

A Reich Divided

***A T&T GUIDE TO THE GERMAN
REVOLUTION OF 1919-20***



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Based on rules and concepts developed by Björn Reichel

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INTRODUCTION

After the end of the Great War in November 1918, great parts of Central Europe, specifically the German and Austro-Hungarian Empires, became embroiled in civil unrest and border warfare. Left-wing revolutionary movements, inspired by the Russian example of 1917, strove to establish Soviet states, and nascent nation states sought to establish and increase their territories.

A large part of the German Army had disbanded after the post-armistice withdrawal to Germany; numerous units were considered unreliable, and many soldiers had simply gone home. The new provisional *Reichsregierung* in Berlin had to resort to using *ad hoc* formations of veteran volunteer troops to restore order and to quell Communist uprisings which sprung up in several of the larger German cities, most notably Berlin, Munich, and the Ruhr Area among others.

These troops came to be called "Freikorps" (Free Corps) and, in a lot of cases, consisted of veteran soldiers and officers, although several were established which consisted of citizens (since most male German adults had served in the various state armies, these had had basic training, but were obviously less powerful units than the "Frontkämpfer" units composed of veterans of the Great War.

This article aims to present basic army lists which are to serve as a guide if you wish to play a *Freikorps* or a revolutionary force, their opponents) using the T&T wargame rules.

For further information on the course of the internal struggle, I recommend Osprey Elite 76: *The German Freikorps 1918-1923* by C. Jurado and R. Bujairo. This, of course, can only portray a small part of the complex situation at the time, and if you want to know more, especially beyond the military part, I recommend Sebastian Haffners excellent, if not uncontroversial book *Failure of a Revolution: Germany 1918-1923*.

A TIMELINE OF EVENTS

Despite the fact that the events of late 1918 and 1919 established a republican democracy in Germany, the fact that this was not a proper "revolution" must be stressed if one is to understand the subsequent events. Much of the old elites, bar the Kaiser and his family who went into exile in the

Netherlands, remained well-vested, and the democratic government, first formed by the Social Democrats, was beset from the start from totalitarian and authoritarian opponents of various political flavours, ranging from the Communist party via monarchists to, ultimately, the national socialists who would prove to be the republic's undoing.

INTERNAL STRUGGLES

October 28, 1918: In Kiel, sailors of the German High Seas Fleet oppose an order to sail on what would amount to a suicide mission. Widespread mutiny in the naval ports in the North ensues.

November 9, 1918: Pending the Armistice of November 11, Philipp Scheidemann proclaims a democratic German republic, pre-empting Communist leader Max Liebknecht's proclamation of a German and World Revolution by a mere two hours.

December 23, 1918: The simmering conflict between the social-democratic government and the soldiers and workers' councils (known collectively as "Spartacists") erupts as the revolutionaries take control of various key points in Berlin. Regular army troops prove unreliable.

January 9, 1919: Following demonstrations and rallies, the Communist party (KPD) calls for an all-out popular uprising.

January 10, 1919: Several Freikorps which had been assembled around Berlin move in and crush the uprising in several days of fighting.

Early 1919: Revolutionary unrest spreads to much of Germany, notably the Ruhr Area and then-Central Germany (now East Germany); fighting ensues in Halle (March 1), Magdeburg (April 10), Dresden (April 14), Brunswick (April 18), and Leipzig (May 11). In Berlin, an uprising supported by the Volksmarine-Division (People's Naval Division) is crushed by March 13, the Freikorps using heavy weapons including armoured cars and tanks.

April 7, 1919: A Soviet Republic of Bavaria is declared in Munich. Several Freikorps react with an invasion of Bavaria from April 27, launching their assault on Munich on May 1. After a two-day battle, the leftist forces are conclusively defeated.

