

Battle report 5: (Salah Dhin versus Général Chérie) ***“SALAH DHIN’S REVENGE”*** **THE FRANCO-PRUSSIAN WAR IN HELIGOLAND.**

Gamed on terrain constructed from Hexon II boards and hills (see <http://www.kallistra.co.uk/>) (you may use a similar system with identical or larger hexes if you prefer).

In order to view how the terrain for this battle was picked and how the units were deployed, please look at our pages “lay of the land” and “deployment on the battlefield”.

General briefing (to all players but the army commanders): You are an senior NCO in the forces commanded by Salah Dhin or Général Chérie in the central region of Heligoland. Following the events described below, this will be an all-out battle with no quarter given by either side (and none expected...). Salah Dhin is in for revenge because of the destruction of his palace and the merciless killing of his “Sisters in Pray”. Chérie’s only reason for this bloody slaughter and act of destruction is to bring the elusive Salah Dhin and his army to battle...

Extract from the “Afriborian Herald” newspaper by reporter Willian Armintrout:



“Sisters in Pray” selling their skin dearly.

Salah Dhin, deprived of his lucrative slave trade, has received very bad news: Général Chérie has succeeded in outmanoeuvring him and has taken Salah’s palace by surprise, killed the unit on guard duty and sacked and destroyed the place. Some of Salah’s most precious possessions were hidden in and around the palace and he has sworn to get’m back. As we all **know**, this doesn’t include a sheik’s harem nor alcoholic beverages (Salah being solely devoted to his religion), but – in spite of fierce resistance - the quarters of his “Sisters in Pray”^{*} were overrun and the women were all put to the sword (or Amazon spear...). ^{*}The “Sisters in Pray” were a +100 strong group of young fanatical religious women, leading a secluded life in Salah Dhin’s palace, guarded by eunuchs. Each night Salah would retire to their quarters to **pray** together with some of them (at least, that’s as far as our information goes...).

Salah Dhin – mad with grief – wants to avenge their death and is moving his army towards the ruins of his one time palace. Général Chérie (as you know, a former police officer and cold blooded bastard) has anticipated Salah’s reaction. Actually, destroying the palace and killing the “Sisters in Pray” was part of an elaborate trap to bring the elusive army of Salah to battle. Whether or not Chérie’s plan will succeed, remains to be seen...



The (large) ruins of the once luxurious palace of Salah Dhin are near the centre of the battlefield.

Victory points for this scenario: (for players individually)

- **+1 TVP** (tactical victory point) for each unit/officer/tribal overlord eliminated by a unit commanded by the player.
- **+2 TVPs** per **“precious possession”** taken and held **at the end of the game** by any player.
+2 TVPs for each player of the winning team **at the end of the game**.
- **-1 TVP** for each unit/officer/tribal overlord lost by the player (**at the end of the game**).
- **-2 TVPs** (player concerned) if a player is not present and has not been replaced by a guest-player.

First side to score 4 TVPs by eliminating units/officers/tribal overlords (which ends the battle) is the tactical winner of the battle, side scoring highest number of points is the strategic victor.

Terrain & other notes:

There are some hills, trees and remnants of low walls surrounding the ruins of the palace. Salah's "precious possessions" (6 caches and 1 dummy) are represented by treasure chests (each valued at 2 TVP's). These may be booby-trapped; cast 1 average die: 2 & 5 means the trap goes off. If this is the case, cast 1 average die again: 2=1 killed, 3 & 4=2 killed, 5=3 killed). Once a treasure has been retrieved by a unit, the chest is replaced by a pack horse.

German Briefing (Salah Dhin – German allied C.I.C.):

Not much to be said, really, but: "**Death to the infidel!!!!!!**" You really weren't planning to bring the enemy to battle during this campaign since you have too much to gain by a weakened German or French military presence, whoever the final victor may be... Therefore, your strategy has been to avoid Chérie's army (up to now), but the fact that this Christian dog has destroyed your palace (and above all: killed your "Sisters in Pray") forces you to act and to drive him from the former palace grounds. At the same time you will try to retrieve the precious and holy possessions your Grand Vizier has hidden there. Unfortunately, the old man – mad with grief – has taken his own life when he learned about the faith of the Sisters in Pray and has taken part of his secret with him to the grave. Though you have a map with possible caches, you haven't got a clue which are for real (or booby-trapped!) and you will have to search the grounds as well as your enemy (though Chérie is convinced **you know exactly** where things are hidden...).

