NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ www.strategyandtacticsmagazine.com

1.0 INTRODUCTION

Sepoy Mutiny is a wargame simulating the rebellion of Sepoy troops in the British Indian Empire in 1857–58. This is a two-player game. One player represents the British command, and the other the leadership of the Rebels. Both sides are trying to gain control of India. The game system is based on the one originally presented in our earlier S&T games: They Died with Their Boots On, Volumes 1 & 2 (S&T 236 & 242). It uses an interactive sequence of play in which command, rebellions and events are randomly generated.

The British Empire player controls British Regular, Punjab (including Sikh), Loyal Sepoy, Auxiliary and Nepalese forces. The Rebels initially control no forces but will gain them from Sepoy and Rebel Badmashes units which mutiny. Both players can also mobilize various Princely State forces.

1.1 Scale

Each turn represents roughly two months of time. The game map shows northern British India and adjoining regions. Each hexagon on the map is about 40 miles across. Each unit represents anywhere from 2,000 to 10,000 troops plus camp followers (two to six regiments or battalions or indeterminate numbers of irregulars). Leaders represent major commanders, their staffs, and guard troops.

2.0 COMPONENTS

The components to a complete game of Sepoy Mutiny include these rules, one 22 × 34 inch map and one sheet of 176 5/8 inch counters. Players will need to provide themselves with a six sided die.

2.1 Map

A hexagonal grid has been superimposed over the map to regulate the movement and positioning of the playing pieces. Hexagons are referred to as hexes.

Errata: TEC, Pass and To Bolan Pass lines, Notes, column should read See Great Game Incident. Daryeeling should be Darjeeling.
2.2 Counters
The playing pieces are referred to as units for military forces, and as markers for informational memory aid pieces.

2.3 Combat Units

Important: Unit counters have both a unit type symbol and an icon. The unit type symbol denotes the specific type of unit represented.

Static Unit
Any unit with a movement factor of zero.

Mobile Unit
Any unit with a movement factor greater than zero.

Siege Train

Note: The black square around the combat factor designates the ability to affect enemy fortresses.

British Regulars, Punjabis & Nepalese
Front
The front of British units is their full-strength side. The reverse of British regulars is their reduced strength side. The yellow stripe across the center of the counter indicates that reduced side of the counter.

Sepoy
Front (Rebel)
The reverse of Sepoy units is their Loyal (pro-British) side. The front of Sepoy units is their Rebel (anti-British) side.

Note: Some rebelling units will have a reduced combat strength.

Princely States
Front
These have one side. They are controlled by the player who controls their incident marker.

Untried Units
Front
Back
British Auxiliaries and Rebel Badmashes have a question mark (?) on the reverse side. These untried units are initially deployed on their unknown side. Their front side shows their combat strengths. Their movement factor is always known.

CONTINGENTS

British Empire forces
These are controlled by the British Empire player.
British Regulars: Red
British Auxiliaries: Orange
Loyal Sepoys (back): Red
Punjab (Sikhs): Yellow with small “P” in center of counter.

Rebel Forces
These are controlled by the Rebel player.
Rebel Sepoys (front): Blue
Badmashes: Black

Princely State Forces
These are controlled by the player who controls the incident marker for that contingent.
Nepalese: Purple
Jhansi: Green
Gwalior: Light Gray
Bikaner: Dark Gray
Kashmir: White/Red

UNIT TYPES

Leader
Naval Infantry

Regular Infantry
Irregular Infantry

Regular Cavalry
Irregular Cavalry

Camel Corps
Siege Train

Siege Train (Naval)
Supply

Supply Train
Pioneers
(Engineer)
2.4 Leaders
Leaders are a special type of combat unit.

Note: Some leaders do not have reduced strengths on their reverse side.

2.5 Command Markers
Command markers activate forces on the map for operations. These correspond to the leaders present in the game.

2.6 Incident Markers
Incident markers represent various military and political actions as well as the general chaos of the campaign. They generate rebellions, massacres, interventions, and assorted other stuff. They are explained in the incidents rule (19.0).

2.7 Other Markers
Battle-Round: Indicates the current round of a battle (13.0).

3.0 DEFINITIONS
Contingent: A sub-group of each of the two sides. A player controls a contingent via scenario instructions and (for Princely States) possession of their corresponding incident marker.

Draw: The player must randomly pull a counter.

Force: A group of units in one hex taking an action together.

Friendly Hexes: A hex is friendly to a side if that side has at least one ground combat unit in it (mobile or static). The instant a player removes all units out of a hex (or has them eliminated), the hex is no longer friendly to that side. Markers have no effect on the status of a hex. Hexes that do not have units in them are not friendly to either side.

Friendly/Enemy: Friendly units are the ones controlled by one player. Enemy units are the ones controlled by the other player.

Operation: A specific action consisting of the player moving any or all units of one contingent and/or then potentially attacking.

May: You can choose to take the action or not.

Must: You are required to take the action.

Occupy: Having a unit in a hex.

Reveal: Show the opposing player friendly units or markers in a hex or off-map box.

Select: The player may choose a specific action or counter.

3.1 Pools
Players will need two wide mouth opaque containers, like an East Indies coffee cup or empty ammunition cans. One will be used for command markers and the other for incident markers.

4.0 SET UP
See 27.0.

5.0 VICTORY CONDITIONS
Given the savagery of the original campaign, a player can win only via sudden death conditions. This is checked during the Victory Check Phase of each 1858 turn.

5.1 Rebel Victory
The Rebels win if one of the following conditions apply:

- Rebel units occupy five or more fortresses on the map, OR.
- Rebel units occupy all towns and fortresses that have a road running into or through them.

Example: Rebel units occupy Peshawar, Kurachee, Calcutta, Allahabad and Delhi, giving them the win. The Rebels could also win if they occupy just the four fortresses on the road (Calcutta, Allahabad, Delhi, and Lahore) and all towns that have a road running into or through them. In this case they do not have to meet the minimum of five fortresses.
5.2 British Victory
The British win if one of the following conditions apply:
• British Empire units occupy all towns and fortresses that have a road running into or through them; or,
• British Empire units occupy all fortresses on the map.

Important: The Princely State fortresses can be used to meet the requirements in 5.1 and 5.2 only if activated.

5.3 Draw
If at the end of the game (May–June 1858) neither side has attained a victory condition, then the game ends in a draw. This is to be considered a Russian Empire moral victory as India disintegrates into chaos which the Czar exploits to win the Great Game.

Note: If a player attains the victory conditions in 1857, the game continues.

6.0 SEQUENCE OF PLAY
Sepoy Mutiny is played in game turns, each of which is composed of interactive phases and sub-phases. During each Operations Phase of the turn, the players alternate drawing command markers from the pool. These markers will generate game actions. The player who is currently conducting an Operations Phase is called the phasing player; the other player is the non-phasing player.

6.1 Sequence of Play
Each game turn consists of the following phases. Players conduct them in the order given below.

I. Command Pool Phase
Return all markers in play to the Command Pool (7.0).

II. Operations Phase
A. First Action Phase: Either player draws a command marker from the pool. The player who controls the marker then decides whether to initiate an operation (8.0), deploy a reinforcement group (20.0) or draw an incident marker (19.0).

B. Second Action Phase: The player who did not draw the marker in the First Action Phase draws a command marker from the pool. The player who controls the marker follows the procedures outlined in the First Action Phase.

C. Subsequent Action Phases: Continue taking turns drawing command markers until all such markers have been drawn or both players declare a pass sequentially.

III. Game Turn Completion
A. Supply Phase: Both players check their un-supplied units for attrition (21.3).

B. Victory Check Phase: During game turns in 1858 both players check to determine if their victory condition has been met (5.0). If a player has attained their victory condition the game ends and that side wins.

C. Game Turn Advance: Move the game turn marker to the next box on the Turn Record Track. If this was the last turn of the scenario, the game comes to an end.

6.2 Passing
A player can declare a pass instead of conducting an action. If both players declare a pass in a row, the turn comes to an immediate end.

