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Introduction

The involvement of Great Britain in the affairs of Egypt and the Sudan during the nineteenth century has long fascinated colonial wargamers. The sheer size of both countries and the larger-than-life characters involved seem to attract almost as many adherents amongst those interested in Great Britain's colonial adventures as does the Zulu War.

What began with a desire to ensure that Egypt had a compliant and friendly ruler who would pay his country's debts and do as he was told led to Great Britain's invasion and occupation of Egypt. With Egypt came the Sudan, and with the Sudan came what seemed like insurmountable problems. The country was in the grip of an Islamic religious revival and rebellion against the hated 'Turks' led by the Mahdi ('The Expected One'). His army had already defeated regular Egyptian troops, and his power was growing daily.

In addition the country was inhospitable and seemed ungovernable, and under pressure from Great Britain, Egypt appointed General Charles 'Chinese' Gordon to organise a withdrawal of Egyptian troops and civilians from the Sudan. The siege of Khartoum and the subsequent death of General Gordon were widely reported by the new-fangled War Correspondents of the Victorian press, and their despatches caught and fired the imagination of the general public.

General Kitchener's campaign to recapture the Sudan was a masterpiece of Victorian military organisation and exploited the technological advantages enjoyed by European nations. A railway was built across the desert so that supplies to the advancing troops could be maintained regardless of the season and the state of the River Nile. Steel gunboats were built in sections in British shipyards, taken apart, transported to the River Nile, reassembled, and then used to transport and give fire support to Kitchener's Anglo-Egyptian army. The newly invented Maxim machine gun was used to devastating effect during the campaign, culminating in the decimation of the Dervish army at the Battle of Omdurman.

These rules were written so that colonial wargamers could refight the battles of the Egyptian and Sudanese campaigns. They were also developed with the following objectives in mind:

- They should be fun.
- They should be easy to use and learn.

- They should use a gridded battlefield, marked in squares, to remove the need to measure movement distances and weapon ranges.
- They should enable a battle, with one player per side, to be fought to a conclusion in about an hour.
- They should enable a reasonable-sized battle, using approximately 50 to 80 figures in total, to be fought in a relatively small area (3 foot x 2 foot/90 cm x 60cm).
- They were to be used with 15mm scale figures.
- They should emphasise the importance and influence of individual leaders on the battlefield.
- They should enable the story of the battle to unfold in front of the players.

These rules began life as an adaptation of Ian Drury's very successful REDCOATS AND REBELS rules for re-fighting the battles of the 1745 Jacobite Rebellion. It took only a small amount of alteration to adapt his rules to make them suitable for re-fighting colonial battles from the Egyptian and Sudanese Campaigns of the 1880s and 1890s, and it was quite feasible to re-fight a short campaign with several battles during the course of an afternoon or evening.

During the course of play-testing the drafts of the rules, several changes were incorporated. These reflected the desire to refine the processes and procedures used in the original drafts as well as allowing the players to identify with the individual leaders on the battlefield. The latter was achieved by the introduction of Heroic Leadership cards (previously used in an earlier set of colonial wargames rules entitled HEROES OF VICTORIA'S EMPIRE [HoVE]), which allow individual Leaders to have an impact on the course of the battle. By using their Heroic Leadership cards, players can improve the fighting efficiency or morale of any unit that the Leader is with.

My thanks go to the following individuals (named in alphabetical order) who have play-tested these rules and who have given advice and useful criticism:

John Armatys, George Cordery, Jonathan Cordery, Ian Drury, Graham Evans, Tim Gow, Tony Hawkins, Chris Kemp, Ian Russell Lowell, Tom Mouat, Martin Rapier, Chris Russell, and Phil Steele.

Dedication

*These rules are dedicated to a true hero of Victoria's Empire –
Colonel Frederick Gustavus Burnaby (1842 to 1885)*

Frederick Burnaby was born in Bedford on 3rd March 1842. He was educated at Bedford Grammar School, Harrow, and in Germany. In 1859 he joined the Royal Horse Guards. During the summer of 1874 he was a correspondent of THE TIMES during the Carlist War, but before the war had ended he travelled to Africa and joined General Gordon's first expedition to the Sudan. On his return to England in March 1875 he began to plan a journey on horseback to Khiva through Russian Asia. He undertook this expedition during the winter of 1875 to 1876, and on his return wrote his book entitled A RIDE TO KHIVA, that made him famous.

Burnaby soon tired of humdrum life in England, and embarked on a further adventurous journey on horseback, this time through Asia Minor. During his ride from Scutari to Erzerum he was able to visit the Turkish-Russian border, and on his return he wrote a book entitled HORSEBACK THROUGH ASIA MINOR about what he had seen. This was good preparation for his next adventure, which took him to Turkey during the Russo-Turkish War of 1877. Although he was acting as a travelling agent for the Stafford House Committee, this did not stop him from helping his friend Valentine Baker, who was in command of a Turkish Army, during the Battle of Tashkessan.

On his return to England Burnaby tried to enter politics, and in 1880 he stood unsuccessfully as a Tory candidate for a Birmingham constituency. Seeking further excitement Burnaby took up ballooning, and in 1882 he crossed the Channel to Normandy in a balloon, thus becoming the first balloonist to cross the Channel solo. This was not, however, a substitute for the sort of action that Burnaby craved, and although he had become a Colonel in 1881, he was not allowed to take part in the Egyptian campaign of 1882.

In 1884 he took extended leave from his regiment and went to Suakim, where he became an intelligence officer under the command of his old friend General Valentine Baker. During his time at Suakim he was wounded at the Battle of El Teb. When Lord Wolseley raised his expedition to rescue General Gordon from Khartoum, Burnaby joined it, and during the Battle of Abu Klea on 17th January 1885, a spear thrust killed him whilst he was fighting hand-to-hand with a group of Mahdists.

Preparation for battle

This section contains basic information that players will need to know and understand before they begin to fight a battle.

The primary rule of wargaming

'Nothing can be done contrary or what could or would be done in actual war.'

Fred T. Jane

The spirit of the wargame

Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame.

Adapted from THE RULES OF GOLF
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The precedence rule

To assist players to understand these rules, and to help to avoid needless discussions about what a rule or rules mean, the order of each paragraph within each section of these rules determines either the order in which things must happen or the relative importance of a paragraph to the other paragraphs, with the earlier paragraph taking precedence over later paragraphs.

Playing equipment

The following equipment is needed to fight a battle using these rules:

- Two suitable organised armies.
- A battlefield and terrain.
- A scenario.
- A small-sized standard pack of playing cards with 52 playing cards divided into 2 colours (red and black) and 4 suits (Hearts, Clubs, Diamonds, and Spades).
- A set of Heroic Leadership cards.
- A selection of D6s, D8s, and D12s.
- A dice shaker.
- A small flat box to roll the dice into.
- As many disorganisation markers as there are units taking part in the battle.

The battlefield

- The battlefield is a gridded board, marked with 75mm x 75mm squares.
- It should be at least 12 squares x 8 squares (i. e. 3 foot x 2 foot/90cm x 60cm).
- Each square represents about 200 yards x 200 yards.

Anglo-Egyptian units

- Infantry battalions and dismounted camelry regiments
4 figures on individual 15mm square bases represent the 600 to 800 men of an infantry battalion.
- Cavalry and camelry regiments
4 figures on individual 15mm wide bases represent the 400 to 600 men of a cavalry or camelry regiment.
- Artillery and machine gun batteries
1 or 2 gunner figures on individual 15 mm square bases and a gun represent the 4 to 6 cannon or machine guns and the men of an artillery or machine gun battery. Egyptian batteries only have 1 gunner as this reflects their lack of trained gunners.

Dervish units

- Infantry rubs
4 figures on individual 15mm square bases represent the 600 to 800 men of an infantry *rub*.
- Cavalry and camelry rubs
4 figures on individual 15mm wide bases represent the 400 to 600 men of a cavalry or camelry *rub*.
- Artillery and machine gun batteries
1 gunner figure on an individual 15 mm square base and a gun represent the 4 to 6 cannon or machine guns and the men of an artillery or machine gun battery.

Transport and Leaders

- Transport
A wagon or pack animal represents all or part of an army's baggage train.

- Leaders

Individual figures on individual 20mm wide bases represent the players' *alter ego* on the battlefield.

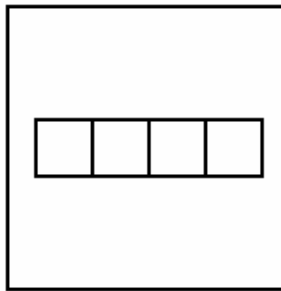
Typical armies

- The following suggestions for typical Anglo-Egyptian and Dervish armies are suitable for 'one off' face-to-face battles fought by two players.
- A typical Anglo-Egyptian army (of brigade strength) will consist of:
 - ◊ Three or four infantry battalions (usually a mixture of Anglo-Egyptian battalions).
 - ◊ A cavalry (either British or Egyptian) or camelry regiment (either British or Egyptian). [Optional]
 - ◊ An artillery and/or a machine gun battery (either British and/or Egyptian).
 - ◊ A baggage train.
 - ◊ A single Leader to command the army.
- A typical Dervish army will consist of:
 - ◊ Six to eight infantry *rubs* (of which no more than half will be armed with firearms).
 - ◊ Two to four cavalry and/or camelry *rubs* (of which no more than half will be armed with firearms).
 - ◊ An artillery or a machine gun battery. [Optional]
 - ◊ A baggage train. [Optional]
 - ◊ A single Leader to command the army.

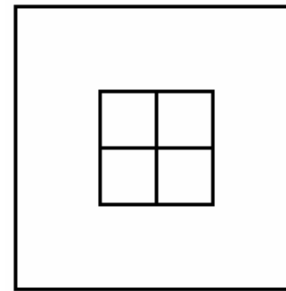
Unit tactical formations

- Both sides should use the appropriate tactical formations as this will both enhance the look of the battle and will allow players to maximise the advantages to be gained from using the correct tactical formations during a battle.
- Diagrams of appropriate Anglo-Egyptian and Dervish tactical formations are shown on this page and the following page.
- Anglo-Egyptian unit tactical formations
 Anglo-Egyptian units will normally use one of the following tactical formations:
 - ◊ Line (Infantry, cavalry, and camelry).
 - ◊ March Column (Infantry and dismounted camelry).
 - ◊ Column (Infantry, cavalry, and camelry).
 - ◊ Square (Infantry and dismounted camelry).
 - ◊ Deployed (Artillery and machine guns).
 - ◊ Limbered (Artillery and machine guns).

