THE RETURN
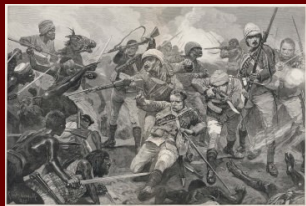# OF THE
FALSE PROPHET
OF THE
SAN JUANS

A COMPLETE FICTIONAL COLONIAL
CAMPAIGN FOR HISTORICAL
MINIATURE GAMING

This set of rules is in tribute to Lynn Bodin and the Washington Wargamers who did the first campaign back in the days when The Courier ran its Sudan theme. That six issue series has provided many gamers with the inspiration to do colonial campaigns and showed how much fun can be had with this exciting era.

Special points of interest:

- Can be played as a miniatures campaign or as a board game.

- All players play on the Anglo-Egyptian side with the Dervishes controlled by the game system.

- Card activation system with events ensures good replay value.

- Can be adjusted to fit whatever size of forces are available.

Rules Contents:

Campaign Background

Back in the early 1980's, The Courier magazine ran a series of articles about a fictional colonial campaign called "The Rise and Fall of the False Prophet of the San Juans". Although set in the San Juan islands off of Washington, it was set up as an early Sudan campaign with British and Egyptian forces. It looked like a lot of fun and it had some wonderful ideas in it.

The premise of this campaign is that it is now some twenty years later and the Mahdi, who was in exile on some unnamed island, has escaped and returned to the San Juans. He has raised his banner and proclaimed a jihad against the occupying Egyptian forces and their British allies.

Despite the previous rebellion, the situation in the San Juans has changed little. Egyptian, Sudanese, slavers, and Bashi-Bazouks still rule with an iron fist, oppressing and over taxing the population. England has troubles elsewhere and can't afford to garrison the San Juans, so the situation is almost exactly the same as right before the first rebellion started.

Thousands are flocking to the Mahdi and open rebellion is upon the San Juans. The war is about to begin...

Game Information

This campaign game is designed to be played with all of the players on the British/Egyptian side. The reasons for this are many, but the main one is that most gamers are unable to simulate the Mahdist command structure or operational strategies. By that I mean that they sometimes did things that were inexplicable and in battle they attacked with reckless abandon, something that most gamers will not do in a campaign game in an effort to save forces for later.

When both sides meet for battle, however, some players will need to play the Mahdist forces. This can be decided upon randomly or by any other means, but since there's no down side for the Mahdists to lose forces, a great deal of fun can be had by playing that side in a battle.

Of course, the main idea of campaigns is to provide interesting and unusual battles. The victory point system and card activation with events should provide the basis for having to make a number of decisions each turn. Often, these decisions will have a profound effect on the campaign and there never seems to be enough cards or troops to deal with every crisis that will erupt during normal game play.

Counters

The counters provided with the rules are used to mark the position of forces throughout the San Juans area. Each infantry or cavalry counter is designed to represent one unit, which depending upon the rules you choose to use could be a platoon for The Sword & The Flame, a company for Battles For Empire, or a battalion for Black Powder, or any other set of suitable colonial rules. Below are some examples of the units used in the campaign. Each counter is considered to be a unit in the rules.
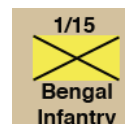
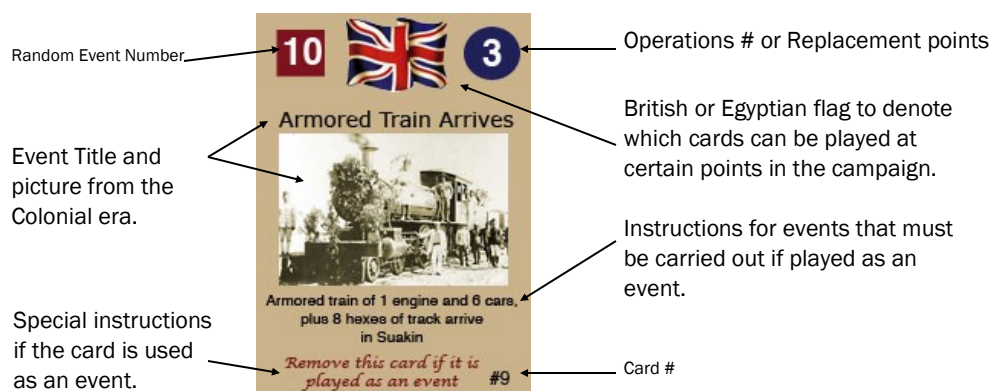| Counter	Name
1 Bashi-Bazouk	Bashi-Bazouk Cavalry
Friday Fortress	Fortress Garrison
3 Hicks Gendarmes	Hicks Expedition Infantry
1/38 Staffords	British Infantry
1 Gordon Sudanese	Gordon's Sudanese Infantry
1/15 Bengal Infantry	Indian Infantry
Force 2	Force Marker
G Sultan	Gunboat
1/1 Regulars	Egyptian Infantry

The Map

The map, like the original campaign, is based upon a modified map of the San Juan Islands off of the cost of the state of Washington. The terrain has been modified to match the Sudan and the many waterways are ideal for simulating gunboat and river operations. Movement points, paths, and sea zones have been added to aid movement and this section will detail the various markings on the map used for play.

Movement Point

Movement Path

Town

Victory Point Location & Points Value

Village

Sea Zone Boundary

Port

Fortified Town

Sea Zone Identifier

The Cards

The 54 cards are the driving force behind the campaign. Each turn the Anglo-Egyptian player (s) will be dealt a number of cards that are used to bring on reinforcements, replacements, or that can be used to conduct operations throughout the San Juans. The British cards are added to the deck once the Mahdist forces achieve a certain victory point level.

Random Event Number

Event Title and picture from the Colonial era.

Special instructions if the card is used as an event.

Operations # or Replacement points

British or Egyptian flag to denote which cards can be played at certain points in the campaign.

Instructions for events that must be carried out if played as an event.

Card #

Armored Train Arrives

Armored train of 1 engine and 6 cars, plus 8 hexes of track arrive in Suakin

Remove this card if it is played as an event   #9

Set Up

First, print and assemble the map. If you're going to use pins for the forces, then only a small version of the map is needed. If you wish to use the counters provided with the game, then you will need to enlarge the map by printing it in sections or by going to a professional printing shop or Kinkos. Print and cut out the card decks. The British cards should be set aside as they will not be used until the war in the San Juans reaches a crisis point. Also, set the Hicks (card #36) and Gordon (card #54) cards aside as they will be added to the deck in later turns. Set out the markers and forces as listed below (units in italics are ships), mark Tokar as the location where the rebellion begins and begin with Turn 1, following the Sequence of Play.

Starting Forces

Location	Units
Eastsound	1 Egyptian Regular Inf., I Krupp battery, I Egyptian Cuirassier, I Sudanese Inf., *Trinkitat* (T)
Westsound	1 Egyptian Regular Inf., 1 Krupp battery, 1 Egyptian Dragoon, 1 Sudanese Inf.
Suakin	2 Egyptian Regular Inf., *Abu Klea* (G), *Kassala* (T)
Roche Harbor	2 Egyptian Regular Inf.
Friday Harbor	1 Egyptian Regular Inf., 1 Krupp battery, 2 Egyptian Dragoons, 2 Sudanese Inf., *Tamai* (G), *Metemma* (G), *Atbara* (T), *Aswan* (T)
Port Stanley	1 Egyptian Camels, 1 Camel battery, *Dongola* (T)
Richardson	1 Bashi-Bazouk Inf., 1 Bashi-Bazouk Cavalry
False Bay	2 Bashi-Bazouk Cavalry

Place 1 Egyptian Regular Infantry unit at the following locations: El Obeid, Olga, Orcas Landing, and Lopez

Place 1 Militia unit at the following locations: Decatur, Waldron, and Stuart

Place Fortress garrison units at the following locations: 1 at Eastsound, 1 at Westsound, and 2 at Friday Harbor.

Set all other Egyptian and British forces aside as they will enter the game as reinforcements. There is a variety of British units that can be selected as those not specifically designated by cards can be used according to what figures the player (s) own.

Set the VP marker to 5.

Place a marker on Tokar (Shaw Island) to signify that it is in revolt. A good suggestion is to use the colored glass stones sold at craft stores. You will need three colors; black to show areas (villages, towns, and fortified towns) in revolt, green for areas retaken by Egyptian forces, and Red for areas retaken by British forces. All areas start under Egyptian control except for Tokar, so there is no need to mark anything on the map except for that one location.

Force markers can be used to mark the locations where there are large numbers of units.

Set aside the British cards until certain event triggers occur at which time the British cards will then be added to the deck. Also, card #54, Gordon Arrives at Friday Harbor, is set aside as well until certain events are triggered.

The game now begins with Turn 1 with cards being dealt to the Anglo-Egyptian side followed by checking to see if the rebellion spreads.

Sequence of Play

Each turn of the campaign follows a set sequence of play. Players draw cards, determine the state of the rebellion, conduct operations, then perform certain end of turn functions once all cards that were drawn have been used. Play then proceeds to the next turn.

1.   Draw New Cards

Players draw sufficient cards from the deck to bring the hand total to seven cards. If there are insufficient cards in the draw pile, draw the remaining cards then shuffle the discard pile to make a new draw pile of cards.

2.   Rebellion

Players check on the state of the rebellion in the San Juans. Villages, town, and fortified towns are checked to see if they revolt or are besieged.

3.   Action Rounds

There are seven Action Rounds per turn. During each Action Round players must play a card for one of three things or pass:

A) **Play the event on the card**-This usually means that the card is then withdrawn from the deck and cannot be used further in the campaign.

B) **Use the card for Ops (Operations)**-The number in the upper right hand corner is used to activate a number of locations on the campaign map where Anglo-Egyptian forces are located. Operations can consist of both movement and combat.

C) **Use the card for replacements**-Once per turn a card can be used to generate replacements for units that are understrength (using the Ops number).

D) **Pass**: No card is played, but the Anglo-Egyptian side receives 1 Ops point that can be used anywhere.

If a card is played during one of the Action Rounds, then a check must be made to see if a Random Event occurs. Roll 2D6 and if the result matches the number in red at the top left of each card, a Random Event occurs. Consult the Random Event chart to determine the event.

4.   Supply Phase

Depending upon the supply system chosen, check the supply status of all units and forces on the campaign map.

5.   Resolve Sieges

If there are ongoing sieges anywhere on the campaign map they are now resolved. Follow the Siege sequence to determine the outcome of the siege for each location.

6.   Receive Replacements

Accumulated replacements may now be added to Anglo-Egyptian units that are understrength. *Note: Only one card per turn can be played for replacement points.*

7.   Adjust Victory Point Totals

Add the VPs lost to Mahdist forces or add VPs from spaces taken back by the Anglo-Egyptian forces. Victory Point totals may also be adjusted by the turn number or victories/defeats from battles that occurred during the turn. Adjust the totals on the Victory Point Track, then check to see if there is an automatic victory or certain events that will take place next turn.

After Victory Point totals are adjusted, play proceeds to a new turn

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Using the Cards

Armored train of 1 engine and 6 cars, plus 8 hexes of track arrive in Suakin
Remove this card if it is played as an event   #9

Each turn seven cards are dealt to the players to use for the current turn. Cards may be used for one of three things:

1)   Events

2)   Ops

3)   Replacements

The use of cards during the turn represents the tempo of operations for that turn. If all of the cards are used for Ops, then there will be a lot of movement and combat during the turn. If they are used for events and replacements, then not many forces will be moved and there will be less or no combat for that turn.