7.0 THE COMMAND POOL & FORTUNES OF WAR
Place all command markers for both players (marked command on their reverse, including fortunes of war) in one common Command Pool. Players draw command markers at random which will generate operations, reinforcements, or fortunes of war events. British command markers are red on the front and Rebel markers are blue; fortunes of war are in a neutral color.

Note: Command markers and the Command Pool are distinct from incident markers and the Incident Pool.

7.1 Establishing the Campaign Pool
During each turn’s Command Pool Phase both players conduct the following:

Command markers: Each player places all command markers corresponding to the leaders that are currently on the map (including both the hex part and Bombay and Madras) into the pool (do not place markers for leaders in Reinforcements and Eliminated Units Displays).

King of Delhi: If a Rebel leader currently occupies Delhi, place the King of Delhi marker in the pool. If a Rebel leader does not occupy Delhi, the marker is left aside.

British Commander in Chief India: If British Empire units occupy Calcutta, place the C-in-C India marker in the pool (see Turn 1 special rules in the scenario).

Fortunes of War: Place all fortunes of war markers in the pool.

Note: For King of Delhi and British C-in-C, this is determined solely during the Command Pool Phase, and does not change if Delhi or Calcutta is no longer friendly during the turn.

7.2 Command Markers Procedure
At the beginning of the First Action Phase, one player draws one command marker from the Command Pool. Players decide among themselves who draws the marker first (they can flip a coin or roll a die) as it makes no difference who draws the first marker (8.0).

7.3 Leader Reinforcements & Losses
Additional leaders may enter the game as reinforcements during a turn. The instant a leader is deployed on the map, his corresponding marker is placed in the pool. If a leader is eliminated during a turn, the corresponding marker is immediately removed from the game (if in the pool, immediately remove it).

7.4 Fortunes of War
If a fortunes of war marker is drawn, each player must immediately roll one die; total the results then consult the Fortunes of War Table and implement the event corresponding to the result.

Important: Event explanations on the Fortunes of War Table may supersede other rules.

8.0 ACTIVATING FORCES & OPERATIONS
When a command marker is drawn (regardless of who draws it), the player with a leader corresponding to that marker can take one (and only one) of the following actions:

1) Conduct an operation. Activate the corresponding leader and eligible friendly units within the command radius for one operation. An operation can consist of movement, combat and/or rally. All activated units must complete each step of the operation prior to proceeding to the next step.

   Step 1: Movement
   Step 2: Combat
   Step 3: Rally
2) Deploy one reinforcement group (20.0).
3) Draw the number of incident markers equal to the leader’s command radius (19.0).
4) Declare a pass.

Example: The Campbell command marker is drawn. The British can either
1) activate the Campbell leader and all friendly units within his radius, or
2) take one reinforcement group, 3) draw up to three incident markers, or
4) declare a pass.

8.1 Who is on First?
If a player draws a command marker for a leader of his own forces, then
he executes an action per above. If he draws a marker for a leader of
the enemy forces, he must give that marker to his opponent, who then
conducts an action as above.

Example: The Rebel player draws the Campbell command marker. He would
pass the marker to the British player, who would then conduct an action.

8.2 Command Radius
Command radius is the number inside the black oval on a leader counter (2.4).
- A leader can activate all friendly units within that leader’s command
  radius. See 8.4 for the effects of other leaders.
- Do not count other leaders as activated (8.4).
- See 8.6 for the effect of C-in-C India and King of Delhi.
- Terrain and enemy units (including ZOC) do not affect command radius.
- A reduced leader will have a reduced command radius.

Example: A leader with a command radius of one would be able to
activated all units in its own hex and all hexes adjacent to that hex.

8.21 Command Radius of Zero
A leader with a command radius of zero (0) can only activate units in its
own hex. He cannot draw incident markers and can only perform rally in
fortress hexes (17.0).

8.3 Operations
Movement: When a leader is activated, all friendly units within that
leader’s command radius may be activated. They remain activated
for movement regardless of where they move. Units can move out of
command radius. If the leader moves, he does not activate other units for
movement that were not originally in his command radius.

Note: Prior to moving a leader, it is useful to place the leader
activation marker in the leader’s original hex as a mnemonic.

Combat: After all movement is completed, the player may conduct
combat with the active leader and all eligible units. An activated leader
can activate all friendly units that are in his command radius and within
the maximum number of units allowed (8.2) at that time. The active player
then conducts combat (13.0). Units activated for combat do not have to be
the same units that were activated for movement.

Example: Campbell is in hex 1014. He is stacked with the British 7th and
British 8th. The British 9th is in hex 1117. The British 6th is in hex 1413.
The British player activates the British 7th, 8th, and 9th for movement.
Campbell along with the 7th and 8th move to 1413. The 9th moves to
hex 1016. The 6th is outside Campbell’s command radius and cannot be
activated for movement. After completing his move, the British player
declares an attack into hex 1513 using Campbell, the 7th, 8th, and 6th
British units. The 9th is now outside of his command radius and could not
be activated for combat even if adjacent to an enemy unit.

Rally: After all combat is completed, an activated leader can activate
all friendly disrupted units that are in his command radius for rally (8.2
maximum number of units does not apply). Activated units may make rally
attempts now (17.0). Activated disrupted units do not have to be the same
units that were activated for movement and/or combat.

8.4 Leaders in General
Any leader can activate units on its side within radius (see 8.2 for limits
on number of units), regardless of contingent. A leader can activate other
leaders within his command radius, those leaders do not activate other
units in their radius nor do they count against the total number of units
that can be activated.

Example: Outrem is within Campbell’s command radius. Outrem can move.
Outrem cannot activate other units within his radius (and not in Campbell’s).

8.5 Eliminated Leaders
If a leader is eliminated, his marker is removed from the Command Pool
permanently.

8.6 High Commands

The King of Delhi and C-in-C India are special command
markers. They are not leaders, but do possess some leader
functions. If one of these markers is drawn, the owning player
may do one of the following:

1) Bring in one reinforcement group.
2) Draw one incident marker.
3) Activate one stack anywhere on the map or the two British off-
  map areas (with or without a leader). That stack is activated for one
  operation (8.0). All activated units must move and attack together as
  a stack. If a rally attempt is made, the marker has a value of 1 for rally
  purposes (plus one if in a fortress). Leaders may be with the stack, but
  they do not apply their command radius. They can use their command
  radius for shifts to fire (14.0).

8.7 Command Marker Disposition
When a command marker is drawn, place it on the activated leader.
After the leader completes his action, place the marker aside. It has no
further effect in the turn. The marker is not returned to the pool until the
Command Pool Phase of the ensuing turn. This also applies for King of
Delhi and C-in-C India.

8.8 Operating Force
You carry out operations with your own forces. A given unit may be
activated more than once during a game turn and can be activated (if
within the command radius of an active leader) for movement, combat
and rally.

Exception: The Treachery event may give you temporary control of what
would otherwise be enemy forces.

9.0 ALLIANCES & THEATER OF OPERATIONS

9.1 Allies
Generally, all units of the same side can stack (11.0) and operate
together, regardless of contingent.

9.2 Theater of Operations
Generally, units may move anywhere on the map.

9.3 India
India is all the territory on the map other than Afghanistan (in the
northwest) and Nepal (northeast). India includes the Princely States of
Bikaner, Gwalior and Jhansi.
9.4 Afghanistan
There are no Afghan units per se. Certain events will call for Auxiliary or Badmash units to be placed in Afghanistan under a player’s control.

Note: For game purposes, Afghanistan also includes parts of Baluchistan.

9.5 Neutrals
Certain contingents start the game as neutrals:
• Nepal
• Princely States of Bikaner, Gwalior, Jhansi (within India) and Kashmir (which is off the map).

9.51 Neutral Status Forces
Neutral units are deployed by scenario. Neither side can activate neutral units. Neutrals have no ZOC. Player controlled units cannot enter hexes containing neutral units.

9.52 Attacking Neutrals
A player may (but is never required to!) attack a neutral occupied hex. This automatically places that neutral under the control of the enemy. Remove its marker out of the Incident Pool and give it to the other side.

