

Battle report 1:


“OPÉRATION MARCHÉ-JARDIN”

(“OPERATION MARKET-GARDEN” – “OPERESHENI SOKO-BUSTANI”)

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”.



As can be read in the first issue of the “Afriborian Herald” on the Franco-Prussian dispute over Heligoland in Afriboria (written by our special correspondent William “Bill” Armintrout), diplomatic efforts have failed and both sides are preparing for war. Since the French are encamped in the southwest and the Germans control the northwest of the island, both opponents are - for the moment - unaware of each others’ strength, other than that at least two colonial battleships (the German “Friedrich der Grosse” and the French “Charles Martell”) are in the area, as might be other naval vessels. The French are known to have hardened FFL, colonial & other regular infantry and mercenary Dahomey amazons in their army. The Germans on the other hand must do with much less for the time being: their regular forces have yet to arrive from the *Fatherland*. They can only field a ragtag army of Schutztruppe, Colonial Volunteers and some Arab/baluchi warriors from the well known slaver Salah Dhin, who has been driven from his slave hunting grounds in the south by the French and has now allied himself with the Germans to get even.

The French commander, *le Général de Division Eduoard Monamour* is well aware of the fact that more German troops are on their way to drive him out of Heligoland and decides to strike first by making a daring attack on some native villages to the south of Kaisersheim, the German capital of Heligoland.

Our reporter,
William “Bill”
Armintrout

This reconnaissance in force will not only enable him to cut off the supplies being fed into the warehouses of Kaisersheim, but also might end the conflict with one brilliant stroke. He is convinced that his forces will easily disperse the German irregulars and that the road to a helpless Kaisersheim will be wide open. His *éclaireurs* have located two hamlets (one a typical market village, the other a rural one) near the west coast, directly south of Kaisersheim. The villages are full of activity, shipping supplies to the town by wagon. ***This is it!*** If he lands a force near the villages in order to take them, the poor excuse for a German force is bound to come out and give battle, be no doubt defeated by his superior French troops and... Kaisersheim is for the taking! Referring to the villages’ main activities (one a market town, the other horticultural), he decides to name his operation “***Opération Marché-Jardin***” (“operation market-garden”), the swift road to victory!

Victory points for this scenario: (for individual players)

- **+1 TVP** for each unit/officer/tribal overlord eliminated by a unit commanded by the player.
- **+2 TVPs** per caravan in possession of one of the player’s units **at the end of the game** or – prior to that – to have marched off table via player’s baseline (there are 2 caravans, both positioned in the villages). Caravan speed = 1 hex/turn - moves only under escort of a combat unit. Caravans cannot be destroyed.
- **+2 TVPs** per village occupied by one of the player’s units **at the end of the game**.
- **+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)**.

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

Units taking part for the first time in battle must be “colour coded” by the army commander (choice of red-blue-green sticker). Please note that these colour codes stand for the rest of the campaign. The unit number (NR) is for deployment on the tabletop only (see “deployment”) and serves no other purpose.

FRENCH ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	COLOUR CODE
01	Légion Etrangère 1^{ère} Compagnie	Inf. A	6	RED
02	French regular colonial infantry 21ième Batallion d’infanterie coloniale 1ière compagnie	Inf. A*	6	BLUE
03	(untried) French line infantry 69ième Batallion d’infanterie de ligne 1ière compagnie for the time being with B-Class morale	Inf. A	6	RED
04	(untried) French line infantry 69ième Batallion d’infanterie de ligne 2ième compagnie for the time being with B-Class morale	Inf. A	6	BLUE
05	machine gun unit section de mitrailleuse indépendante (French regular colonial infantry)	Inf. A	4	GREEN
06	Dahomey amazon askari guards kikosi 1	Inf. B/A	6	GREEN