French Briefing (Général Chérie – French C.I.C.):

"**If this doesn't work, nothing will!!!!**". As a former senior police official you are well aware of the fact that an elusive subject can only be caught when the trap is properly set. And so you did: by destroying Salah Dhin's palace and slaughtering his dearest companions, the Arab brute certainly will act in revenge and you will be ready and waiting for him. Things couldn't be going better: you did not only destroy your opponent's headquarters but you have gained some nice loot in the process **and** you have certainly done much better than that idiot of a Monamour so far! If you succeed in destroying Salah Dhin's field force as well and retrieve some of his (still) hidden treasure (you've just found a map hidden amongst some silk scarves in a chest!), the government in Paris will certainly appreciate your actions and consider your suggestion to replace Monamour by a **truly capable** commander-in-chief (who could that be, but yourself...).

For this scenario, the (rest of...) the army **chores** may be stiffened up to a total of **14 units for the complete army fielded, the added units comprising no more than 1 A or A* OR 2 A/B (B/A)**. No "**companies**" (see rules) are to be formed but officers or nco's controlling 2 units is allowed. Chore units are marked in **red**.

GERMAN ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	CORE UNITS	COLOUR CODE
51	DAK 51 (51e Westphalian Infanterie Bat) for 2 more battles with B-Class morale	Inf. A	6	Yes	green
53	Jagers (51st Hannoverian Jäger Abt.)	Inf. A*	6	Yes	green
55	Schutztruppe (51e Polizei- Feldkompanie)	Inf. B	8	No	green
56	Askari (51e Feldkompanie)	Inf. B/C	8	No	blue
58	Field artillerie (foot) Arab (= "native troops artillery") Kolonial-Artillerie Abt 51	A-class	4	No	red
59	"Salah Dhin's Own" (= "B-Class mounted native troopers") (51e Arab cavalry)	Cav. B	5	Yes	red
60	"Sons of the Desert" (= "B-Class mounted native troopers") (52e Arab cavalry)	Cav. B	5	No	red
63	Baluchi kikosi 51	Inf. C	8	Yes	green
64	Baluchi kikosi 52	Inf. C	8	Yes	red
66	Baluchi kikosi 53	Inf. C	8	No	green
67	Arab kikosi 51	Inf. B	8	Yes	blue
68	Native bowmen kikosi 51	Inf. C	8	Yes	red
70	Native spearmen kikosi 51	Inf. C	8	Yes	green
72	"Sons of the Desert" (= "B-Class mounted native troopers") (52e Arab cavalry)	Cav. B	5	No	blue

The above force is commanded by **Salah Dhin** on horseback (commander of the Arab legion) He may control any of the above units) and is assisted by 1 Colonial Volunteer **Gefreiter** (NCO) on foot (both **seconded to the Arab Legion**) who may control Arabs, Colonial Volunteers, Schutztruppe and native units only.

Also present is **1 D.A.K. sergeant** on foot who may control D.A.K. & natives only

