

Battle report 3: (Karl Bauernkopf versus Oscar Verneukdt) **“CATTLE RAID” – “SHAMBULIO NG’OMBE”** **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).

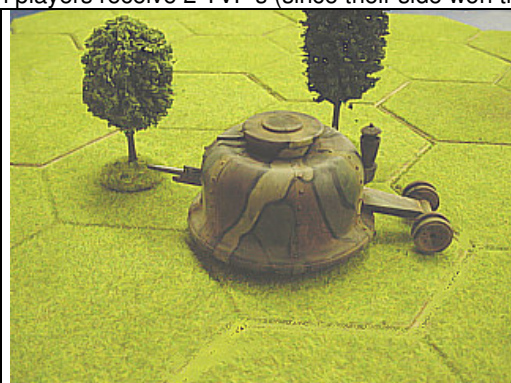
In order to view how the terrain for this battle was picked and how the units were deployed, please look at our pages “lay of the land” and “deployment on the battlefield”.

RESULTS OF THE 1ST ENGINEERING CONTEST OF THE CAMPAIGN

Prior to the start of this 3rd scenario, both supreme commanders took part in the first engineering contest of the campaign: (scratch) building a **steam tank**. The results of their labour were judged by 5 members of TSA (the Victorian Technical Study Association) and the German effort came out on top.

Player	TVP total for the campaign
Eddy Willems (F)	+10
Ludo Ielegems (G)	+12
Willem Mylemans (F)*	+3
Willie Bogaerts (G)	+2
Tom Jacobs (G)	+4
Dirk Ogiers (F)	-3

Subsequently (as a reward), General Ohnewürstchen receives 4 extra TVP's, General Monamour 3 TVP's and all German players receive 2 TVP's (since their side won the contest). The new TVP totals can be viewed above.



The German steam tank.



The French steam tank.

Congrats to both! Vehicles judged by a team of 5 (non-player) TSA-members.

General briefing (to all players but the army commanders): You are an senior nco in the forces commanded by Karl Bauernkopf or Oscar Verneukdt in the western region of Heligoland. Bauernkopf's force is marching south (away from Kaisersheim) towards his cattle farm/country estate. Rumours are that Verneukdt's army is in the area with the sole purpose of raiding Bauernkopf's cattle and wine cellar in order to please his amazons who have been deprived of any booty during the last two battles...

German Briefing (Karl Bauernkopf – army commander):

You have reason to be pleased with yourself: after your initial success in the battle of “Marché-Jardin” one of your *Veldkornets* has been able to take and hold the Holy Muslim Shrine in the latest battle (near the village of Walii) as well, whereas Ohnewürstchen did not even succeed (*again...*) in holding a few mud buildings! Perhaps any day now you will write this letter to the Emperor explaining who **really** is winning this campaign for Germany... Best be cautious, though: Ohnewürstchen has friends at court and is well aware of his situation and **your** intentions. Did he not mention only yesterday how well you take care of his prize bull “Willie” at your ranch, adding: “You will take good care of him, won't you, **Kopfken**? Willie is a present from der Kaiser himself and we would not want to see anything happen to **this bull**, now would we?”

Pfff! The only thing that probably could happen to the beast is that it bites off more cow than it can chew (if the bull is anything like *Würstchen* himself...).

“Best not worry too much” you think; “first read this freshly arrived reconnaissance report on my desk... **Was ist dass?!!!!.....** “ (the report states that French units are advancing toward your own beloved ranch “*das Bauern-Hof*”, cattle and wine cellar!).

You run out of your office at top speed, shouting orders to break camp and move south...

French Briefing (Oscar Verneukdt – army commander):

Bloody hell !!! It is starting to look like it that that poor excuse for a general (Monamour...) is after **your** head (and some other body parts as well, best not mentioned here...). You are **REALLY** p'd off with that guy! In both previous battles Monamour has held back your amazons, thus depriving them from any loot to be gained in the villages that were conquered. This situation simply can't last: one of these days these fierce female warriors are going to turn against you and we all know what that means... Fortunately, you have your own command to do with as you please and **YOU WILL**: you order your troops to advance on the biggest prize in the region: Karl Bauernkopf's cattle ranch. That should please your bloodthirsty skirted females!...

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** for the player holding the wine collection **at the end of the game**.
- **+1 TVP** for each cattle herd in possession of a player **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.

