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INTRODUCTION

These rules began life as a set of simple, fast-play colonial wargames rules for fighting battles between British and Native armies. As such they were very effective. They produced fast and furious battles, where the results were often in the balance right the way though until the end, and where the fortunes of one side or the over could literally change with the turn of a card.

The main elements of the rules remain unchanged, and it is possible for two or more players to fight an interesting battle to a conclusion in under two hours on a 4 foot x 3 foot (120cm x 90cm) tabletop battlefield using approximately two hundred 15mm scale figures.

It is possible to fight larger battles using more figures and a larger battlefield, but the duration of the battle will increase, and in today's busy world not everyone has the necessary time or space.

The rules do incorporate several novel features. These include:

- The use of a standard pack of playing cards to determine the order in which units are able to move, fire, and take part in close combat;

- The use of Special Event Cards that the players can use to gain extra movement, firepower, close combat effectiveness, or to rally troops that have failed a morale test and have fled from the battlefield;

- The use of the Jokers to determine:

   o When players have to hand back any unused Special Event Cards.

   o When the battle will end.

ACKNOWLEDGEMENTS

UNIT REPRESENTATION

These rules were designed for use with 15mm scale figures mounted on multiple figure troop stands.

WHAT DO TROOP STANDS REPRESENT?

Each British troop stand[1] represents a particular-sized military formation and each Native troop stand represents a roughly equivalent-sized group of Warriors or Tribesmen.

1 troop stand: An British Infantry Company or

A British Cavalry Squadron or

An Artillery Battery or

Approximately 300 Native Warriors or Tribesmen or

A British Commander and their Staff/Native Leader and their retinue

3 to 6 troop stands: An Infantry Battalion or

A Cavalry Regiment or

Approximately 900 to 1800 Native Warriors or Tribesmen

10 to 20 troops stands: A Brigade or

Approximately 3000 to 6000 Native Warriors or Tribesmen

20 to 40 troop stands: A Division or

Approximately 6000 to 12000 Native Warriors or Tribesmen

RECOMMENDED TROOP STAND SIZES

It is recommended that the following troop stands sizes are used:

	Width	x	Depth	Notes
Infantry	3cm	x	1.5cm	
Cavalry and Camelry	3cm	x	3cm	
Artillery	3cm	x	3cm	
British Commander and their Staff/Native Leader and their retinue	3cm	x	3cm	
Transport	3cm	x	3cm	May be deeper if necessary

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[1] The term British includes all troops that are organised along British lines (i.e. Infantry have standard-sized Companies and Battalions; Cavalry have standard-sized Squadrons and Regiments; Artillery is organised in standard-sized Batteries) and includes British Allied units such as Indian Army units, the armies of Australia, Canada, New Zealand and South Africa, and locally-raised regular and irregular African units.

BEFORE BATTLE COMMENCES

These rules were designed so that two main types of battle could be fought:

- One-off battles;
- Campaign battles.

THE PRIMARY RULE OF WARGAMING

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

Fred T.Jane

PLAYING EQUIPMENT

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

- Two suitably organised model armies;
- Terrain;
- A scenario or reason to fight the battle;
- A standard pack of playing cards;
- A pack of Special Event cards;
- At least thirty normal D6 dice;
- A dice shaker;
- A small, flat box into which to roll the dice (This saves awkward problems with dice falling on the floor etc.);
- At least one 3 foot ruler or tape measure marked in inches;
- At least one 12-inch ruler marked in inches.

ONE-OFF BATTLES

If the players are fighting a one-off battle, they should follow the following guidelines before battle commences:

- One of the players should be appointed to act as umpire for the battle;
- The umpire then divides the remaining players into two equal-sized groups, and designates one player from each side to act as that side's Commander-in-Chief (C-in-C) for the battle;
- Each C-in-C throws a D6. The C-in-C with the highest score chooses which side they wish to command;
- Each C-in-C then throws a further D6 and this score determines what units will be available to them (Basic Army plus additional units[2]). The two D6 scores added together determine which scenario will be recreated on the battlefield[3];

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[2]   See SCENARIOS – ARMIES FOR SCENARIOS.

[3]   See SCENARIOS – SCENARIO AND ARMY GENERATOR.

- The C-in-Cs then decide which of the available units they will retain under their direct command. They then allocate the remaining available units to their subordinate commanders;

- All the available units are then placed on the battlefield as designated by the scenario;

- The umpire shuffles a standard pack of playing cards (including two Jokers), and puts them face down somewhere everyone can see them;

- The umpire shuffles the pack of Special Event Cards, and deals each player one of the Cards. Players may look at their own Special Event Card, but may not reveal them to any other players[4];

- The umpire then puts the rest of the pack of Special Event Cards face down somewhere where everyone can see them.

CAMPAIGN BATTLES

If the players are fighting a battle that forms part of a campaign, they should follow the following guidelines before battle commences:

- One of the players should be appointed to act as umpire for the battle. If this is not possible then one of the players (preferably not one of the C-in-Cs) should perform the duties of the umpire as required;

- The C-in-Cs then decide which of the available units they will retain under their direct command. They then allocate the remaining available units to their subordinate commanders;

- All the available units are then placed on the battlefield;

- The umpire shuffles a standard pack of playing cards (including two Jokers), and puts them face down somewhere everyone can see them;

- The umpire shuffles the pack of Special Event Cards, and deals each player one of the Cards. Players may look at their own Special Event Card, but may not reveal them to any other players[5];

- The umpire then puts the rest of the pack of Special Event Cards face down somewhere where everyone can see them.

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[4] Any player who reveals what is on their Special Event Cards to any other player immediately loses all the Special Event Cards that they hold and may not be dealt any further Special Event Cards.