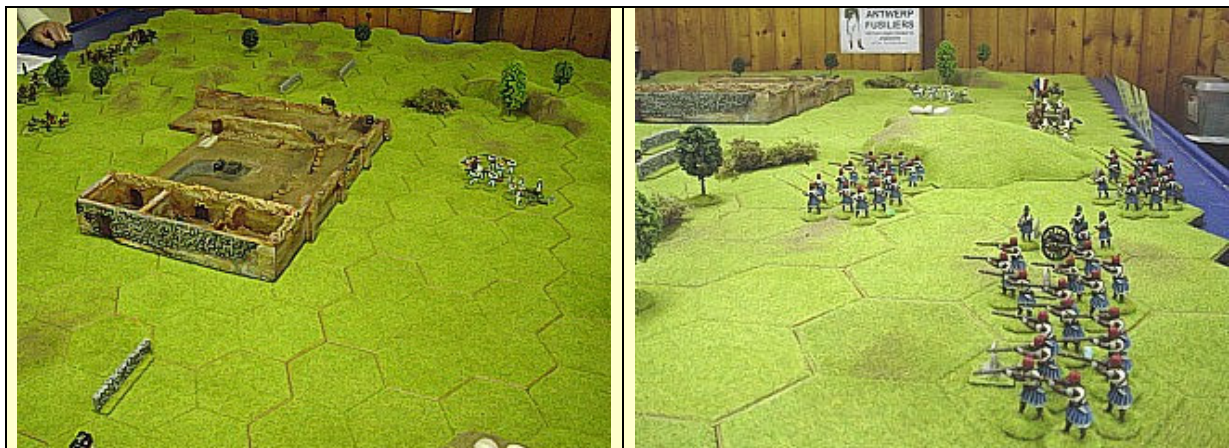
FRENCH ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	CORE UNITS	COLOUR CODE
02	Légion Etrangère 41^{ème} Battalion (recrues) for 2 more battles with B-Class morale	Inf. A	6	Yes	RED
03	Légion Etrangère 42^{ème} Battalion (recrues) for 2 more battles with B-Class morale	Inf. A	6	Yes	BLUE
04	French regular colonial infantry 31^{ère} Batallion d'infanterie coloniale	Inf. A*	6	Yes	BLUE
08	machine gun unit « section mitrailleuse indépendante n° 31 » (French regular infantry)	A-class	4	Yes	GREEN
09	Fusiliers Marins du "Charles Martell" division 31	Inf. A/B	6	Yes	RED
12	Dahomey amazon askari (muskets) kikosi 31	Inf. C/B	8	No	RED
13	Dahomey amazon askari (muskets) kikosi 32	Inf. C/B	8	No	BLUE
14	Dahomey amazon askari (muskets) sehumu 33	Inf. C/B	8	No	GREEN
15	Dahomey amazon askari recruits kikosi 31A	Inf. C	8	No	RED
16	Dahomey amazon askari recruits kikosi 32A	Inf. C	8	Yes	BLUE
17	Dahomey amazon askari recruits kikosi 33A	Inf. C	8	Yes	GREEN
18	mounted native troopers kikosi 33	Cav. B	5	No	RED
19	mounted native troopers kikosi 32	Cav. B	5	No	GREEN
20	Field Artillery (foot) native troops Artillerie de ligne auxiliaire 31	A-class	4	Yes	BLUE

The above force is **commanded by François Chérie** (commander of the FFL - **mounted**). He may control any of the above units.

He is assisted by **1 regular French army sergeant** (on foot) who may command French regular army forces only and **1 Dahomey female masajin** (NCO's, *sajin*) on foot who may command Dahomey forces only.

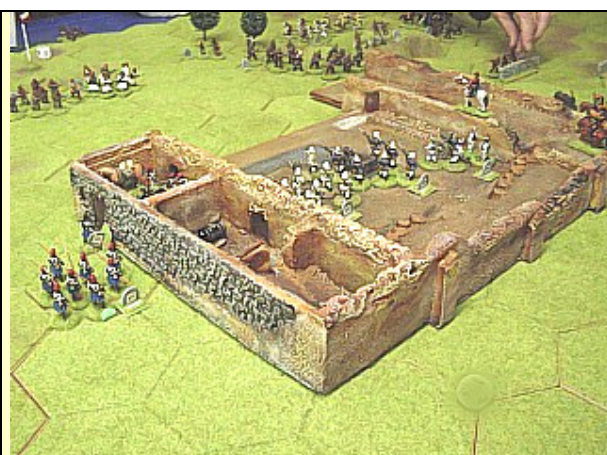
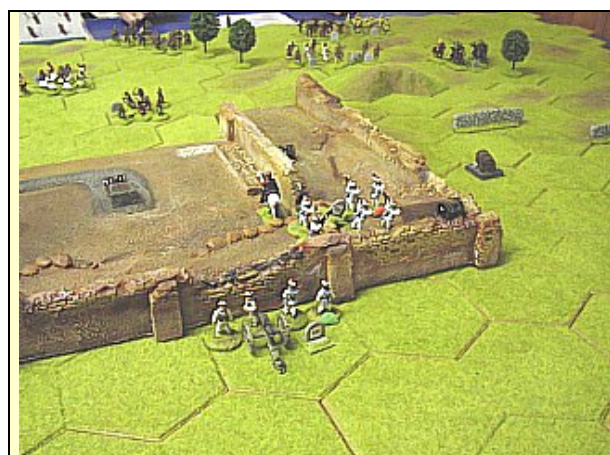
BATTLE REPORT



