

## Devastation Chart for Artillery and Foot Units

Devastation Die roll (Small Arms) Fire factors which inflict a casualty get to roll on the chart below.	Devastation Die Roll (Artillery) Artillery factors which inflict a casualty get to roll on the chart below.
1-4 no effect 5-8 one additional casualty factor 9-0 two additional casualty factors	1-5 No Effect 6-9 one additional casualty factor 0 two additional casualty factors
+3 Elite +1 Seasoned -1 Militia or below -2 Mahdists -1 Egyptians	+2 Elite +1 Seasoned -1 Militia or lower +1 Breach loaders -2 Mahdist Art. -1 Egyptian Artillery as part of Revlot
Formation Modifiers: +1 for target in March Column +2 for target being in Column/ Native Mass +2 Limbered Artillery +3 for target being in Square -2 for target being in Skirmish/ Unlimbered artillery -3 for Mahdists/Natives in skirmish -2 for Dismounted Infantry/Cavalry Squadron shooting	Formation Modifiers: +1 for Mahdist/Native Mass +2 for target in March Column +3 for target in Column +4 for target in Square -2 for Unlimbered Artillery -3 for target in Skirmish -4 for Mahdists/Natives in skirmish

## Base Infantry Fire Factors

	Point Blank	Short	Medium	Long
<b>Elite</b>	75%	70%	50%	30%
<b>Seasoned</b>	65%	60%	45%	25%
<b>Veteran</b>	60%	55%	40%	20%
<b>Regulars</b>	50%	45%	35%	15%
<b>Pro. Regulars</b>	45%	40%	30%	10%
<b>Recruits</b>	35%	30%	25%	Long 5%
<b>Militia</b>	30%	25%	20%	Long 3%
<b>Armed Civilians</b>	25%	20%	10%	N/A
<b>Mounted Skirmish-</b>	35%	30%	N/A	N/A

Disengage from Fire Fight  
Must roll percentage or less to disengage  
Base: 40% Europeans/Regular Forces  
Base: 20% for Mahdists and Recruits or less

+20% for Seasoned

-20% for Militia or lower morale

+30% for Elite

Infantry Fire Modifiers	Small Arms Fire Ranges	
First fire +20%	Point Blank	2 Inches
Tired//Low on ammo -15%	Short Range	5 Inches
Musket at rest i.e. a wall or fence +10%	Medium Range	9 Inches
Disordered -15%	Long Range	12 Inches
Exhausted -30%	Mounted Car-bines/Bow	5 Inches

Gatling, Gardener and all Machine Guns AUTOMATICALLY HIT, but still must roll on the DFC Chart. A Natural 1 will cause a jam. Clears immediately NEXT Fire phase only.

# EAGLE'S PREY: RECKLESS DARING

## Army/Division/Brigade Leader Rating

Character Rating	Leader Action Points			Command Radius In Inches
	Activation Roll	Division	Army	
A Legendary	9	13	18	32
B Exceptional	8	11	14	28
C Inspirational	7	9	11	24
D Gallant	6	7	9	18
E Career	5	5	7	15
F Despicable	4	4	5	12
G Oppressive	3	3	4	12 (+10 to morale)
H Unreliable	2	2	3	8 (+15 to morale)
I Ramrod	7	4	NA	5

### Activation Die Roll Modifiers:

+1 Out of Supply/Rain, mud or snow, or Fog/Visibility Problems  
+2 Leader is unwilling, conquered/pressed into service  
-1 for any European Leader unfamiliar with Ground.

