

WAR WITH MEXICO

The Battle of Hanover



LAST FULL MEASURE

The Battle of Hanover

About 8am, the new commander of the 3rd Cavalry Division of the Army of the Potomac entered Hanover Pennsylvania from Littlestown at the head of Custer's 1st and 7th Michigan cavalry and the division's artillery. Further back was Elon Farnsworth's brigade and the division trains. The 5th and 6th Michigan stayed back at Littlestown to scout and then follow the rest of the division.

By 10am only 5th New York Cavalry was left in town around the town square and commons. The main body of 18th Pennsylvania Cavalry was approaching Hanover while its Company G had 25 of its men captured in skirmishing with the 13th Virginia at Gitt's Mill about 3 miles southwest of Hanover. A detail of 40 men were approaching Buttstown when they were blocked by a detail of about 60 Confederates that had come up the Westminster Road. They rushed through the road-block toward Hanover, pursued by the Confederates and the fighting began.

Farnsworth, who was near New Baltimore about a mile north of Hanover, heard the fighting and immediately turned his column back towards it. Riding ahead, he found his troopers being pressed by the 2nd North Carolina. Taking the head of the 5th New York, they charged and forced the North Carolinians to fall back. The 2nd North Carolina's commander, Major William Payne, was captured after his dying horse pitched him into a nearby vat at the Winebrenner Tannery.

As Stuart, and the rest of Chambliss' brigade entered into the fight, they were confronted by the rest of Farnsworth's brigade at the Forney farm, just south of Hanover. Stuart and his staff were nearly surrounded and made their escape cross-country through the hedges bordering the lane, at one point leaping their horses over the 15-foot wide Plum Creek. The 3rd Cavalry Division's new commander, Judson Kilpatrick, raced southward from Abbotstown, his horse dropping dead in the town square on arrival, and deployed his men in and around Hanover, barricading streets with wagons and anything that might provide cover. Shortly before noon, there was a lull in the fighting as the Rebels broke off contact. Custer's brigade arrived and the 1st Michigan was posted on Bunker Hill with Farnsworth's 1st Vermont and two batteries of artillery. The rest of the brigade was placed on Farnsworth right, on the west side of town.

As Fitz Lee's brigade arrived, Stuart posted it west of the Westminster Road with Chambliss' on a line to the east of the road extending from the Rice Farm to Mount Olivet Cemetery southeast of town. In the meantime, Kilpatrick repositioned Custer and Farnsworth to improve his defense line.

About 2 pm, after leaving the infamous wagons behind Fitz Lee, Wade Hampton posted his brigade and Breathed's 1st Stuart Battery near the Mount Olive Cemetery forming the extreme right of Stuart's line. An artillery duel ensued for the better part of two hours as opposing cannons hurtled shells over the town, blasting holes in several houses, and narrowly missed killing Mrs. Henry Winebrenner and her daughter, who had just left their balcony when a projectile went hurling through the upstairs.

During the artillery exchange, Custer's dismounted 6th Michigan crept forward to within 300 yards of Chambliss and the guns supporting his line. They drove off the guns supports, but were

flanked and lost fifteen men as prisoners. Trying again, they succeeded in securing the Littlestown Road, opening a line of communication with the Union XII Corps.

The rest of the day was a series of skirmishes and minor probing actions, with no major moves made.

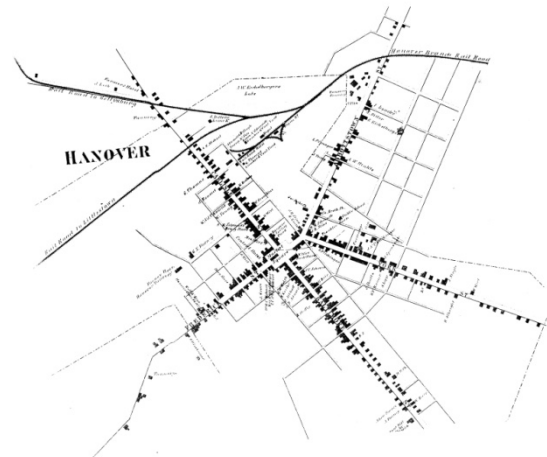
As darkness approached, Stuart began disengaging slowly to the northeast through Jefferson towards York, the last known location of Early's division. He heard at New Salem that Early had left York and marched northwest through Dover. Stuart headed north through the night trying to locate Early or Ewell, thinking the latter still to be towards the Susquehanna River.

