



by Des Darkin

Battle of Oudenarde 1708

Army list for Le Roi Soleil



Oudenarde 1708

Duke of Marlborough (Genius)

Wing Commanders

Overkirk(Good), Eugene (Genius)

Allied Army - 2 Commands

CS: Good (20 pts)

Infantry

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Eugene of Savoy	Cadogen Vanguard	E/ Han/ H / D	6	7	1	B	2	Musket A	Noon
Eugene of Savoy	Argyle	E / Han	6	10	1	B	2	Musket A	Turn 5
Eugene of Savoy	Lottum	P/ H	6	10	1	B	2	Musket A	Turn 7
Duke of Marlborough	Spaar	Han/ H/ Ger St	6	6	1	B	2	Musket B	Turn 8
Duke of Marlborough	Holstein-Beck	H / Ger St	6	6	1	B	2	Musket A	Turn 9
Count Overkirk	Heukelom	H	6	6.75	1	B	2	Musket A	Turn 9
Count Overkirk	Tilly (Boisset)	H	6	6	1	B	2	Musket A	Turn 11
Count Overkirk	Tilly (Godecker)	D	6	6	1	B	2	Musket A	Turn 13

NOTES AND OPTIONS.

Lottum replaced with

Eugene of Savoy	Pallandt	H	6	5	0	B	1	Musket A	Turn 7
Eugene of Savoy	Borgh	Pr	6	5	0	B	1	Musket A	Turn 7

Argyle replaced with

Eugene of Savoy	Temple	E	6	6	1	B	1	Musket A	Turn 5
Eugene of Savoy	Du Breuil	E / D	6	4	0	B	1	Musket A	Turn 5

Cavalry

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Eugene of Savoy	Cadogen Vanguard	Han	8		2	B	2	Pistols 1 D6	Noon
Eugene of Savoy	Bulow	Han	8	5	2	B	2	Pistols 1 D6	Turn 1
Eugene of Savoy	Lumley	E / Imp	8	6	2	B	2	Pistols 1 D6	Turn 3
Eugene of Savoy	von Natzmer	Pr / Han	8	11	2	B	2	Pistols 3 D6	Turn 5
Count Overkirk	Wuttemberg	H / Den	8	10	2	B	2	Pistols 1 D6	Turn 10
Count Overkirk	Orange (Mauritz van Nassau)	H	8	4	2	B	2	Pistols 1 D6	Turn 15
Count Overkirk	Orange (Grovestins)	H / Ger St	8	7	2	B	2	Pistols 1 D6	Turn 16

NOTES AND OPTIONS.

Combine Bulow and Cadogen

Eugene	Bulow		8	7	3	B	3	Pistols 1 D6	Turn 1
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Artillery

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Eugene	Cadogen Vanguard (32 pcs)	E	3	2	0	B	2	ART c	Noon



Oudenarde 1708

Louis, Dauphin of France, Duke of Burgundy(Poor)

Wing Commanders

Marshal Vendôme (Good) Marshal Martignon (Good)

3 Commands

CS: Good (20 pts)

Infantry

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Duke of Burgandy	Du Biron	Fr/Sw	6	5	1	B	2	Musket B	On board
Marshal Martignon	Puységur A	Fr/Col	6	6	1	B	2	Musket B	Turn 1
Marshal Martignon	Puységur B	Fr	6	8	1	B	2	Musket B	Turn 3
Marshal Vendôme	D'Artagnan	Fr / It	6	13	1	B	2	Musket B	Turn 4
Marshal Martignon	Birkenfeld	Fr	6	7	1	B	2	Musket B	Turn 4
Marshal Vendôme	Gardes	Fr / Sw	6	6	1	A	2	Musket B	Turn 6
Marshal Vendôme	Capres A	Fr/Sp	6	7	1	B	2	Musket B	Turn 6
Marshal Martignon	Birkenfeld A	Fr/Sp/Pol	6	4	1	B	2	Musket B	Turn 6
Marshal Vendôme	Capres B	Fr	6	5	1	B	2	Musket B	Turn 8
Marshal Vendôme	Vendome	Fr	6	9	1	B	2	Musket B	Turn 8

NOTES AND OPTIONS.