## Terrain Modifiers for Artillery & Infantry Fire

Target in light cover -10%

Target in medium cover -1/4

Target in heavy cover -1/2

Target in super heavy cover -3/4

Raining or snowing -1/2

## Artillery Fire Ranges & Factors

	Cannister	Short	Long
Light Guns	3/15%	12/10%	18/5%
Medium	4/25%	18/15%	35/7%
Heavy	5/35%	24/20%	42/10%
Siege	6/45%	32/30%	62/15%
Rockets	Short 20/10%	Long 40/5%	N/A

## Artillery Fire Modifiers

Battery w/5CF's  
-1/4 to HIT

Battery w/10CF's  
-1/2 to HIT

Exhausted  
-3/4 to HIT

Low on Ammo  
-15%

## Firing & Leader Tables

### Leader Replacement/New Leader Chart:

Modify the die roll by the National Characteristics chart in the Appendices for initial roll ONLY.

Roll 1d6

1=A or B Roll Again/1 gets an A / 2-5 gets a B/6 gets an I

2=C or D Roll Again/1-3 gets a C / 4-6 gets a D

3-5=E or F Roll Again/1-3 gets an E/4-6 an F

6=G or H Reroll Again/1-3 gets a G/4-6 gets an H



### Theatre Battlefield Terrain Generator Roll ?d6

North African Coast	Egypt near Nile	Egypt/Sudan	Ethiopian Coast	Kenyan lands/South
Warm	Warm	Dry	Warm	Warm & Wet
Hills 2xd6	Hills 1xd6	Hills 3xd6	Hills 2xd6	Hills 2xd6
Woods 2xd6	Woods 2xd6	Woods 1xd6	Woods 2xd6	Woods 4xd6
River/stream 1xd6	River/stream 2xd6	River/stream 1xd6	River/stream 1xd6	River/stream 2xd6
Wadi 3xd6	Wadi 2xd6	Wadi 3xd6	Wadi 2xd6	Gully 2xd6
Brush 3xd6	Brush 5xd6	Brush 4xd6	Brush 3xd6	Brush 4xd6
Village/Town 2xd6	Village/Town 2xd6	Village/Town 1xd6	Village/Town 3xd6	Village/Town 2xd6

### Force Availability Chart Roll 1d10

**Each CinC rolls per Army/Division/Brigade entering the battle**

1-3	Deployed with CinC at least 30 inches from all enemy
4-5	Can start rolling on Arrival chart on 1st Day Segment
6-7	Can start rolling on Arrival chart on 2nd Day Segment
8-9	CinC receives message from force that they will be late. Roll on Arrival Chart after 3rd day segment.
0	CinC has received word that force has been delayed and will not arrive at all. Reroll if there is a second day.

#### Modifiers:

Force Led by A -2, B -1  
 Province is Woods or Desert +1  
 Province is Swamp, Mountain +2  
 Province is Clear -1  
 Rain +1, Mud +2  
 Home nation -1  
 Force Led by F +1, G, +2, H +3  
 Out of Supply +2  
 Force all Mounted -2

## EAGLE'S PREY: RECKLESS DARING

### Terrain Features Chart Roll 1d6

Woods	River	Wadi/Gully	Brush	Village/Town	Hills
1-3 Light	1-3 Stream Fordable	1-3 Broken Ground	1-2 Brush	1-3 Farm/light cover Roll 1-2 on 1d6 is native	1-3 Rolling Hill
4 Medium	4 Minor River/ 1 ford placed by enemy.	4 Gully	3-4 Tall 5 ft. Brush/Bush	4 Plantation/ Large Farm medium cover	4 Two Level Hill
5 Heavy	5 Major River/1 bridge placed by enemy.	5 Large depression	5 Heavy growth/ Vineyard	5 Town/Heavy cover	5 Two level hill with impassible side as cliff
6 Woods/Unknown	6 Shore/Beach/ edge of Nile	6 Cliff/Chasm	6 Jungle/Unknown	6 Fortified town/ super heavy cover	6 Steep hill

### Deployment Chart 1d6 All troops march on in march column formation

1-4	Enter Army deployment zone: defined as within C-in-C
5	Enter on Left flank of the army
6	Enter on right flank of the army
7+	Enter on either flank of the enemy zone. Re-Roll 1-3 right 4-6 left.
+1 All Mounted +1 Home Nation +1 A-C leader -2 E-H leader +1 for Mahdists	

