

'ERES TO YOU FUZZY WUZZY

by
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1. Introduction

ETYFW relies upon the use of both average dice (AvDs produce more predictable results) and normal dice (D6s produce less predictable results) to reflect the following features of the Sudanese Campaign:

- British and Egyptian firepower could destroy Mahdist attacks if they got enough warning;
- British and Egyptian forces moved slowly but surely about the battlefield;
- British and Egyptian forces might be beaten in close combat by the sheer ferocity of the Mahdist attack;
- Mahdist forces has less predictable firepower than the British and Egyptians;
- Mahdist forces moved in a less formal and therefore more rapid manner on the battlefield than the British and Egyptians.

2. Playing Pieces

The game is played with stands of troops, each of which represents:

- a Commander or
- a company of Regular infantry or
- a squadron of Regular cavalry or
- a battery of Regular artillery or
- a group of approximately 200 Irregular infantry or
- a group of approximately 200 Irregular cavalry or
- a battery of Irregular artillery or
- a transport unit.

The stands are 25 mm x 25 mm and should have two figures mounted on them (except the Commander stand which only has one figure).

3. Game Move Sequence

Alternate Moves for each phase of the Game Turn Sequence. The phases of the Game Turn Sequence are:

- Order Phase
- Movement Phase
- Reconnaissance Phase
- Fire Combat Phase
- Fire Combat Results Phase
- Close Combat Phase
- Close Combat Results Phase
- Retreat Movement Phase
- Rally Phase
- Casualty Recovery Phase

4. Orders

A Commander may issue each unit under their command with a maximum of three orders per move, and these may include no more than:

- One **Movement Order** (e.g. **March, Double & Trot, Charge & Retreat**);
- One **Formation Change Order** (e.g. **Form Column of March, Form Line, Form Square, Limber, Unlimber, Dismount, Rally, Reorganisation**) and;
- One **Combat Order** (e.g. **Fire Combat, Close Combat**).

5. Movement Rates

Regular Troops - Units of Regular Troops throw various numbers of Average Dice (AvD) to determine the distance they can move at different Movement Rates.

Maximum Movement Rate (in cm)			
Unit Type	March	Double & Trot	Charge & Retreat
Command	5 x AvD	5 x AvD	5 x AvD
Infantry	2 x AvD	3 x AvD	4 x AvD
Cavalry	3 x AvD	4 x AvD	5 x AvD
Artillery	2 x AvD	3 x AvD	4 x AvD
Transport	2 x AvD	3 x AvD	4 x AvD

Irregular Troops - Units of Irregular Troops throw various numbers of Normal Dice (D6) to determine the distance they can move at different Movement Rates.

Maximum Movement Rate (in cm)			
Unit Type	March	Double & Trot	Charge & Retreat
Command	6 x D6	6 x D6	6 x D6
Infantry	3 x D6	4 x D6	5 x D6
Cavalry	4 x D6	5 x D6	6 x D6
Artillery	2 x D6	3 x D6	4 x D6
Transport	2 x D6	3 x D6	4 x D6

Notes:

- Units of Regular Troops may only use **Double & Trot** Movement Rate if:
- They have been stationary during the previous move or
- They have moved at **March** Movement Rate during the previous move.

Units of Regular Troops may only use **Charge & Retreat** Movement Rate if:

- They have been stationary during the previous move or
- They have moved at **March** Movement Rate during the previous move or
- They have been forced to do so by a **Fire Combat Result** or
- They have been forced to do so by a **Close Combat Result** or
- They have failed to **Rally** after an adverse **Fire Combat Result** or an adverse **Close Combat Result**.

Units of Irregular Troops may only use **Double & Trot** Movement Rate if:

- They have been stationary during the previous move or
- They have moved at **March** Movement Rate during the previous move or
- They have moved at **Double & Trot** Movement Rate during the previous move (subject to a maximum number of two moves at **Double & Trot** Movement Rate before the unit must remain stationary for a move or move for two moves at **March** Movement Rate).