D'Artagnan replaced with

Marshal Vendôme	Albergotti/Arpajon	Fr/It	6	6	0	B	1	Musket B	Turn 4
Marshal Vendôme	Seluc/Mouchy	Fr	6	7	0	B	1	Musket B	Turn 4

Cavalry

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
duc de Bourgogne	Du Biron	Fr	8	2	1	B	2	Pistols 3 D6	On board
Marshal Vendôme	Maison du Roi	Fr	8	7	2	A	3	Pistols 3 D6	Turn 1
Marshal Vendôme	Gaison	Fr	8	4	2	B	2	Pistols 3 D6	Turn 1
Marshal Vendôme	DeMagnac	Fr/Sp	8	9	3	B	2	Pistols 3 D6	Turn 3
Marshal Martignon	Albergotti	Fr	8	5	2	B	3	Pistols 3 D6	Turn 8
Marshal Vendôme	Vendome	Fr	6	6	2	B	2	Pistols 3 D6	Turn 8
Marshal Martignon	Albergotti (Daulzey/Nill)	Fr	6	4	2	B	2	Pistols 3 D6	Turn 10
Marshal Martignon	Chaledet	Fr/Sp	8	6	2	B	2	Pistols 3 D6	Turn 13
Marshal Martignon	Reserve	Fr	8	6	2	B	2	Pistols 3 D6	Turn 16

NOTES AND OPTIONS.

Artillery

Command	Unit	Nationality	M	VBU	I	D	VD	Notes	Location
Duke of Burgandy		Fr	3	2	0	B	2	ART A	
Marshal Martignon		Sp	3	2	0	B	2	ART C	
Marshal Vendôme		Bav	3	2	0	B	2	ART C	



Comment

This was a large and complicated battle, The players will require a greater number of units than in any of the previous lists that I have published. The battlefield is also of a far greater size, and has far more important terrain pieces. The impact of the rivers is extremely important, as is the high ground moving up from the River Scheldt.

It is also a difficult battle to re-create without putting severe restrictions on the French player. The Duke of Burgandy's apparent lack of urgency to engage the Allies, was combined with Marshal Vendome's complete loss of the overall tactical control. To quote Sir Winston Churchill's, Marlborough: His Life and Times:

" by that time he (Vendome) was fighting with a pike, like a private soldier rather than a marshal of France(and) charged with the supreme control of ninety thousand mne"

The fact that both French commanders seem to have acted in extremely strange ways to the pressure of the situation, should be reflected in any re-fighting of the battle as it contributed greatly to the Allied victory. The players have two options:

1. Ignore any restrictions imposed on the French and allow them to deploy and commit Commands without restrictions.
2. Use the restrictions listed below. You can use all or some as you see fit. If you do decide to use the restrictions, the French Commanders **must not be made aware of the restrictions** until the game unfolds.

The battle starts at 9am. Each Turn is approximately 20-30 minutes of time. Of course in some turns the time will vary as the number of actions does, but for gaming and control purposes we can accept 20-30 minutes.

