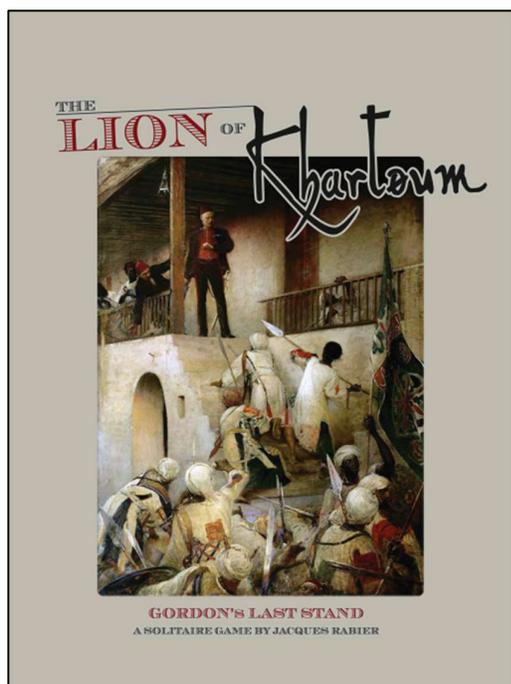Hi, folks! I am the designer of **The Lion of Khartoum**, a solitaire board game. I hope this little presentation will generate interest in my game and that you will have as much fun playing it as I had designing it.
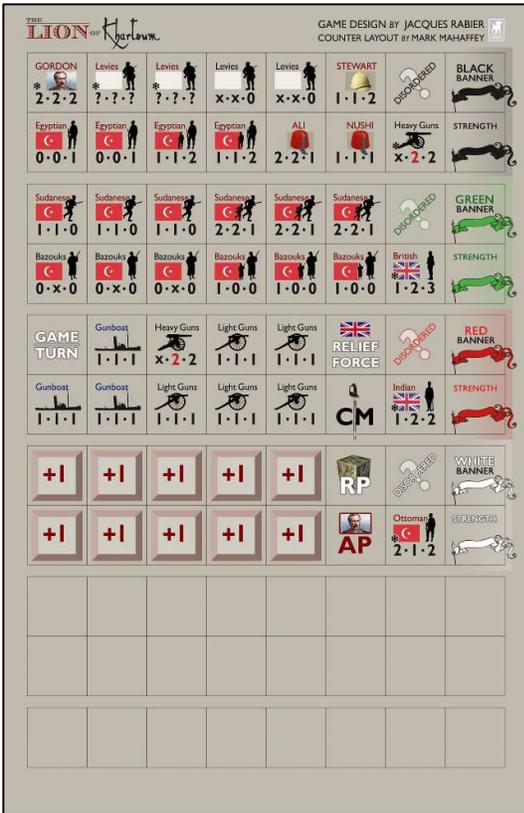
The Siege. The game is about the siege of Khartoum, the Capital of the Soudan, by the Mahdi's Dervish forces. The siege lasted from 1884 to 1885. As General Gordon, the comandante of Khartoum, you must prevent the rebels from capturing the city before the arrival of a British relief force.

The Box. The game comes with beautiful art by full-time game artist **Mark Mahaffey**. The box cover features the famous painting of the General Gordon's Last Stand by George W. Joy. Actually, no one knows the exact circumstances of Gordon's demise but this scene, with Gordon in dress uniform, stoically facing death, became iconic and the same scene was written into the 1966 film starring Charlton Heston as Gordon Pasha. Your goal, as the Player, will of course be to prevent this from happening.
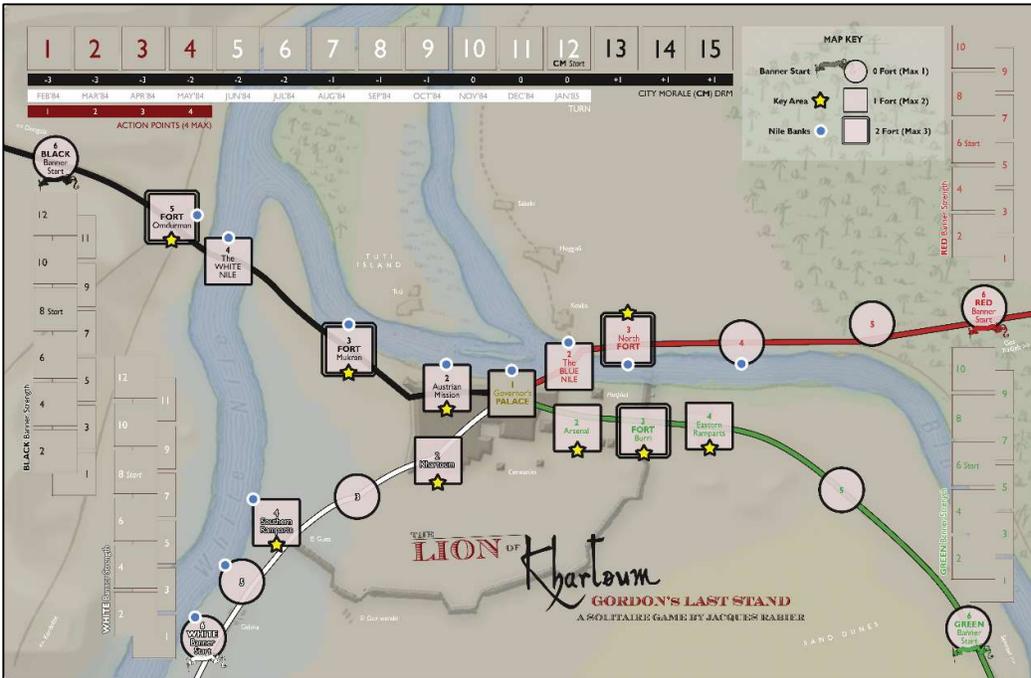

