

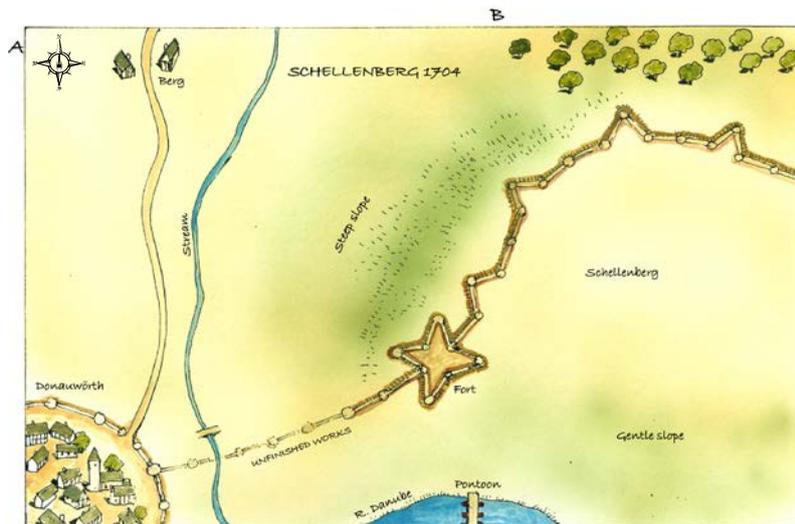
# THE WAR OF THE SPANISH SUCCESSION

## TWO BATTLE SCENARIOS

Andy Callan

With two new books by Peter Dennis – The War of the Spanish Succession and European Buildings – his splendid Paperboys march on into a new wargaming era. Unlike our earlier books in the Battle for Britain and Battle in America series, the Paperboys on Campaign books will not include a wargames section, but to help launch this new series Helion have asked me to provide a couple of battle scenarios, in the style of my earlier examples.

So, here are two of the Duke of Marlborough's smaller actions, arguably as important, in their way, as his major battles, but certainly just as representative of his bold and aggressive style of Generalship. All the troops, buildings and fieldworks required to stage the games are provided in the books or are available on the Helion website as free downloads. As usual, the orders of battle have been reduced and simplified for game purposes.



### 1. Storming the Schellenberg, July 1704

The Duke of Marlborough has led his army on a rapid march from the Low Countries to the Danube, overturning the established strategic balance. He plans to seize the vital river crossing at Donauwörth before enemy reinforcements arrive.

The Duke's troops include English, Hanoverian, Hessian, Dutch and Imperial regiments while his opponents have troops from Bavaria and France.

#### Confederate (English and Allied ) forces

Commanders: Duke of Marlborough, Marquis of Baden

1 Regiment of picked & volunteer Assault troops  
2 Grenadier Regiments  
6 Regiments of Foot

4 regiments of Horse  
2 regiments of Dragoons

1 battery of artillery (2 model guns)

Deploy up to 1 move in from the table edge, between points A and B.

The Allied objective is to capture the fortifications at all costs and to drive the enemy across the Danube. Nightfall and the end of the battle comes at a (real) time agreed before the game or at the end of turn 12 (adjust this to suit the rules you are using).

#### French and Bavarian forces

Commanders: Count d'Arco, Colonel De La Colonie

1 Grenadier regiment  
5 Regiments of Foot

2 batteries of Artillery (2 model guns each).

Deploy in Donauwörth, on the Schellenberg or anywhere behind the line of fieldworks

The objective is to hold the town and the Schellenberg. Or, failing that, to make an orderly withdrawal across the Danube.

#### Terrain

The fieldworks on the Schellenberg are impassable to mounted troops. They provide a significant obstacle to Foot and give a combat bonus to any troops defending them. However, any troops on the steep slopes towards the foot of the Schellenberg are in dead ground and cannot be fired on by enemy in the fieldworks at the top of the hill.

The unfinished works between the fort and the town give cover to troops defending them but are no obstacle to attackers. The fort and the medieval walls of Donauwörth are impregnable in the time available if defended by at least one regiment each.

The stream provides cover for any troops lining or marching along its banks, but otherwise is only a minor obstacle. The wood will disorder any troops moving through it and reduce their speed by half.

