

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

SPECIAL EDITION 05

THE FRANCO-PRUSSIAN WAR IN HELIGOLAND.



Map of Heligoland.



Freiherr Ohnewürstchen von Ballendorf in his uniform of Schütztruppe commander (designed by Frau Ohnewürstchen herself, complete with built-in chastity belt...).

OHNEWÜRSTCHEN's ARMY DURING THE SECOND CAMPAIGN SEASON.



Ohnewürstchen's Schütztruppe & native Afriborian army: in the front regular askari infantry units (B-class) & artillery (A-class), followed by Schütztruppe askari recruits (C-class) and to the back mounted "Afriborisches Deutsche Reiterverbund" units (A-Class) and black native tribes with spears and bows (C-Class).

The Kaiser may have raised Würstchen to nobility and promised him more troops and equipment, but for the moment the only action he has taken is to withdraw the D.A.K. *Pickelhaubes* and *Jägers*, to strengthen the home forces for fear of escalation of the conflict to the borders of the *Fatherland* with France...

Ohnewürstchen, as commander-in-chief of the German Afriborian forces immediately reacted by taking command of the excellent (black) forces of the Schütztruppe and some mounted units of the "Afriborisches Deutsche Reiterverbund". All these units were formerly part of Bauernkopfs' army, but (for the moment) their was little our new *Ritter Köpchen* could do to counter this move from his supreme commander. Würstchen would have stuck to an all-black army (to be stiffened later with white Schütztruppe units), but he badly needed some experienced cavalry, not only for *reccé* purposes, but also to keep Frau Ohnewürstchen (very much afraid from horses, remember...) as far away from his "movements in the field" (and in certain private gentlemen's clubs) as possible.

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.

OHNEWÜRSTCHEN'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	51 st Schütztruppe Feldkompanie (black)	Inf. A	6	Green
02	52 nd Schütztruppe Feldkompanie (black)	Inf. A	6	Blue
03	53 rd Schütztruppe Feldkompanie (black)	Inf. A	6	Red
04	54 th “Afriborisches Deutsche Reiterverbund” (white)	Cav. A	5	Blue
05	55 th “Afriborisches Deutsche Reiterverbund” (white)	Cav. A	5	Green
06	56 th Schütztruppe Feldkompanie (black)	Inf. B	8	Blue
07	57 th Schütztruppe Feldkompanie (black)	Inf. B	8	Green
08	58 th “Afriborische Reiter” (black)	Cav. C	5	Blue
09	59 th “Afriborische Reiter” (black)	Cav. C	5	Red
10	60 th Baluchi infantry regiment	Inf. B	8	Green
11	61 st Baluchi infantry regiment	Inf. B	8	Blue
12	62 nd Baluchi infantry regiment	Inf. B	8	Red
13	63 rd askari field artillery (foot)	A-class	4	Blue
14	64 th askari MG unit (foot)	A-class	4	Green
15	65 th Native bowmen kikosi	Inf. C	8	Red
16	66 th Native spearmen kikosi	Inf. C	8	Blue
17	67 th Native spearmen kikosi	Inf. C	8	Green
18	68 th Native spearmen kikosi	Inf. C	8	Red
19	69 th Native spearmen kikosi	Inf. C	8	Red
20	70 th Native spearmen kikosi	Inf. C	8	Green
21	71 st Askari recruits	Inf. C	8	Green
22	72 nd Askari recruits	Inf. C	8	Red

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

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



Ohnewürstchen's Schütztruppe & native Afriborian army: in the front regular Schütztruppe units (A-class) & MG (A-class), followed by “Afriborische Reiter” (C-Class). To the back are the Baluchi units (B-class) and some more black natives (C-class).