THE FIGHTING AT THE BORDERS

A T&T GUIDE TO THE GERMAN REVOLUTION 1919-1920

From December 1918 to February 1919, Freikorps fight in the East to curb Polish ambitions at increasing their national territory. Despite some successes, the Freikorps are stopped by Allied political intervention. Fighting would again break out in 1921 over disputes in Upper Silesia.

From February 1919 to November 1919, large numbers of Freikorps fought in the Baltic, originally at the behest of Latvian Nationalist leader Ulmanis; the Freikorps commander, General von der Goltz, ultimately aimed at assembling a force with which to strike at Leningrad and destroy the Bolshevik Communist rule in Russia, turning the Baltic lands into German colonies in the process. Unhindered at first by the German government and the Allied commissions, the Freikorps scored some early successes, but were conclusively beaten by the end of November.

THE END OF THE FREIKORPS

Following the Treaty of Versailles, the Freikorps were to be dissolved and some were integrated into the new *Reichswehr* army. Given the conservative to right-wing background of much of the Freikorps, it is not surprising that this caused great resentment, with several Freikorps, at various times, being engaged against the Republic they had helped secure in the early days, notably the Kapp-Putsch of March 1920; this came at a critical time because it coincided with the final subjugation of the “Red Ruhr”, i.e. the left-controlled, vitally important heavily industrialised Ruhr area, which was finally achieved in early April 1920.

Following the Kapp *putsch*, the Freikorps only played a minor role in western and central Germany, and were generally disbanded.

They did, however, become one of the foundation myths of the National Socialist movement. Freikorps leaders were found both in the NSDAP as well as the Reichswehr and Wehrmacht officer corps, the latter being at odds with the Sturmabteilung whom they conceived as ill-disciplined rabble and feared as a potential rival for internal power until the summer of 1934, when Hitler had the SA leadership culled to appease the more valuable military and eliminate potential rivals.



Copplestone Castings „German Mercenary“ officer

FREIKORPS ARMY LIST

A Freikorps force consists of a number of units which come from the following categories:

Characters – As with most T&T forces, you have a single Hero character to lead your force (and represent “you” on the tabletop).

Troops Sections – This is the majority of troops, mainly consisting of riflemen, but also some special units.

Support Sections – As “Support”, you may choose from a variety of units to lend special capabilities to your force. **Your force MUST NOT include more Support Sections than it does include Troops Sections.**

The list attempts to create a balanced T&T force, but the fact that the *Freikorps* were very well equipped with infantry and heavy weapons makes them a strong force. It might be appropriate to use point costs or another way to ensure their opponents are compensated with extra troops or special options to make up for the *Freikorps* high quality.

The unit restrictions *printed in bold italics* are primarily to be used in games without an umpire. The umpire/scenario may allow or call for special restrictions or allowances.

FREIKORPS CHARACTERS

This is a Hero, selected (and, if using points costs, paid for) as per the T&T main rules. He represents the various Lieutenants, Captains or other officer ranks commanding Freikorps in those days.

You may use any skill table, just follow the standard procedure.

The Hero may be given any combination of small arms and melee weapons, and may also use a sub-machinegun or an “Artillerieluger” (counts as a carbine), but no heavy weapons like an LMG..



Great War Miniatures infantryman in front of scratch-built A7V „Hedi“

FREIKORPS TROOPS SECTIONS

FREIKORPS RIFLE SECTION

You may field any number of Rifle Sections in your force.

A Freikorps Rifle Section consists of 5 to 10 Soldiers, each equipped with a rifle and bayonet.

The unit quality may be *Trained* or *Veteran*. *Trained* soldiers cost 13 points, *Veteran* soldiers cost 14 points per model.

Weapon Upgrades:

- ✘ Each soldier may be given a single hand grenade for +10 points. You may opt to equip none, one, some or all soldiers in the unit with hand grenades.
- ✘ Up to one soldier may replace his rifle and bayonet with a submachinegun for +15 points.
- ✘ Up to one soldier may replace his rifle and bayonet with a Light Machine Gun and a pistol for +35 points.

