EPIC - Alcolea – 07/06/1808

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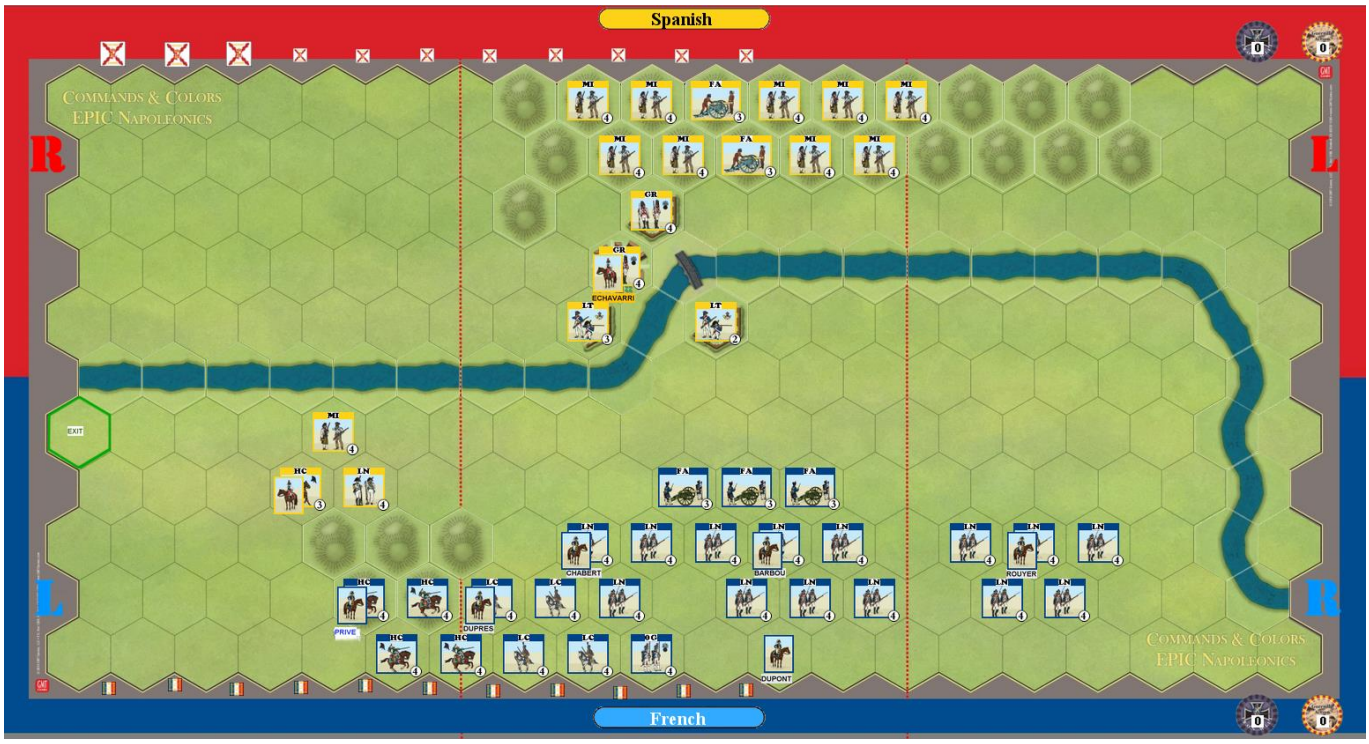

Historical background

In early June 1808, barely one month after the Madrid popular uprising of "Dos de Mayo", the French Army was already invading Andalusia. A French force of more than 20.000 troops, led by General Dupont, was sent by Murat in order to subdue any Spanish revolts, and also take the port city of Cadiz.

The Spanish Supreme Junta declared the war on France on the sixth of June. Only one day later the first set-piece battle of the Peninsular War took place, close to the city of Cordoba.

The Junta had sent a small Spanish contingent to block the all important bridge over the river Guadalquivir at Alcolea. Colonel Echávarri had close to 1.400 regular troops plus 5.000 armed peasants. He had time enough to dig some small fieldworks to guard the bridge, and also to send a Spanish force across the river in an ill-designed attempt to fall on the French rearguard.

On the morning of the seventh of June, Dupont assigned Barbou´s division to storm the bridge (Pannetier and Chabert brigades). The assault was supported by the bombardment of a grand battery, plus Rouyer´s Swiss division and a battalion of Marines of the Guard. As soon as the Spanish force on the French side of the river was detected, the French cavalry division led by Fresia was sent to intercept it. The Spanish contingent was completely routed.

In spite of the Spanish fire, the French troops were able to take the bridge with its fieldworks, and force the Spanish troops out of Alcolea. French casualties totaled 140 men. Spanish casualties and prisoners totaled 200 men, plus 8 cannons taken.

The French pursued the routed Spaniards, until they arrived to Cordoba in the afternoon. Sporadic resistance by the population triggered a massive sacking of the city by the French troops.

The stage is set. The battle lines are drawn, and you are in command. Can you change history?

Battle Notes

Spanish Army (CiC: Echávarri)

- 4 command cards
- 2 tactician cards
- No guerrilla counters

French Army (CiC: Dupont)

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- 5 command cards
- 4 tactician cards
- Move first

Victory conditions

- 11 Victory banners
- The fieldworks at both ends of the bridge and the town are Temporary Victor Banner Objective Hexes (turn start) – 1 victory banner each
- The Spanish player starts with 3 victory banners

Special rules

- The French infantry units (except for the marines of the Guard) are composed by troops with almost no battlefield experience. They were drawn from French reservists (Paris Guard, Reserve Legions), and even turncoat Swiss Regiments previously serving in the Spanish Army. They are all therefore **considered French conscripts** for combat purposes.
- The Guadalquivir River is impassable, except at the bridge
- The Spanish force in the French side of the river may attempt to exit by the closest hex to the river on the French left hand side of the map (EXIT). No victory banners are gained by either side if it succeeds in doing so. It is not necessary to stop to exit.

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