

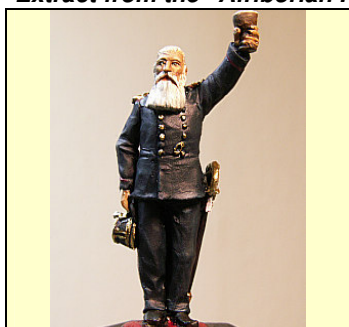
Battle report 6:
(Ohnewürstchen versus Verneukdt)
“LEOPOLD’S SAFARI”

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”.

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



Although King Leopold II of Belgium never visited Africa, he made several (many...) trips to Afriboria, more often than not staying a while with his good friend Bauernkopf in Heligoland (could this have something to do with his membership of the “Fickfacker” gentlemen’s club?...).

Anyway, Leopold II - being who he is - decided to act against the advice of his government and go on safari to Heligoland once more, ignoring the fact that there was war at hand in the region. Fortunately for him, his prime minister could convince him to take some Force Publique units with him for his personal protection as well as a balloon squadron under the command of Captain Wim Verstraeten to make an escape by air possible, should the need arise...

Picture: TSA limited edition Leopold II figurine (Crisis 06 free give away).

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.
- **+3 TVPs** for the player “escorting” king Leopold II **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).**
- **-2 TVPs** (player concerned) if a player is not present and has not been replaced by a guest-player.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/mountains, trees and a small native village. Leopold II (and his askaris, hunting party & balloons) are controlled by the GM. All Belgian units will be deployed by the GM after the opposing armies have done so.

German Briefing (Ohnewürstchen – German C.I.C.):

Donnerwetter!!!!!!!! As if conducting a war in this region isn’t enough yet, that pompous idiot of a Bauernkopf had to invite none less than the king of Belgium to take part in a safari in the midst of the theatre of operations! If the French get word of this, Monamour (no doubt) will at least try to make contact with Leopold II in order to win him over to the French cause, if not worse... There is only one thing to do for Würstchen: deploy his army in the field around the area where Leopold is chasing rabbits or the like to avoid that either Monamour or one of his commanders may approach the king of Belgium...

French Briefing (Commodore Verneukdt – French C.I.C.):

It sometimes does pay off to sleep with the enemy! (or at least with one of the local *black beauties*...). Ohnewürstchen’s worst fear has materialized: Verneukdt (whose army is in the close vicinity of Leopold’s hunting grounds) has been informed (*black beauties*, you know...) about the presence of Leopold II (according to the description, this **has to** be him) and Oscar’s army is already on the march to find the king and “*kindly invite*” him to visit Monamour’s camp...



GERMAN ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	COLOUR CODE
01	51 st <i>Schütztruppe Feldkompanie</i> (black)	Inf. A	6	Green
02	52 nd <i>Schütztruppe Feldkompanie</i> (black)	Inf. A	6	Blue
03	53 rd <i>Schütztruppe Feldkompanie</i> (black)	Inf. A	6	Red
04	54 th " <i>Afriboisches Deutsche Reiterverbund</i> " (white) wiped out in this battle, but replaced and ready for the next engagement.	Cav. A	5	Blue
05	55 th " <i>Afriboisches Deutsche Reiterverbund</i> " (white) wiped out in this battle and not replaced.	Cav. A	5	Green
06	56 th <i>Schütztruppe Feldkompanie</i> (black)	Inf. B	8	Blue
07	57 th <i>Schütztruppe Feldkompanie</i> (black)	Inf. B	8	Green
08	58 th " <i>Afriboische Reiter</i> " (black)	Cav. C	5	Blue
09	59 th " <i>Afriboische Reiter</i> " (black)	Cav. C	5	Red
10	60 th Baluchi infantry regiment	Inf. B	8	Green
61	61 st Baluchi infantry regiment	Inf. B	8	Blue
61	62 nd Baluchi infantry regiment	Inf. B	8	Red
61	63 rd askari field artillery (foot)	A-class	4	Blue
14	64 th askari MG unit (foot)	A-class	4	Green
15	65 th Native bowmen kikosi	Inf. C	8	Red
16	66 th Native spearmen kikosi	Inf. C	8	Blue
17	67 th Native spearmen kikosi	Inf. C	8	Green
18	68 th Native spearmen kikosi	Inf. C	8	Red
19	69 th Native spearmen kikosi	Inf. C	8	Red
20	70 th Native spearmen kikosi	Inf. C	8	Green
21	71 st Askari recruits	Inf. C	8	Green
22	72 nd Askari recruits	Inf. C	8	Red
Reinforcements from Bauernkopf's army:				
23	157 th " <i>Fickfacker</i> " Koloniale Schützen (white)	Inf. B	8	Green
24	152 nd <i>Kriegstetter Freischützen</i> (" <i>The Tettlers</i> ") Wiped out in this battle and not replaced.	Inf. A	6	Blue

