

# \*\*\*\*\**THE AFRIBORIAN HERALD*\*\*\*\*\*

*SPECIAL EDITION 07*

## THE FRANCO-PRUSSIAN WAR IN HELIGOLAND.



*Map of Heligoland.*



*Map of Igdi.*

### VERNEUKDT's ARMY (*LA BRIGADE NAVALE*) DURING THE SECOND CAMPAIGN SEASON.



*Verneukdt's Brigade Navale & Arab-Afriborian army: in the front two units of B-class Zanzibari riflemen. To the left: French "Fusiliers Marins" and to the back Amazon Askari Guards & "Igdi" camelry and cavalry (C-Class).*

Neither General Oscar Verneukdt nor his Dahomey Amazon Askaris have been performing particularly well during the first part of the campaign, up to the point that the female warriors were at the brink of sacking their mercenary General and letting him bear the consequences of his failure (and we *all* know what that would have meant...). Fortunately, Monamour saw this coming and offered Verneukdt a commission in the *F.O.E.F.* as commander of the "*Brigade Navale*" (a bit of an overstatement for a couple of *Fusiliers Marins* units, backed up by a large native contingent...). Nevertheless, this saved Oscar from a faith worse than death and Monamour further sweetened things for the Amazons by engaging several units of male black natives (who even accepted to do the job without being paid for it!) to "support" them (?). Verneukdt's force was further stiffened by some "Igdi" (an Afriborian region where the French had strong interests) Arab units, some Zanzibari and a couple of "*Chasseurs à Cheval Champenois*" units. Let's hope Verneukdt does better as a regular French officer...

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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.

## VERNEUKDT’S ARMY – LA BRIGADE NAVALE.

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	251 <sup>st</sup> Brigade Navale (“les Pompoms”)	Inf. A	6	Green
52	252 <sup>nd</sup> Brigade Navale (“les Pompoms”)	Inf. A	6	Blue
53	253 <sup>rd</sup> Amazon Askari Guards (“the D-Cups”)	Inf. A	6	Red
54	254 <sup>th</sup> “Chasseurs à Cheval Champenois”	Cav. A	5	Blue
55	255 <sup>th</sup> “Chasseurs à Cheval Champenois”	Cav. A	5	Green
56	256 <sup>th</sup> “Zanzibari” riflemen	Inf. B	8	Blue
57	257 <sup>th</sup> “Zanzibari” riflemen	Inf. B	8	Green
58	258 <sup>th</sup> “Igdj” Arab lancers	Cav. C	5	Blue
59	259 <sup>th</sup> “Igdj” Arab lancers	Cav. C	5	Red
60	260 <sup>th</sup> Amazon Askari musketeers	Inf. B	8	Green
61	261 <sup>st</sup> Amazon Askari musketeers	Inf. B	8	Blue
62	262 <sup>nd</sup> Amazon Askari musketeers	Inf. B	8	Red
63	263 <sup>rd</sup> Amazon field artillery (foot)	A-class	4	Blue
64	264 <sup>th</sup> Naval MG unit (foot)	A-class	4	Green
65	265 <sup>th</sup> Native bowmen kikosi	Inf. C	8	Red
66	266 <sup>th</sup> Amazon Askari spearwomen	Inf. C	8	Blue
67	267 <sup>th</sup> Amazon Askari spearwomen	Inf. C	8	Green
68	268 <sup>th</sup> Amazon Askari spearwomen	Inf. C	8	Red
69	269 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Red
70	270 <sup>th</sup> Pigmy spearmen “les Petits Joujous”	Inf. C	8	Green
71	271 <sup>st</sup> Ruga-Ruga	Inf. C	8	Green
72	272 <sup>nd</sup> Ruga-Ruga	Inf. C	8	Red

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

- 1 mounted “Brigade Navale” Captain and his NCO who may control white, Arab & Ruga-Ruga units only.
- 1 black native tribal Amazon overlord on foot who may control black native units only.
- 1 **political agent** (NCO) on foot who may control Arab, Ruga Ruga & 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 3<sup>rd</sup> 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.



Technically, Verneukdt (as commander of the Fusiliers Marins) is actually an officer in the French navy, but will the French cuirassé colonial “Charles Martell” return to the scene after being repaired or will other vessels appear?...