

Name	Troop Type	Officers	NCOs	EM	Wounded & Notes
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Fire & Sword – AWC Revolt in the Sudan Campaign – Anglo-Egyptian OOB

Start of Turn 5 – March 1884

Aswan (Anglo-Egyptian Supply Base)

3 rd Company, 19 th Yorkshire	British Infantry	1	1	18	
1 st Coy, Egyptian Camel Corps	Cavalry	1m	1m	10m	
A Sct, British Camel Corps Bty	Cavalry	1m	-	3m	7pdr Screw Gun

Dongola

C-in-C: General <i>Sir Henry Frothingham</i> ADC: Colonel <i>Rudolph Barnard</i>		2m	-	-	
HQ Egyptian Cavalry Regiment	Egyptian Cavalry	1m	1m	-	
1st Squadron Egyptian Cavalry	Egyptian Cavalry	1m	1m	10m	
1 st Company, 19 th Yorkshire	British Infantry	-	1	3	2 EM – Red Uniform
2 nd Company, 19 th Yorkshire <i>Lt. Sebastian Huronoby-Middlegood</i>	British Infantry	1	-	9	3 EM – Grey Uniform
3 rd Division Naval Brigade <i>Petty Officer Thomas McTavish</i>	British Naval Brigade	-	1	9	2 EM
1 st Naval Brigade MG Section <i>Petty Officer Haversham Jones</i>	British Naval MG	-	1	3	Gardner 5-Barrelled MG
1 st Sct, A Bty Egyptian Artillery <i>Shawish Hikel Zulfakar</i>	Egyptian Field Gun	-	1	2	Krupp 6pdr
<i>Sheikh Zahiruddin Adi Sharif</i>	Loyal Shaigiya Arabs	1	-	5	Treat as E. Bazingers
<i>Adventurer 1</i>	?	1	-	-	?
<i>Adventurer 2</i>	?	1	-	-	?
<i>Doctor Ernesto Furtwangler</i>	Civilian Doctor	1	-	-	Unarmed

Abu Hamed Garrison – Siege Supplies 10

Garrison C-in-C: <i>Kaimakam Khatib Gadelrab Bey</i>		1m	-	-	Ex-'C' Bty, Egyptian Arty
HQ, 1 st Egyptian Battalion <i>Mulazim Musabeh Zulafiqar Effendi</i>	Egyptian Infantry	1m	1	2	
3 rd Coy, 1 st Egyptian Btn <i>Shawish Heleihel Thakur</i>	Egyptian Infantry	-	1	16	1 EM
4 th Coy, 5 th Egyptian Btn <i>Ombashi Wagdy Hamila</i>	Egyptian Infantry	-	1	9	
1 st Sct, C Bty Egyptian Artillery <i>Bash Shawish Rabou Faiz</i>	Egyptian Field Gun	-	1	3	Krupp 6pdr
2 nd Sct, C Bty Egyptian Artillery <i>Shawish Ziyad Qureshi</i>	Egyptian Field Gun	-	1	3	Krupp 6pdr
Talahawiyeh (Small Gunboat) <i>Captain Farouk Zulfakar</i>	Egyptian Sailors	1	1	3	Required to sail gunboat.
Main Gun (Bow)	Egyptian Field Gun	1	-	3	
Machine Gun (Stern)	Egyptian MG	-	1	3	Nordenfelt 3-Barrelled MG
Provisional Marines	British Armed Sailors	-	1	5	Treat as Naval Brigade
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Suakin Garrison – Siege Supplies 4

HQ Naval Brigade <i>Captain Finnán Lawrence</i>	British Naval Brigade	1m	1	-	
3rd Squadron Egyptian Cavalry	Cavalry	1m	1m	10m	
2 nd Division Naval Brigade	British Naval Brigade	1	1	18	
2 nd Coy, 1 st Egyptian Btn	Egyptian Infantry	1	1	18	

Hadiga

C-in-C: General <i>Akhtar Pasha</i> ADC: Colonel <i>Bhuiyan Mohsen Bey</i>		2m	-	-	
1 st Division Naval Brigade <i>Sublieutenant Moray Gore</i>	British Naval Brigade	1	1	12	1 EM, NCO is Warrant Officer Frank Bourne
1 st Coy, 1 st Egyptian Btn <i>Bulk Amin Bash Awad</i>	Egyptian Infantry	-	1	14	1 Officer (<i>Mulazim Awal Shadloo Saqer Effendi</i>)
4 th Coy, X th Sudanese Btn <i>Yuzbashi Roumieh Razaq Effendi</i>	Sudanese Infantry	1	-	12	1 EM
2 nd Sct, B Bty Egyptian Artillery <i>Shawish Yacob Niyamuthulla</i>	Egyptian Field Gun	-	1	3	Krupp 6pdr