The above force is commanded by Ohnewürstchen (commander of this army) on horseback (or in a car). He may control any of the above units) and is assisted by:

- 1 mounted German Captain and his NCO who may control askaris & Baluchi units only.
- 1 black native tribal overlord on foot who may control black native units only.
- 1 political agent (NCO) on foot who may control askaris, Baluchi & native units only.
- 1 officer from Bauernkopf's army on foot who may control "*Fickfacker*", Baluchi & native units only.

FRENCH ORDER OF BATTLE

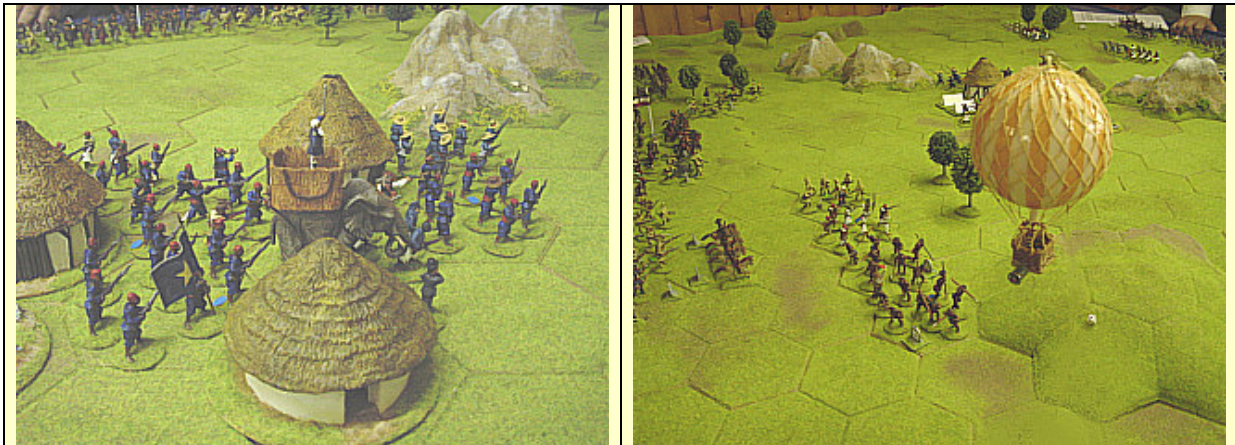
NR	UNIT TYPE	CLASS	NUMBER OF FIGS	COLOUR CODE
51	251 st <i>Brigade Navale</i> (" <i>les Pompoms</i> ")	Inf. A	6	Green
52	252 nd <i>Brigade Navale</i> (" <i>les Pompoms</i> ")	Inf. A	6	Blue
53	253 rd Amazon Askari Guards (" <i>the D-Cups</i> ")	Inf. A	6	Red
54	254 th " <i>Chasseurs à Cheval Champenois</i> "	Cav. A	5	Blue
55	255 th " <i>Chasseurs à Cheval Champenois</i> "	Cav. A	5	Green
56	256 th " <i>Zanzibari</i> " riflemen	Inf. B	8	Blue
57	257 th " <i>Zanzibari</i> " riflemen	Inf. B	8	Green
58	258 th " <i>Igdj</i> " Arab lancers	Cav. C	5	Blue
59	259 th " <i>Igdj</i> " Arab lancers	Cav. C	5	Red
60	260 th Amazon Askari musketeers	Inf. B	8	Green
61	261 st Amazon Askari musketeers	Inf. B	8	Blue
62	262 nd Amazon Askari musketeers	Inf. B	8	Red
63	263 rd Amazon field artillery (foot)	A-class	4	Blue
64	264 th Naval MG unit (foot) Wiped out in this battle, but replaced and ready for the next engagement.	A-class	4	Green
65	265 th Native bowmen kikosi	Inf. C	8	Red
66	266 th Amazon Askari spearwomen	Inf. C	8	Blue
67	267 th Amazon Askari spearwomen	Inf. C	8	Green
68	268 th Amazon Askari spearwomen	Inf. C	8	Red
69	269 th Native spearmen kikosi	Inf. C	8	Red
70	270 th Pigmy spearmen " <i>les Petits Joujous</i> "	Inf. C	8	Green
71	271 st Ruga-Ruga	Inf. C	8	Green
72	272 nd Ruga-Ruga	Inf. C	8	Red
Reinforcements from Cherie's army:				
73	153 rd FFL (" <i>les Boudins</i> ")	Inf. A	6	Red