[5] Any player who reveals what is on their Special Event Cards to any other player immediately loses all the Special Event Cards that they hold and may not be dealt any further Special Event Cards.

THE TURN SEQUENCE

These rules use a standard pack of playing cards to determine the order in which players may activate the units under their command.

TURN SEQUENCE

1) The umpire (or the player who is acting as umpire) turns over the top card of the standard pack of playing cards.

2) If it is a Red card, the British C-in-C may activate a unit under their direct command <u>or</u> pass the initiative to activate a unit on to one of their subordinate commanders. Once the activated unit has completed all the actions it can take during a game turn, the card is then added to the discard pile, and the umpire (or the player who is acting as umpire) begins the Turn Sequence process again.

3) If it is a Red King, Queen, or Jack, the umpire (or the player who is acting as umpire) also deals each of the British players a further Special Event Card (subject to the rule that no player may hold more then three Special Event Cards at any one time).

4) If it is a Black card, the Native C-in-C may activate a unit under their direct command <u>or</u> pass the initiative to activate a unit on to one of their subordinate commanders. Once the activated unit has completed all the actions it can take during a game turn, the card is then added to the discard pile, and the umpire (or the player who is acting as umpire) begins the Turn Sequence process again.

5) If it is a Black King, Queen, or Jack, the umpire (or the player who is acting as umpire) also deals each of the British players a further Special Event Card (subject to the rule that no player may hold more then three Special Event Cards at any one time).

6) If it is a Joker – and it is the first time a Joker has been turned over – then all the players must hand all their Special Event Cards to the umpire (or the player who is acting as umpire), who then deals each player one replacement Special Event Card. The Joker is then added to the discard pile, and the umpire (or the player who is acting as umpire) begins the Turn Sequence process again.

7) If it is the second time a Joker has been turned over, the battle ends. The players then have the opportunity to persuade the umpire – or the other side – that they have won the battle!

CAMPAIGN BATTLES AND THE SECOND JOKER

In the case of battles that form part of a campaign, players may agree to ignore the rule that the battle ends when the second Joker is turned over. They should ignore paragraph 7) and use a revised version of paragraph 6) that reads as follows:

6) If it is a Joker then all the players must hand all their Special Event Cards to the umpire (or the player who is acting as umpire), who then deals each player one replacement Special Event Card. The Joker is then added to the discard pile,

Sequence process again.

In addition to ignoring paragraph 7) and using a revised version of paragraph 6), it is recommended that players agree that the battle should end once all the cards in the standard pack of playing cards have been turned over <u>or</u> at a mutually agreed time[6].

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[6]   If all the cards in the standard pack of playing cards have been turned over <u>before</u> the mutually agreed time is reached, the umpire (or the player who is acting as umpire) should re-shuffle the standard pack of playing cards (including the two Jokers) and continue to use them to determine the order in which players may activate the units under their command.

WHAT CAN AN ACTIVATED UNIT DO?

Once a unit has been activated its commander may use a Special Event Card and the unit can:

1) Move and then fire.

2) Fire and then move.

3) Fire twice.

4) Move twice.

5) Change formation[7] and move.

6) Change formation and fire.

7) Move and initiate a Close Combat.[8]

8) Engage in Close Combat[9].

N.B. Once used, the Special Event Card is added to the discard pile.

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[7] Permissible unit formations are:

For British units - Line, Square, and Column;

For Native units - Line, Column and Mass.
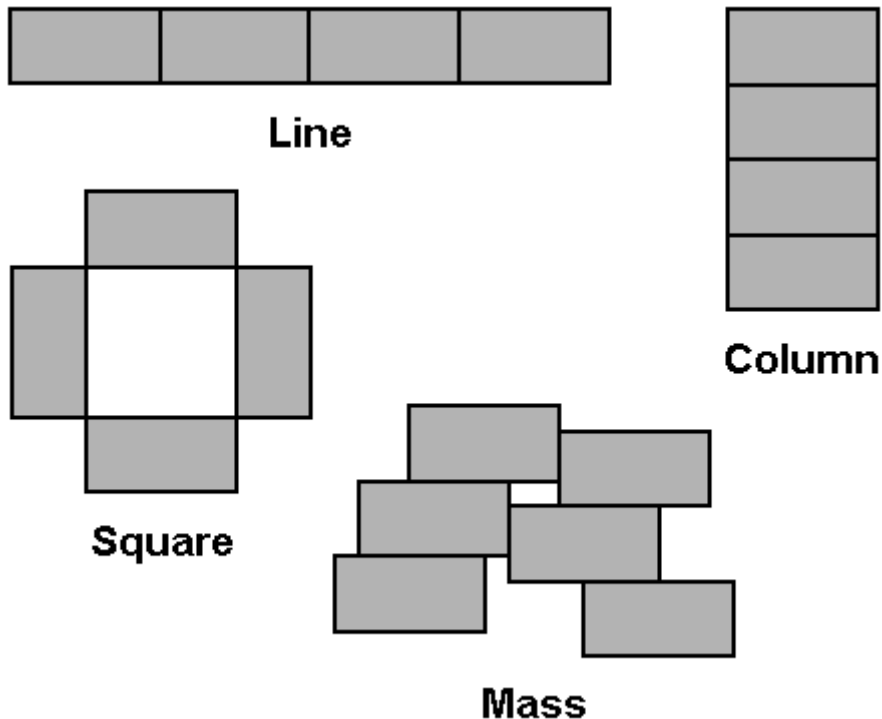
[8] Troop stands must be in stand-to-stand contact for Close Combat to take place.

[9] A unit that is already engaged in Close Combat as a result of it initiating – or an opposing unit initiating – that Close Combat must fight a further round of Close Combat.