Several cards are only added to the deck when certain requirements are met on the Victory Point Track. The notes adjacent to the chart list which cards to add to the deck when the Victory Point totals reach certain levels.

Also, playing cards as events needs to be thought out carefully over the length of the game. While the events usually take the place of added forces that will be welcomed, it will result in a card that will be lost for Ops (especially if it is a high number Ops card).

Which Rules to Use?

This campaign can be used with virtually any set of colonial era rules, including those picture above. Although the orders of battle list various units, they can take the shape of whatever scale that your gaming group prefers. If you use TSATF for example, then each unit could be a platoon or company, depending upon how many figures you have as well as how large you wish your games to be. If you use Battles For Empire, then each unit can be a company of infantry or a squadron of cavalry. Other rules sets can certainly be used with some modification as long as everyone is clear on the scale/unit sizes that they are using.

The rules you choose should also show the differences in training and effectiveness of the units that fought in the Sudan. For example, Bashi-Bazouks should be unreliable, the Egyptian units should vary greatly in effectiveness, and the Sudanese should be steady. The British should naturally be very good, while the natives should be random, which should all make for a very accurate Sudan campaign!

How The Rebellion Spreads

After cards are dealt to the Anglo-Egyptian side at the start of the each turn, the state of the rebellion is checked. This usually involves rolling for locations to see if they join the Mahdi's rebellion. On the first turn only Tokar is in revolt. Locations can be checked in any order that players see fit, but **ALL** locations on the map are checked each turn (except Suakin-see note). Once a location is in revolt it stays in revolt unless retaken by Anglo-Egyptian forces (pacified). Although fortresses are rolled for, they can only revolt under certain circumstances that are listed below. More often than not they will be placed under siege.

Revolt

The basic number for a location (villages and towns) to revolt is a 6 on 1D6. To this roll are added the following modifiers:

+1   Each adjacent location in revolt.

+1   At least one adjacent island is in total revolt (all locations are in revolt-maximum of +1))

+1   Each location on an island is in revolt except for fortresses (applies to fortress rolls only)

Example: False Bay and Tamai are in revolt and every location on Lopez Island is in revolt, with a roll needed for Ginnis to see if it joins the rebellion. A basic 6 is needed on 1D6 with modifiers of +1 for False Bay being adjacent, +1 for Tamai being adjacent, and +1 for Lopez Island for total modifiers of +3. On a 3, 4, 5, or 6 Ginnis is placed in revolt.

Fortresses are much harder to

place in revolt as they will need an 8 to be placed in revolt or under siege, depending upon the circumstances described in detail below.

Occupied Spaces

When a location with Anglo-Egyptian forces present is rolled for and the result is that it goes in revolt, there is a special procedure to determine the fate of those forces and the location. If there are three Egyptian units (defined as non-British) or less in a location when it goes into revolt, roll 1D6 on the following table to determine the fate of the units:

1,2 Units Mutiny-all Egyptian forces at that location join the revolt and are removed from the campaign map.

3,4 Units Retreat-all units attempt to fight their way to the nearest location that is not in revolt. Units at locations that are also ports are allowed a free move to any other friendly controlled port on the map. If there is no friendly location that can be reached, the units are destroyed.

5,6 Revolt Stopped-For the time being the revolt is suppressed. This location will need to be rolled for again next turn.

Sieges

If there are four or more Anglo-Egyptian units at a location that is rolled to revolt, then that

location is under siege. Refer to the Siege rules section to determine the status of the siege and that of the defenders at that location.

Important Note: Suakin can only revolt if Blakely, Decatur, Olga, and Port Stanley are Mahdist held.

Pacification

When Egyptian or British forces retake a location, that location is deemed to have been pacified. If using glass stones as markers, place a green colored one on locations retaken by Egyptian forces and a red colored one on those retaken by British forces. Locations pacified by Egyptian forces can still end up revolting a second time. However, they will need an 8 to be placed in revolt a second time. Areas retaken by British forces are considered pacified for the rest of the game and are never rolled for to be placed in revolt again.

This rule is meant to show that in the short time frame of this campaign villages that revolted, but retaken would be far less likely to do it a second time. Also, British forces would be far less tolerant than Egyptian forces in this matter. Leaders would be rounded up and dealt with, plus British officers would be far less susceptible to corruption or "looking the other way" as their Egyptian counterparts during this period.

Optional Rebellion Start

For those gamers who like a less predictable start to this campaign, roll 1D6 to determine where the Rebellion will begin.

1-Mud Bay	2-Rosario
3-Deer Harbor	4-Ginnis
5-Tamai	6-Stuart

Movement

Each turn Anglo-Egyptian forces can move throughout the San Juan Islands. Units or forces are activated through the use of Ops points when playing a card.

Using a card for Ops

When a card is played for Ops, the Anglo-Egyptian side can select a number of locations equal to the Ops number on the card to activate. The number of units at that location does not matter, only how many locations are chosen to activate. Activation means that the units at that location will either move and/or attack during that round.

For example, the Anglo-Egyptian side plays a card with a 2 Ops number on it. They decide to activate the units located at Ginnis and Friday Harbor. Those are the only units on the campaign map that can move or conduct combat during this round.

Movement Rate

Units move on the campaign map at the following rates:

Infantry   3 spaces

Cavalry   4 spaces

Forces that consist of both infantry and cavalry move at the infantry rate.

Naval Movement

Naval operations are a large part of operations in the San Juans during the campaign. Naval forces consist of a variety of gunboats and transports that can assist in transferring troops and in some instances, support troops in combat.

Naval units are able to do three functions each action round that they are activated. Each naval unit can perform the fol-

lowing functions:

- Move one sea area

- Load/unload units

- Repair damage

For example, forces at Suakin are activated for the current round and since the Sultan is at Suakin it is now activated. It can load a unit for one function then move two sea areas for two more functions, which ends its activation for the round.

Note: Moving from a port to a sea area does count as one of a naval units three functions for that round.

Transporting Units

Naval forces can transport any Anglo-Egyptian unit to any location in the San Juans. Gunboats may carry one unit and Transports may carry up to three units. Infantry, cavalry, and artillery units that are activated must spend one of their movement points to load onto naval units and one movement point to unload at their destination.

Units may only be transported to and from ports. Because of the rocky nature of the island coastlines (think the high banks of the Nile) and the nature of the gunboats/transports, ports are the only places where the boats could safely unload units. If you wish to land on an island, but the only ports are in Mahdist hands, then the port will have to be assaulted, which is detailed in the Encounters & Combat section of these rules.

If a unit or units that wish to be loaded for transport do not start

at the same location as the transporting naval forces, then both locations need to be activated. If in future rounds the ground units are loaded on naval units and are still at sea, it will only take one Op to activate both.

Naval Transport Example

At the start of a round the Sultan is at sea in Sea Area A and the 1st company of the 1st Egyptian battalion is at the movement point outside of False Bay. The Anglo-

Egyptian players use a 2 Ops card (or a 3 Ops card) to activate both units since they are not at the same location. The Egyptian infantry move to False Bay. The Sultan then moved to the port at False Bay, loads the Egyptian unit, and then moves out again from the port to Sea Area A. This completed the naval units allowable three functions for that round. If the Anglo-Egyptian players wish to move the Sultan again that turn they will have to spend more Ops in a different round. However, in a new round only one Ops point will be needed to activate the Sultan and the unit loaded upon it.

Naval Repairs

Depending the rules chosen, gunboats and transports may suffer battle damage and markers are included to track this. Each function spent repairs one increments worth of damage to the ship in question.

Why Can't Everything Move Each Turn?

By now you've noticed that this is unlike most miniatures campaigns in that you may not be able to move all of your units each turn and that coordinating operations with forces across the playing area can be exceedingly difficult at times.

By nature most Victorian era colonial campaigns were limited operations. There simply weren't the troops available, transport, infrastructure, supplies, etc., to wage European style wars in remote parts of the world. This is where the cards come in and help to recreate the nature of the campaigns.

Each turn there will be painful choices in regards to playing the cards as events to bring on much needed troops or conduct large operations, bring units up to strength with replacements, or using cards to move various forces. Usually there are more forces that need moving than the number of ops on the card that is being used.

Hopefully players will see that the cards can be seen as simulating limited supplies, communications problems, leadership issues, etc. The intent is to give players a wide variety of choices in how to conduct the campaign. During some turns you may get plenty of cards that can be used for Ops to sustain a major offensive while during other turns you may barely be able to regroup your forces to survive. The cards and the card draw itself should give the campaign high replay value.

What the Encounters Represent

The Mahdist command structure and strategies that they employed during the various Sudan campaigns were hard to figure out at times. They would abandon what appeared to be good defensive positions at times and attacked enemy forces when they clearly did not have the advantage. This is difficult to reproduce in a campaign and another reason why all of the players are on the Anglo-Egyptian side. If the Mahdist forces were run by players then they would adhere to some kind of a tried and true operational strategy.

With this system of encounters, however, the Mahdist forces will be unpredictable. Each movement point could lead to an encounter with a Mahdist force of unknown size. The only sure battles will be around the fortified towns and you will definitely be going up against a sizeable force. This system will add a high level of uncertainty to the operations of the Anglo-Egyptian players in that you will never know when or where you will run into the enemy. You may expect a tough battle one place only to find it is unoccupied then further up the road run into what appears to be the entire Mahdist army! Hopefully, this will produce some unique and interesting battles for the players in the campaign.

Encounters & Combat

When Anglo-Egyptian forces move on the campaign map there is a chance that they will encounter Mahdist forces. For each space that an Anglo-Egyptian force moves into, the players roll 1D6, add or subtract any applicable modifiers, then consult the Encounter table for the result.

Fortified towns that are controlled by the Mahdists will always have an enemy force. The modifiers are cumulative, so an island where all the VP locations are Mahdist controlled and has a Mahdist controlled Fortified town would be a +3 modifier to the die roll.

If the number needed is rolled, then movement for that Anglo-Egyptian force stops for that action round and a battle is fought. Regardless of the outcome, that ends the movement for that action round for the Anglo-Egyptian force.

Example: An Egyptian force that has retaken Ginnis is activated with 1 Op and is going to try to retake Tamai. The force, being primarily infantry, has a movement rate of three spaces, so it can easily reach Tamai.

Encounter Table	
Situation	# Needed
Movement point	6
Mahdist controlled Village	5,6
Mahdist controlled Town	4,5,6
Mahdist controlled Fortified Town	Automatic
Modifiers	
Situation	Modifier
All VP locations on island Mahdist controlled	+2
Fortified Town on island Mahdist controlled	+1
Movement point between two Anglo-Egyptian controlled VP locations	-1

The force moves out from Ginnis to the next movement point. All VP locations on the island are not Mahdist controlled, but the fortified town is, so there is a +1 modifier, meaning a 5 or 6 is needed for an encounter. A 3 is rolled so there is no encounter. The next and final movement point is Tamai, which is a Mahdist controlled village. The fortified town on the island is also Mahdist controlled, so a 4, 5, o 6 is needed. A 5 is rolled which is an encounter. The players roll for the size of the Mahdist force, which produces 13 infantry units, 3 cavalry units, and 1 rifle-armed unit.

