

Battle report 2:
(General Ohnewürstchen versus Général Monamour)

“TAKATIFU-BARABARA”

(“SECURING THE HOLY ROAD”)

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*”.

You are an officer in the force commanded by General Ohnewürstchen or Monamour in the eastern region of Heligoland. The German army is marching south (away from Kaisersheim) along a track with the glorious name of “the Holy Road” (Takatifu-Barabara), thus named because it leads to the village of Walii* (*Wali-i), where close by a shrine for a holy man (Muslim, that is) has been erected. The French army is marching to meet the Germans...

German Briefing (General Ohnewürstchen):

It might be due to the beautiful landscape you’re passing through, or the fact that you are marching at the head of your army, but you are starting to feel a bit better now, even regaining your usual cheerful grumpiness. “*Verdammt noch mal!*”, you murmur looking back at yesterday’s staff meeting in Kaisersheim. “*Was ist loss mit diesen verdammten Schw..nh..de?*”. It is just your luck you have to share command with people such as Bauernkopf and Salah Dhin who clearly have (hidden...) agendas of their own! Bauernkopf even tried to make a fool out of you commenting on the performance (or lack of it) of your *Pickelhaubes* and *Jägers* during “Operation Marché-Jardin” (as you found out it was called by your French counterpart Monamour). On top of that, the good-for-nothing commander of the Colonial Volunteers had the nerve to boast about the fact that **he** had been able to conquer one of the villages and secure the caravan with much needed supplies, whereas your regulars had been beaten back! Well, you were wise enough not to comment on that, even when he went on about the fact that your secretary Major Grosslaweitt had showed up with an antiquated steam wreck and an elephant (of all things) to act as prime movers, whereas the French had commandeered some spic-and-span steam tractors. During all this, Salah Dhin never spoke a word, but the smile on his face said it all. In fact, the slaver lord didn’t address you until you had outlined your plan to push south in the eastern part of the island in order to secure the road to Kaisersheim and establish a base to strike back at the *Frogs*. But what he told you then, alarmed you to no end. “*Effendi* “ he said “*the road you are about to take is called The Holy Road or “Takatifu-Barabara” by all true Muslims, since it connects Kaisersheim with the village of Walii* (*Wali-i) where close by is a shrine holding the remnants of one of our holy men. It would much displease us if the shrine would fall in the hands of the French dogs, if you know what I mean...*”. Yet another mystery, and you were already much puzzled by the fact that the French forces didn’t push on towards Kaisersheim earlier in the campaign. After all, they had a battleship there, though you have received a report from one of your officers present at the battle of Marché-Jardin that something did seem the matter with it. “*Oh, what the h..!*” You are now reinforced by more *Pickelhaubes* and *Jägers* and here you are on your way to give the *Frogs* a beating they will remember! (at least, that is what you’re hoping for...).

French Briefing (Général Monamour):

Mon dieu, mon dieu, quelle misère, quelle misère !!!!!!!. You were thoroughly shaken after “opération Marché-Jardin”, or to be more precise: the single battle going under that name... Your dream of conquering Kaisersheim in a single stroke did not materialize due to the fact that general Verneukdt was barely able to conquer just one village and none of the supplies the Germans had stockpiled there, though he gave the *Jerries* quite a beating! You have only yourself to blame since you had strictly forbidden the Dahomey amazons to loot, so you shouldn’t be surprised that these magnificent and disciplined female warriors stopped short of the centre of Soko, thus leaving the German supply train untouched. Worse however was the poor performance of your very own MG team and the fact that the “Charless Martell” (under your responsibility) was damaged. On top of that, the German force opposing you **did** field *Pickelhaubes* and *Jägers*, supposedly still to be floating somewhere on the ocean... Only thanks to the intervention of Chérie’s FFL were you able to (partly) save the day, a *fait accompli* that that pimp Chérie has been reminding you of ever since! Oh, Verneukdt did what he could, although you have some doubts about the quality of his native cavalry (wiped out by Bauernkopf’s Volunteers). The sooner some **real** cavalry arrives, the better. Still, in the meantime you’ll have to do with whatever reinforcements did arrive to support your cunning strategy of sending 3 armies in the field, each one of them providing a holding force for the Base Camp. Anyway, things do look brighter now that you are advancing at the head of your very own column in the east of Heligoland towards a place called Walii* (*Wali-i) along “The Holy Road” or “Takatifu-Barabara” (whatever that may mean). Close by Walii is a shrine holding the remnants of one holy man or the other. Being who you are, you would much prefer a house of ill repute instead, but beggars can’t be choosers, right? Anyway, Oscar Verneukdt (a sad, but not to bad a chap) has informed you that his amazons are getting restless because they were denied the sacking of Soko, so you’d best do something about that and let them have a go at Walii, or whatever the damned place is called!

