

Sepoys & Soldiers

A game of the British campaigns in Indian 1792 – 1815

Scales

1" = 25 yards One base is 75 – 100 men (irrespective of how many figures on are it)

Unit representation

1. King's regiments and trained Sepoys consist of 6 bases, each of 4 figures on a 1.75 inch square base.
2. Trained Cavalry are 3 on a base 3 inches x 2.5 inches. The Mysore figures only have two figures to the same base side to reflect their looser order.
3. Matchlock armed troops are two figures to a base 3 inches x 2 inches. Rocket men are similarly based.
4. The irregular masses are based ten figures to a base 7 inches x 4 inches

Hits

Each base takes **3** hits before it is removed.

Troop Types

Aggressive	King's regiments
Active	Trained Sepoys, Matchlock skirmishers, rocket troops, artillery
Passive	All other troop types

Orders

At the start of a battle the players must issue orders (as listed below) to all units. A quick sketch with the code for each order type is quite sufficient though it does require the players to have a battle plan. Showing the intended path on the sketch map is particularly useful for outflanking moves, etc. Ad-hoc groups of units can be given the same order. It's useful to give each unit an order counter.

When a unit is given an order it must attempt to carry out that order until it has completed it or is given a new order.

Order types	Units with this order must:
Assault	Advance towards the enemy or objective noted in the order (showing the intended path on the sketch map is particularly useful for outflanking moves, etc) and shoot or charge the enemy
Engage	Advance towards the enemy or objective noted in the order and engage by shooting. Units may not charge but may counter-charge
Manoeuvre	Advance towards the enemy or objective noted in the order but not to within infantry fire range. Units may advance or fall back as required to maintain that distance. Units may not charge but may counter-charge
Defend	Remain in the current position and engage the enemy units when they come into range. Units may not charge but may counter-charge
Reserve	Remain in their current position until given an order. Automatically change to 'Defend' order if attacked.

Commanders – Quality, Orders and Risk

Rating	Quality	New orders per turn	Roll 1d6 if with a unit that loses a base or its nerve	If hit roll 1d6
Energetic	2+	2	1 - 3 = hit, roll again	1 = dead.
Competent	3+	1	1 - 2 = hit, roll again	2,3 = wounded. Captured if in a charge combat
Dull	4+	1	1 = hit, roll again	4,5 = horse killed No further action this turn or next then remounted
Dithering	5+	1	1 = hit, roll again	6 = a mere scratch! Carry on!

Re-rolls

Commanders may also re-roll a **nerve test** for a unit to which they are adjacent. All dice are re-rolled. The result of the re-roll is used as the final result.

Option: Allow leaders to re-roll at any opportunity but they dice for risk each time they do so.

Option: Energetic commanders have 2 re-rolls, all others have 1 re-roll.

Changing orders

A commander must be adjacent to the unit. Roll 1d6 v the commander's quality to determine the result.

Unit Type	Result is equal to or more than the quality of the commander	Result is lower than the quality of the commander
ALL UNITS	Unit acts on the order this turn	Unit acts on the order next turn

Sequence of units moving and/or firing

Prepare a deck of playing cards with one red card for each British/Allied unit / commander and one black card for each Mahratta unit/commander. Shuffle and place face down. During the turn, flip a card face up and the indicated side can move/fire/etc a unit or a commander of their choice (see *Actions during a turn* below). There is no roll for activation as in many rules. It is useful to place a counter next to the unit to indicate those which have acted so far.

Any compulsory moves as the result of a failed nerve test are carried out immediately. Place a counter to indicate that the unit has taken an action for which a card has not yet been used. The next card flipped by that side *must* be used to cover that action.

Option: Immediately turn over cards until enough cards for that side have been turned over to cover the compulsory moves. The other sides then uses the cards turned over.

A general may move with a unit but again, mark with a counter that next card flipped by that side *must* be used to cover that action.

NOTE: It may be the case that a unit has used a card to charge and then loses and must move back. The next card turned for that player must be used to cover the compulsory move. As one unit has 'used' two cards, the player will not be able to act with all his units.

If a number of units have had to act without a card being played for them, the order in which cards are used for them when flipped should be the same as the order in which the actions were taken. It may thus useful to number the markers.

Example: A unit is required to fall back as the result of taking as nerve test. It will fall back immediately but the next card for that player must be used to cover that action.

Example: A unit is required to fall back as the result of taking as nerve test. It had already acted this turn (the unit will have an action counter) it will still fall back immediately and the next card for that player must be used to cover that action. As two cards have been used for that unit, the player will be unable to act with one of their units or generals.

