

# *MINDEN 1759 (Adhoc-Edition)*

Version 2.0 (July 2024)

## **Errata & Clarifications**

### **ERRATA:**

See the Living SYWBS Rules V 2.0 for the Errata, Fixes and Clarifications (in red in the text).

### **FIXES :**

- On the back of the box of the English version, Soubise is announced in the preamble in italics. Of course, it is Contades and not Soubise.
- In the French Playbook, for scenario #4 and scenario #6, the French artillery unit 104 is placed on the setup map in one of the hexes of the village of Malbergen. This unit must be placed one hex to the left, outside the village (an unlimbered artillery unit cannot be in a soft cover).

### **CLARIFICATIONS :**

#### **In the Playbooks:**

In some Scenarios, inside the “New Leaders” part, just following the number of the counter there are sometimes a word (: Sackville into the Allied playbook, infantry, cavalry, Saxon into the French playbook). This indicates that these new leaders could replace only Sackville or only infantry leaders, or only cavalry leaders or only Saxon leaders.

### **Q & A:**

**Question 1) Penthièvre brigade counter**

**I cannot spot this counter, is it missing or (horror) have I lost it on the floor!**

**Answer :** It is not on countersheet #3 but on countersheet #4, near the Leaders counters, at the left of Chevalier Nicolai.

**It's a brigade at 2 regiments only and so it's not a long counter but a square counter.**

**Question 2) A square counter unit 478 (Saxon infantry unit) is on the French countersheets but seems to not be used in the game. Why ?**

**Answer:** This infantry counter is for the Saxon Garde zu Fuss.

**In total, 15 Saxon battalions were with the French army in West-Germany in 1759.**

**We know that only 14 Saxon battalions fought at Minden.**

**The unit not at Minden is not known but we suppose it was the Garde zu Fuss.**

**Anyway, if you want to play with the Saxon Garde zu Fuss, you can : you've only to replace one of the Saxon unit by the unit 478.**

**You can consider the Effectiveness rating and the Combat strength of unit 478 like those of unit 461.**

Question 3) ZOI Clarification: I'm still at the rules-reading stage, so forgive me if I'm missing something obvious, but the ZOI rules seem a little strange to me. For cavalry they make sense since a ZOI represents reaction charge zone. All fine and standard. For infantry, though, I'm struggling to see a point to them. There is no mandatory combat for being in an enemy ZOI. There is no movement point cost for entering or leaving an enemy ZOI and no opportunity fire. It seems infantry can walk right across an enemy ZOI with no hindrance or penalty.

Answer: About the ZOI:

- No real effect for artillery and infantry friendly units.
  - ZOI has an effect only for cavalry friendly units: they can do a Reaction-Charge.
  - There is an effect for enemy units in the ZOI: they cannot change formation (see 4.4).
- ZOI in this system is not a ZOC (no ZOC in SYWBS system).

Question 4) What does "from the edge of soft cover" mean then?

Answer: About the artillery in soft covers: "On the edge" means adjacent.

The forests and woods of the time were much wilder than our current modern forests (an artillery battery could not be deployed there). In an other hand, they were edged with thickets and large bushes for protection, but also with thick branches allowing the artillerymen to quickly assemble abbatis.

The outskirts of towns or villages were made up of walled (vegetable) gardens, low walls and thick hedges: all of them a perfect protection for artillery.

Unlimbered artillery adjacent to forest or wood use the "U" table when being fired upon. Unlimbered artillery adjacent to soft cover use the "S" table when fired upon.

About the artillery in hard covers: Hard covers were emplacements especially made for the deployment of artillery : redoubts, fortifications, ramparts, etc...