

Save Gordon!

Black Powder Campaigning in the Sudan

With thanks to Svend Beicher

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Introduction and Designers Notes

Welcome to "Save Gordon!" a short Sudan campaign designed for militarily inclined gentlemen with straight backs, bristling beards and rheumy eyes that have seen a thing or two! It is inspired by Warlord Games Black Powder (BP) rules and is intended as an excuse to play games with toy soldiers, rather than any serious attempt at historical strategy or logistics!

Save Gordon can accommodate up to two Mahdist players and up to four Imperial players. The objective of the campaign is for the Imperial players to relieve Khartoum, and for the Mahdist players to prevent them. A number of alternate starting points are given for the Imperial players and it is left to them to decide their route to Khartoum. The Mahdist players start in the desert wilderness, and gallop to inspire their ferocious followers to rebellion. To play the campaign, participants march across the map and fight a series of scenario battles.

Just like BP, where you can have small, standard or large units, so the scenarios call for small, standard or large forces. ie: "Your small reconnaissance has discovered a large Mahdist force..." The definition of small and large is up to the players, based on their available collections. In this case, it indicates that one force will outnumber the other, perhaps by as much as 2:1.

The game scenarios will also be basic, allowing for adaption. For example, the scenario might pitch a fight for a well in the desert. However, if a player has a particularly smart little gunboat model, he might like to substitute the well for a landing stage with wood supplies for his ailing boilers (he should see about treatment for those boilers!)

Campaign Rules

Player Objectives

Tally Ho chaps, time to take off into the blue and show those rouges a thing or two! I've dropped a map into your mapcase, it's not much I'm afraid, but the best the backroom boys could come up with in the time available. As explained, I'll leave it up to you to choose your starting point, either Wadi Halfa, or Suakin – just make sure you get cracking soon, or the Westminster toadies will start croaking. Good luck!

The first Imperial player to reach and win the battle to relieve Khartoum in twelve campaign turns wins the campaign. The Mahdist players jointly win, if the Imperial fail to relieve Khartoum, or a single Mahdi player can win the campaign if he wipes out the garrison at Khartoum. The chief role of the Mahdi and his Lieutenant is to wipe out Egyptian and Imperial garrisons in order to cut lines of communication for the Imperial armies.

The Map and Starting Positions

The map is a stylised representation of the Sudan at the end of the 19th century, and all campaign moves and forces are represented on it by suitable pins and/ or flags. One player represents the Mahdi himself, and starts the game at El Obeid. The other Mahdi player starts in Kassala, and represents the Mahdi's chief lieutenant Osman Digna. The Mahdi armies themselves drift with the mysteries of the desert sands and need not be represented on the map – they can always be trusted to turn up on the day a battle is fought.

The Imperial players can choose to start either at Wadi Halfa on the Nile, or Suakin on the coast. Each player's force always travels as a single "army" and cannot be sub-divided on the map, except for garrisons (see below). Game scenarios (see later) will specify how much of the army is available for each battle. Several Egyptian garrisons are still holding-on in isolated outposts, and are represented on the map by white pins. Egyptian garrisons must be placed at Wadi Halfa, Suakin and Khartoum. Seven further Egyptian garrisons can be placed by the Imperial players in towns along the Nile, and four along the coastal route.

Map Movement

The Mahdi and his Lieutenant move from province to province on the map. A D6 throw determines how many provinces they can move each turn. The provinces themselves are whimsical, but are an attempt to represent the general topography. Therefore, good going will have large provinces, allowing swift movement, difficult country has smaller provinces, hindering swift moves. The rivers do not represent movement barriers, as the local population always supplies suitable river transport to ferry the great men and their retinues across quickly and safely.

The Imperial armies move from town to town along the designated routes. A D6 throw determines how many towns they can move each turn. Imperial armies must stop when they reach a Cataract, and roll on the cataract table to cross, before they can complete their move. If they fail, they stay where they are, and must roll again next turn to cross and continue. If they succeed, they may complete their move. As the season progress the river level drops, making the Cataracts more dangerous and difficult to cross - thus the dice roll required to cross increases as the campaign moves forward. Players should not dally!

The Imperial players have a choice of two routes to Khartoum. Either march up the Nile from Wadi Halfa, or march from the Coast at Suakin and join the Nile half-way, then follow the Nile the rest of the way to Khartoum.

Players who choose the Wadi-Halfa route also have a choice of two short-cuts. Either building a desert railway, or the flying desert column. While each short-cut offers a swift passage to by-pass the cataracts, the Desert Railway is slow in construction (more locations), and the Desert Column is risky as any army taking this route is considered to be low on supplies and incurs a (-1) penalty for all command ratings in a battle to represent the drain on scarce resources.

The Coastal Route also avoids most of the cataracts, but is also low on supplies between Tokar and Berber, representing the harsh terrain and lack of local support. Any Imperial army fighting a battle between Tokar and Berber incurs a (-1) penalty for all command ratings to represent the troops struggling in the arid and hilly terrain.

Garrisons

The Egyptian garrisons represent “safe” towns for Imperial forces. If an Imperial army losses a battle, it immediately retreats to the nearest garrison on its line of communication. If the Mahdi or his Lieutenant enters a province that includes an Egyptian garrison but does not include an Imperial army, the local population will rise up and attack the garrison. The relevant Mahdi player rolls a D6 and a result of 4 or greater will wipe out the Egyptian garrison, and the pin is removed from the map.

Imperial armies passing through a town can leave a garrison from their army in the town. If the garrison is an infantry unit of at least Ordinary size it is represented on the map by two Red pins. Any Mahdi player attacking an Imperial (double-red) garrison will require a D6 result of 6 to wipe out the garrison.

If the garrison is an infantry unit of at least Small size it is represented on the map by a Red pin. Any Mahdi player attacking an Imperial (single-red) garrison will require a D6 result of 5 or 6 to wipe out the garrison. Obviously, these garrison units will not be available to the player in future battles.

Thus Imperial players sharing the same route will need to bargain with each other if they wish to emplace garrisons to secure their line of communication. Retreating armies can always absorb garrisons previously left behind, when they reach them, if they choose to. The Mahdi players cannot attack the Garrison at Khartoum unless all other garrisons have been wiped out first.

Battles

Each time an Imperial army reaches its final town for the campaign move, the controlling player draws a playing card from a deck. Black cards are blanks, and there is no further action. Red cards denote a battle at that location. The value of the Red card gives the Scenario number to be fought (Ace = scenario 1, Jack = Scenario 11 and Queen = Scenario 12). If a Red King is drawn, the Mahdi player gets to choose the scenario to be fought. If the Imperial player has already played a selected scenario, he can choose the next higher available scenario not yet played.

When Khartoum is reached, there will always be a battle, and it will always be Scenario 13 “The Gates of Hell!”

- If the Imperial player losses a battle, his army retreats back along his line of communication to the nearest garrisoned town, or Wadi Halfa, or Suakin if there are no garrisons.
- If a battle is a draw, the Imperial player can progress on the map next turn, but with a -1 modifier to his dice roll.
- If the Imperial player has a Victory, he can progress on the map next turn.
- If the Imperial player has a Mighty Victory, he can progress on the map next turn with a +1 dice modifier, and gets a “free pass” across any cataract that turn.