Actions during a turn

When a unit is nominated to act it may do **ONE** of the following:

- Routed units must attempt to rally
- Disordered units must attempt to reform
- Pursue (must do so if required by the outcome of a charge combat)
- Move as the result of a failed nerve test
- Charge (to try and contact an enemy unit)
- Move (may not contact an enemy unit)
- Fire

When a commander is nominated to act he may do **ONE** of the following

- Move independently
- A general may move with a unit but again, mark with a counter that next card flipped by that side *must* be used to cover that action.

In addition to the above options a commander may also make use of his ability to give a re-roll to a unit that he is adjacent to.

Nerve	A unit tests its nerve for each of the following – thus a unit will likely take multiple tests in a turn:	
	Situation	Result of a failure of nerve
	Loss of a base	Fall back a full move (end facing enemy)
	Attempting to charge	Stand – no charge
	Being charged	Rout back a full move (end with backs to enemy)
	Having lost a charge combat	Rout back a full move (end with backs to enemy)
	Adjacent unit routs	Fall back a full move (end facing enemy)
	Attacked in flank / rear (test twice)	Rout back a full move (end with backs to enemy)
	Attempt to reform	Stand - remain disordered
	Commander killed, wounded or unhorsed	Rout back a full move (end with backs to enemy)
To pass - roll the indicated number of dice. Do not add the scores when multiple dice are rolled. At least one of the scores must be 4+ the unit to keep its nerve.		
Aggressive units roll 3d6, Active units roll 2d6, Passive units roll 1d6		

A unit falling back or routing may manoeuvre to avoid a friendly unit to its rear if:

1. there is a minimum distance of 8" between the starting positions of the two units
2. and there is a gap of the same frontage as the routing unit on one or both sides of that unit

Otherwise the unit falling back or routing will move straight back. Both the unit and any it pass through will be disordered.

Example: An active unit has to test its nerve to charge. Its roll 2d6 and the scores are 2 and 5. The score of 5 is a success and the unit keeps its nerve. The score of 2 is a fail but that doesn't matter: the unit only requires one success to pass the test.

Example: A passive unit which is halted has to test its nerve as a result of losing a base. It roll only 1 d6 and scores a 3. It has failed the nerve test and it will fall back a full move.

If the unit has already taken an action it will be necessary to use the next card for that player to cover the additional action (the fall back).

Disorder and reforming

A unit is disordered in the following circumstances:	To reform a unit must pass a nerve and cannot move that turn. It will turn to face the enemy.
<ol style="list-style-type: none"> 1. Movement across a linear obstacle or rough ground 2. After resolving a charge combat (all units involved) 3. While Routing or Pursuing 4. Routing unit has passed through a unit 	A disordered unit counts only half its bases for firing and as one unit quality less for nerve (Passive units must roll twice for each nerve test)

Movement and the effect of terrain:

Unit type	Foot - Open Ground	Cavalry – Open Ground	Foot & Cavalry Rough ground and hills, woods. Fordable water, bridges	Foot & Cavalry Crossable linear obstacles – hedges, walls, etc
Aggressive	8"	12"	4" and disordered	1 turn & disordered
Active	8"	12"	4" and disordered	1 turn & disordered
Passive	8"	12"	8"	8"

To change direction, a unit pivots on its centre at the start or end of the turn (only) at no cost

A unit may freely interpenetrate or be interpenetrated by a Commander or Rocket troops. Any other interpenetration causes all units to be disordered.

Units may not shuffle sideways. *This is unfortunate if it's the only way the unit could move without interpenetrating another so try and avoid the situation in future!*

European guns may be manhandled across open ground (only) at 2" per move and may not fire while doing so. Indian artillery is static after deployment.

Example: An active unit moves across rough ground. It will move 4" and be disordered

Example: A passive unit moves through woods. It moves 8" and is not disordered.

Example: A unit wishes to change the direction of its advance. It pivots on its centre and then advances in a straight line.

Artillery fire	Each base rolls 1d6. Each success causes 4 hits at short range, 2 at long range and 1 at extreme range.		
Unit type	Short range – 8”	Long range – 20”	Extreme – 30”
European – Light (6 pound or less)	4+	5+	N/A
European – Heavy	3+	5+	6
Indian – all	5+	6	N/A

Example: A European light artillery base fires at a range of 12” which is long range. It rolls 1d6 and scores a 6 and thus scores a hit on the target unit. As the fire is at long range, 2 hits are scored. As it requires 3 hits to remove a base, mark the unit as having 2 hits. When another hit is taken, a base will then be removed.

