

### **AOT. 1. Defense Outcome Table (Roll 2 dice).**

| <b>Dice</b> | <b>Result</b>         | <b>Outcome</b>   |
|-------------|-----------------------|--|
| 2-          | Catastrophic Failure. | <i>Run for your life!</i> Banner advances. All friendly Troops, Guns and Leaders are eliminated. Roll on the Gunboats Damage Table with a -2 DRM. Decrease the CM by 1.                                    |
| 3           | Major Failure.        | <i>This is a blood bath!</i> Banner advances. All friendly Troops and Guns are eliminated. Roll on the Leaders Casualties Table and on the Gunboats Damage Table each with a -2 DRM. Decrease the CM by 1. |
| 4           | Bad Failure.          | <i>They're breaking through!</i> Banner advances. Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table each with a -2 DRM.  |
| 5           | Failure.              | <i>Fallback boys!</i> Banner advances. Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table each with a -1 DRM.   |
| 6           | Minor Failure.        | <i>Redeploy now!</i> Banner advances. Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table.   |
| 7           | Stalemate.            | <i>That was close!</i> Banner does not advance. Roll on the Troops and Leaders Casualties Tables and on the Gunboats Damage Table.   |
| 8           | Minor Success.        | <i>Stem the tide!</i> Banner does not advance. Roll on the Troops and Leaders Casualties Table with a +1 DRM and on the Gunboats Damage Table with a +1 DRM.   |
| 9           | Success.              | <i>Stand fast!</i> Banner does not advance. Roll on the Troops and Leaders Casualties Table with a +2 DRM.   |
| 10          | Good Success.         | <i>Hold the line! Your troops stood their ground.</i> The Banner does not advance. Roll a die. On a result of 4 or more the Banner loses 1 Strength Level.   |
| 11          | Major Success.        | <i>They shall not pass! You gave the Mahdists a bloody nose.</i> Banner loses 1 Strength Level and doesn't advance. Increase the CM by 1.  |
| 12+         | Outstanding Success.  | <i>Rule, Britannia! The Ansars have been repulsed with heavy losses:</i> Banner loses 1 Strength Level and moves back one Area. Increase the CM by 1.  |

### **AOT. 2. Raid Outcome Table (Roll 2 dice).**

| <b>Dice</b> | <b>Result</b>         | <b>Outcome</b>   |
|-------------|-----------------------|--|
| 2-          | Catastrophic Failure. | <i>It's a disaster!</i> All friendly Troops, Guns and Leaders are eliminated. Roll on the Gunboats Damage Table with a -2 DRM. Reduce the CM level by 1.   |
| 3           | Major Failure.        | <i>That was a trap!</i> All friendly Troops and Guns are eliminated. Roll on the Leaders Casualties Table and on the Gunboats Damage Table each with a -2 DRM.   |
| 4           | Bad Failure.          | <i>I always had a bad feeling about it!</i> Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table each with a -2 DRM.  |
| 5           | Failure.              | <i>We've got company!</i> Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table each with a -1 DRM.  |
| 6           | Minor Failure.        | <i>So much for discretion!</i> Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table.  |
| 7           | Stalemate.            | <i>We almost made it!</i> Roll on the Troops and Leaders Casualties Table with a +1 DRM and on the Gunboats Damage Table with a +1 DRM.  |
| 8           | Minor Success.        | <i>To tell you the truth, I didn't think we could do it!</i> Increase your RP by 1. Roll on the Leaders and Troops Casualties Tables with a +2 DRM and on the Gunboats Damage Table with a +2 DRM.   |
| 9           | Success.              | <i>Well done boys!</i> Increase your RP by 2.  |
| 10          | Good Success.         | <i>They did not even see us coming!</i> Increase your RP by 2. Put a Disordered Marker on the targeted Banner.   |
| 11          | Major Success.        | <i>A milk run!</i> Increase your RP by 2. Put a Disordered Marker on the targeted Banner. Roll a die. On a result of 6 have a look at the next top Banner Activation Card. Then put it back on top of the pile.  |
| 12+         | Outstanding Success.  | <i>I love when a plan comes together!</i> Increase your RP by 2. Put a Disordered Marker on the targeted Banner. Increase the CM by 1. Roll a die. On a result of 5 or more have a look at the next top Banner Activation Card. Then put it back on top of the pile. |