The head of the seventeen-mile long column arrived in Dover at 2:00 am on July 1, with the rear guard there by 8:00 am. Stuart learned that Early had passed through the town and was heading west towards Shippensburg as the army concentrated. Stuart paroled over 200 Union prisoners and gave his troopers a much needed six-hour rest while, unknown to Stuart, Heth's division colliding with Buford's Union cavalry at Gettysburg. Stuart resumed his march through the afternoon and early evening, seizing over 1,000 fresh horses from York County farmers.

Leaving Hampton and the wagons at Dillsburg, Stuart headed for Carlisle, hoping to find Ewell. Instead, he found nearly 3,000 Pennsylvania and New York militia occupying the borough. After lobbing a few shells into town during the early evening and burning the Carlisle Barracks, Stuart withdrew after midnight to the south towards Gettysburg.

The fighting at Hanover, marching through York County with the captured wagons, and the brief encounter at Carlisle, slowed Stuart considerably in his attempt to rejoin the main army, depriving Lee of his "eyes and ears."

Losses at Hanover were light in terms of casualties, but it's considered the cost in time, delaying Stuart from linking with Lee, was more costly. Estimates vary, but Union losses in one source are listed at 19 killed, 73 wounded, and 123 missing, for a total of 215. The 18th Pennsylvania had suffered the most, with 3 men killed, 24 wounded, and 57 missing. The Confederate's losses are estimated as 9 dead, 50 wounded, and 58 missing, for a total of 117.



Set-up:

A. Time

The game starts on the June 30, 10am turn and plays through the 8 pm turn. The Confederate player has the initiative on the first turn.

B. Victory Conditions

1. At the end of the 8 pm turn, a victory check is made, and both players check their VP totals.
2. The player with the greater number of VPs than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.

US	CS	Objective
2	3	each eliminated enemy cavalry strength point.
4	2	each eliminated enemy artillery strength point.
12	5	eliminated enemy division commander.
-	1	each wagon counter within 3 hexes of the east map edge AND not in a US ZOI.
2	-	Each CS regiment in a US ZOI at the end of the 8PM turn.

C. Special Rules

1. Kilpatrick, the Union 3rd cavalry division's commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
2. Stuart is the Confederate Cavalry division's commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
3. The Union units marked in the set-up may not move in the 10 AM turn unless the 18th PA and/or the 5th NY are engaged in combat with an enemy cavalry unit during the CS portion of the turn.
4. **Wagons.** Each of the 10 wagon counters represents about 13 wagons.
 - a. Wagons have a base movement allowance of **6** and use the terrain effects column for horse-artillery.
 - b. Wagons have no strength or cohesion ratings, and if attacked by enemy units while not stacked with friendly units, or only with other wagons, are automatically destroyed and removed from play. No combat is rolled for, the attacking player simply states the wagons are the target of the attack and they are removed. The attacking units may enter the vacated hex.
 - c. 1 wagon unit can be added to a stack of other unit types. 2 to 4 wagons can stack together, but no other type of units may be in a stack containing more than 1 wagon. Wagons may not stack with *any* other unit when using road movement.

D. Reinforcements and Organization

1. Reinforcements appear according to the Order of Appearance card.
2. Artillery may begin limbered or unlimbered.
3. Normal reorganization and recovery rules apply.

