INDIAN MUTINY

1857

Equipment needed: D4 D6 D8 D10 D12   Ruler in inches

25/28mm figures on 1"diameter bases (infantry and artillery)

 Mounted on 2 -1"diameter bases   1 terrain board 6' x 4'

No bases are needed for Field Guns

1 Entrenchment or barracks surrounded by a mud wall or 1 or 2 Indian villages

Unit organisation:

1 British Unit of foot/Loyal Sepoys/Sikhs/Gurkas/Sappers/Miners consists of 5 figures.

If you are British you start with 5 Units and you then throw 1xD6 to see how many more units you get. If you get a 4,5,6, 3 units must be either Sepoy/Sikh or Gurka.

British Cavalry   in Squads of 5 Cavalry figures Carabiniers /Dragoons/Corps of Guides/Punjab cavalry/Mounted Police/Hodson's Horse.

 You are allowed 1 Cavalry unit per 5 Foot units

British Field or Horse Artillery   (Battery /Troop)

You are allowed 1 Artillery unit per 5 foot units consisting of 2 horse/oxen/ 1 elephant limber 1 gun and 3 artillerymen.

If you are Indian Rebels you start with 10 Units (3 of which 1 must be Afghan and 2 must be Badmash) (if you have 1 or 2 villages or 1 Jungle on the terrain board, Villager units and Jungle Parsees are inclusive of your 10 Units   ie You have a 1 village on the terrain board so your 10 Units to start with are down to 9)   and then throw 1xD6 to see how many more units you get.

You are allowed 1 Cavalry unit per 5 Foot units throw 3xD4 the score is the number of figures

You are allowed 1 Artillery unit per 5 foot units consisting of 2 horse/oxen/ 1 elephant limber 1 gun and 3 artillerymen

1 Mutinous (Bagheelog) Sepoy Unit consists of throwing 4Xd4 the score is the number of figures

1 Badmash/Villagers/ Afghan/Jungle Parsees unit consists of throwing 4xD4 the score is the number of figures.   1 Sniper figure per 10 figures in a Afghan Unit
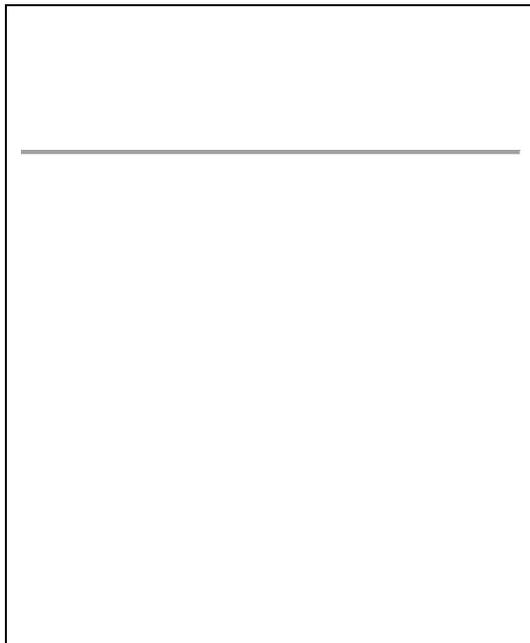
You must have 1 unit of Villagers per village on the Terrain board.

You must have 1unit of Jungle Parsees if you have a Jungle on the Terrain board.

1 Officer/Sahib   per 5 Units

Scenario 1 : Relief Column   4' x 6'

  British Enplacement placed behind the 5' line. Or Village mud walled fort

British Start Point

The British player always goes first in scenario 1 (alternative turns)

The British Enplacement or Village mud walled fort is located behind the horizontal 5' line . The Fort/Enplacement Is placed in the centre of the table behind the 5' line.The aim of the British is to relieve or supply the enplacement or capture the Village mud walled fort. The aim of the Rebels is to stop the British achieving there aims. 1 additional British Unit is placed in the Enplacement consisting of   1 Civilian and 1 British Unit of 5 figures each.

