

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

SPECIAL EDITION 06

THE FRANCO-PRUSSIAN WAR IN HELIGOLAND.



Map of Heligoland.



Ritter Bauernkopf von Kriegstetten's battle flag, presented to him by the Kaiser and carried in battle by "the Tetters".

## BAUERNKOPF's ARMY DURING THE SECOND CAMPAIGN SEASON.



Bauernkopf's colonial & native Afriborian army: in the front two units of "Fickfacker" infantry (B-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).

Needless to state that it was quite a blow for *Köpchken* when *Ohnewürstchen* (his CIC) took command of nearly all the units of his field force... Fortunately, the new *Ritter von Kriegstetten* could count on the support of this "home town" and the surrounding *Landkreis* to immediately call upon all the reservists in the area to form the "*Kriegstetter Freischützen Regiment*" (or "*Tetters*", as they became known). These experienced units (in German regular dark blue uniforms and *Pickelhaube*) were immediately sent to Afriboria aboard the transport vessel "*Liebfraumilch*".

The destruction of "*das Bauernhof*" by the French also gained *Köpchken* the unconditional support of all German settlers in Heligoland, which resulted in the creation of several "*Fickfacker*" infantry units, named after Bauernkopfs (in)famous gentlemen's private club (destroyed when "*das Bauernhof*" was burned down).

*Ohnewürstchen*'s intention of eliminating *Köpchken* as a powerful commander in the war has (so far, at least) utterly failed...

**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.

## BAUERNKOPF’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	151 <sup>st</sup> <i>Kriegstetter Freischutzen</i> (“The Tettters”)	Inf. A	6	Green
02	152 <sup>nd</sup> <i>Kriegstetter Freischutzen</i> (“The Tettters”)	Inf. A	6	Blue
03	153 <sup>rd</sup> <i>Kriegstetter Freischutzen</i> (“The Tettters”)	Inf. A	6	Red
04	154 <sup>th</sup> “ <i>Afriborisches Deutsche Reiterverbund</i> ” (white)	Cav. A	5	Blue
05	155 <sup>th</sup> “ <i>Afriborisches Deutsche Reiterverbund</i> ” (white)	Cav. A	5	Green
06	156 <sup>th</sup> “ <i>Fickfacker</i> ” Koloniale Schutzen (white)	Inf. B	8	Blue
07	157 <sup>th</sup> “ <i>Fickfacker</i> ” Koloniale Schutzen (white)	Inf. B	8	Green
08	158 <sup>th</sup> “ <i>Fickfacker</i> ” Koloniale Schutzen recruits	Inf. C	6	Blue
09	159 <sup>th</sup> “ <i>Fickfacker</i> ” Koloniale Schutzen recruits	Inf. C	6	Red
10	160 <sup>th</sup> Baluchi infantry regiment	Inf. B	8	Green
11	161 <sup>st</sup> Baluchi infantry regiment	Inf. B	8	Blue
12	162 <sup>nd</sup> Baluchi infantry regiment	Inf. B	8	Red
13	163 <sup>rd</sup> colonial field artillery (foot)	A-class	4	Blue
14	164 <sup>th</sup> colonial MG unit (foot)	A-class	4	Green
15	165 <sup>th</sup> Native bowmen kikosi	Inf. C	8	Red
16	166 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Blue
17	167 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Green
18	168 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Red
19	169 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Red
20	170 <sup>th</sup> Native spearmen kikosi	Inf. C	8	Green
21	171 <sup>st</sup> Askari recruits	Inf. C	8	Green
22	172 <sup>nd</sup> Askari recruits	Inf. C	8	Red

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

- 1 mounted “*Kriegstetter*” Captain and his NCO who may control Kriegstetter Freischutzen & 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 Koloniale Schutzen, 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.



*Bauernkopf - as always in civil clothing – ( to the right) watches the debarkation of the “Kriegstetter Freischutzen” (“The Tettters”), from their transport vessel, the hybrid steamer “Liebfraumilch”.*