Armies

Armies are described as “Large, Standard or Small”. It is up to the players and umpires to decide what constitutes such a force, depending on their collections. However, a point’s guide for template units is included as an appendix, based on the point values given in BP. The following force sizes are offered as a guide:

Small Force 300 points (excluding Cmd.)
Standard force 450 points (excluding Cmd.)
Large force 700 points (excluding Cmd.)

Players should make up an Order of Battle for a Large Force, which will remain static throughout the campaign. This should include the complete Officers Mess (see below). If required to field Standard or Small size armies, the appropriate OB can be created from whatever is available from the “Large” OB by either leaving out units or reducing unit sizes (detached companies/squadrons etc.)

Losses are not carried forward to future games; a player may always field a full complement (less any garrisons) if required. It is assumed that timely reinforcements have arrived hot-hoof across the sands. The exception is your officer cadre...

Commanders

Each player (including Mahadist players) needs to create an Officers Mess of 7 commanders. One commander should be designated as the CinC, however the remaining commanders can command whatever brigade the player sees fit for each game. Players can choose a command rating for each General (and pay the required points,) but you cannot have more than two commanders with a rating greater than 8. The first time a commander is fielded on the table, roll a D6. On a score of 1, his command rating is permanently reduced by one, on a score of 6, his command rating is permanently increased by one. The result does not alter his points cost, however his new command rating remains fixed for the campaign. Commanders characteristics are one of the more attractive aspects of the BP rules, and players are encouraged to play-up their commanders, and/or ribald their colleagues!

Commanders who become casualties during a game are removed from the campaign permanently. "Spare" commanders from the Officers Mess can replace casualties during a game, with a one-turn penalty during which the CinC may command the brigade. If the CinC becomes a casualty he may be replaced by a brigade commander currently on the table, who may in turn be replaced by a spare commander. All with the required one turn delay.

Players may only field as many brigades as they have officers to command them. So, for example, if you have lost three commanders, your army is limited to one CinC and a maximum of three brigades commanded by your remaining three commanders. Players can, of course, field less brigades than available commanders, spare commanders forming a suitable retinue for the CinC.

Games

Thirteen game scenarios are provided in this campaign. The scenarios are intended to give a general framework for a game, and umpires should feel free to tweak things to suit players collections or interests. For example, substituting the Imperial baggage unit for a desert train in scenario 3 "March or Die" would make a great looking game!

The scenarios are:

Scenario 1 – Sally Forth!

Scenario 2 – Catch that Blighter!

Scenario 3 – March or Die!

Scenario 4 – Tea for Two!

Scenario 5 – Run for it!

Scenario 6 – Battle of the Sands

Scenario 7 – Who goes there?

Scenario 8 – Time for a brew!

Scenario 9 – Force the Pass!

Scenario 10 – Who's for a Swim?

Scenario 11 – Wakey Wakey!

Scenario 12 – Battle of the Dunes

Scenario 13 – The Gates of Hell!

Special Rules

A number of the scenarios include special game rules. The explanations below will serve as a guide. The umpire should explain the appropriate rules at the beginning of each game.

- Dawn:** Due to dazzle and confused shadows, all Command ratings, shooting & melee hit scores incur a -2 penalty.
- Gunboat:** If a suitable model is available, it can be placed appropriately on the table. It does not influence the game, but would look smashing! If the gunboat is to take part in a game, the following rules should be suitable. You can have a small, normal or large gunboat. All gunboats travel at baggage speed. Small boats can embark one small unit. Normal boats can embark one normal unit, or one small unit and one artillery piece. Large boats can embark one normal unit and one artillery piece or two artillery pieces and one small unit. Boats can be sunk after accumulating a number of hits (after morale throws). Small boats are sunk after 6 hits, normal 10 and large 15 hits. Any embarked units are lost. If a gunboat is chosen, the Mahdi player gets free: one cannon for each small boat, one cannon and one normal unit for a normal boat, and one normal unit and two cannons for a large boat.
- Train:** Trains count as baggage. Small, normal or large trains can take 6/10/15 hits to be destroyed. Any units in or behind trains can claim a +1 moral throw modifier. Tracks can be destroyed as per reinforcement throws, ie: D6 roll of 6 on first turn destroys the track, etc.
- Hidden Units:** If in or behind a terrain feature beyond 12" of Imperial units, a Mahdist unit can either be marked on a map held by the umpire and not placed on the table or, to represent them "rising out of the ground" they can be designated on the table by a flag marker. Hidden units are automatically discovered if they move, or shoot, or any Imperial unit approaches within 12" (cavalry) or 6" (foot). The Mahdist force may always deploy up to two decoy flag markers if desired. Please note: "cavalry" is a BP term and includes mounted camelry and mounted infantry, but does not include dismounted cavalry, dismounted camelry or dismounted infantry.
- Night-time:** All Command ratings, shooting & melee hit scores incur a -1 penalty.. Note: this is not as bad as "Dawn" as night-time allows for moonlight and the lack of dazzle.
- Open the Gate:** If the gatehouse is captured, the gates can be opened allowing further units to enter. Otherwise, the only entry into the city is via the breach.
- Baggage:** Baggage can be anything suitable for the scenario, i.e. caravan, holy man, captives, treasure, pack animals etc. A Small force will have a small baggage unit, standard forces a standard size baggage unit, and large forces a large size baggage unit. All models move together as a

single unit. Baggage must be part of a Brigade and moves at Wagon speed. If baggage is further than 12 inches away from its General or the CinC, it cannot move. Baggage cannot be targeted for shooting or charging if there are friendly units within 4". Loss of baggage immediately disorders the entire army for the remainder of the game.

Reinforcements: Off-table units/brigades must dice at the start of each turn to enter the table, according to the following table.

1 st Turn	6 to arrive.
2 nd Turn	5 or 6 to arrive.
3 rd Turn	4-6 to arrive.
4 th Turn	3-6 to arrive.
5 th + turns	2-6 to arrive. (always a chance of not arriving!)

The first unit/brigade to enter the table includes the commanding General. If successful, make a further Command roll for orders.

Take that ground! A terrain item is "captured" if occupied by a unit. A redoubt is "captured" and the guns spiked if occupied.

Wakey Wakey: Units are asleep (disordered) and require 3 "moves" to wake up before they remove disorder markers.

Pluck, Winning and Losing

Campaign victory is determined by the loss or relief of Khartoum.

Game victory is specific for each scenario game and will influence subsequent map moves. Optionally, players may wish to amuse themselves by keeping a Pluck (P) score as follows. Pluck scores do not determine campaign victory, but would provide much commissariat gossip!