Only known to Oscar Verneukdt: one of your **French** units must take Bauernkopf's house and carry off Bauernkopf's fine collection of French wines, as a sweetening gift for Monamour, who will otherwise certainly not approve of this action. If you do not succeed, Monamour will become **AGITATED** towards **YOU** on the **POLITICAL SCALE**.

Only known to Karl Bauernkopf: one of the cattle herds contains a prize bull by the name of "Willie", owned by General Ohnewürtschen. In case the French would carry off this herd (and subsequently "Willie"), Ohnewürtschen will become **AGITATED** towards **YOU** on the **POLITICAL SCALE**.

Terrain & other notes:

Since this is farmland, there are very little trees around and only a few gentle hills. The farm buildings of "das Bauern-Hof" are placed on the table slightly off centre, near a pond. Once cattle is taken, it will move in the ZOC of the unit herding ("covering") it at 1 hex/turn. The same goes for the wine cart. Units "covering" cattle or wine suffering "flags" will leave their booty behind.

For this scenario, the army **chores** may be stiffened with **6 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 2 (2e Westphalian Infanterie Bat) for 1 more battle with B-Class morale	Inf. A	6	yes	RED
55	Schutztruppe (1e Polizei- Feldkompanie)	Inf. B	8	yes	GREEN
56	Askari (1e Feldkompanie)	Inf. B/C	8	No	BLUE
57	DAK Machinegun team (01e MG abt.)	A-class	4	Yes	BLUE
58	Colonial volunteer cavalry (1e Schützenkompanie zu pferd)	Cav. A/B	5	Yes	RED
59	Colonial volunteer cavalry (2e Schützenkompanie zu pferd)	Cav. A/B	5	No	GREEN
61	Colonial volunteer infantry (1e Schützenkompanie)	Inf. A/B	6	yes	RED
62	Colonial volunteer infantry (2e Schützenkompanie)	Inf. A/B	6	No	GREEN
63	Baluchi kikosi 01	Inf. C	8	Yes	BLUE
64	Baluchi kikosi 02	Inf. C	8	No	RED
66	Baluchi kikosi 04	Inf. C	8	No	GREEN
67	Arab kikosi 01	Inf. B	8	Yes	RED
68	Native bowmen kikosi 03	Inf. C	8	Yes	BLUE
69	Native bowmen kikosi 02	Inf. C	8	No	GREEN
72	Dummy or reserve counter				none
73	Dummy or reserve counter				none
74	Dummy or reserve counter				none
75	Dummy or reserve counter				none

The above force is **commanded by Karl Bauernkopf** (commander of the colonial volunteers, (**mounted**) he may control any of the above units).

He is assisted by **1 regular German D.A.K. Unteroffizier** on foot who may control D.A.K. & natives units only.

Also present is **1 Arab sajin** on foot (NCO, *masajin*) who may command Arab, Baluchi & natives only.

FRENCH ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	CORE UNITS	COLOUR CODE
02	Légion Etrangère 11^{ème} Battalion (recruited) for 2 more battles with B-Class morale	Inf. A	6	Yes	BLUE
04	French regular colonial infantry 1^{ère} Battalion d'infanterie coloniale	Inf. A*	6	Yes	BLUE
05	French regular colonial infantry 2^{ème} Battalion d'infanterie coloniale	Inf. A*	6	No	BLUE
09	Fusiliers Marins du "Charles Martell" division 01	Inf. A/B	6	Yes	RED
11	Dahomey amazon askari guards kikosi 01	Inf. B/A	6	Yes	GREEN
12	Dahomey amazon askari (muskets) kikosi 01	Inf. C/B	8	No	RED
13	Dahomey amazon askari (muskets) kikosi 02	Inf. C/B	8	No	BLUE
14	Dahomey amazon askari (muskets) kikosi 03	Inf. C/B	8	No	GREEN
15	Dahomey amazon askari recruits kikosi 01A	Inf. C	8	Yes	RED
16	Dahomey amazon askari recruits kikosi 02A	Inf. C	8	Yes	BLUE
17	Dahomey amazon askari recruits kikosi 03A	Inf. C	8	Yes	GREEN
18	mounted native troopers kikosi 13	Cav. B	5	No	GREEN
19	mounted native troopers kikosi 12	Cav. B	5	No	GREEN
20	Field Artillery (foot) native troops Artillerie de ligne auxiliaire 01	A-class	4	Yes	RED
21	Dummy or reserve counter				none
22	Dummy or reserve counter				none
23	Dummy or reserve counter				none
24	Dummy or reserve counter				none

The above force is **commanded by Oscar Verneukdt** (mercenary commander of the contingent Dahomey Amazons - **mounted**). He may control any of the above units.

