

Battle report 4:
(Wilhelm Ohnewürstchen versus Edouard Monamour)
“THE ARRIVAL OF FRAU OHNEWÜRSTCHEN”
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”.

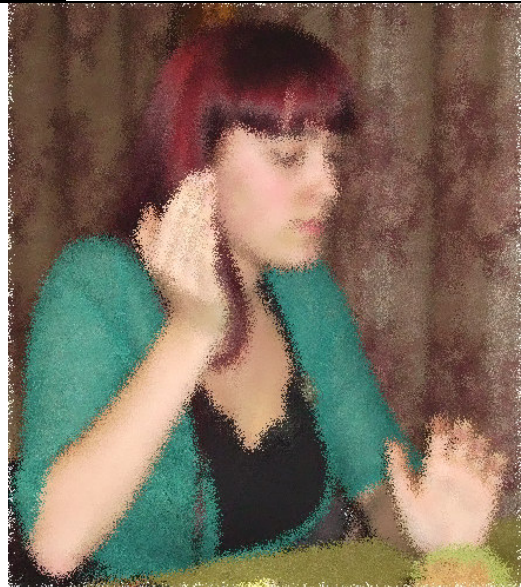
General briefing (to all players but the army commanders): You are an senior NCO in the forces commanded by general Ohnewürstchen or General Monamour in the eastern region of Heligoland. Monamour has received word from his *éclaireurs* that the (neutral) Belgian steamer “*Adrienne*” carrying Marie-Jeanne Ohnewürstchen has had engine trouble off the Heligoland coast. His *éclaireurs* are in the vicinity, but Ohnewürstchen has sent his personal *limousine* (but not with his regular *chauffeur*, I wonder why...) and a cavalry escort to pick up his wife and bring her safely to Kaisersheim. The German cavalry escort has spotted the French *éclaireurs* and have sent word to their C.I.C. Ohnewürstchen, (rightfully) fearing that Monamour would try to take MJ hostage, marches out his army towards the coastal strip where the unfortunate steamer is beached. This will bring him across the path of Monamour who has no intention of letting this opportunity pass...

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

This **REALLY** does it! Not only had that stupid wife of yours decided to (uninvited) join your campaign thus depriving you of “a soldier’s pleasures”, but next she has gotten herself into trouble even before reaching Kaisersheim. Your first reaction was to let her fry at the beach, but now you’re pleased you detailed an armed escort to collect her: otherwise you would not have known about the fact that Monamour might be tempted to take her hostage. Normally he would be more than welcome to the bitch, her endless Bible reading and moaning about the superior qualities of her “Gott”, but you simply cannot afford her meeting Monamour “over tea”... Monamour (with **his** reputation) would no doubt have a go at MJ (he’s welcome to give it a try, the consequences are his!) and god knows what tales he would tell her about your membership of “der Fickfacker”, the parties at the “Bauernhof” or your private chauffeur! No, MJ must be intercepted before the damned Frenchman gets hold of her. Reluctantly, you order your army to march.

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

You couldn’t believe your luck when your *éclaireurs* informed you that “*l’Adrienne*” had been found beached not too far from your army’s camp. In vain your naval forces had been scouting the seas for this vessel, and now it was practically dropped in your lap. This is a golden opportunity indeed! Not only will you be able to take Marie-Jeanne D’Ecqueren (Frau Ohnewürstchen) hostage, but you could inform her leisurely about the true nature of her husband and, as a consequence of the vengeful mood this would bring her in, who knows... Since you have the reputation of being a ladies’ man, you might just as well live up to it! How different things could have worked out if - two years ago in Paris - you had paid a visit to Claude Monet’s *atelier* **only one day sooner!** He had just finished a painting (the paint was still wet) called “*die grosse Berliner Bollen*” for which a young German student posed as model. One look at the painting and you knew you would never truly love another woman again! Unfortunately the German girl had moved without leaving a forwarding address. Short of the original, you bought the painting and commissioned Monet to make a miniature version to take with you on campaign. Fat chance you will bump into her in this back of beyond!