Please note, that even if you suffer a defeat, you still receive one P for trying! Pluck points are awarded as follows:

- Stunning Victory 8 points
- Victory 4 points
- Draw 2 points
- Loss 1 point.
- Exceptional gallantry +1 point
- Caddish behaviour -1 point

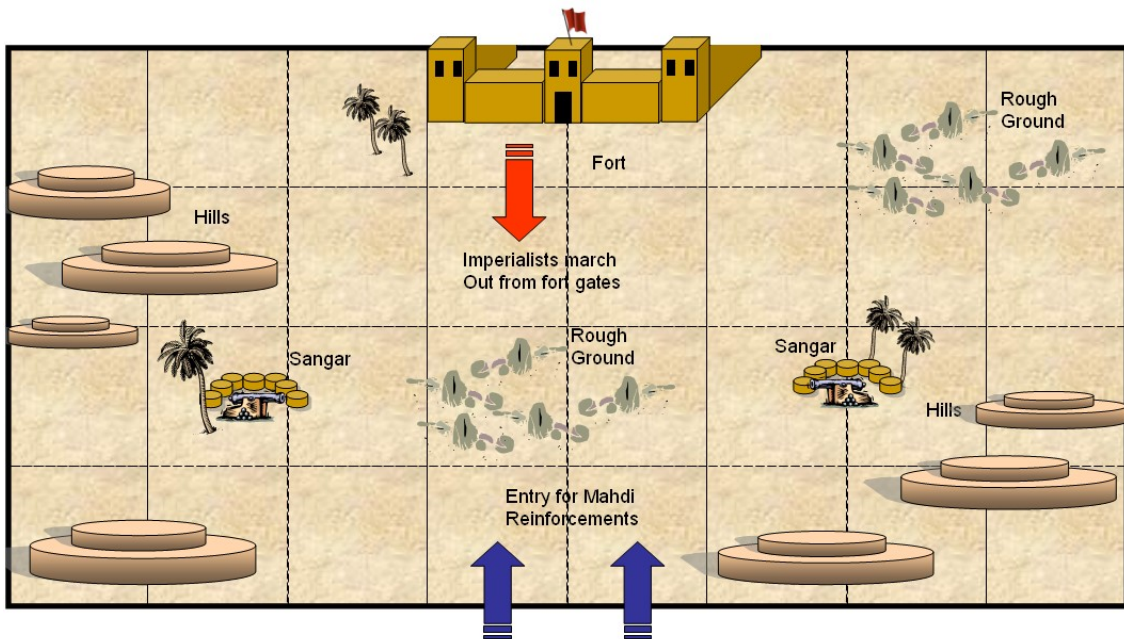
Additionally as noted above, game participants can choose by consent to award an additional point for Exceptional Gallantry displayed by any player (not necessarily Imperial players). Also, they can choose to deduct a point for Caddish Behaviour, as they see fit.

Scenario No 1 Sally Forth!

Narrative

Your small Imperial force has been besieged by a large Mahdist force within an old fortress for a week. The enemy has managed to emplace batteries close enough to the wall to cause serious damage. You have arranged for a courageous party to sally forth at dawn and destroy the enemy guns before they cause too much damage.

Terrain



The walls are impenetrable terrain except for the gate, which is the only access into or out of the fort. The city walls and sangars (if attacked from the front) give a +2 morale advantage.

Set Up

The Imperial force starts the game inside the walls. The Mahdist force can place 1 artillery piece and one standard size unit in each sangar. The remainder of the Mahdist units begin the game off table in camp; they enter as “reinforcements” and always receive a -1 penalty on their Reinforcement dice roll to simulate them being surprised. Reinforcements enter from the centre of their table edge. The first unit to arrive will include the brigade commander and the CinC. Neither side need field their baggage in this scenario.

Special Rules

Reinforcements, Dawn, Take that ground!

Game Length. The first two turns are “Dawn”. The game will last 8 turns, then roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Both Mahdist batteries spiked.

Victory: One Mahdist battery spiked.

Draw: Imperial force survives 8 turns.

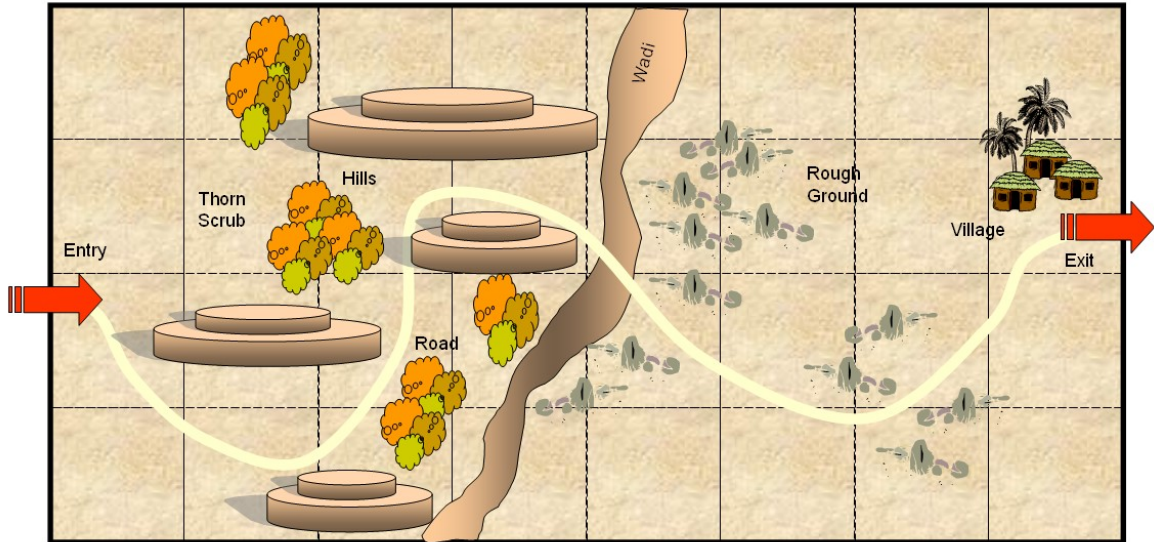
Loss: Imperial force is broken or above conditions are not met.

Scenario No 2 Catch that Blighter!

Narrative

Your standard Imperial force has been on the tail of this small renegade Mahdist force for days, now you've got 'em cornered – don't let 'em get away!

Terrain



The wadi and hills are “woods” terrain, other features are “rough” terrain. The Village gives a +1 Morale bonus. The road is good terrain to units in march column.

Set Up

The Mahdist force enters the table first, and receives a +1 command bonus for the first turn. The Imperial force can place a small unit in the Village, all other units enter the table as reinforcements, behind the Mahdist force. Both sides must include baggage.

Special Rules

Reinforcements, Baggage.