He is assisted by **1 regular French sergeant (on foot)** who may control French regular forces only, **1 French foreign legion sergeant (on foot)** who may command FFL and Dahomey forces (by special appointment...) only.

Short history of "Das Bauern-Hof"

Karl Bauernkopf was one of the first immigrants to reach Heligoland in search of fame & fortune. It has always been his dream to become a true "*Junker*", but this would be an impossibility in the "*Fatherland*". Our "*Streber*" therefore planned to become the "*numero uno*" in heating systems in the new colony. He'd better had done some market research first: Heligoland enjoys a very warm to tropic climate, so... exit heating systems!

If one would have thought this setback would discourage "*Köpfken*" (as he is known to his friends and... the ladies) could not be further from the truth: after having worked for a short time as a bartender, he opened his first own business and soon held interests in many new companies in the colony, often because this proved to be the only way for his customers to settle their debts in his "casino"...

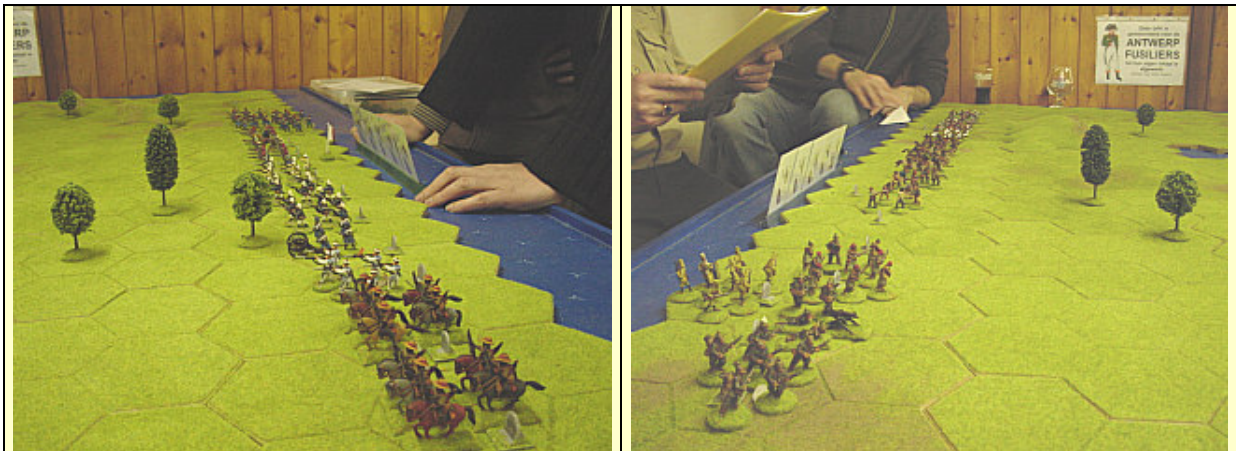
Only five years after he had set foot on land, B'kopf is now the "uncrowned viceroy" of Heligoland and one of his dreams has already materialized: the construction of "*Das Bauern-Hof*". This luxurious estate is nothing what it looks like from the outside. B'kopf wanted to make a statement with the building and it looks (from the outside) like an exact copy of his parent's home (an impoverished farmhouse...) in the *Schwarzwald* (Germany). Once inside the "Bauern-Hof" however, you will find marble columns, fine crystal, expensive paintings and oak furniture lavishly decorating the interior in unequalled splendour.

To keep the building as close to the original as possible, two huge cellars were constructed beneath it, containing dining and games rooms, kitchens, a famous wine cellar etc. It is precisely at the time of the French attack that a new shipment of wine is arriving from Bordeaux...

