

AFTER KHARTOUM

A Scenario from the Sudan Campaign 1881 - 1898

1. Historical Background

While the capture of Khartoum (26th Jan. 1885) by the Mahdi seemed to be the end of the Sudan campaign, British forces still continued to brush with the Dervishes in the south. General Wolseley with his two forces - the desert and river columns - continued planning to crush the Mahdi, but Gladstone's Government decreed otherwise. The troops were ordered back to Egypt; and they seem to have presented a motley sight. Count Gleichen, a lieutenant in the Guards Camel Regiment, recorded that on the return march a long-promised supply of boots was encountered but they turned out to be of such small sizes that the men could not get into them. They were as hard as bricks, there was no grease to soften them, and the only way of using them was to slit open at the end, and shove your toes through. As for the officers, no two had the same foot-covering: field boots, lawn-tennis shoes, garters, puttees, and boots in all stages of decay and attempted repair were worn.

All that the previous expeditions since Khartoum had achieved, according to Bennet Burleigh, was to "...scotch the snake whose slimy trail lies all over the Soudan, marked by the desolation of ruined villages and fields, and the whitened bones of countless human beings...From the beginning, Mahdism, as a social movement, has only shown potency for destruction and mischief...Still, there was, in the zenith of its power, always the risk that, with successful Dervish raids made north of Wady Halfa, the infection of fanaticism might spread to the confines of Lower Egypt, if not to Cairo itself."

The situation in Egypt and the Sudan in 1896 was complicated. The Sudan, technically part of the Turkish Empire, had ceased to be ruled by Egypt in 1885 and for over ten years had been left untouched. Britain could not help but see the intentions of other European powers such as France, Italy and Germany with regard to the Sudan. The British Government was aware that *agents provocateurs* especially from Germany and Turkey were always constantly attempting to smuggle firearms and ammunition into the Sudan in order to spark a large-scale revolt that could spread to Egypt and weaken the stand of the British Empire in northern Africa.

2. The Game

On the morning of 7th April 1897, the Sirdar (Commander) of the Anglo-Egyptian Army in Cairo, Lord Herbert Kitchener, a Royal Engineer officer like Gordon, received an urgent dispatch that a secret weapons transport was on the way to Port Sudan to reinforce the Khalifa's Dervish forces. This was bad news and had to be prevented by all means to avoid a large-scale revolt. According to the intelligence report an Arab trading ship, the "Al-Boom" had slipped through the Suez Canal filled to the rim with fire arms and ammunition to supply a whole army. The captain of this ship was a well known smuggler and pirate called Mahmud Al-Zariba, while the initiator of this transport was Freiherr von Schmeichel (an infamous drillmaster and agent provocateur of the Kaiser) accompanied by the awesome Turkish Pasha Mustafa Bey and a handful of selected troops.

Lord Kitchener knew that rapid action was needed to prevent the weapons falling into the hands of the Dervish fanatics. A large-scale attack on Port Sudan was not possible as preparations for the invasion of the Sudan were expected to be completed only by the beginning of June. The only way of intervening was an undercover skirmish attack by handpicked troops which could be mobilised almost immediately. Kitchener devised the following plan:

An attack on Port Sudan would have to come from two directions, both from land and from the Red Sea, to be sure of an absolute success. The prime target was to capture or destroy all the weapons and ammunitions smuggled to the headquarters of the Dervishes at Port Sudan, and secondly capture or eliminate the Khalifa to demoralise the Dervishes to their roots. The troops selected for this expedition were.

Attacking from the Wadi (land side)

- (1) "B" Company of the 24th foot (Zulu War Veterans) commanded by Capt. Douglas Dawson
- (2) "A" Squadron of the Guards Camel Regiment under the command of Lieutenant Count Gleichen.

Attacking from the Red Sea (aboard the *H.M.S. Assumptious*)

- (3) Captain B.S.E. Symthe (hero of Khartoum) and a company of Marines
- (4) Major P.A. Remington commanding an elite company of the 60th Rifles

3. Starting the Game/ Victory Conditions

Each player will pick a card representing one of the six major characters in this game and secondly a card with secret targets to be fulfilled in order to gain the maximum amount of points by the end of the game to achieve a personal victory.