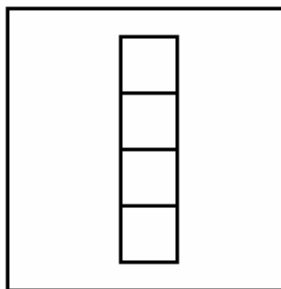
Anglo-Egyptian unit tactical formations



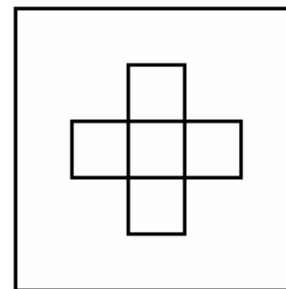
Infantry in Line



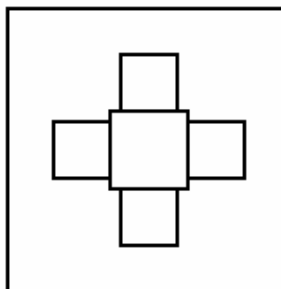
Infantry in Column



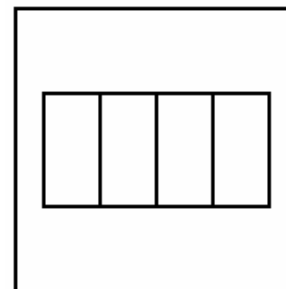
Infantry in March Column



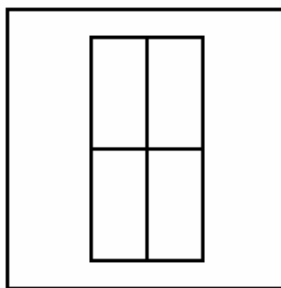
Infantry in Square



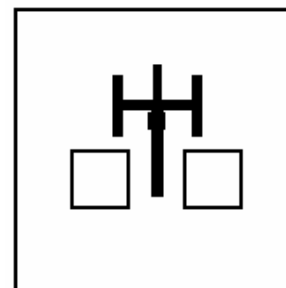
Infantry in Square with Leader inside



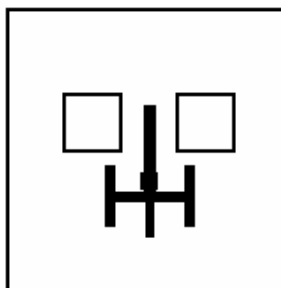
Cavalry or camelry in Line



Cavalry or camelry in Column



Deployed artillery or machine gun



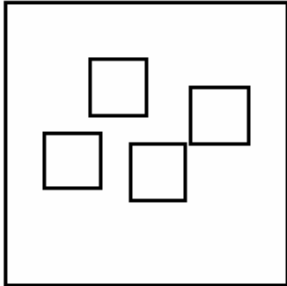
Limbered artillery or machine gun

- Dervish unit tactical formations

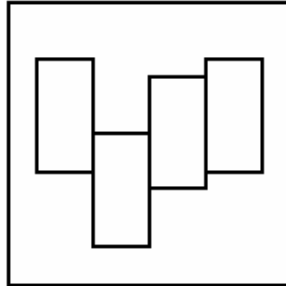
Dervish units will normally use one of the following tactical formations:

- ◇ En mass (Infantry, cavalry, and camelry).
- ◇ Deployed (Artillery and machine guns).
- ◇ Limbered (Artillery and machine guns).

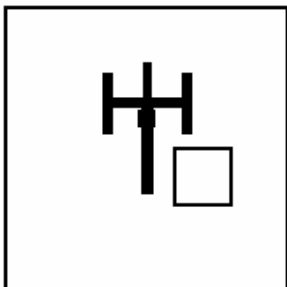
Dervish unit tactical formations



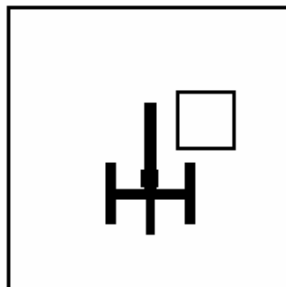
Infantry *en masse*



Cavalry or camelry *en masse*



Deployed artillery or machine gun



Limbered artillery or machine gun

- The following charts show the effects of using different tactical formations during a battle.

The effect of unit tactical formation on movement and firing

Unit Tactical Formation	Movement	Firing
Line	No effect	All bases can fire
March Column	Unit gains 2 additional action points of movement	1 base can fire
Column	Unit gains 1 additional action point of movement	2 bases can fire
Square	Unit loses 1 action point of movement	1 base can fire
<i>En masse</i>	No effect	All bases can fire
Deployed	Unit loses 1 action point of movement	All bases count double
Limbered	No effect	Cannot fire
Transport	Unit loses 1 action point of movement	Cannot fire

The effect of unit tactical formation on charging

Unit Tactical Formation	Charging
Line	May charge
March Column	May not charge
Column	May charge
Square	May not charge
<i>En masse</i>	May charge
Deployed	May not charge
Limbered	May not charge
Transport	May not charge

The effect of unit tactical formation on being charged and hand-to-hand combat

Unit Tactical Formation	Charged/ Hand-to-hand combat to front	Charged/ Hand-to-hand combat to flank or rear
Line	All bases can fight	1 base can fight a flank attack; No bases can fight a rear attack
March Column	1 base can fight	No bases can fight
Column	2 bases can fight	2 bases can fight
Square	All bases can fight	All bases can fight
En masse	All bases can fight	2 bases can fight
Deployed	All bases can fight	All bases can fight
Limbered	No bases can fight	No bases can fight
Transport	Cannot fight	Cannot fight

• Infantry battalion and dismounted camelry regiment Squares

- ◊ Anglo-Egyptian infantry battalions and dismounted camelry regiments may form Square.
- ◊ Anglo-Egyptian infantry battalions and dismounted camelry regiments in Square move at a reduced speed.
- ◊ Anglo-Egyptian infantry battalions and dismounted camelry regiments in Square may only count 1 figure as able to fire in any single direction.
- ◊ Anglo-Egyptian infantry battalions and dismounted camelry regiments in Square may count all their figures as facing the enemy if they are charged.
- ◊ A British Leader who is sharing a square with an Anglo-Egyptian infantry battalion or dismounted camelry regiment that has formed Square may be placed inside the Square.

• Brigade Squares

- ◊ Anglo-Egyptian brigades can form Square.
- ◊ Anglo-Egyptian brigades in Square move at the same speed as an individual Anglo-Egyptian unit in Square.
- ◊ Anglo-Egyptian brigades in Square may only count the figures of a unit forming a face of the Square as able to fire in any single

direction.

- ◊ Anglo-Egyptian brigades in Square may only count the figures of a unit forming a face of the Square as facing the enemy if they are charged.
- ◊ A unit forming the face of a fully formed brigade square cannot be attacked in the flank or rear. However if the Square is not fully formed (i.e. one or more of its faces are no longer extant), the unit can be attacked in the flank or rear.

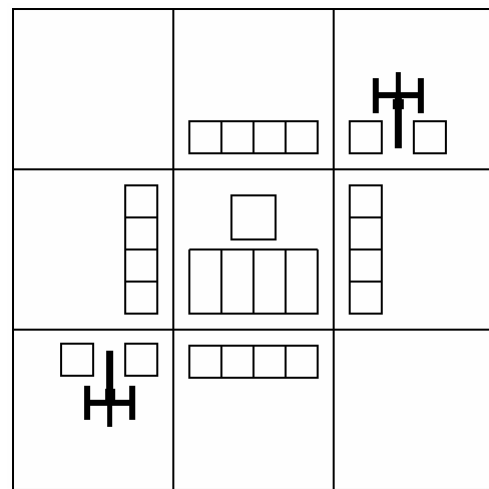
An example of a Brigade Square

This brigade Square has been formed by four infantry battalions. An artillery battery and a machine gun battery have been placed on opposite corners of the Square, and the centre of the Square is occupied by a mounted cavalry regiment and a Leader.

If the top face of the Square is charged, the infantry battalion and artillery battery forming that face will be counted as facing the enemy.

If the right face of the Square is charged, the infantry battalion, but not the artillery battery, will be counted as facing the enemy.

If either the artillery battery or machine gun battery are forced back or destroyed during hand-to-hand combat, the Square is still fully formed. It will only cease to be fully formed when one or more of the infantry battalions has been forced back or destroyed.



Restrictions

- A Leader can share a square with a friendly unit or units.
- An artillery or machine gun battery can share a square with a friendly infantry, cavalry, or camelry unit. If enemy forces charge into the square, the gunners are placed behind the friendly unit. Their presence in the square must be taken into account when the success (or otherwise) of the charge is being assessed, and they may take part in any subsequent hand-to-hand combat.

- Two opposing units can occupy the same square whilst they are involved in hand-to-hand combat. In all other circumstances they must occupy different squares.
- A unit or Leader may move through a square occupied by a friendly unit at an additional movement cost providing that the friendly unit is not disorganised and the square into which they are moving does not contain an enemy unit. Therefore it is not possible to charge through a friendly unit.

Heroic Leadership cards

- Players use, via their Leader, the Heroic Leadership cards to influence events on the battlefield by improving the fighting effectiveness or morale of a unit with which they are sharing a square. The improvement only lasts for the turn during which the Heroic Leadership card is has been played, and once used the Heroic Leadership card is discarded.
- Discarded Heroic Leadership cards are placed face up in a separate pile, and when all the undealt Heroic Leadership cards have been used, the pile of discarded cards is shuffled and reused.
- There are five types of Heroic Leadership card in the pack of 54 Heroic Leadership cards. They are:

Dashed Hard Luck! T h i s H e r o i c
Leadership card does
not allow you to
improve the fighting
effectiveness or
morale of a unit.
Better luck next time!
12 cards

Enhanced firepower! The unit may fire
again at no additional
cost in movement
points.
12 cards

Faster movement! The unit may add
another 2 movement
points to its
movement.
12 cards

Hand-to-hand fighting! The unit may add 2 to
its dice score.
9 cards

Recover! The unit recovers
from disorganisation.
9 cards

- Each player starts the battle with 3 Heroic Leadership cards, and can acquire and use cards during the course of a battle.
- No player may hold more than 3 Heroic Leadership cards at the same time.

The rules

This section contains the rules used to refight battles between the Anglo-Egyptian and Dervish armies. It also contains explanatory notes and examples of the main game mechanisms.

Before battle begins

Several things must be done before battle commences. These are:

- The terrain and scenario are set up.
- The armies are prepared for battle, and deployed in their starting positions.
- The standard pack of playing cards is shuffled and placed face down where all the players can see it.
- The pack of Heroic Leadership cards is shuffled, and 3 cards are dealt to each player. Players may look at their own Heroic Leadership cards, but may not show them to other players. Any player who shows what is on their Heroic Leadership cards to any other player or players at any time during the battle immediately loses all the Heroic Leadership cards they hold and may not acquire further Heroic Leadership cards during the battle.

This may appear to be a draconian punishment for a minor infraction of the rules, but as the role of the Heroic Leadership cards is central to the design philosophy of these rules, such cheating, even if it is unintentional, cannot be allowed under any circumstances. In any case, no Victorian would ever act in so ungentlemanly a manner as to even consider cheating, unless, of course, his name is Flashman!

Turn sequence

1. A playing card is dealt, face up, to each unit or Leader except:
 - Opposing units or Leaders that ended the last turn in the same square as a result of a charge or hand-to-hand combat during the previous turn.
 - Impetuous cavalry and camelry units.
 - Those units that are disorganised.

If a Leader is in the same square as a friendly unit, or in a square adjacent to a friendly unit, players may deal 1 playing card to the Leader and this will then apply to the friendly units. These units may not have separate playing cards dealt to them. A Leader may, therefore, determine what happens to any friendly units that they share a square with and co-ordinate the actions of any that are in adjacent squares.