Size of the Mahdist Force

When a Mahdist force is encountered on the campaign map, a series of die rolls are made to determine the size and what type of units make up the Mahdist force. For each force encountered, roll the following dice to arrive at the number and type of units present for the encounter:

Mahdist Force Size	
4D6	# of infantry units
1D8	# of cavalry units
1D4	# of rifle armed units
1D6	Result of 6 adds one artillery piece or machine gun to the Mahdist forces (roll 1d6: 1-4 it is an artillery piece and on a 5 or 6 it is a machine gun).

Modifiers & Notes

Mahdist held fortified towns will always roll one extra D4 for the number of rifle armed units present. Also, roll 3D6 for the chance of artillery or machine guns present instead of the normal 1D6 with any 6s rolled resulting in artillery pieces being present.

Battles

Once the size of the Mahdist force has been determined the next step is to determine what type of battle is to be fought. Roll 2D6 and consult the following table:

Type of Battle	
Die Roll#	Result
2	Mahdist Surprise Attack
3	Ambush
4-5	Probing Attack
6-9	Encounter
10-11	Defense
12	A/E Surprise Attack

Mahdist Surprise Attack: Set up the Anglo-Egyptian forces in the center of the board (in square or columns), then start at least 25% of the Mahdist force in charge range and another 25% no closer than two moves from the Anglo-Egyptian forces. The remaining Mahdist forces start no closer than four moves away from the nearest enemy.

Ambush: The Anglo-Egyptian forces start in the middle of the board in any formation and/or facing. 25% of the Mahdist force begins hidden no closer than two moves from the nearest enemy. The remaining Mahdist forces may enter from any side (s) of the board on Turn 1.

Probing Attack: The Anglo-Egyptian forces start in the middle of the board in any formation and/or facing. 25% of the Mahdist forces begin no closer than three moves from the nearest enemy. Within the first five turns the remainder of the Mahdist forces may enter from ONE side of the board.

Encounter: This is a straightforward meeting engagement. Both sides enter from opposite ends of the table.

Defense: The Mahdist forces will focus their defense around a village/town if present, or the best defensive terrain present. They are allowed to have rifle pits or some type of fortifications present. The Anglo-Egyptian forces enter from the opposite side of the board.

Anglo-Egyptian Surprise Attack: Mahdist forces are set up in the middle of the board (or, if a village/town is present, centered around that). Roll 1D6; 1-3 it is a dawn attack and Mahdist units cannot move or fire until at least one unit is contacted by the enemy. Then, each Mahdist unit must roll a 5 or 6 on 1D6 to move or fire the following turn. On the following turn all Mahdist units may act normally. On a 4-6 it is dusk/night attack. Roll 1D6 each turn to see if Mahdist sentries sound the alarm. On a 6 the alarm is sounded, otherwise treat as a dawn attack. 50% of the Anglo-Egyptian force may start in charge range in a dawn attack while for a dusk attack they start four moves out from the closest Mahdist unit. The remaining forces in both cases enter on one side of the board on Turn 1.

Note: Mahdist occupied fortified towns have special rules and these are covered under the Sieges section.

After determining the type of battle, the gaming group then needs to lay out the battlefield. This can be accomplished in one of several ways. First, someone in the gaming group can have pre-drawn maps available for the various islands, towns, etc., and one can be chosen or rolled for randomly. The second method is for the gaming group to lay out the terrain the best way possible to create an interesting battle. The third and final method is to roll randomly for each square foot on the gaming table to see what type of terrain is present.

It is important to note that if there is a village or town at the battle location it should be present on the table. Likewise, if there is a port or harbor there should be a section of the table set aside for this. The remainder of the tabletop can be rolled for using the chart below. Roll 2D6 for each square foot of the table outside of any terrain dictated by the campaign map

Random Terrain	
2D6	Result
2	Hill w/impassable area or cliff on one side.
3	Oasis
4	Small hill
5	Dry river bed
6	Open/Clear
7	Open/Clear
8	Open/Clear
9	Open/Clear
10	Rocky area/scrub brush
11	Dry river bed
12	Large hill

Feel free to move these terrain pieces around to make a more logical battlefield, For example, if you roll three dry river beds in various sections, move them so that they all connect to form one long section of river bed.

Dire Consequences of Sudan Type Battles

At first glance the Pursuit Table may look like a death sentence if the Anglo-Egyptian forces lose a battle, which would be an accurate assumption. The battles in the Sudan, both during the uprising and the re-conquest, were catastrophic for the Anglo-Egyptians if they lost. Unlike the Franco-Prussian War or the American Civil War where there would be at times orderly withdrawals, covering forces, half-hearted pursuits, plenty of cavalry, etc., the battles here could be finite for the losing side.

First, the Anglo-Egyptian forces had limited cavalry, so covering a retreat was difficult. Second, where were you going to fall back to? There were few prepared defensive positions and towns, villages, or forts could be hundreds of miles away. There were no front lines, so a retreating force could be attacked at any time from any direction.

If the Anglo-Egyptian forces held the field, no matter how many casualties they suffered, they would at least be in good shape to fall back. If they started losing, however, things could get ugly quickly. Units would fall apart, get overwhelmed, then cut down to a man as what happened to the retreating force out of Sinkat or the Hicks expedition at El Obeid.

Battles (cont.)

Once the terrain has been laid out and the type of battle determined, then players should fight the battle with their chosen rules set. If your rules do not have forced withdrawals, break checks, etc., then a good rule of thumb for the Mahdist forces is that they need to check to see if they withdraw from the battlefield once they reach 50% casualties. If they do withdraw then nothing more needs to be done with the Mahdist forces. If the Anglo-Egyptian forces hold the field or seize their objectives, then play proceeds to determining their actual casualties before proceeding back to the campaign sequence of play.

Note: If an Anglo-Egyptian force retreats that ends its movement for the action phase. If it is victorious then the force can use its remaining movement.

Anglo-Egyptian Withdrawal & Pursuit

If the Anglo-Egyptian forces decide to withdraw by the players, are forced to retreat or fall back by the rules, or simply break according to the rules, then the following procedure needs to occur:

1. Determine the effects of the pursuit by Mahdist forces.

2. Roll to see the actual casualties of the Anglo-Egyptian force.

3. Move the force to an adjacent point on the campaign map.

4. Proceed with the campaign sequence of play.

Determine Casualties

Not all casualties during a

Pursuit Table

Roll 2D6 and add or subtract the following modifiers, then consult the results below.

Modifiers

Situation	Modifier
Anglo-Egyptian force has no cavalry on board	+2
Anglo-Egyptian force is surrounded on all sides	+2
Anglo-Egyptian force outnumbered >3:1 in units	+2
Anglo-Egyptian force outnumbered >2:1 in units	+1
Each unit of Anglo-Egyptian cavalry on board	-1

Note: Units in rout are not counted towards modifiers.

Die Roll	Result
2,3	Force withdraws in good order-no additional casualties
4,5	Fighting withdrawal-10% additional casualties
6	Hard pressed-25% additional casualties
7,8	Running battles-30% additional casualties
9,10	Rear guard overwhelmed-40% additional casualties
11	Near disaster-50% additional casualties
12	Disaster-Entire Anglo-Egyptian force is wiped out

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game are permanent. Units get intermingled and broken up, there are stragglers during charges, light wounds are dressed, etc. Once a battle is finished the Anglo-Egyptian side needs to roll for the casualties suffered during the game to see if they are permanent. For each stand, figure, or unit that you lost (depending upon the rules used) roll 1D6. If the Anglo-Egyptian forces held the field then on a 5 or a 6 that stand, figure, etc., is returned to the force. If the Anglo-Egyptian force was forced to retreat and survives the Mahdist pursuit, then a 6 would be needed to return the stand or figure to the force.

Ex.; An Egyptian unit using Battles for Empire rules takes six hits during a battle, but the Anglo-Egyptian forces hold the

field. They roll 6D6 and get a 2, 3, 4, two 5s, and one 6. Three of the hits are not permanent and for the next battle the unit would start with only three hits.

Retreat Position

If an Anglo-Egyptian that retreats/withdraws, or breaks, and survives the Mahdist pursuit, then it will move to an adjacent point on the campaign map, preferably from where it originally moved from. If all adjacent points are controlled by Mahdist forces then the Anglo-Egyptian force is destroyed. If the only retreat path is by ship, then a number of units equal to the transport capacity of the ships at that location can withdraw to the closest port. Any unit in excess gets left behind and is destroyed.

Sieges

Under Siege

Each time a location with four or more Anglo-Egyptian units is rolled to revolt, that location is said to be under siege. Immediately place a Siege Level 1 marker on the location. From this point forward until the siege is lifted, no Anglo-Egyptian units can enter or leave the town unless by ship and if the location under siege is a port. If it is not, then a battle must be fought (use the normal rules to determine the size of the Mahdist force) for units attempting to leave or enter the besieged location. The siege will continue until either the location falls to the Mahdist forces or the siege is broken.

Siege Outcome

At the end of each game turn, after all Action Rounds have been completed, there is the Resolve Sieges phase of the turn. This phase follows a strict sequence listed below that is applied to each ongoing siege.

1. Garrison Sortie/Breakout?

2. Roll on the Siege Table

3. Adjust Siege Level

Garrison Sortie/Breakout

The first phase is to determine if the garrison wishes to sortie out and disrupt the siege or attempt a breakout. If the answer is no to either of these then play proceeds to phase 2, which is rolling to determine the outcome of the siege. If there is to be a sortie attempt, then a roll is made to determine the success of the sortie. If there is a breakout, then a regular field battle is laid out with the Anglo-Egyptian forces objective being

to move off an edge of the board into an adjacent movement space.

Even if the Anglo-Egyptian forces are successful in breaking out, they will still need to roll for encounters in the adjacent movement space, plus they will likely be out of supply. However, this may still give them a chance to make it to safety, particularly if the siege is going badly.

Sortie Table

Allocate a number of units to attempt a sortie, then roll 2D6 and apply the following results.

2,3   **Disaster**-Lose half of the units involved and advance the siege to the next level.

4,5   **No Effect**-Lose 25% of the units involved.

6,7   **No Effect**-Lose one unit of the units involved.

8,9   **Limited Success**-

Reduce the siege level by one and lose one unit.

10,11   **Limited Success**-

Reduce the siege level by one.

12   **Complete Surprise**-

Reduce the siege level by two; if this drops the siege level to zero the siege is broken.

Modifiers

+1 for each multiple of four units assigned to the sortie.

+1 for two or more cavalry units assigned to the sortie.

Siege Table

Roll 2D6 for siege results.

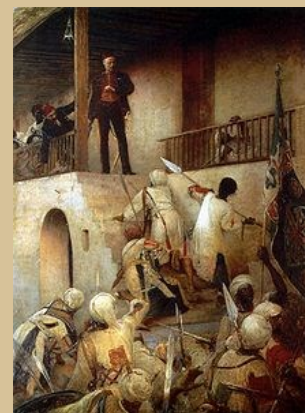|	
2	Siege is lifted/broken
3,4	Siege continues-no additional losses.
4,5	Siege continues-lose one unit.
6,7	Siege continues-lose two units
7,8	Siege tightens-adjust siege two levels this turn.
9,10	Siege tightens-lose three units.
11	Desertion, Famine, & Plague-lose 50% of units.
12	Surrender-Location falls to siege; lose all units.

