

**Mr. Tramiel's Tremendous Troop of Trophy Takers**

**TOTAL** 401

Mr. Tramiel, American Big Game Hunter

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			

Lord of The Jungle, "native" chief

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

Trained Askari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Irregular	Regular	8	5"	4+	4+	4+	11	88
Weapons	Breechloader			Traits	Scouts			

Trained Askari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Irregular	Irregular	8	5"	4+	4+	4+	11	88
Weapons	Breechloader			Traits	Scouts			

Askari

Type	Morale	Number	Movement	Shooting	Aggressiveness	Defence	Points	Total
Provincials	Provincials	12	4"	5+	5+	5+	7	84
Weapons	Breechloader			Traits	Auxiliaries			

Crafty Warriors

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

**Mission:**

The Albino Hippo awaits! Your new, totally not copyright infringing jungle lord ally has led your troop deep into iMac tribe's territory. It is imperative to scout the territory and find the hippo's tracks so you may maintain the lead you have on your competition.

**Side Mission:**

TBD

Courageous 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

**Auxiliaries**

Count Mr. Tramiel as own officer

**Talent**

Roll talent for the officer at game start

**Natives**

Light cover counts as dense cover

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

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

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

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:**

Revenge is bad for business, but sometimes it must be done. The white hunter's assault on your trading post and the free flow of goods and services is simply inexcusable. Chief uHaul's scouts have located the fleeing enemy. Close in with your troops and eliminate them once and for all!

**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