

## Castillejos (Villanueva de los Castillejos), January 25, 1811

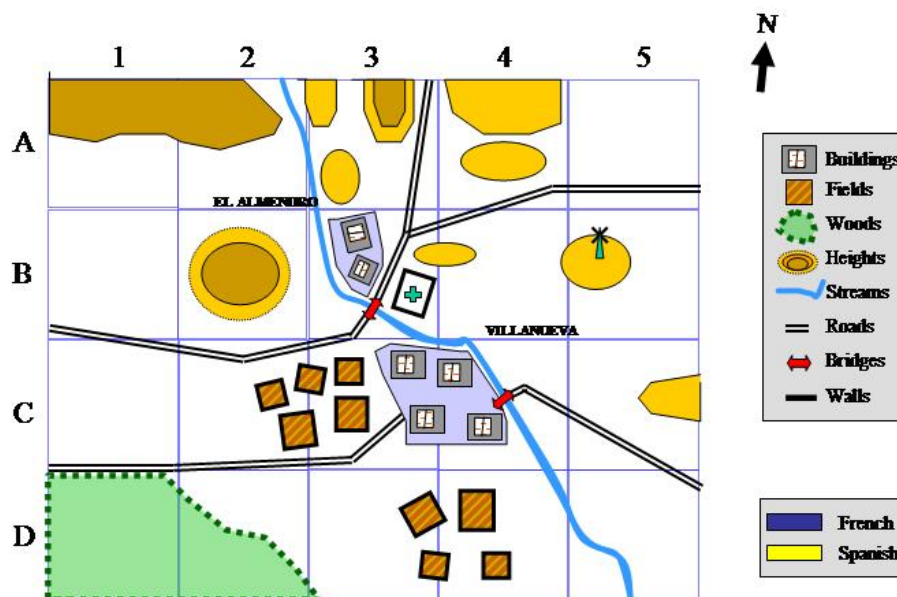
The combat of Villanueva de los Castillejos was a very secondary affair, taking place on 25 January, 1811 during the Soult's invasion of Extremadura. During that expedition, the main column of Soult's army containing the artillery and following the main route from Sevilla to Mérida, arrived to Monesterio, the pass between Andalucía and Extremadura, discovering a column of Spanish infantry only four miles to the west.

This column was made up of General Ballesteros's infantry division, 5,000 strong, which had just been sent south from Extremadura to the Condado de Niebla, with orders to expel the weak French garrison from that area, and then to threaten Seville. Its presence disrupted Soult's plans and after the Spanish escaped to a first attempt by Mortier, Soult sent the Gazan's infantry division to catch Ballesteros.

Ballesteros conducted a skilful retreat across the mountains towards the lower Guadiana valley, finally standing and fighting at Villanueva de los Castillejos on 25 January 1811. The combat was a resounding French victory (French sources) or a skillful Spanish retreat (Spanish sources) and Ballesteros fled towards Portugal crossing the Guadiana River at Sanlucar de Guadiana.

### Bibliography

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The terrain is open. The stream and the woods are rough terrain as per Lasalle. The artillery must use the bridges. The villages may contain one (El Almendro) or two units (Villanueva). The walled cemetery may contain 1 unit.

**French** Army Moral 30 ; Break point 10  
13 Battalions/1 Regiments/2 Batteries

**C-i-C** Gazan (-/-)

**2nd Brigade** Maransin (+1/\*)  
1/28 Leg Reg R/E/SK2  
2/28 Leg Reg R/A/SK1  
3/28 Leg Reg R/A/SK1  
1/103 Ligne Reg R/E/SK2  
2/103 Ligne Reg R/A/SK1  
3/103 Ligne Reg R/A/SK1

**Artillery** Foot/2 cannons/ Medium/ 1 How

**Column** Remond (-/-)  
1/16 Leg Reg R/E/SK2  
9th Dragoon Reg R/E/Sh/Pu  
Artillery Horse/1 cannon/Light

**Reinforcements**

**1st Brigade** Pepin(-/\*)  
1/21 Leg Reg R/E/SK2  
2/21 Leg Reg R/A/SK1  
3/21 Leg Reg R/A/SK1  
1/100 Ligne Reg R/E/SK2  
2/100 Ligne Reg R/A/SK1  
3/100 Ligne Reg R/A/SK1

**Spanish** Army Moral 18 Break point 6  
7 Battalions/2 Regiments/  
C-i-C Ballesteros(-1/-)

**1ª Línea** Moreda (-1/-)  
Lena R/E/SK1  
Pravia U/A/SK1  
Barbastro U/A/SK2

**Reserva** Gastelu (-1/\*)  
León U/A/SK1  
Cangas de Tineo R/E/SK1  
Castropol S/A/SK1  
Infiesto U/A/SK1

**Caballería** Sisternes (-/-)  
Reg. Provisional de Santiago S/A  
Húsares de Castilla S/A

### ***Notes***

All Spanish units are on the table. The duration of the game is 16 Turns (Bonus Turns are allowed rolling 2D10 instead 2D6). French are the first side. There are not geographical objectives.