### Arrival Chart

Force Led by:	A 40%
General Type	B 35%
	C 30%
	D 25%
	E 20%
	F 15%
	G 10%
	H 5%
Add 5% for each Day segment since first attempt	Roll at or below to arrive on the field

## Terrain Creation & Arrival Tables



**Cal- ator  
cul**

Factors	0-15	16-23	24-34	35-44	45-55	56-60	61-68	69-75	76-84	85-95	96-105	106-117	118-120+
Die Roll													
0-10	1	1	1	2	2	2	3	3	4	4	5	5	6
11-15	1	1	2	2	2	3	3	4	4	5	5	6	6
16-20	1	2	2	2	3	3	4	4	5	5	6	6	7
21-25	1	2	2	2	3	3	4	4	5	5	6	6	7
26-31	2	2	2	3	3	4	4	5	5	6	6	7	7
32-40	2	2	2	3	3	4	4	5	5	6	7	7	8
41-46	2	3	3	3	4	4	5	5	6	6	7	8	8
47-52	3	3	3	4	4	5	5	5	6	7	8	8	9
53-60	3	3	4	4	4	5	5	6	6	7	8	8	9
61-67	3	3	4	4	5	5	5	6	7	8	8	9	9
68-73	3	4	4	5	5	5	6	6	7	8	9	9	10
74-80	4	4	4	5	5	6	6	7	7	8	9	9	10
81-89	4	4	5	5	5	6	6	7	8	8	9	10	11
90-96	4	4	5	5	6	6	7	7	8	9	9	10	11
97-100	5	5	5	5	6	7	7	8	8	9	10	11	12

**EAGLE'S PREY:  
RECKLESS DARING**  
*Combat Calculator & Results Tables*

**Combat Results Table**

Difference of +5 or more	Advance the Colors! Defender crushed! Defender routs one full column move away from the charge or toward the defenders base line. Colors taken by opponents. Attacker loses none/Defender loses 8. Attacker may elect a secondary charge upon another enemy unit within the standard charge distance.(This is a special movement that takes place during the next movement phase and the target may not react, act as if surprised.)
Difference of +3 or +4	Defender shatters on Impact! Defender routs one full column move away from the charge or toward the defenders base line. Colors taken by opponents. Attacker loses 1 CF's/Defender loses 6. CF's
Difference of +2	Defender Falters! Defender falls back 3 inches with attacker following up if possible. Any Units within the retreating units path will be disordered and push back with the unit. Attacker loses 1 CF/Defender loses 4 CF's. Defender is disordered!
Difference of +1	Pressing home the assault! Defender falls back 3 inches with attacker following up if possible. Any Units within the retreating units path will be disordered and push back with the unit. Attacker loses 2 CF/Defender loses 3 CF's. Defender is disordered!
Difference of 0	Arduous Melee! Both sides clash and remain in Melee if both charged. Both sides loose 3 CF's. If the defender did not charge, attacker recoils 3 inches and cannot fire. Both sides are disordered.
Difference of -1	Stiff resistance! Attacker falls back 3 inches with attacker following up if charged and is able to remain in contact. Attacker loses 3 CF/Defender loses 2 CF's. Attacker is disordered!
Difference of -2	Withering Elan! Attacker falters. Attacker falls back 3 inches with Defender following up if charged and is not obstructed. Attacker loses 4 CF/Defender loses 1 CF's. Attacker is disordered!
Difference of -3 or -4	Attacker Repulsed! Attacker routs one full column move directly away from the charge or toward the attackers base line. Colors taken by opponents. Attacker loses 6 CF's/Defender loses 1. CF
Difference of -5 or more	Victory is assured!! Attacker is pummeled!! Attacker routs one full column move away from the charge or toward the attackers base line. Colors taken by opponents. Attacker loses 8/Defender loses none. Defender may elect a secondary charge upon another enemy unit within the standard charge distance.(This is a special movement that takes place during the next movement phase and the target may not react, act as if surprised. This is only possible if the winning unit had charged.)

