

A STROLL IN HANOVER (version 08/05/2020)

A Stroll in Hanover is a rule in the 120 series (see VV #100) that allows players to reenact a battle of the Seven Years War in one evening with more or less twenty stands on each side.

The game focuses mainly on the campaigns of the French Army and its allies (Saxony and Bavaria) against the Army of Observation assembling forces from Hanover, Hess, Brunswick and Britain, but the rules are also valid for the other combattants. The game requires the use of six-sided dice called **1d6** and three-sided dice called **1d3**.

1 - SCALE AND UNITS

A maneuvering element represents an infantry brigade or regiment with several bataillons (2 to 4) and its regimental artillery; assembled grenadiers ; a brigade of several cavalry regiments (4 to 8 squadrons); 6 to 10 artillery pieces or a few hundred light troops. A Strength Point (SP) equals 300-500 men (a battalion with wartime strength) or 300 cavaliers (a regiment of two squadrons). The figurines (10 mm here) are fixed to 5 x 2.5 cm stands (the artillery on 5 x 4) but the players may use their own base as long as it is identical for the two camps and the depth of the stand is approximately equal to half its width.

The width of a stand represents about 250 metres and is equivalent to a unit of distance or **UD**; the depth represents 125 m and is equivalent to a unit of engagement or **UE**.

A turn represents between a half hour and an hour of real time.

A 120 x 80 or 90 cm table represents 6 x 4 or 4.5 km, the average battle area of the time.

The units are 12 figurines set on two rows for the infantry and five to a row for the cavalry. The generals are represented by 2 or 3 figurines, but you are free to represent the differences in doctrine (close order or deep order) by putting two or three rows on a stand.

1.1 - Types of troops

The troops are either line : infantry, heavy cavalry (**L**) (gendarmes, cuirassiers) or medium (**M**) (dragoons) or light: hussards, jägers, etc..

- Line troops

They have a front, two flanks and a rear.

- Light troops

They are considered to have neither front nor rear. They cannot engage line troops, unless on their flank or in difficult terrain or if they are not in good order.

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stands) he can command it with his AP capacity if he has one (1 or 2 AP).

• Command

The command range of the LG and the GC is **2 UD**.

A unit is in command if:

- It is within command range of its LG or its GC.
- It is part of a group in which at least one unit is in command.
- It's a cavalry unit and is **1 UE** or less from a unit in command.
- It's a light unit and is **4 UD** from its LG.

If the unit is out of command, it may still perform a half-movement for an additional cost or combat if it is already engaged but it cannot undertake movement that would bring it **1 UD** or less from an enemy unit.

6 - GROUP

A group consists of:

- stands in good order or in disorder (but not in great disorder);
- belonging to the same division;
- with the same facing;
- in contact corner to corner **and** by one side with another stand.

A group can contain light troops, cavalry, line infantry and possibly artillery (see 7).

Note: If a group contains both cavalry and infantry, **all** the cavalries and infantries must be grouped together. Units may not be inserted. A group cannot contain only cavalry and artillery.

7 - MOVEMENT

7.1 - Movement of a group

A group moves at the speed of its slowest unit and pays the cost of the least favourable terrain it crosses.

• Valid for a group or a unit alone

- Complete movement including a total pivot of 2 UD max : **1 AP**
- Retrograde movement (1 UD max) : **1 AP**
- Mount or dismount the Dragoons + 1/2 movement : **1 AP**
- Mixed group (Inf + line Cav) : **+1 AP**
- If the unit is beyond the command range of the LG : **+ 1 AP** and **1/2** movement only.

• Formation changes

- Deploy an artillery battery : **1 AP**

Note: an artillery battery cannot move and deploy **or** deploy and fire in the same turn.

A deployed battery can no longer move but can change facing by 45° max : **1 AP**

- Contraction/expansion of a group : **1 AP**

An infantry group (or infantry + artillery) that is stopped can expand to two stands (one on each edge of the group) in clear or uneven terrain.

