

FAST PLAY INDIAN MUTINY RULES

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These rules provide a framework for simulating the storming of a surrounded legation or other compound in the Indian Mutiny such as Lucknow. With modifications for the time period and weaponry, the rules could be adapted for scenarios such as the Siege at Camerone in Mexico, Rorke's Drift in South Africa, or the Alamo in Texas.

In these rules, a "Player" refers to a participant in the game that commands one or more companies of troops, including British regular army, Highlanders, Rifle Corps, Gurkhas, Bengal Army European troops, Sikhs, and loyal sepoy (native infantry). In this game, all of the participants are on the Player side, working together for their common survival.

A "Mutineer" refers to the enemies of the Players, whether units of mutinous native infantry, cavalry and artillery, mercenary Afghan clans, private rajah's army troops, or bazaar "badmash" (riff-raff). Mutineer units are run by the game referee, operating by a simple set of rules that determines when and where they appear, when they move, when they fire, and who they will attack when they move into contact with units of a Player.

WHAT IS NEEDED TO PLAY THE GAME

You will also need a terrain map such as a large piece of flannel or canvas, with random sized areas drawn on. Here is an example:



The picture above illustrates a sample battlefield, and the size and placement of the areas is meant to demonstrate the ease or difficulty of passing through the particular area when moving. Areas can be created by placing walls, fences, or hedges as well. Buildings represent areas themselves. Two-story buildings have a separate area on the first floor and the second floor. Large buildings may have more than one area, which is determined as part of the scenario and announced by the referee before the game begins.

To play the game, you need troops for both sides, several six-sided dice, a 10-sided die and a 20-sided die. The six-sided dice are used when troops fire and when they fight in melee. The 10-sided and 20-sided dice are used when the umpire decides to take a morale test for a Mutineer unit. Troops should be mounted individually (Player and Mutineer figures) or in pairs (some Mutineer figures only)

You also need a specially prepared card deck that contains cards representing each Player's troops in the game, the Mutineer troops, and special cards that provide advantages or disadvantages to the Players and/or the Mutineers.

PLAYER FORCES

- ❖ Units on the European side are infantry companies of about 100 men and cavalry troops of about 60 men. They are represented at a 1:10 figure scale, so that an infantry company is a 10 man unit and a cavalry troop is a 6 man unit. A Player unit will be referred to as a "Company" in these rules even if it represents a troop of cavalry.
- ❖ Each Player generally commands a "Force" of two infantry Companies of 10 figures each, and a Command Group that consists of any three of the following special figures: officer, musician (drummer, fifer or bagpiper), or flag-bearer.
- ❖ Each Force has a total of 4-6 cards (umpire's option) in the card deck, with the Player's assigned Force name on them.

MUTINEER FORCES

- ❖ Units on the Mutineer side are generally infantry battalions, clans, or "masses" of about 400 men and cavalry regiments of about 240 men. They are represented at a 1:20 figure scale, so that an infantry unit is a 20 man unit and a cavalry regiment is a 12 man unit. Detailed organization is later in the rules

PLAYING A "ROUND" - SEQUENCE OF PLAY

- ❖ As used in these rules a "Round" consists of a series of actions taken by units on both sides in the game as cards from the card deck are turned over.
- ❖ Cards are turned over one or two at a time (umpire's option) (Note: It is recommended that if there is a large playing area, that two cards be turned at once to keep the game moving).

- ❖ If a Player's Force card comes up, the Player may take one action with each of his Companies (see **AVAILABLE ACTIONS FOR A PLAYER'S COMPANIES** below). After taking all actions with his Companies, the Player may then move any or all of the figures in his Command Group to reposition them for the next draw of the Force's card. How many cards for each Mutineer unit or Player's force will determine a lot of the flow of the game. I usually used 2-3 cards per Mutineer unit and 4-6 cards for Player forces.
- ❖ **SPECIAL UNITS:** Players may have one or more Artillery stands. These have no Command Group and may all take an action when an "Artillery" card is turned over. Artillery may start inside a building, but cannot be moved once placed.
- ❖ **COMMANDER-IN-CHIEF:** May move after any Company under his command takes an action, an unlimited amount of times during a Round. To affect an area, the C-in-C must already be in the area when a Player card is turned over that affects the area. The C-in-C starts on a horse. He may not enter a building without dismounting, and then his horse is lost for rest of game. If the C-in-C attempts to jump a wall or fence, he is unhorsed (but unharmed) on a 1d6 roll of "6." The C-in-C moves up to 4 areas if mounted, and up to 2 areas if on foot each time he moves.