9.53 Nepal
While Nepal is neutral, British units can enter its territory with no penalty. If Rebel units enter Nepal, or attack into it, Nepal automatically becomes controlled by the British.

Important: British units cannot enter or move through hexes containing neutral Nepalese units, nor can they attack neutral Nepalese units.

9.6 Belligerency
Incident markers can give a player control of a neutral power. The instant such a marker is played, that neutral becomes a belligerent and its forces are friendly to the side which played the marker for the remainder of the game. That player can conduct operations, recruit, etc., with them. Once a neutral becomes a belligerent (player controlled), it remains so for the remainder of the game.

Note: When you gain control of a former neutral, retain the incident marker as a mnemonic.

9.61 Leaders
When Jhansi becomes a belligerent, add the Rani command marker to the Command Pool. When Nepal becomes a belligerent, add the Jang command marker to the Command Pool.

9.7 Kashmir
Kashmir is off the northwest map edge. If the Kashmir incident marker is drawn, the British gain control of Kashmir. Deploy the Kashmir unit as a reinforcement per (20.0) (this is not a separate action).

Historical Note: The definition of India is simplified for game purposes as there was a complex array of East India controlled territories, princely states, etc. Also, British Auxiliaries and Rebel Badmashes represent a wide array of irregular, mercenary and minor state contingents.

10.0 MOVEMENT
Each unit has a movement factor printed on it. During each movement step you may move as many or as few units within command radius of an activated leader (or via a high command marker) as you choose. Activated units may be moved in any direction or combination of directions to the limits of their movement factors. They can move out of the command radius at no penalty (but then cannot be activated for combat and rally).

10.1 Movement Procedure
You move units by tracing a path of contiguous hexes through the hex grid. As each unit enters a hex it pays one or more movement factors. You can continue moving a unit until it has expended all its movement factors. Consult the Terrain Effects Chart printed on the map for further details.

10.2 Static Units
Units with a printed movement factor of zero never move once placed on the map (except to go into the dead pile).

Note: Markers (siege, entrenchments) do not move once placed.

10.3 Restrictions.
A given unit may expend all, some, or none of its movement factors in any one movement step of its operation. Unused movement factors may not be accumulated from turn to turn or phase to phase or step to step, nor may they be in any way transferred from one unit to another.

Important: Units cannot enter an enemy or neutral occupied hex.

10.4 Neutral Units
These units cannot be moved until they become allied with a player. Active units cannot enter hexes containing neutral units.

10.5 Minimum Movement.
All activated units are generally guaranteed the ability to always move at least one hex per movement step. This rule does not allow units to enter an enemy occupied hex or other prohibited hexes.

10.6 Retreat (15.0) & Pursuit (16.0)
These occur as part of combat results, and are not considered movement. Retreat and pursuit does not use or require movement factors.

10.7 Entering Hexes
To enter any given hex, a unit must expend the number of movement factors (MF) designated by the Terrain Effects Chart (TEC) for the kind of terrain it contains. When the TEC calls for an MF expenditure to cross a hexside, that cost is in addition to the cost for the in-hex terrain. Certain terrain costs are different for different units.

10.8 Multiple Terrain
If there is more than one type of terrain in a hex, use the highest single movement cost from among all the terrains involved.

10.8.1 Special Cases
1) If there is a road, pass or bridge, use the road/pass/bridge movement rate regardless of any other terrain in that hex, as described below.
2) Riverine movement always uses the riverine movement rate regardless of any other terrain present in those hexes.

10.9 Hexsides
Rivers and borders are hexside, rather than in-hex, features. Your units pay an MF cost to cross them, which is paid in addition to the in-hex cost.

10.10 Roads & Bridges
A unit that moves directly along hexsides connected by roads expends one half (0.5) MF per hex entered. This is regardless of other terrain in the hex. The unit does not pay extra to cross a river.

10.11 Passes
A unit that moves directly along hexsides connected by passes uses the road movement rate. This is regardless of other terrain in the hex.

Note: The To Bolan Pass hex is the open terrain hex 1301, it is used with the Great Game Incident.
10.12 Riverine Movement
British Naval Brigade (NB) units, if moving alongside contiguous river hexsides, pay only half (0.5) MF per such hex regardless of any other terrain in the hexes they enter. They can also move cross country normally.

10.13 The Railroad
There is a railroad running from Calcutta to Raniganji (not shown on the Terrain Key or TEC). British Regular and Punjabi units (only) can use the rail line for enhanced movement. By expending one movement factor, these units can move any distance along the railroad without paying other movement costs (and they can cross the river at no extra cost). Restrictions for entering hexes with enemy units apply. They can use remaining movement factors normally. Enemy zones of control (EZOC) do not affect railroad movement (12.5).

11.0 STACKING
Having more than one friendly unit in the same hex at the same time is called stacking.

11.1 Stacking Limit
A player may stack an unlimited number of friendly units in a hex. Units from different contingents that are currently on the same side can stack together.

Example: British Regulars and Nepalese may stack together.

11.2 Markers
Markers in use on the map (Example: entrenchments) have no stacking value.

11.3 Stack Movement
Units may be moved individually or as stacks. The movement of a stack is that of the slowest unit within it. A stack may drop off units as it moves; however, those dropped-off units may then not move any farther that step. A moving unit or stack may not pick up units as it moves.

11.4 Stacking Order
In general, players are free to arrange their stacked units, from top to bottom, in any order they choose, during their own activations.

Exception: If a stack contains an entrenchment marker, that marker must always be the top unit in the stack.

12.0 ZONES OF CONTROL (ZOC)
The six hexes immediately surrounding a unit’s hex constitute that unit’s zone of control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes.

12.1 Who Has a ZOC
Mobile units always exert a ZOC, regardless of the phase, step or command activation.

Designer’s Note: Most of the units would have cavalry or other light troops which gave them the ability to patrol the local area of operations.

12.2 ZOC Persistence
In general: ZOC are not negated by the presence of other units, enemy or friendly.

12.3 ZOC Negation
ZOC do not extend:
- Across all-sea hexsides.
- Into enemy occupied fortresses. ZOC do extend into unoccupied fortresses.
- Out of fortresses.

12.31 Neutral Units
Neutral units do not have ZOC. When they become belligerent they do have a ZOC.

12.4 Multiple ZOC
There is no additional effect if more than one unit exerts ZOC into the same hex at the same time.

12.5 ZOC & Movement
ZOC do not affect enemy movement.

12.6 ZOC & Combat
During each activated force’s combat step, the player must initiate attacks with all activated units that are in hexes containing EZOC. This is determined at the start of that combat step. Each unit must attack into one adjacent enemy occupied hex that is exerting a ZOC into the hex occupied by the active unit (13.0).

13.0 COMBAT
Combat occurs between adjacent opposing units, provided that at least one of the adjacent units belongs to the presently activated command. The player conducting the Operations Phase is termed the attacker; the other player is the defender (regardless of the overall strategic situation). All units of an activated command must attack if they are in an EZOC.

13.1 Attack Declarations
The phasing player may resolve his attacks in any order he chooses. Generally, a force in one hex can attack only one enemy occupied hex, even if in multiple EZOC. The attacker chooses which friendly force will attack which enemy force. Each combat consists of all units in one hex attacking all enemy units in one (and only one) hex. The phasing player must declare which adjacent activated units will be attacking which defending enemy occupied hexes to resolve any battles. Once the phasing player has done so, he resolves each attack individually in the order he selects, as described below.

13.2 Combat Resolution
For each individual attack, follow the sequence below.

1) Attack Declaration: The phasing player declares which units of his activated command will be attacking which defending enemy occupied hexes.
2) Tactical Advantage Determination: Each player determines their tactical value. Total:
   - The command radius of one friendly leader in the hex, plus;
   - +1 for the attacker, if the attacker plays a massacre marker, plus;
   - Roll one die and add to it the total of the above.

The side with the higher total has the tactical advantage. In the event of a tie, the British gain the advantage.

Note: The attacker selects a leader first, then the defender. This does not have to be the activated leader. If there is no leader involved in the battle for a side, then add zero.