Scenario 2 :

6' x 4'   N

S

Rebel start from the N   base line   British start from the S base line

You may have up to 2 Villages 1 can be mud walled . Tracks may lead to and from base areas . You may have a Jungle or Bush area and streams or 1 River with 1 Bridge or 2 Fords. You may have 2 hills.   2 Small areas of trees.   Rebels place Scenery and start first in scenario 2

At the Start of the Game   ALL UNITS THROW 2xD12 to see how many march moves for the game they are allocated, Officer/Sahib also throw 2xD12 to see how many march moves for the game they all allowed .This is their fatigue and attrition value due to weather conditions. WHEN A UNITS ALLOCATION OF MARCH MOVES are used up a unit cannot move,melee or fire , but are allowed to retreat to their base line. If attacked they melee with deductions MARCH/TROT MOVEMENT   EQUALS 1 MARCH MOVE

MARCH ATTACK /GALLOP MOVEMENT/RETREAT   EQUALS 2 MARCH MOVES

Movement   (a score of 1 equals 1") (ie you throw 2xD4 and get a score of 3 and 2 so this equates to 5")   When you throw the movement dice you must move a minimum of 1"

Type	Foot march	March Attack
All Infantry	throw 2xD4	throw 3xD4
	Trot	Gallop
All Cavalry	throw 2xD8	throw 3x D8
All Oxen/mules/elephants	throw 2xD6	throw 3x D6
All Horse Artillery pulled by Horse (max 2 horse) throw 2xD6		throw 3xD6
All Field Artillery pulled by Horse (max 2 Horse) throw 2xD4		---------------
All Foot Artillery pulled by Oxen (2) /Elephants (1) throw 2xD4		------------
All guns pull/pushed by foot	throw 1xD4	---------------
All Foot Crawling	throw 1xD4	---------------
All Artillery pulled by 1 Oxen/Horse	throw 1xD4	---------------

Prone   0"   Infantry can move half distance and go prone and visa versa.

Retreat   All Troops retreat in March Attack/Gallop ,if not allocated throw Foot/Trot

Dismount/Mount for Cavalry   equals 1 march move

Artillery pulled by only 1 Oxen or 1 Horse cannot March Attack and they reduce there movement to 1xD4

Throw 1xD? if unit changing formation , also filling in the gaps due to firing and melee, it cannot march attack   equals 1 march move.

Realign a Artillery Gun Throw 1XD? and measure from Barrel equals 1 march move

Unlimber/limber Artillery Gun   equals 1 march move

Infantry/Cavalry /Horse Artillery can March Attack/Gallop for up to 6 consecutive moves then must March/Trot for at least 3 moves.

No deductions for moving through Soft /Hard Cover

A unit of 5 figures can occupy any building

Soft Cover   Hard Cover

Broken Ground   Mud walls and high walls

Streams   Buildings(Stone and Wood inclusive of Bridges)

Fences and low walls   Fieldworks / Barricades

Hills   Rivers

Field Guns cannot pass through Buildings/Fieldworks/Rivers/Walls/Fences.

Cavalry/Mules/Oxen/Elephants cannot pass through Walls/Buildings/Fieldworks/Barricades

Foot and Cavalry can jump over low walls and fences (no Deductions)

FIRING   Can move then fire or visa versa Cannot fire in retreat Cannot fire into Melee

 (Can measure range) (Must fire at 1 unit only) FIRE ONCE PER MOVE

Line of Sight only   Cannot fire at prone figures   Cannot fire if prone or crawling

360 Degrees Infantry and Cavalry unless in unit which is 45 degrees

45 Degrees either side of Field Gun (out of 45 Degrees must move to realign before firing)

 YOU CAN MOVE ONCE, FIRE ONCE AND FIGHT IN MELEE ONCE AND VISA VERSA IN 1 MARCH MOVE.