Name	Troop Type	Officers	NCOs	EM	Wounded & Notes
Adararna (on Atbara River)					
4 th Coy, 1 st Egyptian Btn	Egyptian Infantry	1	1	18	

Khartoum – Siege Supplies 5

C-in-C: General <i>Majzoub Pasha</i> Governor of the Sudan ADC: <i>Miralai Nadim Lotfi Bey</i>		2m	-	-	
Noble Khartoum Cuirassiers	Egyptian Cavalry	1	-	5	Armoured Cavalry
Khartoum Bashi-Bazouk Buluk	Bashi-Bazouk Infantry	1	-	4	
Khartoum Arab Infantry Btn	Arab Infantry	-	1	7	
Bordein (Medium Gunboat)	Egyptian Sailors	1	1	3	Required to sail gunboat.
Main Gun (Bow)	Egyptian Field Gun	1	-	2	1 EM
Machine Gun (Stern)	Egyptian MG	-	1	3	Nordenfelt 5-Barrelled MG
Provisional Marines	British Armed Sailors	-	1	5	Treat as Naval Brigade

El Dueim – Siege Supplies 6

1 st Coy, XII th Sudanese Btn	Sudanese Infantry	1	1	18	
El Safieh (Large Gunboat)	Egyptian Sailors	1	1	4	Required to sail gunboat.
Main Gun (Bow)	Egyptian Field Gun	1	-	3	
Secondary Gun (Stern)	Egyptian Smoothbore*	-	1	3	Brass 6pdr Smoothbore
Machine Gun (Amidships)	Egyptian MG**	-	-	4	Gardner 2-Barrelled MG
Provisional Marines	British Armed Sailors	1	-	7	Treat as Naval Brigade

* Smoothbore Gun gets **2D per Crewman** due to being older smoothbore gun.

** Gardner 2-Barrelled MG only gets **-1 To Hit** due to having only 2 barrels.

El Obeid Garrison – Siege Supplies 4

HQ, 5 th Egyptian Battalion	Egyptian Infantry	1m	1	2	
1 st Coy, 5 th Egyptian Btn	Egyptian Infantry	1	1	18	
HQ, XII th Sudanese Battalion	Sudanese Infantry	1m	1	2	
2 nd Coy, XII th Sudanese Btn	Sudanese Infantry	1	1	18	
3 rd Coy, XII th Sudanese Btn	Sudanese Infantry	1	1	18	
1 st Sct, B Bty Egyptian Artillery	Egyptian Field Gun	-	1	3	Krupp 6pdr

Army Reserve (mostly in Alexandria & Cairo)	Eliminated & Lost Units
6 Companies of Anglo-Egyptian Infantry	3 Assorted Egyptian/Sudanese HQs (Inf/Cav/Arty)
2 Companies of Anglo-Egyptian Camel Corps	2 Companies of Egyptian Infantry
2 Sections of Anglo-Egyptian Field Artillery	4 Companies of Sudanese Infantry
1 Company of Irregular Infantry	1 Squadron of Egyptian Cavalry
1 Squadron of Irregular Cavalry	

Additional Troop Types & Weapons for TSATF Battles:

British Naval Brigade Infantry: As British except Shoot as Egyptians.

Egyptian Sudanese Infantry: As British except Shoot as Egyptians.

Egyptian Arab Infantry: As Egyptians except Check Morale as Boer.

Egyptian Cuirassiers: As Egyptian Cavalry except armed with (single shot) pistols & always win ties in CC.

Bashi-Bazouk Infantry: As Boer (including 30" Rifle Range) except Fight Close Combat as Colonials.*

Bashi-Bazouk Cavalry: As Boer (including 20" Rifle Range).

Egyptian Bazingers: As Dervish Rifles* except Check Morale as Boer.

Dervish Bazingers: As Dervish Rifles.

Early Dervish Riflemen: As Dervish Rifles except Shoot as Zulus.

* Note: Bashi-Bazouk Infantry & Egyptian Bazingers can form a Square (but not Close Order Line) and can move 2D while in Square. Egyptian Bazingers get no direct +1 combat benefit from being in square.

Artillery & Machine Guns

Light Guns & Small Mountain Guns (e.g. 3pdr, Brass Howitzer): -1 to Hit.

Obsolete Smoothbore & Antique Guns: Only 2D per Crewman unless at Pistol Range or less (8") then 3D.

2 Barrelled Gardner & Nordenfelt MGs: -1 to Hit.

1 Barrelled Gardner MG: Only 2D per Crewman.

Late-Era Maxim MGs: Reduced Jamming Risk – if 6 rolled then roll again needing 4-6 for actual jam to occur.