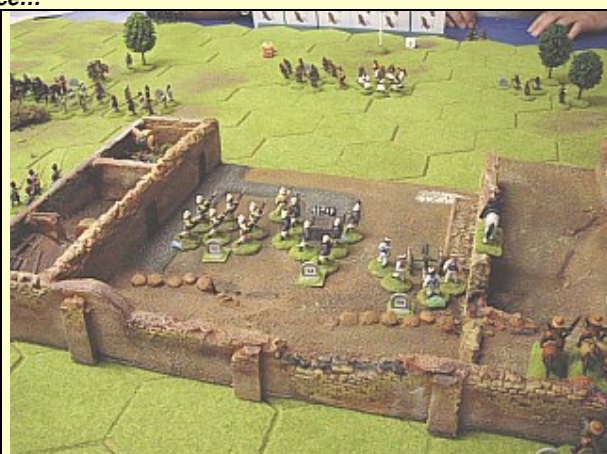
(Left) Battlefield overview: it is still early day when both armies deploy on opposite sides of the ruins of Salah Dhin's palace. Général Monamour, fearing that his subordinate Général Chérie might do rather well against Salah Dhin has drawn up a strict strategy for Chérie to follow... (Right) In his usual overconfident way, Monamour orders Chérie to quickly advance with only part of the army. Rumours are that - amongst Salah's valuables - clues are to be found about the identity of the German girl in the picture "Die grosse Berliner Bollen". Monamour (mad with desire) cannot restrain himself and orders Chérie to acquire as much treasure as soon as possible...



Salah Dhin, equally emotionally motivated, wants to take revenge for the killing of his beloved "Sisters in Pray" and immediately leads his "Sons of the Desert" cavalry against the Amazon infantry whom he (rightly) blames for this slaughter. However, the professional Amazons mercenaries hold their ground behind a wall and repulse Salah's cavalry but are unable to avoid the splendid horsemen from recovering part of the treasure in the process.



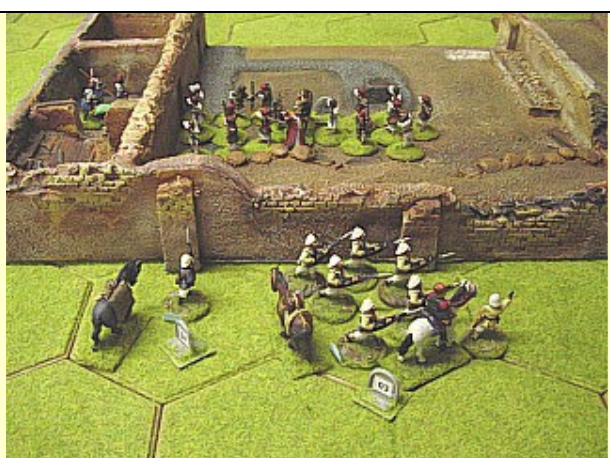
(Left) Meanwhile (and much to his disgust...) Général Chérie has been ordered by Monamour to enter the ruins of the palace only accompanied by an MG team and one unit of Fusiliers Marins. This looks like a suicide mission! (he might be right...). (Right) Fortunately for him, Monamour's desire to find out more about the "German mystery girl" proves too much for our horny hero and more French and Amazons are ordered inside the palace in search of hidden clues and treasure... The French succeed in recovering the remaining 5 treasure chests, but they will yet have to pay the price...