An infantry group (or infantry + artillery) may contract to two stands (one at each end of the group), the stand(s) in the middle must advance at least one UD.

If the group is composed of cavalry **only**, it may expand or contract to three stands in which case the middle stand must advance 2 UD.

• Valid only for a unit (inf. and cav.) alone or a cavalry en masse

- Quarter turn in place and 1/2 movement in the order chosen by the player : **1 AP**

- Half turn in place and 1/2 movement : **1 AP**

• **Get a move on.** Second movement or change in formation by the same group or by the same unit : **+1 AP** but it risks incurring a level of disorganisation (morale test from each unit of the group).

• **Movements of commanders.** These are free. A LG moves at the end of his division's movement phase. The GC moves last if he has not activated units.

Note: a group of units advancing straight ahead of a 1/2 movement **maximum** may shift by the width of one stand (valid **once** per turn for all the movements performed unless across a disorganising terrain).

7.2 - Interpenetration

- The light troops can cross any units and be crossed by any unit regardless of their facing.
- The infantry and the line cavalry may cross through artillery with the same facing as theirs.
- The cavalry may cross through another cavalry with the same facing if the latter is not en masse.
- Any other interpenetration is prohibited.

7.3 - Light troops

Light troops in **clear** terrain that have line troops in their Zone of Control (see 2) may immediately retreat their movement distance.

7.4 - Reaction of the cavalry

A line cavalry unit in good order may react if an enemy infantry unit enters its ZoE, if it does not already have someone in its ZoE and if it passes its morale test.

If the test is successful, the unit may either charge the infantry unit or distance itself from the threat by moving a maximum of 2 UD and possibly including a 1/4 or 1/2 turn at the beginning of the movement if it distances itself from the threat.

8 - GAME TURN

The attacker plays first (see 12) and is considered the active player.

A- First player

1 - Reinforcements phase

The player rolls a die to check the entry of his reinforcements or of his flank march.

2 - Bombardment phase

The player's artillery fires.

3 - Command phase

The player determines his action points. He then plays his divisions one by one in the order he chooses, including any units commanded directly by the general in chief.

4 - Movement phase

- The player rallies the disorganised units that are not in enemy ZoC and attempts to rally his routed units. The routed units that do not rally **immediately** carry out a new rout movement.
- The troops of the division that did not rally or attempt to do so move or charge then the LG does the same.
- Potential reactions of the second player during the movement :

- The artillery fires against a moving target in its Line of Fire at the moment chosen by the second player.
- The cavalry performs an opportunity charge (the second player immediately resolves this combat).

5 - Combat phase

Combats are resolved between units **one UE or fewer** from each other, in the order chosen by the first player.

B- Second player

The second player becomes the active player and repeats phases 1 to 5.

C - End of turn

The players check the morale of their divisions and maybe that of the army. If neither player has won, they begin a new turn.

9 - ARTILLERY

Artillery fire takes place along the width of the stand plus one UD on each side. The unit may fire if :

- it is not in combat with an enemy unit,
- the target is not in combat or in support,
- the target is in the Line of Fire and
- there is a lane free of units 1 UD wide between the shooter and the target.

• Artillery in short range combat

- A **limbered** artillery unit contacted by the enemy is automatically destroyed.
- An **unlimbered** artillery unit that is attacked combats normally with its SP and its morale (which are generally between 1-4). If a stand of infantry of the same division is stuck behind the artillery unit and has the same facing, the artillery is **supported**. (see modifiers).
- If the artillery unit retreats, it is eliminated. The support is not eliminated but suffers any retreat effects of the artillery unit.
- If the support crosses to find itself in front of the artillery unit, then the forward side of the support is positioned facing the original forward side of the artillery - maintaining any alignment with the adjacent units - and the latter is placed just behind the support.

10 - INFANTRY COMBAT

It principally represents fire combat at relatively close range and the (rare) close combat with bayonets.

Fire takes place along the width of the infantry's stand against **its closest enemy**. **Range = 1 UE or less**.

An infantry unit may also attack a defensive position (redoubt, village or hamlet).

