

STRATEGY & POLITICS

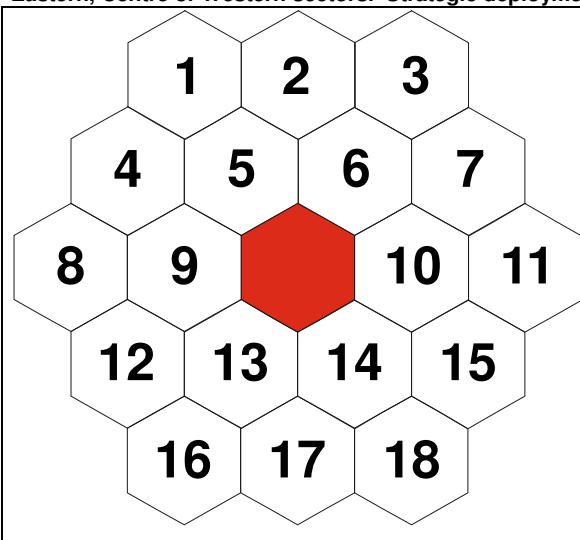
IN THE FRANCO-PRUSSIAN WAR IN HELIGOLAND.

Strategic deployment.

There are 3 German and 3 French field *armies* (each one commanded by a *general*) in the campaign and a *garrison* for both Kaisersheim and the French Base Camp. In the “**CHARACTERS**” file you can learn more about the disposition of these *generals* towards each other and their personal goals in the campaign. By means of a randomiser, applied by both the overall commanders, the initial number of units within each *army* (10-12-14) has to be established as well as their *sector* of deployment (East-Centre-West), this for the duration of the campaign. Each army list is composed of a “*core*” (composed by the Game Master – GM) and a number of units the player may choose from, according to the type of battle he is facing (e.g. for a siege he might want more artillery than the *core* provides) and up to the maximum units allowed in his army. We’ll come back on this in detail further on this page.

Strategy turn.

The campaign system is based on a number of *strategy turns*, each one comprising two *tactical battles*, either in the Eastern, Centre or Western *sectors*. Strategic deployment goes as follows:



The 18 hexagons pictured to the left are a graphic representation of a *sector* (East-Centre-West). Each *sector* holds 1 *army* per side, as randomly decided earlier. At the start of each *strategy turn* the *generals* inform the GM where their *armies* are situated (in one of the hexes 1-18).

The **two armies that are closest to each other** (either in the East, Centre or West) **will be the ones engaged in tactical battle this strategy turn**. In case of a draw, the *armies* that have not been engaged during the prior *strategy turn* will take preference.

Next, the GM will inform the *generals* about the upcoming scenario. They will then compose the *armies* they want to field based on their *army lists* and the battle take place the next date set.

This is an easy system, whereby true “map-moving” is not necessary. All both *generals* & GM have to do is to exchange a few emails. If a *general* (for whatever reason) does not want to take the field, he may “hide” his army in one of the corner hexes, with lesser risk of being close to where his opponent has deployed his *army* (if he’s lucky...).

Using the army list.

A typical (German) army list *might* look like this:

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	CORE UNITS	COLOUR CODE
51	DAK 2 (2e Westphalian Infanterie Bat) for the time being with B-Class morale	Inf. A	6	yes	RED
52	Jagers (5e Hannoverian Jager Abt.)	Inf. A*	6	yes	GREEN
53	Schutztruppe (1e Polizei- Feldkompanie)	Inf. B	8	no	GREEN
54	Askari (5e Feldkompanie)	Inf. B/C	8	no	BLUE
55	DAK Machinegun team (161e MG abt.)	Inf. A	4	no	BLUE
56	Colonial volunteer cavalry (1e Schutzenkompanie zu pferd)	Cav. A/B	5	yes	RED
57	Colonial volunteer cavalry (2e Schutzenkompanie zu pferd)	Cav. A/B	5	no	GREEN
58	Colonial volunteer infantry (10e Schutzenkompanie)	Inf. A/B	6	yes	RED
59	Baluchi kikosi 21	Inf. C	8	yes	BLUE
60	Baluchi kikosi 22	Inf. C	8	yes	GREEN
61	Arab kikosi 1	Inf. B	8	yes	RED
62	Native bowmen kikosi 201	Inf. C	8	yes	BLUE
63	Native bowmen kikosi 202	Inf. C	8	no	GREEN
64	Native spearmen kikosi 101	Inf. C	8	no	BLUE
65	Native spearmen kikosi 102	Inf. C	8	yes	RED
67	Dummy counter		1		none
68	Dummy counter		1		none
69	Dummy counter				none
70	Dummy counter				none

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.

Since this army is commanded by Karl Bauernkopf, he will be the overall commander for the coming battle, whereas the other two players on the German side will take the role of the regular German D.A.K. major and the Arab afisa (if they're present, or possibly represented by a guest-player).

You will also note that the information about the units have different background colours. This has nothing to do with the "colour coding" of the units as per game rules, but simply indicates (in the "larger picture") to what general these units owe allegiance. This will be clarified further down the line.