# Morale, Turn & Initiative Tables

## Morale Modifiers

- Within line of sight of seeing a Elite unit pushed back or rout from the enemy +25%
- Exhausted +20%
- Tired (having over five casualty factors) +10%
- Having seen their leader killed or wounded within the last or present turn. +15%
- Each friend retiring or routing within 40 inches +5%
- Looters/Bandits attempting to charge in open +30%
- Cavalry unit testing to charge formed Square+25%
- Cavalry unit testing to charge formed bayonet/spears +15%
- Under artillery fire +5%
- Disordered/loss of cohesion +15%
- Being charged by formed cavalry or infantry. +10%
- Led by commanding leader -10%
- In line of sight of retreating or routing enemy units -5% each.
- Testing to charge cannons frontally +20%
- Unsupported (no formed friendly units within 8 inches) +20%
- Unit testing in rout is Militia or lower morale. +35%
- Unit testing in rout is Seasoned or Veteran +20%
- Unit testing in rout is Elite +10%
- Unit testing in rout is Regulars, Provisional Regulars or Recruits +25%
- Seen religious standard advance within present turn -20%
- Seeing religious standard/leader routed, 1man killed/destroyed within line of sight
- Led by fanatic or Unit is fanatic -15%
- Mahdists fighting within 20 inches of Mahdist camp -20%

Battlefield Segment Simulator						
Early Morning 6am to 8am	Morning 8am to 10am	Late Morning 10am to 12 Noon	Midday 12 Noon to 2pm	Afternoon 2pm to 4pm	Evening 4pm to 6pm	Dusk 6pm to sunset and night
An A, B, or C Army commander may force battle to start by rolling 4,5,6 on d6	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Forces conduct one turn as night action. Player secretly write down whether Army will stay for second day or attempt to withdraw/Visibility rules are in effect.
Fog and Visibility rules are in effect.						Army that withdraws will loose any captured equipment if the other stays.

## Morale Results Table

Elite	-25%
Seasoned	-20%
Veteran	-15%
Regulars	-10%
Pro. Regulars	0%
Recruits	+5%
Militia	+10%
Armed Civ.	+15%
Looters/ Bandits	+20%

## Initiative Modifiers Army/Division led by:

Legendary	+2/- 2
Exceptional	+1/-1
Inspirational	0
Gallant	0
Career	0
Despicable	-1
Oppressive	-2
Unreliable	-3
Ramrod	+1

## EAGLE'S PREY: RECKLESS DARING

### Battlefield Segment Simulator Chart & Modifiers

Die Roll to determine number of turns per Day Segment:	Army Leader values; Average them to come up with modifier to Die Roll. Person with Initiative rolls.	Other Modifiers to the Die Roll:
7+ or more after modified d6 = 4 turns	"A" General = +4	+1 Aide-De-Camp/ maximum of 3
5 to 6 on a modified d6 = 3 turns	"B" General = +3	-1 for Rain, Sand, Mud
3 to 4 on modified d6 = 2 turns	"C" General = +2	-2 for Snow, Fog, Ice, Marsh
0 to 2 on modified d6 = 1 turn	"D" General = +1	+1 for 2:1 or more skirmishers/ -1 out of Supply
-1 or less after modified d6 = 0 turns./ roll next Day segment	"E" General = 0	-1 for second or successive day battle/ +1 for arriving the day before
	"F" General -1	-1 for 60% or more of the Army Recruits or worse morale
	"G" General -2	
	"H" General -3	

## Sequence of Play

### Begin Day Segment

Roll for number of turns per Day Segment modified by leader values

Check Initiative & Command Control for all units once per Day Segment

### Begin Tactical Turns

Rout & Rally phase-Simultaneous

Bombardment Phase-Simultaneous.

