

<b>Action points (18)</b>	
Roll D6 (Unit without a leader or officer has 1AP)	
+1 if unit veteran or sergeant present.	-1 if unit is poor.
-1 if Anglo-Egyptian unit has no own scouts or units within 8".	
+1 AP if dervish unit has flag.	
Minimum AP is 1	
AP	Action
1	Scout move 4". Max 5.
1	Infantry move 4". In line max 2(dervish 3). In column max 5.
1	Limbered gun/MG move 4". Max 2.
1	Mounted move 4". In line max 4. In column max 6. Mounted get 2nd move free.
1	Infantry front edge passes through scenery (max 1)(not scouts). Ignore if in column.
1	Front edge of unit moves through un-scouted scenery.
2	Mounted or gun/MG front edge passes through scenery (max 1). Reduce to 1 if in column.
1	Unit wheel 45° (max 2). Hinge on end of front rank.
1	All bases change facing by 90° or 180°.
1	Change formation. Expand/contract by max 3 bases. Shuffle bases (max 1).
2	Gun/MG limber or un-limber. Max 1.
1	Infantry first shot (max 1).
3	Infantry 2 <sup>nd</sup> shot or cavalry 1 <sup>st</sup> shot (max 1).
2	Artillery gun to shoot first shot.
3	Artillery gun to shoot second shot. No third shot allowed.
2	MG to shoot (max 3).
2	Initiate assault (Inf must be within 4" if assaulting mounted )
1	Attempt to un-jam whole unit (max 4) 5,6= success.
2	Mount/dismount (max 1).
1	Dervish unit attempting to un-scout scenery(5,6= success).

<b>Morale (30)</b>	
Each score of 4,5,6= fail.	
+1	Each casualty marker (max 4).
+1	Poor quality unit or Anglo-Egyptians with no friends within 8".
+1	Casualties caused by artillery or MG.
+1	Enemy in rear box within 6"(not scouts).
+1	Unit below ½ strength (in bases).
+1	Unit of 1 or 2 bases.
+2	Testing for any unit destroyed or routed within 8".
+2	Testing for losing a fight.
-1	Veteran unit or sergeant present.
-1	Unit in scenery or defence formation.
-2	Dervish flag with unit.
1 Fail	No movement (carry on fight).
2 Fails	Fall back D6+1 inches(or carry on fight)Ignore for artillery and MG units.
3 Fails	Unit routs

<b>Event chart 1 Scenery (12)</b>	
Score	Result
2	Remove dervish unit
3,4,5	Scenery item un-scouted.
6,7,8,9	New scenery item.
10,11	New dervish unit.
12	Remove scenery item

<b>Scouting scenery</b> Both players roll 2D6 (20)			
Anglo-Egyptian		Dervish	
+3	Scouter is a scout.	+1	Scenery is building.
+1	Veteran unit.	+1	Scouting unit is mounted.
+1	Any dervish units seen so far.	+1	Scouter is poor quality.
+1	Potential dervish are mounted.	+1	Veteran dervish unit present.
-2	Poor unit.	+1	Dervish leader present.
-2	Scouters are part of a gun /MG unit.	+1	Any dervish bases present.
Compare resultant scores.			

<b>Event chart 2 Re-inforcements</b>	
Score	Result
2	Remove dervish unit
3	Remove scenery item
4,5	New scenery item.
6,7,8,9	New dervish unit.
10 -12	Scenery item un-scouted.

Result	Detail
<b>-6 or worse Not scouted</b>	Scouters AMBUSHED. Scouts get away 4,5,6. Else killed. Scouts fall back 8" or to nearest own unit if within 8" In fight ambushed bases receive -1D6. Dervish receives +1D6(this turn only).
<b>-3, -4 or -5 Not scouted</b>	Scouters AMBUSHED. Scouts get away 3,4,5,6. Else killed. Scouts fall back 8" or to nearest own unit if within 8" In fight ambushed unit receives -1D6(this turn only).
<b>-2 to +2 Not scouted</b>	Nothing is found.
<b>+3, +4 or +5 Scouted</b>	Dervish can either deploy one whole unit (if a half present) or move the unit half to another scenery piece. No fight takes place.
<b>+6 or better Scouted</b>	Dervish can either deploy a present unit and be ambushed immediately by the scouting unit. Or move unit halves to other scenery if available. In fight dervishes lose 1D6 for being ambushed (this turn only)

<b>Game set up</b>	
1	Dervish lays 3 scenery pieces.
2	Dervish player deploy 1 unit, half in each of two scenery pieces.
3	Place scouts up to 20".
4	Place single Anglo-Egyptian unit up to 12".
5	Anglo-Egyptian takes turn 1.

