Close Files & European Order
The Field of Battle
### *1700-1720*

Game Scenario

Taviers

23 May 1706

Historical Background

This scenario recreates the action on the southern flank at the Battle of Ramillies. Just to the north, off table, lies the town of Ramillies.

The action begins at 1pm. Marlborough has ordered the Dutch general Ouwerkerk to assault and capture the villages of Franquinaise and Taviers, which anchor the French right flank. Meanwhile (off table) he launches an attack in the centre.

The French commander, Villeroi believes the Allied main effort will come on his centre so he moves there, leaving Maximilian, Elector of Bavaria, to hold his right.

If Marlborough's attack on the French centre shows signs of success he will follow it up. If not he will shift his main effort to the south. Come what may, he needs the Dutch to take Taviers and be in a position to turn the French right flank.
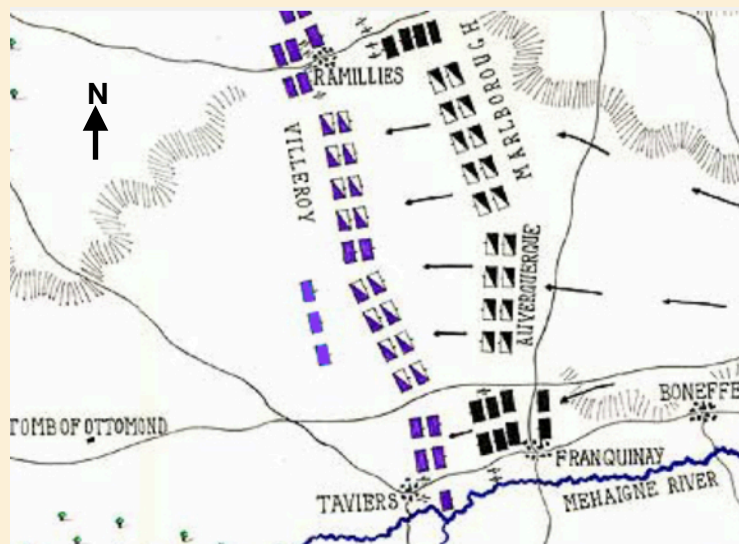
Allied Order of Battle

Field Marshal Ouwerkerk commanding. Two wings: Lieutenant General Spar commanding the force attacking the villages in the south; Lieutenant General Oostfriese holding the open ground to the north.

19 battalions of Foot including 2 battalions of Dutch Guards. Organised in 3 or 4 brigades divided amongst the 2 wings as the player choses.

1 light gun with Lt Gen Spar's wing.

41 squadrons of dragoons and horse organised into 4 brigades as the player wishes. One brigade with Spar's wing, supporting the assault on the villages. The remainder in Oostfriese's wing, holding the open ground to the north.

Historically these troops were mostly Dutch but also included Danes, Scots and Germans in Dutch pay.

Possible reinforcements: 6 squadrons of English Horse in a single brigade commanded in person by Marlborough.

Franco-Bavarian Order of Battle

Maximilian Elector of Bavaria commanding. Two wings: the north under the Marquis de Guiscard; the south, defending the villages, under the Marquis de Grimaldi.

One brigade, 4 battalions of Swiss in Grimaldi's wing. One battalion fortified in Franquenée, the other 3 defending Taviers.

One brigade, 12 squadrons of dragoons in Grimaldi's wing, supporting the Swiss.

One brigade, 12 squadrons Maison du Roi in Guiscard's wing.

23 squadrons of Horse in 2-3 Brigades in Guiscard's wing.

Seven battalions, Bavarians and other Germans in 2 brigades, one with each of the two wings forming a rear supporting line.

2 field guns either split between the two wings or concentrated on one wing as the player chooses.

Notes:

I usually represent a mounted squadron by a single base of two figures. My French battalions (600 men at full strength) are 3 bases, the larger allied battalions could be 4 bases each. The French dragoons may dismount, the allied dragoons may not. When mounted both should be second rate cavalry (D Grade).

The two battalions of Dutch Guards and the Maison du Roi should be A Grade. Up to 8 squadrons of the French Horse may be B Grade, representing the Royal Carabiniers who were present at this engagement. All other troops should be C Grade.

Deployment

The Franco-Bavarians initially deploy with one Battalion of Swiss in Franquenée, which has been hastily fortified, and 3 Battalions of Swiss in Taviers. The mounted troops may be deployed anywhere on the French half of the table with 1 Brigade of foot supporting the Guiscard's horse and 1 brigade to the rear of Taviers in support of the Swiss. The Guns may be placed anywhere on the French half of the table in fortified positions.

The Allies may deploy anywhere up to 240 yds in from their table edge in line or column. Any number of units may be kept off table to arrive at any time the Allied player wishes.

Swiss and dismounted French dragoons defend Taviers from the Dutch assault.

Initial Orders

Maximilian has been ordered to hold his position and not initiate an engagement with the enemy. All Franco-Bavarian units, therefore, are initially on 'hold current position' orders. Once the Allies have captured Franquenée Maximilian is free to order any of his units to counter-attack any Allied units which are advancing on Taviers. He may not, however. launch an attack on the Allied cavalry holding the ground to the north unless they initiate an advance. This simulates the fact that Villeroi believed the main attack was coming in the north (off table) and simply wanted Maximilian to hold his position.

Ouwerkerk has been ordered to take the villages while holding the open ground to the north. Therefore, initially, Spar's wing is on 'attack' orders while Oostfriese's wing is on 'hold' orders. If any Franco-Bavarian's of Guiscard's wing counter-attack, Ouwerkerk may order any number of Oostfriese to attack them in turn. He may not, however. launch an attack on Guiscard's troops if they simply remain in place, unless he gets new orders from Marlborough.

Changes to Orders

Early in the battle Villeroi was convinced the main Allied attack was coming on his left so, he transferred several squadrons of horse to the north. To represent this the French player dices on the second turn and must transfer as many squadrons of horse (not dragoons nor Maison du Roi) as are rolled on 2 Average Dice. The French player may freely decide which squadrons he wishes to remove and simply takes them off the table, never to return.

Shortly after 3pm Marlborough switched his main effort to the left and transferred horse from his right flank which he led personally. To represent this the Allies roll a D6 on the 4th turn:

1-2: The attack on the right is going well. Ouwerkerk is to hold stop the French from breaking through but no reinforcements.

3-4: Marlborough is switching his attack from the to the left. Ouwerkerk is to immediately launch and all out attack on the French horse. Marlborough will arrive with reinforcements (the 6 English Horse) in 2 turns

5-6: As above but Marlborough will arrive the following turn.

Victory Conditions

If Marlborough comes on table, the Allies win a decisive victory if they capture both villages, have at least 1 battalion or 2 squadrons within 40 yds of the Tomb of Ottomond and suffer less casualties than the French. If he does not come on table, they win a decisive victory if they capture both villages and suffer less casualties than the French. They win a marginal victory if the above conditions are met but they suffer the same or more casualties than the French.

The Franco-Bavarians win a decisive victory if the hold Taviers and suffer less casualties than the Allies. They win a marginal victory if they do this but suffer the same or more casualties than the Allies.

The cavalry lines clash