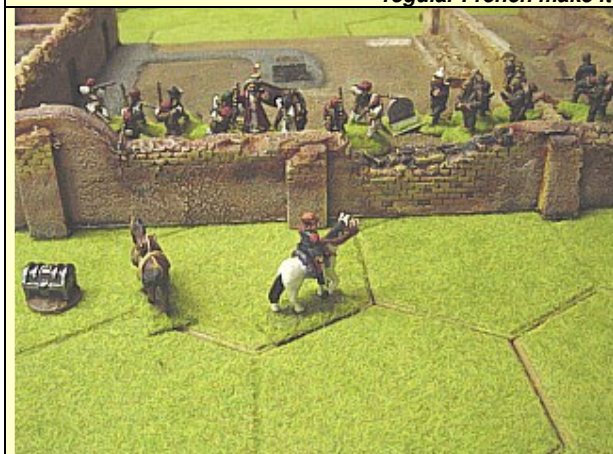
By now, Salah's forces have regrouped and are approaching the ruins in true Zulu-style (bull head & horns formation) to outflank the French and crush them inside the building with a pincer movement.



The German pincer & outflanking movement in practice (left): Salah's Baluchis attack from the German right (supported by his remaining cavalry) and (right) German DAK infantry & Jägers eliminate Chérie's command on the German left, supported by the Arab artillery.



Once the Amazons have been dealt with, the jaws of the German pincer close on the French infantry and only very few regular French make it back over the wall again.



But all this is clearly not enough to satisfy Salah Dhin's bloodlust: he positions (under his personal command) his Baluchis and DAK-units on the south wall. Their murderous fire eliminates the remaining French regulars to a man (4 units have now been eliminated = end of game) and Chérie barely manages to escape with his life, racing back to the remnants of his army and cursing Monamour for having manoeuvred his forces in this hopeless position. He will have to postpone his plan to overthrow Monamour as commander in chief for a while yet... Meanwhile, Salah reaps the fruits of victory (having recovered some of his treasure (Chérie having only succeeded in getting away with 3 boxes of first edition "Play-Boy" (= "engineering for kids") magazines). No need to say Ohnewürstchen is pleased with yet another German victory, but at the same time he can't help feeling a bit uneasy with Salah Dhin's superior strategy and tactical skills. He'll have to watch that Arab closely...

RESULTS

Player	Enemy units eliminated +1 TVP each	Own units lost <i>-1 TVP each</i>	Victorious team +2 TVPs/ player	Player absent and not replaced <i>-2 TVP</i>	Treasure taken +2 TVPs	TVP total for this game	TVP total for this strategy turn
Eddy Willems (F)		-3			+4	+1	+1
Ludo Ielegems (G)		-1			+2	+1	+1
Willem Mylemans (F)			+2	-2		0	0
Willie Bogaerts (G)	+2		+2			+4	+9
Tom Jacobs (G)	+2		+2		+4	+8	+11
Dirk Ogiers (F)				-2		-2	-3

The game took 3 hours to play. One treasure chest (there were 6) remained unclaimed in the field.

The game took 3 hours to play. Willem Mylemans and Dirk Ogiers were excused but were not replaced. Willem Neukermans acted as guest player for the first half of the game. Since 2 of the French players were absent, Ludo offered kindly to switch sides for this game (hence him not scoring as “victorious team”).

A clear tactical & strategic victory for the Germans.

Units annihilated during the game (and thus removed from the campaign):

Germany:
none

France:
 03 *Légion Etrangère 42^{ème} Battalion (recrués)*
 04 French regular colonial infantry *31^{ière} Batallion d'infanterie coloniale*
 08 machine gun unit “*section mitrailleuse indépendante n° 31*” (French regular infantry)
 17 Dahomey amazon askari recruits kikosi 33A