

Gunboats

Only British and Egyptian forces may use gunboats.

A gunboat should be about 12" long.

If gunboats are to be used the table must be split diagonally between water and land. This diagonal can be moved a little if players wish. The wider part of the water is at the Anglo-Egyptian table end.

Gunboats

The gunboat and its crew are considered as a single entity.

The crew unit can never leave the gunboat.

The crew unit never takes morale.

The crew unit does not have to be in a formation.

Gunboat can have the following integral unit. This will be called a crew unit.

0-2 guns

0-1 MG

0-1 rifle base

0-1 sergeant base

1 officer base

- Crew unit must be average quality.

Deployment of crew

The boat is considered as three parts. Front (bow), middle and rear (stern).

The front has capacity for one base (i.e. a gun, MG ,infantry base)

The rear has capacity for one base.

The middle has capacity for 4 bases.

Once positioned the guns and MG cannot be moved. The infantry bases can move from section to section.

Arc of shooting

Front. 3" in from front and 180° arc.

Rear. 3" in from back and 180° arc.

Middle . All but the end 3" of the boat. Diagonals of centre section.

Boat/crew AP

Boat rolls 1D6+1 for AP. No modifiers.

3AP for boat to dock or un-dock

1AP per 3" of travel (max 4)

3AP to turn around (max 1)

1AP for all weapons to shoot

3AP for 2nd shot for all weapons.

1AP to move infantry bases. Any and all foot bases can change by a deck section.

Unit carried on boat

A boat has capacity for 1 or 2 units of infantry and 1 or 2 scouts. This unit must not contain mounted or artillery/MG bases.

It can be of any quality and composition allowed by the infantry force list for that nationality.

This unit can only embark or disembark when the boat is docked. It cost 3AP to disembark. This 3AP must be expended by the infantry unit, not by the boat.

When embarking or disembarking the unit must be in contact with the middle of the boat. This formation can be any configuration including a column that has its rear lined up with the boat i.e no odd angles but just a right angle to the boat hull sides.

Units carried on a boat are always considered as if in the centre section. Only 3 bases of each infantry unit may shoot from the boat. Any three bases can shoot, the deployment of the unit(s) is not important. The scouts may not shoot from the boat. Apart from shooting, the units carried can only use AP to embark or disembark.

Scots can disembark or embark for 1AP.

Dervishes attacking the boat

Dervishes can fight the boat if the boat is docked. Only 1 unit can fight against the boat.

The attack must always be against the middle section.

The boat owner can choose to fight with an infantry unit on board or the boat crew.

The boat crew or infantry unit is deployed on the water side of the boat in the correct formation for a fight. The Anglo-Egyptians do not count as being attacked in the flank, rear or in column. This means that the boat is never caught facing the wrong way.

If the dervish unit routs the unit it is fighting it will have to fight the next unit on the boat as an automatic continuation next turn. Thus a victorious dervish unit will automatically contact and fight the next unit offered up by the boat owner.

If all the units on the boat are destroyed, the dervish player may take over the boat. The boat will then be automatically set on fire, thus making it take no further part in the game.