

REMEMBER GORDON! The Battle of Omdurman

Sequence of Play (4.0)

Each turn consists of 2 "Player Turns."
The player moving first will vary according to the scenario.

A) Anglo-Egyptian Player Turn:

- 1) Anglo-Egyptian Movement Phase
- 2) Fire Combat Phase
 - a) Dervish Defensive Fire
 - b) Anglo-Egyptian Offensive Fire
 - 1) Direct Fire Subphase
 - 2) Maxim Second Fire and Howitzer Fire Subphase
- 3) Anglo-Egyptian Melee Attacks

B) Dervish Player Turn:

- 1) Dervish Movement Phase
- 2) Fire Combat Phase
 - a) Anglo-Egyptian Defensive Fire
 - 1) Direct Fire Subphase
 - 2) Maxim Second Fire and Howitzer Fire Subphase
 - b) Dervish Offensive Fire
- 3) Dervish Melee Attacks

C) Advance the Game Turn Marker

Dervish Desertion Roll (8.2)

[Campaign game only]

- a) 1st night turn only.
- b) Die roll x1.5 (round up) = units lost.
- c) Dervish player removes these units. Any unit may be removed except: Khalifa, gunboats, forts, and artillery.
- d) No VP's for deserting units.

Stacking Limits (5.5)

- a) 4 units, not including leaders.
- b) 1 gunboat per hex.
- c) Different Dervish tribes may not stack together.
- d) Leaders are free stacking.
- e) Dervish leaders may only stack with units of the same color.

Leaders (6.51)

Dervish leaders are treated like all other units. There must be at least one A-E leader left to occupy the Mahdi's tomb if it is to be taken.

Night Effects (8.1)

- a) Anglo-Egyptian movement halved (round down).
- b) No howitzer fire.
- c) All fire ranges are halved (rounding down), but range 1 stays range 1.
[range effects stay the same]

A-E Brigade Integrity (5.54)

+1 die roll bonus. Effects only British, Sudanese, and Egyptian infantry. All four units of the same brigade must be stacked together and fire at the same hex.

Naval Transport (5.21)

Only Friendlies may be transported by gunboats (after the Isa Zachneih unit is eliminated). The Friendly unit and gunboat must start the turn adjacent. Embark the Friendly unit (takes 1 turn). On the next turn they may move together across the Nile (up to the full movement limit of the gun-boat). On the third turn disembark the unit. Both the Friendly and gunboat may move normally in the third (disembarked) turn.

Omdurman City Limits (5.23)

Only the Dervish Khalifa unit, the three artillery units and the Taiasha units may enter the walled city. Any A-E unit may enter the walled part of the city (except gunboats and Friendlies).

Zariba (5.3 and 9.23)

Thorn = -2 to Dervish fire roll. May not melee or advance (both sides).
Trench = -4 to Dervish fire roll. -2 melee modifier (instead of +2). Entrenched units do not block LOS.
* To construct, an A-E infantry must begin and end the A-E turn adjacent to the hex. Unit may not melee or attack. Units may only enter or leave the Zariba on the Nile hexsides (+2 movement cost).

General Notes

1. Howitzer Gunfire: Roll the die after a hit to determine the accuracy of the shot. Chart is located on map.
2. Named gunboats may fire on the "Howitzer", "Artillery", and "Maxim" lines.
3. Unnamed gunboats fire on the "Artillery" line.
4. Only the Dervish Isa Zachneih, Jehadia, and Danagla units fire on the "Rifles" line. Otherwise, use the "Spears" line.
5. Friendlies fire on the Dervish "Rifles" line.
6. ZOC do not enter or exit the Nile River banks. ZOC do not extend across a kohr, into a fort, or into a wall hex from the outside (unless there is a breach present). The Nile side of the Zariba is unaffected by a ZOC on the outside. ZOC extend out of, but not into hut or building hexes.
7. Gunboats use the lower movement allowance whenever they move even one hex upstream.
8. Only Artillery may fire at gunboats.
9. Forts can only be destroyed by artillery, melee, and engineers. There is a -3 bonus for units within the fort.

Melee Combat (7.0)

You may not melee across a wall hexside, but you may melee through a gate or breach hexside. Melee combat is considered simultaneous. Only infantry, cavalry, camel units and Dervish leaders may melee attack. All units may melee defend. Cavalry and Camel units may retreat 2 hexes from an infantry melee attack (once per turn). If this retreat places them adjacent to enemy units that have not melee attacked yet, these units may elect to attack the retreating units. Dervish units must advance if possible.

