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
2 platoons 10th Sudanese

Cavalry
Captain Miles Standish
Troop Egyptian Lancers

Artillery
'K' Battery Royal Artillery
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

El Narwa Tribe
1 X Emir
1st Band
1 X Sheikh
19 Warriors
2nd 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

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 = 2 VP for the Ansar