RANGES	All Revolvers	up to	8"	Officers	Bow up to 8" (Jungle Parsees)
	All Muskets	up to	18"	All Rifled Muskets	up to 24"
	Snipers (jezail)	up to	30"	Carbines	up to 18"
	Field Guns 6/9pdrs	up to	36"	over 9pdrs up to 48"	

Firing Method: Fire once per move per figure.

Throw 1xD10 per figure   if any British Artilleryman over 24" to 48"

Throw 4xD10 per figure if any British Artilleryman firing art gun when any enemy within 12"

Throw 3xD10 per figure if any British Artilleryman firing art gun when any enemy within 18"

Throw 2xD10 per figure if any British Artilleryman firing art gun when any enemy within 24"

Throw 1xD12 per figure if any British Foot/ Cavalry

Throw 1xD12 per Officer Figure

Throw 1x D8 per figure if any Loyal Sepoy/Sikhs/Gurkas

Throw 1xD6 per figure if any Loyal Civilian

Throw 1xD12 if Mounted on elephant usually Officer, if not appropriate 1xD?)

Throw 1 xD4 per figure if any Badmash/Villagers(Villagers usually only had swords)

Throw1xD6 per figure if any Mutineers/Afghans/Jungle Parsees (Bow only) /Artilleryman

Throw 1xD8 per figure if Rebel Cavalry

A SCORE OF 4 IS NEEDED TO HIT IF ENEMY FIGURE IS IN THE OPEN

A SCORE OF 6 IS NEEDED TO HIT IF ENEMY FIGURE IS BEHIND SOFT COVER

A SCORE OF 8 IS NEEDED TO HIT IF ENEMY FIGURE IS BEHIND HARD COVER

A SCORE OF 6 IS NEEDED TO HIT IF ENEMY IS CRAWLING IN THE OPEN

A SCORE OF 8 IS NEEDED TO HIT IF ENEMY IS CRAWLING IN SOFT COVER

A SCORE OF 10 IS NEEDED TO HIT IF ENEMY IS CRAWLING IN HARD COVER

YOU CANNOT HIT ENEMY IF HE/SHE IS PRONE

If a score is unobtainable to an individual figure ,you can add scores together to get a Hit

i.e 3 badmash throw 3xD4 the score is 3 2 2 and are firing at a British unit behind soft cover , a 6 is needed for a hit , so no hit is achieved as the exact total is needed if you had thrown 3 3 4 a hit would have been achieved as 3 +3 is the correct total. This applies to all firing when a total score needed is more than your individual firing dice.

TO SAVE

Throw 1xD10 per figure   if any British Artilleryman

Throw 1xD12 per figure if any British Foot/Cavalry

Throw 1xD12 per Officer Figure

Throw 1x D8 per figure if any Loyal Sepoy/Sikhs/Gurkas

Throw 1xD6 per figure if any Loyal Civilian

Throw 1xD12 if Mounted on elephant usually Officer,if not use appropriate 1xD?)

Throw 1 xD4 per figure if any Badmash/Villagers

Throw1xD6 per figure if any Mutineers/Afghans/Jungle Parsees/Artilleryman

Throw 1xD8 per figure if Rebel Cavalry

Throw 1xD6 per Animal to save Oxen/horse/mule/elephant

A SCORE OF 4 OR MORE AND YOUR FIGURE OR ANIMAL IS NOT KILLED

Each Field Gun (3) figures .If 1 Field Gun figure is killed you cannot replace him with any other figures. A field Gun must have a least 1 artillery man if not the Field Gun cannot fire.

Only Artillery Men can fire captured Field Guns.

FIRING AT SOFT/HARD COVER

THROW 1XD10 ,2xD10x3xD104xD10 per British artilleryman depending on range or 1xD6 per Mutineer artilleryman. TO SCORE 1 HIT YOU MUST SCORE 6 OR MORE IF FIRING AT SOFT COVER   AND 8 OR MORE IF FIRING AT HARD COVER. YOU CAN ADD TOGETHER SCORES IF A HIT IS NOT REACHED AS IN INFANTRY FIRE.

