

# THE VON DECHAU EXPEDITION

(Sample 1021pts T&T German colonial force for Darkest Africa campaigns)



This expedition is named after its commander, Baron Karl-Wilhelm Hermann August von Dechau, and contains elements of the Schutztruppe German Southwest Africa, training company Kiel, the landing party of the S.M.S. Königsberg, a hastily formed unit of Askaris and some heavy weapons.

Baron von Dechau has just been dispatched to Africa for the very first time and is eager to serve His Majesty on the Dark Continent.



This is the baron (2<sup>nd</sup> from the right) and his staff right after getting ashore at the Lüderitzbucht. He proudly presents the golden „Afrika-Stab“, given to him by his uncle Lothar who served from 1896 to 1907 in various German colonies.

Quality	Score	HP	Combat	Morale	Cards	Initiative	Points
2x Trained (Pistol)	7	1	n/a	+1/+2(0)	1	2/3	22
1x Trained (Rifle)	7	1	n/a	+1/+2(0)	1	2/3	12
Leader (Cane)	as unit	2	+1	+1	as unit	as unit/3	27
Hero (Cane)	5	3	+1	+2	special	6/as unit+1*	47
							<b>Total: 108</b>



This is a detachment of 2<sup>nd</sup> company, Schutztruppe Südwestafrika, usually stationed at Ukramas. All of them are experienced veterans, who volunteered to serve in Africa and have been fighting here for several years now. They train the Askaris and help the baron getting to know the specialties of combat in the jungle.

Quality	Score	HP	Combat	Morale	Cards	Initiative	Points
9x Veteran (Rifle)	7	1	n/a	+2(+1)	1	3	117
Leader (Rifle)	as unit	2	+1	+1	as unit	as unit	33
							<b>Total: 150</b>

\* Tactician skill applied



This is a new unit fresh from the training grounds of the marine infantry school at Kiel, who volunteered right after boot camp. They are young and enthusiastic, but know snakes and foot long centipedes only from their textbooks.

Quality	Score	HP	Combat	Morale	Cards	Initiative	Points
9x Trained (Rifle)	7	1	n/a	+1(0)	1	2	108
3x Trained (Pistol)	7	1	n/a	+1(0)	1	2	83*
Leader (Pistol)	as unit	2	+1	+1	as unit	as unit	31
<b>Total:</b>							<b>222</b>



The landing party of the S.M.S. Königsberg consists of experienced seamen. They don't like going ashore except for women & drinks, but they know the perils of the jungle. The Königsberg is being equipped at Lüderitzbucht at the moment, which is why this unit is at the baron's disposal.

Quality	Score	HP	Combat	Morale	Cards	Initiative	Points
16x Trained (Rifle)	7	1	n/a	+1(0)	1	2	192
3x Trained (Pistol)	7	1	n/a	+1(0)	1	2	83*
Leader (Rifle)	as unit	2	+1	+1	as unit	as unit	32
<b>Total:</b>							<b>307</b>

\* includes the cost of one HMG (50 pts)



The Askari unit has recently been recruited and is still in poor shape. They are lacking training and equipment and are still too scared to be of any real combat value. Nevertheless their knowledge of the area and their scouting abilities make them an invaluable asset to the expedition.

Quality	Score	HP	Combat	Morale	Cards	Initiative	Points
11x Raw (Musket)	8	1	n/a	0(-1)	1	1	88
3x Raw	8	1	n/a	0(-1)	1	1	115*
Leader (Rifle)	as unit	2	+1	+1	as unit	as unit	31
<b>Total:</b>							<b>234</b>

Next steps include adding some pack animals to avoid recruiting bearers on a regular basis. If the road to Zwamamba will be completed, there are even options to equip the expedition with a few vehicles. The troops will like trucks and the baron is considering an armored car.

But those are all plans for the far future. Right now the very first mission is to seek and capture this young woman:



The tabloids of Berlin whisper of a niece of His Majesty reported missing several years ago near Morabapatu. A spokesperson of the Court has neither confirmed nor denied any such rumors.

\* includes the cost of one artillery piece (100 pts)