

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

## SPECIAL EDITION 04

### THE FRANCO-PRUSSIAN WAR IN HELIGOLAND.



Map of Heligoland.



Border region between Khaboul and Bengalen (British Indistan).

## SALAH DHIN'S ARMY DURING THE SECOND CAMPAIGN SEASON.



Salah Dhin's Arab & native Afriborian army: in the front regular Sikh infantry units (B-class) & artillery (A-class), followed by Schütztruppe (C-class) askari recruits and to the back Sikh lancer units (A-Class) and black native tribes with spears and bows (C-Class).

If the Germans can rightfully claim to be the victors of the first campaign season of the Franco Prussian War in Heligoland, it is equally true that Salah Dhin emerged as the most successful commander in the field. Unfortunately for him, our dashing Arab warlord has very little to show for his efforts: his beloved Sisters in Pray were slaughtered, his palace lays in ruins and his people were driven from their lands by the French. High time to do some creative thinking in case the French would be chased from the Heligoland shores over the next few months! Ohnewürstchen (sorry, *Freiherr von Ballendorf...*) and Bauernkopf (a.k.a. *Ritter von Kriegstetten*) would then – no doubt - harvest the fruits of victory and poor Salah would probably have to face both a ban on slavery and his former allies' armies in the process...

Fortunately, Allah is with the true Defenders of the Faith. Not only did some religious fanatic camel riders join his army, but recently Salah was also secretly contacted by an envoy of Raj Thett'n Soth, one of the most influential Sikh warlords in the land of Khaboul. Salah once briefly met Thett'n during a lucrative (female) slave selling trip in the border region between Khaboul and Bengalen (British Indistan, *see map above*). For years now Thett'n and his neighbours have yielded to the power of the British under Lord Hamilton, even supplying the wretched redcoats with entire regiments to serve (and die) abroad. One good thing at least has come out of this: once their tour in Her Majesty's forces over, the Sikh return to their country and are immediately enlisted in their Raj's army, thus modernising and strengthening this force considerably. This would form a potential threat to the British were it not that no Sikh is allowed to raise above the rank of Captain in British service (and very few do). The Sikh army thus lacks trained commanders and Salah is just the person Thett'n needs to solve this problem. Salah Dhin immediately saw the opportunities this new alliance offered and agreed to spend several months in Khaboul to form the nucleus of a Sikh General Staff, but asked in return that Thett'n would send a Sikh brigade to Heligoland to strengthen his own forces in the field, so that he would no longer have to depend on DAK or Schütztruppe units. Thett'n agreed and even threw in some artillery and machine guns. When Salah broke the news to Würstchen and Köpchen, there was little more for them to do than to smile politely, grind their teeth and

ultimately force Salah to accept a couple of askari units to join his force. At least these troops can be trusted to inform their German masters if Salah would overplay his hand...

**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.

## SALAH DHIN's ARMY.

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 German 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
01	251 <sup>st</sup> Sikh Regular Khalsa infantry regiment	Inf. A	6	Green
02	252 <sup>nd</sup> Sikh Regular Khalsa infantry regiment	Inf. A	6	Blue
03	253 <sup>rd</sup> Sikh Regular Khalsa infantry regiment	Inf. A	6	Red
04	254 <sup>th</sup> Sikh regular Khalsa lancers	Cav. A	5	Blue
05	255 <sup>th</sup> Sikh regular Khalsa lancers	Cav. A	5	Green
06	256 <sup>th</sup> Sikh Regular Khalsa infantry regiment	Inf. B	8	Blue
07	257 <sup>th</sup> Sikh Regular Khalsa infantry regiment	Inf. B	8	Green
08	258 <sup>th</sup> "Sons of the Prophet" camelry	Cav. C	5	Blue
09	259 <sup>th</sup> "Sons of the Prophet" camelry	Cav. C	5	Red
10	260 <sup>th</sup> Baluchi infantry regiment	Inf. B	8	Green
11	261 <sup>st</sup> Baluchi infantry regiment	Inf. B	8	Blue
12	262 <sup>nd</sup> Baluchi infantry regiment	Inf. B	8	Red
13	263 <sup>rd</sup> Askari field artillery (foot)	A-class	4	Blue
14	264 <sup>th</sup> Askari MG unit (foot)	A-class	4	Green
15	265 <sup>th</sup> Native bowmen kikosi	Inf. C	8	Red
16	266 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Blue
17	267 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Green
18	268 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Red
19	269 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Red
20	270 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Green
21	271 <sup>st</sup> Askari recruits	Inf. C	8	Green
22	272 <sup>nd</sup> Askari recruits	Inf. C	8	Red

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

- 1 mounted Sikh Captain and his NCO who may control Sikh & Baluchi units only.
- 1 black native tribal overlord on foot who may control black native units only.
- 1 **political officer** (NCO) on foot who may control askaris, Baluchi & 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.



Salah Dhin's Arab & native Afriborian army: in the front regular Sikh infantry units (A-class) & MG (A-class), followed by religious fanatics on camels (C-Class). To the back are the Baluchi units (B-class) and some more black natives (C-class).