• Village/hamlet

A unit in this terrain defends on every side and cannot seize on the flank or the rear. The unit may always retreat unless the village is completely surrounded. It can also decide to exchange a loss for a retreat result. An attacking unit counts its support in the standard way. A victorious infantry unit enters the village without being disorganised by it.

• Redoubt

A redoubt functions like a village but its rear is not protected. A redoubt may contain infantry or artillery (supported or not).

• Other terrain

A unit is considered to defend in a terrain if at least one of its front corners and its two rear corners are in the terrain.

11 - CAVALRY CHARGE

To contact an infantry or cavalry unit, a unit or a group of cavalry **must charge**. The unit or group cannot perform more than **1/4 turn** during its movement and the last **UE must** be in a straight line.

Counter-charge : a cavalry unit targeted by a charge can try to counter-charge. It tests its morale and if it succeeds it may counter charge, respecting the following constraints :

- not make more than **1/4 turn** at the beginning of its movement.
- Advance at least one UD.

A cavalry that counter-charges is not considered "stopped".

A unit charged in the flank tests its morale with a **+1 DRM**. If it succeeds, it faces up to it but takes it at a stop.

12 - RESOLUTION OF COMBATS

Combats take place in the order chosen by the active player who is considered the attacker (exception opportunity charge, see 5).

The base combat value is equal to the unit's number of Strength Points plus its Morale and any modifiers to which is added the result of **1d6**.

12.1 - Definitions

• **Cavalry en masse** : two stands of line cavalry in contact one behind the other and facing the same direction. They react like a single unit in combat. They can come together or separate during a movement. If it suffers losses, they must be specifically applied to either of the units or to both.

• **Support** : a stand is considered to support if it is not already combatting, is not in great disorder and if: it engages the enemy on its flank or its rear while it is simultaneously engaged at its front ; it has the enemy at its front at a distance of **1 UE or less** ; it extends the front of the friendly unit it supports and has not have a unit **1 UE or less** from its front

A cavalry unit does not provide support in **difficult** terrain to an infantry unit by extending its front and inversely.

• **Fire or charge on the flank or the rear** : the unit automatically takes a level of disorganisation then takes on its adversary before implementing the combat results. If it is simultaneously attacked on the flank and straight on, it cannot retreat and does not change facing. For the flank attack to be valid, the unit must begin its movement at least **partially** on the enemy's flank and end it completely **on this side** of the front line of the unit attacked on the flank.

• **Impossibility of retreat** : a unit that cannot retreat following a combat result (enemy units, impassable terrain) suffers an additional level of disorganisation and a loss.

• **Infantry with secure flanks** : the unit must have the **two** flanks (even partially) adjacent to a friendly unit, impassable or difficult terrain or have a friendly ZOC on its flank.

12.2 - Combat results

M : morale test ;

M +1, M +2 : morale test with a modifier of +1 or +2 on the die.
A morale test is taken with **1d6** + modifier and must be **less than or equal to** the unit's morale.

D : one level of disorganisation ;

R, R2 : retreat of one or two UD.

1, 2 : one or two SP losses.

- A victorious unit that **fails** its morale test suffers a level of disorganisation.
- In the case of a tie, the combat continues on the following combat segment.
- A unit that suffers a D result that makes it **rout**, first carries out its retreat then a 1/2 turn (or possibly a 1/4 turn) and a complete movement toward its edge of the table (see below).

12.3 - Retreat after combat

A unit retreats directly to the rear by one or two UD. Retreating to a terrain that disorganises or across a friendly unit may cause a rout. The retreat of a UD is **always** calculated from the front of the enemy stand (this way a retreat always leaves a unit in the ZoC even in the case of two stands that combat while not in contact but only in the ZE). The retreat of the first UD **always** occurs directly to the rear. The retreat of the second UD may deviate by an angle of 45 ° max (allowing a stand to change facing and potentially align itself with a friendly unit it crosses).