Modifiers

Siege Level 2	+1
Siege Level 3	+2
Siege Level 4	+3

Less than 2 units left in a village, 3 in a town, or 4 in a fortress: +1

Disaster rolled on the Sortie Table this turn: +2

Limited Success rolled on the Sortie Table this turn: -2

At least two Angloe-Egyptian artillery units still present at siege location: -1

Adjust Siege Level

If the besieged location does not surrender or if the siege is not broken, then the siege level is now adjusted by one with a maximum of four and play proceeds to the Receive Replacements phase of the turn.

Supply in the Sudan

One of the hallmarks of the Sudan campaigns were the logistical challenges faced by the Anglo-Egyptian troops. The vast amounts of empty space, blistering heat, dust, and virtually no ability to forage meant that large forces had to bring along massive amounts of supplies. Villages barely had enough food for their own people let alone armies that were passing by, so river transports, large numbers of camels, and later on the railroad were needed to keep the armies supplied.

Sudan battles with miniatures and most campaigns rarely deal with this aspect of the period, but Anglo-Egyptian armies should be accompanied by large amounts of camels, pack horses, and camp followers. Most miniatures rules don't include this aspect of warfare, but you may want to add some house rules. The loss of supplies, particularly water, and camels could be almost as serious a blow as losing units of soldiers!

For those who really want a detailed campaign, the procurement of camels, assigning transport to various forces, and the impact of large numbers of camp followers can alter the campaign considerably. There would definitely be some added complexity and paperwork, but it would add a lot of realism.

Supply

Players have two options for applying the supply rules for the campaign. The first, or simple option, will save a lot of time and headache, especially for those who don't enjoy logistics! The second, or advanced option, will add more realism, but will certainly add to the paperwork.

Simple Supply System

Using this system, units and/or forces, are in supply if they can trace a line of movement points to a port that is in supply. The term "in supply" means that there are gunboats and/or transports that can reach the port and then return to either Friday Harbor or Suakin.

Units are out of supply if:

- Friday Harbor and Suakin are Mahdist controlled.

- Cannot trace a line of movement points to a friendly port.

- There are no operating gunboats and/or transports in the San Juans.

If a unit (s) or force is out of supply then there is a +2 modifier to the Siege roll, -1 to their movement points, and they should somehow be treated as being low on ammo during any battles. Gunboats and transports do not have to move around the San Juans to provide supply, just that they are available for ops.

This system is very simple, but it will allow players to focus on the campaign strategy, movement, and combat without being bogged down in a wide variety of logistical details. If you would like something a bit more complex, read on.

Advanced Supply System

Each location on the map can support a certain number of combat units. For purposes of determining supply each infantry, cavalry, or artillery unit counts as one unit. Gunboats and transports are in supply if they can reach a friendly port. Here are the supply capacities for each location:

Village	5 units
Town	10 units
Fortified Town	15 units

Any units beyond these listed capacities need supply units to be expended in order to keep them in supply. Each supply point can support up to **five** additional units. If using this system then the following locations begin the game with this number of supply points:

Eastsound	5 points
Westsound	5 points
Friday Harbor	10 points
Suakin	10 points

As long as Friday Harbor is Anglo-Egyptian controlled it will receive two additional supply units per turn in the Supply Phase which represent local shipping traffic, farms, trade, etc. Until the British arrive in the San Juans, Suakin receives 1D6 worth of supply points per turn in the Supply Phase. Once the British become involved this increases to 1D10 per turn.

ANY force moving through the San Juans must take along supply units to keep the force supplied. Supply units have a movement rate of 3 and even if moving alone (they're assumed to have camels, pack horses, wagons, etc., assigned) they

can still trigger encounters, which if occur and the supply units aren't escorted, are then assumed to be destroyed.

Example: An Egyptian force of ten units is setting out from False Bay to retake Roche harbor. It will take three activations to get the force there and even though Ginnis and Tamai are still friendly (for purposes of this example) they can only supply five units each (less if they had garrisons there). Figuring it's better to be safe than sorry, a stockpile of four units is built up at False Bay and will accompany the expedition to keep the force supplied. With the randomness of the encounters, possible revolts in the villages, etc., four supply units will keep the ten unit force supplied for at least two turns.

Out of Supply Effects

A force that is out of supply suffers – 1 to its movement rate and +2 to any Siege rolls that turn. If a force is unsupplied for three consecutive turns, roll 1D6 for each unit and on a 5 or a 6 that unit is eliminated. There is a +1 modifier for each turn after the third, so units will start dying off pretty quickly.

Note: As you may have guessed, the advanced supply system definitely rewards proper planning. Major attacks will need a supply depot built up over time and plenty of ops will need to be allocated to moving supply units around the San Juans. While this system more closely resembles real life military operations, it does involve a lot more work for the players. Remember the adage, "Amateurs study tactics, professionals study logistics".

Replacements

Once per turn a card can be used for replacement points (The Ops # is how many replacement points you get). Players should track these on a separate piece of paper and note whether they are Egyptian or British replacement points. Egyptian replacement points may only be spent on Egyptian forces (Sudanese, Bashi-Bazouks, Hicks' forces, etc.) and British replacement points may only be spent on British or allied British units (Indians, Australians, etc.).

Replacement points do not have to be used the turn that they are created and they may be accumulated from turn to turn. Replacement points can then be used in the Receive Replacements phase of the turn to bring units back up to strength and/or rebuild eliminated units. The only restrictions on replacements are the following:

- A unit may receive no more than two replacement points per turn

- Units in locations that are under siege cannot receive replacement points.

Depending upon the rules that you have chosen to use for the campaign, replacement points may be five soldiers for a Sword and Flame unit, 2-3 hits if using Battles For Empire II, or several stands if using other rules. The players should determine what each replacement point represents before the campaign begins to avoid confusion.

Sea Area Random Location Table

Sea Area	Location Determination (1D6)	
A/B	1-2 False Bay, 3 Ginnis. 4 Stuart	
	5 Roche Harbor, 6 Tamai	
C	1-3	Waldron
	4-6	West Beach
D	1-3	Blakely
	4-6	Suakin
E	1-2	Decatur
	3-4	Mud Bay
	5-6	Richardson
F	1	Friday Harbor
	2	Tokar
	3	Shaw
	4	Orcas landing
	5	Deer harbor
	6	West Sound

Random Locations

Certain random events call for a random location to be determined. Players may choose to use this table or set up their own random location chart for use in the campaign. Roll a D30 if you have one or percentiles and ignore the 4-9 on the tens die. If you roll a Sea Area, roll a D6 on the Sea Area Location table next to this Random Location table.

Number #	Location	Island
1	Stuart	Stuart
2	Waldron	Waldron
3	El Obeid	Orcas
4	Olga	Orcas
5	Rosario	Orcas
6	Eastsound	Orcas
7	Orcas Landing	Orcas
8	West Sound	Orcas
9	Deer Harbor	Orcas
10	West Beach	Orcas
11	Shaw	Shaw
12	Tokar	Shaw
13	Blakely	Blakely
14	Suakin	Blakely
15	Decatur	Decatur
16	Port Stanley	Lopez
17	Lopez	Lopez
18	Richardson	Lopez
19	Mud Bay	Lopez
20	False Bay	San Juan
21	Ginnis	San Juan
22	Tamai	San Juan
23	Roche Harbor	San Juan
24	Sinkat	San Juan
25	Friday Harbor	San Juan
26	Sea Area A/B	Sea Area A/B
27	Sea Area C	Sea Area C
28	Sea Area D	Sea Area D
29	Sea Area E	Sea Area E
30	Sea Area F	Sea Area F

Card Explanations

Although most of the cards are self explanatory, here are a few brief explanations for certain cards that players may or may not have some questions about.

HMS Sultan Arrives

When this card is played a new Anglo-Egyptian gunboat arrives for operations in the San Juans. It is intended to represent the larger, well armed gunboats that began to arrive for Kitchener's re-conquest of the Sudan.

The players should use the biggest, most well armed gunboat that they have to represent this ship. It should at least be armed with one cannon and four machine guns, plus it can carry one unit of troops.

General Graham Arrives

Once the event is triggered that brings the British into the war, all of the British cards (with the exception of #2, #3, and #21, **Lord Kitchener Arrives),** are inserted into the card deck. When this card is played as an event, the forces listed on the card (which should be British and/or Indian troops) arrive at Suakin. This force (along with any other troops added by the players) must then attempt to clear and garrison Lopez Island before beginning operations elsewhere in the San Juans. Once this has occurred the units can be used for operations across the San Juans until the event is triggered where Graham is recalled.

When Graham is recalled, roll 1D6 for each unit that arrived with Graham and on a 5 or a 6 it is sent with Graham to some other part of the Empire. The remaining units can then be used as the players wish. Card #21, **Lord Kitchener Arrives,** is now added to the card deck. Play then continues normally.
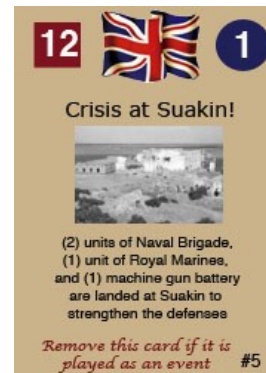
Crisis at Suakin!

While this card is treated as a regular card for game play, it does have one important feature. Once the British enter the war due to an event trigger **OR** if Suakin is under siege, this card can be taken from the draw pile in exchange for one other card already in the players' hand. This will then allow this card to then be played immediately to hold Suakin and allows the campaign to continue.

Transport Arrives

This transport is different than the others in the campaign in that it can only transport two units, not three. It should also be lightly armed and represents a hastily pressed into service river freighter not designed for military operations.

Lord Kitchener Arrives

Once Graham is recalled, this card is then inserted into the deck. When drawn it can be played as an event that not only acts a reinforcement card, but the players can immediately use it as a 3 Ops card as well.

Armored Train Arrives

The armored train should be armed with one cannon and one machine gun. It can transport two infantry or one cavalry unit. One artillery unit equals one infantry unit for transport purposes. It takes two transports to

Card Explanations

move the armored train and track to a location in the San Juan Islands. Each Op point spent allows the players to put down two movement points of train track on the map at adjacent locations. Each Op point spent will also allow the loading of the train, movement along the length of the track built, and unloading at the destination, then returning to the point of origin. This means that for a 3 Op card six units could be transported up to eight movement points/ locations away. Also, no Encounters are rolled for when moving by train. This will allow Anglo-Egyptian forces to quickly assemble at any point along the track or to prepare for a major offensive with a limited number of Ops.
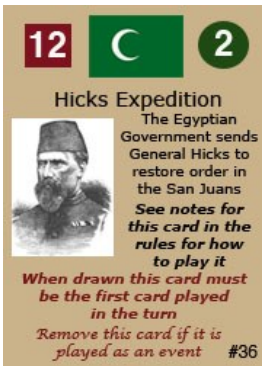
Hicks Expedition

If this card is drawn during turn one it is put back into the deck. When drawn this card must be the first card played during the turn. A force consisting of ten units (black symbols on tan colored counters) arrives at any friendly held port on an island with the most Mahdist controlled locations. This force must immediately take a 1 Op move towards the nearest enemy held location and try to reconquer that position. On the first two turns the Hicks force attempts to move, there is a +2 modifier to the Encounters die rolls. Each turn afterwards this force must attempt at least once in the turn to reconquer

an enemy held location. If there are none on the current island that the force is on, then they must be transported to a different island to undertake the same mission. Additional units may be assigned to this force.