2. The undealt playing cards are placed face down where all the players can see them.
3. Any Leader who has been dealt a King, Queen, or Jack is also dealt an Heroic Leadership card (subject to the rule that no player may hold more than 3 Heroic Leadership cards at the same time).
4. Hand-to-hand combats are fought.
5. If it is the first turn of the battle, any cavalry or camelry unit that has been dealt a red card becomes impetuous and must charge the nearest enemy unit. Any cavalry or camelry unit that becomes impetuous rolls two D12s per turn to determine the number of action points they have to expend upon movement until they come into contact with that enemy unit, after which they cease to be impetuous.
6. Impetuous cavalry and camelry move.
7. The unit or Leader with the lowest number playing card is activated first (N.B. An Ace counts as '1') and throws an appropriate dice to determine how many action points they have. The unit, units, or Leader may then move and/or fire. Once this has been completed the unit, units, or Leader may not be activated again during this turn. In the event of two or more units or Leaders being dealt the same number playing card, the order of precedence used is Hearts, Clubs, Diamonds, and then Spades.

If a Leader is co-ordinating the actions of two or more units and those units are activated, the Leader decides the order in which each of the co-ordinated units will move and/or fire. Each unit must complete all its movement and/or firing before the next unit can move and/or fire.

If a Leader is in the same square as a friendly unit, that Leader may use an Heroic Leadership card to improve the fighting effectiveness or morale of that unit and only that unit when it is activated.

This improvement only lasts for the turn during which the Heroic Leadership card has been used, and once used the Heroic Leadership card is discarded.

8. The unit or Leader with the next lowest number playing card is then activated and follows the same procedure as laid down in Step 7. This continues until all the eligible units or Leaders have had the opportunity to move and/or fire.
9. Units that are disorganised may attempt to recover.
10. The number of units that remain disorganised is checked to see if the 'break off battle' limit has been reached.
11. Once the turn sequence has been completed, all the playing cards are shuffled ready for the next turn.

Hand-to-hand combat

- Hand-to-hand combat takes place when, as a result of a charge, two opposing units begin a turn in the same square.
- The outcome of a hand-to-hand combat is determined by both sides throwing a dice:
 - ◊ Anglo-Egyptian units throw a D6.
 - ◊ Dervish units throw a D8.
- The dice scores are modified by circumstances.

Hand-to-hand combat modifiers

Add 1:	To the dice score for every figure able to take part in the hand-to-hand combat (N.B. This may include any artillery or machine gun crews or Leaders that are sharing the square with a friendly unit).
Add 1:	To the dice score for every friendly unit in an adjacent rear square.
Deduct 2:	From the dice score if the unit is disorganised.

- The number of figures able to take part in hand-to-hand combat depends upon the unit's tactical formation.
- The side with the highest modified dice score wins the hand-to-hand combat.
- In the event of neither side winning the hand-to-hand combat because the two sides' dice modified dice scores are equal, the hand-to-hand combat will continue during the next turn.
- The difference between the two sides' modified dice scores determines the outcome of the hand-to-hand combat.

Hand-to-hand combat outcomes

1:	The losing unit immediately falls back 1 square to its rear.
2:	The losing unit immediately falls back 2 squares to its rear.
3:	The losing unit immediately falls back 2 squares to its rear and becomes disorganised.
4:	The losing unit immediately falls back 3 squares to its rear and becomes disorganised.
5 or higher:	The losing unit immediately falls back 3 squares to its rear, loses 1 of its figures, and becomes disorganised.

- If the difference between the modified dice scores is 3 or higher and the losing unit is already disorganised, it also loses 1 of its figures.
- A unit that falls back remains facing the enemy unit that has forced it to fall back.
- A unit that is unable to fall back as far as it should because its path is blocked by other units (either friendly or enemy) loses 1 of its figures in addition to any other losses it may have already suffered as a result of losing the hand-to-hand combat.

Hand-to-hand combat example 1

A Dervish cavalry unit charged an Egyptian infantry battalion during the last turn, and as a result they are in hand-to-hand combat at the beginning of this turn.

The Dervish unit is in en masse tactical formation and the Egyptian unit is in Line, and both units are in front-to-front contact. The Egyptian unit has already lost 1 figure, but has a friendly unit of Sudanese infantry in an adjacent rear square.

The Dervish unit throws a 6, and the Egyptian unit throws a 5. The modified scores are:

- *Dervish unit: $6 + 4 = 10$ (The D8 score plus 1 for each figure able to fight).*
- *Egyptian unit: $5 + 3 + 1 = 9$ (The D6 score plus 1 for each figure able to fight plus 1 for the adjacent friendly unit to the rear).*

The Dervish unit has won the hand-to-hand combat and the difference between the scores is 1. Therefore the Egyptian unit immediately falls back 1 square to its rear. If this is not possible because the friendly unit is blocking its path, the Egyptian unit loses a further figure.

Had the scores been reversed, the Egyptian unit would have won the hand-to-hand combat and the Dervish unit would have had to fall back 1 square to its rear.

Hand-to-hand combat example 2

A British infantry battalion, accompanied by a Leader, charged a Dervish infantry unit in the flank during the last turn, and as a result they are in hand-to-hand combat at the beginning of this turn.

The British unit is in Column tactical formation and the Dervish unit is in en masse, and the British unit is in front-to-flank contact with the Dervish unit. The Dervish unit has a friendly unit of camelry and one of artillery in adjacent rear squares. The British Leader decides to use a 'Hand-to-hand fighting!' Heroic Leadership card to improve the fighting effectiveness of the British unit which he is accompanying.

The British unit throws a 1, and the Dervish unit throws a 4. The modified scores are:

- *British unit: $1 + 2 + 2 = 5$ (The D6 score plus 1 for each figure able to fight plus 2 for the Heroic Leadership card).*
- *Dervish unit: $4 + 2 + 2 = 8$ (The D8 score plus 1 for each figure able to fight plus 1 for each of the adjacent friendly units to the rear).*

The Dervish unit has won the hand-to-hand combat and the difference between the scores is 3. Therefore the British unit immediately falls back 2 squares to its rear and becomes disorganised.

Had the scores been reversed, the British unit would have won the hand-to-hand combat and the Dervish unit would have had to fall back 2 squares to its rear and become disorganised. If this had not been possible because of the friendly units blocking its path, the Dervish unit would have lost a figure.

Action points

- When a unit or Leader is activated during a turn, a dice is thrown to determine the number of action points they have to expend. The type of dice varies:
 - ◇ Anglo-Egyptian units (other than cavalry and mounted camelry) throw a D6.
 - ◇ Anglo-Egyptian cavalry and mounted camelry units throw a D12.
 - ◇ Dervish units (other than cavalry and camelry) throw a D8.
 - ◇ Dervish cavalry and camelry units throw a D12.
 - ◇ Leaders moving on their own throw a D12.
- Action points can be expended upon movement (including charging an enemy unit) and/or firing at an enemy unit.
- It costs 2 action points for a unit to fire once during a turn.
- Units may only fire once during a turn unless a Heroic Leadership card has been used to enhance the unit's firepower for that turn.

- Players should declare what they intend to do after they have thrown the dice and before any movement and/or firing takes place.
- Unused action points may not be held over until the next turn.

Action points example 1

A Sudanese infantry battalion is activated. A D6 is thrown, and the score is 2. It may use both these action points to fire once at an enemy unit or to move. It may not do both.

Action points example 2

A deployed Dervish artillery battery is activated. A D8 is thrown, and the score is 5. It may use these action points to:

- *Fire twice at an enemy unit (at a cost of 4 action points) and use the remaining action point to move.*
- *Fire once at an enemy unit (at a cost of 2 action points) and use any remaining 3 action points to move.*
- *Move.*

Action points example 3

A British infantry brigade in Square, accompanied and co-ordinated by a Leader, is activated. A D6 is thrown, and the score is 3. It may use these action points for all the units in the brigade to:

- *Fire once at enemy units (at a cost of 2 action points) and use the remaining action point to move.*
- *Move.*

The units forming the brigade must all do the same thing as their actions are being co-ordinated by a Leader. Had the Leader not accompanied the brigade, or had the player not made the decision to use the option of dealing a single playing card to the Leader so that the actions of the entire brigade could be co-ordinated, each unit within the brigade would have been activated at different times during the turn.

Movement

- Action points are expended upon movement at the tariff shown on the chart on the following page.
- Units may only move in the direction they are facing.
- Diagonal movement may only take place if both of the squares on either side of the diagonal are unoccupied.
- A unit's movement is affected by its tactical formation.

Action point movement tariff

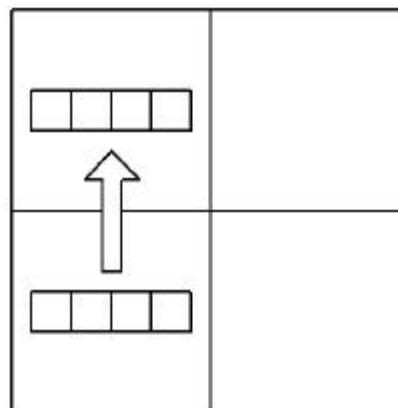
Action points expended	Action
3	To move one square diagonally
2	To move one square orthogonally
2	To cross an obstacle
2	To move through a friendly unit
2	To fire once
2	To change formation
2	To mount or dismount
2	To limber or unlimber
1	To turn
1	To move into, in, or out of steep terrain
1	To move into, in, or out of difficult terrain

The effect of unit tactical formations on movement

Unit Tactical Formation	Movement
Line	No effect
March Column	Unit gains 2 additional action points of movement
Column	Unit gains 1 additional action point of movement
Square	Unit loses 1 action point of movement
En masse	No effect
Deployed	Unit loses 1 action point of movement
Limbered	No effect
Transport	Unit loses 1 action point of movement

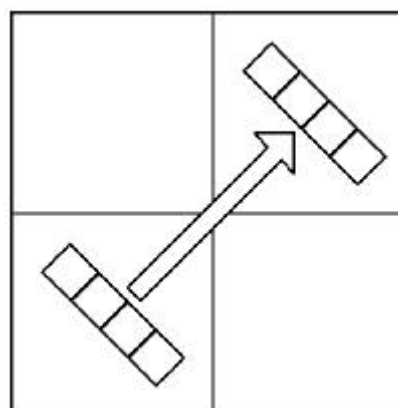
An example of orthogonal movement

The infantry unit will expend 2 action points to move orthogonally from one square to another.



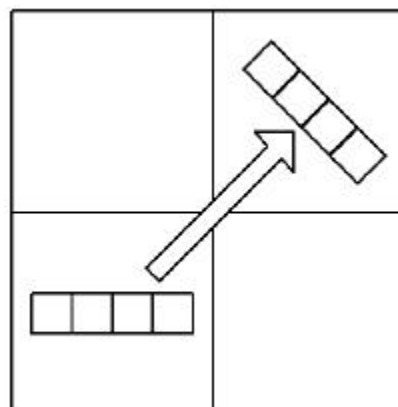
An example of diagonal movement

The infantry unit will expend 3 action points to move diagonally from one square to another.