- If a unit's retreat results in it crossing, even partially, a friendly unit with the same facing, the two units test their morale to determine if they suffer a level of disorganisation (which may lead to a rout).
- If the two units do not have the same facing, the additional level of disorganisation is automatic.
- If a unit crosses a friendly unit during its **first** rout movement, it automatically suffers a level of disorganisation. Thereafter the routed unit will avoid the friendly units and the terrains that slow it down. A unit that intermingles is placed behind the crossed unit even if it doesn't have sufficient movement allowance.
- A unit that retreats beyond the table is eliminated.
- A light unit that retreats across a formed unit does not cause it to be tested; in the same way retreating across a light unit does not cause it to be tested, regardless of the facing of the light unit.

12.4 - Advance after combat

The victor **may** advance up to one UD straight ahead and up to 2 UD straight ahead for cavalry.

A unit in great disorder may not advance after combat.

A cavalry unit may free itself of any ZoC that have bearing on it during the advance after combat.

A cavalry unit supporting another cavalry unit may advance after a victorious combat, as the player chooses.

A cavalry unit that eliminated an artillery unit or causes light units to retreat may continue and engage in a second combat with the units in contact after its advance of two UD max.

13 - RALLY

- A unit in disorder or in great disorder **automatically** recovers a level of disorganisation during phase 4 if it is not in the ZoC of an enemy unit and **does not move** this turn.

– A routed unit must pass a morale test **M +1** to stop its rout movement and move to the status of great disorder. If it fails it automatically engages in another rout movement.

-1 on the die if a general is **1 UD** or less away.

+1 on the die if an enemy unit is located **1 UD** or less from the routed unit.

– A routed unit that is attacked in any way is **eliminated**.

– A unit that exits the table because of a rout movement is **eliminated**.

14 - FORMATION MORALE

- The **morale of the divisions** is equal to **1/2 SP** of the units (rounded up). When the division's losses reach its morale level, it becomes **demoralised** (count **1** for each SP that is eliminated or that exits the table following a rout or a retreat).

The consequences at the beginning of the following turn are as follows:

- the Morale of the division's units is **reduced by 1** ;
- the units suffer an additional combat penalty (see modifiers) ;
- no unit may **voluntarily** enter an enemy ZoC and attack but it may defend itself.

- The **morale of the army** is equal to **1/2 SP** of all its units (rounded up). When half the SP are either **destroyed** or **demoralised**, the army is demoralised and the game is over.

15 - PREPARATION OF THE TERRAIN

The players can use this system, admittedly long, but designed with terrains typical for the German front of the Seven Years War or with any other that suits them.

Divide the terrain into 12 zones of 30 x 30 cm for 90 cm (or 30 x 26.5 for 80 cm).

A maximum of **two** different terrain elements may be placed per zone (excluding rivers, streams and roads).

Each terrain element must be between 5 and 20 cm long and/or wide as you prefer. They must be able to contain at least one manoeuvring element.

For each terrain chosen that can modify the attacker, the defender rolls **1d6**; on **(1-2)** the terrain must be placed in the 4 zones of his edge of the table, on **(3-4)** in the zones in the middle of the table, on **(5-6)** in the zones on the attacker's side.

If an element cannot be placed because of the terrain limit per zone, place it in an adjacent zone if possible, respecting the placement priority. If there is no adjacent zone allowing this, the terrain element is ignored.

The elements must be placed at least **1 UD** from the edge of the table (except forests, see below).

The defending player rolls **1d6**:

1 - River (4-6). If so, place a stream on **(1-4)** and two on **(5-6)**. If not, place a stream on **(3-6)**. The river must cross the table by the long sides and cannot be less than 3 UD and more than 8 UD from the edge of the table. At least one stream must begin in the river, the other may start at the edge of the table, as the player chooses (roll the die to determine the zones). If there is no river, the stream must start from a table edge as the player chooses (idem). The streams are at least 6 UD and at most 12 UD in length.

Required: a bridge on the river and a ford spaced at least 6 UD apart in different zones. Where there is a bridge there will also be a

road over the river (see route). Roll the die to position the bridge, then place the ford as the player chooses.

