



A) Turn Sequence:

- 1) Spotting Phase
- 2) Action Phase
- 3) Rally/Repair Phase
- 4) Morale/Critical Damage/Army Rout Phase

C) Action Phase (Movement):

| | Move modifier: | Charge Modifier: |
|------------------------------|----------------|------------------|
| Superior Troops | +1" | +1" |
| Inferior Troops | -1" | -1" |
| C in C Attached | +1" | +2" |
| Unit in open order | +3" | N/A |
| Square | -3" | N/A |
| Moving/Charging in bad going | -1d6" | -1d6" |
| Per stand less than four | N/A | -1" |
| No leader stand | N/A | -1" |
| First Charge of Battle | N/A | +2" |

B) Spotting Phase:

| | | | |
|----------------------------------|----|---|----|
| Distance is: >8": | | Hidden units at 8" or less, or which fire/move in good going at any range, are always spotted. 2d6 roll required to spot is 6 or less (roll of 2 or 3 is always successful) | |
| Modifiers (to number rolled): | | | |
| Unit is a War Machine | -3 | Stationary infantry in hard cover | +3 |
| Unit is a Flyer/Vehicle | -2 | Stationary infantry in bad going | +2 |
| Unit fired in bad going | -2 | Stationary infantry in good going | +1 |
| Unit moved in bad going | -1 | | |
| Unit is Cavalry or Camelry | -1 | | |
| Spotter is Cavalry/Camelry/Flyer | -1 | | |

D) Action Phase (Firing):



Firing Modifiers: Requires a 2d6 roll under modified FF to score hits

| -1 Firing Modifier | | -2/-3 Firing Modifiers | | +1/+2 Firing Modifiers | |
|---|----|---|----|---|----|
| If firing unit has acted previously this turn (acted on an action card) | -1 | Firing at target beyond effective range | -2 | Superior Troops Firing | +1 |
| Inferior Troops Firing | -1 | Target in Hard Cover | -2 | Per target's rank beyond first and not in open order, if firer is artillery or Martian War Machine. | +1 |
| If unit is at half strength or less (or can fire only half or less of unit) | -1 | Target has skirmishers fired on by small arms | -2 | Artillery firing on Large target (War Machine, River Steamer, Building) | +1 |
| Target is in Open Order | -1 | One stand unit or can only fire one stand. | -2 | If firing on target's flank, if not part Square formation (line from front center of firing unit to front center of target crossed side edge of target) | +1 |
| Target is unlimbered artillery | -1 | Small Arms firing at War Machine | -2 | If target is part of a Square formation | +2 |
| Target in Soft Cover, but not hard cover | -1 | Primitive Missile weapons vs. vehicle | -2 | | |
| Target is a flyer | -1 | Primitive Missile weapons vs. WM's | -3 | | |
| Target is a vehicle fired on by small arms | -1 | | | | |
| Gatling/Gardner Gun firing on War Machine | -1 | | | | |

E) Action Phase (Close Combat):



Close Combat Modifiers: Requires a 2d6 roll under modified CR to score hits

| | | | | | |
|--|----|--|----|---|----|
| if attacking uphill | -1 | if attacking a unit in Hard Cover | -2 | Superior Troops | +1 |
| Close order Rifle or Cavalry units in bad going | -1 | Any Cavalry, but Lancers engaging Sudanese foot | -2 | for each stand in overlap | +1 |
| If engaged with a feared opponent | -1 | Cavalry engaging a unit that is part of a square | -2 | on the first turn of combat, if charging | +1 |
| for Warband or Rifles engaging a unit that is part of a square | -1 | if unit is one stand or can only fight one stand. Not if Artillery, Vehicles, flyers or War Machines | -2 | for a second complete rank of at least 2 stands | +1 |
| Gatlings/Gardners/MG engaging a War Machine or buildings | -1 | small arms engaging War Machine or buildings | -2 | if attacking the flank | +1 |
| If the unit is in Open order | -1 | | | Cavalry attacking non-Sudanese infantry | +1 |
| If attacking a unit in Soft, but not Hard Cover | -1 | melee weapons engaging War Machine or buildings | -3 | | |
| Inferior Troops | -1 | | | if attacking the rear | +2 |
| Lancers engaging Sudanese foot. | -1 | | | | |
| if unit is at or fights only at half strength or less | -1 | | | | |
| if unit has acted on an action card previously this turn | -1 | | | | |