The core of the above army counts 9 units. Let's say the general has to field a 12-unit army and may thus reinforce his core (as per GM information) with one A or A/B, one B or B/C and one C unit.

After being informed about the type of battle he is facing, he may then pick one each of:

55	DAK Machinegun team (161e MG abt.)	Inf. A
57	Colonial volunteer cavalry (2e Schützenkompanie zu pferd)	Cav. A/B

53	Schutztruppe (1e Polizei- Feldkompanie)	Inf. B
54	Askari (5e Feldkompanie)	Inf. B/C

63	Native bowmen kikosi 202	Inf. C
64	Native spearmen kikosi 101	Inf. C

to complete the force he is going to field.

All units not fielded are supposed to be withdrawn to Kaisersheim (Germans) or the French Base Camp (French) as a garrison for the duration of this game scenario, or will appear as reinforcement due to a special command card (see rules).

You will also observe that this army is commanded by Karl Bauernkopf (the German Colonial Volunteers' General). It is therefore logical that the core of his army consists mainly of Colonial Volunteer units (4) and lesser Arab (3) or D.A.K. (2) units.

Victory points.

Each scenario indicates how and how many tactical victory points (TVP's) are to be gained. At the end of each strategy turn (2 battles) the TVP points total of each player is calculated and strategy victory points (SVP's) are awarded:

Player with highest number of TVP's	3 SVP's
2nd & 3rd	2 SVP's
4th & 5th	1 SVP's
6th	0 SVP's

In case of a draw, both players receive the highest SVP's given (E.G. one player scores 8 TVP's and receives 3 SVP's, then 3 others score 6 and receive 2 SVP's each).

At the beginning of the next strategy turn, all players start from 0 TVP's again. The player with the highest number of SVP's at the end of the campaign is the overall winner.

Reinforcements.

At the end of each strategy turn, each player casts a number of D6 equal to his SVP's.

1-2: no reinforcements

3-4-5: 1 unit

6: 2 units

per unit of reinforcements gained, cast 1D6 again:

1: A or A/B class (player's choice).

2-3: B or B/C class (player's choice).

4-5-6: C-class (player's choice).

These units are added to the army list, but not as part of the core.

Politics.

We again refer to the "CHARACTERS" file where you can learn more about the disposition of these generals towards each other and their personal goals in the campaign. It is obvious that there is much mistrust and envy and that each general has set his own goals. Being Victorian characters, there is little chance they will change their character or attitude for the better, but WORSE is always an option...

Therefore, a general commanding an army in battle (for the above army list, this is Karl Bauernkopf) may always be criticised by one (or both...) of his allies for his performance on the battlefield. Each scenario will specify (for his eyes only...) where the general can go wrong and what will be the consequences.

E.G. one of the objectives in the game is a mosque. The scenario notes mention (in this case known to Karl Bauernkopf only): "If the French gain this objective, the Arab player will be not pleased at all: -1 on the SALAH DHIN-BAUERNKOPF POLITICAL SCALE. If the Germans gain this objective, the Arab player will be overjoyed: +1 on the SALAH DHIN-BAUERNKOPF POLITICAL SCALE".

What does this mean? Let us have a look at one of the *political scales*, taking the above example further.

SALAH DHIN-BAUERNKOPF POLITICAL SCALE

GO TO HELL!	-3 UNITS	- 2 UNITS	-1 UNIT	AGITATED	NEUTRAL
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At the start of the campaign all political scales are set to **NEUTRAL**. Each player has two **POLITICAL SCALES**, one for each of his allies. For **Salah Dhin** these are the **SALAH DHIN-BAUERNKOPF** and **SALAH DHIN-OHNEWÜRSTCHEN** scales, details known only to the players concerned. Let's suppose we have been playing a number of battles already and Karl Bauernkopf has scored a **-1** versus **Salah Dhin** in one of the previous *strategic turns*, so **Salah Dhin** is feeling **AGITATED** towards Karl Bauernkopf and his Colonial Volunteers for the moment. In case the Germans occupy the mosque at the end of the game, Karl Bauernkopf gets a **+1** on the **SALAH DHIN-BAUERNKOPF POLITICAL SCALE**, advances to **NEUTRAL** and all is well again, but in case the French gain the mosque, Karl Bauernkopf gets a **-1** and the scale drops to **-1 UNIT**, meaning **Salah Dhin** will withdraw one **Arab** unit of his choice from Karl Bauernkopf's army list (*core* first) and so on. **GO TO HELL!** means that all **Arab** units from Karl Bauernkopf's army are withdrawn by **Salah Dhin**. BTW, players can't do better than **NEUTRAL** ...

At first glance, there seems very little **Karl Bauernkopf** can do about this, but this is not true. E.G. he can deploy the **Arab** officer in his army (played by the **Salah Dhin** player or a guest-player) close to the objective, thus tempting him to take the mosque (and the victory point(s) it represents), or not, but... that's politics, isn't it?