MOVING UNITS

The movement of troops is never an exact science. In the era of colonial wars orders sometimes took considerable time to be passed from force commanders to individual units, and then more time could be lost as unit commanders moved their units in accordance with the orders that they had been given. In addition, the terrain that units moved over was never uniformly flat like a parade ground, and could easily affect the speed at which a unit could move from Point A to Point B.

These rules use D6s to produce a randomised element into the movement of units to reflect the problems.

MAXIMUM MOVEMENT RATES

<u>British Troops</u>

Infantry		
	Line	1D6 + 3"
	Square	1D6"
	Column	2D6"
Cavalry		
	Line	1D6 + 3"
	Column	2D6"
Artillery		1D6 + 3"
Commanders and their Staff		3D6"

<u>Native Troops</u>

Infantry		
	Line	1D6"
	Column	2D6"
	Mass	3D6"
Cavalry and Camelry		
	Line	1D6"
	Column	2D6"
	Mass	4D6"
Artillery		1D6 + 3"
Native Leaders and their retinue		4D6"

<u>Miscellaneous</u>

Animal Transport	2D6"
Steam Locomotives and trains	3D6"
Sailing Vessels	2D6"
Steamships	3D6"
Gunboats	3D6"
Civilians	1D6"

Rough Terrain[10]   Maximum Movement <u>minus</u> 1D6"

EXAMPLES OF MOVEMENT

- A British Infantry unit in Line has been activated and moves twice. 2D6s are thrown and 6 added to the score[11] to determine the <u>maximum</u> distance (in inches) it may move.

- A British Cavalry unit in Column has been activated and moves twice. 4D6s are thrown[12], and the score is the <u>maximum</u> distance (in inches) it may move.

- A Native Camelry unit in Mass has been activated and moves twice. 8D6s are thrown[13], and the score is the <u>maximum</u> distance (in inches) it may move.

- A Native Infantry unit in Mass has been activated and moves twice through Rough Terrain. 4D6 are thrown[14], and the score is the maximum distance (in inches) it may move.

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[10]   See DEFINITIONS.

[11]   1D6 + 3 per single move, thrown twice because the unit is moving twice (i.e. 2D6 + 6).

[12]   2D6 per single move, thrown twice because the unit is moving twice (i.e. 4D6).

[13]   4D6 per single move, thrown twice because the unit is moving twice (i.e. 8D6).

[14]   3D6 per single move, <u>minus</u> 1D6 per single move through Rough Terrain, thrown twice because the unit is moving twice (i.e. 4D6).

FIRING WEAPONS

WEAPON RANGES AND EFFECTIVENESS

		Effective Range	Number of D6s thrown per stand
Spears		3"	1
Muskets		9"	1
Single-shot Rifles		12"	1
Magazine Rifles		15"	2
Machine Guns	(Short Range)	6"	3
	(Long Range)	18"	2
Smoothbore Field Artillery	(Short Range)	8"	2
	(Long Range)	24"	1
Rifled Field Artillery	(Short Range)	12"	3
	(Long Range)	36"	2

LEGITIMATE TARGETS

Firing troop stands may only engage target troop stands that are:

- Directly in front of them and within an arc of 45° either side of an imaginary line through the centre – from the back to the front – of the firing troop stand;

- Not totally obscured from view by a vertical obstacle or other troops stands.

CAUSING CASUALTIES

The rules for determining the casualties caused by firing are very simple:

- A score of 6 on a D6 will destroy a target troop stand that is in the open[15];

- A score of two 6s on two D6s will destroy a target troop stand that is in cover[16];

- Any destroyed troop stands must be removed immediately, and the unit that has lost one or more troop stands must test its Morale at once.

EXAMPLES OF FIRING WEAPONS

- A British Infantry unit that is in Line, has a strength of 4 troop stands, and is armed with Magazine Rifles has been activated and fires twice at a Native unit that is in cover. The range is 12". 16D6s are thrown[17] and the scores are 6, 6, 6, 5, 5, 4, 4, 3, 3, 3, 2, 2, 2, 2, 1, and 1. As a score of two 6s on two D6s will

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[15] See DEFINITIONS.

[16] See DEFINITIONS.

[17] 2D6 per troop stand, thrown twice because the unit is firing twice (i.e. 16D6).

destroy a target troop stand that is in cover, one of the Native unit's stands is removed immediately and it must test its Morale at once.

- A Native Infantry unit that is in Line, has a strength of 4 troop stands, and is armed with Muskets has been activated and fires once – after moving – at a British unit that is in the open. The range is 6". 4D6s are thrown[18] and the scores are 5, 4, 3, and 3. As a score of 6 on a D6 will destroy a target troop stand that is in the open, none of the British unit's stands are destroyed.

- A British Artillery unit that is armed with Rifled Field Artillery has been activated and fires twice at a Native unit that is in the open. The range is 20". 4D6s are thrown[19] and the scores are 6, 4, 2, and 1. As a score of 6 on a D6 will destroy a target troop stand that is in the open, one of the Native unit's stands is removed immediately and it must test its Morale at once.

- A Native Artillery unit that is armed with Smoothbore Field Artillery has been activated and fires twice at a British unit that is in cover. The range is 8". 4D6s are thrown[20] and the scores are 6, 6, 4, and 2. As a score of two 6s on two D6s will destroy a target troop stand that is in cover, one of the British unit's stands is removed immediately and it must test its Morale at once.

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[18]   1D6 per troop stand (i.e. 4D6).

[19]   2D6 per troop stand because the Rifled Field Artillery is firing at Long Range, thrown twice because the unit is firing twice (i.e. 4D6).

[20]   2D6 per troop stand because the Smoothbore Artillery is firing at Short Range, thrown twice because the unit is firing twice (i.e. 4D6).

