

Raid on Picuris Pueblo 1715

On December 7th, 2023, Dominic, Dave Poulin, and Henry McHarney met to play the Gauntlet Run game based on a Faraone Apache raid on Picuris Pueblo, fought sometime in 1715. The second part of this scenario is the chase and fight when the pursuers catch up with the raiders. The board contains Picuris Pueblo in the center, oriented east-west with adobe houses in two rows and San Lorenzo de Picuris Church at one end, with cultivated fields to the north and south, scrub brush, and scattered trees scattered around. It had been settled by volunteers from Bernalillo. The Pueblo is garrisoned by two hunting parties (squads) led by a chief, 21 in all. Opposing them is a warband of 42 Faraone Apaches (present day Mescalero) on foot plus a mounted warchief chief. The raiders decided to split up and attack the town from both ends, east and west. The wood fences hold the livestock in pens rather than in the fields, although the sheep have ventured out under the watchful eye of a shepherd girl. The wood fences are rough ground and give light cover, from shooting. The town also contains about 15 noncombatants and one friar. This is a daytime raid with people going about their business as usual.

We had never played Native to native warfare before so this was an experiment to see how it flowed. We Americans are used to guns not bows, spears, and warclubs, etc.



Farmers tending the south fields by the Rio Pueblo, are shocked when the Faraones appear. Meanwhile, a woodcutter brings a load of wood to town and a woman tends to the pigs and another to the horses.



On the west side a shepherd girl tends her flock accompanied by her faithful dog.



Pueblo warriors gather to defend the town while villagers run for safety. Some couldn't make to town and had to hid in the brush.



Pueblo warriors rush to defend the cow herd. They pull down one section of fence in order to bring the cows out to safety.



The woodcutter abandons his loaded cart and ox and joins the defenders. The pig lady, carrying a jug and towing her kid, attempts to lead them into a safe place in the pueblo.



On the west side the pueblo warriors managed to get the cows out of the pen with the loss of two men.



Meanwhile on the east side a group of pueblo warriors attempts to stop a whole raiding party to protect the horses.



One youngster is cutoff from the pueblo and resorts to hiding behind a cactus.



On the west side the battle still rages. With a random roll the cows decide they like it where they are. The figures on top of the houses are actually inside.



On the eastside the natives press the attack. The pueblo unit enters the corral to take advantage of the fence.



One group of noncombatants flee towards the north edge of the board.



On the west side the hunting party of defenders charges a unit of Faraones killing two and losing all but four men who surrender. The westside is now undefended. The same thing happens to the defenders on the east side. the Faraones charge the unit in the corral killing some and losing two men. The remaining four defenders surrendered. At this time the defender conceded.

The Tally

The Picurís have killed:

4 warriors 12 points.

12 points total.

The Faraones have killed or captured:

8 warriors 24 points.

6 cows and 5 horses captured 33 points.

57 points total.

The Faraones win.

Nots: Dave judged that although the noncombatants in the southern row of houses and those on the north side were not moved during the game, they would have sneaked offboard, and therefore would have escaped. We were stunned at such a quick victory and stopped the game at four turns. We all felt that the scenario needed more punch.