E. Union Deployment

0120 1 VT Cav**, Farnsworth
0220 1 WV Cav**
1616 [5 NY Cav**]
1913 [18 PA Cav]

F. Confederate Deployment

3505 [13 VA Cav]
3911 2 NC Cav, Cambliss
4112 9 VA Cav

G. Notes:

Commander Unit *artillery* [detached]

** see special rule 3.



Hanover

Initial Unit Strengths

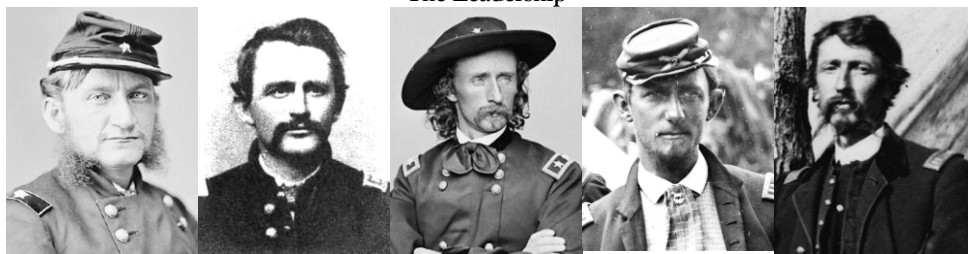
Army of the Potomac

Cavalry, 3rd division: Kilpatrick 5
Farnsworth: 20 4th US, E: 2
Custer: 20 2nd US, M: 2

Army of Northern Virginia

Cavalry: Stuart 6 Beckham art: 6
Hampton: 17 F Lee: 19 Chambliss: 14

The Leadership



Judson Kilpatrick Elon Farnsworth George Custer Alexander Pennington
2nd US battery M Samuel Elder
4th US battery E



JEB Stuart John Chambliss Fitzhugh Lee Wade Hampton Robert Beckham
Horse Artillery

Notes:

Despite my personal affection for the cavalry, I didn't choose to do **Hanover** for this entry in the *Last Full Measure* system because it was a cavalry fight, ok, maybe a little. I want to do some battles for *Last Full Measure* that are relatively small, and would be easier for folks to produce than the veritable monsters the previous three games are, by print-and-play standards.

Hanover is sight I'm personally familiar with, but what's there now is very different than what was there in 1863. I began working from a topographical map dated to the 1960's, but Rick Barber provided me with quads for the area dated to the 1920's. Some period photos, drawings, and description, as well as a bit of conjecture, went into the map as it is.

The units involved, their strengths and cohesion ratings, come from the order of battle for Gettysburg. I gave the 18th PA and 2nd NC each 1 strength point to reflect their losses at Hanover. The artillery was broken into batteries as it was deployed mostly in sections (2 guns) during the fight and from what I can gather; only two batteries of Robertson's battalion were with Kilpatrick's division, one each attached to Farnsworth's and Custer's brigades.

Those wagons: From Rockville to Gettysburg, the 125 wagons Stuart captured are a prominent figure in the story of his ride. While they obviously were much of the cause of his delay to rendezvous with the army, it's argued that because they were loaded with fodder (feed), they allowed Stuart to keep his column compact; that is he wasn't required to scatter his men across the countryside looking for fodder to maintain his horses. That was an important detail when considering the battle at Hanover.

The space these wagons took up, and the effort spent to protect them was a factor in the battle, at least for Stuart. Kilpatrick likely wasn't even aware of this massive train and regardless, made no special effort to attack it. As such, I wanted them in the game as something the Confederate player would have to consider and deal with.

The movement factor of 6 was applied as wagons weren't as agile as a limber and gun. It uses the terrain effects of the horse-artillery to keep things simple and not add a separate column for wagons to the chart. A wagon with a 6-mule team was about 60 feet long and 20 feet wide, allowing for some space. Each hex is 750 feet across, so, with a little fudge-factor, 13 wagons in column should fit in a hex, and 38 wagons across a hex. Figuring a hex as a circle, you should be able to stuff about 368 wagons with teams into it, which means one hex could easily hold all 125 wagons even allowing for terrain and structures taking up space. What I settled on was that each counter represented about 13 wagons, that requires 10 counters to represent the train. When using road-movement, no stacking is allowed to show the 13 wagons end-to-end on the road. One wagon counter can be added to a stack of other units, and up to 5 wagons can stack when it's just wagons. I feel this fairly accurately represents the train in the game.

How they affected the game is based on the premise that they were important to Stuart, and not so much to Kilpatrick. As such, I simply gave the Confederate player points for what wagon counters he had at the end of the game, and the Union player's reward for eliminating any of them was keeping the CS player from getting those points.



2nd US Artillery, battery M

3/2/2020