AVAILABLE ACTIONS FOR A PLAYER'S COMPANIES

When a Player's Force card is drawn, each company in the Force may take one (1) of the following actions:

1. **MOVE:** Infantry may move 1-2 areas. Cavalry may move 1-4 areas. Artillery may move one area (represents being pushed by hand)

Moving up or down in a building counts as one area per floor, provided there are internal or external stairs either represented on the building model, or indicated by the referee. Climbing up or down on the outside of a building between the first and second floors counts as two areas of movement. You cannot climb up more than to the second story of a building. Cavalry may not enter buildings. Artillery may only move from one open area to another open area, and may not move in or out of buildings, or cross over the side of an area that has a wall or water source such as a stream. **No diagonal movement is permitted between areas.**
2. **FULL FIRE:: Infantry and Cavalry only:** Fire all figures in the Company at one or more Mutineer units within range. In order to fire again, the Company must RELOAD. Mark the Company with smoke (i.e. cotton ball) to indicate that it must RELOAD
3. **FIRE: Artillery:** Fire stand against one Mutineer unit. Mark with smoke or other marker to indicate that the artillery has fired, then remove all smoke after all artillery has fired.

4. **ONE-HALF FIRE: Infantry and Cavalry:** Fire one-half of the figures in the Company, rounding up, at one or more Mutineer units within range. No RELOAD necessary. **Artillery:** Not allowed.
5. **ONE-HALF FIRE AND MOVE or ONE-HALF FIRE AND CHARGE: Infantry:** Fire one-half figures and move or charge 1 area or move 1 area and fire one-half figures; **Cavalry:** Fire one-half figures and move or charge 1 or 2 areas or move 1 or 2 areas and fire one-half figures. **Artillery:** Not allowed.
6. **CHARGE!:** Company announces that it will charge any Mutineer unit within its movement range (e.g. 1 or 2 areas away for infantry; 1-4 areas away for cavalry) This will likely cause the Mutineer unit to take a Morale Test.
7. **RELOAD:** Company reloads all figures. Remove smoke marker.
8. **RALLY!** Attempt to recover casualties. For each casualty, roll 1d6, returning the casualty to active duty on a modified die roll of "4+," with an unmodified die roll of "1" always counting as a failed rally attempt, causing the casualty to become permanent. Modifiers to the 1d6 die roll are as follows (maximum of +2:
 - +1 Member of Command Group attached when RALLY is attempted
 - +2 C-in-C attached when RALLY is attempted
 - 1 Sunstroke casualty
9. **HOLD CARD.** Place the card in front of the Player. A Player with a HOLD CARD may do any ONE of the following actions with either of his two Companies later in the Round, but only if the Company is CHARGED by an Mutineer unit later in the Round:
 1. **FIRE ALL FIGURES**
 2. **FIRE ONE-HALF FIGURES and retreat 1 area** (infantry) or 1-2 areas (cavalry)
 3. **FIRE ONE-HALF FIGURES and COUNTERCHARGE** against the charging Mutineer unit
 4. **RETREAT** 1 or 2 areas away (infantry) or **RETREAT** 1,2,3, or 4 areas away (cavalry)
RETREAT 1 or 2 areas away (artillery crew) leaving cannon in place
 5. **COUNTER-CHARGE** against the charging Mutineer unit

HOW TO FIRE SMALL ARMS

Roll 1d6 per Player figure firing. Command Group figures and other figures in an area because of a special event card (Exceptions: Gunga Din and "lady" figures) may be included as eligible figures. Range is counted by areas, by excluding the area of

the firing unit and including the area where the target is located. Diagonal counting of areas is not permitted.