Special Rules

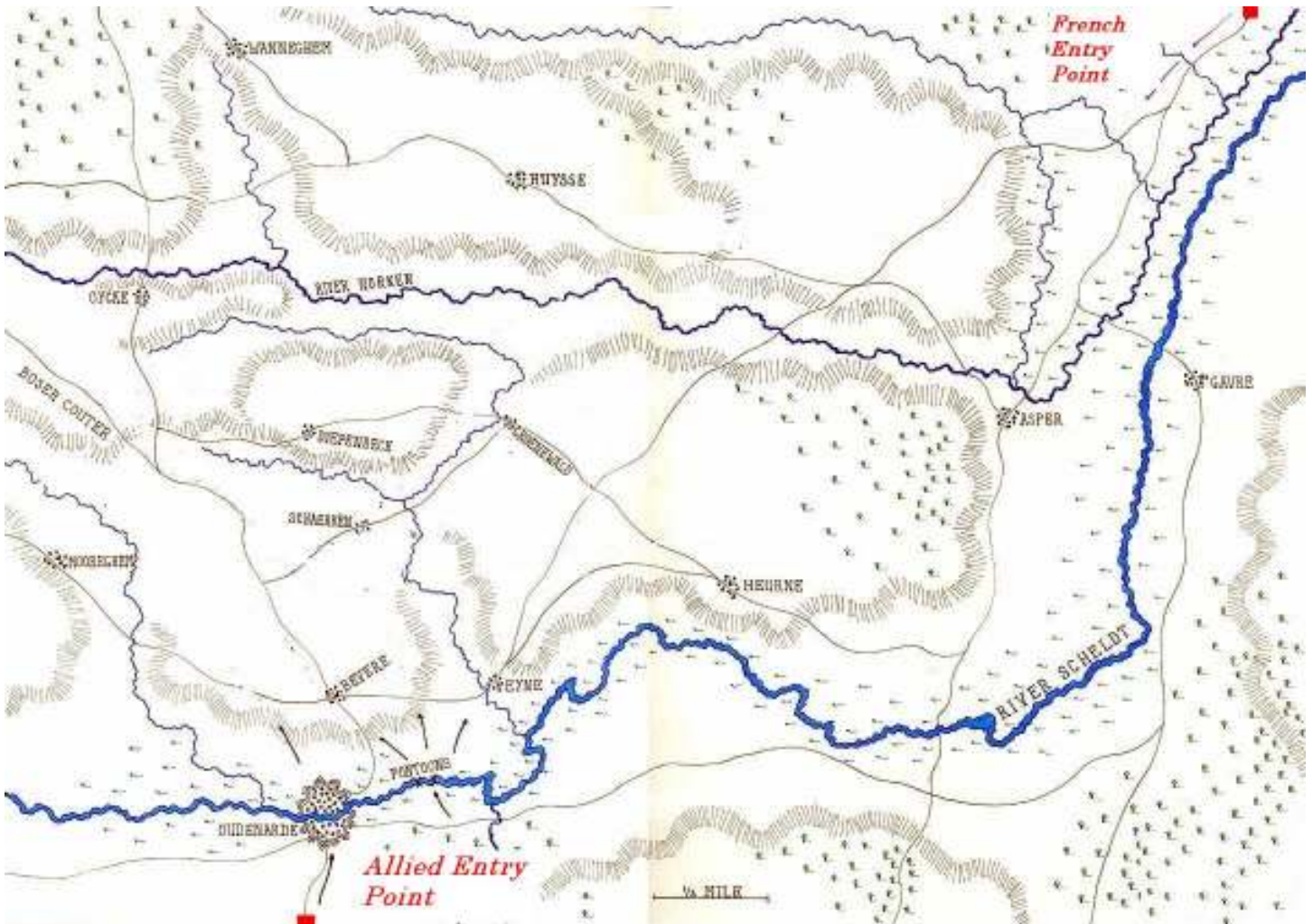
1. The French Player may not "double move" any unit in Turns 1-3
2. The "ground expert" Puysegur effect.
 - I. The ground between Heurne and Eyne is unsuitable for French cavalry. No Cavalry unit may move through this area. Units may move to the edge and change formation or facing. For ease of representation of this area, a terrain marker may be placed over this area, preferably something showing Difficult Terrain. In the actual battle the French command inexplicably decided the terrain was unsuitable.
 - II. Ground either side of Norcken River unsuitable for French cavalry and any unit moving over the river (except at a point with a road) is disordered.
 - III. The Allies saw no problem with either area of terrain and promptly deployed and manoeuvred regiment after regiment of cavalry in both these areas, much to the consternation of the French commanders. Therefore the Allied commander may ignore the restrictions.
 - IV. Once an Allied cavalry unit moves into this area, the restriction on the French commander is removed.



3. Faster deployment of Allied reinforcements. Malborough may bring unit on board one turn early, but unit is disordered and may only move one full move before halting. Malborough may chose any unit to bring on a turn earlier than indicated.

