

SIR PERCIVAL MAINWARING-SMYTH

IN THE LAND OF THE UBUNTU

Sir Percival's Briefing

Your fondest dream has been realized: you have come to Africa once again to increase Her Majesty's Royal Geographical Society's knowledge and understanding of the dark continent through discovery and exploration. After putting ashore, however, you find out from the local guides that the heretofore peaceful Ubuntu tribe has finally reached its limit of trespassing and marauding outsiders, and has closed its borders as it were. Their valley runs astride the very route you need to take to the interior.

You've seen and heard it all before, and are supremely confident that your stalwart men and noble cause will be enough to tame any native hostility—by diplomacy or force if necessary...

Available Forces

Your party has the following men available in the field:

- Sir Percival (Officer)
- 2 Fellow White explorers
- 4 Elite Askari (wearing blue, 2 of which are the other officers)
- 8 Regular Askari
- 5 Tribal Spearmen

You also have your two stands of stalwart bearers, representing your baggage.

Mission Objectives

As has happened time and again to other exploring parties, you know that the most effective method of subduing local opposition is by raiding the enemy's village, then treating with the local leaders for free passage in exchange for not destroying their homes. Perforce draconian, but justified. You therefore realize that the prime objective is to enter the Ubuntu palisade where you can make a stand and negotiate from a position of strength.

But another crucial objective is the safe passage of your precious supplies—essential if you expect to continue the journey to your real objective, the newly-discovered lake further in the interior. You must ensure that your baggage makes it across the table and exits anywhere on the opposite side unharmed.

SIR PERCIVAL MAINWARING-SMYTH

IN THE LAND OF THE UBUNTU

Ubuntu Chief's Briefing

Your ancestors have occupied this valley for as long as the old stories have been told. But finally, you realize that your people have suffered the depredations of the white colonialists, arab slavers and competing tribes for long enough. It is time for you to make a stand and protect the honor and traditions of your land.

Available Forces

You can count on the following troops:

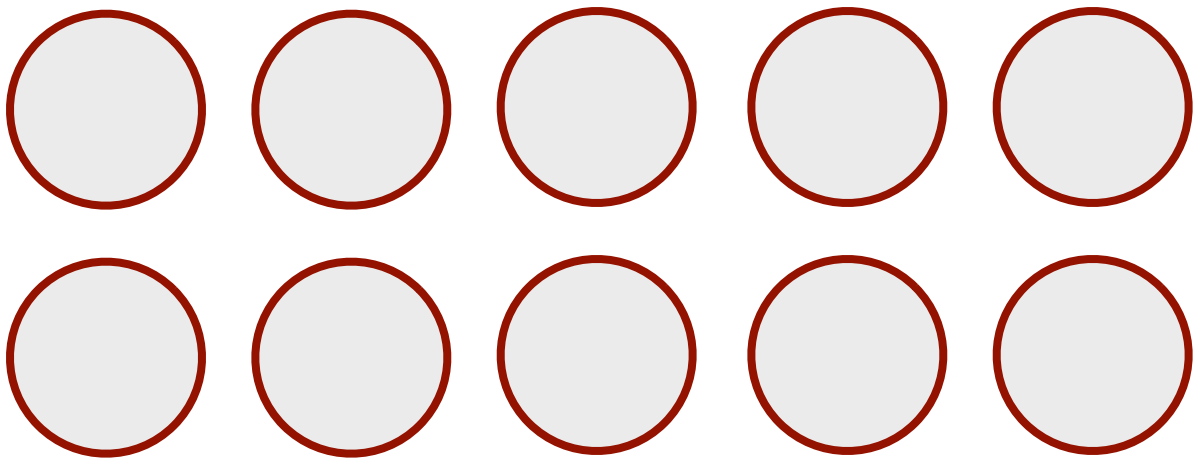
- 6 Warrior Spear officers
- 12 Warrior Spearmen (in blue headdress)
- 35 Native Spearmen
- 11 Native Archers

Mission Objectives

As has worked many times in the past, you know that if you destroy the enemy's supplies he cannot continue deeper into the jungle. Your primary mission, therefore, is to destroy his baggage and disperse his porters before he can trick you by getting them off the table to your rear.

However, since the witchdoctors have predicted a coming time of famine and your people have been working long and hard to stockpile grain and food against this potential disaster, you must not allow the enemy to enter your village. If any of the enemy remain in the village at the end of the game, then disaster shall surely befall your people.

Sir Percival Mainwaring-Smyth's Forces (20 figures)



Ubuntu Village Forces (64 figures)