Every whole multiple of “6” causes a casualty at 1 or 2 areas range

Every whole multiple of “9” causes a casualty at 3 or 4 areas range

[Note: Mutineer units cause casualties for every whole multiple of “12” at 1 area range, and “18” at 2 or 3 area range]

WHAT IS THE EFFECT OF A SMALL ARMS CASUALTY?

Player casualties are moved to the back of the area, facing away, and marked with some kind of marker such as a red pipe cleaner to show that they are casualties. Mutineer casualties are removed immediately from play. Player casualties can be recovered by the Player using a RALLY action when eligible later in the Round.

Cover Saving Throw: If a small arms casualty is caused against unit that is in or behind cover, as defined in the game by the umpire, then a saving throw is take for each casualty. There is no casualty if an “even” number comes up. Use any available die or the saving throw.

HOW TO FIRE ARTILLERY

The number of dice rolled by a Player’s artillery stand is based on the number of original crew figures that are not casualties. Artillery stands start with four figures.

Each figure rolls 2d6 when the stand fires, and the stand must fire all dice at one Mutineer unit. Maximum range is 8 areas:

At 1 area range, cause a casualty on each multiple of “4”

At 2-3 area range, cause a casualty on each multiple of “6”

At 4+ area range, cause a casualty on each multiple of “8”

WHAT IS THE EFFECT/OF A CASUALTY FROM ARTILLERY?

Player casualties are moved to the back of the area, facing away, and marked with some kind of marker such as a red pipe cleaner to show that they are casualties. Mutineer casualties are removed immediately from play. Player casualties can be recovered by the Player using a RALLY action when eligible later in the Round.

Note: There is no saving throw available for artillery casualties, regardless of where the target unit was located.

WHAT HAPPENS WITH PLAYER CASUALTIES

As noted above, Casualties for Players are placed in the rear of the unit, and marked as “casualties” with some form of marker, such as a red pipe cleaner Casualties that are suffered due to “sunstroke” (from a random event card drawn during a Round) should be marked with a different color pipe cleaner due to the special Rally modifier they suffer.

MELEE

Line up defending figures along the frontage of the area where the attack is coming from. A Player can decide to put fewer figures in the front line, and can keep Command Group and other specialty figures in the rear if desired. However, the Player must have at least one figure defending for each two figures worth of frontage if he has figures available. MELEE through a doorway or window has a maximum of two (2) figures in MELEE per doorway/window.

Roll 1d6 per pair of figures in contact, applying any modifiers below. Lowest modified die roll becomes a Casualty. Ties have no effect. Modifiers are:

- +1 Player's infantry unit is CHARGING a Mutineer unit
- +1 Player/Mutineer infantry unit defending a wall, window or barricade
- +1 Mutineer cavalry vs. Player infantry in the open
- +2 Player cavalry vs. Mutineer Cavalry in the open
- +3 Player Cavalry vs. Mutineer infantry in the open
- +2 Defending rooftop against any unit attacking by climbing up

After fighting a MELEE, the Unit/Company with the highest number of casualties in the MELEE must immediately retreat one area, taking its casualties with it if it is a Player Company. Artillery crews will abandon their cannon. EXCEPTION: If a Mutineer unit takes more casualties, but still outnumbered a defending Company by 2:1 or more in figures or more after casualties are counted, it counts as a TIE (see below).

TIE: If both sides have an equal number of casualties in the MELEE, a second MELEE is fought, with the following exception: No second MELEE is fought if the defenders are defending a window, doorway, or rooftop. Casualties suffered may be replaced from rear ranks if a second MELEE is required.

If the side that initiated the charge suffers more casualties or there is another TIE, the side that initiated the charge must retreat back to its starting area, taking its casualties with it if a Player Company.

EXAMPLE: The 7th Native Infantry (Mutineer unit) attacks a company of the 60th Rifles defending behind a wall. The Mutineer unit has 15 figures attacking 8 figures left in the 60th Rifle Company, and starts two areas away.