Leader Upgrade:

- ✘ You may upgrade one figure to a leader for +20 points. A leader may be given a submachinegun for a further +18 points, or use a pistol for no extra cost.

FREIKORPS ASSAULT SECTION

You may field one Assault Section for each Rifle Section in your force.

A Freikorps Assault Section consists of 5 to 10 Soldiers, each equipped with a rifle, a bayonet and two hand grenades.

The unit quality may be *Trained* or *Veteran*. *Trained* soldiers cost 30 points apiece, *Veteran* soldiers cost 35 points per model.

Weapon Upgrades:

- ✘ Up to HALF of the soldiers may replace their rifle and bayonet with a submachinegun for +15 points.
- ✘ Up to one soldier may replace his rifle and bayonet with a Light Machine Gun and a pistol for +35 points.

Leader Upgrade:

- ✘ You may upgrade one figure to a leader for +20 points. A leader may be given a submachinegun in place of his rifle and bayonet for +18 points, or opt to use a pistol and knife/entrenching tool for no cost.

CITIZEN MILITIA SECTION

“Einwohnerwehren” (inhabitants’ or citizen militia) units were usually formed to support Freikorps units by taking over policing and guard duties, and less frequently used for “frontline” combat.

You may field any number of Citizen Militia Sections.

A Citizen Militia Section consists of 6 to 12 figures of *Raw* Quality. These may be armed with any combination of shotguns (11 points per model), rifles (10 points per model) and carbines (9 points per model).

Leader Upgrade:

- ✘ You may upgrade one figure to a leader for +20 points. A leader may be given a submachinegun for a further +20 points, or use a pistol for no extra cost.

FREIKORPS CAVALRY SECTION

You may field any number of Cavalry Sections in your force.

A Freikorps Cavalry Section consists of 6-12 mounted soldiers, which may be of *Trained* or *Veteran* Quality. All figures are armed with lances and carbines. *Trained* cavalymen cost 20 points each, *Veterans* cost 22.

Leader Upgrade:

- ✘ You may upgrade one figure to a leader for +20 points. The leader may swap his carbine and lance for a pistol and cavalry sabre at no cost.



Great War Miniatures infantry

FREIKORPS SUPPORT SECTIONS

FREIKORPS HEAVY WEAPON SECTION

You may field any number of Freikorps Heavy Weapons Sections, provided their total number does not exceed the number of Troops sections in the force.

A Freikorps Heavy Weapon Section consists of 5 troopers of *Trained* or *Veteran* quality and one of the following weapons, for a total section cost as listed (including all other weapons):

- ✘ Heavy Machinegun (usually MG08); **100 points**
Trained/110 points Veteran
- ✘ Light Mortar (*Granatenwerfer* M1916), **100 points**
Trained/110 points Veteran
- ✘ Mortar (7,6cm *Minenwerfer*) **120 points**
Trained/130 points Veteran
- ✘ Flamethrower (two-man, burst-capable version):
90 points Trained/100 points Veteran

Two figures crew the heavy weapon (and carry pistols). The remaining three figures are equipped with rifles and bayonets.

Leader Upgrade:

- ✘ You may upgrade one of the non-crew figures to a leader for +20 points. A leader may be given a sub-machinegun for a further +20 points, or use a pistol for no extra cost.

FREIKORPS ARTILLERY SECTION

Your force may include a single artillery piece (or more if the scenario or umpire allows for it).

An artillery section consists of 5 soldiers of *Trained* or *Veteran* quality, each armed with pistols, and their piece, which should be a field gun (77mm FK96 n.A.).

The basic points cost for the unit is 150 if *Trained*, or 160 if *Veteran*.

Weapons Upgrades:

- ✘ You may equip the unit with rifles (actually, these would be carbines, but the performance of the 98 carbine was so close to the 98 rifle that I don't consider it useful to treat them differently). The unit may NOT fire rifles in a turn in which they fire their field piece.