F) Rally/Repair Phase:

| To Rally | Needs or less 2d6 roll | Rally Roll | Modifier |
|-----------------------|------------------------|-------------------|----------|
| Colonial/Martian Unit | 9 | C in C attached | +1 |
| Colonial Lead Unit | 8 | Superior Troops | +1 |
| Native | 7 | Inferior Troops | -1 |
| | | Leader stand lost | -2 |

| To Repair/ Replenish | Needs or less 2d6 roll | Repair/ Replenish Roll | Modifier |
|----------------------|------------------------|------------------------|----------|
| Martian Unit | 9 | C in C attached | +1 |
| Colonial Unit | 8 | Superior Troops | +1 |
| Colonial Lead Unit | 7 | Inferior Troops | -1 |
| Native Unit | 6 | Leader stand lost | -2 |

G) Morale/Critical Hit/Army Rout Phase:

| Colonial (or Martian) Unit – 2d6 roll | |
|---------------------------------------|---|
| 2-3 | 'Up Your Arses!' +1 FF and CR until the unit loses a combat. |
| 4 | 'Fire me boys, fire!' Unit is +2 FF until takes one or more hits. |
| 5-9 | 'Steady Lads' Unit is fine. |
| 10-11 | 'Which Way to The Rear?' Unit Forced Back 6". It will not fire or initiate close combat until successfully rallied. |
| 12 | 'God Himself Couldn't Save The Queen' Unit removed from game. |

| Colonial Lead (Egyptian, Indian or Martian Askari) Unit – 2d6 roll | |
|--|---|
| 2 | 'Atta Boy me hardies' Unit +1 CR until it loses a combat. |
| 3-4 | 'Blast them!' Unit +1 FF until it loses a combat. |
| 5-7 | 'Careful me laddies' Unit is fine. |
| 8-9 | 'Curse your lily livered hides!' Unit forced back 9". It will not fire or initiate close combat until successfully rallied. |
| 10-12 | 'The Queen will hear of your cowardice!' Unit is removed from the game. |

| Native Unit (Ansar or Beja) – 2d6 roll | |
|--|--|
| 2-3 | 'Allah Akbar!' Unit is +2 in close combat until defeated. |
| 4 | 'Die Infidel' Unit is +1 FF or +1 CR. |
| 5-7 | 'Martyrdom is my reward' Unit is fine. |
| 8-10 | 'You are not as worthy as the Turk' Unit is forced back 12". It will not move or initiate any combat until successfully rallied. |
| 11-12 | 'My goats need tending' Unit removed from game. |

| Modifiers for all morale charts | |
|---------------------------------|---|
| -1 | For a 5 stand Native unit.. |
| -1 | For attached C in C. |
| +1 | If 3 stand unit; |
| +2 | If 2 stand unit |
| +3 | If 1 stand unit. Not WM's, Vehicles, Flyers or Artillery. |
| +2 | if leader stand lost. |

| Army Rout Chart: | |
|--|---|
| If army has lost: | C in C must roll on 2d6 to continue fighting (2-3 always successful): |
| 1/6 of total units | 10 or less |
| 1/3 of total units | 8 or less |
| 1/2 of total units | 6 or less |
| 2/3 of total units | 4 or less |
| Modifier to roll: | |
| Each unit remaining on board without a leader stand: | +1 |
| C in C lost: | +3 |

