

<p align="center">Card 1 “Kill the Infidels!”</p> <p>Dervish unit becomes fanatical. “Inspired by Allah!” Dervish player nominates a single unit to be fanatical this turn. Fanatical will +1D6 to the fight dice for each base for all fights this turn. This card is awarded to a unit now.</p> <p>Anglo-Egyptian gamble 1,2= Dervish fanaticism becomes +2D6 per base.</p> <p>5,6= Anglo-Egyptians nominate any dervish unit to “not attack” this turn(do this now). It may of course carry out other AP effects such as movement and shooting.</p>	<p align="center">Card 2 “Brothers rally to me!”</p> <p>More Dervishes might appear. Dervish player has an additional roll on event chart 2. Do this now.</p> <p>Anglo-Egyptian Gamble 1,2= Dervish player may have his event chart and carry out a re-roll if wishes.</p> <p>5,6= Dervish player misses his end of turn event chart die roll.</p>
<p align="center">Card 3 “Join us and fight!”</p> <p>Dervishes get help from local village. The dervish player may bring on a poor unit from off table (if he has one). This unit is brought on now.</p> <p>Anglo-Egyptian gamble 1,2= Dervish Player may bring on any off table unit.</p> <p>5,6= Dervish player must give up one of his off table bases(from any unit) to the Anglo-Egyptian player as a new scout who has changed sides. This scout is deployed now, in contact with an Anglo-Egyptian unit. The scout is average quality.</p>	<p align="center">Card 4 “Surprise arrivals!”</p> <p>Dust Storm or wind takes effect. Dervish player can bring on a piece of scenery now. Placement is as per the normal rules.</p> <p>Anglo-Egyptian gamble 1,2= Dervish player can bring on his piece of scenery and also bring on a new unit in halves. 1 half must be deployed in the new scenery piece. This takes place now.</p> <p>5,6= Anglo-Egyptians use wind to hide movement and moves a unit 12” in a straight line through any obstacle except enemy units. This is carried out now.</p>
<p align="center">Card 5 “Infidels take wrong path!”</p> <p>This will only take effect if there are any Anglo-Egyptian units off table. Anglo-Egyptian player chooses a unit. Rolls the same number of D6 as bases in the unit. Any scores of 6 will cause a base to be lost.</p> <p>Anglo-Egyptian gamble 1,2= Anglo-Egyptians lose bases on 5,6.</p> <p>5,6= Anglo-Egyptians lose 1 base from any unit anywhere on or off the table.</p>	<p align="center">Card 6 “Warriors, attack!”</p> <p>Dervish unit is reinforced. A dervish unit that is not fighting but is on the table (whether disappeared or not) has all of its casualties replaced now. All the lost bases are replaced now.</p> <p>Anglo-Egyptian gamble 1,2= A dervish unit can have its bases replaced even if fighting, before the fight is carried out this turn.</p> <p>5,6= Dervish unit gets hurt. No dervish reinforcements. In the first fight carried out this turn the Anglo-Egyptian player can convert wounds to dead on rolls of 3,4,5,6.</p>
<p align="center">Card 7 “Atrocity!”</p> <p>War correspondent sees Anglo-Egyptian infantry execute dervish wounded. This can only be used if there has been a fight in the game so far. Dervish adds D6-1 to his victory points. Roll this now.</p> <p>Anglo-Egyptian gamble 1,2= D6+1 points given to dervish player. Lots of butchery seen! Outrageous!</p> <p>5,6= It’s obvious that the dervishes were dishonourable. D6 -1 extra points to the Anglo-Egyptian player for firm handling of the situation.</p>	<p align="center">Card 8 “Look, a sign!”</p> <p>One of the soldiers has seen a “sign”. A rock with the face of an angel on it! One dervish unit is affected and adds 2AP to this turns AP. Award AP now (to any unit including hidden ones) before any unit rolls for AP.</p> <p>Anglo-Egyptian gamble 1,2= It really does look like an angel! Add 4AP to a dervish unit instead of the 2AP.</p> <p>5,6= No. It looks like Abdullah’s wife. Anglo-Egyptian player nominates 1 dervish unit to lose 2 AP this turn (now).</p>