

HAND OF DESTINY

MINI GAME SCENARIO RULES

SCENARIO: KHARTOUM

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23.0 INTRODUCTION

Khartoum is a two-player wargame of the Mahdist uprising in the Sudan. The game covers the period from late 1883 (when the Egyptian army commanded by Hicks Pasha was wiped out) to January 1885 (when the Mahdists stormed the city of Khartoum, defended by Gen. Gordon).

First Player (Mahdists): Controls all Mahdists (green) units.

Second Player (Empire): Controls all British (red) and Egyptian (blue) units.

24.0 COUNTER TYPES

24.1 Mahdist

Mahdi: Mohammed Ahmed and his retinue



Tribal: Named after an emir or other Mahdist Leader.



Jihadiya: Mahdists armed with European weapons.



Cavalry: Horsemen or camel troops.



24.2 Empire



Gen. Charles Gordon
(his staff and guard)



Infantry Unit



Cavalry



Camel Units



Artillery



River Boats



Egyptian Garrison Unit (Static)

British Unit Identification

Gds Bde: Guards Brigade

G: Graham Expedition

Cp: Corps

Naval Bde: Naval Brigade

RMLI: Royal Marine Light Infantry

W: Wolseley Expedition

Egyptian Unit Identification

Bashi: Bashibazouks

25.0 HOW TO SET UP THE GAME

25.1 Empire (Set up first)

Egyptian Forces:

Wadi Halfa, Khartoum, and Suakin:

One 4 strength garrison unit at each location. These garrison units display the name of the location they garrison.

In any towns except Khartoum, Suakin, Wadi Halfa and El Obeid: Four 2 strength garrison units (Egyptian A, through D). No more than one per location.

Kosti: 1st and 2nd Egyptian Infantry, and Bashi cavalry

Wadi Halfa: 3rd Egyptian Infantry

Khartoum: 4th Egyptian Infantry

Dara: Slatin Bey Infantry

British Forces

Suakin: RMLI

Empire Reinforcements Box: All remaining 12 British and 5 Egyptian units.

Cards: Shuffle the Empire's five A cards into one deck and the four B cards into a second deck. Place the A deck on top of the B deck.

The A cards will be drawn before the B. Place the deck face down in a convenient spot. When reshuffling during game play, both A and B cards are shuffled together.

25.2 Mahdist (Set up second)

El Obeid and/or any adjacent space(s): Mahdi, Abdulah, Muhamed, Ali.

In either space, adjacent to Suakin: Osman Digna.

In any spaces not occupied by Empire units: A cavalry and B cavalry.

Mahdist Reinforcements Box: Jihadiya A, Jihadiya B.

Cards: Shuffle all Mahdist cards together and place them face down in a convenient spot.

Note: The named space Abu Klea is printed in red, it was the site of a water well that was fought over during the historic campaign. It has no effect on game play.

26.0 GAME LENGTH

The game lasts nine turns, September-October 1883 to January-February 1885.

27.0 HOW TO WIN THE GAME

Mahdist Sudden Death Victory: If at any time in the game Mahdist units occupy all three of the following locations: Khartoum, Wadi Halfa and Suakin, the game immediately comes to an end in a Mahdist Total Victory.

End Game Victory: If the Mahdists have not won a sudden death victory, check victory at the end of the game. The Empire player scores VP for Empire units occupying towns and Khartoum:

3 VP (each) for Khartoum, Wadi Halfa, Suakin.
1 VP for each other town.

If the Empire player has at least nine VP, the Empire wins the game. Otherwise, the Mahdists win a local victory.

28.0 PLACING RECRUITS

Mahdist: The Mahdist player picks the number of units specified on his card at random from those in the Mahdist Reinforcement Box. Deploy units in the space containing the Mahdi unit, and/or any town(s)/fortress occupied by Mahdist units. Cards K-11 and K-16 allow placement in any spaces not occupied by Empire units.

Empire: (British): Cards will specify the British units to be placed. If a card is picked a second-time due to a reshuffle, the Empire player may re-recruit any two British units (only) of his choice from those named on the card that are in the Empire Eliminated Box. If eliminated, Gordon cannot be re-recruited.

Empire: (Egyptian): The cards specify the number of Egyptian units that may be chosen by the player from those in the Empire Reinforcements Box.

Placement: British and Egyptian units may be deployed in Wadi Halfa and/or Suakin, if Empire occupied (Exception: 29.13). The units on card K-01 Send Gordon may also be placed in Khartoum if it is Empire occupied. Egyptian garrisons must be placed in towns already occupied by existing Empire units, no more than one garrison per town. The Khartoum, Suakin and Wadi Halfa garrisons can only be placed back in their namesake locations.

Restrictions: Recruited units may not be placed in spaces containing enemy units (Exception: 29.13). Unless specified on a card, units may not be placed in empty spaces (Exception: 29.13). If eliminated, Gordon may never be re-recruited. Recruits must be taken on the turn they are allowed. They may not be held over for a subsequent turn.