Once at least half of the units have been destroyed the remainder can be assigned to any Anglo-Egyptian held location or force.
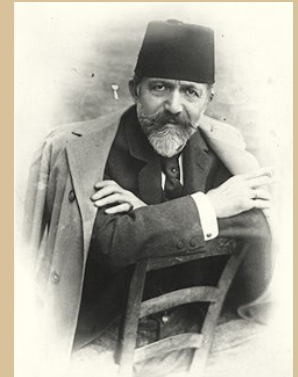
Gordon Sent to Friday Harbor
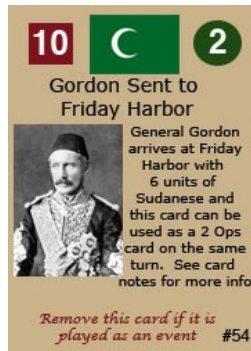
When this card is played Gordon arrives in Friday Harbor along with six units of Sudanese infantry. You can use the Gordon counter to denote that he is at Friday Harbor, but it has no other bearing other than for the purposes of victory points. At least two Sudanese units must be in Friday Harbor at all times with Gordon, but the remaining units are free to move from the location and conduct various operations.

Gordon is counted as a –1 modifier to the Siege roll while at Friday Harbor. Once Friday Harbor is under siege a die is rolled at the end of the Resolve Sieges phase of the turn. On a 1-5 Gordon remains at Friday Harbor. On a 6 he has decided to evacuate and the players will need to find some way to transport him to safety, usually with gunboats or transports. Once evacuated it is assumed that he has returned to England and plays no further role in the campaign. If Friday Harbor is taken by siege Gordon is assumed to have been killed.

Victory or Defeat?

The campaign is played until either the Anglo-Egyptian forces defeat the rebellion or are forced to withdraw from the San Juans. This is determined by the Victory Point Track and the current totals.

If the numbers on the track ever reach 0 then the Anglo-Egyptian forces have won, even if Mahdist forces still hold several locations. This assumes that the rebellion slowly dies off

and these areas come back under Anglo-Egyptian control.

If the totals ever hit 300 then the rebellion has succeeded and the governments of the Anglo-Egyptian coalition have decided that the San Juans are not worth the cost, so they withdraw. The campaign immediately ends whenever one of these totals are met. At the end of 20 turns if the victory point total has not reached 0 or 300

then the game ends as a draw where the war will drag on for several more years and may turn into a guerrilla type campaign.

Players need to keep careful track each turn of the number of victory point locations that are seized/lost, battles won/ lost, events that influence victory points, etc., then adjust the totals accordingly at the end of each turn.

Random Events

Each time a card is played the players roll 2D6 and if the number rolled matches the Random Events number on the card, then a random event has occurred in the campaign. Players should then roll 2D6, with one being designated as the first number, then find the result here. If the event rolled does not apply, ignore the result and continue with the current Action Phase.

11   Mahdist forces unusually alert. Add +1 to all Encounters rolls this action phase.

12   Freak storm in the area. Randomly choose one gunboat or transport which needs two turns of repairs.

13   Desertion. Randomly choose one location under siege and then randomly remove one non-British/Indian unit.

14   To the last man! Randomly determine one location under siege and subtract 2 from the Siege die roll this turn.

15   Anglo-Egyptian forces are fatigued by the endless fighting and long campaign. Add 5 Victory Points to the VP track.

16   Reinforcements straggle in. Add one Sudanese infantry unit to any VP location.

21   Fierce sandstorms limit ground action. No cards can be played for Ops the next action phase.

22   Friendly local guides. If this card is played for Ops any one force that is moving avoids Encounter rolls for this one action phase.

23   Plague strikes Mahdist held villages. Deduct 5 Victory Points on the VP track.

24   Strengthened defenses. Reduce the siege level on any location currently under siege by one.

25   Replacements diverted to the San Juans. Add two replacement points to Anglo-Egyptian forces this turn.

26   Secret deals. Randomly choose any one location manned by non-British troops currently under siege. Add +3 to the Siege roll this turn to represent the Mahdi's agents attempting to get the garrison's officers to change sides.

31   Better Anglo-Egyptian planning. Add 1 Op if the card is used to activate a unit(s) or a force this turn.

32   Torrential rains turn roads to mud. All units move at –2 movement points this action phase.

33   Mining successful. Add +1 to the Siege roll this turn of a random location currently under siege.

34   Indecision. The next card played for Ops subtracts one from the number listed on the card.

35   Energetic garrison. Add a redoubt to any one location controlled by the Anglo-Egyptian forces.

36   Impatience at home. The next card played for Ops must be used to activate a force that moves to attack the closest Mahdist held location.

41   Collaborators. Randomly choose any one location under siege and garrisoned by non-English troops. This location now becomes Mahdist controlled.

42   Hospital ship arrives off shore. Add 1D6+2 replacements this turn to represent more soldiers returned to their units faster.

43   Fervent speeches to the faithful. Add +1 to all Encounters rolls for the remainder of this turn.

44   Sheiks change sides. Randomly determine one village that is currently Mahdist held and it changes sides to Anglo-Egyptian control.

45   Sandstorms sweep across the area. All movement in this action phase and the subtract 1 from their movement rate.

46   Second chances. Exchange one card in the players' hand for any one card in the discard pile.

51   Night March. If card is used for Ops any one force can move without rolling on the Encounter table.

52   Dysentery. Randomly choose three Anglo-Egyptian locations and no forces

can move from them this action phase.

53   More efficient loading. For this coming action phase all gunboats and transports can carry one additional unit.

54   Additional camels and horses are procured. If card is used for Ops this action phase increase the ops number by one.

55   Unfriendly local guides. All movement rates this action phase are reduced by one.

56   Good intelligence. Any one battle this action phase is automatically an Anglo-Egyptian surprise attack.

61   Spy network. If any Anglo-Egyptian forces moves this action phase and there is an encounter, the battle is automatically a Mahdist ambush.

62   Call up of reserves. Add two replacement points this turn.

63   Dangerous channels. A random gunboat or transport strikes a rock while moving around the San Juans. Roll 1D6 and on a 6 the ship is sunk. On any other roll it needs one turn of repairs.

64   Egyptian docks work overtime. One random gunboat or transport that has been lost for whatever reason is replaced and arrives at Suakin.

65   Sense of urgency. The players can exchange one card in their hand for any card in the draw pile.

66   Overconfidence. The Mahdist forces have grown use to success and no longer fear the Anglo-Egyptian forces. If there is an encounter during this action phase it is set up as an Encounter battle, but the Mahdist forces must move straight ahead until contact without using the terrain to hide their approach.

Note: Use common sense when applying the random events as it is impossible to describe every possible situation that could arise during the game.

Unit Notes

This section is just a guide to the various units on the counter sheet and/or that arrive in the game. Many of the British units are optional and can be used according to whatever figures the players have. Several cards have specific units on them, i.e., Indian, Australian, or Camel Corps for example, but where it lists something such as "8 units", players are free to choose whatever British figs that they currently have available.

1 Hicks Bashi-Bazouk	2 Hicks Militia Cavalry	3 Hicks Gendarmes	4 Hicks Gendarmes	5 Hicks Slave Traders
6 Hicks Slave Traders	7 Hicks Old Soldiers	8 Hicks Old Soldiers	9 Hicks Artillery	10 Hicks MGs

Hick's Expedition: These units should be the lowest graded forces that your rules allow for. My suggestion would be to have the artillery and Mg batteries only represent four guns or two sections each to reflect inefficiency compared to six gun or three section batteries.

Bashi-Bazouk: These forces should be highly unpredictable, ranging from fleeing at the first sign of trouble to hanging on until the last moment. Historically, they were a mixed lot, with being not very good the high majority.

Fortress units: Mainly poor quality garrison troops who may fight well while in the forts, but not very well outside of them.

Militia: Many local sheikhs and towns had their own rifle units/personal guards/enforcers/raiders, so I've lumped them all in under the term Militia. Similar to Bashi-Bazouks in that they should be highly unpredictable.

Egyptian Cuirassier: Yes, this is the famed cuirassier unit that has little to no information about it! However, what Sudan campaign would be complete without seeing it on the board at least once? I would rate it the same as other Egyptian cavalry units, but you may want to give them some kind of bonus to represent the armor (which is still in dispute whether they wore it or not in combat.).

Egyptian Cavalry: Should be rated as very average troops and definitely should not have the close combat impact or abilities that regular British or Indian cavalry would have.

Sudanese Infantry: Definitely better quality than the regular Egyptian infantry, so hopefully the rules that you choose to run the campaign with allow for a slightly higher rating.

Gordon's Sudanese: Not much is known about these units, but I would rate them the same as regular Sudanese infantry as listed above.

Egyptian Infantry: If ever units defined "average rifle armed infantry' that would be the Egyptian army of this period. Rating them not as good as British in terms of firing, morale, and overall quality would be prudent, but they did at times exceed expectations. The biggest problem was that the officer corps was not very good.

Indian Forces: I would rate the Indian artillery as very good, but the infantry and cavalry should be just below the quality of the British forces.

Artillery: Each artillery unit should represent a battery, but depending upon the rules used that could be one gun model or several. British and Indian artillery should be very highly rated.

British Infantry: Feel free to use any units that you have in your collection to represent the forces needed. British units should be rated the highest out of all units in the game and players are free to assign values as they see fit for elite units. Feel free to experiment with varying ratings or awarding higher ratings based upon combat performance.

Camel Corps: Units should have mounted and dismounted versions since they did not fight mounted in any of the Sudan battles where they were present.

Gunboats: With the exception of the Sultan, the remainder of the gunboats represented in the campaign are hastily converted steamers. Often, some additional boards (armor), a MG, and a few artillery pieces were added to the vessel. These are not battleships and the rules you use for the campaign should reflect that while their firepower can be helpful, they were pretty fragile.
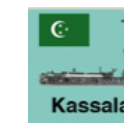
Transports: Unarmed passenger or trade vessels that should not stand up well in any kind of fight.

Force Markers: These are handy for keeping stacks of counters/unit markers off of the map. Simply note which units are assigned to which force marker, then use the force marker on the map.

Leaders: Other than the Gordon marker that is included to simply mark if he is still at Friday Harbor or not, there are no leaders included in the game. Players, however, should feel free to add leaders to these forces and even base them on historical situations and/or orders of battle. This will necessitate some extra bookkeeping, but it would definitely add some extra flavor to the campaign.

Mahdist forces: At least during the start of the campaign where the revolt is spreading quickly, Mahdist forces should be rated as fanatical. During the later part of the campaign (if you get that far!) this can be toned down as being worn down by British firepower had a decidedly unhealthy effect on their morale! Mahdist forces should be unpredictable and hopefully the rules that you choose to use will reflect this as it will make the campaign much more interesting.

Optional Rules

This section has some additional rules that will hopefully enhance your campaign, but may also add to the length and complexity as well. Again, these are completely optional and players are free to pick and choose which rules to add in.

Sieges-Storming the Defenses!

During the Siege phase of the turn and if a garrison decides not to sortie, 1D6 is rolled to determine if the besieging forces storm the defenses. On a roll of a 6 the Mahdist forces attempt to take the location by force. Add +1 to the die roll for each Siege Level beyond 1, so a Siege Level of 3 would need a 4, 5, or 6 to storm the defenses. Determine the size of the force as you normally would for an encounter, then set up the defenses as best as you can with what you have. For villages and towns this would probably be a ditch with maybe some gun emplacements while a fortified town would have walls, gates, etc.