3) Determine the number of Battle Rounds: See 13.3. Use the battle marker for this on the Battle Round Track.
4) Deploy units: Both players reveal and line up all their units in any convenient area. They may be placed in any order.
5) Ground Fires Execution:
   - First Round:
   - Tactical Advantage Side Fires: The side with the tactical advantage fires each qualified unit.
**Tactical Disadvantage Side Fires:** The side without the tactical advantage fires each qualified unit.

**End of Battle check:** The battle comes to an end if any of the conditions below are met (13.3). Otherwise, continue with another round (Step 5).

**Note:** Tactical advantage is determined only once per battle, and is retained through any number of rounds.

### 13.3 End of Battle
A battle comes to an end if any of the following conditions are met:
- Both sides have conducted the number of rounds equal to the command radius of the leader that the attacker used to determine the tactical advantage. If a leader was not used to determine the tactical advantage, only one round may be conducted.
- One side has been completely eliminated and/or has retreated from the hex.
- Neither side inflicted any hits or retreats during the round.

At the end of each round, move the battle marker down one space. When it reaches zero, the battle automatically comes to an end.

**Note:** Players cannot call off a battle once it has started

**Example:** Rani has a command radius of (2). Therefore, any battle where she was the leader used by the attacker to determine tactical advantage would end after two rounds.

### 13.4 Which Units Attack
Only the units of the activated command(s) attack during a given combat step. Non-activated units may not attack at that time, even if in EZOC or adjacent to enemy units. Otherwise all activated units attack, even if from different contingents.

### 13.5 Defending
Defending units always defend fully and normally, regardless of which command happens to be activated at the time.

### 13.6 Other Attacks
You may choose to (but do not have to) use activated units to attack adjacent enemy units that are not exerting EZOC into their hexes. If adjacent to more than one enemy occupied hex that is not exerting EZOC, you could choose to attack none, one, some or all of them. Making that choice still does not get you out of the requirement that you must attack all adjacent enemy occupied hexes that are exerting EZOC.

### 13.7 Multi-Hex Attacks
If an attacking force (defined as one stack of units) is in the EZOC of more than one enemy stack, it can attack only one of them. If two or more attacking stacks are adjacent to a single defender’s hex, then you can declare a multi-hex attack. Each such force (stack) attacks the hex separately and sequentially in two separate battles, in the order you declare. All such attacks are resolved separately on a hex by hex basis.

**Important:** A single attacking stack in the ZOC of two or more enemy stacks must select one enemy stack to attack. A single attacking stack can only attack a single enemy stack. It is not required to attack all enemy stacks. If two or more attacking stacks are adjacent to two or more enemy stacks, the attacker must attack one enemy stack for every attacking stack.

### 13.8 In General
A unit cannot attack more than once per combat step. A given defending unit may be attacked more than once (13.7).

### 13.9 Stack Combat
Units in the same stack must be combined for combat. That is, all attacking units in a hex must be involved in the same attack as one unitary force. Units defending in the same hex must be attacked as a unitary force; they may not be attacked separately or in sub-stacks.

### 13.10 Static Units
Static units cannot attack. They may never pursue and are eliminated if forced to retreat.

### 13.11 Leaders
Leaders have combat factors and participate in combat normally. If a leader is killed or reduced, all units which were activated by that leader at the start of the combat step still must attack regardless of the change or loss of command.

### 14.0 COMBAT PROCEDURE (FIRING)
Combat involves individual units firing at enemy units. All units with a combat factor of 1 or more can fire. Each unit fires individually; there is no adding of units. Each unit must fire as a unitary combat factor.

**Example:** A unit with a combat factor of 3 would have to fire on the 3 column; it could not fire as, say, a 2 and a 1.

### 14.1 Firing Procedure
For each firing unit, consult the Combat Results Table (CRT).

1) Find the CRT column corresponding to the unit’s combat factor.
2) Make any shifts for leaders, defender’s terrain, attacker and defender supply expenditure, and play of incident markers.
3) Roll one die. Cross index the die roll with the column (after all shifts have been applied). This will provide a result. Apply the result immediately.

### 14.2 Results
**Numerical Results:** The number on the CRT is the number of hits inflicted on the enemy.

**Retreat/Rout:** If the result is (R) then:
- British Regulars, Punjab, Nepalese units: One unit retreats one hex.
- All other units: Roll one die for one unit. Then rout the unit that number of hexes.

1 + R: Inflict one hit on one unit and retreat one unit (as per above).

### 14.3 Allocation of Hits
Combat results are implemented immediately as they occur. A unit is affected by a result regardless of its type or strength. The player controlling the units being targeted determines which units will take the losses. In the case of a 1+R result, the targeted player must apply both results. This can reduce one unit and retreat another, or reduce a two-step unit and then retreat that same unit.

### 14.4 Effects of Hits
**One step unit:** Eliminate the unit (20.8).

**Two step unit:** Reduce the unit by one step. If at full strength it is reduced (flipped with reverse side up). If already reduced, it is eliminated.

**Example:** A British regular infantry unit would be reduced on the first hit and eliminated on the second.
14.5 Overkill
If you inflict more hits than the enemy force can absorb, the excess does not carry over to other battles.

14.6 Sequential Execution of Fires
Combat is not simultaneous. An opposing unit that is eliminated before it has rolled its own battle dice is not eligible to execute combat in that battle. A unit which is reduced fires using its reduced strength.

14.7 Combat Shifts
Shifts will change the CRT column used for each individual fire. These are cumulative for each category, below:

14.71 Terrain & Combat
A defending force benefits from the terrain in the hex it occupies or the hexside that the attacker is attacking across (i.e., rivers). The terrain in hexes occupied by attacking units has no effect on combat. The effect of terrain on combat is reflected by shifting the firing column of the attacker to the left. Only one type of terrain can be applied by the defender, if more than one terrain modifier applies, the defender chooses which shift to apply.

Example: A defender is in a fortress during a non-monsoon game turn and the attacker is crossing a river. The defender could choose either the river (−1) or fortress (−2) modifier.

14.72 Leaders & Combat
Each leader in a hex with firing units (attacking or defending) can provide a one column shift (+1) to the number of units equal to their command radius.

- The owning player must designate which units are receiving the leader bonus at the start of each round of battle.
- A leader can provide shifts to units of any contingent in the same hex.
- Multiple leaders can award shifts.
- A given unit may receive multiple shifts, i.e., one from each of several leaders.
- Inactive leaders can award shifts.
- If there are insufficient units, there is no additional effect.

Important: Leaders do not provide this shift to themselves or other leaders. Leaders must be in the hex to apply a shift (command radius does not apply).

Example: A leader with a value of 3 could provide one column shift to three firing units in its hex. If Campbell and Outrem were in a hex, there would be a total of four British units shifted (3 for Campbell and 1 for Outrem).

14.73 Logistics & Combat
A player (attacker and/or defender) can provide a one column shift (+1) to all friendly units by expending a friendly supply train. The expenditure of one supply train awards the shift to all units in all rounds of that battle. That supply train must be in the hex of the firing force and is expended at the time of combat. The defender declares first, then the attacker.

Note: Supply trains are placed as reinforcements (20.0).

14.74 Massacre Markers & Combat
The attacker (not the defender) can play a massacre marker at the start of a combat. This gives all the attacker’s fires for the first round of that battle a one column shift to the right (+1). After the battle, regardless of outcome, the player must give that marker to the other player.

15.0 RETREAT & ROUT
When a combat result requires a unit be retreated, the player controlling that unit must immediately move the unit the indicated number of hexes away from the hex it occupies. Retreat is not regular movement; its execution does not use movement factors. It is carried out in terms of hexes, not movement factors. Mobile units must always retreat the number of hexes indicated, within the strictures given below.

15.1 Retreat
A normal retreat is one hex.

Note: Only British, Punjab and Nepalese units are affected by normal retreats, everyone else routs. Stiff Upper Lip and all that sort of thing!