CLOSE COMBAT

Many Native armies relied heavily on Warriors or Tribesmen that were armed with weapons suited to individual one-on-one combat. These rules reflect this fact, and Close Combat is often very brutal, with heavy casualties being suffered by both sides.

FIRST ROUND

Close Combat occurs when the troop stands of opposing units come into stand-to-stand contact with one another.

The rules for determining the casualties caused by the first round of Close Combat are very simple:

- When a unit initiates a Close Combat by moving into stand-to-stand contact an opposing unit, it throws 2D6 for each of its troop stands involved in the Close Combat.

- The unit that is being engaged by the unit initiating the Close Combat throws 1D6 for each of its troop stands involved in the Close Combat.

- A score of 5 or 6 on a D6 will destroy an enemy troop stand.

- Any destroyed troop stands must be removed immediately, and the unit that has lost one or more troop stands must test its Morale at once.

FURTHER ROUNDS

The rules for determining the casualties caused by further rounds of Close Combat are very simple:

- When a unit that has been engaged in Close Combat by an opposing unit is activated – and is still in stand-to-stand contact with that unit – it must engage that opposing unit in a further round of Close Combat.

- Both units throw 1D6 for each of their troop stands involved in the Close Combat.

- A score of 5 or 6 on a D6 will destroy an enemy troop stand.

- Any destroyed troop stands must be removed immediately, and the unit that has lost one or more troop stands must test its Morale at once.

EXAMPLES OF CLOSE COMBAT

- A Native Infantry unit which has a strength of 6 troop stands is activated and initiates a Close Combat with a British Infantry unit which has a strength of 4 troop stands. As it is the first round of Close Combat the Natives throw 12D6s[21] and the British throw 4D6s[22]. The respective scores are 5, 4, 3, 3, 2, 2, 2, 2, 2, 1, and 1, and 1 and 6, 2, 2, and 1. Both units lose 1 troop stand – which are removed immediately – and must test their Morale at once.

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[21] 2D6 per troop stand (i.e. 12D6).

[22] 1D6 per troop stand (i.e. 4D6).

- Both the Native Infantry unit and the British Infantry unit pass their respective Morale tests and the British Infantry unit is activated by its commander. Because it has been engaged in Close Combat by an opposing unit – and is still in stand-to-stand contact with that unit – it must engage that opposing unit in a further round of Close Combat. As it is the second round of Close Combat the British throw 3D6s[23] and the Natives throw 5D6s[24]. The respective scores are 6, 4, and 1 and 5, 5, 4, 3, and 2. The British lose 2 troop stands and the Natives lose 1 troop stand – which are removed immediately – and must test their Morale at once.

- A British Cavalry unit which has a strength of 4 troop stands is activated and initiates a Close Combat with a Native Infantry unit which has a strength of 4 troop stands. As it is the first round of Close Combat the British throw 8D6s[25] and the Natives throw 4D6s[26]. The respective scores are 6, 6, 5, 5, 3, 2, 2, and 1 and 3, 1, 1, and 1. The Native unit loses 4 troop stands – which are removed immediately – and is destroyed.

- The British Cavalry unit is activated again and initiates a Close Combat with a further Native Infantry unit which has a strength of 6 troop stands. As the Native unit is not the same unit against which the previous Close Combat was initiated, this is the first round of a new Close Combat. The British throw 8D6s[27] and the Natives throw 6D6s[28]. The respective scores are 6, 6, 4, 4, 3, 1, 1, and 1 and 6, 5, 4, 2, 1, and 1. Both units lose 2 troop stands – which are removed immediately – and must test their Morale at once.

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[23]   1D6 per troop stand (i.e. 3D6).

[24]   1D6 per troop stand (i.e. 5D6).

[25]   2D6 per troop stand (i.e. 8D6).

[26]   1D6 per troop stand (i.e. 4D6).

[27]   2D6 per troop stand (i.e. 8D6).

[28]   1D6 per troop stand (i.e. 6D6).

MORALE

When a unit suffers a set-back – such as losing a troop stand – its morale will be called into question. Will it be able to continue to function as a fighting unit after such a loss, or will it run away? Will the discipline of the British troops be strong enough to counteract the natural bravery of Native Warriors and Tribesmen?

MORALE TEST

Whenever a unit loses a troops base it <u>must immediately</u> test its morale. The rules for this are simple:

- The unit throws 1D6 for each surviving troop stand in the unit, and the scores are added together.

- If the unit is a British unit, it will pass the morale test if the total score is more than or equal to 8.

- If the unit is a British Allied unit, it will pass the morale test if the total score is more than or equal to 12.

- If the unit is a Native unit, it will pass the morale test if the total score is more than or equal to 16.

- A unit that fails a morale test <u>must immediately</u> fall back 4D6" directly away from the nearest opposition unit.

- A unit that fails a morale test – and is unable to <u>immediately</u> fall back 4D6" directly away from the nearest opposition unit[29] – is deemed to have run away and is immediately removed from the battlefield[30].

- A unit that fails a morale test – and which, as a result of it <u>immediately</u> falling back 4D6" directly away from the nearest opposition unit, moves off the battlefield – is deemed to have run away and may not return to the battlefield[31].

EXAMPLES OF MORALE TESTS

- A British unit which has, as a result of a Close Combat, lost a troop stand and been reduced to a strength of 3 troops stands, must test its morale. It throws 3D6s[32] and scores 5, 3, and 2 which totals 10. As this is more than or equal to 8, the unit passes its morale test.

- A British Allied unit which has, as a result of being fired at by Native Artillery, lost 2 troop stands and been reduced to a strength of 2 troops stands, must test

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[29] A unit that has failed a morale test <u>may not</u> fall back through another unit.

[30] A unit that has run away may return to the battlefield if a player uses a 'RALLY ONCE AGAIN! Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.' Special Event Card.

