

Sir Sinclair's Passionate Punitive Posse**TOTAL****399****Sir Sinclair, British Officer**

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Irregular	Irregular	1	5"	4+	3+	4+	32	32
Weapons	Breechloader			Traits	Officer, Light Infantry, Talent			

Major Minter, British Officer

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Regular	Regular	1	4"	4+	3+	4+	37	37
Weapons	Breechloader			Traits	Officer, Sharpshooter, Talent			

Redcoats, Regular Infantry

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Regular	Regular	10	4"	5+	4+	4+	13	130
Weapons	Breechloader			Traits	Firing Line, Elite, Sharpshooters			

Sikhs, Light Infantry

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

Askari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincials	Provincials	12	4"	5+	5+	5+	5	60
Weapons	Musket			Traits	Auxiliaries			

Askari Cannon

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincials	Provincials	4	4"	4+	5+	5+	11	44
Weapons	Musket			Traits	Auxiliaries			

Mission:

You are on expedition to find the fabled Albino Hippopotamus, but your supplies were stolen by the iMac tribe. You've learned that they have sold them to the Zanzibari trader known as Honest Hassan. To get your stuff back, you have called upon your old school chum Major Minter. March to Hassan's compound and politely request him to return the equipment. A whiff of grapeshot may be used to expedite compliance.

Side Mission:

TBD

Scouts	Ignore difficult terrain, very difficult as difficult, cross linear obstacles for free, Hidden movement
Auxiliaries	Count regular officer as own officer
Sharpshooters	Reroll 1's when rolling to-hit with shooting
Firing Line	Volley fire: 90 degree arc, +1 to hit, -1 reaction. Bayonet Charge: forces reaction test
Talent	Roll talent for the officer at game start
Elite	D'uh!

Honest Hassan's Pre-Owned Labor and Trade Goods Inc.

TOTAL

400

Honest Hassan, Chief Executive Officer

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Regular	Regular	1	4"	4+	3+	4+	30	30
Weapons	Musket			Traits	Officer, Talent			

uHaul, big chief (in reserve)

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Indian	Indian	1	6"	4+	3+	3+	25	25
Weapons	Musket			Traits	Officer, Scouts, Natives, Talent			

Bold Warriors (in reserve)

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			

Brave Warriors (in reserve)

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			

Zealous Zanzibari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincial	Provincial	11	4"	5+	5+	5+	5	55
Weapons	Musket			Traits	Auxiliaries			

Zippy Zanzibari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincial	Provincial	11	4"	5+	5+	5+	5	55
Weapons	Musket			Traits	Auxiliaries			

Mission:

Absolutely no refunds! Your scouts bring word of irate customers approaching the bazaar. You must hold them off and protect your warehouses until reinforcements arrive. You've sent word to the neighboring uTube tribe, but there's no idea when they'll actually turn up.

Side Mission:

TBD

Zesty Zanzibari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincial	Provincial	11	4"	5+	5+	5+	5	55
Weapons	Musket			Traits	Auxiliaries			

Baluchi Security Consultants, Team Alif

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Irregular	Irregular	6	5"	4+	5+	5+	8	48
Weapons	Rifle			Traits	Sharpshooters			

Baluchi Security Consultants, Team Baa

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Irregular	Irregular	6	5"	4+	5+	5+	8	48
Weapons	Rifle			Traits	Sharpshooters			

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"
Auxiliaries	Count regular officer as own officer
Sharpshooters	Reroll 1's when rolling to-hit with shooting
Talent	Roll talent for the officer at game start