If the defenses hold, then they get a –2 on the Siege roll for this turn.

Reinforcements/Replacements During a Siege

If the location is under siege, then reinforcements and replacements can attempt to be brought in by boat. Ops points need to be used to load and move boats to the location under siege and then 1D6 is rolled with the following results:

1-2 Boats turned back by heavy fire-move to closest friendly port and end turn.

3-4 Units arrive, but gunboats suffer one turn of damage/needs repairs.

5-6 Units and boats arrive unharmed.

Gunboats During a Siege

If there are gunboats stationed at a siege location (needs to be a port) then a –1 modifier to the Siege roll is applied for each gunboat. After the Siege roll is made 1D6 is rolled for each gunboat present at the siege. On a 1-3 there is no effect. On a 4 the gunboat suffers 1 week of damage, on a 5 the gunboat suffers two weeks of damage, and on a 6 it is sunk.

Gunboat Encounters

Historically, Mahdist forces did possess several gunboats and captured steamers, but there were no battles with Anglo-Egyptian gunboats. This optional rule allows for that remote chance that a gunboat duel could occur and it will force the Anglo-Egyptian players to run escorts for their transports.

Each time a gunboat, armed transport, or force of gunboats/transports moves into a sea area, roll 2D6. On a 12 there is an encounter on the waterways with Mahdist forces. Roll 2D6 to determine the size of the Mahdist forces.

Die Roll	Result
2-3	One lightly armed gunboat
4	Two lightly armed gunboats
5	One heavily armed gunboat and three dhows with riflemen
6	One heavily armed gunboat and one lightly armed gunboat
7	Two lightly armed gunboats and three dhows with riflemen
8	One heavily armed gunboat, one lightly armed gunboat, and two dhows with riflemen
9	Five dhows with riflemen
10	One heavily armed gunboat and two lightly armed gunboats
11	One heavily armed gunboat, two lightly armed gunboats, and four dhows with riflemen
12	Two heavily armed gunboats, two lightly armed gunboats, and three dhows with riflemen

Lightly armed gunboats would be smaller sized vessels with perhaps one artillery piece and one machine gun. Heavily armed should have at least two artillery pieces and one machine gun. Dhows are the usual native craft used on the Nile and they should have a unit or two of riflemen on board. Players are of course free to arm the Mahdist gunboats as they please or adjust the numbers on this table.

Playing the Re-conquest of the San Juans

For players who wish to just use primarily British forces you can choose to start the campaign halfway completed. For setup, do the following:

- Gordon and six units of Sudanese are at Friday harbor under a Siege 2 marker.

- All locations on the map are Mahdist controlled with the exception of Friday Harbor and Suakin.

- All Egyptian cards with events have been played for the event and are not allowed in the draw deck. The remaining Egyptian cards are still kept in the draw pile to be used for Ops or replacements.

- The Suakin card has just been played as an event, so the forces listed on that card should be at Suakin.

- British cards with the exception of #21 are inserted into the draw deck and shuffled.

- The Graham Arrives card is pulled from the draw deck and inserted into the players' hand of cards.

- There are three Egyptian infantry, one Egyptian cavalry, and one artillery battery at Suakin.

- All of the gunboats and transports are at Suakin.

- If using the advanced supply rules, there are 10 supply units at Suakin.

- The turn marker is set at Turn 11 and the Victory Point marker is set at 220.

- There are three Egyptian replacements available for use.

- Play proceeds normally with the start of Turn 11 and continues according to the regular victory conditions.

Example of Play

This is an example of play for the start of the campaign. We'll assume that there are going to be five players, Tom, Rich, Larry, Steve, and Mark. Rich is chosen to be the Egyptian general in overall command at this point. The players place their starting units, set aside the British cards, shuffle the remaining cards and are ready to get started. *Note: The forces at Friday Harbor, Eastsound, and West Sound are marked as Forces for display purposes for*

this example. The game begins with the players drawing seven cards, which are: 30, 33, 37, 39, 43, 47, and 50.

Not the best hand you could draw for the first turn, but not the worst either. There's going to be some tough decisions about what to play and how to play some of these cards on the first turn.

Now it's time to see how bad the Rebellion is going to be at the start. Tokar is already in revolt, but every other location now needs to be rolled for. Besides Tokar, Mud Bay, Blakely, Deer Harbor, Ginnis, Tamai, Stuart, Waldron, and El Obeid. The last three have troops at those locations, but it's under four units, so they will not be under siege. A die roll is made for each of those locations to determine the fate of those units. The units at Stuart and Waldron mutiny and join the Rebellion, while the unit at El Obeid retreats to Olga, leaving El Obeid in Mahdist control. All in all, a dreadful start. On average only a few locations will change hands in the first turn, but there are already nine locations in revolt and two of them, Stuart and Waldron, will give a +1 (adjacent island under Mahdist control) modifier to all of the friendly locations on San Juan and Orcas islands next turn. The Egyptian players have their work cut out for them!

There are so many needs and possible strategies that it is hard to know where to begin! The Action Rounds begin now and the players need to start selecting cards to play for various things. Decisions need to be made about what locations to hold, where troops should assemble for a counterattack, and so on. The group decides for this turn to hold Roche Harbor at all costs (to forestall Friday Harbor being put under siege), counterattack at Mud Bay, and try to move some forces to safety. They would like to take back Stuart and/or Waldron, but there probably aren't enough ops or forces in the right places to pull this off.

With that the first card is played, which is card #37, Local Recruiting, which adds three units and the players decide to put them in Roche Harbor. 2D6 are rolled and they come up with an 8, which is not the number needed for a random event, so the card is played. That will give that location

five units (noted as Force 5), so the worst that can happen next turn is that it could go under siege. This card is now permanently removed from the game.

The next card played is #39, Channel Defense for 2 Ops. Again, the random event roll is not made, so the card is played. The first Op activates the unit in Lopez and it moves to Richardson. It needs to roll for Encounters at the two movement points in between the locations, but there are none. The second Op activates the forces at Port Stanley. The two units at Port Stanley are loaded aboard the transport Dongola. The Dongola then moves out to Sea Area D, then moves into Sea Area E. It can't land the troops this turn as it is now out of actions.

Card #50, Local Villagers Answer Summons is now played for the event. 2D6 are rolled and an 11 comes up, which means a random event. Two dice (cont. on p20)

Example of Play (cont.)

(cont. from p19) are rolled and the result is a 62. This will add two badly needed replacement points that can be used in the future. The two new units are placed in Richardson for the coming counterattack against Mud Bay. The forces aren't the best and could end up severely outnumbered, but there's always the chance that the Egyptian players can get lucky.

The fourth card is now played, which is Card #30, Rallying The Troops. No random event is rolled, so the card is now played for Ops. The first Op activates the force in Richardson, which moves towards Mud Bay. There are no Encounters on the movement points between the locations, but when they reach Mud Bay a 5 is rolled, which is an encounter. With the second Op the Dongola is activated and it will help the attack by landing the two units it is carrying. Play now proceeds to resolving this battle before any more cards are played.

With a force of only two Bashi-Bazouk units, one Egyptian regular, one camel unit, one camel battery, and two militia, the players are a bit apprehensive. The Mahdist force is rolled for, which is 12 infantry units, one rifle unit, and two cavalry units. Not an overwhelming force, but more than twice the Egyptian numbers and quality of units could become an issue. An Encounter battle is rolled, so both sides will enter from opposite ends. The players decide to forego the random terrain generation and instead set up a village along the coast, some hills, some areas of scrub brush and a road leading to the village. The players decide to let the camel and camel battery units land at the village. The players decide to have Tom command the expedition with Rich as the other Egyptian player while the remaining players take the roles of Mahdist commanders.

After several turns things are not going well for the Egyptian force and they decide to withdraw. A 9 is rolled on the Pursuit table and another 40% casualties are inflicted on the already depleted force. This leaves three units left in the movement space adjacent to Mud Bay. Ops will need to be spent to move them to safety. Although it ended up as a disaster, the players felt it was worth the chance as a

location that is retaken is difficult to revolt again and that is one less place that you have to worry about!

The next card played is #43, which the players wanted to use for the event, but they need Ops more than the defensive help. Again, there is no random event, so one Op moves the defeated force back to Richardson (there were no encounters) and the second Op moves the force of gunboats and transports from Friday Harbor to False Bay and they load up the Bashi Bazouks units there.

The last two cards, which are #33 and #47 are played for Ops and then Replacements respectively (no random events were rolled). The one Op is used to move the transport/gunboat force from False Bay back to Friday Harbor to strengthen the defenses and False Bay is essentially a doomed outpost anyway at this point. Play then moves to the Supply Phase, but with it being the first turn everyone is in good shape and there are surprisingly no sieges

at this point. During the Replacements Phase the Egyptian team uses their three replacement points to bring the units in Richardson back up to strength. Victory Points are now added up and Mahdists are now at 70 (50 for locations, 10 for Anglo-Egyptian forces losing a battle, 5 for losing a battle with 50% casualties, and 5 for using a card for replacements).

Again, not a great turn, but not a disaster either. Friday Harbor is in good shape, Suakin is not in danger, and losses haven't been too heavy as of yet. However, Lopez Island is in trouble and the Egyptian forces are still fairly scattered. On to Turn 2.

At the start of the new turn seven new cards are drawn from those remaining in the deck. The cards are:

Example of Play (cont.)

Next, the players check to see if the Rebellion spreads. Roche Harbor is put under siege, Sinkat changes hands, Rosario, Decatur, and Lopez are all now Mahdist controlled. The situation seems to be getting worse by the day! The militia unit at Decatur mutinies and is removed from the game. Again, not enough Ops in the first turn to save all the forces in the outlying garrisons. Fortunately, none of the major fortresses are under siege, so the players plan to consolidate forces at those locations and counterattack.

The players notice that Suakin can only revolt if certain locations have fallen, so they need to re-adjust their strategy slightly this turn to try to hold onto Olga and Port Stanley as long as possible. The loss of Suakin could for all practical purposes end the game! The card draw was OK, but no Hicks Expedition card which would have helped a little by providing forces to retake some locations. The first card played of the turn is #35 which adds badly needed extra units. The players put one unit in West Sound, one in Eastsound, and two units plus the artillery battery in Friday Harbor.

The rest of the turn consists of the players desperately trying to move around forces to avoid them being trapped by the revolt and to be able to launch counterattacks to at least try to stabilize the situation. Forces are moved to Port Stanley and Olga, which means abandoning Richardson and Orcas Landing, but sacrifices need to be made somewhere. Finally, a counterattack from Friday Harbor is successful in retaking Sinkat, so a green marker is placed there, meaning it will be harder to revolt a second time. Roche Harbor survives the first turn of the siege, so during the next turn the force in Suakin will attempt to relieve the besieged town. With the new locations in revolt, but the Anglo-Egyptian forces winning a battle, the victory point total only goes up 10 points to 80. Not too bad considering the scattered state of the starting forces. Play would then proceed to Turn 3.

As you can see from this example, there will be a large number of factors to consider when deciding what to do with the cards. This will depend entirely on the revolt die rolls and the situation that the players get put in. There is a good chance that the revolt spreads so fast and so furious that the game is over early. Likewise, there is an equal chance that the revolt spreads slowly, the Egyptian cards come up in great order, and it gets crushed in the first few turns. Usually, the campaign will probably progress something similar to the example.

