: The 6'x4' game board is played across the short width. A Spanish presidio fort, the Presidio of Bahia, is placed in the center of the board. The fort's walls are treated as Curtain Walls. The remainder of the board is covered with sporadic scrub brush and scattered trees (soft cover).

Deployment: The rebels start the game in the fort; the Spanish begin at least 24" from the fort's walls.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

Order of Battle

Spanish (69)

Tejas Governor Salcedo (as comandante) y alférez, mounted (2)

Capitán presidial Antonio Narbona y tambour, mounted (2)

1 Pelotón presidial, mounted (11)

1 Pelotón presidial, foot (21)

Capitán milicia, mounted (1)

1 Pelotón milicia, mounted (11)

1 Pelotón milicia, foot (21)

Republicans (64)

Captain Augustus W. Magee, foot (1)

1 Filibuster platoon, foot (21)

1 Pelotón milicia platoon, foot (21)

1 Plains raiding party, foot (21)

³⁰ <https://www.tshaonline.org/handbook/entries/rosillo-battle-of>

SCENARIO 23 – The Battle of Medina, TX – August 18, 1813

Bernardo Gutiérrez de Lara suggested the Spanish prisoners be sent to the U.S. but they were tied to trees and killed instead. The filibusterers now called themselves Republicans. Gutiérrez declared himself president but soon he lost the confidence of Kemper, who returned to Louisiana with about 100 men. The Rebels soon suffered from internal divisions. Eventually U.S. Colonel Henry Perry became commander with Rueben Ross as his second. Perry routed the 900 troops of Colonel Ignacio Elizondo in a dawn attack on June 20, at the Battle of Alazan Creek. The Americans decided that Gutiérrez had to go. He was replaced by José Álvarez de Toledo y Dubois, who had been an interested bystander. General José Joaquín de Arredondo took charge of the Spanish effort to secure Texas. The political divisions among the rebels continued to plague the war effort. A former Spanish Colonel, José Menchaca, who now led the 1400-man Republican Army was opposed to Toledo's administration and slowed the army's advance upon the Royalists until August 15. The army camped on the north bank of the Medina River. Arredondo's troops were camped about six miles south at present-day Leming, Texas.

On the 18th Toledo set up an ambush for Arredondo's advance to San Antonio. But they were discovered by an advance patrol of cavalry. After a brief fight the cavalry disengaged. Believing that they had the Royalist army on the run the Republicans pursued, but they were hampered by the sandy terrain and the guns they were dragging along. The trap turned into an unintentional counter-ambush. Toledo tried to extricate the Army from the trap but Menchaca decided to make a last stand of it. Arredondo was actually intending to retreat when a defector informed him that the Republicans were already attempting to retreat. He ordered an all-out advance. After a four hour battle the Republicans had lost about 1300 men, the Royalists losing only 55. Only a few made it back to the United States. Colonel Elizondo recaptured San Antonio and executed over 399 people. The same thing happened at Nacogdoches, but Elizondo was assassinated on September 12 by one of his own officers because of his brutality. Many people fled the reprisals, including future signers of the 1836 Texas Declaration of Independence, José Francisco Ruiz and José Antonio Navarro. Toledo and his associates headed straight for Louisiana, and other men picked up their families and followed suit. The Republican bodies were left where they lay and were not buried until 1822 when José Félix Trespalacios, the first governor of Coahuila y Tejas under the newly established United Mexican States, ordered their honorable burial. One of the dead, a man named Peter Sides (Seitz) was a veteran of the American Revolution.³¹

Conditions

This scenario represents a Spanish attack on a presidio fort.

Terrain: The 6'x4' game board is played across the short width. A dirt road runs down the center across the 4' width. The remainder of the board is covered with sporadic scrub brush and scattered trees (soft cover).