The above force is commanded by Commodore Oscar Verneukdt (commander of this army) on horseback (or in a car). He may control any of the above units) and is assisted by:

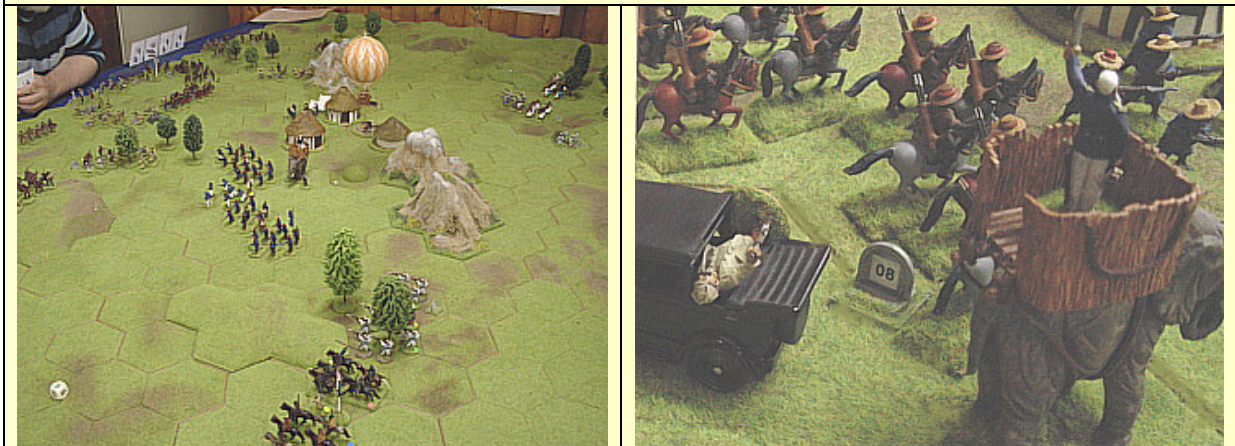
- 1 mounted "Brigade Navale" Captain and his NCO who may control white, Arab & Ruga-Ruga units only.
- 1 black native tribal Amazon overlord on foot who may control black native units only.

- 1 **political agent** (NCO) on foot who may control Arab, Ruga Ruga & black native units only.
- 1 officer from Chérie's army on foot who may control FFL, Ruga Ruga & black native units only.

