

Mission =	
Commander name =	

Getting ready for turn 1	
Activity	
1	Anglo-Egyptian player chooses scenario. Force pointage = 160 points. Overspend. D6 lower than overspend (max 6) = lose 1 base.
2	Agree which end the Anglo –Egyptians are coming from.
3	Dervish player lays scenario specific scenery. Then places 3 scenery pieces from his chosen 8.
4	Dervish player lays out 1 hidden unit, parts in each of two scenery piece squares.
5	Anglo-Egyptian player places all scouts within 3 squares of his start edge.
6	Anglo-Egyptian player deploys 1 unit of his choice. Column formation up to 3 squares in.
7	Anglo Egyptian player begins his turn 1.

Gunboat actions		
Start with 6D6 . All actions 5,6.		
Move forward	Max 2	Front of boat 1 square forward.
Change direction	Max 2	Swivel 90'
Dock or Un-dock	Max 1	If laying alongside shore.

Dervish victory points	Anglo-Egyptian victory points

Force type =		
Unit detail	Bases (shooters)	Quality

Scenery			
Type	How many	Cover for/ hide in	Choice (8 pieces)
Brush	2-4	Foot	
Rocky outcrops	0-2	Foot	
Trees	0-1	All	
Buildings	0-1	All	
Huts	0-1	Foot+guns	
Depressions	1-3	Foot	
Hills	0-3	All	
All scenery except depression blocks line of sight after first square. Second square of hill can be seen over the first one.			

PITS Battle Sheet Z