### **AOT. 3. Sortie Outcome Table (Roll 2 dice)**

| <b>Dice</b> | <b>Result</b>         | <b>Outcome</b>   |
|-------------|-----------------------|--|
| 2-          | Catastrophic Failure. | <i>Disaster strikes!</i> All friendly Troops, Guns and Leaders are eliminated. Roll on the Gunboats Damage Table with a -2 DRM. Reduce the CM level by 1.                                  |
| 3           | Major Failure.        | <i>It's was a trap!</i> All friendly Troops and Guns are eliminated. Roll on the Leaders Casualties Table and on the Gunboats Damage Table each with a – 2 DRM. Reduce the CM by 1.        |
| 4           | Bad Failure.          | <i>I always had a bad feeling about this!</i> Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table each with a – 2 DRM.                                 |
| 5           | Failure.              | <i>Retreat!</i> Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table each with a – 1 DRM.   |
| 6           | Minor Failure.        | <i>Keep up the formation!</i> Roll on the Troops, Guns and Leaders Casualties Tables and on the Gunboats Damage Table.   |
| 7           | Stalemate.            | <i>Keep up the fire!</i> Roll on the Troops and Leaders Casualties Tables and on the Gunboats Damage Table.  |
| 8           | Minor Success.        | <i>Give them hot lead!</i> Roll on the Troops and Leaders Casualties Table with a +1 DRM and on the Gunboats Damage Table with a +1 DRM. Put a Disordered Marker on the targeted Banner.   |
| 9           | Success.              | <i>Give them cold steel!</i> Roll on the Troops and Leaders Casualties Table with a +2 DRM and on the Gunboats Damage Table with a +2 DRM. Put a Disordered Marker on the targeted Banner. |
| 10          | Good Success.         | <i>Charge!</i> Put a Disordered marker on the targeted banner. Roll a die. On a result of 4 or more the Banners loses 1 Strength Level.  |
| 11          | Major Success.        | <i>Let's finish them!</i> Put a Disordered Marker on the targeted Banner. The Banner loses 1 Strength Level. Increase the CM by 1.   |
| 12+         | Outstanding Success.  | <i>That's what I call a victory!</i> Put a Disordered Marker on the targeted Banner. The banner loses 1 Strength Level and is moved back one Area. Increase the CM by 1.                   |

### **AOT. 4. Leaders Casualties Table**

**(Roll 1 die)**

| <b>Die</b> | <b>Outcome</b>                        |
|------------|---------------------------------------|
| 1-         | Killed (remove from play)             |
| 2          | Wounded (move to Wounded Leaders Box) |
| 3          | Wounded (move to Wounded Leaders Box) |
| 4          | Just a scratch! (No effect)           |
| 5          | Just a scratch! (No effect)           |
| 6+         | Just a scratch! (No effect)           |

### **AOT. 5. Troops Casualties Table**

**(Roll 1 die )**

| <b>Outcome</b> |
|----------------|
| 3 steps losses |
| 2 steps losses |
| 2 steps losses |
| 1 step loss    |
| 1 step loss    |
| No step loss   |

### **AOT. 6. Guns Casualties Table**

**(Roll 1 die)**

| <b>Outcome</b>   |
|------------------|
| 3 Guns destroyed |
| 2 Guns destroyed |
| 1 Gun destroyed  |
| 1 Gun destroyed  |
| No gun destroyed |
| No Gun destroyed |

### **AOT. 7. Gunboats Damage Table**

**(Roll 1 die for EACH Gunboat involved)**

| <b>Outcome</b>                          |
|---|
| Destroyed (remove from play)            |
| Damaged (move to Damaged Gunboats Box)  |
| Damaged (move to Damaged Gunboats Box)  |
| Just a few paint scratches! (No effect) |
| Just a few paint scratches! (No effect) |
| just a few paint scratches! (No effect) |

### **AOT. 8. Units Allowed Actions**

| <b>Unit type</b>      | <b>Defense</b> | <b>Raid</b> | <b>Sortie</b>                         |
|-----------------------|----------------|-------------|---------------------------------------|
| Leaders               | Yes            | Yes (max 1) | Yes (max 1)                           |
| Gunboats              | Yes (*)        | Yes (*)     | Yes (*)                               |
| Heavy Guns            | Yes            | No          | Yes (if carried on Gunboat)           |
| Light Guns            | Yes            | Yes (max 1) | Yes (max = Number of Troops counters) |
| Egyptian Infantry     | Yes            | Yes         | Yes                                   |
| Sudanese Infantry     | Yes            | Yes         | Yes                                   |
| 2-steps Bashi-Bazouks | Yes            | Yes         | Yes                                   |
| 1-step Bashi-Bazouks  | Yes            | Yes         | No                                    |
| Levies                | Yes            | No          | No                                    |

Notes: (\*) In Nile Banks Areas only.