The Player decides to defend with all 8 figures in the 60th Rifles. After a round of MELEE, the 7th Native Infantry suffers 5 casualties which are removed, and the 60th Rifles suffers 3 casualties which are moved to the back of the area, facing away. The 7th Native Infantry now has 10 figures, and the 60th Rifles have 5 figures. Even though the 7th Native Infantry suffered more casualties than the 60th Rifles, as the 7th Native Infantry outnumbers the 60th Rifle Company by 2 to 1, another MELEE round is fought.

Five 60th Rifle figures fight a second MELEE against an equal number of 7th Native Infantry figures. The 60th Rifles lose two casualties in this second

MELEE, while causing three casualties to the Mutineers. As the Mutineers suffered more casualties in the second MELEE, they must retreat two areas back to their starting point, ending up with a strength of 7 figures. The 60th Rifles stay in place with 3 figures standing, and 5 total casualties. The 60th Rifle casualties can be recovered through a RALLY action later in the Round. The 7th Native Infantry casualties are removed from play.

SPECIAL RULES CONCERNING MELEE

1. If a Player Company suffers all figures in an area as Casualties during a MELEE, the Company is overrun and all Casualties are converted to permanent casualties (i.e. “killed”), including any existing Casualties already suffered earlier in the Round or an earlier MELEE.
2. **FANATICS!** If an enemy unit is designated as “Fanatic,” the MELEE will continue until all of the Fanatic figures have been turned into casualties or the Player’s Company has been forced to retreat through losing a MELEE. In other words, Fanatics will keep fighting until they win or they are completely destroyed.

ENEMY MORALE TEST

- ❖ Player’s Companies never take a Morale Test. Morale is based on the individual Player’s sense of “self-preservation.”
- ❖ Mutineer units take a Morale Test whenever they suffer actual Casualties from Player fire at any time during a Round, or if they are CHARGED or COUNTER-CHARGED by the Player during a Round, or as noted in the Chart below. They do not take Morale Tests in order to charge, and they do not take Morale Tests as the result of a MELEE.
- ❖ The Mutineer unit rolls the following die versus the current or remaining figure strength of the unit:

Roll 1d20 for Mutineer infantry unit, Roll 1d12 for Mutineer cavalry unit, and
Roll 1d10 for Mutineer artillery unit

Die roll less than current strength	Unit passes Morale
Die roll equal to current strength	Unit retreats one area
Die roll greater than current strength	Unit ROUTS and retreats towards table edge four areas. If moving four areas would take the unit off of the table, the unit is removed instead. Unit will test morale again when card comes up. If ROUT again, remove from table. If pass, unit may immediately act.
Die roll is “1”	Unit becomes FANATIC

***NOTE: A ROUTED Mutineer unit may rally and return later in the Round, or return another Round as a new unit. You have been warned.**

SPECIAL CARDS: The playing deck contains various cards that may give Player or Mutineer units an opportunity to take multiple actions, automatically RALLY, or other effects. Some cards may be held until they are needed, and others cause an automatic result that takes place immediately. Details can be found on the cards themselves

DETAILED ORGANIZATION AND RULES FOR MUTINEER UNITS (FOR THE REFEREE)

Mutineer native infantry regiments/battalions (sepoys) consisted of about 800-1000 men. Cavalry regiments consisted of about 400 men. All Mutineer forces are organized on a 1:20 ratio of figures to actual men.

A Mutineer sepoy battalion is represented by two 20-man units, representing about 800 men. A Mutineer cavalry regiment is represented by two 10-man units, representing about 400 men.

Each half of a sepoy battalion or cavalry regiment can operate independently, or can be moved, etc. whenever their card comes up.

Afghan clans, native prince's troops, and badmash units will be a single 20-man unit, representing about 400 men.

All cavalry units will be 10 figures, representing about 200 men.

MOVEMENT RULES: Mutineer units will move towards the nearest Player unit in a direct line without deviating. If there is more than one Player unit the same distance away, randomize the Mutineer movement by rolling a die.