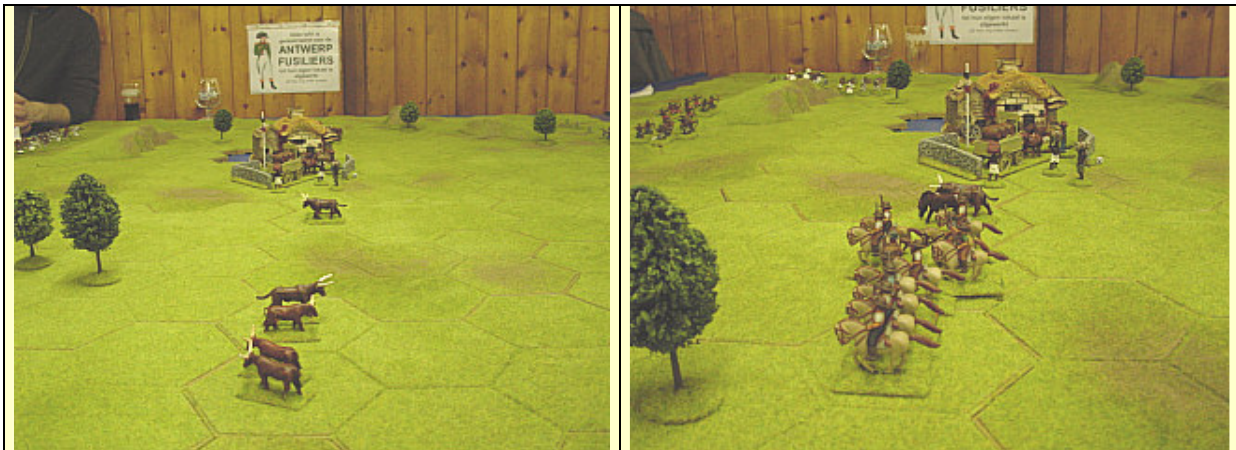
BATTLE REPORT



Karl Bauernkopf has REALLY made it in Heligoland: French wine arriving in abundance and a luxurious estate!!!



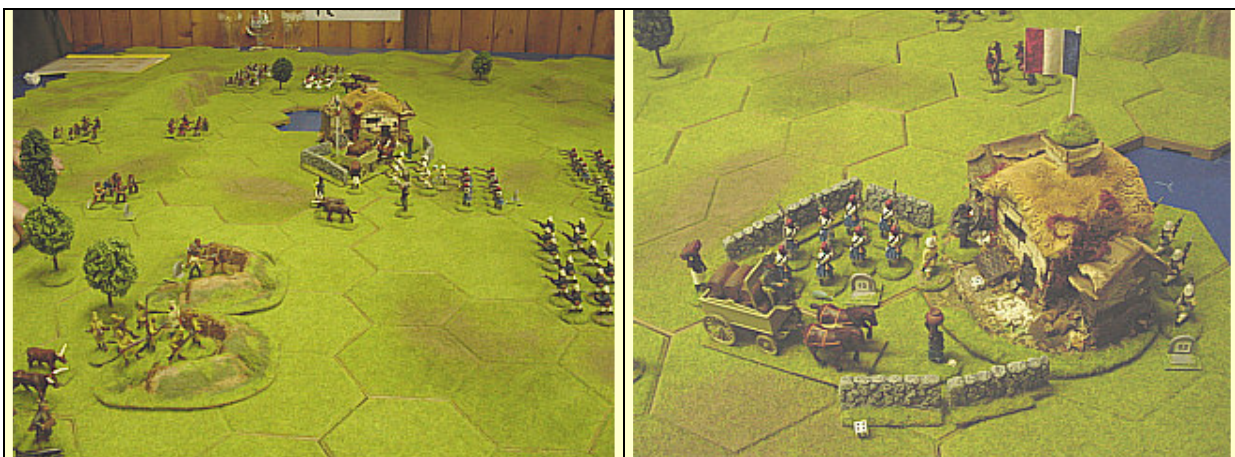
(Left) Unfortunately, Oscar Verneukdt (general commanding the Dahomey Amazon in French mercenary service) feels his position as commander is being threatened by the lack of loot for his troops in previous battles and plans to sack "das Bauern-Hof". (Right) Fortunately, an intelligence report has informed Bauernkopf about Verneukdt's intentions and the German "Godfather" advances his army to protect his estate.