Movement Phase-Initiative Player moves first

Artillery Fire Phase-Initiative player fires first

Fire Phase-Initiative player fires first

-Check for Firefights and mark first fire

Melee-Initiative player elects order of combat

Morale-Check morale for effects of routed units.

Charge Declaration phase-Simultaneous

### End of first Tactical Round

Continue Tactical Turns until completed a Full Day Segment. Then begin New Day Segment.



### Tactical Movement Factors

Infantry units in March Column move 15 inches	Cavalry units in March 30 In Column 18 inches	Horse Artillery prolonged move 5 inches
Infantry units in Attack Column move 10 inches.	Cavalry units in Line move 10 inches	Med. Foot Artillery in draught move 9 inches
Infantry units in Line move 5 inches	Cavalry Skirmish units 14 inches	Med. Foot Artillery prolonged move 3 inches
Infantry Skirmish units 7 inches	Cavalry units additional Charge distance 4 inches	Heavy Artillery in draught move 6 inches
Infantry units in square 1 inch	Light Foot Artillery in draught move 12 inches	Heavy Artillery prolonged move 1 inch
Non-Mahdist Infantry units additional Charge Distance 2 inches	Light Foot Artillery prolonged move 5 inches	Scout units move 14 inches
All Mahdist units add 4 inches	Horse Artillery in draught move 14 inches	Ultra-light Mule gun 10 inches/ Ignores terrain

### Terrain Modifiers to Tactical Movement

Hill each level -1 1/2 inches	Marsh, Mud -2 inches except skirmishers/Mahdists and dismounted dragoons
Wall, hedge, fence, works -2 inches	Steep hill one level -4 inch Roll d6 for Wind Velocity
Gully or Stream -2	River -4
Large River i.e. Mississippi . Must use bridge or pontoon bridge	Woods: light -1, medium -2, heavy -3 except Skirmishers/Mahdists or dismounted dragoons
Light built up area i.e. farm -2 except skirmishers/Mahdists and dismounted	Medium built up area i.e. village -3
Sand Except camels, Snow -3	Heavy built up area i.e. town -5
Scrub, brush -1 except skirmishers/Mahdists and dismounted dragoons	Breached City Wall - 4

### Training Modifiers to Tactical Move-

Armed Civilians -2	Militia -1 inch
British, Seasoned +1 inch	Elite +2 inches
<b>Wind Direction &amp; Velocity</b> Roll Once per Day Segment for Wind Effects	
Roll d6 with a 6 indicating a change in wind.	Roll d10 for Direction
Roll on the d10 for Direction and velocity.	1 North
Gentle Breeze	2 North-East
Windy	3 East
Dust Storm	4 South-East
	5 South
	6 South West
	7 West
	8 North West
	9-10 No Change
Modifiers Wind Velocity only: -2 for Summer +1 for Spring +1 for Fall	Visibiity in Dust storm reduced to 6 inches

## EAGLE'S PREY: RECKLESS DARING Movement & Action Point Tables

### Leader Action Points Chart

Cost in AP	Army/Corp	Cost in AP	Division
1-	Change orders for a Division	1-	Move by Formation
2-	Change orders Division/50% Pro.Reg. worse	2-	Move by formation/50% Provisional Regulars or worse
3-	Disengage Division from Combat Contact	1-	Formation change/Limber or Unlimber
1-	Place Division in Reserve	2-	Formation change/50% Provisional Regulars or worse
2-	Create provisional Division		
1-	Rest Division	1-	Charge by Division, Regiment, or Battalion
		1-	Sound General Withdrawal
		3-	Build field works by Division, Regiment, or Battalion. One battalion frontage per unit per Day Segment. Light only
		1-	Build Field Works with engineers. Light or Med. Only
		3-	Disengage troops from Firefight
		1-	Rest Division
		2-	Build Pontoon Bridge using Engineers/2 inches/each Day Segment