FIRING RULES: The first time a Mutineer unit armed with muskets starts in musket range of a Player unit (1-3 areas) and its card comes up, roll 1d6. On a "5" or "6," the unit will stop and fire all of its muskets at the nearest Player unit instead of moving. Mark the Mutineer unit with a cotton ball to indicate that it has fired its muskets.

OPTIONAL RULE: If you have limited room to play, or more a more intense game with a greater chance of the Player side losing more units, play with one-half size units. Each for would be two 6 man companies with only two command figures (musician and flagbearer), and Mutineer forces would be 12 man infantry and 6 man cavalry units. **Everything else remains the same, except you use 1d6 and 1d12 for morale tests for the Mutineer units.**

THE FOLLOWING PAGES HAVE LABELS THAT CAN BE PRINTED OUT AN USED TO CREATE THE EVENT CARDS AND UNIT CARDS FOR THE GAME,

<p>OFFICER JOINS RANDOM COMPANY Lieutenant Favershaw joins random Company. Acts as leader for remainder of the round. Permits the Company to either immediately take a free Action or else this card may be used as a "Hold" card for the Company he joins. Remove at the end of the round.</p>	<p>GUNGA DIN BRINGS WATER!! Gunga Din joins Company that has sunstroke casualties, and the casualties are immediately rallied (no Action required). If more than one Company is eligible, determine randomly. Company will not suffer sunstroke casualties for rest of the round. Remove at the end of the round</p>	<p>SUNSTROKE!! Random Company suffers sunstroke casualties Suffer 1d6/2 casualties. -1 to Rally Attempt</p>
<p>CHOLERA STRIKES!! Random Company suffers <u>dead Enlisted Casualty</u> from Cholera. NO RALLY ATTEMPT POSSIBLE</p>	<p>NATIVE ARTILLERY FIRE! Random Company suffers <u>dead Enlisted Casualty</u> from artillery fire NO RALLY ATTEMPT POSSIBLE</p>	<p>NEXT ENEMY NATIVE UNIT CARD(S) DRAWN GET TWO ACTIONS</p>
<p>NEXT MUTINEER UNIT GOES "GHAZI" (FANATIC)</p>	<p>NEXT AFGHAN UNIT GOES "GHAZI" (FANATIC)</p>	<p>NEXT NATIVE UNIT WITH LOADED MUSKETS IN RANGE OF PLAYER UNIT WILL STOP TO FIRE ALL OF ITS MUSKETS AT NEAREST PLAYER UNIT</p>
<p>NEXT NATIVE UNIT WITH LOADED MUSKETS IN RANGE OF PLAYER UNIT WILL STOP TO FIRE ALL OF ITS MUSKETS AT NEAREST PLAYER</p>	<p>AFGHAN CLAN RIVALRY NEXT AFGHAN UNIT WITH LOADED MUSKETS WILL FIRE AT NEAREST AFGHAN CLAN IN RANGE. IF NO AFGHAN CLAN IN RANGE, DISCARD THIS CARD</p>	<p>COORDINATED MUTINEER ATTACK ALL <u>MUTINEER</u> UNITS WITHIN RANGE WILL CHARGE THE NEAREST AREA CONTAINING ANY PLAYER'S TROOPS</p>
<p>COORDINATED AFGHAN ATTACK ALL <u>AFGHAN</u> UNITS WITHIN MOVEMENT RANGE WILL CHARGE THE NEAREST AREA CONTAINING ANY PLAYER'S TROOPS</p>	<p>SWARM OF LOCUSTS NEXT MUTINEER OR AFGHAN UNIT (INCLUDING "GHAZIS") IS CONFUSED BY A SWARM OF LOCUSTS, AND WILL NEITHER MOVE OR FIRE</p>	<p>EXTRA LOADED MUSKETS! Random Company has extra loaded muskets! May "Full Fire" once without having to use a Reload Action.</p>
<p>LADIES LOADING MUSKETS! Random Company has the ladies of the garrison loading muskets for them. May Full Fire for the rest of the round without having to use a Reload Action. Remove at the end of the round.</p>	<p>REVEREND JONES EXHORTS THE TROOPS! Reverend Jones joins random <u>European</u> Company and preaches to them. Company may take an immediate Action, and will fight with +1 in their next Melee. Jones may Fire and Melee for remainder of round. Remove at end of round.</p>	<p>FLASHMAN LEADS THE WAY! Harry Flashman joins a random Company and convinces them to retreat one area away from the enemy, somehow earning himself a mention in dispatches, a medal, and a promotion. REMOVE CARD AFTER USE</p>
<p>SCOTLAND THE BRAVE! Highland Company with its <u>piper</u> attached may immediately rally all of its casualties (no Action required). If more than one eligible, determine randomly.</p>	<p>MEN OF HARLECH! A Company with its <u>musician</u> attached may immediately rally all of its casualties. (No Action required) If more than one eligible, determine randomly.</p>	<p>RALLY 'ROUND THE FLAG! Company with <u>standard bearer</u> attached may immediately rally all of its casualties (no Action required). If more than one eligible, determine randomly.</p>
<p>KHALSA RESURGENT! Random Sikh Company may immediately take a Charge Action to charge an enemy unit within range, causing the enemy unit to take a Morale Test as if it is 4 fewer figures. No effect on enemy units that are GHAZI</p>	<p>GURKHALI AYO! Random Gurkha Company may immediately take a Charge Action to charge an enemy unit within range, causing the enemy unit to take a Morale Test as if it is 4 fewer figures. No effect on enemy units that are GHAZI</p>	<p>NEXT ENEMY NATIVE UNIT CARD(S) DRAWN GET TWO ACTIONS</p>
<p>CHOLERA STRIKES!! Random Company suffers <u>dead Enlisted Casualty</u> from Cholera. NO RALLY ATTEMPT POSSIBLE</p>	<p>NATIVE ARTILLERY FIRE! Random Company suffers <u>dead Enlisted Casualty</u> from artillery fire NO RALLY ATTEMPT POSSIBLE</p>	<p>NEXT NATIVE UNIT WITH LOADED MUSKETS IN RANGE OF PLAYER UNIT WILL STOP TO FIRE ALL OF ITS MUSKETS AT NEAREST PLAYER UNIT</p>
<p>CHOLERA STRIKES!! Random Company suffers <u>dead Enlisted Casualty</u> from Cholera. NO RALLY ATTEMPT POSSIBLE</p>	<p>NATIVE ARTILLERY FIRE! Random Company suffers <u>dead Enlisted Casualty</u> from artillery fire NO RALLY ATTEMPT POSSIBLE</p>	<p>NEXT ENEMY NATIVE UNIT CARD(S) DRAWN GET TWO ACTIONS</p>