15.2 Rout
For each routing unit, the owning player rolls one die and retreats it that number of hexes.

15.3 Retreat & Rout Strictures
- Units may never retreat/rout into hexes containing enemy or neutral units, into otherwise prohibited terrain, or off the map. If there is no alternative, they are eliminated in the last hex into which they could retreat.
- For each unit that retreats/routs into hexes containing EZOC or across a river hexside, the owning player must roll one die. On an odd result, the unit is reduced one step. On an even result it survives. If a unit retreats both across a river and into an enemy ZOC, then roll once for each. This procedure is followed for each such contested hex.

Important: Bridges negate the effects of a river for purposes of this rule.

- Units may retreat/rout into and through hexes containing other friendly units.
- Rebel units can retreat/rout into Nepal if it is neutral, but that initiates pro-British Belligerency for Nepal.
- Neutral units do not have a ZOC, thus units can retreat/rout adjacent to them (but not into them).
- A retreating/routing force must end its retreat the indicated number of hexes away from its combat position. If it cannot retreat the full number of hexes required, for any reason, it is eliminated in the last hex into which it was able to retreat.
- Within the strictures given above, units from the same battle do not have to retreat/rout into the same hex or hexes. They may be split up into separate sub-stacks or individual units, determined by the player moving the units.
- In no case may a unit be retreated/routed into a hex that would cause it to be eliminated if another path is available.

15.4 Debacle
Static units, siege trains and supply trains are eliminated if required to retreat/rout.

15.5 Fortresses & Entrenchments
Units in fortress hexes and/or marked with entrenchment markers that suffer retreat/rout results while attacking or defending may; but are not required to, retreat/rout (owning player’s choice on a unit by unit basis). If units retreat/rout into a friendly fortress hex, they may (at the owning player’s option) cease their retreat/rout in that hex.

Important: This applies to both the attacker and defender within a fortress/entrenchment. It is a special case where the attacker will gain a terrain bonus.
15.6 Into the Frying Pan
It is possible for defending units to end their retreat/rout adjacent to units of the phasing player that did not participate in that battle (provided they survive the die roll for entering an EZOC). Those units could then attack that retreated force during this action phase if they are within the command radius of the phasing player’s currently activated leader.

16.0 PURSUIT
Pursuit is a special form of movement, which may occur after a battle if allowed by its combat result.

Note: Pursuit is what is usually termed advance after combat in other wargames.

16.1 Pursuit Procedure
If all defending units in a hex are eliminated and/or retreated, all attacking units are qualified to pursue.

16.2 Pursuit Length
Pursuit does not expend movement factors. Pursuit must be made into hexes into which pursuing units could normally move. Pursuing units ignore EZOC and can cross rivers (there is no penalty). If pursuing units end their pursuit in another EZOC they cannot attack again.

One hex pursuits: All mobile units can pursue one hex. This must be into the hex formerly occupied by the defender.

Two hex pursuits: All leaders, camel, and cavalry units can pursue two hexes. The first hex must be the hex formerly occupied by the defender, and the second can be in any direction. All pursuing units must end their pursuit in the same hex.

Note: You can move some, none or all pursuing units into any combination of the hexes above.

16.3 Pursuit Restrictions
Static units cannot conduct pursuit. Pursuit may not employ railroad (10.3) or naval movement (31.0).

17.0 RALLY
Players can restore reduced units to full-strength via rally. Rally occurs during the rally step of an operation. A unit must be within the command radius of the activated leader with a modified command radius of at least one (or in a hex with a high command marker, 8.6).

Note: Eliminated units cannot be rallied.

17.1 Procedure
For each unit eligible to attempt rally, roll one die. If the die roll is less than or equal to the command radius of the activated leader, the unit is rallied. Flip it face up. If the die roll is greater than the command radius, the unit remains reduced. The command radius of a high command marker is one.

17.2 Fortress Enhancement
If the unit to be rallied occupies a fortress hex, then increase the command radius of the leader by one.

Note: This rule allows a leader with a command radius of zero to rally units in a fortress.

Example: A unit is in a fortress and within the command radius of an activated leader with a command radius of two. The unit would rally on a die roll of 1, 2 or 3.

17.3 Reduced Leaders
A reduced leader can attempt to rally himself as well as other units. Leaders can rally other reduced leaders. All rally attempts are based on the value at the start of the Rally Phase.

18.0 MUTINY
Sepoy units have two sides. The reverse is their loyal (British controlled) side. The front is their Rebel controlled side. Sepoy units are initially deployed face down (loyal). They convert to Rebel (face up) because of the mutiny procedure. This may occur in three circumstances:

1) Scenario instructions.
2) A mutiny event (19.0).
3) Play of an agent marker (19.0).

18.1 Mutiny Procedure:
When one of the above three circumstances occur, the Rebel player conducts a mutiny check. For each eligible hex, roll one die (regardless of the number of units). Cross index the die roll with the Mutiny Table. Results are as follows:

Mutiny: Flip all loyal Sepoy units to their Rebel side. They are now Rebel controlled.

Mutiny + Badmashes: Same as mutiny, plus draw and deploy one Rebel Badmash unit into the hex (face down).

Disband: If there are any British Regular or Auxiliary units in the hex, then eliminate all Sepoy units. If there are no British units in the hex, all Sepoy units Rebel.

Loyal: The units remain pro-British.

18.2 Unit Status
Once a unit mutinies, it never returns to loyal. If a unit makes a mutiny check and remains loyal, the Rebels can attempt to have it mutiny later should the event occur.

18.3 Other Forces
All other units are either permanently loyal to the British (example: British Regulars), or permanently part of the Rebel force (example: Badmashes).

18.4 Parade Ground
If Sepoy units mutiny in a hex containing loyal British units, the Rebel player moves those Sepoys to an adjacent hex. The hex cannot contain British Empire units. The units cannot be moved into or across prohibited terrain. It can be in a British Empire ZOC. If there is no such hex, the units are eliminated.

Exception: If the Sepoy units in Delhi and/or Allahabad mutiny and there is a British unit in the hex, the garrison unit is eliminated.

18.5 Voluntary Disbanding of Sepoy Units
The British can remove from the map (permanently) any currently loyal Sepoy unit if:

1) The unit is within command radius of an activated British leader; and,
2) There is at least one British Empire unit (any type) in the same hex as the units to be disbanded. Disbanding negates the use of that leader for any other purpose in that activation.

18.6 Sepoy Units
Garrisons: Delhi and Allahabad have loyal and Rebel sides and thus can rebel. Other garrisons are two-step British regulars.

Rebel Leaders, Supply Trains and Badmashes: Are always pro-Rebel. They never make mutiny checks.
19.0 INCIDENT MARKERS

All incident markers are placed in the Incident Pool during initial setup. When a leader’s marker is drawn, the player controlling that leader may draw the number of incident markers equal to that leader’s command radius (8.0).

**Important:** The Incident Pool is separate from the Command Pool.

19.1 Incident Marker Procedure

When a player draws an incident marker from the Incident Pool he reads the instructions (Incident Marker Table) and plays it accordingly. Some incident markers must be played immediately. Others can be held and played per instructions.

19.2 Incident Play

Incident markers which are held may be played as part of any friendly command’s Operations Phase. This is in addition to other actions taken during that phase. You may play any number of markers, but no more than one marker of one type as part of an action. Depending on their type, incident markers may be discarded or returned to the pool. See the Incident Marker Table for specifics.

**Example:** Tanti Tope is activated. The Rebels play the blow magazine marker at the start of the activation, then a massacre marker as part of an attack, but you could not play two massacres for that attack.

19.3 Incident Marker Explanations:

See various tables at the end of the rules.

19.4 Durbar Incident

The instant this marker is drawn, roll one die and place the marker on the map in the hex indicated by the explanation.

**Note:** A Durbar was a grand assembly of monarchs, warlords and top generals.

19.5 Great Game Incident

The instant this marker is drawn, roll one die and place the marker on the map in the hex indicated by the explanation.

**Note:** This accounts for possibilities of Russian, Afghani, Persian and Chinese intervention.

20.0 REINFORCEMENTS

Both sides receive additional units over the course of a game; such units are called reinforcements. The scenario will list which units begin the game as reinforcements, place them in the display on the map.