[31] A unit that has run away may return to the battlefield if a player uses a 'RALLY ONCE AGAIN! Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.' Special Event Card.

[32] 1D6 per troop stand (i.e. 3D6).

its morale. It throws 2D6s[33] and scores 6 and 3 which totals 9. As this is not more than or equal to 12, the unit fails its morale test and must immediately fall back 4D6" directly away from the nearest opposition unit.

- A Native unit which has, as a result of being fired at by a British Infantry unit, lost 2 troop stands and been reduced to a strength of 4 troops stands, must test its morale. It throws 4D6s[34] and scores 6, 5, 3, and 2 which totals 16. As this is more than or equal to 16, the unit passes its morale test.

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[33]   1D6 per troop stand (i.e. 2D6).

[34]   1D6 per troop stand (i.e. 4D6).

SPECIAL EVENT CARDS

The Special Event Cards are designed to give players the opportunity to exercise some influence on the events taking place on the battlefield.

CATEGORIES OF SPECIAL EVENT CARD

There are 51 Special Event Cards. These are:

	Card Text	How many?
DASHED HARD LUCK!	This Special Event Card gives you no additional tactical advantage. Better luck next time!	15
ENHANCED FIREPOWER!	Throw an additional D6 for each troop stand that is firing.	9
ENHANCED FIREPOWER!	Throw an additional 2D6s for each troop stand that is firing.	3
FASTER MOVEMENT!	Add an extra D6 to the number of D6s thrown to determine a unit's maximum movement rate.	9
FASTER MOVEMENT!	Add an extra 2D6s to the number of D6s thrown to determine a unit's maximum movement rate.	3
HEROIC CLOSE COMBAT!	Throw an additional D6 for each troop stand that is involved in close combat.	6
HEROIC CLOSE COMBAT!	Throw an additional 2D6s for each troop stand that is involved in close combat.	3
RALLY ONCE AGAIN!	Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.	3

EXAMPLES OF THE USE OF SPECIAL EVENT CARDS

- A British unit is activated and it commander lays down a 'DASHED HARD LUCK! – This Special Event Card gives you no additional tactical advantage. Better luck next time!' Special Event Card. Although this gives the activated unit no additional tactical advantage, it means that the player can be dealt a replacement card when a Red King, Queen, or Jack is turned over by the umpire (or the player who is acting as umpire.)

- A Native Infantry unit which has a strength of 6 troop stands is activated, and its commander lays down a 'HEROIC CLOSE COMBAT! – Throw an additional 2D6s for each troop stand that is involved in close combat.' Special Event Card. The Native unit then moves into stand-to-stand contact with a British Infantry unit, and initiates a Close Combat. As it is the first round of Close Combat the Natives throw 24D6s[35].

- A British Cavalry unit that has previously failed a morale test and left the battlefield is activated when its commander lays down a 'RALLY ONCE AGAIN!

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[35]   2D6 per troop stand plus an additional 2D6 per troop stand (i.e. 24D6).

– Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.' Special Event Card. The unit may re-enter the battlefield at a point determined by the umpire (or the player who is acting as umpire).

- A Native Cavalry unit in Column is activated, and its commander lays down a 'FASTER MOVEMENT! – Add an extra D6 to the number of D6s thrown to determine a unit's maximum movement rate.' Special Event Card and moves twice. 6D6s are thrown[36], and the score is the <u>maximum</u> distance (in inches) it may move.

- A Native Artillery unit armed with Smoothbore Field Artillery is activated, and its commander lays down an 'ENHANCED FIREPOWER! – Throw an additional 2D6s for each troop stand that is firing.' Special Event Card and fires twice. The range is 8". 8D6s are thrown[37].

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[36] A single move is 2D6 <u>plus</u> an additional D6 for the 'FASTER MOVEMENT! – Add an extra D6 to the number of D6s thrown to determine a unit's maximum movement rate.' Special Event Card; therefore to move twice 3D6 must be throw twice (i.e. 6D6).

[37] 2D6 per troop stand because the Smoothbore Field Artillery is firing at Short Range <u>plus</u> an additional 2D6s for the 'ENHANCED FIREPOWER! – Throw an additional two D6 for each troop stand that is firing.' Special Event Card thrown twice because the unit is firing twice (i.e. 8D6).

PHOTOCOPIABLE SPECIAL EVENT CARDS

DASHED HARD LUCK! **This Special Event Card gives you no additional tactical advantage. Better luck next time!**	**DASHED HARD LUCK!** **This Special Event Card gives you no additional tactical advantage. Better luck next time!**	**DASHED HARD LUCK!** **This Special Event Card gives you no additional tactical advantage. Better luck next time!**
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ENHANCED FIREPOWER!

Throw an additional 2D6 for each troop stand that is firing.

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ENHANCED FIREPOWER!

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ENHANCED FIREPOWER!

Throw an additional D6 for each troop stand that is firing.

FASTER MOVEMENT!

Add an extra D6 to the number of D6s thrown to determine a unit's maximum movement rate.

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FASTER MOVEMENT!

Add an extra D6 to the number of D6s thrown to determine a unit's maximum movement rate.

FASTER MOVEMENT!

Add an extra 2D6 to the number of D6s thrown to determine a unit's maximum movement rate.

FASTER MOVEMENT!

Add an extra 2D6 to the number of D6s thrown to determine a unit's maximum movement rate.

FASTER MOVEMENT!

Add an extra 2D6 to the number of D6s thrown to determine a unit's maximum movement rate.

HEROIC CLOSE COMBAT!

Throw an additional D6 for each troop stand that is involved in close combat.

HEROIC CLOSE COMBAT!

Throw an additional D6 for each troop stand that is involved in close combat.

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HEROIC CLOSE COMBAT!