“Die grosse Berliner Bollen” by Monet.

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 “protecting” Frau Ohnewürstchen **at the end of the game**. Both Ohnewürstchen and Monamour will become **agitated** towards any of their allied players **not holding Frau Ohnewürstchen 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:

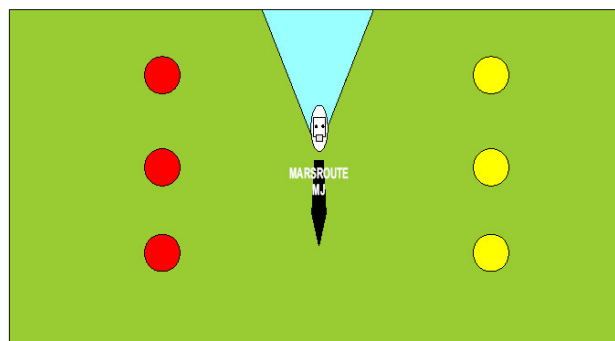
Since you are near the coast, the eastern edge of the battlefield are beach- and sea hexes. The (neutral) Belgian steamer “Adrienne” is not to be attacked, nor entered, unless you want to ally Belgium forces with your opponent’s for the rest of the campaign (better not...). Take into account that the deployment area (for this scenario) will not be along the length of the table, but across the width. **Both armies enter the battlefield in 3 columns**, commanded by the generals and nco’s. The cavalry units have already rejoined their columns at the start of the game.

Terrain shows some hills and woods and perhaps some native huts. The sea bends slightly inwards to the centre of the table, forming a small bay. In the tip of the bay the steamer “Adrienne” is beached. Right there is also a small campsite, defended by an (immobile) unit of Belgian Askaris (B-Class), commanded by the captain of the steamer. Although the Belgians do not wish to enter the Franco-German conflict, they will open fire at any unit coming within range. It would be unwise for either the Germans or the French to (first) fire (back) at the Belgian troops, since this would mean the Belgian armed forces in Afriboria would join forces with the enemy and troops would be sent in support for battles to come...

Unfortunately for Ohnewürstchen, his limousine has broken down some distance from the Belgian camp and Frau Ohnewürstchen (MJ D’Ecqueren) did not trust his scruffy (volunteer) cavalry escort (expecting some *Uhlands* in full dress, I guess) and – upon spotting the French *éclaireurs* in the distance as well - suspected a (French) trap. Therefore, she is leaving the Belgian camp with her porters and flees inland, directly away from the bay. She carries a double-barrel shotgun and is likely to open fire (2 dice – A-class - remember she has spent some time in the Wild West...) on anyone she mistrusts, whether they call themselves “French” or “German”. She is only prepared to follow willingly “a true gentleman” (Monamour) or (reluctantly?) her husband. She may however be forced to “accept” the protection of (and follow) any unit that enters her party’s ZOC, but as soon as this protecting unit is engaged in close combat, she will give it the slip, once more trying to move further inland. If she succeeds in leaving the table, she disappears from the game. **French or German units “protecting” MJ will try to move her off table (own base side). The player succeeding scores the 3 TVP’s and ends the game, his side being victorious (even before 4 enemy units have been eliminated).**

Frau Ohnewürstchen’s & the Belgians’ actions are controlled by the GM.

Both armies had to deploy in 3 columns (red dots: Germans, yellow dots: French), one commanded by the General, the other two by the NCOs. The black arrow indicates the (intended) line of march of MJ’s party. The line of march was controlled by the GM (average die: 2: to the left, 3: right forward, 4: left forward, 5: to the right). This meant there was little time for the players to get hold of the party prior to it leaving the table beyond recuperation. Both commanders were allowed to place one big hill and 4 wood hexes **in their opponent’s sector**.