Units of Irregular Troops may only use **Charge & Retreat** Movement Rate if:

- They have been stationary during the previous move or
- They have moved at **March** Movement Rate during the previous move or
- They have moved at **Double & Trot** Movement Rate during the previous move (subject to the restriction that they must have been stationary or moved at **March** Movement Rate during the move prior to the last move) or
- They have been forced to do so by a **Fire Combat Result** or
- They have been forced to do so by a **Close Combat Result** or
- They have failed to **Rally** after an adverse **Fire Combat Result** or an adverse **Close Combat Result**.

Transport units may only use **Charge & Retreat** Movement Rate if:

- They have been forced to do so by a **Fire Combat Result** or
- They have been forced to do so by a **Close Combat Result** or
- They have failed to **Rally** after an adverse **Fire Combat Result** or an adverse **Close Combat Result**.

6. Reconnaissance

Regular Troops - Units of Regular Troops throw a Normal Dice (D6) at the end of the **Movement Phase** to determine the distance at which units of various sizes will be seen.

Distance (in cm) at which units of various sizes will be observed & identified			
Dice Score	Company-sized units	Battalion-sized units	Brigade-sized units
1	-	-	-
2	-	-	10
3	-	10	15
4	10	15	25
5	15	25	40
6	25	40	60
7	40	60	85

Irregular Troops - Units of Irregular Troops throw a Normal Dice (D6) at the end of the **Movement Phase** to determine the distance at which units of various sizes will be seen.

Distance (in cm) at which units of various sizes will be observed & identified			
Dice Score	Company-sized units	Battalion-sized units	Brigade-sized units
1	-	-	-
2	-	-	12
3	-	12	18
4	12	18	30
5	18	30	48
6	30	48	72
7	48	72	102

Notes:

Units that are reconnoitering may only do so if they are moving at **March** or **Double & Trot** Movement Rate.

If the terrain is **Open Terrain**, adjust the D6 with a +1 modifier.

Open Terrain - Flat terrain with no vertical obstructions to vision (e.g. Savannah grasslands).

Difficult Terrain - Any terrain that is not **Open Terrain**.

Company-sized unit - single stand with one or two figures (with or without an artillery piece or vehicle) mounted on it.

Battalion-sized unit - Two to six Company-sized units.

Brigade-sized unit - Seven or more Company-sized units.

7. Weapon Ranges

Weapon Ranges (in cm)			
Weapon Type	Short Range	Effective Range	Long Range
Single-shot Rifles	5	15	30
Magazine Rifles	7.5	22.5	45
Machine Guns	10	30	60
Mountain Artillery	12.5	37.5	75
Field Artillery	15	45	90
Medium Artillery	20	60	120
Heavy Artillery	25	75	150

8. Fire Combat Attack Gradings and Range Adjustments

		Range/Dice Adjustments	
Weapon Type	Attack Grading	Effective Range	Long Range
Single-shot Rifles	Light	-1	-2
Magazine Rifles	Light	-1	-2
Machine Guns	Medium	-1	-2
Mountain Artillery	Medium	-1	-2
Field Artillery	Medium	-1	-2
Medium Artillery	Heavy	-1	-2
Heavy Artillery	Heavy	-1	-2

9. Fire Combat Defence Gradings

Unit Type	Defence Grading
Any unit that is in the open	Light
Any unit in field fortifications or trenches	Medium
Any unit in permanent fortifications	Heavy

10. Fire Combat

Regular Infantry and Cavalry - Throw an Average Dice (AvD) for each firing stand.

Regular Machine Guns and Artillery - Throw an Average Dice (AvD) for each unwounded Crew member on each firing stand.

