

## **S320 Sepoy Mutiny Rules Errata (Dec 17, 2019)**

### Counter Manifest

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8.3 Operations, Combat (correction). The activated Leader and all units within command radius must attack if in enemy ZOC, per 13.0.

8.3 Operations, Rally (superfluity). Drop the statement "(8.2 maximum number of units does not apply)."

8.4 Leaders in General (superfluity). Drop the statement "nor do they count against the total number of units that can be activated."

8.6 High Commands & [20.3] Rebel Reinforcement Groups. If the Rebel player draws the King of Delhi marker and then chooses to activate the Badmashes reinforcement group, pick one unit.

20.4 British Reinforcement Groups (clarification). For the Punjabi and Nepalese reinforcement, the British must also control the contingent.

20.6 Princely States (clarification). First sentence should be: "These start with all units in play and neutral; they come into play per (9.0)."

20.10 Order of Battle Limit (clarification). A player cannot recruit more supply units than are in the counter mix. This is an intentional limit based on the original logistical situation.

21.3 Attrition (design note). The intent of this rule is to make large stacks more vulnerable to attrition, per historical experience.

Command Marker Table (omission). The C-in-C India and King of Delhi marker effects are fully explained in (8.6).

Force Control Summary Chart (clarification). The Nepal and Kashmir contingents can only be controlled by the British (see the Incident Marker Table).