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 31 (31e Westphalian Infanterie Bat) for 2 more battles with B-Class morale	Inf. A	6	Yes	green
53	Jagers (11th Hannoverian Jager Abt.)	Inf. A*	6	Yes	blue
55	Schutztruppe (7e Polizei- Feldkompanie)	Inf. B	8	No	green
56	Askari (9e Feldkompanie)	Inf. B/C	8	No	red
58	Modern field artillery (foot) Kolonial-Artillerie Abt 1	A-class	4	Yes	green
59	Colonial volunteer cavalry (1e Schutzenkompanie zu pferd)	Cav. A/B	5	No	green
60	Colonial volunteer cavalry (2e Schutzenkompanie zu pferd)	Cav. A/B	5	No	red
63	Baluchi kikosi 31	Inf. C	8	Yes	Red
64	Baluchi kikosi 32	Inf. C	8	Yes	green
66	Baluchi kikosi 33	Inf. C	8	No	green
67	Arab kikosi 31	Inf. B	8	No	blue
68	Native bowmen kikosi 31	Inf. C	8	Yes	red
70	Native spearmen kikosi 31	Inf. C	8	Yes	green
72	Schutztruppe (8e Polizei- Feldkompanie)	Inf. B	8	No	blue

The above force is **commanded by Wilhelm Ohnewürstchen** riding an elephant (commander of the D.A.K.); he may control any of the above units).

He is assisted by **1 Colonial Volunteer Gefreiter** on foot who may control Colonial Volunteers, Schutztruppe and native units only.

Also present is **1 Arab sajín** on foot (NCO, masajín) who may control Arab, Baluchi & natives only.

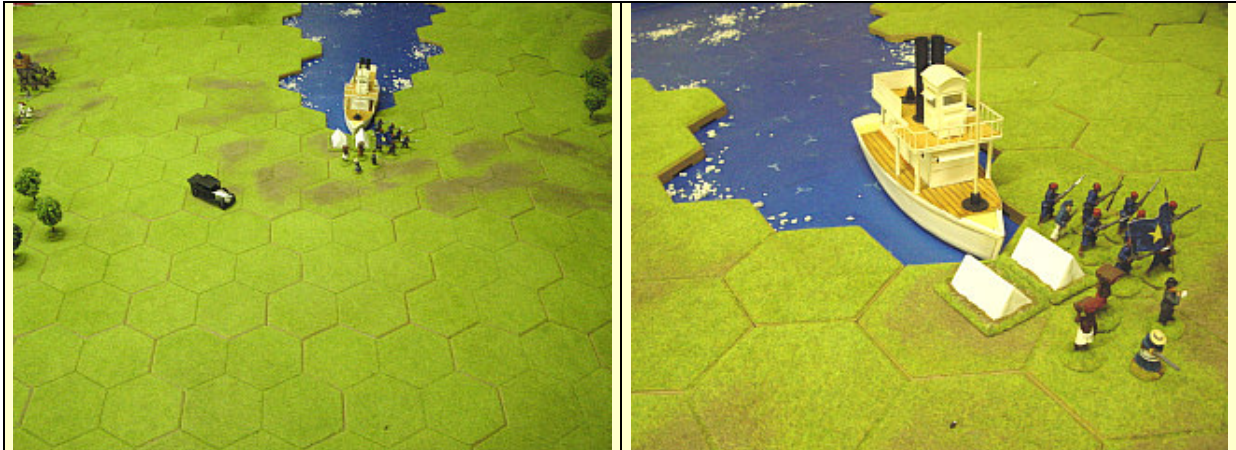
FRENCH ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	CORE UNITS	COLOUR CODE
01	Légion Etrangère 31 ^{ème} Battalion	Inf. A	6	Yes	RED
04	French regular colonial infantry 31 ^{ère} Battalion 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
10	Fusiliers Marins du “Charles Martell” division 32	Inf. A/B	6	No	RED
11	Dahomey amazon askari guards kikosi 31	Inf. B/A	6	No	GREEN
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
18	mounted native troopers kikosi 33	Cav. B	5	No	GREEN
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