All Stone buildings inclusive of stone towers have a value of 30 hits. (20 hits per 6" section of stone fort wall)

Wooden buildings have a value of 10 hits

All linear stone objects and mud walls have a value of 15 hits per 6" length.

All linear wooden objects have value of 10 hits per 6" length.(barricades)

Fieldworks or earthworks have a value of 30 hits per 6" length.

Field Guns are the only hits that can reduce structures to rubble.

When totals are down to 5 hits all buildings/ bridges/Fieldworks/Earthworks are unusable.

Any units caught in a building/bridge with 5 hits or less are removed from the battlefield.

Any figures caught in Fieldworks/Earthworks with 5 hits or less per 6" length are removed from the battlefield

All linear objects are deemed destroyed and passable when there hits are reduced to 0. Any figures caught behind any linear objects of 6"length with a value of 0 hits are removed from the battlefield.

MELEE

 (up to 5 figures against 1)   i.e if 3 attacking figures are in melee with 5 figures there are only 3 combats. If 5 attacking figures are in melee with 3 figures there are 5 combats, the 2 attackers left over choose who to fight in the melee .Base to Base Contact (in buildings we assume contact is made)

Only melee in your turn. Opponent melees in his turn or can move away unless surrounded by 3 figures. Each figure in Melee (Base to Base Contact) throws appropriate dice.

Throw 1xD10 per figure   if any British Artilleryman

Throw 1xD12 per figure if any British Foot/ Cavalry

Throw 1xD12 per Officer Figure

Throw 1x D8 per figure if any Loyal Sepoy/Sikhs/Gurkas

Throw 1xD6 per figure if any Loyal Civilian

Throw 1xD12 if Mounted ON ELEPHANT .

Throw 1 xD4 per figure if any Badmash/Villagers

Throw1xD6 per figure if any Mutineers/Afghans/Jungle Parsees/Artilleryman

Throw 1xD8 per figure if Rebel Cavalry

After Dice is thrown add or subtract below :-

+1 if figure defending Soft Cover (not guns)   +2 if figure defending Hard Cover

+2 Fighting figure that is not in base to base with another friendly figure

+2 Fighting figure that is Prone or Crawling(figures cannot fire if Prone or crawling)

+2 fighting figure if he/she is in Retreat

+2 fighting figure if he/she has no movement allocation left.

+2 fighting figure if you, have moved by March Attack or Gallop

Field Guns are captured when there figures are killed in melee.

If the Attacker is the highest score ,the loser is killed   If the Defender is the highest score the attacker is not killed ,If Even carry on in Melee then the Defender becomes the Attacker or move away if Defender next move.

MORALE (you can throw several times for morale in one move)

YOUR OPPONENT ASKS FOR A MORALE TEST TO BE TAKEN WHEN:-

1 or more figures in YOUR unit are killed by infantry fire

1 or more figures in YOUR unit are killed by cavalry fire

1 or more figures in YOUR unit are killed by artillery fire

1 or more figures in YOUR unit are killed in melee

Even or More figures killed than alive in YOUR unit.

Throw 1xD12 extra for unit if British Officer within 12" if alive, also throw 1xD12 if killed

Throw 1xD10 per figure alive if British Artilleryman unit, also throw 1xD10 per figure killed

Throw 1xD12 per figure alive if   British Foot/ Cavalry unit also throw 1xD12 per figure killed

Throw 1x D8 per figure alive if Loyal Sepoy/Sikhs/Gurkas unit also throw 1xD8 per figure killed

Throw 1xD6 per figure alive if Loyal Civilians unit also throw 1xD6 per figure killed

Throw 1 xD4 per figure alive if   Badmash/Villagers unit also throw 1xD4 per figure killed

Throw1xD6 per figure if alive Mutineers/Afghans/Jungle Parsees/Artillerymen unit also throw 1xD6 per figure killed

Throw 1xD8 per figure alive if Rebel Cavalry unit also throw 1xD8 per figure killed

Any British Foot/Cavalry/Artilleryman behind or in Soft Cover throw 1xD? extra dice per unit