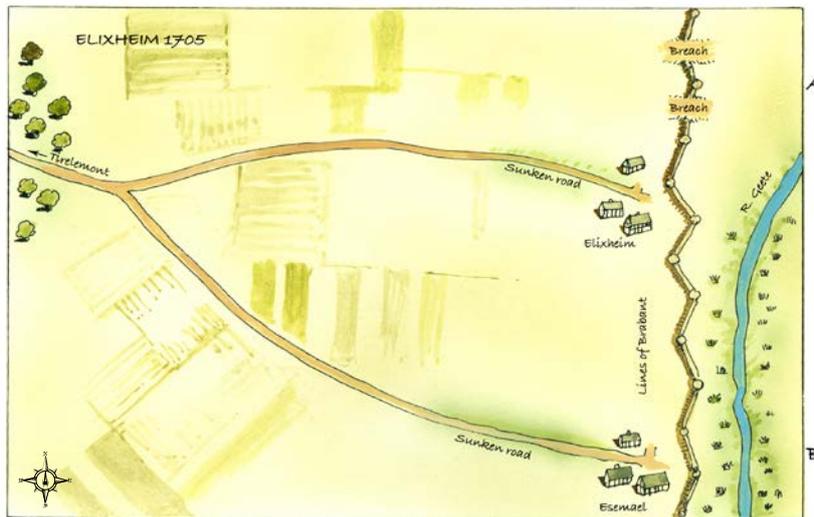
#### Special Rules

This was a desperate and hard-fought action with nothing to choose between the fighting spirit of the two sides. However, some morale advantage should be given to the Assault and Grenadier regiments present.

The Confederate Dragoons may deploy initially as either 2 mounted Regiments or 1 combined Regiment of Foot. They may swap roles later in the battle, but will take a full turn to do so.

The Danube can only be crossed at the Pontoon or the town bridge (not shown). Only one regiment per turn may cross at the Pontoon and must roll a dice to do so. A roll of 1 means the bridge is blocked so nobody crosses. If a 1 or 2 is rolled on the next turn the bridge collapses under the weight of traffic. Only 1 regiment per turn can enter the town through the main gate.





## 2. Battle of Elixheim, July 1705

The Duke of Marlborough has out-witted Marshal Villeroi by making a bold night march to break through the French fortified Lines of Brabant around the village of Elixheim.

Marlborough's troops include English, Hanoverian, Hessian and Dutch regiments while his "French" opponents also have German troops from Bavaria and the Electorate of Cologne and Walloons from the Spanish Netherlands.

### Confederate (English and Allied) forces

Commanders: The Duke of Marlborough and the Prince of Hessen-Kassel

8 regiments of Horse  
4 Regiments of Foot

Deploy the Horse anywhere north of Elixheim and up to half way across the battlefield. The Foot will start to arrive on Turn 2 – one regiment per turn will enter the battlefield at "A" and can pass through the Lines using both of the two breaches.

The Allied objective is to secure the army's successful passage of the Lines.

### French and Allied forces

Commanders: Vicomte d'Alègre, Lt. General Caraman

5 regiments of Horse  
5 regiments of Foot  
2 Regiments of Dragoons  
2 model guns

Deploy the Horse anywhere South of Esemael and up to half way across the battlefield.

The Dragoons may deploy in the same way but may operate as either 2 mounted regiments or 1 combined regiment on foot.

The Foot will start to arrive on Turn 3 – two regiments (or 1 regiment and 1 gun) will enter the battlefield each turn immediately to the West of Esemael.

The French have orders from Marshal Villeroi to drive the enemy back across the Lines. This is very unlikely so, failing that, they are to delay and damage the enemy as much as possible before making an orderly withdrawal.

### Terrain

The battlefield is largely open fields – excellent cavalry country. The sunken roads to the West of Elixheim and Esemael provide cover for infantry but will seriously disorder any cavalry attempting to cross them. A sunken road is hard to represent on a wargames table so they can be marked instead by lining the roads with walls or hedges. The Lines are passable only at the two breaches. The marshy river Geete is impassable to all troops.

### Special Rules

The Allied cavalry had the measure of their opponents on the day, but the French infantry performed with notable steadiness. So in the interests of "balance" you may wish to rate all troops the same. An exception should be made for the French Dragoons. These are the original defenders of Elixheim, who withdrew without putting up a fight – they should be rated as "inferior quality" whether fighting mounted or on foot.

The Dutch half of the Allied army will arrive later in the day (agree a set time or number of turns to suit the rules you are using) at which point the heavily outnumbered French must withdraw. Their approach will be announced on Turn 6 by a pair of guns firing at the French from off table at point B.

