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# **Battle of Blenheim 1704**

Army list for Le Roi Soleil



## Blenheim

### Malborough (Genius)

#### Wing Commanders

Eugene of Savoy (Genius) . Erbprinz Hesse Kassel (Good), Cutts (Average)

### Allied Army - 4 Commands

CS: Good (20 pts)

### Infantry

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Cutts	Rowe's & Wilkes	E / HK	6	5	1	B	2	Musket A	Blenheim Assault Column
Cutts	Ferguson's (Guard) & St Paul	E / H	6	6	2	A	2	Musket A	Blenheim Assault Column
Malborough	Ingoldsby	HK / H / Wutt	6	5	1	B	2	Musket B	Left Centre
Malborough	Lord Orkney	E / D	6	5	1	B	2	Musket A	2nd Line Centre
Malborough	Holstein-Beck	D	6	4	1	B	2	Musket A	2nd Line Centre
Eugene	Prinz Leopold	Prus	6	6	1	B	2	Musket A	Right Wing
Eugene	Scholten	Den	6	4	1	B	2	Musket A	Right Wing

NOTES AND OPTIONS.

### Cavalry

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Malborough	Lumley	E	8	5	4	B	2	Pistols 1 D6	CAVALRY SUPPORT for Cutts
Erbprinz Hesse-Kassel	Bulow	H	8	5	2	B	2	Pistols 1 D6	2nd line Left Centre - Behind Ingoldsby
Erbprinz Hesse-Kassel	Hompesch	D	8	3	2	B	2	Pistols 1 D6	2nd line Behind Centre
Erbprinz Hesse-Kassel	Comte de Oostfrieze	D/HK/H	8	4	2	B	2	Pistols 1 D6	Centre
Erbprinz Hesse-Kassel	Wurtemberg-Neustadt	Den	8	5	2	B	2	Pistols 1 D6	Centre
Eugene	Wurtemberg-Teck	Imp	8	9	2	B	2	Pistols 3 D6	Right Wing
Eugene	Count de La Tour	Imp	6	4	3	B	2	Pistols 3 D6	Right Wing
Eugene	Prince Maximillian	Imp	6	5	2	B	2	Pistols 3 D6	Right Wing
Eugene	Prince Maximillian #2	Imp	6	4	3	B	2	Pistols 3 D6	Right Wing

NOTES AND OPTIONS.

Prince Maximillian Command has been divided into two to reflect the large number of regiments under his control.

### Artillery

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Malborough	Holstein Beck / Cutts	H / HK	2	2	0	B	2	ART A	
Malborough	Ingoldsby	H/D	3	2	0	B	2	ART C	
Erbprinz Hesse-Kassel	Prinz Leopold	Prus	3	2	0	B	2	ART C	
1 Eugene	Scholten	Den	3	2	0	B	2	ART C	



## Blenheim

### Tallard (Average)

Wing Commanders - Elector of Bavaria (Average) / Marsin (Average) /

Clerembault (poor) / Montpeyroux (Average)

French / Bavarian Army - 5 Commands

CS: Good (20 pts)

### Infantry

Nr	Command	Unit	M	VBU	I	D	VD	Notes	Suggested Location
1	Marquis de Clerembault	Marquis de Blansac	6	4	1	B	2	Musket B	Blenheim Garrison
1	Marquis de Clerembault	Blenheim Reserve	6	4	1	B	2	Musket B	Blenheim Reserve
2	Marquis de Montpeyroux	Marquis de St. Pierre	6	3	1	B	2	Musket B	Between Blenheim and Oberglaheim
3	Marquis de Clerembault	Marquis de Marinvaux	6	7	1	A	3	Musket B	Right Wing Infantry Reserve
5	Marsin	Marquis de Blainville	6	4	1	B	2	Musket B	In Oberglaheim
4	Elector	Viscount Clare	6	7	1	B	2	Musket B	Left - Oberlaueim sppt - right of Lutzingen
4	Elector	Marquis de Maffei	6	7	1	B	2	Musket B	Left Wing - in front of Lutzingen
4	Elector	Marquis de Rosel	6	7	1	B	2	Musket B	Left Wing

#### NOTES AND OPTIONS.

Marquis de Rosel Command can be split into 2. Replace as follows:

4	Elector	Marquis de Rosel	6	3	1	B	2	Musket B	Left Wing
4	Elector	Marquis de Rosel	6	4	1	B	2	Musket B	Left Wing

### Cavalry

Nr	Command	Unit	M	VBU	I	D	VD	Notes	Suggested Location
2	Marquis de Montpeyroux	Comte de Zurlauben	8	6	2	A	2	Pistols 3 D6	Between Blenheim and Oberglaheim
2	Marquis de Montpeyroux	Duc d'Humeries	8	5	2	B	2	Pistols 3 D6	Between Blenheim and Oberglaheim
5	Marsin	Marquis du Bourg	8	5	2	B	2	Pistols 3 D6	Right of Oberglaheim
5	Marsin	Marquis de Magnac	8	5	2	A	3	Pistols 3 D6	Between Oberglaheim and Lutzingen
5	Marsin	Marquis de Legall	8	5	2	B	2	Pistols 3 D6	Between Oberglaheim and Lutzingen
4	Elector	von Wolframsdorff	6	8	3	B	3	Pistols 3 D6	Left Wing

### Artillery

Nr	Command	Unit	M	VBU	I	D	VD	Notes	Suggested Location
1	Tallard	Marquis de Houville	2	2	0	B	2	ART A	
1	Tallard	Marquis de Frezeliere	3	2	0	B	2	ART C	To the left of Blindheim in front of the army
1	Marsin	Marquis de Frezeliere	3	2	0	B	2	ART C	Left Wing
1	Elector	Marquis de Frezeliere	3	2	0	B	2	ART C	In Front of Army left of Oberglaheim



## Special Rules

1. Eugene's forces should begin game preparing to move into the line opposite Lutzingen -> Oberglauheim. This move delayed Malborough's attack for a considerable time and allowed the Franco-Bavarian Artillery to cause losses to the waiting Allies.
2. Tallard's deployment. Historically Tallard's deployment was a tactical disaster. He held his Centre too far from the Nebel, allowing Malborough to cross the stream almost unmolested, and deploy his forces. His inactivity probably cost the French a chance of victory. To reflect this, Tallard is only allowed to activate artillery in his Command Radius until the first Allied unit crosses the Nebel. After this occurs he may activate only one Command per turn, until Cutts' Command crosses the Nebel to assault Blenheim. The restriction is lifted after this occurs. (Tallard's Command Radius includes Marquis de Clerembault, & Marquis de Montpeyroux – all other Commands are unaffected by this rule).
3. Disorder. The ground around the Nebel was very wet, the stream itself fordable. However, the Allied forces crossed this and were able to form up in a relatively short space of time. To reflect this, all cavalry crossing a stream are not disordered. Infantry are Disordered, but are only considered disordered when they exit from this terrain. (therefore a unit moving through this terrain is allowed to carry out more than one movement phase – disorder only occurs as the Unit exits this terrain type). Artillery may only cross at the bridges or at pontoons.
- 4.





## Maps

There are many detailed maps available on the Internet, the one below nicely shows the main actions