		Defence Grading		
Attack Grading	Dice Score	Light	Medium	Heavy
Light	2	-	-	-
	3	◆	-	-
	4	◆◆	◆	-
	5	◆◆◆	◆◆	◆
Medium	2	◆	-	-
	3	◆◆	◆	-
	4	◆◆◆	◆◆	◆
	5	◆◆◆◆	◆◆◆	◆◆
Heavy	2	◆	◆	-
	3	◆◆	◆◆	◆
	4	◆◆◆	◆◆◆	◆◆
	5	◆◆◆◆	◆◆◆◆	◆◆◆

Irregular Infantry and Cavalry - Throw a Normal Dice (D6) for each firing stand.

Irregular Machine Guns and Artillery - Throw a Normal Dice (D6) for each unwounded Crew member on each firing stand.

		Defence Grading		
Attack Grading	Dice Score	Light	Medium	Heavy
Light	3	-	-	-
	4	◆	-	-
	5	◆◆	◆	-
	6	◆◆◆	◆◆	◆
Medium	3	◆	-	-
	4	◆◆	◆	-
	5	◆◆◆	◆◆	◆
	6	◆◆◆◆	◆◆◆	◆◆
Heavy	3	◆	◆	-
	4	◆◆	◆◆	◆
	5	◆◆◆	◆◆◆	◆◆
	6	◆◆◆◆	◆◆◆◆	◆◆◆

Notes:

◆ = Number of casualties inflicted on the enemy. These are denoted by placing the appropriate number of Casualty Markers on the affected enemy unit's stands.

11. Fire Combat Results

Unit has caused more casualties on the enemy than it has suffered:

- Regular Infantry and Cavalry may close with the enemy at **Charge & Retreat** Movement Rate next move.
- Other Regular units may close with the enemy at **Double & Trot** Movement Rate next move.
- Irregular Infantry and Cavalry throw a D6. If the score is 1 or 2, the unit may advance at **Charge & Retreat** Movement Rate at once; If the score is 3, 4, 5, or 6, the unit may close with the enemy at **Double & Trot** Movement Rate next move.
- Other Irregular units may close with the enemy at **Double & Trot** Movement Rate next move.

Unit has caused as many casualties on the enemy as it has suffered:

- Unit may advance towards the enemy at **Double & Trot** Movement Rate next move.

Unit has suffered more casualties than it has inflicted on the enemy, but less than twice as many casualties:

- Regular units throw a D6. If the score is 1, the unit must retreat at **Charge & Retreat** Movement Rate at once; If the score is 2 or 3, the unit must retreat at **Double & Trot** Movement Rate next move; If the score is 4, 5, or 6, the unit may not move next move unless forced to do so by further casualties.
- Irregular units throw a D6. If the score is 1 or 2, the unit must retreat at **Charge & Retreat** Movement Rate at once; If the score is 3, 4, or 5, the unit must retreat at **Double & Trot** Movement Rate next move; If the score is 6, the unit may not move next move unless forced to do so by further casualties.

Unit has suffered twice as many (or more) casualties than it has inflicted on the enemy:

- Regular units throw a D6. If the score is 1 or 2, the unit must retreat at **Charge & Retreat** Movement Rate at once, and must continue to do so until it is **Rallied**; If the score is 3, 4, 5, or 6, the unit must retreat at **Charge & Retreat** Movement Rate at once.
- Irregular units throw a D6. If the score is 1, 2, 3, or 4, the unit must retreat at **Charge & Retreat** Movement Rate at once, and must continue to do so until it is **Rallied**; If the score is 5 or 6, the unit must retreat at **Charge & Retreat** Movement Rate at once.

12. Close Combat Attack Gradings

Unit Type	Defence Grading
Any unit that is in the open	Light
Any unit in field fortifications or trenches	Medium
Any unit in permanent fortifications	Heavy

13. Close Combat

Close Combat only takes place when opposing stands come into base-to-base contact.

Regular Troops - Throw a Normal Dice (D6) for each unwounded figure on each stand taking part in the Close Combat.

