

## Appendix 1 – Mahdist Leaders' special abilities.

1 Caliph or Digna (Digna) will be present if there are 6 or more units of Infantry and/or Cavalry. A Digna *may* be present if the majority of troops are Beja *Fuzzy-Wuzzies*; otherwise usually it's a Caliph/Khalif.

- In Northern Sudan – if *Al Mahdi* is still alive (i.e. has not died in battle) at the largest battle any Caliph is present each turn (i.e. with 6+ units) there is a chance it will be *Abdullahi ibn Muhammad (El Khalifa)* – throw 1-3 on D6 for him to be present. If *Al Mahdi* has been killed *El Khalifa* will never appear again in Northern Sudan – there will be no exceptional leader present for any future battles in the region.
- In Eastern & Southern Sudan, at the battle with the most Beja *Fuzzy-Wuzzie* units each turn and a Caliph or Digna present (i.e. with 6+ units), the Caliph will usually be *Osman Digna* (unless he has previously been killed in a battle) – throw 1-5 (on D6) for *Osman Digna* to be there. If *Osman Digna* dies he is not replaced by any leader of significance.
- In Southern or Western Sudan at the largest battle any Caliph is present each turn (i.e. with 6+ units) it will always be *Muhammad Ahmed Al Mahdi* (unless he has already been killed in battle). In Southern Sudan it's possible for both *Muhammad Ahmed Al Mahdi* and *Osman Digna* to be present.
- In Southern or Western Sudan, if *Al Mahdi* had died in battle, he will be replaced in future battles by *Khalifa Abdullahi ibn Muhammad (El Khalifa)* as per above.

For the last quarter of the campaign (i.e. turns 16-20), should it go that long, there is a risk *Al Mahdi* will die from natural causes. At the start of turn 16 throw 1-5 for him to survive, on turn 17 1-4, on turn 18 1-3, turn 19 1-2 and turn 20 a 1. If a roll is failed *Al Mahdi* is assumed to succumb to illness or poor health as he did historically. On the turn he dies and the following turn (two turns total) no Mahdist Exceptional Leaders will appear at any battle anywhere (while the leadership's new hierarchy takes shape), on the third turn after *El Khalifa* will be assumed to have established himself as *Al Mahdi*'s replacement as he did historically (see bullet 4 above).

All 3 of these leaders provide special bonuses:

### *Muhammad Ahmed Al Mahdi* ('*Al Mahdi*')

*Al Mahdi* is an inspiration to all his followers, if *Al Mahdi* is present commanding a battle he has the following effects:

- All Mahdist forces gain +1 on their Morale Values (using the D20 Morale System) anywhere on the battlefield for any type of Morale Check.
- If *Al Mahdi* is within 18" and Line Of Sight of a unit it gains +5 on it's (likelihood to) Charge Morale Value (instead of the +1 above).
- However *Al Mahdi* may never join any specific unit to lead it like other leaders (his followers will not allow him to risk his life in the frontline).

### *Khalifa Abdullahi ibn Muhammad* ('*El Khalifa*')

*El Khalifa* was feared as much as he was seen as the new leader of the Mahdist cause; it is assumed he also had some noticeable standing and effect on his troops prior to becoming the leader of the Mahdist state. If present he has the following effect:

- All Mahdist forces within 18" and Line Of Sight gain +1 on their Morale Values (using the D20 Morale System) for any type of Morale Check.
- However *El Khalifa* may never join any specific unit to lead it like other leaders (he would never risk his life and his position of power by getting in the front line)!

### *Osman Digna*

*Osman Digna* of the *Beja Hadendowa* was one of *Al Mahdi*'s earliest and most loyal subordinates, as well as being a very cunning and skilled general in his own right, albeit a cowardly one! If *Osman Digna* is present he has the following effects:

- The Osman may always place an additional unit in Ambush & within 12" of the Egyptian Forces over and above what the battle specifies (e.g. if there are none, he gets to have 1 in ambush, if it's the Ambush a column scenario he gets to have half his force Ambush within 18" plus 1 extra unit ambush within 12").
- All *Beja* Troops within 12" and Line Of Sight gain +1 on their Morale Values (using the D20 Morale System) for any type of Morale Check.
- However *Osman Digna* may never join any specific unit to lead it like other leaders (he is a wily old fox and far too cunning to risk capture or death)!