

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

**TOTAL** 292

Mr. Tramiel, American Big Game Hunter

**Mission:**

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

Trained Askari

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

Trained Askari

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

Askari

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

**Side Mission:**

TBD

- 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

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

TOTAL 291

Honest Hassan, Chief Executive Officer

Mission:

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

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			

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			

- 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

**Sir Sinclair's Excellent Expedition**

**TOTAL**

295

Sir Sinclair, British Officer

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

Redcoats, Regular Infantry

Type	Morale	Number	Movement	Shooting	Aggressive	Defence	Points	Total
Regular	Regular	9	4"	5+	4+	4+	13	117
Weapons	Breechloader			Traits	Firing Line, Elite, Sharpshooters			

Sikhs, Light Infantry

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

Askari

Type	Morale	Number	Movement	Shooting	Aggressive	Defence	Points	Total
Provincials	Provincials	10	4"	5+	5+	5+	5	50
Weapons	Musket			Traits	Auxiliaries			

**Scouts**

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

**Auxiliaries**

Count Sir Sinclair 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!

The iMac tribe

TOTAL

283

iPhone, big chief

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

Braver Warriors

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

More Not So Brave Warriors

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

More Really Not Brave Warriors

Type	Morale	Number	Movement	Shooting	Aggressive	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"

**Talent** Roll talent for the officer at game start