An example of movement

The infantry unit will expend 4 action points to make this move. 1 action point will be expended to turn and 3 action points will be expended to move diagonally from one square to another.



Movement example 1

A British dismounted camelry regiment is advancing in March Column. Its action dice score was 4, and it will not fire at an enemy unit during this turn. It therefore has 6 action points to expend on movement (4 + 2 = 6 [The D6 score plus 2 for being in March Column]).

It may, for example:

- Move 3 squares orthogonally (2 + 2 + 2 [2 action points for each square of orthogonal movement]).
- Move 2 squares diagonally (3 + 3 [3 action points for each square of diagonal movement]).
- Move 1 square orthogonally, turn 45°, and move 1 square diagonally (2 + 1 + 3 [2 action points for a square of orthogonal movement, 1 action point to turn, and 3 action points for a square of diagonal movement]).
- Turn, move 1 square orthogonally, and change formation (1 + 2 + 2 [1 action point to turn, 2 action points for a square of orthogonal movement, and 2 action points to change formation]).

Movement example 2

A deployed Dervish artillery battery wishes to fire once at the enemy and then limber up. Its action dice score was 4. It has sufficient action points to do this (2 + 2 = 4 [2 action points to fire and 2 action points to limber]).

Movement example 3

A Dervish cavalry rub is advancing en masse. Its action dice score was 7, and it will not fire at an enemy unit during this turn. It therefore has 7 action points to expend on movement.

It may, for example:

- Move 3 squares orthogonally and turn 90° (2 + 2 + 2 + 1 [2 action points for each square of orthogonal movement and 1 action point to turn]).
- Move 1 square diagonally, turn 45°, move into difficult terrain, and move 1 square orthogonally (3 + 1 + 1 + 2 [3 action points for a square of diagonal movement, 1 action point to turn, 1 action point to move into difficult terrain, and 2 action points for a square of orthogonal movement]).
- Move 1 square orthogonally in difficult terrain and through a friendly unit (2 + 1 + 2 [2 action points for a square of orthogonal movement, 1 action point for moving in difficult terrain, and 2 action points to move through a friendly unit]).
- Move 1 square diagonally through difficult terrain and turn 45° (3 + 1 + 1 [3 action points for a square of diagonal movement, 1 action point for moving in difficult terrain, and 1 action point to turn]).

Movement example 4

An Egyptian infantry battalion is advancing in Column in difficult terrain. Its action dice score was 2 and it will not fire at any enemy units during this turn. It therefore has 3 action points to expend on movement (2 + 1 = 3 [The D6 score plus 1 for being in Column]).

It may:

- Move 1 square orthogonally (2 + 1 [2 action points for a square of orthogonal movement and 1 action point for 1 action point for moving in difficult terrain]).
- Turn 90° (1 + 1 [1 action point for turning and 1 action point for moving in difficult terrain (N.B. Turning is movement and therefore incurs a cost)]).

Movement example 5

A Dervish infantry rub, accompanied by a Leader, is advancing en masse through steep terrain. Its action dice score was 4 and it will not fire at any enemy units during this turn. The Dervish Leader decides to use a 'Faster movement!' Heroic Leadership card to improve the fighting effectiveness of the Dervish unit which he is accompanying. It therefore has 6 action points to expend on movement (4 + 2 = 6 [The D8 score plus 2 for the Heroic Leadership card]).

It may, for example:

- Move 2 squares orthogonally (2 + 2 + 1 + 1 = 6 [2 action points for each square of orthogonal movement plus 1 action point for each square of movement in steep terrain]).
- Move 1 square orthogonally and turn 90° (2 + 1 + 1 + 1 = 5 [2 action points for a square of orthogonal movement, 1 action point for moving in steep terrain, 1 action point for turning, and 1 action point for moving in steep terrain (N.B. Turning is movement and therefore incurs a cost)]).

Movement example 6

A Sudanese infantry battalion is advancing in Line in difficult terrain. Its action dice score was 1 and it cannot fire at any enemy units during this turn. It therefore has 1 action points to expend on movement.

It is unable to move as it has insufficient action points to even turn in difficult terrain.

Movement example 7

A British infantry battalion is advancing in Square. Its action dice score was 3 and it will not fire at any enemy units during this turn. It therefore has 2 action points to expend on movement (3 - 1 = 2 [The D6 score less 1 for being in Square]).

It may, for example:

- Move 1 square orthogonally [2 action points for a square of orthogonal movement].
- Change formation [2 action points to change formation].
- Turn [1 action point for turning].

Charging

- A charge is a move that, if completed, brings a unit into a square occupied by an enemy unit.
- A unit may only charge an enemy unit if the charging unit is in one of the following tactical formations:
 - ◊ Line.
 - ◊ Column.
 - ◊ *En masse*.
- Anglo-Egyptian infantry and dismounted camelry regiments may only charge an enemy unit:
 - ◊ If the enemy unit is disorganised or
 - ◊ If they are charging into the enemy unit's flank or rear.
- Anglo-Egyptian cavalry and mounted camelry may charge any enemy unit.
- Dervish infantry, cavalry, and camelry may charge any enemy unit.
- Cavalry and camelry may not cross any vertical or horizontal obstacles during their charge.
- Artillery and machine gun batteries may not charge.
- Charging units must follow the shortest and most direct route towards the enemy.
- The outcome of a charge is determined by both sides throwing a dice:
 - ◊ Anglo-Egyptian units throw a D6.
 - ◊ Dervish units throw a D8.
- The dice scores are modified by circumstances.

Charging modifiers

Add 1:	To the charged unit's dice score for every figure able to face a charge (N.B. This may include any artillery or machine gun crews or Leaders that are sharing the square with a friendly unit).
Add 1:	To the charged unit's dice score for every friendly unit in an adjacent rear square.
Add 1:	To the charging unit's dice score for every figure able to take part in a charge.
Add 1:	To the charging unit's dice score if the charged unit is disorganised.
Deduct 1:	From the charging unit's dice score if the unit has crossed any vertical or horizontal obstacles during their charge.

- The number of figures able to face a charge depends upon the charged unit's tactical formation.
- The charged unit's modified dice score is subtracted from the charging unit's modified dice score and the difference determines the outcome of the charge.

Charging outcomes

-3 or lower:	The charging unit immediately falls back 3 squares to its rear, loses 1 of its figures, and becomes disorganised.
-2:	The charging unit immediately falls back 2 squares to its rear, and becomes disorganised.
-1:	The charging unit immediately falls back 2 squares to its rear.
0:	The charging unit halts in a square adjacent to that occupied by the charged unit.
+1:	The charging unit enters the charged unit's square.
+2:	The charging unit enters the charged unit's square and the charged unit becomes disorganised.
+3 or higher:	The charging unit enters the charged unit's square and the charged unit immediately falls back 2 squares to its rear, loses 1 of its figures, and becomes disorganised.

- If the difference between the modified dice scores is +2 or higher and the charged unit is already disorganised, it also loses 1 of its figures.
- A unit that falls back remains facing the enemy unit that has forced it to fall back.
- A unit that is unable to fall back as far as it should because its path is blocked by other units (either friendly or enemy) loses 1 of its figures in addition to any other losses it may have already suffered as a result of the charge.
- A charging unit that causes a charged unit to fall back as a result of the charge may immediately pursue its opponent.
- The pursuing unit moves into the closest square adjacent to that occupied by the pursued unit.

Charging example 1

A Dervish cavalry rub is charging into the flank of an Egyptian infantry regiment that is in Line and is already disorganised.

The Dervish unit throws a 6, and the Egyptian unit throws a 2. The modified scores are:

- Dervish unit: $6 + 4 + 1 = 11$ (The D8 score plus 1 for each figure able to take part in the charge plus 1 because the Egyptian unit is already disorganised).
- Egyptian unit: $1 + 1 = 2$ (The D6 score plus 1 for each figure able to face the charge).

The difference between the charging unit's modified dice score and the charged unit's modified dice score is +9, with the result that the Dervish unit enters the Egyptian unit's square and the Egyptian unit immediately falls back 2 squares to its rear, loses 2 of its figures (it is already disorganised so it loses an additional figure), and remains disorganised.

The Dervish unit decides to pursue, and moves into the closest square adjacent to the defeated Egyptian unit.

Charging example 2

A British cavalry regiment in Line is charging into the front of a disorganised Dervish infantry rub which has three infantry rubs in adjacent rear squares.

The British unit throws a 4, and the Dervish unit throws a 3. The modified scores are:

- British unit: $4 + 4 + 1 = 9$ (The D6 score plus 1 for each figure able to take part in the charge plus 1 because the Dervish unit is already disorganised).
- Dervish unit: $3 + 4 + 3 = 10$ (The D8 score plus 1 for each figure able to take part in the charge plus 1 for each of the adjacent friendly units to the rear).

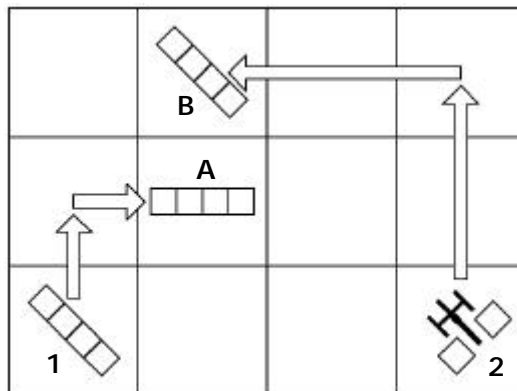
The difference between the charging unit's modified dice score and the charged unit's modified dice score is -1, with the result that the British unit immediately falls back 2 squares to its rear.

Firing

- No unit can fire at an enemy unit that is not in its direct line-of-sight.
- Units have an arc of fire of 90° to their front (45° either side of the direction in which the unit is facing).
- It costs 2 action points for a unit to fire once during a turn.
- Units may only fire once during a turn unless a Heroic Leadership card has been used to enhance the unit's firepower for that turn.
- All weapon ranges are measured orthogonally.

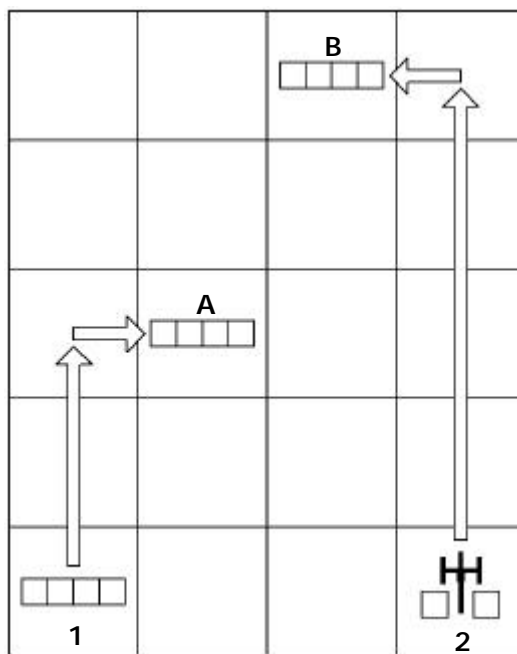
Example of weapon ranges being measured orthogonally

Target unit A is at a range of 2 squares (1 + 1) from unit 1 and target unit B is at a range of 4 squares (2 + 2) from unit 2.