Anglo Egyptian turn sequence (16)	
1	Morale. Remove casualty markers.
2	Dice for new officer.
3	Scouts. Move, shoot and scout.
4	Choose a unit Roll for AP, use AP and fight (do fight last). Break off from fight.
5	Roll for Arrivals. 3,4,5,6=success.
6	Declare end of game. Dervish can contest this.

Dervish turn sequence (16)	
1	Morale. Remove casualty markers.
2	Dice for new leader.
3	Declare card for that turn.
4	Choose a unit Appear, roll for AP, use AP and fight (do fight last). Break off from fight. Attempt to disappear into scenery.
5	Choose event chart 1 or 2.
6	Move half unit to other scenery.

Dervish extending game (32)	
2,3,4	No victory points lost. Game continues.
5,6,7	1 victory point lost. Game continues.
8, 9	3 victory points lost. Game continues.
10, 11,12	Game ends.

**Dervish disappear (15)**  
**Unit not shot or moved this turn a 3,4,5,6. Else 4,5,6.**  
**+1 if unit has 2 or more wounded/casualties.**

Scenery (10)		
Scenery	Cover for/hide in	Line of sight effect
Brush.	Inf	Yes
Rocky outcrops	Inf	Yes
Trees	All	Yes
Buildings	All	Yes
Huts	Inf+guns	Yes
Depressions	Inf+guns	No
Ridges and hills	All	Yes
Marsh	Inf	Yes
Water	No one	No

**Artillery/ MG (25)**  
 1 handful (4D6) per 4 bases or part thereof of target unit.  
  
 MGs 3D6 x 3 per shot

**Scouts avoiding a fight (roll 2D6) (9)**  
 Scout rolls D6  
 3,4,5,6= scout gets away.  
 8" NSEW or to any unit within 8".  
 1,2= scout dead.

**PITS 1885 Quick Sheet**

Shooting Ranges (21)		
Weapon	Short	Long
Pistol	No shoot	
Carbine	4"	8"
Rifles/MG	6"	12"
Guns	10"	48"

**Falter test (27)**  
 D6 per casualty/wounded from opportunity shooting.  
 -1 if attacker veteran  
 -1 if attacker is mounted

**Opportunity shooting (21)**  
 D6 per shooting base, front 2 ranks. 1 rank if mounted  
 4,5,6= shot allowed  
**Opportunity shoot when turning to face attacker**  
 Within 4" =6      4 to 8" =5,6      8-12"= 4,5,6

The fight 3D6 per base (28)	
+1D6	Mounted attacker (1 <sup>st</sup> turn) target in open
+1D6	Unit won last round of fight
+1D6	Veteran base
+1D6	Officer, leader or sergeant base
-1D6	Poor base
-1D6	Being attacked from the flank, rear or in column (first turn of a fight)
-1D6	Dervish riflemen or scouts
-1D6	Wounded base
-1D6	2nd or 3rd fight for the unit this turn
-1D6	Gun or MG base
-1D6	Mounted fighting in scenery
-1D6	Ambushed this turn
Minimum 2D6 Maximum 5D6	
4,5,6= damage	
Excess 1, opponent wounded	
Excess =2 opponent dead	
<b>Wounds</b> (opponent rolls) Officer, leader, Sergeant, flag bearer dies on 6. All others die on 5,6.	

Shooting (21)	
Shooter	
Per base roll 3D6 (5D6 if volley) double 1 = jammed	
Target	
1D6	To start with
1D6	If in cover
1D6	Long range
1D6	Shooter is dervish/mounted/scout
1D6	Shooter is poor quality
1D6	Opportunity shooting at dervish unit that has appeared this turn
1D6	Target is officer/leader, scout or sergeant
<b>Minimum number of save D6=2 Max 5D6</b>	
<b>Deduct target 4,5,6 from shooter 4,5,6</b>	
1 extra= wounded	2 extra=dead

**Breaking off from a fight(29)**  
 D6 per base  
 +2D6 if winning fight, mounted or better quality (count only 1).  
 Roll D6.  
 Each 5,6= success.  
 Difference= bases lost. Only break off unit takes casualties.  
 Owner's choice.  
 No casualty markers placed.  
 Break off unit moves back 4", face opponent.  
 All guns and MGs are lost.