

**Battle of El Sisi Landing
November 13, 1884**

British Order of Battle



Brigadier J. Burdock * -1 to all fire combat die rolls *

Company A

1 X Captain
1 X Sergeant Major
Platoon Black Watch
Platoon King's Shropshire LI

Company B

1 X Captain
1 X Sergeant Major
Platoon Coke's Rifles
Platoon Queen's Guides

Company C

1 X Captain
1 X Sergeant Major
2 platoons 10th Sudanese

Cavalry

Captain Miles Standish
Troop Egyptian Cuirassiers
Troop Egyptian Lancers

Artillery

'K' Battery Royal Artillery
1 X Gun
1 X NCO
3 X Gunners
1 X Gun
1 X NCO
3 X Gunners

Royal Navy

H.M.S. Teapot * -1 to fire combat die rolls *
Lieutenant John Rushworth Jellicoe

Ansar Order of Battle



Emir Abu Abdulla Krena * -1 morale modifier to any unit he is attached to *

Toballa Tribe

1 X Emir

1st Band

1 X Sheikh

19 Warriors

2nd Band

1 X Sheikh

19 Warriors

3rd Band

1 X Sheikh

19 Warriors

El Narwa Tribe

1 X Emir

1st Band

1 X Sheikh

19 Warriors

2nd Band

1 X Sheikh

19 Warriors

3rd Band

1 X Sheikh

19 Warriors

Botha Tribe * Begin the game entrenched at El Sisi Landing *

1 X Emir

1st Band

1 X Sheikh

19 Warriors

2nd Band

1 X Sheikh

19 Warriors

Doba Tribe - mounted

1 X Emir

11 X Warriors

Artillery *uses native artillery rules*

1 X Gun

1 X NCO
3 X Gunners
1 X Gun - The water battery.
1 X NCO
3 X Gunners

River Squadron

2 X Armed dhows

Victory Conditions.

The side with the most victory points wins the game.

Control El Sisi Landing at the end of the game = 2 VP_

Drive the Water Battery from its position by the end of the game = 1 VP for the British

The Water Battery is in position at the end of the game = 1 VP for the Ansar

Each Ansar dhow sunk = 1 VP for the British

Sink HMS Teapot = 2 VP for the Ansar

Each Ansar unit destroyed = 1 VP for the British

Each British unit destroyed = 1 VP for the Ansar