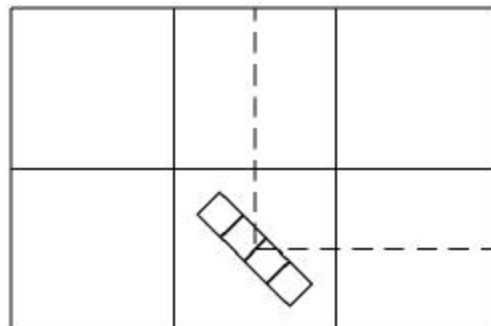


Example of weapon ranges being measured orthogonally

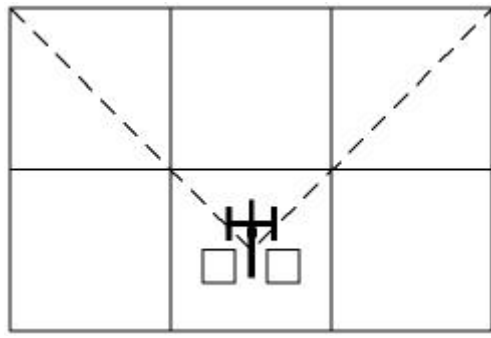
Target unit A is at a range of 3 squares (2 + 1) from unit 1 and target unit B is at a range of 5 squares (4 + 1) from unit 2.



Example of an infantry unit's arc of fire



Example of an artillery unit's arc of fire



Weapon ranges

Weapon type	Range (in squares)
British firearms	3
Egyptian and Sudanese firearms	2
Dervish firearms	1
Anglo-Egyptian artillery	6
Dervish artillery	4
Anglo-Egyptian machine guns	3
Dervish machine guns	2

• Firearms

- ◊ Units armed with firearms throw a dice to determine the effect of their fire. The type of dice depends upon the type of unit:
 - ◆ Anglo-Egyptian units throw a D6.
 - ◆ Dervish infantry *rubs* throw a D8.
 - ◆ Dervish cavalry and camelry *rubs* throw a D12.
- ◊ The number of figures able to fire depends upon the unit's tactical formation.

The effect of unit tactical formation on firing

Unit Tactical Formation	Firing
Line	All bases can fire
March Column	1 base can fire
Column	2 bases can fire
Square	1 base can fire
<i>En masse</i>	All bases can fire

- ◊ If a unit's dice score is equal to or less than the number of figures able to fire, the target unit is hit and becomes disorganised.
- ◊ If the target unit is already disorganised, it loses 1 of its figures each time it is hit.

• Artillery and machine guns

- ◊ Artillery and machine gun batteries throw a dice to determine the effect of their fire. The type of dice depends upon the type of unit:
 - ◊ Anglo-Egyptian artillery and machine gun batteries throw a D6.
 - ◊ Dervish artillery and machine gun batteries throw a D8.
- ◊ If a battery's dice score is equal to or less than twice the number of figures crewing the battery's gun, the target unit is hit and becomes disorganised.
- ◊ If the target unit is already disorganised, it loses 1 of its figures each time it is hit.

• The effects of cover

- ◊ Cover may reduce the effect of fire on a unit.
- ◊ Cover is any terrain feature or vertical or horizontal obstacle that hides or obscures a target from view (including built-up areas, areas of cultivated land with tall crops growing on it, forests, grassland covered with tall grass, rocks, scrub, thick and/or tall undergrowth, walls, and woods).
- ◊ If a target unit is in cover when it is hit, the top card from the pack of undealt playing cards is turned over.

The effects of cover

Red card:	The cover has no effect
Black card:	The cover prevents the hit from affecting the target unit.

Firing example 1

A full-strength British dismounted camelry regiment in Line is firing at a Dervish cavalry rub. The Dervish unit is within range (3 squares measured orthogonally) and within the British unit's arc of fire.

The British unit throws a 4. Because this is equal to or less than the number of figures able to fire, the Dervish unit has been hit and becomes disorganised.

Firing example 2

A Dervish infantry rub that has already suffered the loss of 1 figure is firing at an Egyptian infantry battalion. The Egyptian unit is within range (1 square measured orthogonally) and within the Dervish unit's arc of fire.

The Dervish unit throws a 6. Because this is more than the number of figures able to fire, the Dervish unit's fire has no effect.

Firing example 3

A Dervish artillery battery is firing at a disorganised Sudanese infantry battalion that is in cover. The Sudanese unit is within range (4 squares measured orthogonally) and within the Dervish unit's arc of fire.

The Dervish unit throws a 2. Because this is equal to or less than twice the number of figures crewing the gun, the Sudanese unit has been hit and may have to lose a figure because it is already disorganised.

The top card from the pack of playing cards is turned over. The card is the 4 of Hearts (a red card). This means that the cover has had no effect, and the Sudanese unit loses a figure.

Had the top card been a black card, the cover would have prevented the hit from affecting the Sudanese unit, and it would not have lost a figure. It would, however, have remained disorganised.

Firing example 4

A British machine gun battery, accompanied by a Leader, is firing at a Dervish infantry rub. The Dervish unit is within range (3 squares measured orthogonally) and within the British unit's arc of fire.

The British unit throws a 5. Because this is more than twice the number of figures crewing the gun, the British unit's fire has no effect.

The British Leader decides to use an 'Enhanced Firepower!' Heroic Leadership card to improve the fighting effectiveness of the British unit which he is accompanying. It therefore throws another dice.

This time the score is 3. Because this is equal to or less than twice the number of figures crewing the gun, the Dervish unit has been hit and becomes disorganised.

Disorganisation

- When a unit becomes disorganised, a disorganisation marker is placed immediately behind it. This disorganisation marker remains with the unit until it recovers from its disorganisation.
- If a unit becomes disorganised before it has been activated during the current turn, its playing card is removed and it cannot move or fire.
- If a disorganised unit suffers a further hit, it immediately loses 1 of its figures.
- A unit that becomes disorganised may attempt to recover from disorganisation during the current turn.
- Units that have become disorganised throw a dice to determine whether they can recover from their disorganisation. The type of dice depends upon the type of unit:

◇ Anglo-Egyptian units throw a D6.

◇ Dervish units throw a D8.

- Dice scores are modified by circumstance.

Disorganisation modifiers

Deduct 1:	For every friendly unit in an adjacent square.
Deduct 2:	For every Leader in the same square or in an adjacent square.

- A unit will recover from disorganisation if its dice score is equal to or less than the number of figures left in the unit.

Disorganisation example 1

A full-strength Dervish infantry rub, which has two infantry rubs in adjacent rear squares, has become disorganised.

The Dervish unit throws a 7. The modified score is 5 (7 - 1 - 1 [The D8 score less 1 for each of the adjacent friendly units to the rear]). Because this is more than the number of figures left in the unit, the Dervish unit remains disorganised.

Disorganisation example 2

A British cavalry regiment that has already suffered the loss of 1 figure, but which is accompanied by a Leader, has become disorganised.

The British unit throws a 6. The British Leader decides to use a 'Recover!' Heroic Leadership card to improve the morale of the British unit which he is accompanying. The British unit recovers from disorganisation even though its modified score (6 - 2 [The D6 score less 2 for the presence of a Leader in the same square]) was more than the number of figures left in the unit.

Break off battle

- If, at the end of a turn, one side has half or more of its units disorganised or lost, it must begin to break off from the battle.
- All units that not disorganised must move away from the enemy during the next turn.
- All disorganised units must remain where they are until they are destroyed or have recovered from disorganisation.
- Even if sufficient units recover from disorganisation, once one side has half or more of its units disorganised at the end of a turn, battle must be broken off.

Break off battle example

At the end of a turn the Dervish side has 6 of its 11 units disorganised. It must, therefore, begin to break off from the battle during the next turn.

During the course of the next turn 2 of the disorganised units are able to recover from disorganisation, and the Dervish side now only has 8 of its 11 units disorganised. However because it has already gone through the break off battle threshold, the Dervish side must continue to withdraw from the battle.

been hit and a figure from the Dervish unit is removed.

Had the top card been the Queen of Clubs, the Leader would have been wounded, and the Leader figure would have been immediately removed. No figure from the Dervish unit would have been removed, as the hit would have had its effect upon the Leader.

Dismounted Anglo-Egyptian camelry

- British and Egyptian camelry may dismount.
- The act of dismounting or remounting is regarded as a change of formation
- Whilst dismounted, British and Egyptian camelry move and fight as if they were infantry.

Dismounted Anglo-Egyptian camelry example

1

A mounted Egyptian camelry unit is in Line and dismounts. It will remain in Line and will, until it remounts, fight as if it were an infantry battalion.

Dismounted Anglo-Egyptian camelry example

2

A dismounted British camelry regiment is in Square. It remounts and forms Line. This is regarded as two changes of formation.

Leaders in combat

- If a Leader is with a unit that is under fire or involved in hand-to-hand combat, the top card from the pack of undealt playing cards is turned over.

Leaders in combat

King, Queen, or Jack of Spades:	Leader is killed, and the figure is immediately removed.
King, Queen, or Jack of Clubs:	Leader is wounded, and the figure is immediately removed.
Any other black card:	Leader is wounded, but continues to fight.
Heart or Diamond:	Leader is unwounded.

Leaders in combat example

A Dervish infantry unit that is accompanied by a Leader has come under fire from a British artillery battery and has suffered a hit.

The top card from the pack of playing cards is turned over. The card is the Queen of Diamonds. This means that the Leader has not

Additional rules

This section contains rules that can be used to add extra 'flavour' (in the form of new weapons and troops types) to the refights of battles between the Anglo-Egyptian and Dervish armies. It also contains explanatory notes and examples.

Gunboats

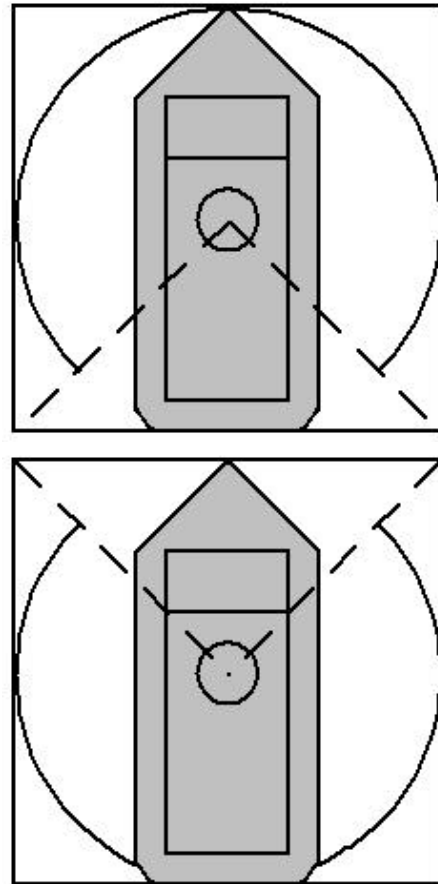
Gunboats performed useful service throughout the various campaigns in the Sudan. Because the Nile was of such vital importance to both the Anglo-Egyptians and the Dervishes as a source of water, food, and transport, gunboats could provide fire support to troops on the banks of the river as well as acting as a mobile reserve and transport fleet.