### ***The Tiradores de Barbastro***

In the actual battle, Ballesteros placed some companies of *tirailleurs* as a first line. This role can be played by the **Tiradores de Barbastro**. Roll 1D6 and the result is the number of light companies placed in advance. On 4 or more, the entire unit is used as irregular..

### ***Entrenched units***

All infantry units may begin entrenched, except the **Tiradores de Barbastro**, a light infantry unit.

### ***Viva España!***

Spanish units add +1 to their Unpredictable rolls if the roll is taken while the unit is entrenched *or in a building*

### ***Home Field Advantage and the entry point of the reinforcements***

The rule is in use but in a somewhat modified way. Ballesteros knows that French reinforcements are on way to outflank him but he don't know neither the exact entry point nor the exact time of arrival. In the actual battle, Gazan sent Pepin with his first brigade and Remond with his column in a circuitous itinerary to fall on the Ballesteros's left and right flanks, respectively.

For the arrival turn, use 2D10 instead 2D6 (p. 91 of the rule-set). The units arrive in march column or attack column as desired.

For the Entry point

- 21 Légère Régiment (3 bat.) **A3**
- 100 Ligne Régiment (3 bat.) **A5**
- Remond column D4/D5 (**60% / 40%**)

### ***They'll be back or the Ballesteros goal***

If the game ends in a draw, it is considered a Spanish marginal victory. However, and given the difference in size and quality of the contenders, is almost impossible for Ballesteros to win this battle in a regular way. To give him a higher chance, the Ballesteros's actual goals must be taken in account.

Ballesteros never thought about defeating Gaza, and his objective was to delay him until the night, retiring after losing the least possible number of casualties. Use this rule:

If Ballesteros fails his Army Moral, instead automatically losing the game, calculate the actual Army Morale ratio, French/Spanish, using the remaining moral values for each army. Any result lower than 1,67 (the initial ratio) is considered a Marginal Spanish victory.

### ***Assault of defiles***

Lasalle does not allow march columns to fight, so the assaults on defiles, such as bridges, fortified gates, field fortifications, etc. can not be played on the table in a convincing way. There was some friendly discussions in the Lasalle Forum regarding this topics . At last I have used the Scruf proposal:

- 1) A march column can assault a defile like a bridge, a fortified gate, a fort, etc. It represents not only true march columns, but also all those formations with a very reduced front.
- 2) It fights at 1/2 dice and with no previous shooting, adding a -2 for "bad terrain" as they will be fighting in cramped quarters.
- 3) The enemy can use the "cover" or "higher elevation" modifiers when applicable.
- 3) However the small front, the enemy never halves their dice

### Terrain

Type	Movement	Cover
Woods	Rough	Soft
Ravine	Rough	No

### Unpredictable units

Before the first combat, roll 1D6  
Spanish entrenched units add +1 to the die throw

1-3	Shaky	For the rest of the game
4-5	Reliable	Re-roll next time
6	Valiant	For the rest of the game

