



## 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

