

Battle of los Piñoles August 11-12 1705

The Madrid Expedition

On February 18th, 2024, Dave Poulin, Jerimia Gryphon, Dominick Chavez, and Henry McHarney met to play the Gauntlet Run game based on Maestro de Campo Roque de Madrid's 1705 expedition against the Navajo (Diné) in northern New Mexico. Henry played the Navajo, Jerimia played the Spanish presidiales, Dominick played the Pueblo allies, and Dave played commander Madrid with a militia squad. The Navajo warband (43) took refuge on top of a pinole, a small mesa with steep sides. The board contains the pinole in the center with the Navajo on top, jeering and hurling insults at their enemy. The Spanish camp and horse herd were on the west side, while the Spanish presidiales (21) were posted on north, and the Pueblos (21) on the south. Board is scattered with bush and small trees. The command unit (2), the mounted commander and banner and mounted militia (5). The sides of the piñol were difficult ground to climb up and rough ground to descend but the east side was impassible and gave full cover. The rocks on the hill gave the defenders heavy cover on the west north and east sides. and the pine trees on the top of the small mesa gave light cover. The rest of the board was open ground. After burritos we started to play.



Turn 1. The Spanish and Puebloans have surrounded the Navajo on the peñol. Both sides fire muskets and arrows at the enemy. The Puebloans are the first to score a kill.



Turn 2. The Navajo fall back from the cliff edge, away from the Spanish musketry.



Turn 3. One unit of Navajo moves to reinforce those on the south side. Fearing an assault on the Puebloans, the mounted unit also moves south to assist them.



Turn 4. The Navajo return in force to the north side. Arrows and musket balls continued to fly.



Turn 5. The Spanish force moves closer to the cliffs. The mounted unit runs back to the north side of the field to assist the Spanish.



Turn 6. The Navajo run back to the south side again. The mounted unit runs back to the south to intercept them. On the north side, one Spanish squad moves to climb the cliff.



Turn 7. The Spanish squad mounts the cliff but cannot fire due to the difficult climb. The Navajo rain arrows on them, killing 1 Spaniard. The Pueblos continue to keep the pressure on the Navajo with their arrow fire. Two Navajo hunting parties (squads) become shaken and are ready to break.



Turn 8. The Spanish Squad on the hill loses another man and is forced to fall back down the cliffside. Two depleted Navajo hunting parties (squads) are joined together into a new unit by their chief. This turn was unnecessary as the Spanish/Puebloans had won on the previous turn.

The Tally

The Spanish lost 3 men and the Puebloans $4.3 \times 7 = 21$ points.

The Navajo lost 13 men. $3 \times 13 = 39$ points.

The Spanish won by points. In addition, since half their force was shaken, they would have flown the field except that they were surrounded and therefore forced to surrender.

A decisive Spanish victory and a good time for all.

The game produced an interesting discussion of cliffs, line-of-sight, and cover. However, the conclusion is to classify the hillsides as formidable ground rather than difficult ground. This defines the hillsides as a curtain wall which can be climbed, therefore, no ladders were needed.