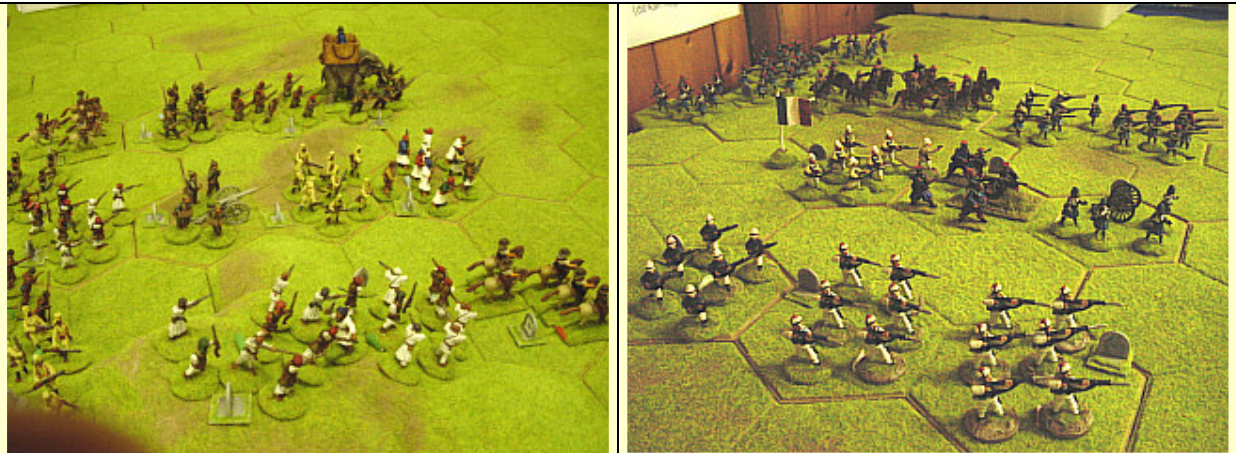
The above force is **commanded by Edoard Monamour** (commander of the French invasion force - mounted). He may control any of the above units.

He is assisted by **1 French foreign legion sergeant** (on foot) who may command FFL forces only and **1 Dahomey female masajín** (NCO's, sajín) on foot who may command Dahomey forces only.