Already in the first two turns the players have had two very interesting battles and that is why we as gamers play campaigns. Not knowing what forces you will meet, what the terrain will be, or the circumstances of the encounter will produce a unique type of game that is not generally seen on your regular gaming night.

Also, the strategies employed here may not be what other gamers would use. There are so many factors and options that to list all of them would take another several pages! The other thing is that if there are a large number of random events or encounters as troops move around, things could go from bad to worse quickly, leaving players with even fewer options than they originally started with.

As with many card driven wargames, the play of the cards is crucial to success. You may want to play a card for the event, but then it is taken out of the draw pile permanently and that could mean a loss of Ops cards in the future. Playing cards for replacements will cost you victory points, but it may need to happen if your units have taken a beating. Then there is the question of what to use the Ops for. At the start units are scattered and it will take a lot of Ops to get them back into some sort of order, so that needs to be taken into account as well.

On the positive side, if the campaign goes badly, there's nothing stopping you from starting all over again!

Victory Point Track

0	0	0
1	10	100
2	20	200
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	
9	90	

Victory Points

- +/- Value of villages, towns, or fortified towns lost to the rebellion or recaptured by Anglo-Egyptian forces.

- +10 Each battle lost by Anglo-Egyptian forces.

- -10 Each battle won by Anglo-Egyptian forces.

- +5 Each battle won or lost by Anglo-Egyptian forces where they suffer 50% casualties or more.

- +5 for each card played for replacements.

- +5 for each turn from Turn 10-15 that the Victory Point level is still at 150 or more.

- +10 for each turn from Turn 16-20 that the Victory Point level is still over 100.

- +20 Gordon is killed.

Event Triggers

- Victory Point total at 120+ or all of San Juan Island is under Mahdist Control except for Friday Harbor: Add card #54, Gordon Arrives at Friday harbor directly to the players' hand in exchange for one currently held card that is put back into the draw pile.

- Suakin under siege: See notes for Crisis at Suakin card.

- VP total at 200. Add British cards to the deck except for #2, 3, and 21.

- Once Graham arrives, insert card #2, Camel Corps Ready, and card #3, Australian Contingent, into the draw pile.

- After British cards are inserted into the draw pile, if the VP total drops to 150 , then card #21, Lord Kitchener Arrives, is inserted into the draw pile and Graham is recalled (see notes for Graham card).

- Once the VP total falls to 100(after British cards have been inserted) the Rebellion phase of the turn is skipped from this point until the end of the game.

Turn Track

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Orcas

El Obeid — 10

Olga — 10

Rosario

East Sound — 5

East Sound — 20

West Beach — 5

West Sound — 15

Orcas Landing — 10

Deer Harbor — 5

Waldron

Waldron — 5

President Channel

Stuart

Stuart — 5

Speiden Channel

Shaw

Shaw — 10

Tokar — 5

Harney Channel

Rosario Strait

Blakely

Suakin — 25

Blakely — 5

Decatur

Decatur — 5

Lopez Pass

Mud Bay — 5

Watmough Bay

Swifts Bay

Lopez

Port Stanley — 10

Lopez — 10

Richardson — 10

San Juan

Friday Harbor — 25

Sinkat — 5

Roche Harbor — 10

Tamai

Ginnis — 5

False Bay — 5

San Juan Channel

Griffin Bay

Haro Strait

D

F

A

B

N

Planning Map

1/1 Naval Brigade MG	1/2 Naval Brigade 3 NSW	1/1 Royal Marines 4 NSW	1/2 Royal Marines NSW	1/1 Camel Corps 1/KRRC	1/2 Camel Corps 2/KRRC	1/3 Camel Corps 1/15	1/4 Camel Corps 2/15	1 NSW New South Wales 1/28	2 NSW New South Wales 2/28
Naval Brigade 1/GDS	New South Wales 2/GDS	New South Wales 3/GDS	New South Wales 4/GDS	KRRC 1/49/BKS	KRRC 2/49/BKS	Bengal Infantry 3/49/BKS	Bengal Infantry 4/49/BKS	Bombay Infantry 1	Bombay Infantry 1/9
Guards 1/Y&L	Guards 2/Y&L	Guards 3/Y&L	Guards 4/Y&L	Berkshire 1/38	Berkshire 2/38	Berkshire 3/38	Berkshire 4/38	Mountain Battery 1/10	Bengal Lancers 1/19
Yorks & Lancs 1/5	Yorks & Lancs 1 RA	Yorks & Lancs 2 RA	Yorks & Lancs 1 BW	Staffords 2 BW	Staffords 3 BW	Staffords Friday	Staffords Friday	Hussars Eastsound	Hussars West Sound
Lancers	Artillery	Artillery	Black Watch	Black Watch	Black Watch	Fortress	Fortress	Fortress	Fortress

Armored Train

AT

Bordein

| Sultan | Abu Klea | Tamai | Metemma | Fateh | Kassala | Trinkitat | Aswan | Atbara | Dongola |
| G | G | G | G | G | T | T | T | T | T |

1 Cuirassier	1/1 Dragoons	2/1 Dragoons	1/2 Dragoons	2/2 Dragoons	1/1 Camels	1/2 Camels	1 Krupp	2 Krupp	3 Krupp
4 Krupp	1 Camel	1/1 Regulars	2/1 Regulars	3/1 Regulars	4/1 Regulars	1/2 Regulars	2/2 Regulars	3/2 Regulars	4/2 Regulars
1/3 Regulars	2/3 Regulars	3/3 Regulars	4/3 Regulars	1/4 Sudanese	2/4 Sudanese	3/4 Sudanese	4/4 Sudanese	1/5 Sudanese	2/5 Sudanese
3/5 Sudanese	4/5 Sudanese	1 Militia	2 Militia	3 Militia	4 Militia	5 Militia	6 Militia	7 Militia	8 Militia

| 1 Hicks Bashi-Bazouk | 2 Hicks Militia Cavalry | 3 Hicks Gendarmes | 4 Hicks Gendarmes | 5 Hicks Slave Traders | 6 Hicks Slave Traders | 7 Hicks Old Soldiers | 8 Hicks Old Soldiers | 9 Hicks Artillery | 10 Hicks MGs |

| 1 Gordon Sudanese | 2 Gordon Sudanese | 3 Gordon Sudanese | 4 Gordon Sudanese | 5 Gordon Sudanese | 6 Gordon Sudanese | 1 Bashi-Bazouk | 2 Bashi-Bazouk | 3 Bashi-Bazouk | 1 Bashi-Bazouk |

| Force 1 | Force 2 | Force 3 | Force 4 | Force 5 | Force 6 | Force 1 | Force 2 | Force 3 | Force 4 |

| REDOUBT | REDOUBT | REDOUBT | REDOUBT | Repair 1 | Repair 1 | Repair 1 | Repair 1 | Repair 1 | Repair 1 |

| TURN | X1 | X10 | X100 | SIEGE | SIEGE | SIEGE | SIEGE | SIEGE |

11 / 3 — HMS Sultan Arrives

HMS Sultan Arrives

The HMS Sultan, a large, heavily armed river gunboat, arrives at Suakin and can be used for operations in the San Juans.

Remove this card if it is played as an event #1

11 / 2 — Camel Corps Ready

Camel Corps Ready

(4) units of the Camel Corps are ready for action and arrive at Suakin.

Insert this card into the deck after Graham arrives in Suakin.

Remove this card if it is played as an event #2

12 / 1 — Australian Contingent

Australian Contingent

(4) units of Australian infantry and (1) artillery battery arrive in Suakin. Insert this card into the deck after Graham arrives in Suakin.

Remove this card if it is played as an event #3

12 / 3 — General Graham Arrives

General Graham Arrives

Graham arrives at Suakin with the following:
(8) units of infantry
(2) units of cavalry
(1) artillery battery

Until recalled, Graham must engage all enemy forces in an effort to clear Blakely Island

Remove this card if it is played as an event #4

12 / 1 — Crisis at Suakin!

Crisis at Suakin!

(2) units of Naval Brigade, (1) unit of Royal Marines, and (1) machine gun battery are landed at Suakin to strengthen the defenses

Remove this card if it is played as an event #5

10 / 2 — Ongoing Skirmishes

Ongoing Skirmishes

Both sides continually probe and skirmish around the wells and caravan routes on the San Juan islands

#6

12 / 1 — Artillery Bombardment

Artillery Bombardment

Anglo-Egyptian forces use artillery to break up concentrations of Mahdist troops around key villages.

#7

11 / 2 — Counterattack!

Counterattack!

Anglo-Egyptian troops repel attacks by Mahdist forces throughout the San Juans.

#8

10 / 3 — Armored Train Arrives

Armored Train Arrives

Armored train of 1 engine and 6 cars, plus 8 points of track arrive in Suakin

Remove this card if it is played as an event #9

12 — 1 — Channel Patrol

British gunboats patrol the channels in an attempt to disrupt the flow of supplies to the Mahdi's forces.

#10

12 — 2 — Transport Arrives

A newly built armed transport which can carry two units arrives for operations in the San Juans.

Remove this card if it is played as an event #11

11 — 2 — Indian Forces Arrive

4 units of infantry, 1 unit of cavalry, and one battery of mountain guns arrive at Suakin.

Remove this card if it is played as an event #12

12 — 2 — Strengthening Defenses

Add 2 redoubts or small forts with zariba enclosures at any British held location.

Remove this card if it is played as an event #13

11 — 1 — Holding The Line

British forces fight off Dervish attacks as the war for the San Juans continues to grow.

#14

9 — 3 — Major Operation

British and Egyptian forces launch multiple combined arms operations to take the battle to the enemy.

#15

12 — 1 — Fight For The Wells

Combat rages around the few wells in the San Juans

#16

10 — 1 — Harrying Attacks

Mahdist forces keep up the pressure on Anglo-Egyptian outposts throughout the San Juans

#17

10 — 1 — Cavalry Patrols

British cavalry patrols the desert for signs of the Mahdist army

#18

10 — 2 — Reorganization

Anglo-Egyptian forces get reprganized to carry out brigade sized operations in the San Juans

#19

11 — 1 — Intelligence Staff

Patrols and native spies keep the British command up to date on the movements of the Mahdist army.

#20

12 — 3 — Lord Kitchener Arrives

Kitchener, 6 units of infantry, 1 unit of cavalry, & 1 artillery battery arrive at Suakin. Also, this card counts as a 3 Ops card when played

Insert this card into the deck when Graham is recalled. This card must be played as an event.

Remove this card if it is played as an event #21

12 — 2 — Replacements Arrive

Replacements arrive in Suakin:
8 Increments of Infantry
2 Increments of Cavalry
1 Increment of Artillery/MG

#22

11 — 3 — Transport Requisitioned

The British Army requisitions all local transport for a major operation. For the rest of this turn, up to 6 units can be moved anywhere in the San Juans

Remove this card if it is played as an event #23

10 — 1 — Raid!

British forces launch a series of raids in the San Juans. Any 5VP hex reverts to British control and you can place up to two units at that location.

Remove this card if it is played as an event #24

10 — 2 — Outpost Duty

British forces deploy signal groups and outposts to provide warning of the enemy movements

#25

11 — 1 — For King & Country

British and Allied troops defend the far flung possessions of the Empire

#26

11 — 3 — Forward! Advance!