Game Length. The game will last 8 turns, then roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

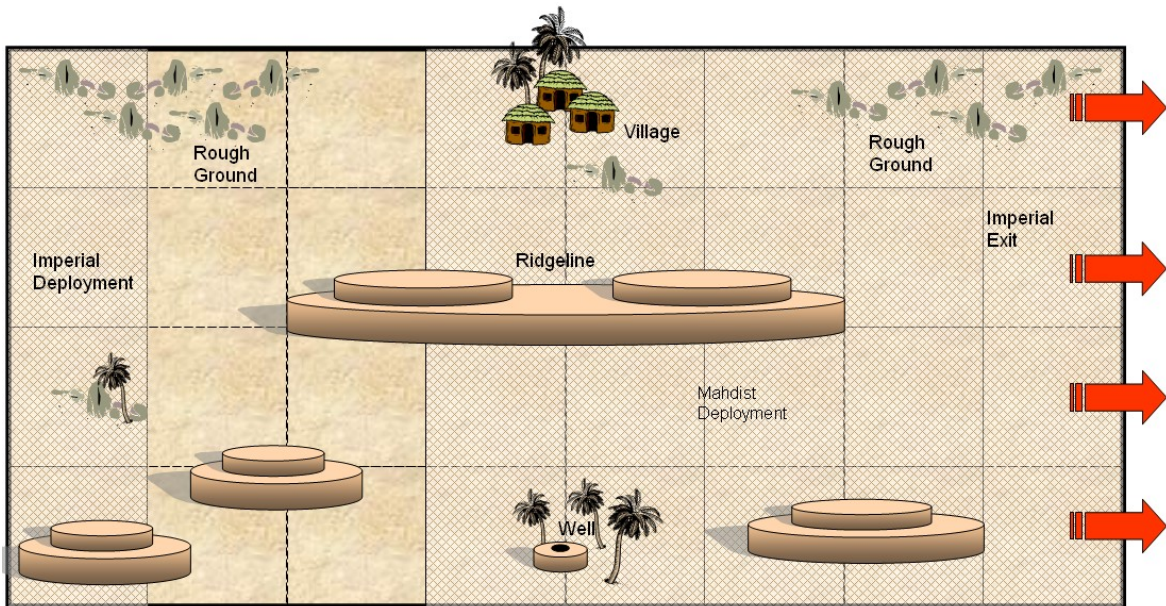
Stunning Victory: Mahdist baggage captured.
Victory: Mahdist force is broken, but their baggage is on table at game end.
Draw: Mahdist force is broken, but their baggage escapes.
Loss: Mahdist baggage escapes.

Scenario No 3 March or die!

Narrative

Your standard Imperial column struggles on through the desert. A ridgeline forces a decision to turn left or right. Left leads you to a native village, right to a waterhole; the standard Mahdist enemy force could hold either. You must choose, and push the column forwards.

Terrain



The central ridge is high and precipitous; it is “woods” terrain. The village, hills, rough areas and waterhole are “rough” ground. The village gives a +1 morale bonus.

Set Up

The Mahdist force deploys first and may deploy up to 4 units hidden on the table, more than 24” away from Imperial units. The Imperial force deploys on the left, and must exit on the right. Both sides must include unhidden baggage.

Special Rules

Hidden Units, Baggage and Take that ground!
Game Length. The game will last 12 turns.

Victory Conditions

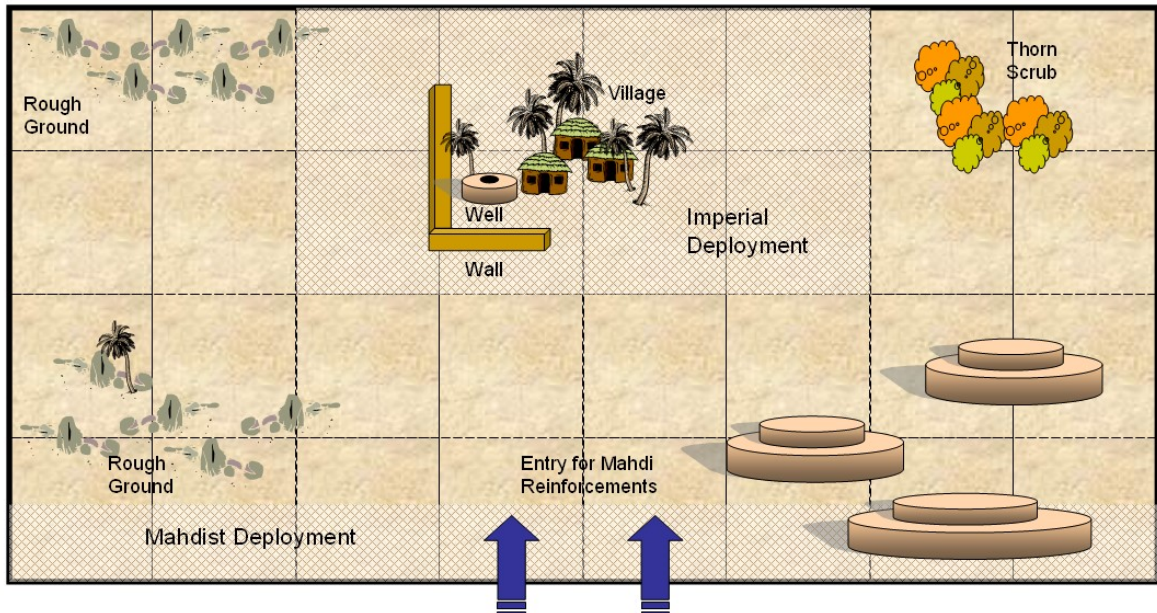
- Stunning Victory: Imperial force captures the well, or village and exit one unbroken brigade from the table.
- Victory: Imperial force captures the well or the village or exit one unbroken brigade from the table.
- Draw: Mahdists broken.
- Loss: Imperial force broken.

Scenario No 4 Tea for Two!

Narrative

Your standard Imperial force is attacked in camp by a large enemy Mahdist army which has managed to approach under cover of darkness.

Terrain



The village, rough areas and hills are “rough” ground. The village and walls gives a +1 morale bonus.

Set Up

The Imperial force must deploy first, entirely within the deployment area.

The Mahdist force deploys second in their deployment area. One Mahdist brigade must enter as reinforcements. Both sides must include baggage.

Special Rules

Reinforcements, Dawn, Take that ground! and Baggage.

Game Length. The first two turns are “Dawn”. The game will last 8 turns, then roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Imperialis with no broken brigades at game end, and in possession of the well.

Victory: Imperials in possession of the well with at least one unbroken brigade.

Draw: Imperials in possession of the well.

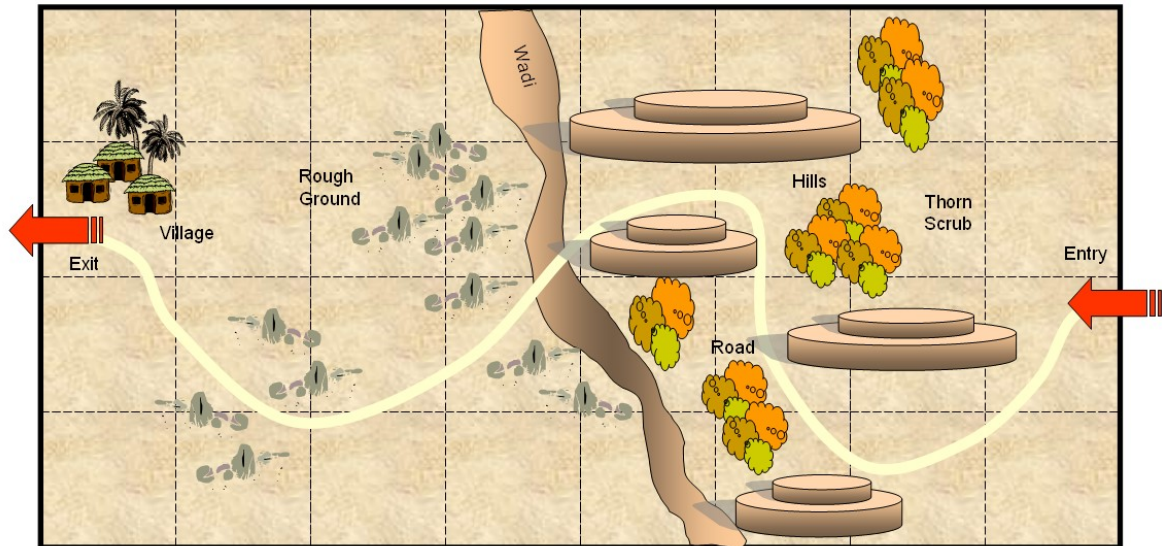
Loss: Mahdists capture the well.