Any British Foot/Cavalry/Artilleryman behind or in Hard Cover throw 2xD? extra dice per unit

Any Mutineer /Afghans or Cavalry behind or in Hard Cover throw 1xD? extra dice per unit

EXAMPLE OF MORALE ;-

A British Foot Unit of 5 figures behind a low wall is fired at from mutineer artillery. 2 figures are kill , your opponent wishes you to take a morale test. First you throw 2 xD12 for the figures killed and you score 7 5 , a total of 12. Next you throw 3xD12 for the figures left alive and you score 3 2 4 ,a total of 9 this is a retreat but you have an extra 1xD12 because you are behind soft cover and throw an extra 1xD12 because you are a British Foot Unit , also your Officer is within 12" so you throw another 1xD12 and you score 1 and 8 so the final total is 18 which is a higher total than you killed figures and becomes a morale pass An equal total is also a morale pass Any total lower than the killed figures total is a Retreat Behind soft/hard cover you throw dice appropriate to class of figures. i.e if badmash unit behind high wall , you would throw 1xD4.If your Officer is killed within 12" you would have had to throw 3xD12 and added to the killed total.

ALL RETREAT IS DONE IN YOUR CURRENT MOVE

You must always retreat to your base line.

Mutineers can throw for morale again after 3 moves and if successful and not off the table return to the action . If the throw is unsuccessful repeat the procedure AFTER another 3 moves

British can throw for morale again after 1 move and if successful and not off the table return to the action. if the throw is unsuccessful repeat the procedure AFTER another 1 move.

 Retreating does not incur march move deductions.,

DESERTER MORALE (You can throw several times for Deserter morale in a move)

YOUR OPPONENT ASKS FOR A DESERTER MORALE TEST TO BE TAKEN WHEN (ONLY APPLIES TO MUTINEERS) :-

Seeing any friendly unit retreating within 12" (applies only to Mutineers)

Seeing any figure of a friendly unit killed by infantry /cavalry /artillery fire within 12" (applies only to Mutineers)

Seeing Sahib Officer killed within 12 " (applies only to Mutineers)or passes within 12"of dead Sahib Officer.

Any figure of a unit killed in melee or by infantry/cavalry/artillery fire.

METHOD:-

Each figure in a Mutineer Unit throws their 1xD? A score below 4 and that figure is taken off the battlefield immediately . The Deserter is not added to the killed dice throw.

Example:-

 A Mutineer Sepoy Unit of 9 figures has 1 figure killed to Artillery Fire , your opponent asks for a Deserter Morale Test.   You throw 8xD6 and score   4 5 6 3 2 4 1 6.   You take off the battlefield immediately 3 figures leaving a total of 5 figures.   This is the Sepoys new Unit total so your opponent knows that the Sepoys Unit has 1 figure killed and 5 figures still alive. You do not throw extra dice if you are in Hard Cover.

NOTE;- ALWAYS ASK FOR A DESERTER MORALE TEST BEFORE A MORALE TEST.

VICTORY POINTS		KILLED	RETREAT/DESERTER
1xD10 FIGURE	if British Artilleryman	10	5
1xD12 FIGURE	if British Foot/Cavalry	12	6
1x D8 FIGURE	if Loyal Sepoy/Sikhs/Gurkas	8	4
1xD6 FIGURE	if Loyal Civilians	6	3
1 xD4 FIGURE	if Badmash/Villagers	4	2
1xD6 FIGURE	if Mutineers/Afghans/Jungle Parsees/Artillerymen	6	3
1xD8 FIGURE	if Rebel Cavalry	8	4
1XD12 FIGURE	if Officer /Sahib	12	--------

Relief of Entrenchment 50 Victory Points.

Each Village occupied 25 Victory Points

NOTE;- The 1 Civilian and 1 British Foot Unit in Fort Emplacement   throw for morale as usual adding the extra dice for hard cover.   If they fail their Morale Test they will be classed as killed by disease .