Leader Upgrade:

- ✘ You may upgrade one figure to a leader for +20 points. A leader may be given a submachinegun for a further +20 points, or use a pistol for no extra cost.

Transport Upgrade:

- ✘ If you have a suitable model, you may field a horse-drawn limber at no cost to draw the gun and carry the crew. If the umpire or your opponent agrees, you may use a truck to draw the gun for +40 points instead, but those were rather rare at the time.

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AUTHOR'S NOTE: FREIKORPS ARMoured UNITS

Your force may include a single armoured unit in total. This encompasses Armoured Cars, Tanks and Armoured Trains (which are not included in this list since they should really be a scenario-only thing). If you wish to play a specific scenario that calls for more than one armoured unit (such as the Berlin fighting in 1919 which featured several Beutepanzer MkIV and the two "Hedi" A7V variants), this is, of course, possible, but for one-off games, I strongly suggest keeping to the one-unit limit.

FREIKORPS ARMoured CAR

Several Freikorps used armoured cars, especially in the fighting in Eastern Europe, where they were more useful than the few, lumbering tanks.

Your force may include one of the following armoured car types: *Krupp-Daimler Geschützwagen, Ehrhardt, Daimler ZVR, Izhorsky-Fiat, Austin 1st, 2nd or 3rd series.*

Short profiles are given below.

All Armoured Cars come with a Trained Crew, who are armed with pistols.

Model	Type	Speed	Armament	Crew	Pts.
KDGW	Open-topped AC	3D6/3	1 Field Gun, 1 LMG	5	245
Ehrhardt	Enclosed AC	3D6/3	3 HMGs	5	250
Daimler ZVR	Enclosed AC	3D6/3	3 HMGs	7	260
Izhorsky-Fiat	Enclosed AC	3D6/3	2 HMGs	5	200
Austin 1,2,3	Enclosed AC	3D6/3	2 HMGs	5	200

FREIKORPS TANK

Tanks were only rarely used, almost exclusively in street-fighting in Berlin and Leipzig. This was mainly due to their complicated logistics, and their limited use in field battles unless fielded in numbers; on the urban battlefields, despite the apparent drawbacks, their machine guns in particular could be devastating, their slow speed was less of a drawback, and their psychological impact was tremendous.

Your force may include a single tank, which must be a captured MkIV Male, a captured MkIV Female, or an A7V "Hedi". All tanks include a Trained crew (number indicated below), armed with pistols.

Model	Type	Speed	Armament	Crew	Pts.
Mk IV	Heavy Tank	2D6/2	2 Light Guns, 2 LMGs or 4 LMGs	8	300
A7V "Hedi"	Heavy Tank*	2D6/2	3 HMGs	12	400

The Mk IV "Beutetanks" are "Heavy Tanks" for movement purposes (i.e. move a maximum of 2D6" or "Speed Level 2", and add +1 to skill checks for difficult terrain).

- ✘ Pending further research, you may choose either a male or female version of the Mk IV, the "male" being armed with two light guns (artillery, small template) and two LMGs, the "female" sporting four LMGs in the side sponsons.

The A7V "Hedi" is not a proper A7V tank, but rather a post-war conversion of an A7V "Geländewagen" cargo carrier.

- ✘ It moves as a heavy tank, but must re-roll terrain checks if in soft terrain or if crossing a trench or ditch. If starting and ending its movement on a road, it may add 1" to its movement distance.
- ✘ Its armour is soft steel, **not** armour plate; therefore, it uses the "Enclosed Armoured Car" damage table instead of the "Tank" table.
- ✘ It is armed with four heavy machine guns in the corner casemates, each with a 90° arc of fire as defined by the walls of the casemate (for ease of play).

FREIKORPS AIR SUPPORT

Your force may include a single airplane, bought as usual using the guidelines in the main rules. Those were exceedingly rare, though, and should probably be regulated by an umpire, although having a "flying ace" sub-character could greatly add to some scenarios.