Scenario No 5 Run for it!

Narrative

Your small Imperial reconnaissance has run up against an unexpected large Mahdist force; time to beat a hasty retreat.

Terrain



The wadi and hills are “woods” terrain, the rocky ground is “rough” terrain. The Village gives a +1 Morale bonus.

Set Up

The Imperial force enters the table first, and receives a -2 command bonus for the first turn. The Mahdist force can place a small unit in the Village; all other units enter the table on the second turn, behind the Imperial force.

Both sides must include baggage.

The Imperial force enters the table first, and receives a -1 command bonus for the first turn. The Mahdist force can place a small unit in the Village, all other units enter the table as reinforcements, behind the Imperial force. Both sides must include baggage.

Special Rules

Baggage.

Game Length. The game will last 8 turns, then roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Imperial force escapes with their baggage

Victory: Imperial force is broken, but their baggage escapes.

Draw: Imperial force is broken, but their baggage is on table at game end.

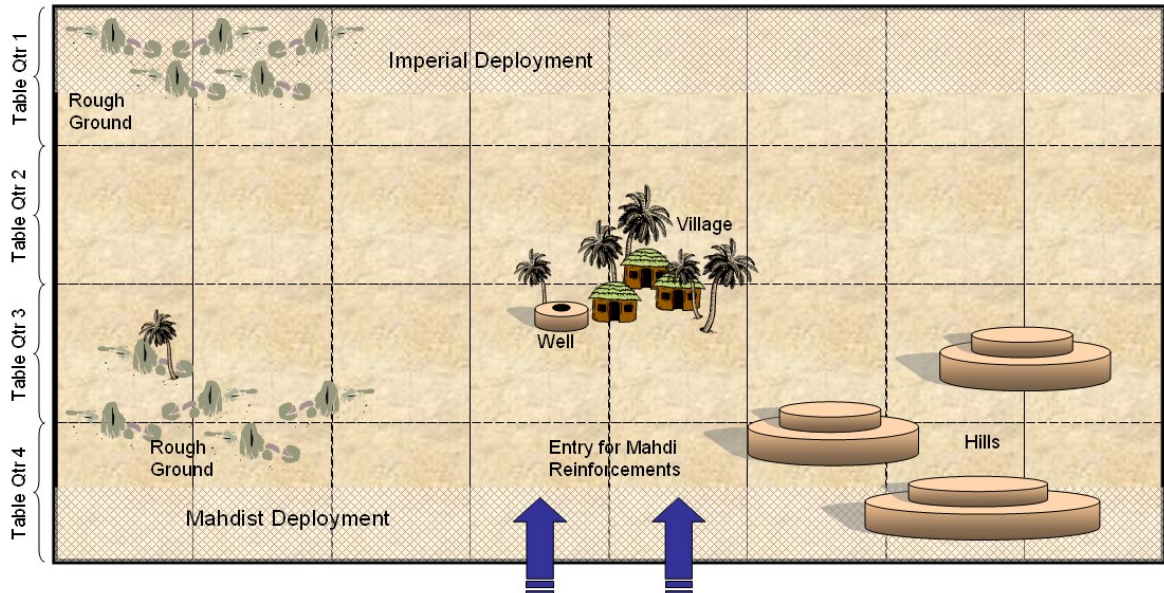
Loss: Imperial baggage captured.

Scenario No 6 Battle of the Sands!

Narrative

Your large Imperial force has discovered the main large enemy force, and they are advancing rapidly towards you!

Terrain



The wadi and hills are “woods” terrain; other features are “rough” terrain. The Village gives a +1 Morale bonus.

Set Up

Both sides take turns to place brigades, starting with the Imperial force. The Imperial force may flank-march one brigade as Reinforcements that can enter on a side table edge. The Mahdist force may hide up to six units up to the table centreline. Both sides must include unhidden baggage, and this must be placed unhidden on the table before any other units are placed.

Special Rules

Reinforcements, Baggage and Hidden Units.

Game Length. The game will last 8 turns. Roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Mahdist army is broken & at least 3 table quarters held by Imperials.

Victory: Mahdist army is broken or at least 3 table quarters held by Imperials.

Draw: Neither army is broken

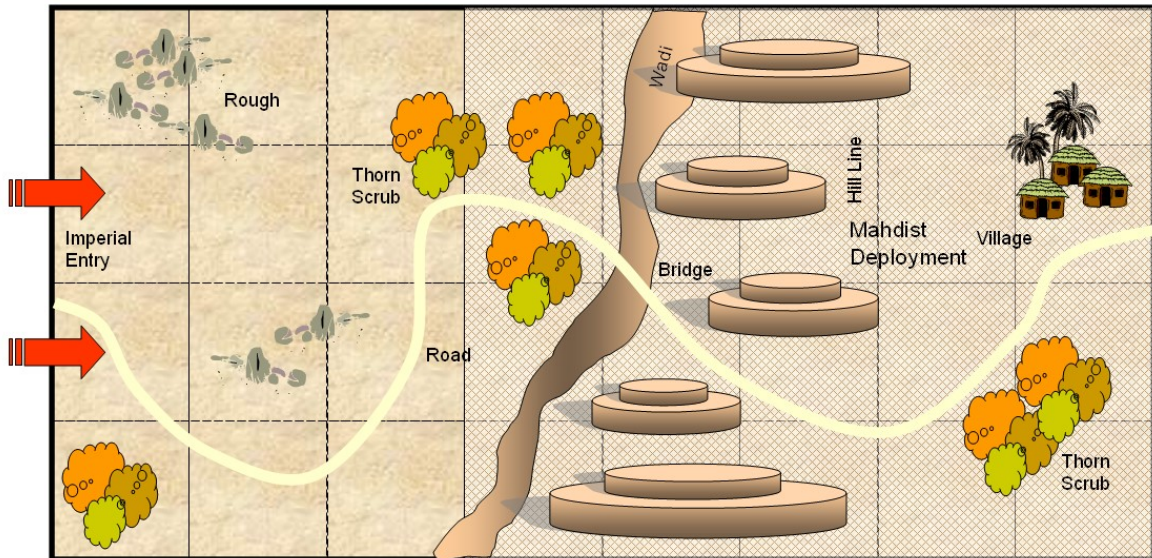
Loss: Imperial army is broken or at least 3 table quarters held by Mahdists.

