

# THE BOMAGAYO EXPEDITION

## Von Kugelschreiber's Briefing

After working tirelessly to build up the new East African colony for the Kaiser, you have finally reached the breaking point regarding the depredations and atrocities of the pirate slaver Abu Al Oshiri. After eluding your “justice” for far too long, the exact whereabouts of Al Oshiri's fortified base has at last been located—just inland from Bomagayo itself! It is up to you to hit him hard where it hurts the most, and cripple his hold on *your* natives.

What's more, the base is located not too distant from the *Ostafrikanische Freiheits Kirche's* mission station at Kingani, where the beleaguered missionaries are hard-pressed for the relief and medical supplies you are carrying.

## Available Forces

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Your force consists of the following (20 figures):

- Kapitän Otto von Kugelschreiber (Officer)
- Leutnant von Bleistift
- 6 Elite Askari (German *Seebataillon* Marines, 2 sergeants are officers)
- 6 Regular Askari
- 6 Native Spearmen

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

## Mission Objectives

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This is primarily a punitive expedition to break the back of the slavers. You must destroy Al Oshiri's fighting effectiveness, and get him to abandon his base (i.e. reduce the Arabs to 50% or less). Additionally, you need to ensure that the precious supplies you have brought make it through to the mission station at Kingani (i.e. get the baggage elements off the other side of the table).

You will enter the table at any point on your board edge on turn one as the attacker.

## Special Scenario Rules

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Any Arab figure inside the stockade that fails a Panic Test roll is immediately *removed* from the game as a casualty. This is to represent the breakdown of morale and total panic resulting from having their strongpoint taken over.

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## Al Oshiri's Briefing

It is time to take a stand! The Germans are ruining your business, undermining your authority in your own lands and trying to destroy your way of life. Your stockade has been discovered and you must hold it at all costs. As it is your main supply base, it is of critical importance—especially in your Brother-in-Law Al Atama's ongoing siege against the mission station at Kingani. If you lose the stockade, then Al Atama will be forced to retire as well, spelling a hastened ruin for your own slaving empire.

## Available Forces

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Your force consists of the following (36 figures):

- 14 Baluchi Musketmen (2 are officers)
- 4 Elite Askaris (1 is an officer)
- 6 Askaris (1 is an officer)
- 12 Native Spearmen

## Mission Objectives

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Your most crucial task: hold the stockade in the face of the attacking Germans and make certain that their field force loses the ability to continue their operations (i.e. reduce the German forces to 50% casualties). Additionally, it would be extremely helpful if you could destroy the German supplies before they can get to Kingani (i.e. destroy the German baggage).

You may deploy up to 1/3 of your force (i.e. 12 figures) inside the stockade at the beginning of the game, and up to 1/2 of all your figures in ambush anywhere on your half of the table. Troops may enter the stockade up to a maximum of 18 figures. Figures may fire out from any point of the stockade as long as they are adjacent to and touching the wall.

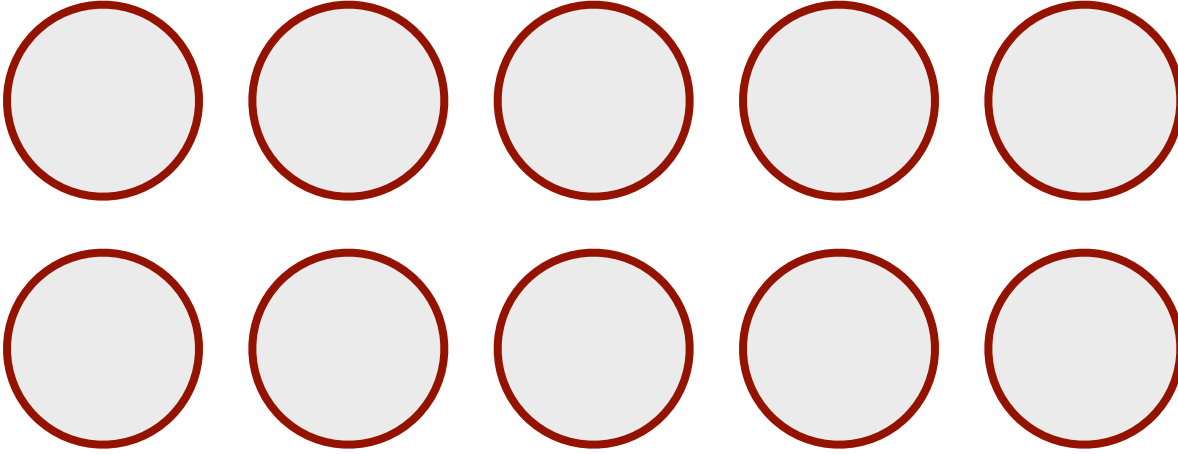
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Von Kugelschreiber's Forces (20 figures)



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Al Oshiri's Forces (36 figures)