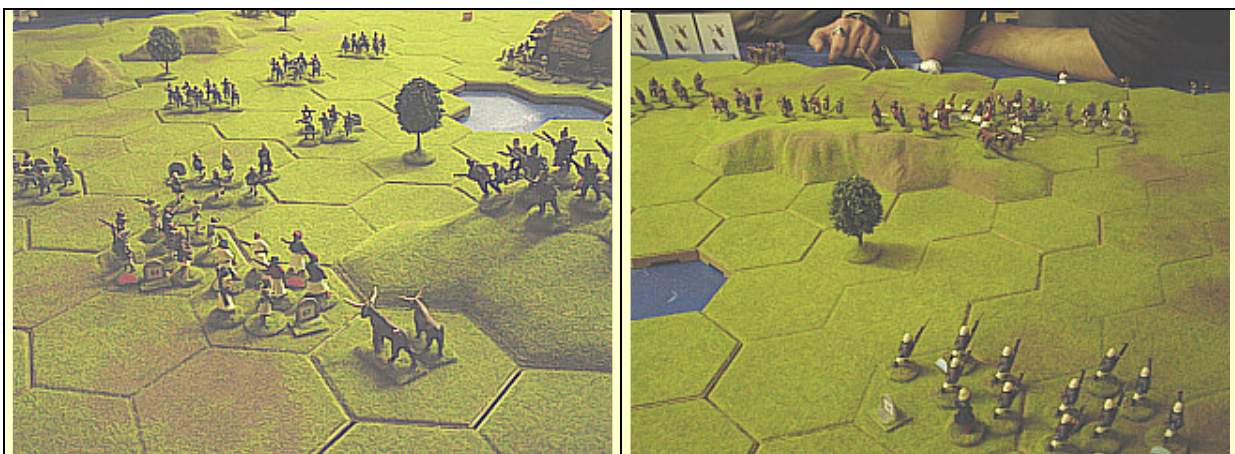
(Left) An overview of the centre of the battlefield and objectives: the wine transport (just having reached "das Bauern-Hof" and some herds of cattle: one of the bulls (marked by a blue sticker on the bottom of its base) is "Willie", a gift from the German Emperor to General Ohnewürstchen. (Right) The Germans move first (having won the toss) and their Colonial Volunteer Cavalry (positioned on their right flank) immediately secures some cattle!



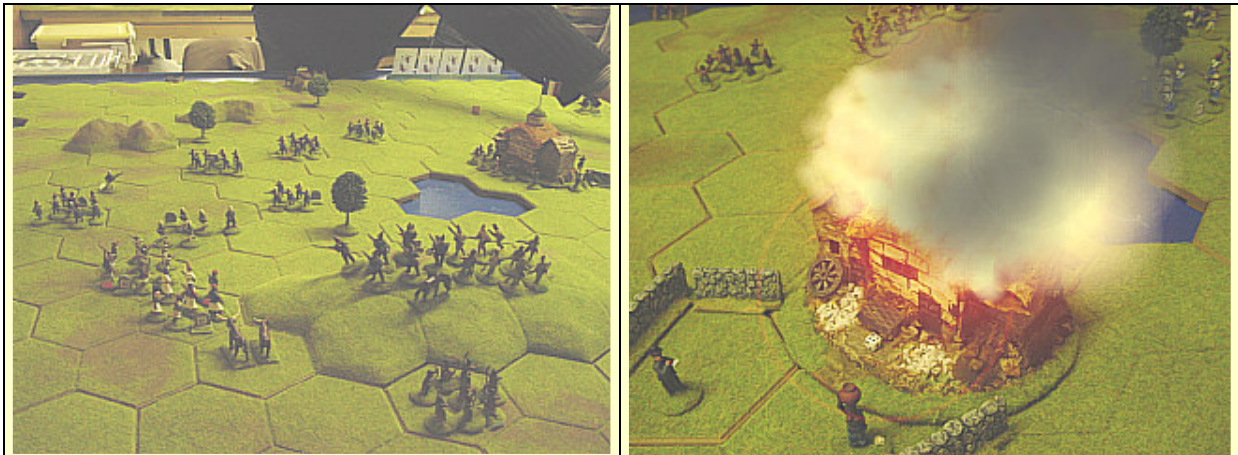
(Left) The French have very much the same idea and advance some of their cavalry in the same area with Général Verneukdt himself in command. (Right) However, the French push their luck and their Mounted Native Troopers unit is wiped out by the 2e Schützenkompanie zu Pferd and the Schutztruppe infantry (1e Polizei- Feldkompanie). Verneukdt is wounded and carried to safety (figures representing the players in the campaign can only be “wounded”, not “killed”). The Germans score their first two points!



(Left) Next, the Germans decide to fortify their right flank to protect their cattle (including “Willie”), whereas the FFL and some Dahomey Amazon musketeers go for the “Bauern-Hof” and the wine. If you take a closer look at the centre of the picture, you will notice the figure of our embedded reporter Bill Armitrout next to the cattle. (Right) The French succeed and soon the “tricolor” is hoisted on top of the “Bauern-Hof”. Note our reporter (in grey suit), close to the building and peeping inside...