Throw an additional D6 for each troop stand that is involved in close combat.

HEROIC CLOSE COMBAT!	HEROIC CLOSE COMBAT!	HEROIC CLOSE COMBAT!
Throw an additional 2D6 for each troop stand that is involved in close combat.	Throw an additional 2D6 for each troop stand that is involved in close combat.	Throw an additional 2D6 for each troop stand that is involved in close combat.
RALLY ONCE AGAIN! Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.	**RALLY ONCE AGAIN!** Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.	**RALLY ONCE AGAIN!** Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.

DEFINITIONS

D6

A D6 is a standard, six-sided dice, marked with the numbers one (1) to six (6) inclusive.

COVER

There are two types of cover. They are:

- Hard cover;

- Soft cover.

FORTIFICATIONS

The term 'fortification' is used to define any substantial natural or man-made obstacle that will stop, deflect, or reduce the penetrating power of a bullet and hide or obscure a target from view. It includes:

- Forts;

- Sangars;

- Trenches.

HARD COVER

The term 'hard cover' is used to define any substantial cover that will stop, deflect, or reduce the penetrating power of a bullet and hide or obscure a target from view. It includes:

- Rocks;

- Walls;

- Buildings;

- Fortifications;

- Armoured trains, boats, and ships.

OBSTACLES

The term 'obstacle' is used to define any vertical or horizontal obstruction that requires a degree of physical effort to cross. It includes:

- Walls;

- Fences;

- Streams;

- Fordable rivers;

- Trenches.

PLAYING CARDS

The pack of playing cards used is a standard, 52-card pack marked in two colours – Black and Red – and four suits – Hearts, Clubs, Diamonds, and Spades – plus two (2) Jokers.

ROUGH TERRAIN

The term 'rough terrain' is used to define any terrain that hinders normal movement and reduces the speed at which movement is possible. It includes:

- Cultivated land with crops growing on it;
- Grassland covered in tall grass;
- Hills;
- Mountains;
- Woods;
- Forests;
- Undergrowth;
- Rocky areas.

SOFT COVER

The term 'soft cover' is used to define any substantial cover that will hide or obscure a target from view. It includes:

- Fences;
- Cultivated land with crops growing on it;
- Grassland covered in tall grass;
- Woods;
- Forests;
- Undergrowth.

SCENARIOS

THE SUDAN

BASELINE ARMIES USED IN THE SCENARIOS

The two baseline armies from which the various units used in the following scenarios were drawn are as follows:

British	Troops Stands	Natives	Troop Stands
1 British Infantry Battalion	4	1 Warband of Jiadia Riflemen	5
2 Egyptian Infantry Battalions	4 each	1 Large Warband of Baggara Spearmen	6
2 Sudanese Infantry Battalions	4 each	1 Warband of Hadendowah Riflemen	4
1 Egyptian Lancer Regiment	1	2 Large Warbands of Hadendowah Spearmen	6 each
1 Egyptian Cavalry Squadron	4	2 Small Warbands of Hadendowah Spearmen	4 each
1 Egyptian Artillery Battery	1	1 Warband of Baggara Cavalry	4
1 Egyptian Gatling Gun Battery	1	1 Warband of Baggara Camelry	3
1 British Supply Column	3	1 Dervish Artillery Battery	1
1 Egyptian Supply Column	3		

SCENARIO AND ARMY GENERATOR

Before the battle commences the C-in-Cs each throw a D6, and their individual score determines what units will be available to them (Basic Army plus additional units). The two D6 scores added together determine which scenario will be recreated on the battlefield

		BRITISH D6 SCORE					
		1	2	3	4	5	6
NATIVES D6 SCORE	1	F	E	D	C	B	A
	2	E	D	C	B	A	F
	3	D	C	B	A	F	E
	4	C	B	A	F	E	D
	5	B	A	F	E	D	C
	6	A	F	E	D	C	B

ARMIES FOR SCENARIOS

| British		Natives	
Basic Army	1 British Infantry Battalion 1 Sudanese Infantry Battalion 1 Egyptian Artillery Battery 1 Egyptian Supply Column	Basic Army	1 Warband of Jiadia Riflemen 1 Large Warband of Hadendowah Spearmen 1 Warband of Baggara Cavalry
Dice Score =1	Basic Army plus: 1 Egyptian Infantry Battalion 1 Egyptian Gatling Gun Battery 1 Egyptian Cavalry Squadron	Dice Score =1	1 Large Warband of Hadendowah Spearmen 1 Small Warband of Hadendowah Spearmen 1 Warband of Baggara Camelry
Dice Score =2	Basic Army plus: 1 Sudanese Infantry Battalion 1 Egyptian Lancer Regiment 1 Egyptian Gatling Gun Battery	Dice Score =2	Basic Army plus: 1 Large Warband of Hadendowah Spearmen 1 Warband of Hadendowah Riflemen 1 Warband of Baggara Camelry
Dice Score =3	Basic Army plus: 1 Egyptian Infantry Battalion 1 Sudanese Infantry Battalion 1 Egyptian Gatling Gun Battery	Dice Score =3	Basic Army plus: 1 Large Warband of Hadendowah Spearmen 1 Warband of Hadendowah Riflemen 1 Dervish Artillery Battery
Dice Score =4	Basic Army plus: Egyptian Infantry Battalion 1 Sudanese Infantry Battalion 1 Egyptian Lancer Regiment	Dice Score =4	Basic Army plus: 1 Large Warband of Baggara Spearmen 2 Small Warbands of Hadendowah Spearmen 1 Warband of Hadendowah Riflemen
Dice Score =5	Basic Army plus: 1 Egyptian Infantry Battalion 1 Egyptian Cavalry Squadron 1 Egyptian Lancer Regiment	Dice Score =5	Basic Army plus: 1 Warband of Hadendowah Riflemen 1 Warband of Baggara Camelry 1 Dervish Artillery Battery
Dice Score =6	Basic Army plus: 2 Egyptian Infantry Battalions 1 Sudanese Infantry Battalion 1 Egyptian Lancer Regiment 1 Egyptian Cavalry Squadron 1 Egyptian Gatling Gun Battery 1 British Supply Column	Dice Score =6	Basic Army plus: 1 Large Warband of Baggara Spearmen 1 Large Warband of Hadendowah Spearmen 2 Small Warbands of Hadendowah Spearmen 1 Warband of Hadendowah Riflemen 1 Warband of Baggara Camelry 1 Dervish Artillery Battery