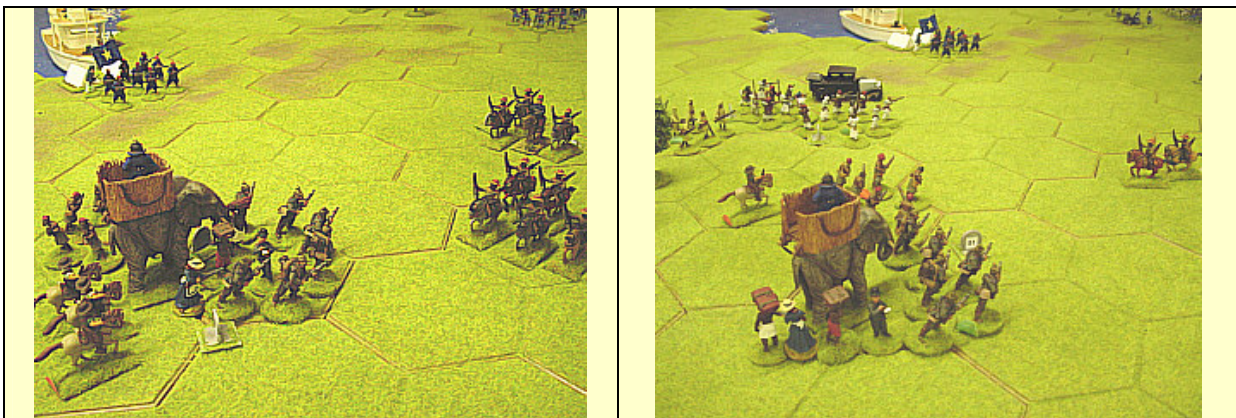
BATTLE REPORT



Battlefield layout. Picture left: the beached "Adrienne" with the Belgian contingent in the centre and Ohnewürstchen's columns in the left top corner. The French army is situated directly to the right of the trees shown in the right top corner. Picture right: close up of the Belgian sector. As soon as MJ's party had started to move, the Belgian (officered) askari-unit (B-Class) would move to MJ's initial (central) position and would fire from there on any German or French unit moving closest to them. The askaris proved to be rather "green", since they did not inflict too many casualties. However, both French and Germans were wise enough not to return fire... MJ is accompanied by her porters and the "embedded" reporter "horny" William Armintrout...



Picture left: the German columns, picture right: their French counterparts.



The battle proved to be short and fierce. The French cavalry won the race for MJ, but it failed to consolidate its position due to lack of support of the infantry (through amazingly bad luck, they only kept drawing "blue" command cards, which proved to be of very little use to them). After a number of turns they had to choose to either try to eliminate a German cavalry unit or attack Ohnewürstchen's infantry "protecting" MJ. This would have created the possibility of the "freed" MJ moving towards their line or off table (which would have turned the whole thing into a "classic" encounter battle). Unfortunately they chose to attack the cavalry, but since they failed to wipe it out (1 figure escaped), they didn't score a point (unlike the Germans who did eliminate a French cavalry unit). Since the Germans had ample choice of the right cards, they quickly withdrew MJ's party from the table, thus ending the battle with few casualties on both sides.



General Ohnewürstchen (on top of his beloved elephant Margriet) leading his forces to victory.

General Ohnewürstchen was extremely pleased with the results of the battle: it had been a close run, but he had succeeded in rescuing his wife from the cavalry lead by Monamour. Furthermore, not a word about his “colonial hobbies” would reach her ear, especially now that he knew that Bauernkopf was married as well and that his wife was living in Kaisersheim. The cunning bastard never told Ohnewürstchen this before, until he begged to be excused for this battle because his *wife* threw him a dinner-party for their wedding anniversary! Wonder if all his other “*Liebchens*” will do the same... Anyway, as soon as he could, our German overlord joined his wife (who was still accompanied by that slimy reporter Armintrout – must do something about *that!*). “*Liebchen* (he called out in German), *you are safe now!*” MJ replied (in French, remember: she’s Belgian): “*Oh, mon amour! Quelle bravoure!*”. ”So”, Ohnewürstchen thought (pleased with himself), “*she won’t be asking too many indiscrete questions now...*”. Well, that’s what foreign languages do for you, I guess, because what MJ *REALLY* meant (referring to the dashing French commander leading his cavalry towards her party earlier that day) was “*Oh, how brave Monamour was*”...

RESULTS

Player	Enemy units eliminated +1 TVP each	Own units lost -1 TVP each	Victorious team +2 TVPs/player	Frau Ohnewürstchen taken +3 TVPs	Absent and not replaced	TVP total for this game
Eddy Willems (F)						0
Ludo Ielegems (G)			+2		-2	0
Willem Mylemans (F)						0
Willie Bogaerts (G)			+2	+3		+5
Tom Jacobs (G)	+1		+2			+3
Dirk Ogiers (F)		-1				-1

The game took just 1 hour to play. Ludo Ielegems was excused but was not replaced

A clear tactical & strategical victory for the Germans.

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

Germany:
none

France:
18 Mounted native troopers Kikosi 33

Since none of the allied NCO’s succeeded in escorting MJ (Frau Ohnewürstchen) to safety, both Ohnewürstchen en Monamour have become *agitated* towards their allied generals on the political scale...