Forming Hasty Square Chart When Charged  
Base: 40% for Europeans ||Base 20% for non-Europeans  
Mahdists can never form square

Charger is over 10 inches away +30%	Charger is less than 6 inches away -15%
Troop morale is Veteran +5%	Troop morale is Militia -10%
Troop morale is Seasoned +10%	Troop morale is untrained Militia -15%
Troop morale is Elite +15%	Troop is in Attack Column +10

## Melee Modifiers

-20 for charging uphill	+10 for foot charging
-10 for Light cavalry vs. Medium cavalry	+25 for mounted charging except vs. square
-20 for Light cavalry vs. Heavy cavalry	+20 for Cavalry vs. skirmishers
-10 for Medium cavalry vs. Heavy cavalry	+10 for being led into battle by own leader
-30 for non-lance armed cavalry vs. square	+10 for being fanatics (initial impact only)
-20 for non-lance armed cavalry vs. hasty square	+15 for pushing back opponent
-15 for non-lance armed cavalry vs. Lancers	+15 for charging on Flank.
-10 for having seen leader killed or wounded in current/previous turn.	+25 for charging on rear.
-20 for being disordered	+15 for being led into battle by Army Commander
-15 for mounted charge on formed bayonet	+25 for troops being enraged.
-10 for attacking a defended wall, hedge, light cover, or a village.	+10 for having 2:1 Masse
-15 for attacking town or medium cover	+20 for having 3:1 Masse
-25 for attacking a city wall, or heavy cover	+30 for having 4:1 Masse
-35 for attacking super heavy cover	+5 Mahdist in melee
-20 for Gunners Defending	+15 for Line/Attack Column Vs. Square
-20 for any Cavalry not charging in line	+15 for Any Formed troops Vs. Skirmishers
+5 for being out of ammunition	+5 unit is surrounded
+10 Facing Religious Contingent / Imam	+5 Heavy Cavalry vs Foot

## MELEE COMBAT FACTORS

Fatigue	Fresh	5	6	7	8	9	10	11	12	13	14+
Elites	80	75	70	65	63	60	57	54	48	40	34
Seasoned	75	70	65	63	60	57	54	48	40	34	28
Veterans	63	59	54	50	44	40	36	31	26	21	17
Regulars	60	57	52	48	42	38	34	28	24	19	15
Pro. Reg.	57	52	48	42	38	34	28	24	19	15	12
Recruits	52	48	42	38	34	28	24	19	15	12	10
Militia	45	38	34	28	24	19	15	12	10	8	6
Armed Civ.	34	28	24	19	15	12	10	8	6	4	2



## EAGLE'S PREY: RECKLESS DARING *Melee & Cavalry Recall Tables*

### Recall Table 1d6

1-2 Recall Successful  
3-6 Failed recall

#### Modifiers:

-1 for each routing/destroyed friend within 8 inches  
-1 for being disordered  
+1 or -1 Leader attached  
-1 for each successive time charged after first  
-1 Facing formed enemy  
-2 Facing defended works/Army leader attached  
-4 Unit Exhausted  
+2 Fanatic  
+1 Fanatic Leader  
+1 Within 16 inches of enemy baggage camp  
+1 Aristocrats / first victory of the day.  
+2 Flank, or rear target

### Fieldworks Success Table

Roll d6 per unit attempting	Officers unable to organize work parties for fear of enemy, proper orders, Regimental officers disagree with strategy.	Officers lead task/2 Day segments for completion	NCO's lead task/1 Day segment for completion
Die Roll	1-4	5	6
Modifiers:	-2 Division Leader is A-D -1 French, British -1 Recruits or higher -2 Any Mahdist Troops	+1 Division Leader is F-H +1 if Russian, +2 if Mahdists (not Native)	