

******THE AFRIBORIAN HERALD******

SPECIAL EDITION 09

THE FRANCO-PRUSSIAN WAR IN HELIGOLAND.



Map of Heligoland.



Map of Igdi.

CHÉRIE's ARMY (*F.O.E.F. n°2*)

(French Overseas Expeditionary Force n° 2)

DURING THE SECOND CAMPAIGN SEASON.



Chérie's F.O.E.F. n°2: two units of Ruga-Ruga (C-Class) securing a native village.

Général Chérie (a former high ranking French police officer, remember) is still confident he will be able to expose Monamour for the scoundrel, coward and womaniser he believes him to be. Although Monamour is still in overall command, Chérie is convinced his (what he sees as an independent) command of the *F.O.E.F. n°2* will give him the opportunity to perform better on the battlefield and consequently to be heard by the government in Paris. He is not only pleased with his crack FFL legions, but also appreciates the "*Pays d'Héligo*" rifle units in his army, composed of settlers who are ready to colonize Heligoland (of at least part of it) as soon as the French consolidate the region. Being popular with these guys might help him when he runs for *Gouverneur* of the French colony to be...

William Armintrout

Afriborian Herald reporter.

Units taking part for the first time in battle will be “colour coded” by the GM (choice of red-blue-green sticker). Please note that these colour codes stand for the rest of the campaign season. The unit number (NR) is for deployment on the tabletop only (see “deployment”) and serves no other purpose.

CHÉRIE's ARMY (F.O.E.F. n°2)

The initial *field strength* of this army is 22. Due to the possibility of reinforcements arriving at the end of a strategy move, more units might be added to the list (e.g. according to the scenario - when a victory is scored). Units completely annihilated in battle are permanently removed from the list. Sister units of units with a grey coloured background (see table below) are also present in the other two armies in the French alliance. Therefore, at the start of the campaign season, unit types 60-72 (and their colour codes) are identical in all three German army lists.

NR	UNIT TYPE	CLASS	NUMBER OF FIGS	COLOUR CODE
51	151 st FFL (“les Boudins”)	Inf. A	6	Green
52	152 nd FFL (“les Boudins”)	Inf. A	6	Blue
53	153 rd FFL (“les Boudins”)	Inf. A	6	Red
54	154 th “Chasseurs à Cheval Champenois”	Cav. A	5	Blue
55	155 th “Chasseurs à Cheval Champenois”	Cav. A	5	Green
56	156 th “Pays d’Héligo” settler riflemen	Inf. B	8	Blue
57	157 th “Pays d’Héligo” settler riflemen	Inf. B	8	Green
58	158 th “Igdj” Arab camelry	Cav. C	5	Blue
59	159 th “Igdj” Arab lancers	Cav. C	5	Red
60	160 th Amazon Askari musketeers	Inf. B	8	Green
61	161 st Amazon Askari musketeers	Inf. B	8	Blue
62	162 nd Amazon Askari musketeers	Inf. B	8	Red
63	163 rd Amazon field artillery (foot)	A-class	4	Blue
64	164 th Naval MG unit (foot)	A-class	4	Green
65	165 th Native bowmen kikosi	Inf. C	8	Red
66	166 th Amazon Askari spearwomen	Inf. C	8	Blue
67	167 th Amazon Askari spearwomen	Inf. C	8	Green
68	168 th Amazon Askari spearwomen	Inf. C	8	Red
69	169 th Native spearmen kikosi	Inf. C	8	Red
70	170 th Pigmy spearmen “les Petits Joujous”	Inf. C	8	Green
71	171 st Ruga-Ruga	Inf. C	8	Green
72	172 nd Ruga-Ruga	Inf. C	8	Red

The above force is commanded by Général Chérie (commander of this army) on horseback (or in a car). He may control any of the above units) and is assisted by:

- 1 mounted FFL Captain and his NCO who may control white, Arab & Zanzibari units only.
- 1 black native tribal Amazon overlord on foot who may control Amazon & black native units only.
- 1 FFL **political agent** (NCO) on foot who may control Arab, Zanzibari, Amazon & black native units only.

Each army also has a siege train which will only be fielded in case the opponent may be besieged (walled town, fortress etc) or is strongly entrenched.

Reinforcements prior to battle: since each strategy move (normally) comprises only 2 battles (and since there are 3 armies to each side), there is always one idle army to each side. Prior to the first battle of each strategy move, (max) 5 cream units from the idle armies (commanded by an officer) are drawn by lot as reinforcements for the current strategy move. This is done by means of a card deck: one card per cream unit available and 1 or more blanc cards (when a cream unit is annihilated, its card is replaced by a blanc). **No more than 3 of these extra units may be A-class** AND as soon as a 3rd A-class card is drawn, no more cream units may be added as reinforcements for this strategy move. The scenario will state up to how many cream units from the idle armies may be fielded as reinforcements for the battle. Within these limits, it is up to the commanders to decide how to spread these reinforcements over the two battles of a strategy move.



Chérie's F.O.E.F. n°2: in the front three units of A-class FFL (French Foreign Legion).
To the left: French “Fusiliers Marins Unité Mitralleuse” and to the back “Igdj” camelry and cavalry (C-Class).