For compatibility with the rest of the rules, models of the gunboats should be able to fit into the size of square used on the battlefield. It is therefore recommended that a smaller scale model be used

- Gunboats may only be used in squares that have designated as part of the River Nile or a similar body of water.
- Gunboats are treated as individual units during the turn sequence.
- Gunboats may not take part in hand-to-hand combat.
- Gunboats may not charge other units.
- Gunboats throw a D8 to determine the number of action points they have to expend.
- Gunboats only expend action points in order to move.
- Gunboats may only turn 45° for each action point expended on turning.
- Gunboats gain an additional 2 action points of movement if moving downstream.
- Gunboats lose 1 action point of movement if moving upstream.
- Gunboats may fire once per turn at no cost.
- Gunboats are deemed to be armed with a battery of artillery crewed by 2 figures and a battery of machine guns crewed by two figures.
- A gunboat's gun armament has an arc of fire of 270° (135° either side of the bow).
- A gunboat's machine gun armament has an arc of fire of 270° (135° either side of the stern).

Gunboat armament arcs of fire

Main gun armament (top) and Machine gun armament (bottom)



- When hit, gunboats do not become disorganised but do lose 1 flotation point. This may only be recovered if a Leader is on board the gunboat and decides to use a 'Recover!' Heroic Leadership card.
- When a gunboat has lost all its flotation points it sinks.
- Gunboats are deemed to have 6 flotation points.
- Anglo-Egyptian gunboats may carry an infantry battalion or a dismounted camelry regiment or an artillery or machine gun battery or a transport unit.
- Dervish gunboats may carry an infantry *rub* or an artillery or machine gun battery or a transport unit.
- When gunboats are carrying a unit (with or without a Leader) they may not fire.

- When gunboats are carrying a Leader (but not a unit) they may fire.
- Units being carried by gunboats may not fire whilst they are aboard.
- Any unit that is aboard a gunboat when it is sunk are lost.
- When loading or unloading a unit the gunboat must be stationary for the complete turn and alongside the river's bank or a landing stage.
- The unit being loaded or unloaded expends action points on movement as if it were changing formation.

Gunboat example 1

A British gunboat is moving down river. A D8 is thrown, and the score is 4. The gunboat therefore has 6 action points to expend on movement (6 + 2 [The D8 score plus 2 for moving down river]).

It may, for example:

- *Move 1 square diagonally, turn 45°, and move 1 square orthogonally (3 + 1 + 2 [3 action points for a square of diagonal movement, 1 action point to turn 45°, and 2 action points for a square of orthogonal movement]).*
- *Move 2 squares diagonally (3 + 3 [3 action points for each square of diagonal movement]).*
- *Move 3 squares orthogonally (2 + 2 + 2 [2 action points for each square of orthogonal movement]).*

Gunboat example 2

A British gunboat fires at a Dervish artillery battery on the banks of the River Nile. The Dervish unit is within range (3 squares measured orthogonally) and abeam of the British gunboat. It is therefore within the British gunboat's arcs of fire for both its gun and machine gun armament.

The British gunboat throws a D6 for its gun armament and a D6 for its machine gun armament.

The gunboat's gun armament throws a 4. Because this is equal to or less than twice the notional number of figures crewing the gun, the Dervish unit has been hit and becomes disorganised.

The gunboat's machine gun armament throws a 1. Because this is equal to or less than twice the notional number of figures crewing the gun, the Dervish unit has been hit again and loses 1 figure.

Gunboat example 3

A Dervish gunboat fires at a British gunboat on the River Nile. The British gunboat is within range (3 squares measured orthogonally) and ahead of the Dervish gunboat. It is therefore

within the Dervish gunboat's arc of fire for its gun armament.

The Dervish gunboat throws a D8 for its gun armament.

The gunboat's gun armament throws a 2. Because this is equal to or less than twice the notional number of figures crewing the gun, the British unit has been hit and loses a flotation point.

River boats

All forms of river boat (including steam and sail powered) played important roles in the campaigns in Egypt and the Sudan. They could transport both food and troops to almost anywhere on the River Nile, and could be a vital element in the success or failure of a campaign.

For compatibility with the rest of the rules, models of the river boats should be able to fit into the size of square used on the battlefield. It is therefore recommended that a smaller scale model be used

- River boats may only be used in squares that have designated as part of the River Nile or a similar body of water.
- River boats are treated as individual units during the turn sequence.
- River boats may not take part in hand-to-hand combat.
- River boats may not charge other units.
- River boats throw a D8 to determine the number of action points they have to expend.
- River boats only expend action points in order to move.
- River boats may only turn 45° for each action point expended on turning.
- River boats gain an additional 2 action points of movement if moving downstream.
- River boats lose 1 action point of movement if moving upstream.
- When hit, river boats do not become disorganised but do lose 1 flotation point. This may only be recovered if a Leader is on board the river boat and decides to use a 'Recover!' Heroic Leadership card.
- When a river boat has lost all its flotation points it sinks.
- Metal river boats are deemed to have 4 flotation points.
- Wooden river boats are deemed to have 2 flotation points.
- River boats may carry a unit of infantry or cavalry or camelry or artillery or machine guns or transport.
- Units being carried by river boats may not fire whilst they are aboard.

- Any unit that is aboard a river boat when it is sunk are lost.
- When loading or unloading a unit the river boat must be stationary for the complete turn and alongside the river's bank or a landing stage.
- The unit being loaded or unloaded expends action points on movement as if it were changing formation.

River boat example 1

A wooden river boat carrying a Dervish infantry rub has already lost 1 flotation point. It is hit again and loses another flotation point. The river boat sinks, and the Dervish unit are lost.

River boat example 2

A river boat carrying a unit of troops moves alongside a landing stage. The unit that is being carried may not unload until the next turn.

During the next turn's turn sequence the unit being carried is dealt a playing card so that it can be activated and thus be unloaded. The river boat is not dealt a playing card as it may not move during the turn and cannot, therefore, be activated.

Bashi-Bazouks

Bashi-Bazouks were irregular cavalry used by the Egyptians and, to a lesser extent, by the British. They were armed with whatever weapons took each individual's fancy. They were notorious for their indiscipline and cruelty as well as their desire for plunder. However, in the absence of regular light cavalry they were often the best (or only) mounted troops available to the Egyptians in the Sudan.

- Bashi-Bazouks cannot become impetuous.
- Bashi-Bazouks are treated as if they are Dervish cavalry armed with Dervish firearms.
- Bashi-Bazouks always reduce all their action point dice throws by 2.
- Bashi-Bazouks are always deemed to be disorganised when being charged or taking part in hand-to-hand combat.
- Bashi-Bazouks are ineligible for any dice score modifications when being charged.

Bashi-Bazouks example

During the first turn of a battle a unit of Bashi-Bazouks is dealt a red card. Although it is a cavalry unit it does not become impetuous and will not charge the nearest enemy unit.

When it is activated, the unit throws a D12 to determine the number of action points it has to expend. The score is 2, but because Bashi-Bazouks always reduce all their action point dice throws by 2 they have no action points to expend during this turn.

As a result of their inactivity, the Bashi-Bazouks are charged by a Dervish cavalry rub. The unit of Bashi-Bazouks throws a 2, and the Dervish unit throws a 5. The modified scores are:

- *Bashi-Bazouks: 2 (The D12 score as they are ineligible for any dice score modifications when being charged).*
- *Dervish unit: 5 + 4 + 1 = 10 (The D12 score plus 1 for each figure able to take part in the charge plus 1 because the Bashi-Bazouks are always deemed to be disorganised when being charged).*

The difference between the charging unit's modified dice score and the charged unit's modified dice score is +8, with the result that the Dervish unit enters the square occupied by the Bashi-Bazouks and the Bashi-Bazouks immediately fall back 2 squares to its rear, loses 2 of its figures (it is already deemed to be disorganised so it loses an additional figure), and becomes disorganised.

The Dervish unit decides to pursue, and moves into the closest square adjacent to the defeated Bashi-Bazouks.

Bazingers

Bazingers were irregular infantry armed with firearms. They were often slaves or ex-slaves, and were used by slavers to capture and guard slaves. Some were recruited by the Anglo-Egyptian forces to serve as irregular infantry. They often proved very loyal to the British officers selected to lead them.

- Bazingers are treated as if they are Dervish infantry armed with Dervish firearms.

Egyptian Gendarmerie

The Egyptian Gendarmerie was formed from what remained of the old Egyptian Army and newly recruited (or more accurately press-ganged) peasants and gaolbirds. They were so unreliable that they made the Bashi-Bazouks look good! When charged by Dervishes they would sometimes throw down their weapons and plead for mercy ... which they never got.

- Egyptian Gendarmerie is treated as if they are Dervish infantry armed with Dervish firearms.
- Egyptian Gendarmerie always reduces all their action point dice throws by 3.
- Egyptian Gendarmerie is always deemed to be disorganised when being charged or taking part in hand-to-hand combat.
- Egyptian Gendarmerie is ineligible for any dice score modifications when being charged.

Egyptian Gendarmerie example 1

When it is activated, the Egyptian Gendarmerie battalion throws a D8 to determine the number of action points it has to expend. The score is 4, but because Egyptian Gendarmerie always reduce all their action point dice throws by 3 they have 1 action point to expend during this turn.

Egyptian Gendarmerie example 2

An Egyptian Gendarmerie battalion is firing at a Dervish cavalry rub. The Dervish unit is within range (1 square measured orthogonally) and within the Egyptian unit's arc of fire.

The Egyptian unit throws an 8. Because this is more than the number of figures able to fire, the Egyptian unit's fire has no effect.

Egyptian Gendarmerie example 3

An Egyptian Gendarmerie battalion is charged by a Dervish cavalry rub. The Egyptian unit throws an 8, and the Dervish unit throws a 7. The modified scores are:

- Egyptian unit: 8 (The D8 score as they are ineligible for any dice score modifications when being charged).
- Dervish unit: $7 + 4 + 1 = 12$ (The D12 score plus 1 for each figure able to take part in the charge plus 1 because the Egyptian Gendarmerie are always deemed to be disorganised when being charged).

The difference between the charging unit's modified dice score and the charged unit's modified dice score is +5, with the result that the Dervish unit enters the square occupied by the Egyptian unit and the Egyptian unit immediately falls back 2 squares to its rear, loses 2 of its figures (it is already deemed to be disorganised so it loses an additional figure), and becomes disorganised.

The Dervish unit decides to pursue, and moves into the closest square adjacent to the defeated Egyptian unit.

Definitions

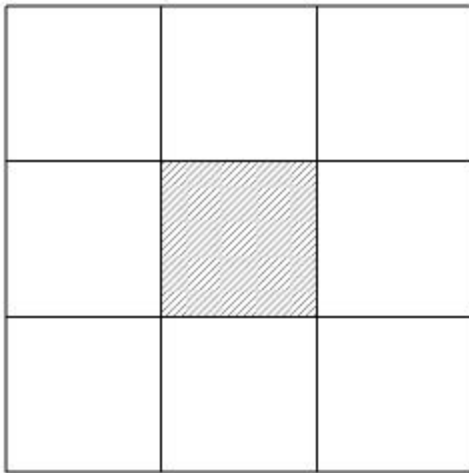
This section contains definitions of some of the terms used in these rules.