SCENARIOS

SCENARIO A – THE BRITISH ATTACK A FORTIFIED VILLAGE
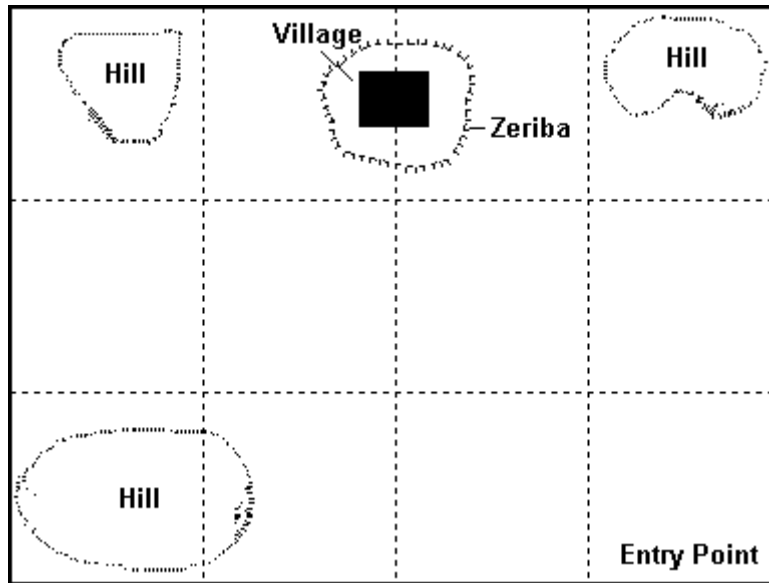
- The British troops must enter from the bottom right corner of the map.
- The Mahdist troops may deploy anywhere on the map.
- The British win if they capture the village by the end of the battle.
- The Mahdists win if they still hold the village at the end of the battle.

SCENARIO B – THE MAHDISTS ATTACK A FORTIFIED VILLAGE
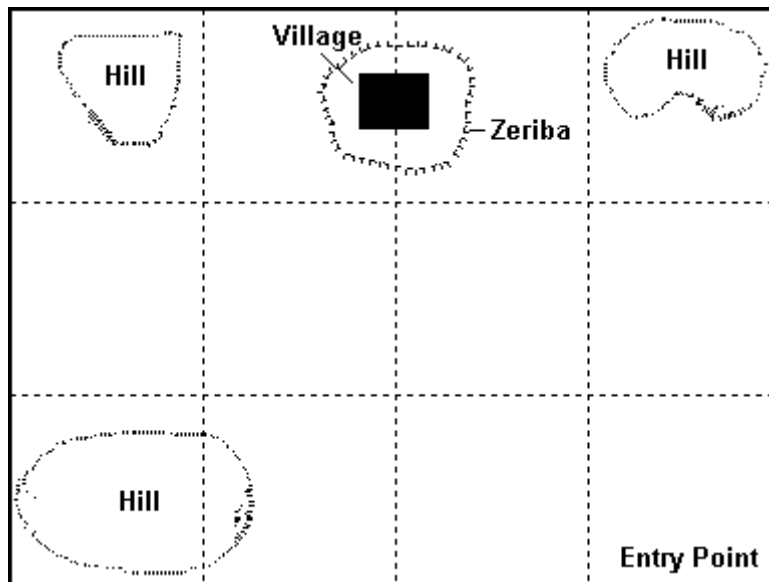
- The Mahdist troops must enter from the bottom right corner of the map.
- The British troops may deploy anywhere in the top row of grid squares.
- The Mahdists win if they capture the village by the end of the battle.
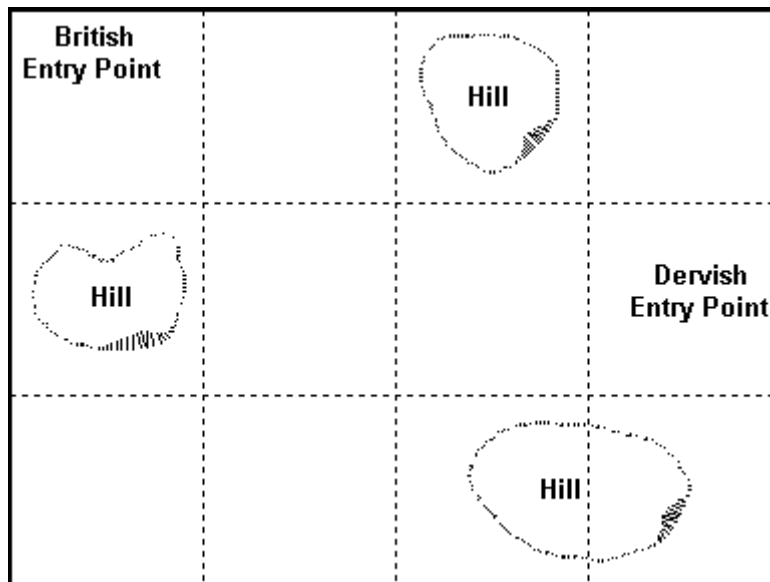- The British win if they still hold the village at the end of the battle.