Optional: a bridge on the stream (**1-2**) or a ford (**3-6**).

- On a roll of (**4-6**) per zone crossed by the stream, the banks are swampy.
- On a roll of (**6**) per zone crossed by the river, place a swamp 1 UE or less from the river.

2 - Hills (1d3 +1), steep on (**5-6**). If two are hills are adjacent, they may form a single hill on (**4-6**).

Note : the player has the possibility of adding a terrain element on a hill on (**4-6**) (forest, wood, hamlet, uneven), test at the moment of placing the terrain. If it fails, the element is placed in the same zone as the hill if possible, otherwise in an adjacent zone.

3 - Forest (1d3 +1); on (**5-6**) the player can stick the forest to the edge of the table. If two forests are adjacent, they can merge into one on (**4-6**).

4 - Village (1d3). One field per village, two fields on (**5-6**) at least one UE from the village. The field is enclosed or it's a vineyard as the player chooses on (**4-5**) or it's an orchard on (**6**).

Note : the normal fields are only there to liven up the visual aspect of the table.

5 - Uneven terrains (1d3). They represent rocky terrain, enclosed fields, vineyards, wooded countryside, etc.

6 - Hamlet/farm (1d3). A field per hamlet less than one UE from the hamlet. The field is enclosed or it's a vineyard as the player chooses on (**4-5**) or it's an orchard on (**6**).

Then, **after** modification of the terrain elements by the attacker, the defending player positions the roads.

7 - Road. At least one road from the long side to the long side. If there is a village, a road must lead there; if there is a bridge, a road must cross it. There can therefore be several roads and/or intersections.

16 - THE BATTLES

At the beginning of the game, determine who will be the attacker. The two players roll **1d6** and add the value of their general in chief, the higher value chooses to be the attacker or the defender. In the case of a tie the player with more stands of light troops decides. He re-rolls the die to determine the type of combat: (**1-3**) attack/defence ; (**4-6**) pitched battle. Finally, the defender chooses his side of the table and sets the terrain then the attacker modifies it. The players must anticipate a few additional units if they are the attacker.

• Attack/defence

- The defender prepares the terrain as explained in 11.
- The attacker can pivot max 90° or move at least 1 UD, max 3 UD on (**3-6**) or remove on (**6**) up to **one third** of the terrain elements of his choice (rounded up) unless river, streams and bridges

Moving or pivoting a village/hamlet involves also moving the fields that accompany it.

We no longer take into consideration the limit of two elements per zone with these movements.

– The defender deploys first up to the middle of the table, then the attacker deploys more than 6 UD from the middle of the table. The two players cannot deploy less than 3 UD from the short edges of the table.

– The defending player may buy redoubts and/or defensive works that will be included in his budget.

– The units that are hidden (by a terrain element that blocks the line of sight) are noted on a map.

– The units enter as reinforcements (attacker and defender) by the long edge of the table or the flank by the short edge of the table (attacker only).

Attacker = $1.3 \times$ Defender in points.

The attacking player plays first.

• **Pitched battle** : the procedure is the same but the two zones in the middle of the terrain may only contain **a single** terrain element (before modification). – The attacker may pivot/move/remove up to **half** of the terrain elements of his choice (round up).

– The defending player may purchase defensive works that will be included in his budget.

– The defender and the attacker each deploy one division in turn, beginning with the defender.

– Deployment more than 3 UD from the middle of the table and more than 3 UD from the short edge.

– The units enter as reinforcements (attacker and defender) by the long edge of the table or the flank by the short edge of the table (attacker only).

Attacker = $1.1 \times$ Defender in points.

The attacking player plays first.

17 - REINFORCEMENTS AND FLANK MARCHES

• Reinforcements

A player can decide to use a formation as reinforcement, either because he can't deploy it or because he wants to use the effect of surprise. At the beginning of the entry turn, decided by the player starting with the 2nd turn, he rolls **1d6**, on (**4-6**), the formation enters. If it doesn't enter this turn, try again on the following turn on (**3-6**), and so on until it enters.

