

Card 7 "Kill the Infidels!"_z

Dervish unit gains base count in a fight.

Dervish player nominates unit NOW (hidden or deployed). Add **3** to the base count for any **fight** (or fall back) **this turn**. Gambles are applied to this unit.

Anglo-Egyptian gamble

1,2,3 Base count is now **+5** in fight.

4,5,6 The nominated unit is now **"not allowed to charge"** this turn.
This unit can carry out other actions such as movement and shooting.

Card 1 "Brothers rally!"_z

Dervish player has a free reinforcement chart roll.

Dervish player has a roll on the reinforcement event chart.
Do this now.

Anglo-Egyptian gamble

1,2,3 Dervish player may have his extra event chart roll now **and** carry out a re-roll if wishes.

4,5,6 Dervish lose this extra event roll

Card 3 "Fight and fight!"_z

Dervish poor unit arrives.

The Dervish player may bring on a **poor unit** from off table (if he has one). This unit is brought on **now**.

Usual two part deployment into scenery.

Anglo-Egyptian gamble

1,2,3 Dervish Player may bring on **any quality** off table unit.

4,5,6 Dervish player must **give up one of his off table bases** (from any unit if there are any) to the Anglo-Egyptian player as a new scout who has changed sides. *This scout is added to off table reinforcements.*

Card 2 "Dust cloud!"_z

Free movement for a unit.

Dervish player nominates unit NOW
Dervish player can move a **deployed** unit up to 2 squares. Any facing in new square.
No formation change. Can jump over scenery. **Not into a fight or jump over other units** (scouts/commanders OK). This does not count toward movement limits and modifiers.

(This card can be applied to artillery units, they stay deployed)

Anglo-Egyptian gamble

1,2,3 2 becomes 4.

4,5,6 Anglo-Egyptians will **get the 2** squares instead of the Dervishes.

Card 8 “Drums!” z

Sergeant Reeves hears Distant drums that might be Dervish or Anglo- Egyptian?

The drums might indicate events that will change the situation?

Dervish player must move countdown on-wards or backwards by 2.

Anglo-Egyptian gamble

1,2,3

Dervish player must move countdown onwards **OR** backwards by 4.

4,5,6

Anglo Egyptian player must move countdown onwards **OR** backwards by 2.

Card 5 “Warriors, rally”z

Dervish unit is reinforced.

Dervish player nominates unit NOW
Hidden or deployed unit.

The Dervish unit can regain lost bases.

Regain **3** whole bases

Unit cannot become larger than at game start.

Anglo-Egyptian gamble

1,2,3

Dervish unit regains whole bases

4,5,6

Dervish unit regains 4 whole bases **and additionally** restores any leader loss.

Card 4 “Atrocity!” z

*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 2 to his victory points. Roll this now (re-roll allowed).

Anglo-Egyptian gamble

1,2,3

3 points given to **Dervish** player.
Lots of butchery seen!
Outrageous!

4,5,6

It's obvious that the Dervishes were dishonourable. **3** extra points to the **Anglo-Egyptian** player for firm handling of the situation.

Card 6 “Look, a sign!” z

More action D6.

One of the soldiers has seen a “sign”. A rock with the face of an angel on it!

Dervish player nominates a unit NOW

Hidden or deployed.

Dervish player adds **2D6** to **this turns** action D6.

Anglo-Egyptian gamble

1,2,3

It really does look like an angel! Add **4D6** to a Dervish unit.

4,5,6

No. It looks like Abdullah's wife.
Dervish unit **loses 2D6** this turn .