The Counters. The game comes with a set of 64 counters that represents the forces at your disposal (troops, guns, gunboats and officers) to defend Khartoum as well as markers to record the game turn and keep track of various game resources.

You will notice that your forces bear the Ottoman flag. You might ask 'why the Ottoman flag?' Well, at the time, the Soudan and Egypt were under the control of the Ottoman Empire, and Gordon was officially employed by the Khedive (i.e. Governor) of Egypt. Of course, the real power behind the throne was Britain. Much like the USA nowadays, the British Empire often sent officers as 'Military advisors' to client states, the idea being to protect the Empire's interests without spending too much of the Queen's treasure. That was especially true for the Soudan where British Prime Minister Gladstone did not want to intervene. Your counters are rated for raid, sortie, and defense, which are three of the various actions available to you to defend Khartoum.

THE LION OF Khartoum

GAME DESIGN BY JACQUES RABIER
COUNTER LAYOUT BY MARK MAHAFFEY

GORDON ★ 2·2·2	Levies ★ ?·?·?	Levies ★ ?·?·?	Levies x·x·0	Levies x·x·0	STEWART 1·1·2	DISORDERED	BLACK BANNER
Egyptian 0·0·1	Egyptian 0·0·1	Egyptian 1·1·2	Egyptian 1·1·2	ALI 2·2·1	NUSHI 1·1·1	Heavy Guns x·2·2	STRENGTH
Sudanese 1·1·0	Sudanese 1·1·0	Sudanese 1·1·0	Sudanese 2·2·1	Sudanese 2·2·1	Sudanese 2·2·1	DISORDERED	GREEN BANNER
Bazouks 0·x·0	Bazouks 0·x·0	Bazouks 0·x·0	Bazouks 1·0·0	Bazouks 1·0·0	Bazouks 1·0·0	British 1·2·3	STRENGTH
GAME TURN	Gunboat 1·1·1	Heavy Guns x·2·2	Light Guns 1·1·1	Light Guns 1·1·1	RELIEF FORCE	DISORDERED	RED BANNER
Gunboat 1·1·1	Gunboat 1·1·1	Light Guns 1·1·1	Light Guns 1·1·1	Light Guns 1·1·1	CM	Indian 1·2·2	STRENGTH
+1	+1	+1	+1	+1	RP	DISORDERED	WHITE BANNER
+1	+1	+1	+1	+1	AP	Ottoman 2·1·2	STRENGTH

Markers are used to track Action Points, City Morale, and Resource Points as well as the turn. Action Points are used to perform actions like raids, sorties, and defense. City Morale represents the will of Khartoum's citizens and garrison to keep fighting. Resources Points represent Khartoum resources used to defend and maintain the city under siege. You will use these 'currencies' to perform various actions during the game and they will be increased or (more often) decreased by gameplay. There are two ways to lose the game. If City Morale or Resources Points drop below 1 you will immediately lose the game. Other markers represent enemy forces (known as 'Banners') as well as their strength levels. Dervish banners will try to advance on a point-to-point game map toward Khartoum, and if, they succeed in capturing the Governor's Palace, you will automatically lose the game.

The Map. The game map represents the city of Khartoum and the surrounding area. Four separate paths converge on the Governor's Palace in Khartoum. Paths are routes used by the Mahdi's forces to advance against the city's defenses. These forces are card activated.