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 shrine **at the end of the game**.
- **+2 TVPs** for the player occupying the village **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.

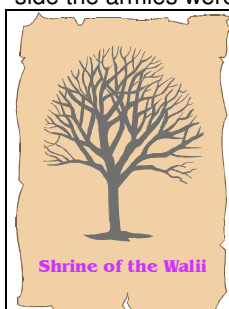
First side to score 4 TVPs by eliminating units/officers/tribal overlords (which ends the battle) is the tactical winner of the battle, side scoring highest number of points is the strategic victor.

Only known to Général Monamour: 2 units of Amazons must remain (static) 2 turns in Walii without moving or being engaged in combat in order to loot the place **before the end of the game**. If not, Verneukdt will become **AGITATED** towards **YOU** on the **POLITICAL SCALE**.

Only known to General Ohnewürstchen: in case the German side fails to secure the shrine, Salah Dhin will become **AGITATED** towards **YOU** on the **POLITICAL SCALE**.

Terrain & other notes:

The "Holy Road" runs across the battlefield (N-S), more or less in the centre, with the shrine to the west and the village (4 buildings and a few small walls) to the east of it. Shrine & village are no more than 8 hexes apart. The coastline is not near and there are some hills and woods in the area (to be placed randomly by the "lay of the land" system). The "Holy Road" is rather more like a dirt track and will not enable your troops to move any faster. The village and woods were placed on the table by the GM, 4 players were allowed to place one hill each, using the "Lay of the Land" system. After all terrain features were placed on the table, a dice throw decided on which side the armies were to deploy.



Since both Ohnewürstchen and Monamour realize the symbolic importance of the Shrine of the Walii (=“Holy Man”) to the local Muslim population, they have sent spies ahead to locate it. They know that whoever “respectfully protects” (read: “captures”...) the shrine has an important hold over the Muslims. However, things did not turn out as they hoped for... Since pictures or statues of Muslim Holy Men are blasphemy, the actual shrine turns out to be a **tree** (called “the One Tree”) located in one of the woods near the village of Walii. In order to safeguard the site, the location is only known to the local Muezzin, who will guide any pilgrim (blindfolded) to the tree. Since the Muezzin is absent for the moment, the only information they’ve got is that the tree stands somewhere within 8 hexes of the village and the only item the spies could come up with is a souvenir sold locally: a print picturing the Holy Tree **in winter**. Since it is summer now, this picture will not be of great use...

For this scenario, the army *chores* may be stiffened with **4 units, comprising no more than 1 A or A* OR 2 A/B (B/A)**. No “companies” (see rules) are to be formed (this because of the high proportion of officers in the forces fielded) 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	COLOUR CODE
51	DAK 31 (31e Westphalian Infanterie Bat) for 2 more battles with B-Class morale	Inf. A	6	green
52	DAK 32 (32e Westphalian Infanterie Bat) for 2 more battles with B-Class morale	Inf. A	6	blue
53	Jagers (11th Hannoverian Jager Abt.)	Inf. A*	6	blue
54	Jagers (12th Hannoverian Jager Abt.)	Inf. A*	6	red
55	Schutztruppe (7e Polizei- Feldkompanie)	Inf. B	8	green
56	Askari (9e Feldkompanie)	Inf. B/C	8	red
58	Modern field artillerie (foot) Kolonial-Artillerie Abt 1	A-class	4	green
63	Baluchi kikosi 31	Inf. C	8	Red
64	Baluchi kikosi 32	Inf. C	8	green
66	Baluchi kikosi 33	Inf. C	8	green
68	Native bowmen kikosi 31	Inf. C	8	red
70	Native spearmen kikosi 31	Inf. C	8	green
71	Dummy or reserve counter		1	none
72	Dummy or reserve counter		1	none
73	Dummy or reserve counter		1	none
74	Dummy or reserve counter		1	none

The above force is **commanded by Wilhelm Ohnewürstchen** on foot (commander of the D.A.K.); he may control any of the above units) and **1 D.A.K. Unteroffizier** on foot (NCO) who may control DAK-units and natives only.

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

Also present are **1 Arab afisa on foot** (officer, maafisa) & **1 Arab sajin on foot** (NCO, masajin) who may control Arab, Baluchi & natives only.