Attacker's Dice Score	Defender's Grading		
	Light	Medium	Heavy
4	◆	-	-
5	◆	◆	-
6	◆◆	◆	◆

Irregular Troops - Throw an Average Dice (AvD) for each unwounded figure on each stand taking part in the Close Combat.

Attacker's Dice Score	Defender's Grading		
	Light	Medium	Heavy
3	◆	-	-
4	◆	◆	-
5	◆◆	◆	◆

Notes:

◆ = Number of casualties inflicted on the enemy. These are denoted by placing the appropriate number of Casualty Markers on the affected enemy unit's stands.

14. Close Combat Results

Unit has caused more casualties on the enemy than it has suffered:

- If the enemy has been forced to retreat, Regular Infantry and Cavalry may advance at **Double & Trot** Movement Rate at once; If the enemy has not been forced to retreat, Regular Infantry and Cavalry may continue the Close Combat next move.
- Other Regular units may continue the Close Combat next move.
- If the enemy has been forced to retreat, Irregular Infantry and Cavalry may advance at **Charge & Retreat** Movement Rate at once; If the enemy has not been forced to retreat, Irregular Infantry and Cavalry may continue the Close Combat next move.
- Other Irregular units may continue the Close Combat next move.

Unit has caused as many casualties on the enemy as it has suffered:

- Unit may continue the Close Combat next move.

Unit has suffered more casualties than it has inflicted on the enemy, but less than twice as many casualties:

- Regular units throw a D6. If the score is 1, the unit must retreat at **Charge & Retreat** Movement Rate at once; If the score is 2 or 3, the unit must retreat at **Double & Trot** Movement Rate next move; If the score is 4, 5, or 6, the unit may not move next move unless forced to do so by further casualties.
- Irregular units throw a D6. If the score is 1 or 2, the unit must retreat at **Charge & Retreat** Movement Rate at once; If the score is 3, 4, or 5, the unit must retreat at **Double & Trot** Movement Rate next move; If the score is 6, the unit may not move next move unless forced to do so by further casualties.

Unit has suffered twice as many (or more) casualties than it has inflicted on the enemy:

- Regular units throw a D6. If the score is 1 or 2, the unit must retreat at **Charge & Retreat** Movement Rate at once, and must continue to do so until it is **Rallied**; If the score is 3, 4, 5, or 6, the unit must retreat at **Charge & Retreat** Movement Rate at once.
- Irregular units throw a D6. If the score is 1, 2, 3, or 4, the unit must retreat at **Charge & Retreat** Movement Rate at once, and must continue to do so until it is **Rallied**; If the score is 5 or 6, the unit must retreat at **Charge & Retreat** Movement Rate at once.

15. Rallying Retreating Troops

Regular Troops - Throw an Average Dice (AvD) for each retreating stand. If the score is 2 or 3, the retreating stand will continue to retreat; If the score is 4 or 5, the stand will rally, and will obey orders from the next move onwards.

Irregular Troops - Throw a Normal Dice (D6) for each retreating stand. If the score is 1, 2, 3, or 4, the retreating stand will continue to retreat; If the score is 5 or 6, the stand will rally, and will obey orders from the next move onwards.

16. Recovering Casualties

A unit that has suffered casualties may recover some of them during any move if:

- The unit has not moved and
- The unit has not been involved in any form of combat.

To recover casualties, a unit removes half the casualty markers it has suffered. If there are an odd number of casualty markers, a D6 is thrown; If the score is 1, 2, or 3, the odd number of casualty markers is rounded up; If the score is 4, 5, or 6, the odd number of casualty markers is rounded down. The remaining stands with casualty markers must then retreat at **March** Movement Rate and may not be rallied.

17. Sudan Campaign Troop Types

British Troops Move, Reconnoitre, Fire Combat, Close Combat, and Rally as Regulars.

Egyptian and Indian Troops Move and Reconnoitre as Regulars and Fire Combat, Close Combat, and Rally as Irregulars.

Mahdist Troops Move, Reconnoitre, Fire Combat, Close Combat, and Rally as Irregulars.