Appendix 2 – Random Unit Locations for Fire & Sword Campaign Set-Up

1. Determine the <u>number</u> of units that will be present on map as you normally would or at random.

3. Determine <u>which</u> units make up that number at random or however you desire. A number of HQ's/Commanders will then also be present in appropriate proportion to the numbers of each type of unit, etc. (Just work out the percentage of each troop type, and have that percentage of HQ's or Commanders present – e.g. if 10 of 25 Egyptian & Sudanese Rifle Companies – Infantry Units – are present, that's 40%, so have 40% of their Battalion Commanders & HQs present, drawn from the 'battalions' with the most units appearing on the map or at random of all with units appearing on map).

3. Certain key garrisons always have some troops present; randomly determine which Infantry and/or Cavalry units (ignore Artillery, Gunboats, and HQs for this) from the list of units 'on map' are present at each of the following:

Wadi Halfa	–	1 unit	Khartoum	–	2 units
Suakin	–	1 unit	El Obeid	–	1 unit

4. Then roll D20 for each of the Gunboats you have:

1-2	Wadi Halfa	12-17	Khartoum
3-4	Dongola	18	Kassala
5-7	Abu Hamed	19	El Dueim
8	Berber	20	1-16 Kosti
9-11	Atbara		17-20 Fashoda

5. Then roll D20 for each of the <u>remaining</u> Infantry, Cavalry, and Artillery units on the following table – in some cases you need to roll a second time. Artillery should be rolled for by individual gun, which I call a 'section' (see the OOB for how I organise my artillery – basically 2 Sections of 1 Gun & 4 Crew under an NCO makes up a 'Battery', which has a Mounted Officer as it's commander – so these might not all be in the same place):

	Northern Sudan		Southern Sudan
1	Wadi Halfa	11-15	Khartoum
2	Dongola	16	1-8 El Dueim
3-4	Abu Hamed		9-16 Kosti
5	Berber		17-20 Fashoda
6-7	Atbara		**Western Sudan**
	Eastern Sudan	17-19	El Obeid
8-9	Suakin	20	1-12 El Fasher
10	1-8 Trinkitat		13-20 Dara
	9-20 Kassala		

Note: You may need to re-roll occasionally if you get results that exceed stacking limits or similar. Feel free to fiddle if you think the outcome is too random (e.g. you finish with some garrison towns unoccupied and wish to have a minimum of 1 unit in each town).

6. Allocate Infantry & Cavalry HQs (& in my case Artillery Battery Commanders) on map (if you are using such), in proportion to the numbers of their own troops present. They should go to locations where the most number of their subordinate troops are located, otherwise, if equal numbers of troops are in 2 or more locations they should go to the more significant location (i.e. the Garrison Town with the higher value), and otherwise failing that assign them randomly to any one of the locations with their subordinate troops present.

7. Finally – if you have not already decided where you are going to put your Senior Commanders (i.e. the players' characters) do so now, if you wish to do so randomly put them in the locations with the largest overall numbers of troops first. However ideally there should be one in:
- Khartoum (Khedival Governor of the Sudan), and one in
- Aswan (to command the British relief expedition).

Next most likely sites for a third (and/or fourth) major leader such as a British or Egyptian General, or an Egyptian Regional Governor are:
- Suakin (important Port to protect Suez & possible route to Khartoum), or
- El Obeid (which was a major trade centre for & the capital of Darfur/Kordofan).

And finally, if you really want to be unusual or different other possible likely sites are:
- Abu Hamed (Large commercial centre in Northern Sudan)
- Wadi Halfa (significant town and river port that is the gateway to the Sudan)
- Atbara (not a town but a significant Military Fort/Garrison)
- Kosti (on our map it is the gateway to Kordofan and Darfur – the breadbasket of the Sudan).

But obviously – make sure you put these chaps where some friendly troops are located! No use having them as the sole garrison of an obscure town in the boondocks!

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