

Action D6 - Start with 6D6			
-1	Poor unit	+1	Veteran unit
-1	Each morale failure		
-2	3 bases or fewer	+1	Commander with unit
-2	Unit has no leader		

Anglo Egyptian Actions	
"Declare and then roll"	
Very Easy 2,3,4,5,6	
Mounted in column moving out of open	
Easy 3,4,5,6	
Foot column moving out of open	
Mounted battle line moving out of open	
Any amount direction change (not column)	
Change column/line	
Medium 4,5,6	
Foot in line move out of open square	
Foot in column move out of scenery	
Volley (max 2)	
Scout scenery template (max 1)	
Remove 1 jammed	
Difficult 5,6	
Foot in line move out of scenery	
Charge (last action)(max 1)	
Mounted moving out of scenery	
Foot unit in line move backward (not poor)	
Mount/dismount	

PITS Playsheet Z FRONT

Dervish Actions	
"Declare and then roll"	
Very Easy 2,3,4,5,6	
Mounted moving out of open square	
Easy 3,4,5,6	
Foot moving out of open square	
Any amount direction change	
Medium 4,5,6	
Disappear in scenery	
Volley (max 1)	
Moving out of scenery (Foot or mounted)	
Difficult 5,6	
Un-scout scenery	
Charge (last action)(max 1)	
Very difficult 6	
Foot charge mounted after move	

Fights- Extra base count	
Units with 3 bases or less count extras as 1	
Better quality	+3
Charger(unless mounted in scenery)	+3
Charged rear or column	+3
Foot V mounted in scenery	+3
Cavalry V foot in open	+3
Maximum claim +6	

Fights– sequence	
1	Calculate base total. 1/2 round up.
2	Group = 3 bases or part thereof. 3D6 v 3D6. 4,5, 6 cancelling. Each excess= casualty
3	No draws. Target wins unless charger kills more or wipes out target.
4	Winner rolls D6 per excess casualty (max 4). 5,6= extra casualty. Re-roll if better quality unit.
5	Winner removes casualty bases. Target, if loser falls back any of 3 directions. Charger if loser falls back to launch square. Units face each other.

Scenery event chart		
2,3	Lose 1 base	8%
4,5,6,7,8	New scenery item	64%
9,10	New Dervish unit arrives	19%
11,12	Restore 1 base	8%

Reinforcement event chart		
2,3	Lose1 base	8%
4,5,6,7,8	New Dervish unit arrives	64%
9,10	New scenery item	19%
11,12	Restore 1 base	8%

Faltering	
Each casualty after the first =allows D6 roll.	
6= charger moved back to facing square.	
Remove all casualty markers from charger unit.	
Charger units action D6 ended.	

General notes	
Opportunity shooting-Allowed when charged.	
Falling back D6 per pursuing base. 6= casualty(1/2). Re-roll if either better. +1 Compulsory casualty.	
Maximum movement. 4 mounted, 3 if foot, 2 gun	
Swap. Whole turn for 1 unit.	

Dervish turn sequence	
1	Un-scouting (3 x 5,6)
2	Play wild card
3	Move commander
4	Choose a unit (player's choice).
5	Scenery or reinforcement event.
6	Move a part unit
7	Countdown D6-2

Anglo Egyptian turn sequence	
1	Scouts do 4 things
2	Move commander. Anything but a 1.
3	Choose a unit. Do morale. Do actions. Fight = last activity.
4	Arrivals =1 unit. 2nd if 5,6 rolled
5	Countdown D6-2

Shooting			
Range =3 Arc= 3 square rectangle. Count 1 rank mounted. Front 2 ranks foot. Column=No shoot Add up shooter bases Apply modifiers 3D6 per group of 3 (opposed 4,5,6) 3 or fewer shooter bases= reduce all modifiers to 1			
Veteran shooter	+2	Poor shooter	-2
Target in proximity	+2	Target in cover (not mounted)	-2
Dismounted Cavalry shooter			-2

Morale	
Each score of 4,5,6= fail	
+1D6	Each casualty marker (max 4)
+1D6	Force commander dead
+2D6	2 opponent units proximity
+2D6	Poor quality unit
+2D6	Unit 3 bases or leader dead
-2 D6	Veteran unit
-1D6	Unit in buildings (not huts)
Commander allows re-roll	

Jamming	
3 successes for Anglo- Egyptian foot or any MGs.	

PITS Playsheet Z - BACK

Scouting scenery Both players start 4D6 Scouter is ether a scout or a unit. Not both.			
Anglo-Egyptian		Dervish	
+2	Scouter is a scout	+1	Scenery is building/or rocky
+1	Veteran unit	+1	Scouting unit is mounted or poor
+1	Commander with unit (not scout)		
+1	Each previous try		
Cancel out 4,5,6 scores			

Rule of 3	
3rd casualty 5,6= leader hit instead.	

Guns and MGs	
All actions 4,5,6 Max 2 shoot. Max 2 move.	
MG= 6 bases Range 2 Gun= 4 bases range 7	

Arcs	
Rifle 3,3,1 MG 3,1 Gun 3,5,7,9	

Result	Detail
-2 or worse AMBUSH Scouting failed	Deployed Dervish unit =do nothing or charge. Hidden Dervish unit = stay hidden or deploy and charge. If charged-scouts run . Target unit forms line but no opp shoot OR falls back.
-1,0 or +1	Scouting failed
+2 or better Scenery scouted	Hidden Dervish unit part(s) = must be moved to another scenery square (off table if none available). Deployed dervish unit is unaffected.

Reform	
Consumes all D6. Move one square + face any direction. No formation change.	

Scouts 4 Actions	
Running for it Anything but a 1 to nearest unit or oth-er scout. Fail = dead.	
Scouts scouting (max 1)	
Shooting (max 1) 6=kill	
Moving (max 4)	

Commander	
Moved into if on his own. Commander makes a run for it. Move= anything but a 1 repeated.	