20.1 Reinforcement Procedure

When you draw a command marker, you can, instead of activating the corresponding leader, take one reinforcement group (per below). Certain incidents may generate a reinforcement group. The controlling player immediately deploys those reinforcements per the instructions below.

**Important:** You can select one reinforcement group from any one friendly contingent. The group does not have to be of the same contingent of the drawn command marker.

- When deploying multiple units, they need not all be placed in the same hex or box.

20.2 Reinforcement Event

If fortunes of war call for a reinforcement, then the player who rolled the event deploys the indicated units.

20.3 Rebel Reinforcement Groups

Choose one of the following:

- **Leaders:** Draw one leader from the Available Box. Deploy in any Rebel occupied hex and place its command marker in the Command Pool.
- **Supply Trains:** Select one supply train from the Reinforcement Available Box. Deploy it in a fortress containing one or more Rebel leaders.
- **Badmashes:** Draw the number of Badmashes equal to the command radius of the leader from the Badmash Available Box. Deploy them face down in any hex containing any Rebel leader, or in any town or fortress in India not containing British or neutral units.

20.4 British Reinforcement Groups

Choose one of the following:

- **Leaders:** Select one leader from the Available Box. Deploy in any British Empire occupied port hex, or in Madras or Bombay and place its command marker in the Command Pool.
- **British Regulars:** Select two units from the Reinforcement Box. Deploy in any British Empire occupied port hex, or in Madras or Bombay Boxes.
- **Punjabis:** Select two units from the Reinforcements Available Box. Deploy in Lahore or Peshawar if occupied by British Empire units.
- **Supply Trains:** Select two supply trains from the Reinforcements Available Box. Deploy in any fortress or town/port containing British Empire units.
- **Nepalese:** Select one unit from the Reinforcements Available Box. Deploy in Kathmandu if occupied by Nepalese units.
- **British Auxiliaries:** Draw one unit from the Auxiliaries Available Box. Deploy (face down) in any hex containing a British Leader.

20.5 Kashmir Reinforcements

The British player selects the unit when the Kashmir marker is drawn (by either player). Deploy in Peshawar or Lahore (if not occupied by Rebel forces). Otherwise, deploy in any hex on the north map edge in India west of Nepal. Also, place one supply train with the Kashmiri unit.

20.6 Princely States (Bikaner, Gwalior, Jhansi)

These start with all units in play. When the Rebels gain control of Jhansi immediately place the Rani command marker in their pool.

20.7 Incident & Fortunes of War Generated Units

Place per the event instruction.

20.8 Replacements

Units which are eliminated are out of play permanently. The following units, however, are returned to the pool of available reinforcements:

- **British Auxiliaries**
- **Rebel Badmashes**
- **Supply Trains**

20.9 Untried Units

Units which have an untried side are drawn and placed face down. They are not revealed until they engage in combat. Untried units are one step units.

20.10 Order of Battle Limit

The number of units in the counter manifest is a limit. If there are no units available to be taken as reinforcements, then none can be deployed.
21.0 SUPPLY
Supply units can be expended to support combat (14.73) or be expended to avoid suffering attrition if unit(s) are out of supply. Supply is needed to avoid attrition during the Supply Phase. A force is in supply if any of the following conditions apply:

**British Units:**
- It occupies a town, fortress or port.
- It is adjacent to a British Empire occupied town or port.
- It is adjacent to a British Empire occupied fortress.

**Rebel Units:**
- It occupies a town or a fortress.
- It is adjacent to a Rebel occupied fortress.
- It is adjacent to a Rebel supply unit and the player expends that supply unit.

**Neutral Units:**
Neutral units are always in supply. When they become belligerent, they must check supply per above.

21.1 Units Always in Supply
The below units are not affected by supply checks, and do not count against other units in a hex:
- Camel Corps
- Supply units
- British units in Bombay and Madras
- Units in Displays

**Note:** Unlike many other games, leader units must be checked (which represents various diseases and such).

21.2 Expending Supply
Designate the supply unit and all units in its and adjacent hexes as in supply. This is regardless of EOOCs, intervening terrain, activation, cricket matches in progress, etc. A supply unit can supply all friendly units regardless of contingent. The supply unit is expended and returned to the appropriate box.

21.3 Attrition
During each game turn’s Supply Phase, both players check for attrition of all hexes containing friendly units on the map that are not in supply (per above). Roll one die for each such hex (not unit). The result is the number of units in that box that are supplied. You can designate that units will be supplied. Units that are not supplied are eliminated (if one step or at reduced status), or reduced (if full strength two-step).

**Example:** A player has four units in a hex. He rolls a 3 for supply, so three units are supplied. He selects one unit from the four and reduces it.

21.4 Deserts & Rough
Units in desert hexes (all turns) and in rough hexes during winter turns, follow the procedure in 21.3, except the result of the die is halved (round down).

**Example:** The result of the attrition check is 5, halved to 2.5, rounded down to 2. This is the number of supplied units.

22.0 UNIQUE UNITS
22.1 Leaders
Leaders function as units, and have special abilities for activation (8.0), combat (13.0), drawing incident markers (19.0), and deploying reinforcements (20.0).

22.2 Siege Trains
Siege train units have their combat factor in a black box. They can use this when attacking enemy units in fortresses or entrenchments. The defender does not receive defensive shifts for the fortress when attacked by a siege train. They do receive shifts for other terrain in the hex. Retreat/rout results are still negated for the units within the fortress (15.0). Siege trains have an attack value of one (1) when not attacking a fort or entrenchment.

**Limited mobility:** Siege trains can enter rough hexes only on road or pass hexes.

**Loss of Guns:** If a siege train retreats/routs it is eliminated.

22.3 Supply Trains
Supply trains function like combat units, but provide supply for combat (14.73) and avoid supply attrition (21.0) by being expended. If a supply train retreats/routs it is eliminated.

22.4 British Naval Brigades (NB)
These two units (infantry, siege train) can use riverine movement per (10.12).

22.5 Camel Corps
Camel units pay only one movement factor to enter desert hexes.

23.0 BRITISH OFF-MAP AREAS
The British Empire has two off-map areas, Bombay and Madras. They both connect to the south edge of the map.

23.1 Off-Map Land Movement
The British can move British Regular units into off-map areas (but not other controlled contingents). Move the units to a hex on the southern edge as indicated, pay one additional movement factor, and then move them into either the Madras (east) or Bombay (west) box and stop.

23.2 Off-Map Transfer
A unit in an off-map box can either:
- Move to the other box and stop (this takes all its movement factors); or;
- Return to the hex part of the map. To do so, place the unit on a map edge road entry hex, or if Rebel occupied, the nearest non-occupied map edge hex. It moves no further in that activation.

23.3 Off Map in General
- An off-map area is considered one hex for activation.
- All units in an off-map box are automatically in supply (never check supply attrition for them (21.0)).
- Activation radius and ZOC do not extend into or out of an off-map area.
- Units cannot attack into or out of off-map areas.
- Rebel units can never enter an off-map box.

24.0 MASSACRE
When players draw massacre incident markers, they place them in their Incident Markers Available Box. They can be used to enhance combat.

24.1 Procedure for Massacre
A player can declare a massacre when attacking and if the defender is in a fortress or town hex. During the tactical advantage segment, the attacker places one (and only one) massacre marker in his possession. A massacre marker confers the following:
• +1 to the die roll for the placing player’s side when determining the tactical advantage.
• 1 column shift (to the right) during the first round of fire.

24.2 Vengeance
After the battle, regardless of outcome, the player must give the massacre marker to the other player. That player can now employ it (or not) in future attacks. This continues back and forth.

Note: Once a massacre marker is in play, it is never returned to the pool, nor discarded (except for the clemency event). Thus, rounds of massacre can go back and forth until players decide to stop using them. Obviously, by refraining from massacres you can reduce the blowback, but can you resist?

25.0 WEATHER
The Turn Record Track indicates monsoon and winter turns. Their effects on movement, combat and supply attrition are given on the TEC.