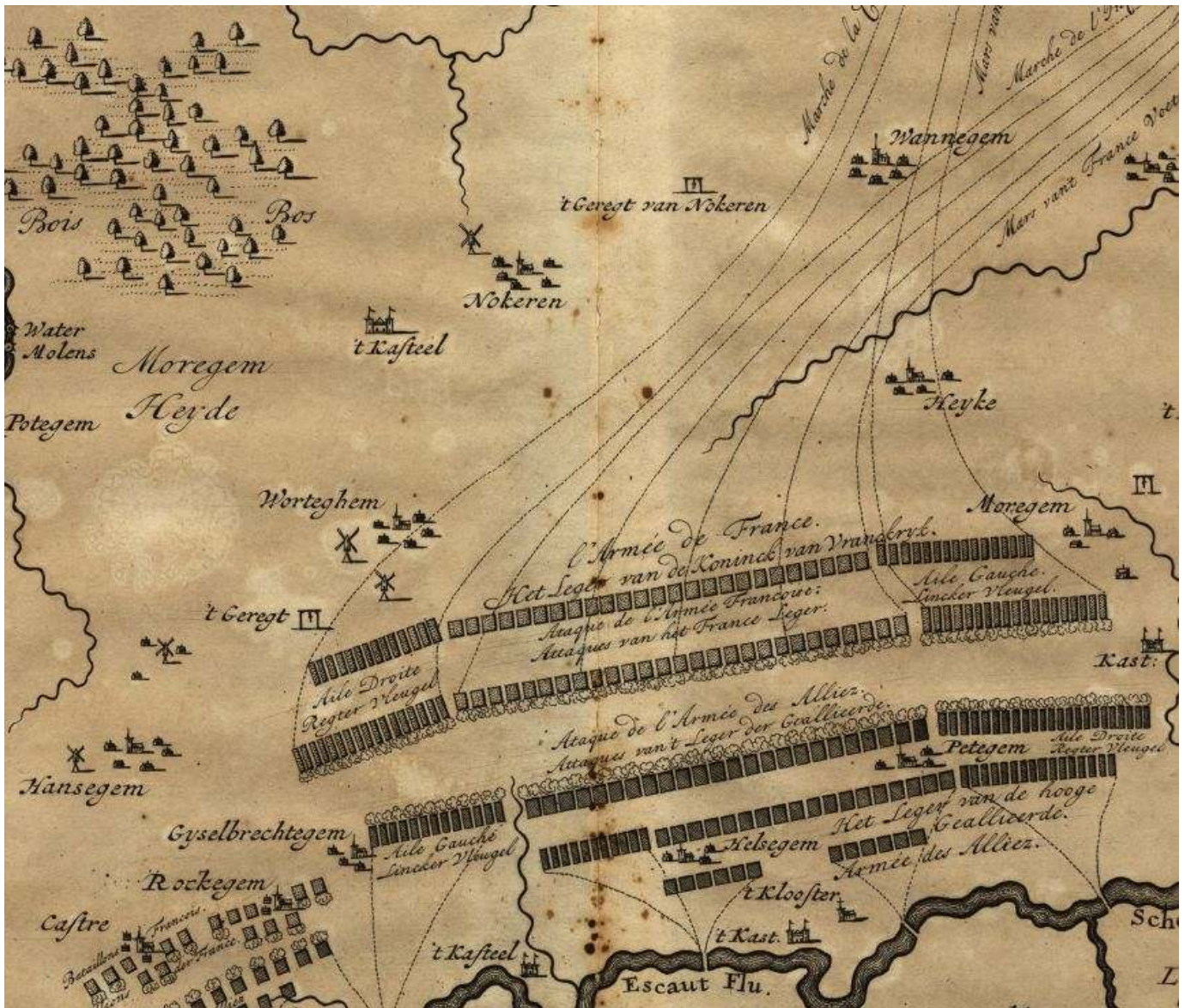
Maps

Terrain and entry point





Maps – The battle unfolds – The Central sector & Left Flank



Detail from "Plan de la victorieuse bataille donnée pres d'oudenarde entre l'armée des hauts Alliez, et l'armée du Roy de France, le 11e Juillet 1708"



Sources

Websites

<http://www.battlefieldanomalies.com/oudenarde/index.htm> - a comprehensive and excellent site for a description of the battle.

Graham Morris really knows his period and gives the best description of the French command failings and how close Marlborough came to defeat.

<http://www.britishbattles.com/spanish-succession/battle-oudenarde.htm> - great site for introduction. Maps also very nice.

http://en.wikipedia.org/wiki/Battle_of_Oudenarde. a very sound overview of the battle.

<http://purl.pt/3650/1/P6.html> - link to a beautiful map of the battle.

There are numerous other sites and any search on Google will give you more than one view of this battle. I should also point out that any search under "Bataille d'Oudenarde" is a delight for those who search only in the English Language.....

Books

Falkner. James, *Great and Glorious Days*

Chandler. David, *Marlborough As Military Commander*

Scott. Christopher, *The Battle of Oudenarde, 1708*

Melchior de Vogt, *Le duc de Bourgogne la bataille d'Oudenarde* link to pdf version <http://www.histoire-bataille.fr/bataille-oudenarde-1708-p-123.html>. I make no claim to have read this !

Other

You Tube clip of the 300th Celebrations of the battle. http://wn.com/battle_of_Oudenarde