Scenario No 7 Who Goes There?

Narrative

Rumour has it that the enemy is gathering ahead of you. You detail a small reconnaissance to scout the next settlement and it discovers a small enemy advance guard.

Terrain



The wadi and hills are “woods” terrain; other features are “rough” terrain. The Village gives a +1 Morale bonus.

Set Up

The Mahdist force must deploy one unit in the village; the remainder may be hidden or deployed anywhere, except within 36” of the Imperial entry edge. The Imperial force enters either side of the road on the first turn. Both sides must include unhidden baggage.

Special Rules

Baggage, Hidden Units, and Take that ground!

Game Length. The game will last 8 turns. Roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Village is captured.

Victory: Village is “observed” (Imperial unit within 24” of village.)

Draw: Neither army is broken

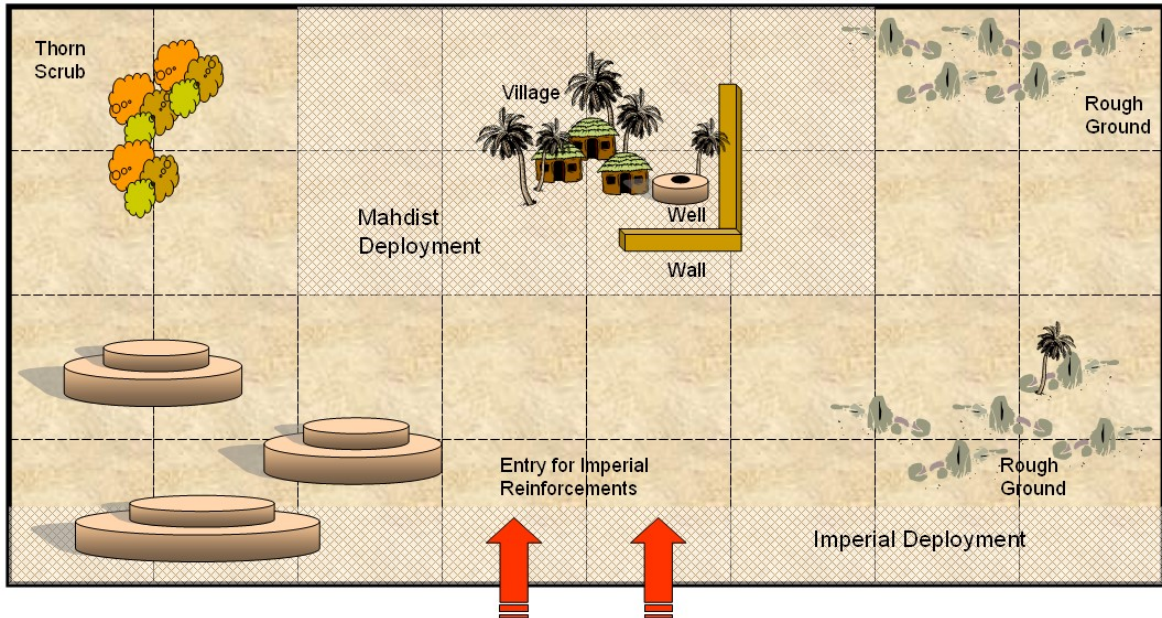
Loss: Imperial army is broken.

Scenario No 8 Time for a Brew!

Narrative

Under cover of darkness, your large Imperial force has approached a standard Mahdist army camped around a waterhole. You must drive off the enemy and capture the well.

Terrain



The village, rough areas and hills are “rough” ground. The village gives a +1 morale bonus.

Set Up

The Mahdist force must deploy first, entirely within the deployment area. Up to 4 units may be hidden. The Imperial force deploys second, in their deployment area. One Imperial brigade must enter as reinforcements. Both sides must include on-table unhidden baggage.

Special Rules

Reinforcements, Dawn, Baggage, Take that ground! and Hidden Units.

Game Length. The first two turns are dawn. The game will last 8 turns, then roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Mahdist army is broken and the well is captured.

Victory: Imperials capture the well.

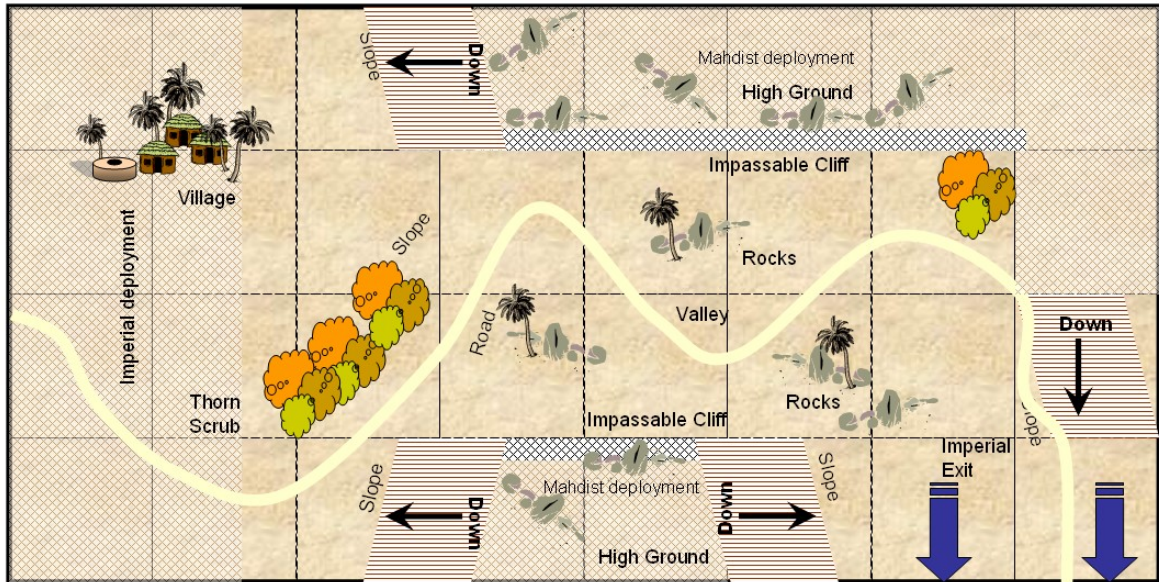
Draw: Mahdists broken.

Loss: Mahdists unbroken and in possession of the well.

Scenario No 9 Force the Pass!!

Narrative

Your large Imperial army is trying to force it's way through a narrow pass which is defended by a small Mahdist army.



Terrain

The cliffs are impassable terrain. The slopes scrub, rocks and high ground are rough terrain. The village, rocks and scrub gives a +1 morale bonus.

Set Up

The Mahdist force must deploy first on the high ground, including up to 4 hidden units. Both sides must include unhidden baggage. The Imperial force may set up within 18" of their base edge. Mahdist force gets the first turn.

Special Rules

Baggage, Hidden Units.

Game Length. The game will last 8 turns. Roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Imperials exit their baggage from the valley.