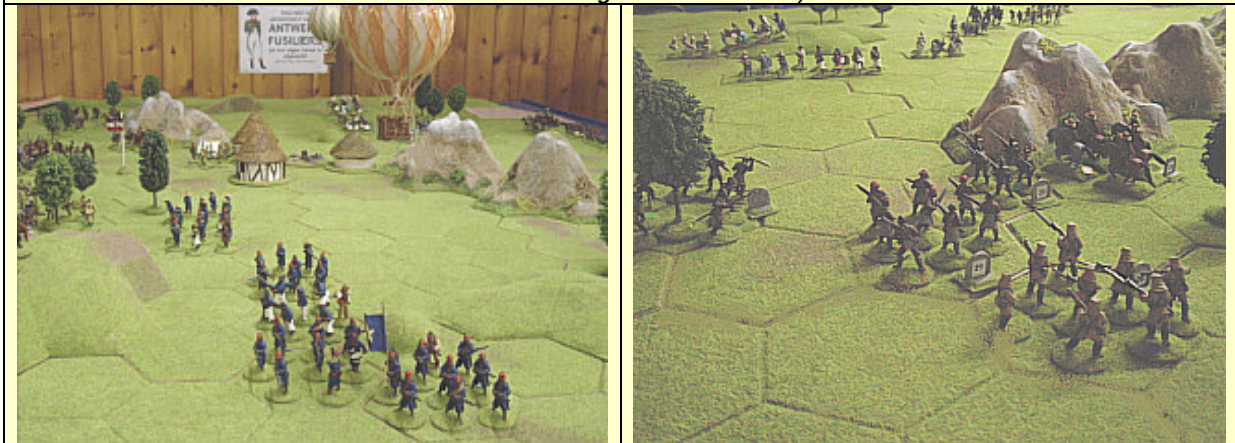
BATTLE REPORT



(Left) prior to battle: King Leopold II (riding the elephant near the centre of the village) realizes he's in a tight spot: to his left, the German army is deploying whilst on his right the French are approaching... **(Right)** Leopold immediately calls for his balloon corps to be at hand to give him an airlift when need should arise. One of the balloons is approaching the village already whilst the German left flank moves towards the heights to cut off the Belgian's retreat. In the far right top corner the French also move towards the centre of the field in order to cut off the approaching second balloon.



(Left) Whilst Leopold's Force Publique (*impartially controlled by the GM through dice throws*) moves very slowly out of the village, neither the French nor the Germans dare to open fire on the Belgians for fear of a diplomatic incident. One Belgian balloon is already floating right above the king's elephant, so he believes he's in the clear, but is he really? No, he is NOT AT ALL! A dashing cavalry charge led by Ohnewürstchen himself (*by playing the "hit & run" card*) carries Leopold II away and behind the German lines before the Force Publique even can so much as blink an eye! **(Right)** The Germans pay a high price for their success: Ohnewürstchen is shot near the absolute centre of his body (...) by a French sharpshooter and has to be carried from the field in the back of his staff car. Fortunately for him he was wearing his new uniform with built-in chastity belt, so no critical damage occurred (supposing there was anything at all to be damaged in the area hit...).



(Left) The Force Publique does not dare to attack the Germans in order not to endanger their monarch's life and leave the field, covered from the air by the balloons **(Right)** the French now take the initiative and attack on their right flank.



(Left) the Germans rush in reinforcements on their left flank to counter the French attack, but at the same time they tighten their grip on the village and the heights on their right. **(Right)** Although tactically a sound decision, the Germans are overplaying their hand because they are severely hindered in their advance by the village and the mountains.



(Left) Fortunately, they are (be it temporarily) able to check the French advance on their left, but both sides suffer a high number of casualties in the process. **(Right)** The French are victorious! General Verneukdt (no doubt inspired by the cavalier attitude of Ohnewürstchen) charges home at the head of his cavalry, supported by the preliminary fire of "les pompoms", thus annihilating a unit of Kriegstetter Pickelhaubes (the 3rd German unit to be wiped out on top of the point scored for wounding Ohnewürstchen = 4 victory points). Battle ended...

RESULTS

Player	Enemy units eliminated +1 TVP each	Own units lost -1 TVP each	Victorious team +2 TVPs/ player	Player absent and not replaced -2 TVP	King Leopold taken at the end of the game +3 TVPs	TVP total for this game
Eddy Willems (F)				-2		-2
Ludo Ielegems (G)				-2		-2
Willem Mylemans (F)	+1		+2			+3
Willie Bogaerts (G)	+1	-4			+3	0
Tom Jacobs (G)				-2		-2
Dirk Ogiers (F)	+3	-1	+2			+4

A clear strategy & tactical victory for the French.