### **AOT.9. Friendly Actions Requirements Summary**

| <b>Action</b>                              | <b>AP Cost</b> | <b>RP or CM Cost</b>           | <b>Effect / Units involved</b>  |
|--|----------------|--------------------------------|---|
| Improving Fortifications Levels (Rule 7.1) | 1              | 1 RP per Level (Max 4 RP/Turn) | Place a +1 Fortifications Improvements Marker in the controlled Area.                                       |
| Increasing the City Morale (Rule 7.2)      | 1              | 2 RP                           | Increase the City Morale by 1 point.  |
| Increasing the Resources Level (Rule 7.2)  | 1              | 2 CM                           | Increase the Resources Level by 1 point.  |
| Creating Levies (Rule 7.3)                 | 1              | 1 CM                           | Place (max of) 2 Levies counters in the Available Units Box.  |
| Building/Repairing Gunboats (Rule 7.4)     | 1              | 1 RP                           | Place (or return if damaged) 1 Gunboat in the Available Gunboats Box.                                       |
| Raids (Rule 7.5)                           | 1              | 0 RP                           | Max 1 Troop, Max 1 Leader, Max 1 Light Gun, any number of Gunboats (*).                                     |
| Sorties (Rule 7.6)                         | 1              | 1 RP                           | Max 3 Troops; Max 1 Leader, Light guns = number of Troops, 1 Heavy gun (**).<br>Any number of Gunboats (*). |
| Setting-up Defensive Positions (Rule 7.7)  | 1              | 0 RP                           | Max 4 troops, Max 1 Leader, Any number of Guns, any number of Gunboats (*).                                 |

Notes: (\*) Provided the action takes place in a Nile Banks Area – (\*\*) Provided at least one Gunboats is engaged.

## **ABBREVIATED SEQUENCE OF PLAY**

### **A. Events Phase (except on Turn 1)**

Draw the top Event Card from the Event Cards draw pile and implement the event described by the card. Keep track of the number of Action Points awarded by the Card, then put it into the discard pile.

### **B. Friendly Action Phase**

Spend the Action Points awarded during Phase A to implement one or several of the actions listed below. **One Action Point is required to implement one action.** Once you have started performing an action you must complete its resolution before moving to the next action. You cannot perform several actions of the same type in the same turn. Actions Points cannot be saved from turn to turn, any unused Action Point is lost.

#### **List of Available Actions:**

- Improve Fortifications Level.
- Increase City Morale or Resource Points.
- Build/Repair Gunboats.
- Create Levies.
- Raid.
- Sortie.
- Set-up Defensive Positions.

IMPORTANT: The selected actions must be performed in the above indicated order.

### **C. Enemy Banners Activation Phase (except on Turn 1)**

Draw the top card from the Banners activation draw pile and activate the Banner(s) mentioned on the card. The Banners are activated in the order listed on the card.

### **D. Cleanup Phase**

- Remove any Disorganized Markers from the enemy Banners (skip during Turn 1).
- Return Used Troops and Guns to the Available Troops and Guns Boxes (skip during Turn 1).
- Return Leaders wounded during the previous Turn to the Available Leaders Box (skip during Turn 1).
- Shuffle the Enemy Banners activation cards draw pile with the card used this turn (skip during Turn 1).
- IMPORTANT REMINDER: Decrease the number of Resource Points by one.
- Check for victory conditions and advance the Game Turn Marker to the next space (i.e. next month) of the Turn Record Track.

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## **Turn 1 Special Conditions.**

- There is no Event Phase during Turn 1. Skip Phase A.
- During Phase B you receive 3 Action Points and 8 free Resources Points (they are not deducted from the total number of RP at start). These free Resources Points cannot be saved for a later turn, if they are not used during turn 1 they are lost.
- You can only use Actions Points and Resources Points to perform the following types of actions:
  - Increase Fortifications Level.
  - Increase City Morale.
  - Build/Repair Gunboats.
  - Create Levies.
- There is no Enemy Banners Activation Phase. Skip Phase C.
- Skip the four first steps of the Cleanup Phase. Note: Do not forget to decrease the number of available Resources Points by one.