British forces go on the attack wherever the Mahdist army makes a defensive stand

#27

12 ☪ 2 — Bashi-Bazouks

Bashi-Bazouks patrol the San Juans and collect taxes

#28

10 ☪ 3 — Aggressive Defense

Several Egyptian commands attempt to consolidate their defenses and launch aggressive counterattacks against the Mahidst forces

#29

11 ☪ 2 — Rallying the Troops

Egyptian commanders attempt to restore order and organize the defense of the San Juans

#30

12 ☪ 1 — The Rebellion Grows

More and more Mahdist flags appear throughout the San Juans, maeaning that the Mahdi's forces are growing

#31

11 ☪ 2 — Death to the Turk!

The Mahdi proclaims a Jihad against the Egyptians and anyone working with them

#32

10 ☪ 1 — Channel Forts Under Attack!

Egyptian forts along the waters of the San Juans come under attack by Mahdist forces

#33

11 ☪ 1 — Oasis Battles

Egyptian forces fight the Mahdists for control of each desert oasis
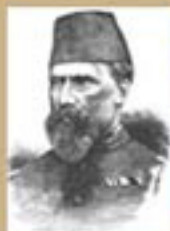
#34

10 ☪ 2 — Reinforcements

Egyptian high command recalls garrisons from the continent. Four units of Sudanese infantry and one battery of artillery arrive at any victory point location in the San Juans

Remove this card if it is played as an event #35

12 ☪ 2 — Hicks Expedition

The Egyptian Government sends General Hicks to restore order in the San Juans

See notes for this card in the rules for how to play it

When drawn this card must be the first card played in the turn

Remove this card if it is played as an event #36

10 C **3**

Local Recruiting

Local militias join the Egyptian forces in defending the San Juans. Add three low quality infantry units to ANY Egyptian garrison or force

Remove this card if it is played as an event #37

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12 C **1**

Intercepting Smugglers

Small vessels smuggle arms to villages in the San Juans in an attempt to expand the rebellion

#38

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11 C **2**

Channel Defense

Egyptian forces struggle to keep the channels and harbors clear of Mahdist forces

#39

---

12 C **2**

Fresh Mounts

The Egyptian army receives new horses and camels. Add two cavalry or camel units at any victory point location

Remove this card if it is played as an event #40

---

11 C **1**

The Mahdi Advances

The Mahdi begins planning to take control of all of the San Juans #41

---

10 C **3**

The Faithful Flock to the Mahdi's Army

Thousands heed the call of the Mahdi to rid the San Juans of the infidels from Egypt and England

#42

---

12 C **2**

Fortifying Outposts

Add 1 Egyptian infantry unit and a redoubt with two guns to any 5 victory point location

Remove this card if it is played as an event #43

---

11 C **1**

Mahdists Celebrate

Supporters of the Mahdi rejoice with the news of each victory over the Egyptians

#44

---

12 C **1**

Frontier Aflame

Mahdist forces run free along the frontier, burning villages and killing Egyptians

#45

11 ☪ 1
Converted Gunboat

A hastily converted medium sized steamer is added as a gunboat. It is armed with a Krupp gun and a machine gun. Place at any Egyptian controlled victory point location
Remove this card if it is played as an event #46

12 ☪ 1
Scavenging for Food

As the rebellion grows and supply routes are cut, local villagers are forced to scavenge for food

#47

10 ☪ 2
Remains of Battle

Anglo-Egyptian dead lay on the field of battle after continuous battles with the Mahdist forces throughout the San Juans

#48

12 ☪ 1
Infiltrating the Islands

Mahdist forces move between the San Juan islands in small boats, setting up camps for future operations and trying to attract more followers
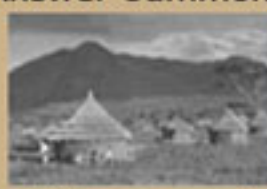
#49

11 ☪ 2
Local Villagers Answer Summons

Local villagers respond to a summons from the Egyptian government. Add two units of militia to any victory point location

Remove this card if it is played as an event #50

10 ☪ 3
Transferring Forces

The already overworked river boats continuously shuttle forces around the San Juans to meet the next Mahdist threat

#51

10 ☪ 1
Deserted Villages

Pro-government villages are emptied by the Mahdist forces, with the men being pressed into service while the women and children are sold into slavery

#52

11 ☪ 1
Villages Prepare

Villages throughout the San Juans start storing food and water in preparation for what could be a long war

#53

10 ☪ 2
Gordon Sent to Friday Harbor

General Gordon arrives at Friday Harbor with 6 units of Sudanese and this card can be used as a 2 Ops card on the same turn. See card notes for more info

Remove this card if it is played as an event #54

Campaign Unit Roster

Egyptian Forces

Cuirassier 1
Dragoons 1/1
Dragoons 2/1
Dragoons 1/2
Dragoons 2/2
Camels 1/1
Camels 1/2

Krupp 1
Krupp 2
Krupp 3
Krupp 4
Camel 1

Regulars 1/1
Regulars 2/1
Regulars 3/1
Regulars 4/1
Regulars 1/2
Regulars 2/2
Regulars 3/2
Regulars 4/2
Regulars 1/3
Regulars 2/3
Regulars 3/3
Regulars 4/3

Sudanese 1/4
Sudanese 2/4
Sudanese 3/4
Sudanese 4/4
Sudanese 1/5
Sudanese 2/5
Sudanese 3/5
Sudanese 4/5

Bashi-Bazouk 1
Bashi-Bazouk 2
Bashi-Bazouk 3
Bashi-Bazouk 4

Egyptian Forces

Militia 1
Militia 2
Militia 3
Militia 4
Militia 5
Militia 6
Militia 7
Militia 8

Friday Fortress 1
Friday Fortress 2
Eastsound Fortress
West Sound Fortress

Gordon's Sudanese

G-Sudanese 1
G-Sudanese 2
G-Sudanese 3
G-Sudanese 4
G-Sudanese 5
G-Sudanese 6

Hicks

Bashi-Bazouk 1
Militia Cav 2
Gendarmes 3
Gendarmes 4
Slave Traders 5
Slave Traders 6
Old Soldiers 7
Old Soldiers 8
Artillery 9
MGs 10

British Forces

Naval Brigade 1/1
Naval Brigade 1/2
Royal Marines 1/1
Royal Marines 1/2
Naval Brigade MG

Camel Corps 1
Camel Corps 2
Camel Corps 3
Camel Corps 4

NSW 1
NSW 2
NSW 3
NSW 4
NSW Artillery

1/KRRC
2/KRRC

Bengal Infantry 1/15
Bengal Infantry 2/15
Bombay Infantry 1/28
Bombay Infantry 2/28
Bengal Lancers 1/9
Mtn. Battery

1/GDS
2/GDS
3/GDS
4/GDS

1/49/BKS
2/49/BKS
3/49/BKS
4/49/BKS

1/Y&L
2/Y&L
3/Y&L
4/Y&L

1 Black Watch
2 Black Watch
3 Black Watch

British Forces

1/38 Staffs
2/38 Staffs
3/38 Staffs
4/38 Staffs

1/10 Hussars
1/19 Hussars
1/5 Lancers

1 RA Artillery
2 RA Artillery

Gunboats & Transports

Bordein
Sultan

Abu Klea
Tamai
Metemma
Fateh
Kassala
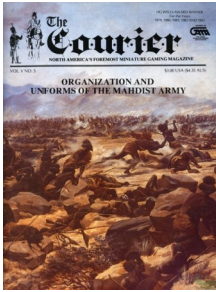Trinkitat
Aswan
Atbara
Dongola

Designer Notes

My love for colonial wargaming began when I got swept up in The Courier's six part series on the Sudan. Whether it was the articles on the relief expeditions, the descriptions of colonial infantry being attacked by thousands of natives, or the article on gunboat operations, it started a love affair with gaming the Sudan that has endured with me for almost four decades.

The one part of that series, however, that really stuck with me was the fictional campaign set in the San Juan Islands off of Washington. It wasn't just a fun read, the articles actually made you want to play a campaign! Any campaign! It was a refreshing take on colonial gaming and campaigns in general with so many good ideas that the articles are still relevant today. The only thing that hurt the presentation is that there were no rules or orders of battle presented in these issues.

So this "sequel" as it may be, is an attempt to remedy that . I have created new maps, orders of battle, and rules to go along with the campaign. The counters, game tracks, etc., are just tools to help you keep track of things, but gamers are free to use whatever works best for them. As I am also a big fan of board wargames, I've introduced cards to help narrate the action, introduce events, and give gamers a wide variety of options each turn.

So, the big question is why did I make it a team game with all of the players on one side? First, having one side play the Dervishes, while on first review seems logical, presents a number of problems. For one thing it's not much fun seeing your forces wiped out over and over again. Gamers also aren't as reckless with the natives as they should be (OK, some gamers are reckless, but not all). Also, the Dervish command structure fluctuated back and forth, strategies were hard to decipher at times, and there's no way to simulate that. By having the Dervish forces seemingly "regenerate" for every battle, players can really go for the Anglo-Egyptian jugular with no consequences.

Second, every campaign that I can list as being enjoyable had one common trait and that was the planning and/or strategy sessions. Often, these were more fun than the campaign battles. Discussing deployment of units, which areas to reinforce, where should attacks take place, etc., can be highly enjoyable. With this campaign system the Anglo-Egyptian team will have a wide variety of choices each turn. Should a card be played for the event? Should they use it for replacements? How many cards should be saved to move threatened units?

Hopefully this campaign system will also generate interesting battles. Campaign battles usually take on a life of their own as they are so different than what your gaming group usually plays. For one thing decisions need to be made about pushing a bad position, withdrawals under fire, saving forces for future battles, and more. Gamers also change during campaigns. I've seen some who usually charge the first thing that moves on the table become extremely cautious during a critical campaign battle.

The main thing here is to have fun. The campaign rules may not have the answers to every situation, the card draw could doom one side or the other early, etc., but my hope is that the system allows you to have some interesting games in a unique setting. Also, feel free to add your own rules, new units, or change some things I've included. It's your campaign, so do it your way.
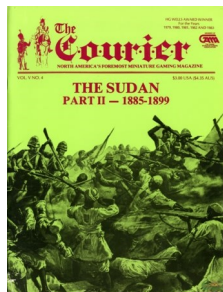
Additional thoughts

Players are free to use this type of system to simulate other colonial campaigns. The two campaigns that quickly come to mind are the Indian Mutiny and the Boxer Rebellion. In both of those there was always the chance that the Colonial Powers would have to do a cost vs. benefit analysis to determine if the campaigns should go on. Cards and forces could be created to reflect the flavor of the campaigns and finding suitable maps shouldn't be too difficult. Also, the mutineers and the Boxers seemingly had plenty of men, so they can use the same system here as the Dervishes where their forces just regenerate for each battle.

Players could also tack on a large number of additional rules. If you think the supply system is too simple or if the game is too easy for the Anglo-Egyptians, you could definitely add more complexity to the supply system. Having to use transports, gunboats, and caravans to haul around supply would definitely complicate Anglo-Egyptian operations! Other features such as limited intelligence/scouting, upgrading units due to combat experience, and adding more detail to the table layouts for battles could also be added.

Something I definitely thought about, but ended up dropping from the rules was having one player in overall command and having them issue orders to the other players. They could pick a card or two to use each turn, but they would conduct their own operations. That should add some interest to the game and sending messages via ship would create some chaos!