GERMAN REVOLUTIONARY FORCES LIST

This army list allows you to create a Revolutionary Force, which would, in all likelihood, be a “leftist”, popular movement, aiming to establish a Soviet state, usually after the Russian, or Bolshevik fashion

The revolutionary forces were, in the main, composed of militia units. Considering equipment, they did have access to small arms aplenty, and infantry heavy weapons such as heavy MGs were available, too. Heavier weapons such as artillery and AFVs were rarer, but not unheard of.

REVOLUTIONARY CHARACTERS

HERO

Your force may contain a regular “Hero” figure, representing a prominent revolutionary who has been chosen to lead on the battlefield of the class struggle. This hero is chosen and paid for as per the normal rules found in the main rulebook.

He may be armed with any type of small arms, but may not carry heavy weapons.

COMMISSAR

In place of a normal hero, a predominantly Communist force may include a “Commissar Special Hero”. This hero always has the “Preacher” skill and must roll once on the following table, applying the result indicated:

- 1, roll up a drawback;
- 2-5, nothing happens;
- 6, roll for a second skill from a randomly determined table.

He may be armed with any type of small arms, but may not carry heavy weapons.

REVOLUTIONARY TROOPS

WORKERS' MILITIA UNIT

Forming improvised revolutionary units, the workers were supposed to be the "Proletariat's Spear-point". Unless they could capture armouries or depots, their equipment would be limited to rifles and similar weaponry.

Your force may contain any number of Workers' Militia Units.

A Workers' Militia Unit is an IRREGULAR unit of 8 to 16 figures.

Militia Units may NOT have leaders unless specified by the umpire or by scenario conditions.

Militia Units are of *Raw* Quality. Every other Militia Unit in a force (i.e. 50% of your force) may be of *Trained* Quality.

Raw Militia Units cost 4 points per figure, Trained cost 6 points, plus the cost of their weapons as follows: rifle +6 points, shotgun +7 points, pistol +4 points; all figures may be freely equipped with melee weapons such as clubs and knives.

Ambush Special Rule:

If fighting on "home ground", such as workers' residential areas or industrial plants, up to one third of the force may be placed using the Ambush rule found in the Main Rulebook.

REVOLUTIONARY SOLDIERS' UNIT

In the beginning of the revolution, several naval and army units joined the revolutionaries, most famously the "Volksmarinedivision" (People's Naval Division), which would fight in the Spartacus Uprising in Berlin in 1919.

Your force may contain one unit of Revolutionary Soldiers for every two units of Workers' Militia (i.e. 1/3 of your Troops choices may be Soldiers).

A Revolutionary Soldiers unit is a REGULAR unit of 5-10 figures. Half of these units may upgrade a figure to Leader status for +20 points (i.e. the first Soldiers unit may contain a leader, then the third, then the fifth).

Revolutionary Soldiers are of *Trained* Quality. Up to ONE unit may be of *Veteran* Quality. Trained Soldiers cost 13 points per figure, Veteran Soldiers cost 15 points per figure.

Revolutionary Soldiers are equipped with rifles and bayonets.

REVOLUTIONARY SUPPORT

MACHINE GUN GROUP

Your force may include up to two Machine Gun Groups IN TOTAL.

A Machine Gun Group consists of 5 figures equipped with a Heavy Machine Gun. All Machine Gun Group are of *Trained* Quality.

Three figures in the unit crew the Machine Gun. Two others are armed with rifles.

A basic 5-man Machine Gun Group costs 90 points including their weapons.

ARTILLERY UNIT

IN ADDITION to the above Machine Gun Group, your force may include a single field gun (FK 96 n.A.) or mortar (Minenwerfer 7.6cm).

This gun is crewed by 5 figures of *Trained* Quality.

A field gun costs 130 points including the crew (armed with pistols). A mortar costs 110 points including the crew (armed with pistols).