26.0 FOG O’ WAR
Players may only examine the contents of their opponent’s stacks at the instant of combat, or by playing an agent marker (19.0). At all other times, only the top counter in a stack (that may be an entrenchment) is viewable by your enemy.

26.1 Out of the Pool
Players may not examine the contents of the Incident Pool, or the other player’s incident markers, except via play of agent markers.

26.2 Untried Units
Neither player can examine these units’ front side until they engage in combat. At that point, they are flipped face up and remain so for the rest of the game.

26.3 Leader Holding Boxes.
Players can place units stacked with a leader in these boxes to cut down on map congestion. Treat the units as if they are on the map.

27.0 SEPOY MUTINY SCENARIO
Deploy forces in the order listed. All two-step units are deployed at full strength (exceptions are stated).

Game Length: The game starts on Turn 1 (May–June 1857) and ends on Turn 7 (May–June 1858).

British Placement:
Peshawar, Lahore, Kurachee, Calcutta (fortresses): Garrison units with same name.

British Regular Units:
- Peshawar: 1 × infantry, Nicholson leader
- Lahore: 1 × infantry (reduced), 1 × siege train, J. Lawrence leader
- Umballian: 1 × cavalry (reduced)
- Meerut: 1 × infantry (reduced), 1 × cavalry (reduced)
- Kurachee: 1 × infantry
- Deesa or Surat: 1 × infantry (reduced)
- Lucknow: 1 × infantry (reduced), H. Lawrence leader
- Cawnpore: 1 × infantry (reduced)
- Calcutta: 1 × infantry, Havelock & Outram leaders
- Any one other Indian town (not fortress): 1 × infantry (reduced)

Punjabis:
- Peshawar, Lahore, Mooltan, Firozepur (any combination): 1 × guides cavalry, 3 × irregular infantry (1 Gurkha, 1 Sikh, 1 Punjab), 1 × irregular cavalry (1 Punjab)

Nepalese (start neutral):
- Kathmandu: 1 × garrison (K), 1 × irregular infantry, Jang leader
- Dharan Bazar: 1 × garrison (D)

British Reinforcement Pool: Treat the Regular Reinforcements Available Box and Auxiliaries Available Box as one large box for all these units.
Place all remaining British (regulars, auxiliaries, leaders and supply units), Punjab and Nepalese units. Place Auxiliaries face down, all others at full strength.

Rebels
Delhi, Allahabad (fortresses): Garrison unit with same name (Loyal side).
Sepoys (Loyal side):
- In British Indian (red) fortresses and towns, at least one unit per hex (not in Calcutta, Darjeeling or Princely States):
  3 × regular cavalry,
  5 × irregular cavalry,
  18 × regular infantry,
  10 × irregular infantry,
  1 × camel corps,
  1 × siege train.

Rebel Reinforcement Pool:
- All six Rebel leaders (other than Rani).
- Both Rebel supply trains.
- All twelve Badmash units.
- Place Badmashes face down.

Princely States: (All start as neutrals)
- Bikaner: 1 × garrison, 1 × infantry, 1 × cavalry, 1 × camel corps
- Gwalior: 1 × garrison, 1 × infantry, 1 × cavalry.
- Jhansi: 1 × garrison, 1 × infantry, 1 × cavalry, 1 × irregular cavalry, Leader Rani.
- Kashmir: 1 × infantry in British Reinforcement Pool

Marker Pools
Incident: Place all incident markers in the Incident Pool. Rebels start the game with one massacre marker. Do not use the option A and B markers.
Command: Place the command markers corresponding to British leaders deployed in hexes (not the Reinforcements Available Box) in the Command Pool. Place remaining British and Nepalese command markers in the British Reinforcement Pool. When a leader enters play, add its command marker to the Command Pool immediately. Place all Rebel command markers in the Rebel Reinforcements Available Box.

Fortunes of War: Place the fortunes of war markers in the Command Pool.
Rani: Place the Rani command marker in the empty space below the Battle Round Track (place it in the Command Pool when she enters play).

The Great Mutiny: After all units have been deployed, the Rebel player checks each hex which contains Sepoy units. Roll once for that hex on the Mutiny Table and apply that result to all Sepoy units in the hex. (Include the two garrisons which have a Rebel reverse side).

Rebel Leaders: The Rebel player draws four Rebel leaders (other than Rani). Deploy them no more than one per hex with Rebel units. If not enough hexes, then remaining leaders can be placed in a hex with other leaders. Place all command markers corresponding to these Rebel leaders in the Command Pool.

Turn 1 Special Rules: British Command: On Turn 1, do not place the C-in-C India marker in the Command Pool. Place it per 7.1 starting with Turn 2.
28.0 ENTRENCHMENTS
Certain units can build entrenchments. These include: activated infantry (regular and irregular) and siege trains. To build an entrenchment, units in the selected hex cannot move in that operation. Place an entrenchment marker in the hex at the end of the movement step. You cannot build an entrenchment in a fortress hex.

28.1 Effects
All units in an entrenchment hex receive one column left shift (-1) in defense, in addition to any shifts for terrain. They also may ignore retreat/rout results.

28.2 Duration
An entrenchment remains in effect until there are no friendly units in the hex (because they all moved out or were eliminated). At that point, remove it from the map. You can reuse it later. You cannot capture and use enemy entrenchments (they would be eliminated when no longer occupied after combat).

29.0 SIEGE LINES
If a player has a siege train unit adjacent to an enemy occupied fortress or entrenchment, then that hex is under siege. These effects are in addition to the standard siege train unit effect (22.2).

29.1 Effects of Siege
• No enemy reinforcements can be deployed in that hex (20.0).
• No units within the hex can exit that hex. No units outside the hex can enter it. This includes movement, retreat and pursuit.
• The fortress cannot provide supply to units in adjacent hexes. It supplies itself normally.

29.2 Extent
A single siege train will provide this effect for all adjacent applicable hexes.

29.3 Siege Works
The attacker must show that he has a siege train (use the siege markers as a mnemonic). The hex remains under siege if there is a siege train adjacent to it.

30.0 UNIQUE TACTICS

30.1 Cavalry
If one side has regular (not irregular) cavalry in a battle and the other side does not, when determining tactical advantage, the side with the regular cavalry adds one (+1) to the die roll.

30.2 Open Order
When firing into rough and jungle hexes, irregular infantry and irregular cavalry do not receive the negative column shift. Other terrain, including rivers, does affect their fire normally.

30.3 Elites & Fanatics
The following units are Elites or Fanatics: Guides (British Punjabi) and Ghazis (Rebel Badmashes). If a side has an elite or fanatic unit in a battle when determining tactical advantage that side adds one (+1) to the die roll. If both sides meet the requirement, then each side adds one (+1) to their die roll. This is in addition to other die roll modifiers.

30.4 Pioneers
The British Punjabi Pioneer unit acts as infantry and has the following capabilities:
• If moving by itself or as part of a stack, do not pay extra movement costs to cross rivers.
• If attacking into rough or jungle, or across a river, there is no leftward shift for its fire (there is for other units stacked with it).

31.0 BRITISH NAVAL MOVEMENT
The British can move British Regular mobile units (but not other contingents) via sea.

31.1 Naval Movement Procedure
Movement from Ports: The unit starts in a port and then moves to any of the following:
• Another port on the same sea (Arabian or Bay of Bengal).
• A coastal hex on the same sea.
• The Bombay or Madras Box (either one, regardless of map edges).
Movement from Coastal hexes: The unit starts in a coastal hex and then moves to either:
• A port on the same sea (Arabian or Bay of Bengal).
• The Bombay or Madras Box.
Movement from Bombay or Madras: The unit moves to either:
• A port on either Sea (Arabian or Bay of Bengal).
• The other off-map box.

31.2 Naval Movement Restrictions
• Units cannot end their move in an all-sea hex. They must end up in a port, coastal hex or off-map box.
• A unit using naval movement may conduct no other movement during the step that it attempts a naval move.
• The British may move a maximum of one force of units by naval movement per activation. This is defined as one hex worth of units, or any/all units in an off-map box.
• A unit cannot land in a hex containing enemy units. EZOC do affect naval movement.

Note: There are no amphibious assaults from all sea hexes.