29.0 SPECIAL RULES

29.1 Cards

Hold cards: Players have cards which are marked "Hold." When picked, the player may play the hold card immediately or place it to one side. If placed to the side, the player skips his turn. On any subsequent turn, the player can choose to play the card instead of picking a card per the Sequence of Play.

Players reshuffle cards: When a card instructs a player to reshuffle the draw deck, the player randomly picks a discarded card and adds it to the draw deck. After adding the card, reshuffle the draw deck. Cards marked hold or remove are eligible to be placed back into the draw deck.

Criteria: If a card has criteria that cannot be met, the player drawing the card skips his turn. Follow the disposition instructions for the card.

Clarification: When a card calls for an action, the side that played the card always conducts the action unless the card specifically instructs otherwise.

Example: Card 18, the Mahdist player rolls the die and then moves the Egyptian units a number of spaces (in any direction) equal to the die roll.

29.2 Empire Contingents

There are two Empire contingents: British and Egyptian. Cards will state which contingent can move and attack on that turn. Units of both contingents can otherwise stack and defend together. They may also use each other's supply sources. The Gordon leader is considered part of both contingents and may move/attack with either.

29.3 Egyptian Garrisons

Garrison units may not move. If forced to retreat, they are eliminated. See the breakout card for conversion of one garrison to infantry.

29.4 Mahdist Contingents

The Mahdist player may move all Mahdist units for each card played.

29.5 The Mahdi

If the Mahdi leader is eliminated, he is automatically replaced. Roll one die, divide the result by two (round up). Deploy the

Mahdi that number of turns later, on any space not containing Empire units. This is in addition to other recruits. Place the counter after any other reinforcements are placed. If this is after the last turn of the game, the Mahdi is not returned to play.

29.6 Gordon

Gordon is initially placed per the *Send Gordon* card (K-01). He is considered an elite unit (16.0). Gordon can move with either the British or Egyptian contingent.

29.7 Egyptian Morale

Certain Egyptian infantry and cavalry units that receive a panic result are eliminated instead. These units have "Eliminate" printed on the reverse of their counters. If these units are defending in a fortress space or are in the same space as Gordon (defending or attacking), they treat a panic result normally (including ignoring a panic result in a fortress).

29.8 Desert Routes

Only Mahdist units, Empire leaders, and camel units can move along desert routes.

29.9 River Movement

Ignore rules 12.1 and 12.2. All units can move along river routes using land movement. Khartoum does not have river spaces, substitute river route.

29.10 Empire River Boats

River boats are fleets (12.0). They do not receive the die roll modifier in rule 17.0. River boats can be placed in and move into/through spaces along river routes (not ports). The Empire can move river boats only along river routes. Each river boat can transport up to four land units of any type. River boats may move through enemy occupied spaces. They must cease movement in Khartoum if it is occupied by enemy units.

29.11 Rivers

Nile Flood/Nile Low: Treat Khartoum as a town on Nile low turns (January-February through May-June). Treat it as a fortress on Nile flood turns (July-August through November-December). River boats may move along the Nile south of Khartoum during Nile flood turns. On other turns, if in a river space south of Khartoum, they cannot move, although they do defend normally.

29.12 Empire Naval Movement

The Empire player can move non-garrison Empire units directly between the ports of Suakin and Trinkat. This counts as one space of movement. This does not require a transport unit. If the port that the units move to is enemy occupied, an attack must be conducted.

29.13 Naval Landings

Exception to 28.0. The Empire player can deploy Gordon and British (not Egyptian) recruits on the two port spaces, even if enemy occupied. If enemy occupied, they cannot move in the turn of placement, and must fight those enemy units in the ensuing Battle Phase. If the Empire force loses the battle, all Empire units are eliminated.

29.14 Fog of War (modifies 10.0)

The Mahdist player may always examine all units in Empire stacks. The Empire player may not examine Mahdist units underneath the top-most unit in the stack.

29.15 Battle Procedure (modifies 13.1)

In the event of ties to the tactical superiority die roll, the TEC will designate the side that has tactical superiority.

29.16 Breakoff (modifies 18.0)

Leaders, cavalry/camel units and river boats can break off.

29.17 Supply (modifies 21.0)

Ignore rules 21.1 and 21.2. Mahdist units are always in supply. Empire units are in supply if they meet any of the following requirements.

- They occupy a fortress or town space and there are no enemy units present. If judging supply for battle, they must be the defending force in the space.
- They are within two spaces of any friendly occupied fortress or town and the intervening space (if any) is not enemy occupied.
- River boats and units in the same space as a river boat are always in supply. River boats do not provide supply to other spaces.
- Gordon and camel units are always in supply. They do not provide supply to other units.

CREDITS

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