07	Dahomey amazon askari (muskets) kikosi 11	Inf. C/B	8	RED
08	Dahomey amazon askari (muskets) kikosi 12	Inf. C/B	8	BLUE
09	Dahomey amazon askari (muskets) sehumu 13	Inf. C/B	8	GREEN
10	Dahomey amazon askari recruits kikosi 11A	Inf. C	8	RED
11	Dahomey amazon askari recruits kikosi 12A	Inf. C	8	BLUE
12	Dahomey amazon askari recruits kikosi 13A	Inf. C	8	GREEN
13	mounted native troopers kikosi 50	Cav. B	5	RED
14	mounted native troopers kikosi 51	Cav. B	5	GREEN
15	Cuirasé colonial Charles Martell		1	BLUE
16	Prime mover 1 (steam tractor)			none
17	Prime mover 2 (steam tractor)			none
18	Dummy counter			none
19	Dummy counter			none
20	Dummy counter			none

The above force is **commanded by Oscar Verneukdt** (mercenary commander of the contingent Dahomey Amazons) **on horseback**. He may control any of the above units. He is assisted by **1 regular French major** (on foot) who may control French forces only and **1 Dahomey female afisa** (officer, meervoud *maafisa*) and **2 Dahomey female masajin** (NCO's, enkelvoud: *sajin*) who may command Dahomey forces only.

Note (for both sides): for this scenario, no dummy counters are to be removed after deployment.

The "prime movers" in this scenario may only be moved when in the ZOC of a friendly unit and may only move in conjunction with this "covering unit". When towing a wagon, the speed of a *prime mover* is reduced to 1 hex/turn. Since no military heavy transport is available to the French in this scenario, the *prime movers* are civilian contractors and subsequently they are not willing to risk their lives. Therefore, when the *covering unit* is forced to retreat (flag), the *prime mover* will follow, leaving anything in tow behind. Given their civilian nature, these *prime movers* will not be killed or destroyed by the opposing force, but when caught in the open (= not in the ZOC of a friendly unit) they will surrender and be forced to join the enemy. The taking of a *prime mover* does not count as a victory point.

GERMAN ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	COLOUR CODE
51	DAK 2 (2e Westphalian Infanterie Bat) for the time being with B-Class morale	Inf. A	6	RED
52	Jagers (5e Hannoverian Jager Abt.)	Inf. A*	6	GREEN
53	Schutztruppe (1e Polizei- Feldkompanie)	Inf. B	8	GREEN
54	Askari (5e Feldkompanie)	Inf. B/C	8	BLUE
55	DAK Machinegun team (161e MG abt.)	Inf. A	4	BLUE
56	Colonial volunteer cavalry (1e Schützenkompanie zu pferd)	Cav. A/B	5	RED
57	Colonial volunteer cavalry (2e Schützenkompanie zu pferd)	Cav. A/B	5	GREEN
58	Colonial volunteer infantry (10e Schützenkompanie)	Inf. A/B	6	RED
59	Baluchi kikosi 21	Inf. C	8	BLUE
60	Baluchi kikosi 22	Inf. C	8	GREEN
61	Arab kikosi 1	Inf. B	8	RED
62	Native bowmen kikosi 201 *	Inf. C	8	BLUE
63	Native bowmen kikosi 202	Inf. C	8	GREEN
64	Native spearmen kikosi 101	Inf. C	8	BLUE
65	Native spearmen kikosi 102	Inf. C	8	RED
66	Unarmed villagers *	Inf. C	8	GREEN
67	Prime mover 1 (steam tractor)		1	none
68	Prime mover 2 ("Margriet", the elephant)		1	none
69	Dummy counter			none
70	Dummy counter			none

- : these units are in the villages (one each) and in full view of the enemy prior to deployment.

The above force is **commanded by Karl Bauernkopf** (commander of the colonial volunteers) **on horseback**. He may control any of the above units. He is assisted by **1 regular German D.A.K. major** (on foot) who may control DAK & Schutztruppe units only and **1 Arab afisa** (officer, meervoud *maafisa*) & **1 Arab masajin** (NCO's, enkelvoud: *sajin*) who may command Arab, Baluchi & natives only and 1 native chieftain *masajin* (NCO's, enkelvoud: *sajin*) who may command natives only.

Players conducting the battle:

Eddy Willems/Willem Mylemans (French)

Willie Bogaerts/Ludo Ielegems (Germans)

Not present/excused: Tom Jacobs/Dirk Ogiers

The villages were first placed on the table by the GM (nicknamed "Gott"). The battlefield was then laid out according to the "lay of the land" system, where after troops were deployed and reconnaissance performed under the "deployment" rules.



