

# **The Schellenberg - 2<sup>nd</sup> July 1704**

## **A Scenario for Twilight of the Sun King - Birth of the Age of Reason**

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### **Historical Background**

The year 1704 was an auspicious one in the career of John Churchill, Duke of Marlborough. The threat posed to Vienna as a result of Franco-Bavarian successes against the Imperialist armies in 1703 had forced the Maritime powers to intervene directly with their own forces. In an epic march from Bedburg in May 1704, Marlborough had brought a well-supplied army of 40,000 men into the heart of Germany. At a meeting between Marlborough, Prince Eugene of Savoy and Louis of Baden it was determined that while Prince Eugene would watch the French forces on the Rhine, Marlborough and Louis would operate against the Franco-Bavarian army on the Danube.

Since the Bavarians controlled all the crossings along the Danube, the allies decided that they would need to secure a protected crossing along the river and that the town of Donauworth would be their target. However, Louis' cautious nature risked the success of the project, so on 3am on the morning of 2<sup>nd</sup> July, with Marlborough in command, the allies began their march to Donauworth.

The Bavarian forces commanded by Count d'Arco, were entrenched on top of a large hill that overlooked the town called the Schellenberg. Marlborough's Anglo-Dutch forces arrived at the foot of the Schellenberg at 6pm in the evening and began their assault. Just under an hour later, Louis led his Imperialist forces against the incomplete defenses on the Bavarian left. The Anglo-Dutch forces assaulted the Bavarian positions 3 times without success. After rallying for a fourth assault, troops were seen approaching from the Bavarian left, these were initially mistaken for French troops. However, unfortunately for the Bavarians, Louis' success against the incomplete defenses had led to a breakthrough. The Bavarian position was compromised and they withdrew in some disorder, the following day Donauworth was in allied hands.

### **The Scenario**

This scenario is a very tough one for anyone choosing to play the Franco-Bavarians since they will be outnumbered nearly 5-1. Even with tough victory conditions for the allies and favourable optional rules for the Franco-Bavarians it will still be very difficult for them to win. The limited options for both sides would make this particular scenario an ideal candidate for a solo, training game in which an individual wargamer can hone his/her skills and knowledge of the rules by attacking a fairly static foe with limited reserves.

**Map:** The map is 15 BW by 10 BW. With a BW of 60mm this would be 0.9m by 0.60m (3' by 2').

**Terrain:** The Boschberg Woods are bad going, linear obstacles like the stream and defenses require an action test to cross. The solid black line is classed as fortifications. The dotted black line represents the incomplete defenses which provide no benefit.

### Orders of Battle:

<b><u>Allied Army:</u></b>	The Allied player moves first in the turn.
<b>Army Commander:</b>	<b>John Churchill, Duke of Marlborough (3)</b>
<b>Left Wing:</b>	<b>John Churchill, Duke of Marlborough (3)</b> 2 trained Artillery
<b>Advanced Guard:</b>	<b>Lt General Goor/Erbprinz Hesse-Kassel (1)</b> 2 trained 'p' Large Infantry & 1 Elite Large Infantry
<b>Support (Left Wing):</b>	2 trained Cavalry & 2 trained small Cavalry 2 trained Cavalry (Dragoons)
<b>Main Body:</b>	<b>General Charles Churchill (1)</b>
2 <sup>nd</sup> Line:	1 trained large 'p' Infantry & 1 trained Infantry
3 <sup>rd</sup> Line:	1 trained large 'p' Infantry & 1 trained Infantry
4 <sup>th</sup> Line:	2 trained Infantry
<b>Reserve:</b>	<b>Lt General Orkney/Bulow (1)</b> 2 trained large 'p' Infantry & 2 trained Infantry 2 trained Cavalry 2 trained Cavalry (Dragoons)
<b>Total:</b>	<b>4 Officers, 13 Infantry, 10 Cavalry &amp; 2 Artillery</b>
<b>Right Wing:</b>	<b>Prince Louis of Baden (1)</b>
<b>Infantry</b>	<b>General Thungen (1)</b>
1 <sup>st</sup> Line:	2 trained Infantry
2 <sup>nd</sup> Line:	1 trained large Infantry & 1 trained Infantry
3 <sup>rd</sup> Line:	1 trained large Cavalry 1 trained Cavalry (Dragoons)
<b>Cavalry</b>	<b>General, Count Styrum (1)</b>
4 <sup>th</sup> Line:	1 trained large Cavalry 1 trained Cavalry (Dragoons)
<b>Reserve:</b>	3 trained large Cavalry 1 trained Cavalry (Dragoons)
<b>Total:</b>	<b>3 Officers, 4 Infantry &amp; 8 Cavalry</b>

## Franco-Bavarians:

<b>Army Commander:</b>	<b>Count D'Arco (1)</b>
<b>Right Wing:</b>	
<b>1<sup>st</sup> Line:</b>	1 trained small Infantry (French) 2 trained Infantry (Bavarian)
<b>2<sup>nd</sup> Line:</b>	2 trained Infantry (Bavarian)
<b>Reserve:</b>	2 trained Cavalry (Bavarian)
<b>In the Fort:</b>	1 trained Artillery
<b>Left Wing:</b>	1 trained small Infantry (French) 1 trained Cavalry (Dragoons)
<b>Total:</b>	<b>1 Officer, 6 Infantry, 3 Cavalry &amp; 1 Artillery</b>