Adjacent squares

Any square that touches the side or corner of another square is defined as being adjacent to it.

Adjacent squares

All the squares touching the sides or corners of the shaded square are deemed to be adjacent to it.



Cover

Cover is any natural or man-made terrain feature that can hid or obscure a target from view.

Difficult terrain

Difficult terrain is any terrain that will impede a unit or Leader's movement. These include:

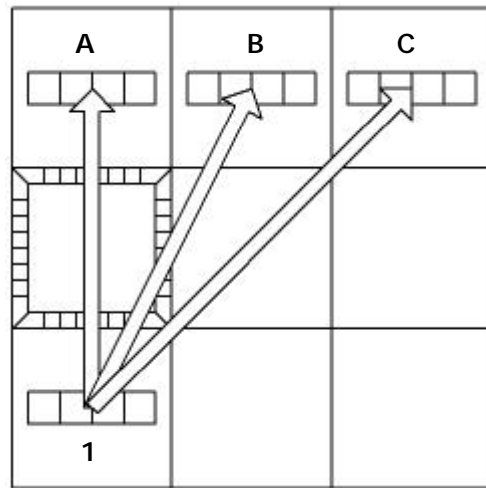
- Built-up areas.
- Areas of cultivated land with tall crops growing on it.
- Forests.
- Grassland covered with tall grass.
- Rocks.
- Scrub.
- Thick and/or tall undergrowth.
- Woods.

Direct line-of-sight

Direct line-of-sight is a straight line from the centre of one square to the centre of another that is not obscured by cover or a vertical or horizontal obstacle.

Direct line-of-sight

The line-of-sight between Unit 1 and Units A and B is obscured by the hill. The line-of-sight between Unit 1 and Unit C is not obscured by the hill. Therefore there is a direct line-of-sight between Units 1 and C.



Flanks of a unit

The flanks of a unit are defined as being those squares within an arc of 45° to either side of a line drawn at a the right angle to the direction in which the unit is facing.

Front of a unit

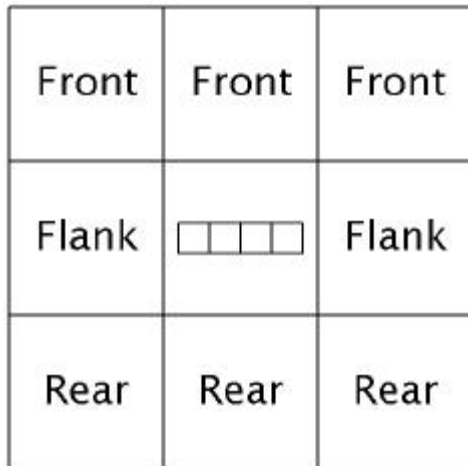
The front of a unit is defined as being those squares within an arc of 45° to either side of the direction in which the unit is facing.

Rear of a unit

The rear of a unit is defined as being those squares within an arc of 45° to either side of the direction opposite to that in which the unit is facing.

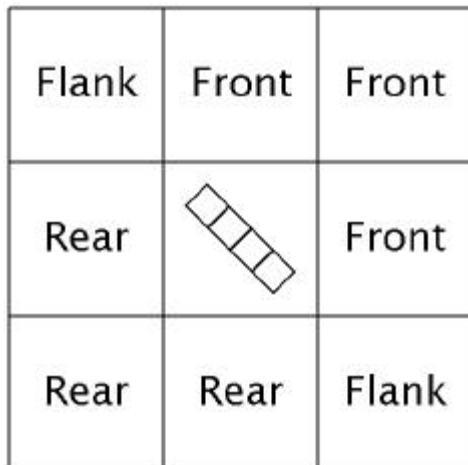
Front, rear, and flanks for a unit that is orientated orthogonally

This shows the squares that form the front, rear, and flanks of a unit that is orientated orthogonally.



Front, rear, and flanks for a unit that is orientated diagonally

This shows the squares that form the front, rear, and flanks of a unit that is orientated diagonally.

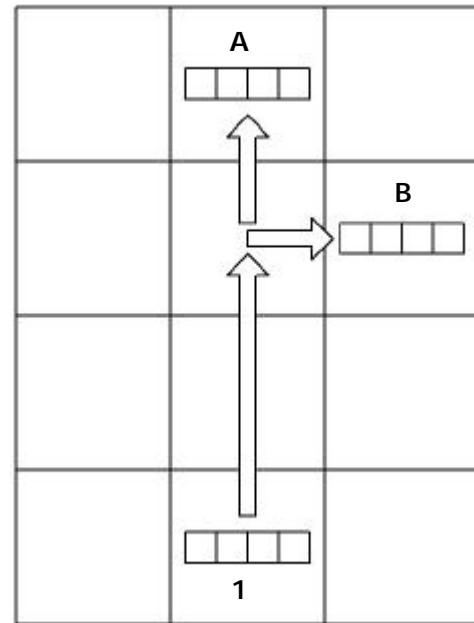


Nearest enemy unit

The nearest enemy unit is defined as being the enemy unit which, when the distance to it is counted orthogonally, is closest. In the event that more than one enemy unit is the same distance away, the nearest enemy unit is defined as being that which could be reached by the most direct orthogonal route.

Nearest enemy unit

The orthogonal distance between Unit 1 and Units A and B is the same. Unit A is adjudged to be the nearest enemy unit to Unit 1 as the route between the two is more orthogonally direct.



Vertical and horizontal obstacles

A vertical or horizontal obstacle is any vertical or horizontal obstruction that requires a degree of physical effort to cross. These include:

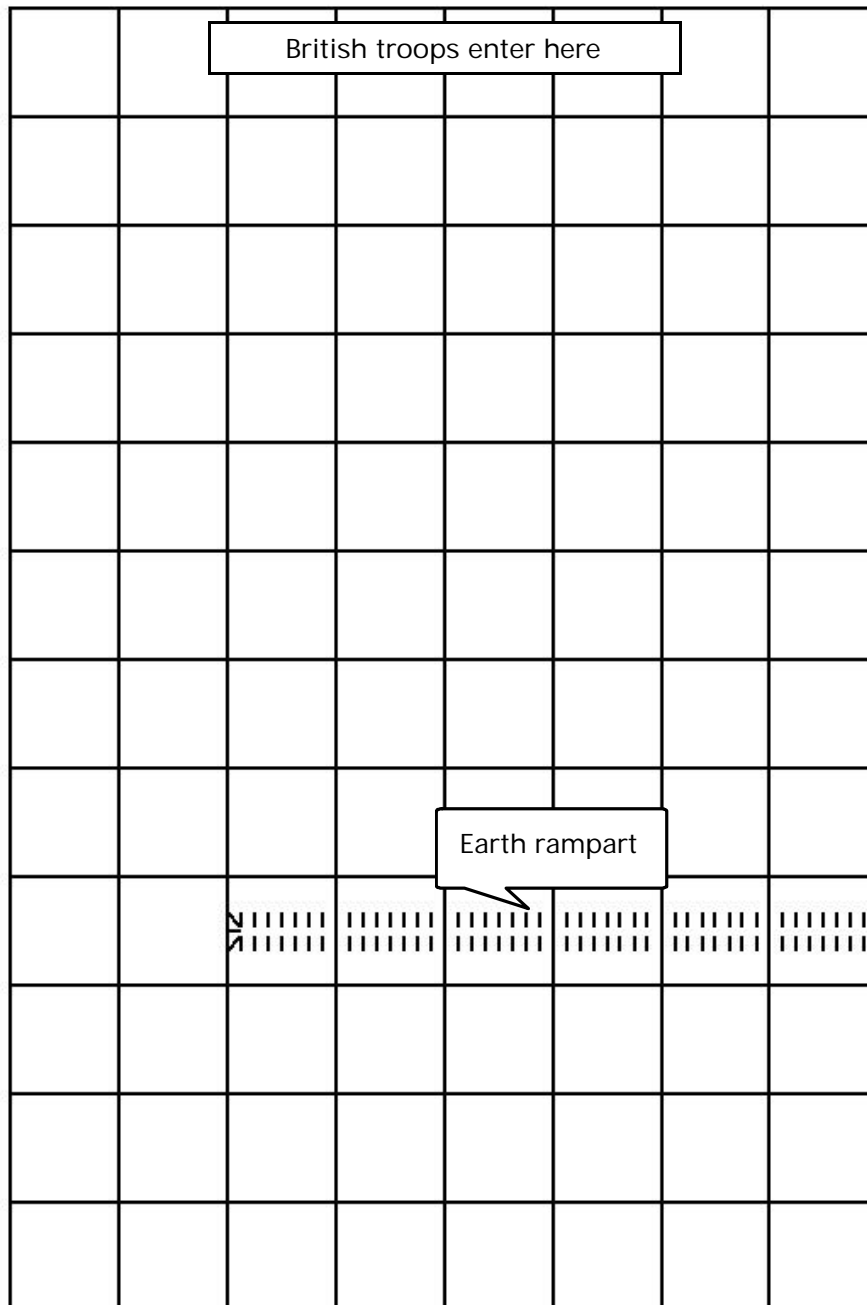
- Dried-up water courses.
- Fences.
- Gullies.
- Fordable rivers.
- Streams.
- Trenches.
- Walls.

Scenarios

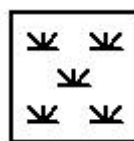
This section contains some scenarios based upon actual battles fought during the 1880s and 1890s in Egypt and the Sudan. Each scenario has a map of the battlefield, an Order of Battle for each side, and any scenario specific rules.

Night march to the canal

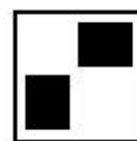
- British forces
 - ◇ 6 infantry battalions.
 - ◇ 1 cavalry regiment.
 - ◇ 1 artillery battery.
 - ◇ 1 machine gun battery.
 - ◇ 1 Leader.
- Egyptian forces
 - ◇ 4 infantry battalions (2 of which are deemed to be Egyptian Gendarmerie).
 - ◇ 1 cavalry regiment (Bashi-Bazouks).
 - ◇ 1 artillery battery.
 - ◇ 1 Leader.
- Scenario specific rules
 - ◇ The British must enter from the side indicated on the map.
 - ◇ The Egyptians are dug in behind an earth rampart.
 - ◇ The Egyptian units may not be dealt playing cards until they realise they are about to be attacked.
 - ◇ A joker is added to the pack of playing cards. When this is dealt to a British unit, the Egyptians realise that they are about to be attacked and can be dealt playing cards.
 - ◇ If the Joker is not dealt before the first British unit reaches the earth rampart, the Egyptians realise they are under attack and can be dealt playing cards during the next turn sequence.



