

# The Battle Of Minden

1<sup>st</sup> of August 1759

by Greg Savvinos

After Ferdinand's defeat at Bergen the French launched an offensive and rapidly overran Hessen. It was not until Minden had fallen and the French were poised to invade Hanover that Ferdinand was able to gather a sufficient force to oppose them. Contades, who was under pressure from Versailles to do something, advanced from his positions around Minden to attack the Allied Left. Unfortunately for his plans the Allied army was marching to the attack at the same time. In the battle that followed Allies lost some 2,800 out of 42,500, half of them from the British infantry and artillery. The French lost 7,000 out of 54,000, as well as most of their baggage, 17 standards and 43 cannon.

## **The Scenario:**

The weather is sunny Start on Turn 1. Basic Length is 7 turns.

## **Terrain notes:**

- Rivers are impassable to all troops
- Wood and Marsh are treated as rough terrain
- Earthworks count as cover and may not be moved through or attacked by cavalry

## **Map Scale: 1:100**

## **Free Deployment Rules**

For Free Deployment place Anglo-Allied units anywhere above the line indicated and place the French units anywhere below the line indicated.

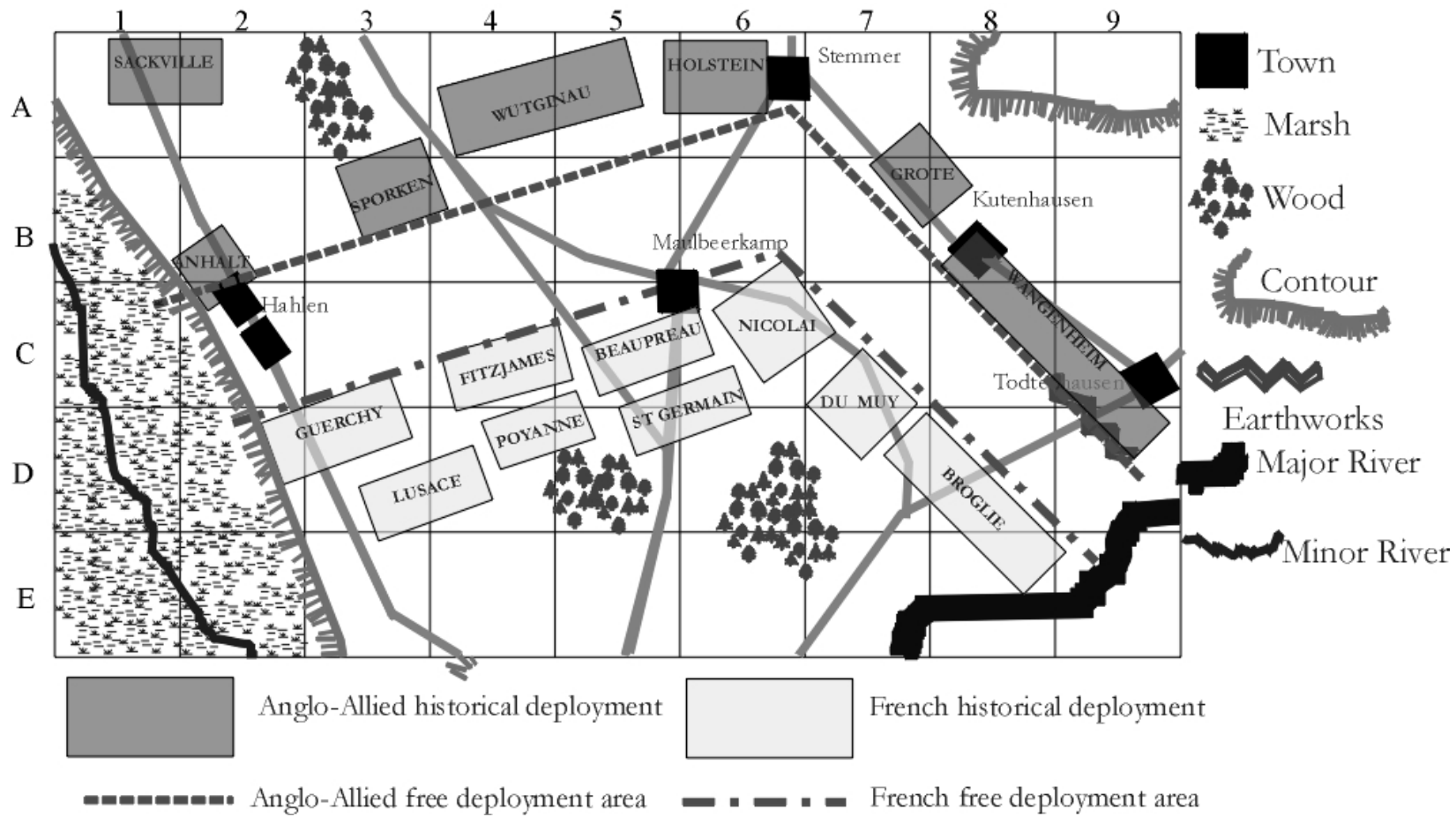
## **Historical Deployment Rules**

For Historical Deployment set up the units for each force within the area indicated.

## **Special Scenario Rules**

1. Leaders' ratings have been adjusted to reflect their performance in the historical battle
2. The Light battery in Anhalt's command was only a foot battery of 6 pdrs, however it was used quite aggressively in this battle to support Sporken's Column and for this battle should be treated as a Horse Artillery unit.
3. The Saxon Corps fought particularly well at Minden and its units have been upgraded to 5 SP per unit. If players feel this is too high feel free to rate them at their normal 4SP per unit.

## *The Minden Battlefield*



## *Minden Orders of Battle*

### **The French Army**

**Commander: Contades (Poor)**

**Break Point: 10**

3 x Heavy Artillery

