

**Sir Sinclair's Excellent Expedition**

**TOTAL** 198

Sir Sinclair, British Officer

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Irregular	Irregular	1	5"	4+	3+	4+	27	27
Weapons	Breechloader			Traits	Officer, Light Infantry			

Sikhs, Light Infantry

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Irregular	Irregular	8	5"	4+	4+	4+	12	96
Weapons	Breechloader			Traits	Scouts			

Askari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincials	Provincials	8	4"	5+	5+	5+	5	40
Weapons	Musket			Traits	Auxiliaries			

Askari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincials	Provincials	7	4"	5+	5+	5+	5	35
Weapons	Musket			Traits	Auxiliaries			

Bearers (not in point total)

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Civilian	Civilian	10	3"	none	6+	5+	2	20
Weapons	None			Traits				

**Scouts** Ignore difficult terrain, very difficult as difficult, cross linear obstacles for free, Hidden movement

**Auxiliaries** Count Sir Sinclair as own officer

**Mission:**

You are on expedition to find the fabled Albino Hippopotamus. Your first leg is to get your supplies transferred safely to Reverend Sugar's mission. Unfortunately, the mission is deep in the lands of the fearsome iMac tribe, known for their warlikeness and penchant for white pretty things. Good thing you didn't bring your niece on this trip!

**Side Mission:**

TBD

**SHTF Option:**

You may form temporary camp in the abandoned village and send a runner to get help from the local garrison.

**The iMac tribe**

**TOTAL** 194

iPhone, big chief

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Indian	Indian	1	6"	4+	3+	3+	20	20
Weapons	Musket			Traits	Officer, Scouts, Natives			

Braver Warriors

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Indian	Irregular	6	6"	5+	3+	4+	8	48
Weapons	Thrown Weapons			Traits	Scouts, Natives, Savages			

Brave Warriors

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Indian	Indian	6	6"	5+	3+	4+	7	42
Weapons	Thrown Weapons			Traits	Scouts, Natives, Savages			

Not So Brave Warriors

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Indian	Indian	6	6"	4+	3+	4+	7	42
Weapons	Bow			Traits	Scouts, Natives			

Really Not Brave Warriors

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Indian	Indian	6	6"	4+	3+	4+	7	42
Weapons	Musket			Traits	Scouts, Natives			

- Scouts** Ignore difficult terrain, very difficult as difficult, cross linear obstacles for free, Hidden movement
- Natives** Light cover counts as dense cover
- Savages** Reroll misses in close combat, must try to engage enemy militia or civilians within 12"

**Mission:**

Your regular supply of clean white trinkets has been cut off. Your supplier, Honest Hassan, claims his warehouse has been raided. Your scouts bring you news of strangers carrying many boxes. They must be the thieves! Reclaim the trinkets!

**Side Mission:**

TBD

**SHTF Option:**

You may call on neighboring uTube tribe for support.