Deployment: The rebels start the game on the road up to 30" from their friendly board edge; they are in disarray so units must alternate: one plains squad, followed by a militia squad, followed by a filibuster squad, then repeat. The officers start the game at the tail of the column within 6" of their friendly board edge. The Spanish begin in unit cohesion at least 18" on either side or 12" in front of them.

Victory Conditions: Unless one side concedes, use the victory conditions in the Raiding Rules to determine victory.

³¹ <https://www.tshaonline.org/handbook/entries/medina-battle-of>

Order of Battle

Spanish (69)

Tejas Governor Salcedo (as comandante) y alférez, mounted (2)

Capitán presidial Antonio Narbona y tambour, mounted (2)

1 Pelotón presidial, mounted (11)

1 Pelotón presidial, foot (21)

Capitán Milicia, mounted (1)

1 Pelotón milicia, mounted (11)

1 Pelotón milicia, foot (21)

Republicans (64)

Capitán José Menchaca, foot (1)

1 Filibuster platoon, foot (21)

1 Spanish milicia platoon, foot (21)

1 Plains raiding party, foot (21)

SCENARIO 24 – Battle of Chouteau’s Island, KS – Spring 1816

Partners Auguste Pierre Chouteau and Jules DeMun from Saint Louis traveled into Spanish lands to do some trapping. Known by all as “The Colonel,” Chouteau was a West Point graduate (1806) who had served as an officer in the US army for six months when he resigned to become a trader. He was a good friend of William Clark. The party left St. Louis on September 10, 1815 with 46 men. It took them two months to reach the headwaters of the Arkansas. Here the party split up with DeMun going to Santa Fe to request permission to trap on the Rio Grande. It was denied. Meanwhile Chouteau and his contingent had made a good haul of furs. In February 1816, DeMun left for St. Louis to get supplies and Chouteau went to the headwaters of the South Platte River near present-day Denver, Colorado and traded with a large camp of natives. He retraced his steps back to the Arkansas and boarding his boats with a haul of 44 bundles of beaver fur went down the river to meet DeMun at the mouth of the Kansas River. In 1817, still on the return trip the party arrived at the vicinity of present-day Hartland, Kansas, whereupon they were attacked by 150-200 Pawnee. Chouteau retreated to an island about six miles west of present-day Lakin, where he and his men stacked their cargo of furs as a barricade. One of his men was killed and three were wounded, but after losing seven dead the Pawnee retreated. The Island became known as Chouteau Island. The island became known as Chouteau’s Island. The Pawnee admitted later that it was the most fatal skirmish they had ever experienced and that they had never seen guns before. The island no longer exists.³²

Conditions

This scenario depicts a plains Indian attack on a small party of fur trappers.

Terrain: A river with an island in it runs the length of the board along one side. Place some boats on the shore of the island. Scrub brush and scattered trees cover the board (light Cover). The voyageurs and piled their cargo of furs for cover (Heavy Cover). The portion of the river adjacent to the island is a deep ford (Difficult Ground).

Deployment: Chouteau and his men deploy on the island behind a barricade of furs that provide partial cover while the Pawnee deploy on the landward side of the ford about 24” away. The trappers are armed with rifled flint-lock carbines. The Pawnee are armed with mixed weapons: clubs, flint-tipped bows and lances, and about 3-4 smoothbore muskets (per Hunting Party).

Victory Conditions: To win, the trappers must drive off the Pawnee by breaking two hunting parties; the Pawnee must kill or drive off the voyageurs (and thus capture the furs) to win.

Order of Battle

American/French Traders (11)

- 1 Auguste Chouteau (as lieutenant), foot (1)
- 2 Teams of mountain men, foot (5 ea)

Pawnee (32)

- 1 Plains warchief, mounted (1)
- 1 Plains reinforced raiding party, foot (31)

³² Hafen, *Voyageurs*, 102; Twitchell, *Leading Facts II*, 116 (footnote); <https://www.legendsofamerica.com/battle-chouteaus-island/>; http://www.ksgenweb.org/archives/1912/c/chouteaus_island.html

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