Option: Each base rolls 4d6 at short range, 2d6 at long range and 1d6 at extreme range. Each hit causes 1 casualty

Infantry fire	Each base rolls 1d6. Each success causes 2 hits at short range and 1 at long.					
Type of unit firing	Short range - 4” - Target unit type			Long range - 8” - Target unit type		
	Aggressive	Active	Passive	Aggressive	Active	Passive
Aggressive	4+	3+	3+	5+	4+	4+
Active	5+	4+	4+	6	5+	5+
Passive	6+	5+	4+	6	6	5+

Example: An Active unit of 4 bases fires at a Passive unit at long range. It rolls 4d6 and needs 5+ to hit. It scores 2,3,5 and 6 and thus scores 2 hits. As the fire is at long range, each hit causes 1 hit.

Option: Each base rolls 2d6 at short range and 1d6 at long range. Each hit causes 1 casualty

Rockets	Rockets fly in an erratic path and may explode at any point	
Roll two dice, one white and one red. The score of the white dice indicates the path of flight:		
1 or 2 = Left 45° Forward 8”	3 or 4 = Forward 8”	5 or 6 = Right 45° Forward 8”
If the red dice score is 5 or 6 the rocket explodes, otherwise dice again for the path of flight. Continue to do so until the rocket explodes, leaves the table or has moved 4 times.		
An exploding rocket in contact with a unit will causes the loss of one base.		

Example: The rocket is launched and the 2 dice rolled. The white dice is a 5 so it will head right at 45° and move 8”. The red dice is a 4 so the rocket does not explode. The dice are rolled again. The white dice is a 1 so the rocket changes course 45° to the left of *the direction in which it is currently pointing* and moves forward 8”. The red dice is a six so the rocket explodes. If it has contacted a unit then it will cause 3 hits (removing 1 base) and the unit will have to test its nerve as a result of losing the base.

Charges – cavalry charging cavalry

1. A unit attempting to charge must test its nerve (see Nerve above)
2. If the chargers pass their nerve test, the unit facing the charge must test its nerve
3. If a charged unit holds its nerve then it counter-charges and the two units make contact approximately half way between them and resolve a Charge Combat
4. If the charged unit fails its nerve test and routs, the charging unit will continue to the full extent of its charge move (so temporarily leave a base behind to mark the charging unit's original position)
5. If this would bring the charging unit into contact with another unit then test the nerve of the charging unit. If it fails then the unit stops short 4" from the enemy.
6. If the charging unit passes its nerve test, test the nerve of the charged unit. If a charged unit holds its nerve then it counter-charges and the two units make contact approximately half way between them and resolve a Charge Combat.

Charges – cavalry charging infantry

7. A unit attempting to charge must test its nerve (see Nerve above)
8. If the chargers pass their nerve test, the unit facing the charge must test its nerve
9. If a charged unit holds its nerve then it stands in place and the chargers advance and make contact
10. If the charged unit fails its nerve test and routs, the charging unit will continue to the full extent of its charge move (so temporarily leave a base behind to mark the charging unit's original position)
11. If this would bring the charging unit into contact with another unit then test the nerve of the charging unit. If it fails then the unit stops short 4" from the enemy.
12. If the charging unit passes its nerve test, test the nerve of the charged unit. If a charged unit holds its nerve then it will stand and once again the charging unit will advance to contact.

To resolve a Charge Combat

- Each unit tests its nerve simultaneously
- If **both sides pass**, or **both sides fail**, each side takes 1 hit (do not test nerve if a base is lost)
- Re-roll until **only one side passes**. The losing unit then routs for one full move.
- The side which holds its nerve will advance and occupy the enemy position. Take 1 hit. The loser takes 2 hits. British cavalry must pursue for two moves rather than just occupying the enemy position.

- Option: A routing unit which is pursued will lose a base for each turn of pursuit.

Example An Aggressive unit tests its nerve to see if it will charge. It rolls 3d6 and score 2, 4 and 6 and succeeds. So the defending (Active) unit tests its nerve to stand against the charge. It rolls 1 and 5 and succeeds. The chargers are then moved into contact roughly half way between their starting positions.

To resolve the fight, both sides roll simultaneously for their nerve, the aggressive unit rolling 3d6 and the Active unit rolling 2d6. Both pass so each unit takes one hit. This causes the aggressive unit to lose a base as it already has 2 hits. However, it does not test for the loss of the base.

The two units roll again and once again both units pass and each collects another hit.

On the third round of testing the active unit fails while the aggressive unit is successful! The active unit routs back a full move. The aggressive unit will advance and occupy the ground formerly occupied by the active unit. However, the aggressive unit is British cavalry so it *must* pursue the defeated unit for two moves.