The village of Soko (a small market town), defended by a unit of native bowmen (on behalf of the Germans), is situated to the left of the centre of the battlefield (as viewed from the German lines).



The village of Bustani (a small agricultural community), "defended" by a unit of unarmed villagers (on behalf of the Germans), is situated to the right of the centre of the battlefield (as viewed from the German lines).



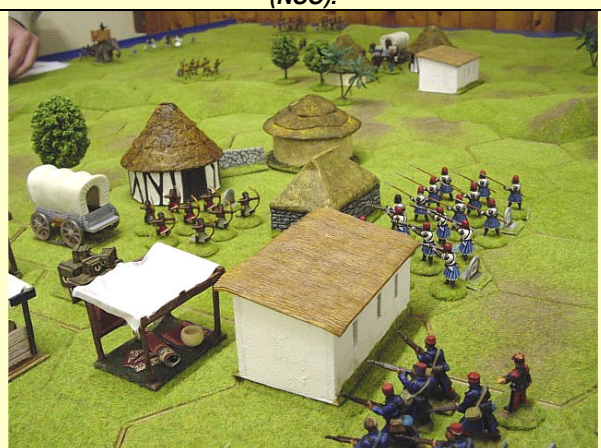
The French advance was covered on their left flank by the guns of the colonial battleship "Charles Martell". As it was to be, she would only fire one shot...



The French moved first, immediately advancing on Soko with two units of Dahomey amazons, lead by a sajin (NCO).



The Germans – desperate to reinforce the lone archers defending Soko – moved their auxiliaries and Jägers en masse towards the threatened village, taking their steam wagon along.



Meanwhile, the archers were holding their own against the advancing amazons, but were at risk of being outflanked by French regular infantry and a MG team.



On their right flank, the French proved to be a rather immobile lot, whereas the Germans occupied Bustani unopposed. The German Colonial Volunteers launched a mounted attack on the appearing French mounted native troopers wiping out an entire unit in one turn, which stopped the French in their tracks.



Although pressed by the amazon "platoon" (NCO commanding) and under fire from the French MG, the native archers stubbornly hung on to their village, denying entrance to the female fury. It has to be said that the French MG performed very poorly (bad dice...). The crew was clearly not yet accustomed to the climate!



With the village of Bustani well in their grip, the Germans push on to drive the French from Soko. Unfortunately, their command structure is somewhat chaotic and their frontline is held by some of their weakest units.



The stalwart archers defending the village are finally done for and the (well officered) crack FFL infantry, supported by the amazon guards, drive the weak German forces from the heights controlling Soko.



The German right flank collapses and even the elite Jägers are eliminated. Four German units are destroyed there, which ends the battle. In the back "Margriet", the German elephant, can be seen making ready to enter Bustani.



The French have won the battle, but have only taken one of the villages (Soko) and by some flaw in the orders have omitted to take the supply wagon (caravan) in that village, which costs them 2 points! The Germans in Bustani were not so careless, as can be seen above.

Player	Enemy units eliminated <i>+1 TVP each</i>	Own units lost <i>-1 TVP each</i>	Victorious team <i>+2 TVPs/player</i>	Caravans taken <i>2 TVPs each</i>	Villages under control <i>2 TVPs each</i>	TVP total for this game
Eddy Willems (F)	4		2		2	+8
Ludo Ielegems (G)	1			2	2	+5
Willem Mylemans (F)		-1	2			+1
Willie Bogaerts (G)		-4				-4
Tom Jacobs (G)	Absent/excused and not replaced by another player					-2
Dirk Ogiers (F)	Absent/excused and not replaced by another player					-2

The game took 2.5 hours to play.

A clear tactical & strategic victory for the French.

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

Germany:

5th Hannoverian Jäger abt.

Baluchi Kikosi 22

Native bowmen Kikosi 201

Native spearmen Kikosi 102

France:

Mounted native troops Kikosi 50

Since the Germans were not able to hold both villages and two native units have been annihilated, the black population is growing restless...