The six major characters and secret orders are the following (see next page):

4. Special Comments

- Freiherr von Schmeichel intends to trade arms and munitions against Pharaonic antiquities.
- Each unit commander follows his own targets for some personal benefit or revenge.
- Points: The Khalifa has +1 / Fuzzy Wuzzies +1 / Dervish commanders +1 / Mounted +1

- On the Port Sudan fortifications the Dervishes have mounted a heavy piece of artillery. This can sink any ship within range by a direct hit (throwing a percentage die - 15 points required) or blow up ship with explosives.
- Should your character get killed during the game, then his unit will continue fighting to the last man and points achieved will be added at end of game.
- The game will have a total of 10 moves.
- Move one will see a busy Port Sudan with the weapons and arms in the process of being unloaded from the "Al-Boom". HMS Assumptious (equipped with a small gun) is arriving at edge of table (Marines & Rifles) and land troops (24th & Guards Camel Regt.) are ready to enter outskirts of town.

ENJOY THIS SKIRMISH GAME!!!

Character No.#1
Mahmud Al-Zariba
Points: +1
Smuggler and Pirate
Captain of the "Al-Boom"
Crew: 5 - sailors 0 points

Character No.#2
Freiherr von Schmeichel
Points: +1
Snipper (hits with 5&6 no saving)
Drillmaster & Arts connoisseur
Troops: 7 -Turkish off.+1 / rank
= 0

Character NO.#3
Captain Douglas Dawson
Points: +1 (*Red Coats*)
Commander "B" company
24th foot (Zulu war veteran)
Troops: 8 - Serg.+1 /rank 0

Character No.#4
Lieutenant Count Gleichen
Points: +2 (*Brown Coats*)
Commander "A" Squadron
Guards Camel Regiment
Troops: 4 - rank +1

Character No.#5
Captain B.S.E. Symthe
Points: +2 (*Blue Coats*)
Captain of H.M.S. Assumptious
Hero of Khartoum
Troops: 5 - rank +1

Character NO.#6
Major P.A. Remington
Points: +1 (*Green Coats*)
Commander of 60th Rifles
Snippers (hit 5&6 no saving)
Troops: 5 - rank 0 points

Order No.#1

1. Eliminate Fr. v. Schmeichel (revenge) 25pts.
2. Capture antiquities (5pts. each)
3. Kill/Capture Khalifa - 15/25pts.
4. Destroy/Capture arms - 10/20pts

Order No.#2

1. Eliminate Mahmud Al-Zariba (revenge) 30pts.
2. Capture antiquities (5pts. each)
3. Kill/Capture Khalifa - 10/20pts.
4. Destroy/Capture arms - 10/20pts

Order no.#3

1. Eliminate Cpt. Douglas Daws (revenge) 35pts.
2. Capture antiquities (5pts. eac)
3. Kill/Capture Khalifa - 5/10pts.
4. Destroy/Capture arms - 10/25

Order No.#4

1. Eliminate Lt. Count Gleichen (revenge) 15pts.
2. Capture antiquities (5pts. each)
3. Kill/Capture Khalifa - 25/35pts.
4. Destroy/Capture arms - 10/20pts

Order No.#5

1. Eliminate Cpt.B.S.E. Symthe (revenge) 20pts.
2. Capture antiquities (10pts. each)
3. Kill/Capture Khalifa - 5/10pts.
4. Destroy/Capture arms - 5/10pts

Order No.#6

1. Eliminate Maj. P.A. Remington (revenge) 18pts.
2. Capture antiquities (2pts. each)
3. Kill/Capture Khalifa - 20/40pts
4. Destroy/Capture arms - 15/30

Order No.#7

1. Save Cpt. Douglas Dawson (your uncle) 25pts.
2. Capture antiquities (2pts. each)
3. Kill/Capture Khalifa - 15/25pts.
4. Destroy/Capture arms - 10/20pts
5. Destroy Dervish heavy artill. 18pt

Order No.#8

1. Save Lt. Count Gleichen (your nephew) 15pts.
2. Capture antiquities (5pts. each)
3. Kill/Capture Khalifa - 5/15pts.
4. Destroy/Capture arms - 10/20pts
- s. 5. Capture Arab Ship - 20 pts.

Order No.#9

1. Save Cpt. B.S.E. Smythe (your step-brother) 30pts.
2. Destroy heavy gun 20 pts.
3. Kill/Capture Khalifa - 20/30pt
4. Destroy/Capture arms - 10/20

Order No.#10

1. Save Maj. P.A. Remington (your brother-in-law) 20pts.
2. Capture antiquities (5pts. each)
3. Capture the "Al-Boom"Ship 25pts
4. Destroy/Capture arms - 15/25pts

Order No.#11

1. Destroy heavy gun - 25 points
2. Capture antiquities (10 pts. each)
3. Kill/Capture Khalifa - 15/25pts.

Order No.#12

1. Sink HMS Assumptious 35pt
2. Capture antiquities (3pts. each)
3. Kill the Khalifa - 12 pts.
4. Destroy arms - 35pts