31.3 Calcutta
Calcutta is an inland river port. It can be used for naval movement if there are no enemy units in the hexes to its immediate southwest and southeast. This applies to other port functions for Calcutta.
## COMMAND MARKER TABLE

<table>
<thead>
<tr>
<th>Command Marker</th>
<th>Effect</th>
<th>Disposition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leader</td>
<td>Activate the named leader.</td>
<td>Play immediately. Return to the pool in the next Command Pool Phase.</td>
</tr>
<tr>
<td>If British currently occupy Calcutta</td>
<td>British activate one hex of British Empire units.</td>
<td>Play immediately. Return to the pool in the next Command Pool Phase.</td>
</tr>
<tr>
<td>If Rebels currently occupy Delhi</td>
<td>Rebels activate one hex of Rebel units.</td>
<td>Play immediately. Return to the pool in the next Command Pool Phase.</td>
</tr>
<tr>
<td>Fortunes of War</td>
<td>Roll on the Fortunes of War Table. Implement the result.</td>
<td>Play immediately. Return to the Incident pool after play.</td>
</tr>
</tbody>
</table>

## MUTINY TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Event</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Relief Force!</td>
<td>The player who picked the fortunes of war marker selects one reinforcement group and deploys the group in the same hex as a friendly leader (ignore the standard reinforcement placement in 20.0). If using the optional siege rule (29.0), the group cannot be deployed in the hex under siege.</td>
</tr>
<tr>
<td>2</td>
<td>Treachery!</td>
<td>The player who picked the fortunes of war marker designates one hex containing enemy units. He can now move any and all mobile units in that stack one hex via ground movement in any legal direction. All units must move together. The designated hex cannot contain enemy leaders.</td>
</tr>
<tr>
<td>3</td>
<td>Clemency Proclamation!</td>
<td>Each player must return one massacre marker in their possession to the unpicked Incident Pool.</td>
</tr>
<tr>
<td>4</td>
<td>Righteous Vengeance!</td>
<td>Both players conduct the following: 1) British: Select one reduced British unit and flip it to full strength. 2) Rebels: Select one mobile unit from the Eliminated Units Box and deploy it in the same hex as a friendly leader. Optional rules: This can be a hex under siege.</td>
</tr>
<tr>
<td>5</td>
<td>Enemy Attrition!</td>
<td>The player who picked the fortunes of war marker designates one enemy occupied hex. He then rolls one die for each mobile unit in it: 1–5: no effect. 6: reduce the unit one step.</td>
</tr>
<tr>
<td>6</td>
<td>Mutiny Spreads!</td>
<td>The Rebel player designates one hex containing pro-British Sepoy units. Roll one die for the stack on the Mutiny Table.</td>
</tr>
<tr>
<td>7</td>
<td>Rebellion!</td>
<td>The Rebel player rolls one die and divides the result by two and rounds any fraction up (to get a number from 1 to 3); pick that number of untried Badmashes from the pool and deploy in one hex in India not occupied by British or neutral units.</td>
</tr>
<tr>
<td>8</td>
<td>Rebel Infighting!</td>
<td>Rebel player must eliminate two Badmashes or one Sepoy unit (Rebel choice).</td>
</tr>
<tr>
<td>9</td>
<td>Friendly Attrition!</td>
<td>The player who did not pick the fortunes of war marker designates one friendly occupied hex. He then rolls one die for each mobile unit in it: 1–5: no effect. 6: reduce the unit one step.</td>
</tr>
<tr>
<td>10</td>
<td>Afghan Frontier Aflame!</td>
<td>1) If the Rebel player picked the fortunes of war marker: he picks and deploys two Rebel Badmash units in one hex in Afghanistan. 2) If the British player picked the fortune of war marker: he picks and deploys one British Auxiliary unit in Peshawar or Lahore.</td>
</tr>
<tr>
<td>11</td>
<td>It's Quiet…too Quiet!</td>
<td>Nothing happens.</td>
</tr>
<tr>
<td>12</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## INCIDENT MARKER TABLE

<table>
<thead>
<tr>
<th>Incident</th>
<th>Effect</th>
<th>Disposition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keep</td>
<td><strong>Play</strong> for one of the following actions:</td>
<td></td>
</tr>
<tr>
<td>1) <strong>Intelligence</strong></td>
<td>Play at any time to examine all enemy units on the map, or all enemy incident markers on their display.</td>
<td>Return to the Incident Pool after play.</td>
</tr>
<tr>
<td>2) <strong>Mutiny</strong></td>
<td>Rebels can play at the start of any of their activations. Select one hex on the map containing Sepoy units and conduct a mutiny check.</td>
<td></td>
</tr>
<tr>
<td>3) <strong>Recruit</strong></td>
<td>British can play at the start of any activation to recruit one auxiliary; deploy in any British Empire occupied fortress.</td>
<td></td>
</tr>
<tr>
<td>4) <strong>Skullduggery</strong></td>
<td>Whenever the opposing side plays (or triggers) an incident marker, instead return that marker to the pool without it going into effect. An agent can be played against an enemy agent, in which case the original marker goes into effect.</td>
<td></td>
</tr>
<tr>
<td><strong>Bikaner Control</strong></td>
<td><strong>Immediate.</strong> The player who picked the marker immediately gains control of Bikaner and all its forces (for the rest of the game).</td>
<td>Retain the marker for the rest of the game.</td>
</tr>
<tr>
<td><strong>Immediate.</strong></td>
<td>Play when a friendly force attacks an enemy occupied fortress, after the attack has been declared but before any die rolling. Roll one die:</td>
<td>Return to the Incident Pool after play.</td>
</tr>
<tr>
<td>1: Reduce one attacking unit.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2: Fizzle; no effect</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3-5: Reduce one defending unit.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6: Reduce two defending units.</td>
<td>(Units reduced are picked at random.) Then execute the attack.</td>
<td></td>
</tr>
<tr>
<td><strong>Immediate.</strong></td>
<td>Roll one die and place this marker on hex indicated:</td>
<td></td>
</tr>
<tr>
<td>1: Peshawar</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2: Lahore</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3: Simla</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4-5: Delhi</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6: Benares</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Keep.</strong></td>
<td>Play at the completion of any activation of a friendly leader (not high command markers). Activate that leader again for one move-attack-rally operation. At the completion of the movement segment, roll one die for each unit that moved. On a 6, reduce it.</td>
<td>Return to the Incident Pool after play.</td>
</tr>
<tr>
<td><strong>Immediate.</strong></td>
<td>Roll one die and place this marker on hex indicated:</td>
<td></td>
</tr>
<tr>
<td>1, 2, 3: Khyber Pass</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4: Banihal Pass</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5: To Bolan Pass</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6: To Gangtok Pass</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Keep.</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Gwalior Control</strong></td>
<td><strong>Immediate.</strong> The player who picked the marker immediately gains control of Gwalior and all its forces (for the rest of the game).</td>
<td>Retain the marker for the rest of the game.</td>
</tr>
<tr>
<td><strong>Jhansi Control</strong></td>
<td><strong>Immediate.</strong> Regardless of who picks: Rebels immediately gain control of Jhansi and all its forces (for the rest of the game).</td>
<td>Retain the marker for the rest of the game.</td>
</tr>
<tr>
<td><strong>Kashmir Control</strong></td>
<td><strong>Immediate.</strong> Regardless of who picks: British gain control of Kashmiri force. Deploy the unit on either Banihal Pass, Peshawar or Lahore (20.0). Further, deploy a supply unit from the Reinforcements Available Box (if available) in the same hex.</td>
<td>Retain the marker for the rest of the game.</td>
</tr>
<tr>
<td><strong>Keep.</strong></td>
<td><strong>See Massacre (24.0).</strong></td>
<td>Keep until played; after playing, give the marker to the other player.</td>
</tr>
<tr>
<td><strong>Nepal Control</strong></td>
<td><strong>Immediate.</strong> Regardless of who picks: British gain control of Nepal and all its forces.</td>
<td>Retain the marker for the rest of the game.</td>
</tr>
</tbody>
</table>