FRENCH ORDER OF BATTLE

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	COLOUR CODE
01	Légion Etrangère 31^{ème} Battalion	Inf. A	6	RED
02	Légion Etrangère 41^{ème} Battalion (recrués) for 2 more battles with B-Class morale	Inf. A	6	BLUE
04	French regular colonial infantry 31^{ère} Batallion d'infanterie coloniale	Inf. A*	6	BLUE
06	French line infantry 31^{ère} Batallion d'infanterie de ligne for 1 more battle with B-Class morale	Inf. A	6	RED
08	machine gun unit « section mitrailleuse indépendante n° 31” (French regular infantry)	A-class	4	GREEN
09	Fusiliers Marins du “Charles Martell” division 31	Inf. A/B	6	RED
13	Dahomey amazon askari (muskets) kikosi 32	Inf. C/B	8	BLUE
14	Dahomey amazon askari (muskets) kikosi 33	Inf. C/B	8	GREEN
16	Dahomey amazon askari recruits kikosi 32A	Inf. C	8	BLUE
17	Dahomey amazon askari recruits kikosi 33A	Inf. C	8	GREEN
18	mounted native troopers kikosi 33	Cav. B	5	GREEN
20	Field Artillery (foot) native troops Artillerie de ligne auxiliaire 31	A-class	4	BLUE
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 Edoaurd Monamour** (commander of the French invasion force - **mounted**). He may control any of the above units.

He is assisted by **1 French foreign legion captain** (Léo Étrange - **on foot**) who may command FFL forces only, **1 Dahomey “Majorette”** (Mlle Petit-Souris - **on foot**) who may command Dahomey forces only and **2 Dahomey female masajin** (NCO's, sajin) **on foot** who may command Dahomey forces only.

BATTLE REPORT



From the very start of the battle it was crystal clear that the presence of both supreme commanders was going to have great influence, and the taking of the village of Walii was going to be the main issue for both Ohnewürstchen and Monamour. The German forces in the centre (commanded by Ohnewürstchen himself and supported by Salah Dhin's Baluchis) raced to the cluster of adobe buildings as if they were to defend Berlin, whereas Monamour (at the head of the French regulars and supported by Léo Étrange and his FFL) had similar intentions.



This meant that not a great deal was happening on the flanks for the major part of the battle. Ohnewürstchen's forces proved to be the most deterrent in the end and both Pickelhaubes and Baluchis were soon on the roofs of the northernmost dwellings, directing a murderous fire towards the approaching French.



This would perhaps had been a good moment for the French to (wisely...) bypass the village to the west, but Monamour probably had spotted his archenemy's limousine at the other end of the hamlet and this had the effect of a red cloth on a bull: the French dashed forward and took the southernmost building as well as the square. A move that proved to be disastrous, since the troops in the square were not only fired upon from every German occupied rooftop, but also from Jäger units to the east of the town. It did not take the Germans and Baluchis very long to finish off the "fine fleur" of the FFL and regular French infantry, though it has to be mentioned that Léo Étrange did not falter: he was one of the last to go down, his body ridden with bullets...



In the end, the FFL took the village with the remnants of their force (mainly because the Germans thought it wiser to give up the village then sacrifice some of their units) and finally Monamour committed the Dahomey askaris on his right flank. Too late he had realised that the German Colonial Veldkornet and his men must have been in control of the Holy Shrine for several hours now! Too little, too late: the French had by now lost 3 units and an officer and the battle was over...

RESULTS

Player	Enemy units eliminated +1 TVP each	Own units lost <i>-1 TVP each</i>	Victorious team +2 TVPs/player	Shrine taken +2 TVPs	Village under control +2 TVPs	TVP total for this game	TVP total for the campaign
Eddy Willems (F)		-1				-1	+7
Ludo Ielegems (G)	1		2	2		+5	+10
Willem Mylemans (F)*	1	-1			2	+2	+3
Willie Bogaerts (G)	1	-1	2			+2	-2
Tom Jacobs (G)	2		2			+4	+2
Dirk Ogiers (F)		-1					-3

The game took 2 hours to play. * Willem Mylemans was excused and replaced by a guest player.

A clear tactical & strategic victory for the Germans.

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

Germany:

DAK 32 (32e Westphalian Infanterie Bat)

France:

Légion Etrangère 41^{ème} Battalion (recrués)

French line infantry 31^{ère} Battalion d'infanterie de ligne

Dahomey amazon askari recruits kikosi 33A

1 French foreign legion captain (Léo Étrange).

Since 2 units of Amazons did not remain (static) 2 turns in Walii without moving or being engaged in combat in order to loot the place before the end of the game, Verneukdt is now **AGITATED** towards Monamour on the political scale. The Germans were better off: they secured the Holy Tree, so Salah Dhin is pleased...