SCENARIO C - THE LONG PATROL
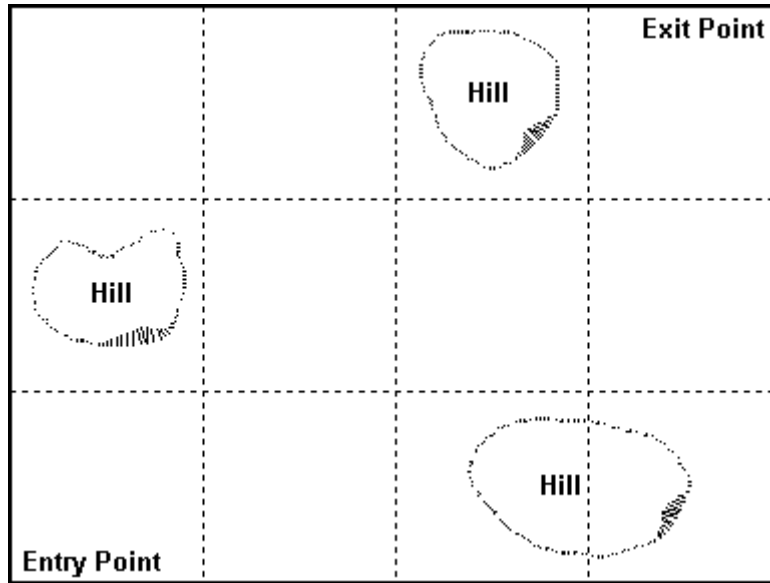
- The British troops must enter from the bottom left corner of the map.

- The Mahdist troops may deploy anywhere on the map.

- The British win if over 50% of their troops reach the exit point by the end of the battle.

- The Mahdists win if they prevent more than 50% of the British troops from reaching the exit point by the end of the battle.
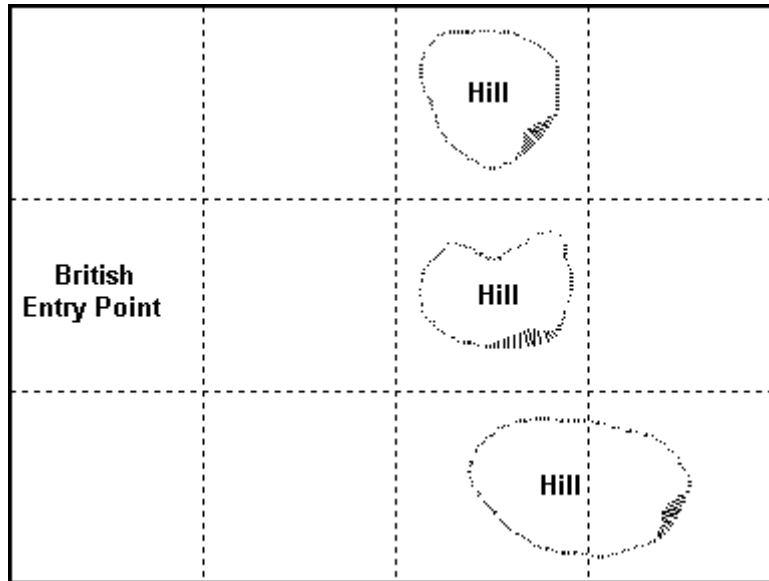
SCENARIO D – A MEETING ENGAGEMENT

- The British troops must enter from the top left corner of the map.

- The Mahdist troops must enter from the middle of the right side of the map.

- The British win if 50% or more of their troops remain on the battlefield by the end of the battle.

- The Mahdists win if 50% or more of their troops remain on the battlefield by the end of the battle.
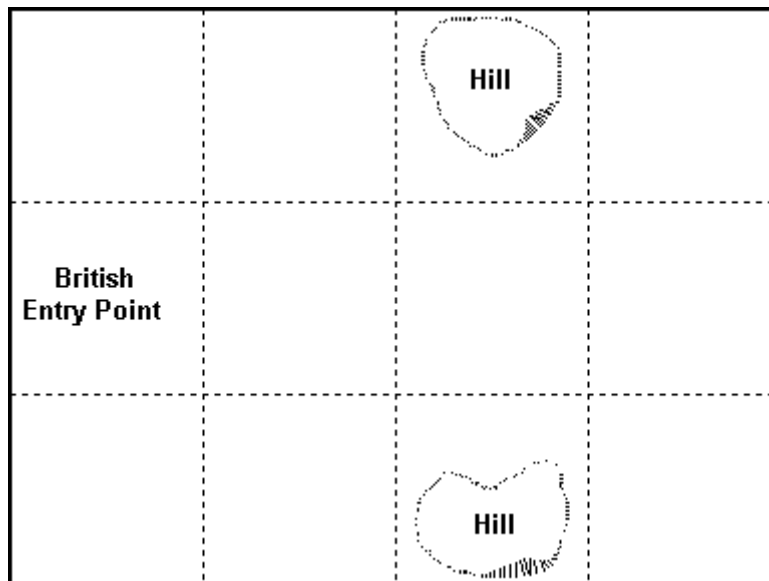
SCENARIO E – CLEARING THE HILLS

- The British troops must enter from the middle of the left side of the map.

- The Mahdist troops may deploy anywhere on the hills or behind them.

- The British win if they occupy two of the hills by the end of the battle.

- The Mahdists win if they still hold two of the hills at the end of the battle.

SCENARIO F – A SET-PIECE BATTLE

- The British troops must enter from the middle of the left hand side of the map.

- The Mahdist troops must deploy between the hills.

- The British win if 50% or more of their troops remain on the battlefield by the end of the battle.

- The Mahdists win if 50% or more of their troops remain on the battlefield by the end of the battle.