The Cards. There are two sets of cards, a 20-card set used to implement various historical events that add replay value to the game, and another set one for Banners' activations. This set of 12 cards will determine which enemy forces will attack which part of the city's fortifications.

The Actions. Of course, you will not stay idle while the Dervishes are trying to capture the city. In fact, the design intent was to provide the player with as many choices as possible. So, in *The Lion of Khartoum,* you can build gunboats, raise levies, build fortifications, increase the City Morale or the City's Resources, mount daring raids to collect spoils, conduct sorties to inflict loses on the enemy, and carefully position your troops to defend key city locations. However, you will be will not be able to undertake all these actions at the same time and performing them will cost you limited resources. This will often require you to make tough decisions to determinate what is the best course of action to save the city.

The Rules. The game comes game with a 12-page rule book and a play book. The latter includes notes on the historical background, optional rules, and an example of play of the three first game turns. The example of play is based on real events, therefore, if you follow it and continue playing you will be following the footsteps of Gordon Pasha. Will you fare better than the famous British General?

THE LION OF KHARTOUM
GORDON'S LAST STAND

A GAME BY JACQUES RABIER

CONTENTS

1.0 INTRODUCTION

Game overview: THE LION OF KHARTOUM, Gordon's Last Stand is a solitaire, card-driven board game of strategy and resource management about the siege of Khartoum from February 1884 to January 1885. The Player assumes the role of Major-General Charles "Chinese" Gordon, Governor and self-appointed defender of Khartoum, besieged by the Mahdi's Dervish rebel forces. As the Player, you will have to use your few military units with military units and leaders to prevent the Mahdi's army from capturing key city defensive locations and, ultimately, the Governor's Palace. All the while, you must manage to keep up the city's morale in the face of adverse events and the continuing effects of the siege.

Are you up to the challenge, Gordon Pasha?

2.0 GAME COMPONENTS

- One 17 x 11-inch Game Map
- 20 Event Cards
- 12 Banner Activation Cards
- 64 Counters and Markers
- Player Aids (Resource Card and Action Outcome Cards)
- One 12-Page Rules Book
- One 4-Page Play Book

You will need to provide two six-sided dice (from now on abbreviated as 2D6).

2.1 Game Map. A point-to-point map represents the city of Khartoum and the surrounding area. The points connect "Areas". Four separate Paths of round or square Areas, linked together, converge on the Governor's Palace of Khartoum. Each of these is a game path for a Mahdist Banner (or Dervish army division): Green, Black, Red, or White. The Areas of each Path are numbered from six to one, with Area six being the starting Area of each Path and Area one ending at the Governor's Palace in Khartoum.

Further readings. If you have an interest in the Khartoum campaign, I recommend the following books and resources which were sources for the game's design.

BIBLIOGRAPHY AND RECOMMENDED READINGS

Books

o *The Sudan Campaigns 1881-1898* – Men at Arms Series No.59. By Robert Wilkinson-Latham & Michael Roffe. Osprey Publishing. 1976.
o *Battle in Africa – 1879-1914.* By Howard Whitehouse. Field Books. 1987.
o *Queen Victoria's Enemies (2): Northern Africa* - Men at Arms Series No.215. By Ian Knight & Richard Scollins. Osprey Publishing. 1989.
o *Khartoum 1885* – Campaign Series No.23. By Donald Featherstone. Osprey Publishing. 1993.

- o *Go strong into the desert – The Mahdist uprising in Sudan 1881-85.* By Lt. Col Mike Snook. Perry Miniatures. 2010.
- o *Blood on the Nile.* A supplement for the *Black Powder* miniatures game. By Jim Graham & Niel Smith. Warlord Games. 2016.

Internet Resources
- o *The Journals of Major-Gen. C. G. Gordon, C. B., at Kartoum (sic).* By Charles George Gordon, Alfred Egmont Hake. Keegan Paul Trench & Co. 1885.
  Web Page (https://archive.org/details/journalsmajorge02hakegoog)
- o *Wolseley, Wilson and the failure of the Khartoum Campaign.* By Mike Snook. PhD Thesis. Cranfield University. 2014.
  (https://dspace.lib.cranfield.ac.uk/bitstream/1826/8643/1/PhD_Finished_April_14.pdf)

Must See
- o *Khartoum* A 1966 film starring *Charlton Heston* as General *Charles "Chinese" Gordon*, *Laurence Olivier* as the *Mahdi* and *Richard Johnson* as Lt. Col. *Stewart.*
- o *Gordon of Khartoum.* A BBC 1982 broadcast - Produced by Malcolm Brown, Written and narrated by Robert Hardy.