Victory: Mahdist force is broken.

Draw: Mahdist force unbroken and Imperial baggage still on table.

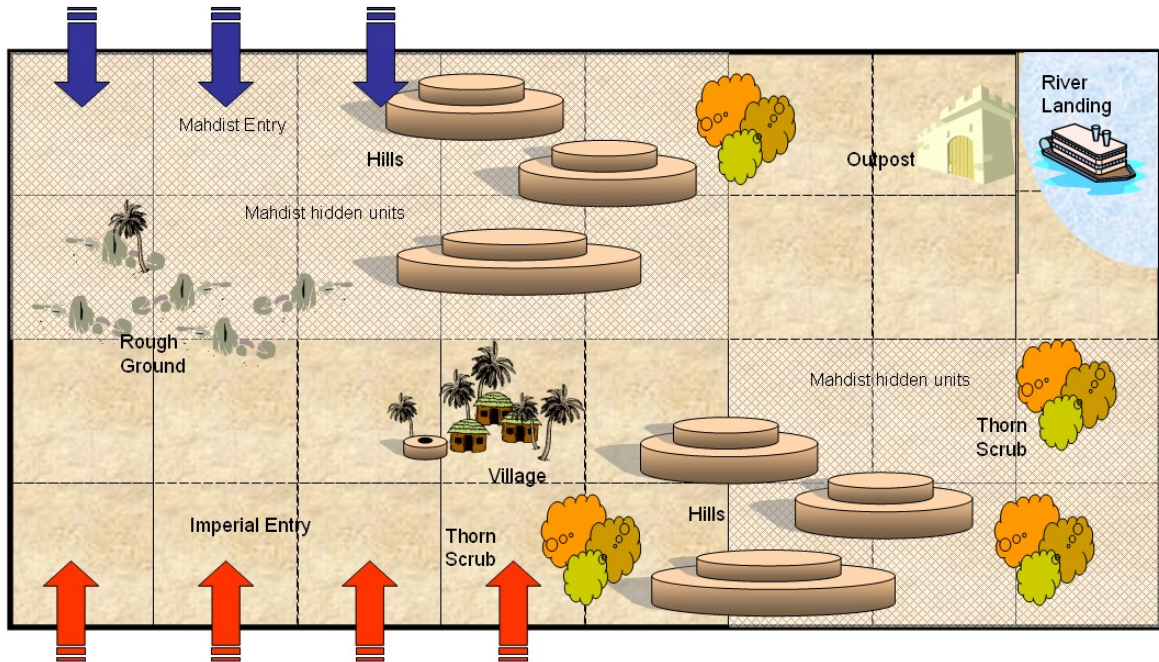
Loss: Imperial army is broken, or above objectives unachieved.

Scenario No 10 Who's for a Swim?

Narrative

After a strenuous march, your standard Imperial column is hurrying to rendezvous with the gunboats carrying your supplies. However the enemy has got wind of your low state of victuals and has gathered a standard army to cut you off from the landing stage.

Terrain



The hills are “woods” terrain, the River is impassable; all other features are “rough” terrain. The outpost is a fortification and gives a +2 morale bonus. It can hold one unit and/or one artillery piece.

Set Up

Up to four Mahdist units may be hidden where indicated on the map. The remaining Mahdist brigades may enter from the start of turn 2 as indicated above. The Imperial force must deploy a garrison in the outpost. The remaining brigades enter on turn 1 in March Column as indicated on the map. Both forces must include unhidden baggage.

Special Rules

Baggage, Hidden Units, and Gunboat.

Game Length. The game will last 8 turns. Roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: One unbroken unit from the Imperial column reaches the river landing and the Mahdist's are broken.

Victory: One unbroken unit from the Imperial column reaches the landing.

Draw: No Imperial unit reaches the landing.

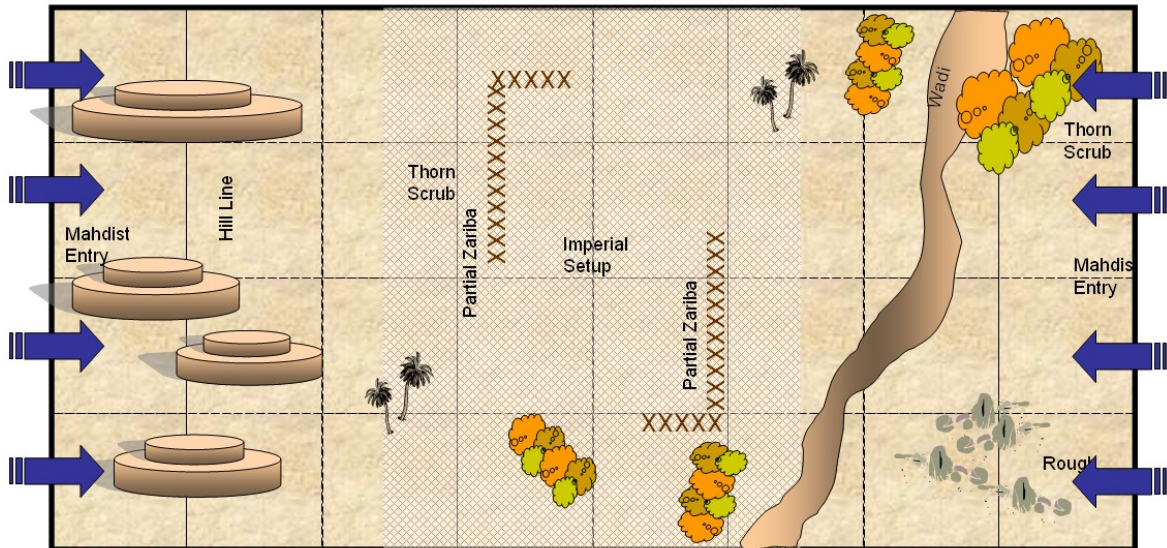
Loss: Imperial army is broken, or the outpost is captured by the Mahdists.

Scenario No 11 Wakey Wakey!

Narrative

Whilst your standard army is resting overnight behind a hastily constructed Zariba, a large enemy army has crept up to your piquets. As dawn breaks he launches a fierce attack and you find yourself fighting for your life!

Terrain



The hills and wadi are “woods” terrain, all other features are “rough” terrain. The Zariba is a fortification and gives a +1 moral bonus.

Set Up

The Imperial force deploys first entirely within the partial zariba encampment, except for two units which are on patrol, and can be placed anywhere in the extended deployment area. All Imperial units are subject to the Wakey Wakey rule, except patrolling units. The Imperial force must include baggage. One Mahdist brigade may enter on turn 1 from each short table edge; the remaining brigades arrive as Reinforcements from the short table edges. It is night-time.

Special Rules

Baggage, Reinforcements, Wakey Wakey, Dawn and Nighttime.

Game Length. The game will last 5 turns, then roll a dice for all subsequent turns, a 6 indicates Dawn; the game will end the turn after Dawn. Alternatively, the game can be played during daylight, in which case there is no Zareba the die roll indicates dusk.

