

THE EGYPTIAN CAMPAIGN - PLAYERS AID

Turn Sequence Outline

- I. Random Events Phase (except turn 1)
- II. French Player Turn
 - A. Reinforcement Phase (except turn 1)
 - B. Movement Phase
 - C. Combat Phase
 - D. Supply Phase
 - E. Siege Phase
- III. Ottoman Player Turn
 - A. Reinforcement Phase (except turn 1)
 - B. Movement Phase
 - C. Combat Phase
 - D. Supply Phase
 - E. Siege Phase

8.5 Ottoman Reinforcements

1d6 -2	Appears
-1	Ottoman player must remove from the map any one friendly unit if his choice other than a fortress garrison unit and place it in the Ottoman reinforcement holding container
0	no Ottoman reinforcements that turn
1~4	Number of units received
1d6	Location of '?' Unit
1-2	Anatolian off-map holding box
3-4	Syria-Palestine
5-6	Egypt

8.13 French/British Unit-Recycling Table

1d6	Result
0-5	Unit is returned to play that number of game turns later (minimum 1).
6-7	Unit is permanently eliminated.
+1 if the enemy has 10 more victory points. -1 if the unit is French.	

11.13 Battle Victory Points

CF in Loser's Original Force	VP
1-5	1
6-10	2
11-20	3
21	4

6.3 RANDOM EVENTS TABLE

1d6	Event	Explanation
1-2	Anti-French Revolt	The French player rolls a die and divides the result by two (round up), and recycles that number of French units. This may happen only once per calendar year.
3	Ottoman Infighting	Roll a die. Ottoman units in the following area are affected: 1-2=Egypt; 3-4 = Syria-Palestine; 5-6 =Anatolian staging area. Units in the rolled area may not move or attack this Ottoman Player Turn. They perform other functions normally. The Ottoman fleet is affected if the roll is 5-6. British units are not affected.
4	Plague	Each player must roll a die; divide that result by two; (round up), and immediately recycle that number of friendly units. This event may happen only once per calendar year.
5	Disputes in Chain of Command	Roll a die. On a 1-2, the French are affected; on a 3-6 the Ottomans & British are affected. Units of the affected side have their movement factors reduced by one this turn.
6	British Intervention	Ottomans receive the British reinforcements; also see 10.4.

French Victory Points

A 10x10 grid with a dashed line forming a 2x2 square in the top-left corner.

Ottoman Victory Points

A 10x10 grid with a dashed line forming a 2x8 rectangle in the top-left corner. The dashed line starts at the top-left corner, goes right for 8 units, then down for 2 units, and then continues as a dashed line along the top and left edges of the 2x8 rectangle.

13.0 Siege Resolution Table

1d6	Result
≤5	Siege Continues
6+	Besieged Force Surrenders

+1 for each supplied siege train unit adjacent to the fortress
+1 (max) if the besieging side has 10 or more VP than the besieged side
-1 for a fortress containing one or more British units (Ottoman presence OK)
-1 (max) if the besieged side has 10 or more VP than the besieging side
-1 if the besieged fortress is Alexandria or Damascus

Combat Results

AC (Attacker Catastrophe): Ax RR Dvp
AR (Attacker Routed): A-1/2 RR Dvp
AES (Attacker Extensively Shattered): A-1/2 RR D-1/4 Dvp
BB (Bloodbath) : A-1/2 D-1/2
DC (Defender Catastrophe): Dx RR Avp
DR (Defender Routed): D-1/2 Dr RR Avp
DES (Defender Extensively Shattered): D-1/2 Dr RR A-1/4 Avp

Notes:

RR= Recycle eligible units

vp= victorious player gains BVP, no debit is made to the loser

. if attack involves engineers, at least one engineer must be given up to satisfy any loss (11.7).

. Siege trains in attack on a fortress must be last units given up to satisfy any loss (11.8).

. If combat involves amphibious assault, and result fails to clear the invaded hex of all defenders, the amphibious invasion force is eliminated; that elimination doesn't satisfy any other combat loss requirements (10.3).