#### **Guerchy +1**

2 x Vieux French Infantry

2 x French Infantry

#### **Lusace +1 (V)**

4 x Saxon Infantry

#### **Fitzjames 0**

4 x Cuirassiers

#### **Poyanne 0**

2 x Elite Cavalry

#### **Beaupreau 0**

1 x Vieux French Infantry

1 x French Infantry

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

1 x Vieux French Infantry

1 x Foreign Infantry

#### **Nicolai -1**

1 x Vieux French Infantry

1 x French Infantry

#### **Broglie -1 (V)**

2 x Grenadiers

1 x Vieux French Infantry

2 x Foreign Infantry

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

2 x Cuirassiers

1 x Hussar

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

2 x Elite Cavalry

6 x Cuirassiers

1 x Hussars

2 x Grenadiers

9 x Vieux and Foreign Infantry

4 x Other French Infantry

4 x Saxon Infantry

3 x Heavy Artillery

### **The Allied Army**

**Commander: Ferdinand (Great)**

**Break Point: 8**

4 x Heavy Artillery

#### **Anhalt +1**

1 x Hanoverian Musketeers

1 x British Light Artillery

#### **Sackville -2**

1 x British Guard Cavalry

1 x Hanoverian Cuirassiers

1 x British Dragoons

#### **Sporken +3 (V)**

2 x British Foot

1x Hanoverian Guard

#### **Wutginau 0**

1 x Hanoverian Musketeers

1 x Hessian Guard Infantry

1 x Hessian Musketeers

1 x Brunswick Infantry

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

1 x Prussian Dragoons

1 x Hessian Heavy Cavalry (as Hanoverians)

#### **Wangenheim 0**

2 x Hanoverian Musketeers

1 x Hessian Grenadiers

1 x Hanoverian Grenadiers

2 x Heavy Artillery

#### **Grote -1**

2 x Hanoverian Cuirassiers

1 x Hessian Dragoons

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

1 x British Guard Cavalry

2 x Hanoverian Cuirassiers

1x Hessian Heavy cavalry

1 x Prussian Dragoons

1 x British Dragoons

1 x Hessian Dragoons

2 x Hanoverian Guard/Grenadiers

2 x Hessian Guard/Grenadiers

2 x British Foot

1 x Brunswick Infantry

3 x Hanoverian Musketeers

1 x Hessian Muske teers

6 x Heavy Artillery

1 x Light Artillery