• Flank march

The attacking player may decide to perform a flank march on one of the sides of the table (he must note which edge at the moment of deployment). When he wants to engage in the flank march, starting with the 2nd turn, the owning player rolls **1d6**, on (**6**), the formation enters this turn, otherwise re-roll the die on the following turn (**5-6**) and so on. At the moment of his flank march entry, the player tests the morale of each of the units to determine if they have been **disorganised** by the flank march.

The flank march enters in the second third of the table on turn 2, then may also enter on the third third of the table on turn 3 and thereafter.

18 - BUDGET

We recommend this budget to balance the encounters.

Army general : 0/15/30 points

Lieutenant general : 0/10/20 points

Line infantry : (SP x Morale) points

Shock : +2 per SP (after total)
No grenadiers : - 0.5 per SP (from the total)
Line cavalry : (SP x Morale) points
Medium cavalry : - 1 per SP (from the total)
Infantry and light cavalry : (SP x Morale)/2, rounded up
Light artillery : 4 ; medium : 8 ; heavy : 12
Redoubt : 15
Defensive works : 4 pts for every 5 cm, maximum of 1/4 of the stands.

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The lists of armies are available on the VaeVictis website (France and Observation).

FIGURINES AND SCENERY

If you want to play in 10 mm, the first option is undoubtedly *Pendraken* which covers the principal belligerents of the conflict and also proposes generic figurines (standard bearers, engineering, civilians, etc.). You have to be a little clever for certain types of troops, the dismounted dragoons are found in the War of Spanish Succession range. *Old Glory* is an alternative but only for those who want to play Austria or Prussia. For 6 mm, the choice is obvious: *Baccus* proposes the principal belligerents and *Adler* only the Prussians and the Austrians. For the scenery, this depends on your aesthetic choices. Personally, I think the 6 mm *Time Cast* scenery works perfectly with the 10 mm. On the other hand, I find them a little big for the 6 mm and prefer *Battlescale* or *Total Battle* Miniatures brands.

LEGENDS

With its flank protected by the river, the Army of Observation receives the assault of the French troops. The artillery has joined in. In the second line, the cavalry is ready to support the attack. On the other bank the light units struggle for possession of the hamlet that defends the bridge.

Figurines Pendraken, scenery Time Cast.

« Mes hommages madame... » War is no excuse for bad manners.
Figurines and carriage Pendraken, scenery Time Cast.

Unit 1 is not part of the group because it is infantry separated from the others by a cavalry unit. Unit 2 is not part of the group because it is in contact by only one corner; same for 3 which is in contact by only one side. Units 4 and 5 form a cavalry en masse.

The artillery unit carries out a series of shots on the infantry regiment.

The Hanoverian regiment Sporcken is attacked by the Alsace brigade. It is supported on its right flank by the cuirassiers du roy regiment and on its left flank by the Crown (La Couronne), but this is not fire to the flank. In fact, the brigade's entire front is not behind Sporcken's front.

The light troops are ideal for holding the terrain. The Pendraken civilians are used to enliven the game board. Scenery Time Cast, houses Battlescale.

Alsace is attacked by the cavalry en masse, but its two flanks are secured: difficult terrain to the right and ZoC of the Crown to the left.

The players can make stickers, with a label maker for example, in order to easily recognise units and their values. Indicated here are : the name, number of strength points, the morale and the special capacities described in 1.3. The L indicates a unit of heavy cavalry (see 1.1).

An artillery unit in a redoubt defends the access to the bridge, the road workers are still at work there. Redoubt Total Battle Miniatures.

THE GRENADIERS

Figurines 10 mm *Pendraken* painted by Marc Adda. Scenery 6 mm *Time Cast*, *Battlescale* and *Total Battle* Miniatures painted by Christophe Coquet and *Timecast*.
Mat Deep Cut Studio.
Tests and proofs : Luc Delmas, Jean-Philippe Imbach, Laurent Mariette and Philippe Séberac.