

# The Battle Of Krefeld

23<sup>rd</sup> of June 1758

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Following Ferdinand's successful winter and spring offensives he crossed the Rhine and faced a reinforced French Army under the Comte de Clermont. The large French Army was well posted behind a steep sided canal called the Landwehr. In a bold move Ferdinand crossed the Landwehr and attacked the left flank of the French force whilst detachments kept the French front pinned. However Ferdinand found himself facing another obstacle the "Great Ditch", and it was not before some desperate fighting that the Allied army prevailed. The Allied army lost 1800 casualties whilst the French lost 5200 casualties and 3000 prisoners.

## The Scenario:

The weather is sunny Start on Turn 3. Basic Length is 7 turns.

## Terrain notes:

- The Landwehr canal is impassable to all troops except at the crossing points.
- The Great Ditch is an obstacle for infantry and impassable to other troops except at the crossing points.
- Treat each crossing point as a bridge.
- Woods are treated as rough terrain.

## Map Scale: 1:100

## Free Deployment Rules

For Free Deployment first place the French units anywhere to the right of their free deployment line the Allied units anywhere to the left of their free deployment line and no closer than 4" of a French unit.

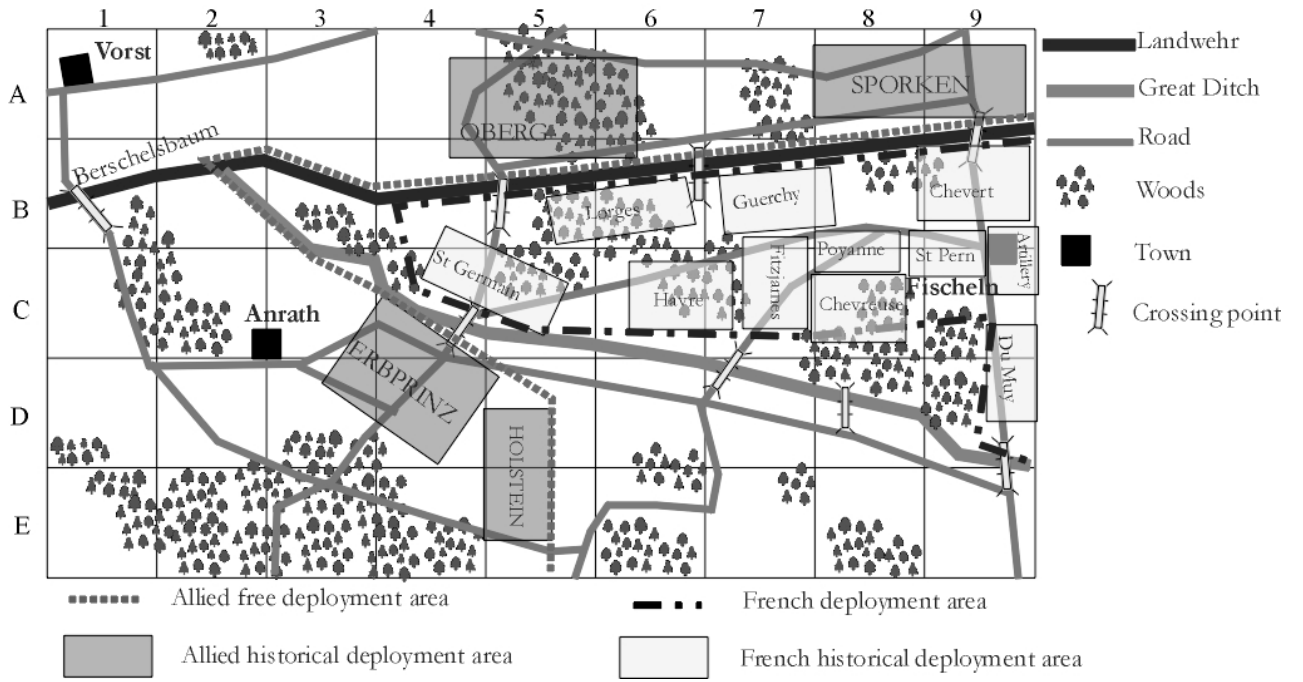
## Historical Deployment Rules

For Historical Deployment first set up the French, then set up the Allied units within the areas indicated. Allied units may not be set up closer than 4" of a French unit.

## Special Scenario Rules

1. Do not roll for initiative on the first pulse. It automatically goes to Ferdinand.
2. Leaders' ratings have been adjusted to reflect their performance in the historical battle
3. **Optional "Out to lunch" Rule:** The Comte de Clermont had invited most of the senior French commanders to a sumptuous lunch, which he refused to abandon on hearing the enemy gunfire, feeling that such an act would be undignified, he insisted on being served the next course. Therefore all French leaders other than St Germain (who begins the battle with his troops) start the game in or adjacent to Fischeln (C9) and Clermont may not roll for CD's in the first turn's command phase.

**The Krefeld Battlefield:**



## Krefeld Orders of Battle

### **The French Army**

**Commander: Clermont (Poor)**

**Break Point: 10**

1 x Heavy Battery

#### **Guerchy 0**

2 x Vieux French Infantry

1 x French Infantry

#### **Chevert +1 (V)**

2 x Vieux French Infantry

1 x French Infantry

#### **Lorges -1**

2 x Vieux French Infantry

1 x French Infantry

#### **Havre -1**

1 x Vieux French Infantry

2 x French Infantry

#### **St Germain +1 (V)**

1 x Suisse Infantry

3 x French Infantry

#### **St Pern -1**

3 x French Grenadiers

#### **Fitzjames -1**

4 x French Cuirassiers

#### **Du Muy -1**

3 x French Cuirassiers

#### **Poyanne 0**

1 x French Elite Cavalry

#### **Chevreuse -1**

2 x French Dragoons

1 x French Hussar

#### **TOTAL ( for Free Deployment)**

1 x Elite Cavalry

7 x Cuirassiers

2 x Dragoons

1 x Hussars

3 x Grenadiers

8 x Vieux and Foreign Infantry

8 x Other French Infantry

1 x Heavy Artillery

### **The Allied Army**

**Commander: Ferdinand (Great)**

**Break Point: 6**

3 x Heavy Battery

#### **Erbprinz \* +2 (V)**

2 x Hanoverian Musketeers

1 x Brunswick Infantry

1 x Hessian Guard Infantry

#### **Holstein +1 (V)**

1 x Prussian Dragoons

1 x Hanoverian Dragoons

1 x Hessian Heavy Cavalry (treat as Hanoverian Cuirassiers)

#### **Oberg -1**

2 x Hanoverian Musketeers

1 x Hanoverian Cuirassiers

#### **Sporcken +1 (V)**

1 x Hanoverian Guard Infantry

1 x Hanoverian Musketeers

1 x Hessian Musketeers

1 x Hanoverian Dragoons

1 x Hanoverian Cuirassiers

#### **TOTAL (for Free Deployment)**

2x Hanoverian Cuirassiers

1x Hessian Heavy cavalry

1 x Prussian Dragoons

2 x Hanoverian Dragoons

1 x Hessian Dragoons

1 x Hanoverian Guard/Grenadiers

1 x Hessian Guard/Grenadiers

1 x Brunswick Infantry

5 x Hanoverian Musketeers

1 x Hessian Musketeers

3 x Heavy Artillery