ARTILLERY ONLY (See 6.6)		RANGE EFFECTS TABLE	RANGE IN HEXES	1	2	3	4	5	6	7	8	9	10		
To sink a gunboat:	3+			DERVISH	Spears	x1	—								
To breach a wall hexside:	2+				Rifles	x1	x½	—							
To destroy a fort:	2+				Artillery	x2	x1	x½	—						
MELEE MODIFIERS:		ANGLO-EGYPTIAN	Rifles	x2	x1	x½	—								
			Maxims	x2	x1	x½	—								
Dervish:	+2		Artillery	x3	x2	x1	x½	—							
Anglo-Egypt:	+1		Howitzers	—			x½								
* DISRUPTED UNITS: Have no ZOC; may not move; may not fire offensively or defensively; may not melee; are turned face up at the end of the owning player's turn.				EXPLANATION OF COMBAT RESULTS: – = miss, no effect D = ½ (round up) of the units in the target hex are disrupted (inverted). # = That many units in the target hex are eliminated, i.e. removed from play.											

Total Combat Factors Firing	COMBAT RESULTS TABLE										Total Combat Factors Firing
	– Die Roll –										
	1	2	3	4	5	6	7	8	9	10	
1-5	–	–	–	D	D	1	1	1	2	2	1-5
6-10	–	–	D	D	1	1	1	2	2	2	6-10
11-15	–	D	D	1	1	1	2	2	2	3	11-15
16-20	D	D	1	1	1	2	2	2	3	3	16-20
21-25	D	1	1	1	2	2	2	3	3	3	21-25
26-30	1	1	1	2	2	2	3	3	3	4	26-30
31-35	1	1	2	2	2	3	3	3	4	4	31-35
36-40	1	2	2	2	3	3	3	4	4	4	36-40
41+	2	2	2	3	3	3	4	4	4	5	41+

+1: All Anglo-Egyptian Direct Fire Attacks

+1: Anglo-Egyptian Brigade Integrity

Modified Die rolls of less than 1 are treated as 1, more than 10 treated as 10.

(6.3) LINE OF SIGHT TABLE			
– Target Unit's Terrain –			
Terrain types in boxes block LOS! (see footnotes below)	GROUND (c)	ROUGH (b)	HILLTOP
Firing Unit's Terrain	GROUND (c)	Units Rough Huts (1) Trees (1) Wall (b)	Units (3,6) Crest (2) Huts (1,3) Trees (1) Wall (b) Hilltop
	ROUGH (b)	Units (4,5) Crest (2) Huts (1,4) Trees (1) Wall (b) Hilltop	Units (7) Crest (2) Hilltop
	HILLTOP	Units (4) Crest (4) Huts (1,4) Hilltop	Units (4) Crest (2,4) Hilltop

LINE OF SIGHT TABLE NOTES:	
1) If fire through more than two. 2) Not blocked if firing units and/or target units are adjacent to all crest hexsides fired through. 3. If closer to firing unit, or halfway between. 4. If closer to target unit, or half way between. 5. If adjacent to, and at same level as firing unit. 6. If adjacent to, and at same level as target unit. 7. LOS not blocked if at lower level.	a) Gunboats and forts never block LOS. b) Gunboats and units inside a walled city adjacent to a wall hexside are considered at rough level for LOS purposes. c) Forts are considered at ground level for LOS purposes. d) Units may fire down, i.e. along the length of one wall hexside. e) Firing along the length of a crest hexside has the same effect on LOS as firing through a crest hexside. f) Terrain types are considered to fill their entire hex for LOS purposes.

A-E Royal Engineers (6.53)
 - This unit may breach a wall hex-side or destroy a fort. The unit must end its move adjacent to the target hex. They may neither fire nor melee attack. If the Engineer unit remains adjacent and undisrupted at the end of the A-E turn, the target is destroyed.
 - When a fort is destroyed, 1 enemy unit is eliminated (if any are inside). When a wall is breached, 1 enemy unit is eliminated (if any are on the other side of the breached hex). These results also apply when a wall is breached or a fort is destroyed due to artillery fire.

Unit Description

Unit Name: Horse Art

6-1-12 – Movement

Fire Combat (Maxim for Gunboat) – Melee