**Unit Quality:** All infantry are armed with Flintlocks. All units are category C (Optional)  
1 'p' unit in each command is British the rest are Dutch.  
(See main OOB below for unit breakdown and nationality)

## **Optional Rules**

1. The allied left wing infantry can use Platoon firing
2. The Allied guns are deployed on the ridge south of Berg facing the Schellenberg.
3. **Pikes:** While there is substantial evidence that the pike was still being used by British and Dutch forces, players may if they wish exchange units marked 'p' for Flintlock only infantry.
4. To represent the fact that Imperial forces attacked at least ½ an hour after the Anglo-Dutch, the Allied Right wing may not move until turn 2.
5. The incomplete defenses on the left are completed in time for the battle
6. Roll 1D6 for the incomplete defenses on the left when the allies approach to within 3BW  
1-3 = the defenses have no effect  
4 = Allies need to take an action test to cross  
5 = the defenses provide a +1 against fire only  
6 = the defenses provide full benefit
7. The Bavarians may provide field a 2<sup>nd</sup> General for the Left wing Major General Lee (1)
8. The Donauworth Garrison may be added to the left wing  
1 raw small Infantry (French/Bavarian)
9. If any of either Orkney/Bulow's command and or Styrum's command are committed to attack the Franco-Bavarian positions (Approach to within 2BW of the Schellenburg defenses) then the number of turns for the allies to achieve victory is reduced by 1 for each of the above named commands committed.

10. All dragoon stands may dismount and be fielded as small Infantry units

### Solo Play rules

**Franco-Bavarian Infantry** are deployed against the fortifications and may not move unless driven off by a morale failure.

**Bavarian Mounted Forces** are deployed at least 2BW to the rear of the infantry of their wing. They can move if allied units cross the fortifications of the wing they are defending.

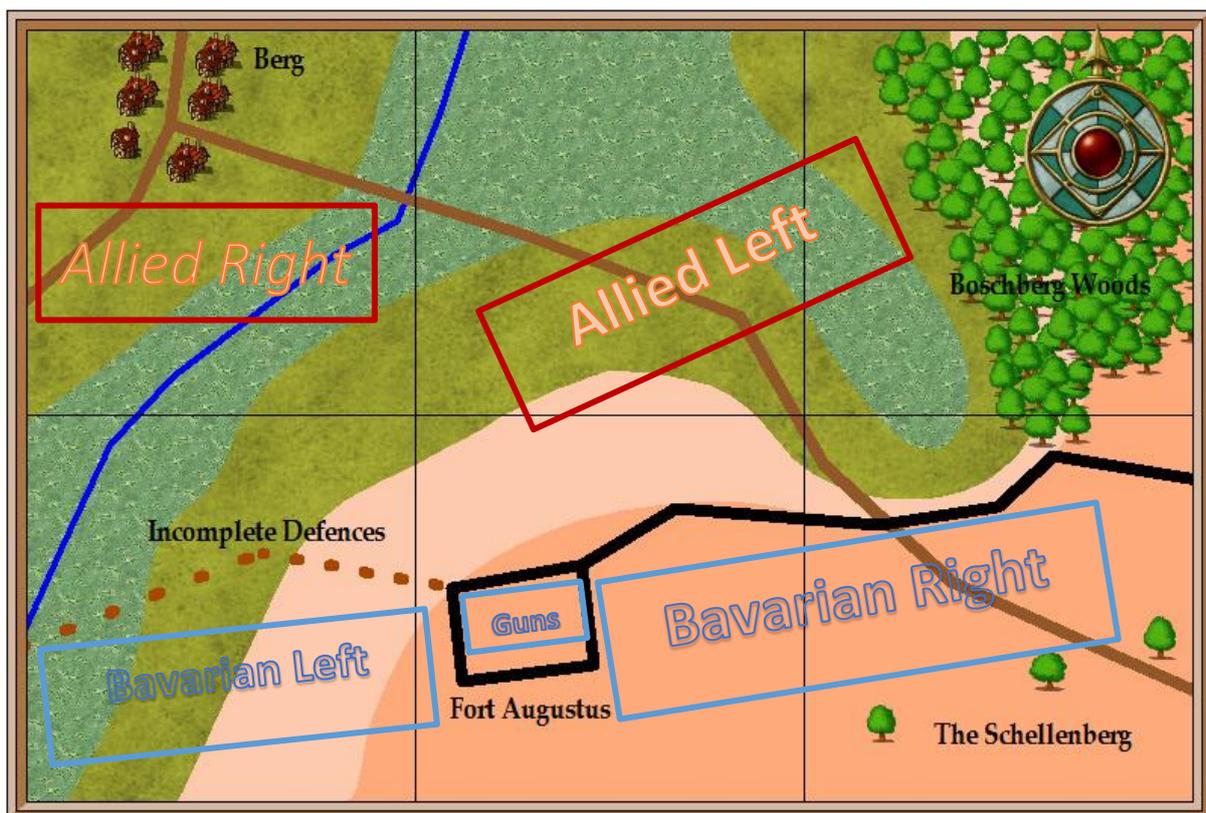
**Bavarian Artillery** may not move but can change face to confront the nearest target.

### Victory Conditions:

Automatic Loss – Failure of Army Morale die Roll

The Allied player must cause an Army Morale test on the Franco-Bavarian forces by the end of the 8<sup>th</sup> turn to avoid losing the game immediately.

If the Franco-Bavarians have not failed an Army Morale test by the end of turn 10 then the allies lose.



## Deployment