Key to symbols used on the scenario maps



Difficult terrain



Village

Marching across the Sudan

- Anglo-Egyptian forces

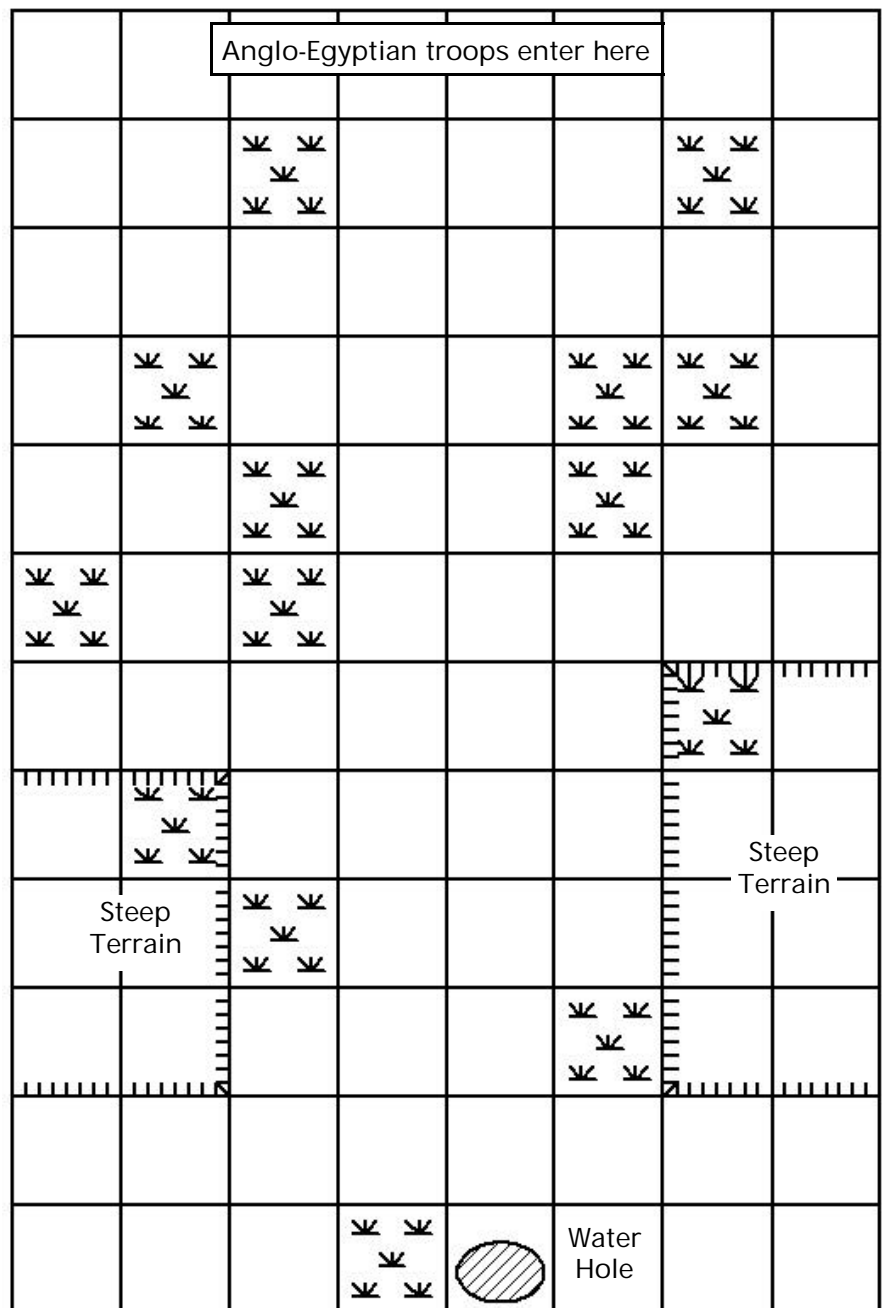
- ◇ 4 infantry battalions (2 of which are deemed to be Egyptian Gendarmerie).
- ◇ 1 cavalry regiment (Bashi-Bazouks).
- ◇ 1 Egyptian artillery battery.
- ◇ 1 Egyptian machine gun battery.
- ◇ 1 Leader.

- Dervish forces

- ◇ 4 infantry rubs armed with firearms.
- ◇ 8 infantry rubs armed with spears and swords.
- ◇ 2 cavalry or camelry rubs armed with spears and swords.
- ◇ 4 cavalry or camelry rubs armed with spears and swords.
- ◇ 1 Leader.

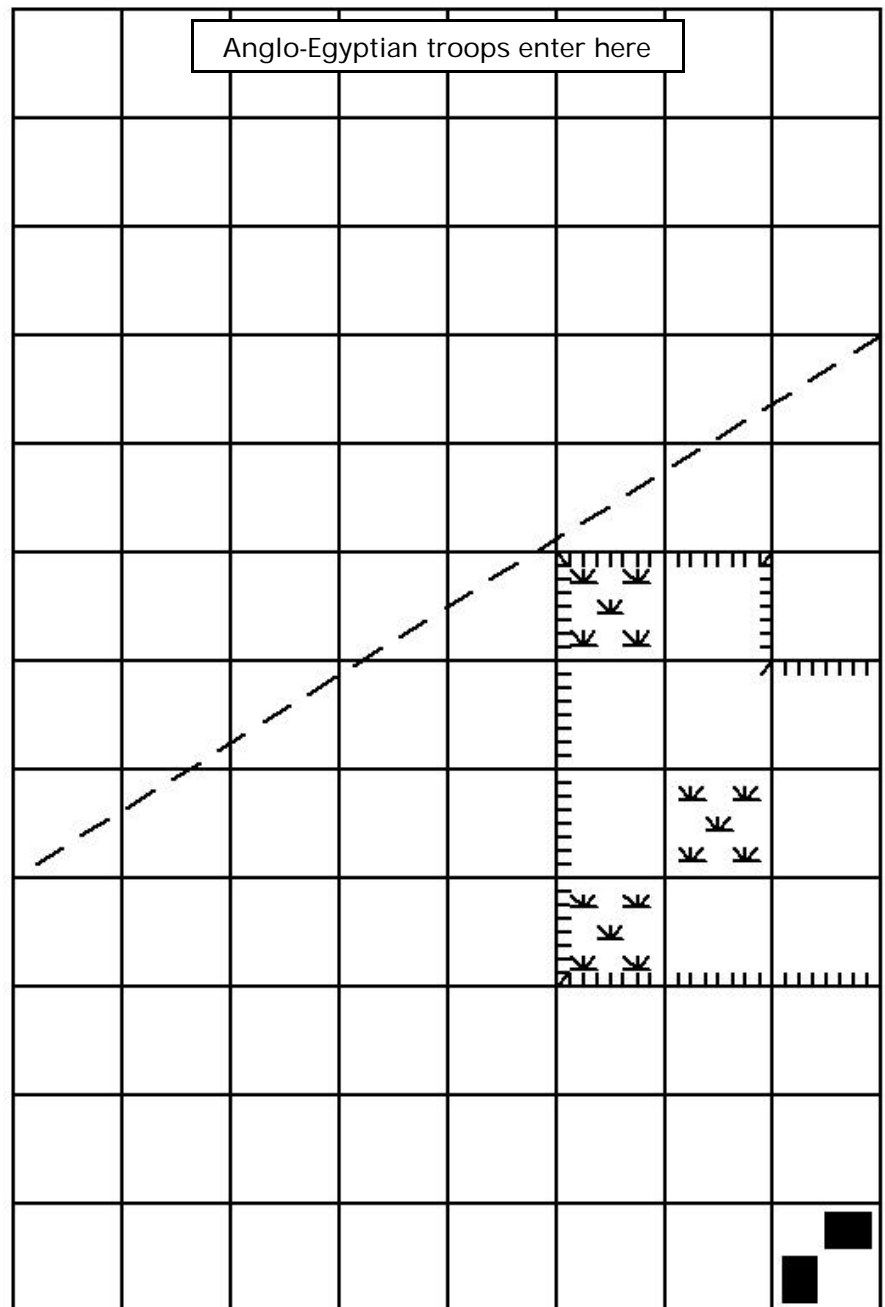
- Scenario specific rules

- ◇ The Anglo-Egyptian forces must enter from the side indicated on the map.
- ◇ The Dervish forces may set themselves up anywhere on the map.
- ◇ The Anglo-Egyptian artillery and machine gun batteries only have sufficient ammunition to fire 4 times during the battle.
- ◇ If the infantry battalions that are deemed to be Egyptian Gendarmerie are charged and forced to fall back, there is a chance that they will throw down their weapons and try to plead for mercy. If this happens, throw a D6. If the score is 1, 2, or 3 the battalion will fall back. If the score is 4, 5, or 6 the battalion will throw down its arms and plead for mercy ... which they will not get. The battalion is lost and removed from the battlefield.



Form Square!

- Anglo-Egyptian forces
 - ◇ 4 British infantry battalions.
 - ◇ 1 Egyptian cavalry regiment.
 - ◇ 1 British artillery battery.
 - ◇ 1 British machine gun battery.
 - ◇ 1 Leader.
- Dervish forces
 - ◇ 4 infantry rubs armed with firearms.
 - ◇ 8 infantry rubs armed with spears and swords.
 - ◇ 2 cavalry or camelry rubs armed with spears and swords.
 - ◇ 4 cavalry or camelry rubs armed with spears and swords.
 - ◇ 1 Leader.
- Scenario specific rules
 - ◇ The British infantry, artillery, and machine gun units must enter the battlefield as a Brigade Square at the location indicated on the map.
 - ◇ The Dervish forces may set themselves up anywhere below the line indicated on the map.
 - ◇ The British must attempt to occupy the village.



Notes

Despite the length of this booklet, these are simple, fast-play colonial wargames rules, and most people are able to understand and use the main game mechanisms within a few turns. The bulk of the pages are taken up with explanations and examples that show how the rules work. Once you have fought a couple of battles you will soon rely upon the playsheet to give you most of the information that you need during a game.

The three scenarios are all based on battles that took place during the 1880s. They have been chosen as they will allow novice players to gain experience with the rules in different tactical situations.

- Night march to the canal is based upon General Wolseley's attack on Tel-el-Kebir on 11th September 1882.
- Marching across the Sudan is based upon the events that led to the destruction of Hicks Pasha's expedition to Kordofan in October 1883.
- Form Square! is based upon the Battle of El Teb on 29th February 1884.

I would suggest that you play the scenarios and then read an account of each battle. This will give you the opportunity to see if you did better (or worse) than the original commanders.

For players who prefer larger scale figures I would suggest doubling the size of the individual bases and the squares on the gridded battlefield. This makes each square 150mm x 150mm and the battlefield 6 foot x 4 foot/180cm x 120cm.

For players who like to see more figures on their battlefields I would suggest either:

- Using groups of smaller scale figures (6mm or 10mm scale) on the standard 15mm sized bases or
- Doubling the size of bases and squares, and mounting groups of figures on each base.

Whatever you choose to do, I hope that you enjoy re-fighting battles with these rules. If you are ever in doubt about something that happens during a battle and it is not covered in the rules, used Fred Jane's primary rule of wargaming; and if there is ever a dispute between players, always try to remember the spirit of the wargame.

Bob Cordery