(Left) The French – being checked by the German fortifications on their left flank – now advance a force of Regular Colonial Infantry on their right, “backed up” by Dahomey muskets and spears, and advance on the weakest German units (Baluchi), holding the German left flank (...and some cattle!). (Right) The Germans – realizing their weakness on the left – abandon their fieldworks on their right and move their best units across their rear in support of the Arabs & Baluchis.



(Left) The Germans win the race and secure the heights on their left with their best troops. By now, they have scored 4 points and won the battle. (Right) All the French can do is to torch "das Bauern-Hof" before retreating with the wine collection and other valuables in tow. Our reporter Bill Armintrout duly records the event...

RESULTS

Player	Enemy units eliminated +1 TVP each	Own units lost -1 TVP each	Victorious team +2 TVPs/player	Wine collection taken +2 TVPs	Cattle herds taken +2 TVPs	TVP total for this game	TVP total for the campaign
Eddy Willems (F)		-1				-1	+9
Ludo Ielegems (G)	+1	-1	+2		+2	+4	+16
Willem Mylemans (F)		-1				-1	+2
Willie Bogaerts (G)	+2		+2			+4	+6
Tom Jacobs (G)	+1		+2		+2	+5	+9
Dirk Ogiers (F)	+1	-2		+2		+1	-2

The game took 3 hours to play. All players were present. One cattle herd (there were 5) remained unclaimed in the field.

A clear tactical victory for the Germans. The "Bauern-Hof" lies in ruins, but the French were not able to secure the building, so strategically spoken, it's a draw...

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

Germany:

58 Colonial volunteer cavalry

France:

05 French regular colonial infantry

13 Dahomey Amazon askari muskets

19 Mounted Native Troopers

Général Verneukdt (wounded in battle and carried from the field).

Nothing is happening on the political scale, since Général Verneukdt carried off the wine as a sweetening gift for Général Monamour and General Bauernkopf saved General Ohnewürstchen's pet bull "Willie".

CAMPAIGN RESULTS AT THE END OF THE FIRST STRATEGY TURN.

(each strategy turn = 2 battles)

SVP TOTAL:		REINFORCEMENTS DICE THROW RESULTS & PLAYER'S CHOICE OF UNITS:	
Player	SVP total for the campaign	Eddy Willems (Général Monamour): 1 A Class unit (<i>Légion Etrangère</i>).	
Eddy Willems (F)	+2	Ludo Ielegems (General Bauernkopf): 1 A Class unit (DAK Regular Infantry)	
Ludo Ielegems (G)	+3	1 B Class (<i>Schutztruppe</i>) & 1 C Class (Baluchis).	
Willem Mylemans (F)	+1	Willem Mylemans (Général Chérie): 1 B Class unit (mounted native troopers).	
Willie Bogaerts (G)	+1	Willie Bogaerts (General Ohnewürstchen): 1 B unit (<i>Schutztruppe – 8e Feldkompanie</i>).	
Tom Jacobs (G)	+2	Tom Jacobs (Salah Dhin): 1 B Class unit ("Sons of the Desert" mounted native troopers).	
Dirk Ogiers (F)	0	Dirk Ogiers (Général Verneukdt): none.	

<p>Eddy Willems opted to sacrifice 2 SVP's in order to regain a lost A-Class core unit (unit 01 - <i>Légion Etrangère 31^{ième} Battalion</i>).</p> <p>Ludo lelegems also opted to sacrifice 2 SVP's in order to strengthen his core (unit 59 - Colonial volunteer cavalry - <i>2e Schutzkompanie zu pferd</i>).</p> <p>The new SVP totals at the beginning of the 2nd strategy turn (taking the above into account) can be viewed to the right.</p>	Player	SVP total for the campaign
	Eddy Willems (F)	0
	Ludo lelegems (G)	+1
	Willem Mylemans (F)	+1
	Willie Bogaerts (G)	+1
	Tom Jacobs (G)	+2
	Dirk Ogiers (F)	0

DEPLOYMENT FOR THE 2ND STRATEGY TURN:

Eddy Willems (Monamour): hex 16 – Willie Bogaerts (Ohnewürstchen): hex 8

DISTANCE: 2 hexes.

Ludo lelegems (Bauernkopf): hex 8 – Dirk Ogiers (Verneukdt): hex 18

DISTANCE: 4 hexes.

Tom Jacobs (Salah Dhin): hex 18 – Willem Mylemans (Chérie): hex 5

DISTANCE: 4 hexes.

During the 2nd strategy turn Monamour will again face Ohnewürstchen, but since there is a draw in the other two sectors, under the rules Salah Dhin will meet Chérie (they did not join battle last turn).