### Commanders

<i>Tactics</i>	* : Good	<i>Vigour;</i>	-1
	- : Average		0
	¶ : Poor		+1

### Key to Lasalle Unit Labels

**Infantry** Esprit/Discipline/Skirmish x/x/SKx [/Additional]

**Cavalry** Esprit/Discipline x/x[/Additional]

*Esprit*

**V** : Valiant  
**R** : Reliable  
**S** : Shaky

*Discipline*

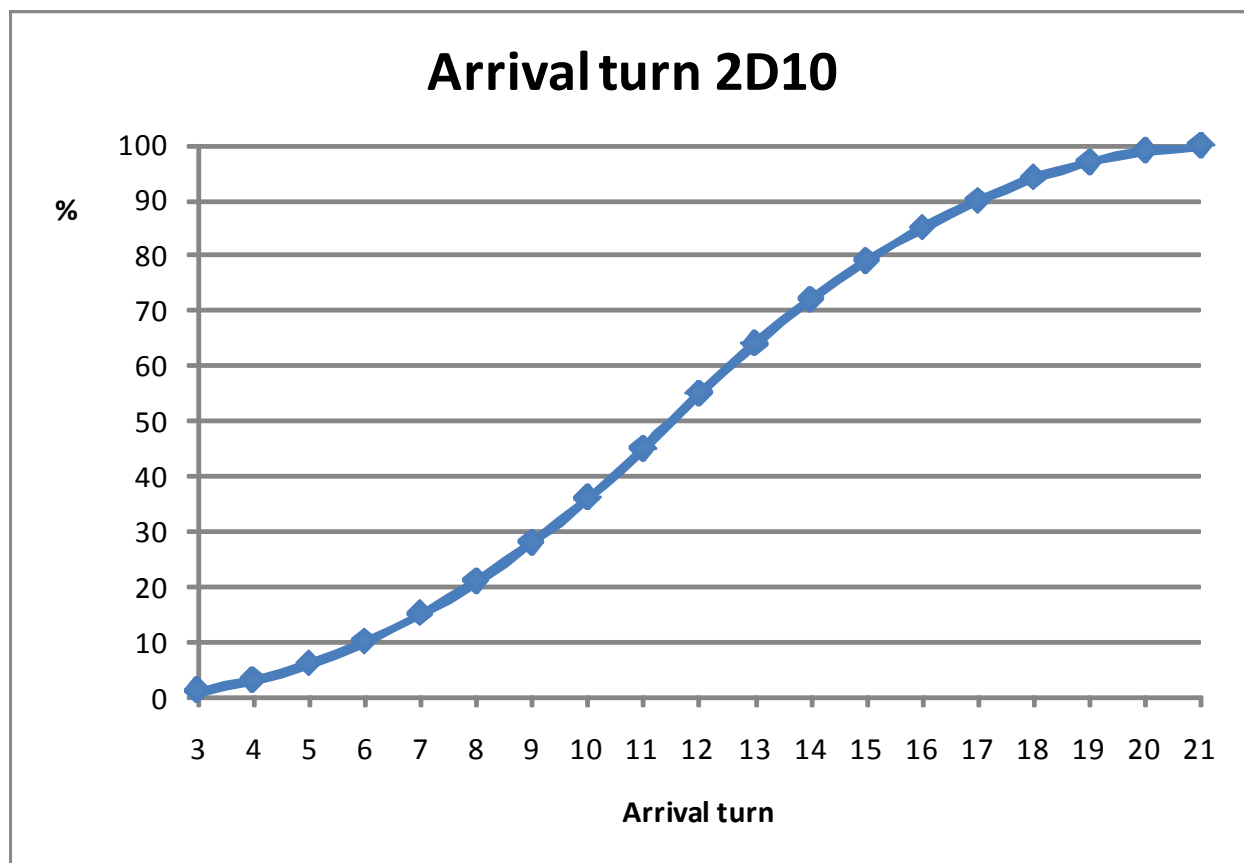
**E** : Experienced  
**A** : Amateur  
**I** : Irregular

*Additional*

**G** : Guard (for all)  
**Sh** : Shock (for cavalry only)  
**Pu** : Pursuit (for cavalry only)  
**Ln** : Lancers (for cavalry only)

**Artillery**

*Weight* **H** : Heavy  
**M** : Medium  
**L** : Light



## Unit Labels

### FRENCH /SPANISH ARMY

C-i-C Gazan (-/-)	1st Brigade Pepin(-/*)	2nd Brigade Maransin (+1/*)	Column Remond (-/-)		
	1B	2B	Remond		
1/21 Légère R/E/SK2	2/21 Légère R/A/SK1	3/21 Légère R/A/SK1	1/100 Ligne R/E/SK2	2/100 Ligne R/A/SK1	3/100 Ligne R/A/SK1
1B	1B	1B	1B	1B	1B
1/28 Légère R/E/SK2	2/28 Légère R/A/SK1	3/28 Légère R/A/SK1	1/103 Ligne R/E/SK2	2/103 Ligne R/A/SK1	3/103 Ligne R/A/SK1
2B	2B	2B	2B	2B	2B
1/16 Légère R/E/SK2	9th Dragoon R/E/Sh/Pu	Artillery HA L	Artillery FA M	Artillery FA M	Artillery FA Hw
Remond	Remond	Remond			
C-i-C Ballesteros (-1/-)	1st Line Moreda (-1/-)	Reserve Gastelu (-1/*)	Cavalry Sisternes (-/-)		
	1L	Reserva	Caballería		
Lena R/E/SK1	Pravia U/A/SK1	Barbastro U/A/SK2	León U/A/SK1	Cangas Tineo R/E/SK1	Castropol S/A/SK1
1L	1L	1L Light	Reserve	Reserve	Reserve
Infiesto U/A/SK1	Prov Santiago S/A	Hús. Castilla S/A			
Reserve	Cavalry	Cavalry			