REVOLUTIONARY ARMoured CAR

Your force may include a single Improvised Armoured Car. Depending on the scenario, the umpire may allow for more or other types of armoured cars.

The armoured car is purchased (and possibly constructed) as per the main rules. For example, a simple improvised armoured car, with a single heavy machine gun and 3 *Trained* crew, would cost 133 points.

Freikorps 270 "Hebi"



Type Score H.P. Morale Melee Orders

Weapon	Short	Medium	Long	Special
HMG	15"/+1	30"	40"/-1	5 shots*

Speed 2; Heavy Tank (MUST re-roll terrain tests in trenches/ditches/soft ground).

Damage Table: Enclosed Armoured Car.
Armament: 4 HMGs with 90° fire arcs.

TRIUMPH & TRAGEDY

Miniatures from the "Great War Miniatures" figure range sold by North Star Figures

Freikorps Medium Truck



Type Score H.P. Morale Melee Orders

Weapon	Short	Medium	Long	Special

Speed 3/3DE.

Damage table: Softskin vehicle.

May transport up to 10 figures; may tow a trailer or field piece in addition to crew and passengers.

Miniatures from the "Great War Miniatures" figure range sold by North Star Figures

Freikorps Officer



Type Score H.P. Morale Melee Orders

Hero 5 5 +2 +1 1

Weapon	Short	Medium	Long	Special
Pistol	6"/+1	12"/-1	-	2 shots
Carbine	12"/+1	18"	24"/-1	-
Rifle	18"	24"	30"/-1	-
SMG	10"/+1	20"	-	3 shots*
LMG	15"/+1	25"	35"/-1	4 shots*
HMG	12"/+1	30"	40"/-1	5 shots*

Bayonet: +1 in melee if used with rifle
Other bladed melee: +1 in melee
Cavalry: +1 in melee (cumulative)

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Freikorps Rifle Section



Type Score H.P. Morale Melee Orders

Weapon	Short	Medium	Long	Special
Pistol	6"/+1	12"/-1	-	2 shots
Carbine	12"/+1	18"	24"/-1	-
Rifle	18"	24"	30"/-1	-
SMG	10"/+1	20"	-	3 shots*
LMG	15"/+1	25"	35"/-1	4 shots*
HMG	15"/+1	30"	40"/-1	5 shots*

Bayonet: +1 in melee if used with rifle
Other bladed melee: +1 in melee
Cavalry: +1 in melee (cumulative)

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Freikorps Rifle Section



Type Score H.P. Morale Melee Orders

Weapon	Short	Medium	Long	Special
Pistol	6"/+1	12"/-1	-	2 shots
Carbine	12"/+1	18"	24"/-1	-
Rifle	18"	24"	30"/-1	-
SMG	10"/+1	20"	-	3 shots*
LMG	15"/+1	25"	35"/-1	4 shots*
HMG	15"/+1	30"	40"/-1	5 shots*

Bayonet: +1 in melee if used with rifle
Other bladed melee: +1 in melee
Cavalry: +1 in melee (cumulative)

TRIUMPH & TRAGEDY

Miniatures from the "Great War Miniatures" figure range sold by North Star Figures

Freikorps H&M Section



Type Score H.P. Morale Melee Orders

Weapon	Short	Medium	Long	Special
Pistol	6"/+1	12"/-1	-	2 shots
Carbine	12"/+1	18"	24"/-1	-
Rifle	18"	24"	30"/-1	-
SMG	10"/+1	20"	-	3 shots*
LMG	15"/+1	25"	35"/-1	4 shots*
HMG	12"/+1	30"	40"/-1	5 shots*

Bayonet: +1 in melee if used with rifle
Other bladed melee: +1 in melee
Cavalry: +1 in melee (cumulative)

TRIUMPH & TRAGEDY

Miniatures from the "Great War Miniatures" figure range sold by North Star Figures

Type Score H.P. Morale Melee Orders

Weapon	Short	Medium	Long	Special

TRIUMPH & TRAGEDY

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