A Slaving We Will Go

Al Oshiri's Briefing

The main task for someone in the slave trade is procuring new merchandise. You've heard through your sources that the Ubuntu tribe—recently pestered by a passing Explorer's safari—are still licking their wounds. Now seems like the perfect moment to increase your inventory and your profits.

Available Forces

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

You are out to capture slaves, plain and simple. You must capture at least 10 slaves and escort them off your table edge. However, you cannot afford to take heavy casualties: if you lose 50% of your forces, you will need to retreat carrying whatever slaves you've captured so far.

Special Scenario Rules

In order to capture a native figure as a slave, he needs to be double-teamed in close combat. The native can be captured in one of two ways:

- If the Arabs WIN the first melee, then the second melee will automatically result in a capture.
- If the Arabs LOSE the first melee, but WIN the second, the figure can be captured.

Otherwise, the native gets away. Slaves are captured at the discretion of the Arab player; they can be killed normally if desired.

Also, if a routing native figure is contacted by an Arab figure, it is automatically captured.

Once a slave is captured, he must be escorted to the Arab's rear to a single designated spot. One Arab figure may escort and/or guard any number of captured slaves. If the natives can kill any Arab figures left guarding the slaves, then the slaves are freed and can once again move and fight normally.

Captured slaves can only be escorted off the table once the entire quota of 10 slaves have been captured and gathered together within 2" of each other at the central gathering spot.

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Ubuntu Chief's Briefing

Your once peaceful valley isn't what it used to be; it seems that you just can't get a break. If it's not interfering explorers, it's something else. Today, it's yet another raid by the accursed slavers, here to carry your people away as captives! You simply cannot let that happen. Fortunately, in your recent adventures with the explorers you came across something new: firearms. You have raised a small unit of musketeers to increase your firepower (if the trainees have been paying attention, that is).

Available Forces

You can count on the following troops:

- 6 Warrior Spear officers
- 10 Warrior Spearmen (in blue headdress)
- 32 Native Spearmen
- 8 Native Archers
- 8 Native Musketeers

Mission Objectives

You need to stop the Arabs from carrying off any slaves. If you can force them out of your valley, they will not be back for a while, giving you time to experiment more with these wondrous new fire sticks so that you can protect your tribe better in the future.

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Al Oshiri's Forces (36 figures)
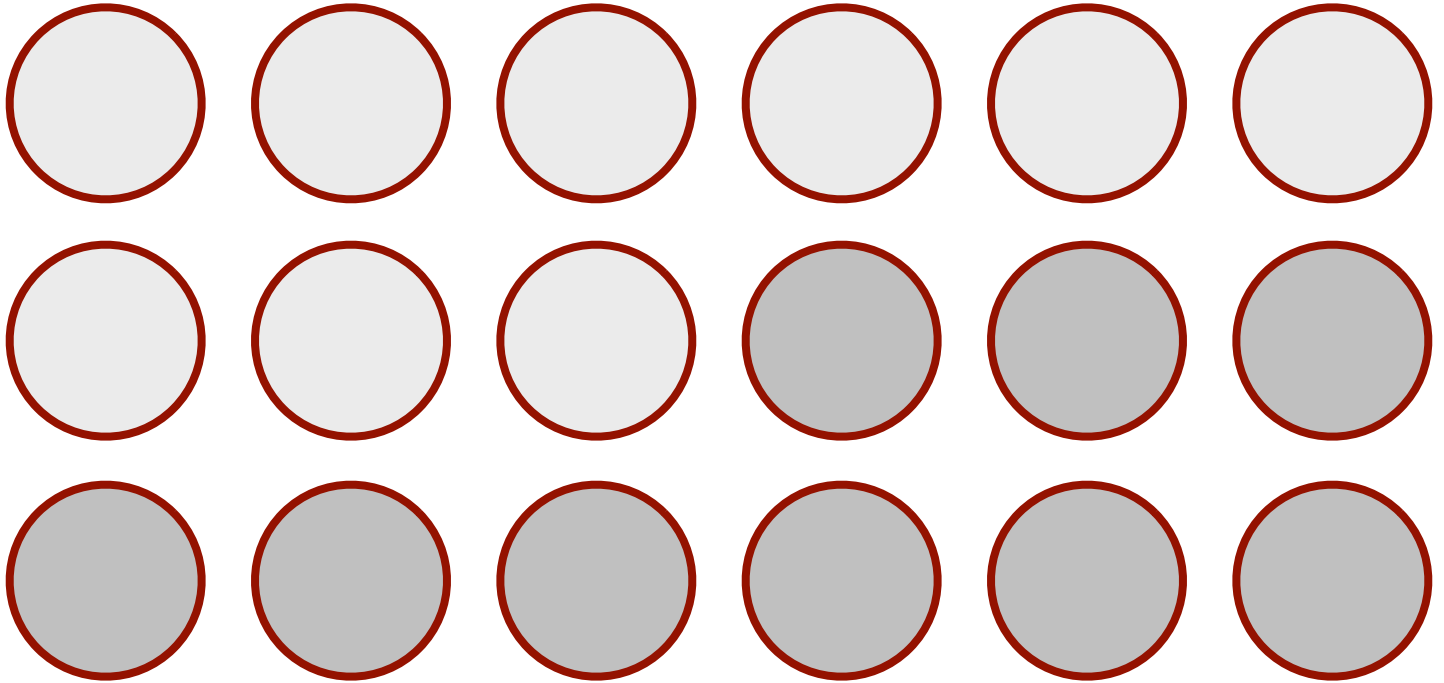
Referee's Note

Captured natives count as lost towards army morale check as long as they are still in captivity or removed from the table. To determine a winner of the scenario, use the following points values:

ARAB SLAVERS

- +1 point per captured slave removed from the table by game's end
- -5 points per 25% casualties up to 50%

NATIVES

- -1 point per captured slave removed from the table
- +5 points per 25% of Arab casualties, up to 75%
- -5 points per 25% Native casualties up to 50%

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Ubuntu Forces (64 figures)