Victory Conditions

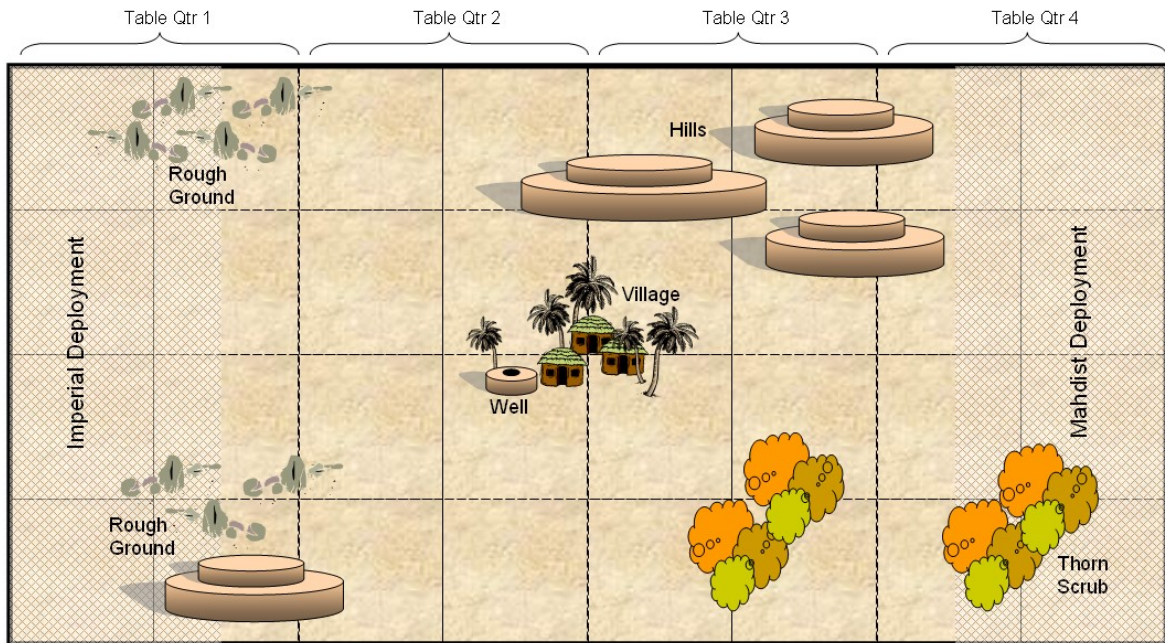
Stunning Victory: Mahdist's are broken.
Victory: Imperials survive till dawn.
Loss: Baggage captured.

Scenario No 12 Battle of the Dunes!

Narrative

Your large army has discovered a large enemy army which is advancing rapidly towards you!

Terrain



The wadi and hills are “woods” terrain; all other features are “rough” terrain. The Village gives a +1 Morale bonus.

Set Up

Both sides take turns to place brigades, starting with the Imperial force. The Imperial force may flank-march one brigade as Reinforcements on either long table edge. The Mahdist force may hide up to one brigade in their half of the table. Both sides must deploy unhidden baggage.

Special Rules

Baggage, Reinforcements, and Hidden Units.

Game Length. The game will last 8 turns, then roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

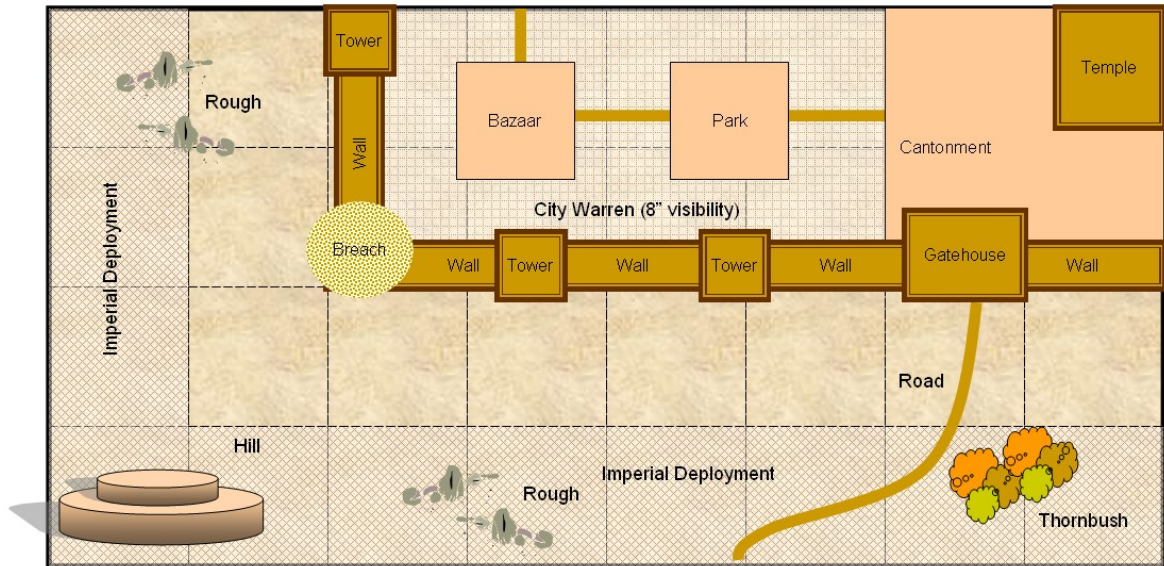
Stunning Victory: Mahdist army is broken & at least 3 table quarters held by Imperials.
Victory: Mahdist army is broken or at least 3 table quarters held by Imperials.
Draw: Neither army is broken
Loss: Imperial army is broken or at least 3 table quarters held by Mahdists.

Scenario No 13 The Gates of Hell!

Narrative

Your large Imperial army has besieged a small enemy garrison inside an ancient walled city. They will fanatically defend the central mosque, which is, of course, your objective! You have blown a breach in the walls, and your army is prepared to storm the city.

Terrain



The temple, walls, towers and gatehouse are fortifications with a +2 morale bonus. The walls, gatehouse and temple can each hold one unit or gun. The towers can each hold a small or tiny unit. The Park, Bazaar, roads and cantonment are open ground. The road is wide enough to allow a unit to adopt Attack Column formation. The remaining area within the walls is a warren of alleys and buildings with 8" max visibility and counts as "rough" terrain; units will automatically adopt skirmish formation in this area. The breach is one unit wide and "rough" terrain.

Set Up

The Imperial force may set up within 12" of their base edge, outside the walls. The Mahdist must place a minimum of 2 units on the walls or gatehouse; the remainder must be deployed within the city, buildings or temple. Hidden units may be placed in the Warren and denoted with flags. Both sides must include unhidden baggage, which the Mahdists must deploy in the temple.

Special Rules

Baggage, Hidden Units and Open the Gate.

Game Length. The game will last 8 turns. Roll a dice for all subsequent turns, a 4-6 indicates the game will end at the conclusion of that turn.

Victory Conditions

Stunning Victory: Imperials capture the Temple.

Victory: Mahdist force is broken.

Draw: Unbroken Imperial unit within the city at game end.

Loss: Imperial army is broken, or above objectives unachieved.