<p align="center">NEXT MUTINEER UNIT GOES "GHAZI" (FANATIC)</p>	<p align="center">NEXT AFGHAN UNIT GOES "GHAZI" (FANATIC)</p>	<p align="center">EXTRA LOADED MUSKETS! Random Company has extra loaded muskets! May "Full Fire" once without having to use a Reload Action.</p>
<p align="center">MEN OF HARLECH! A Company with its <u>musician</u> attached may immediately rally all of its casualties. (No Action required) If more than one eligible, determine randomly.</p>	<p align="center">RALLY 'ROUND THE FLAG! Company with <u>standard bearer</u> attached may immediately rally all of its casualties. (No Action required). If more than one eligible, determine randomly.</p>	<p align="center">EXTRA LOADED MUSKETS! Random Company has extra loaded muskets! May "Full Fire" once without having to use a Reload Action.</p>
<p align="center">1/60TH REGIMENT King's Royal Rifle Corps</p>	<p align="center">1/60TH REGIMENT King's Royal Rifle Corps</p>	<p align="center">1/60TH REGIMENT King's Royal Rifle Corps</p>
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<p align="center">2/78TH REGIMENT Seaforth Highlanders</p>	<p align="center">2/78TH REGIMENT Seaforth Highlanders</p>	<p align="center">2/78TH REGIMENT Seaforth Highlanders</p>
<p align="center">2/78TH REGIMENT Seaforth Highlanders</p>	<p align="center">2/78TH REGIMENT Seaforth Highlanders</p>	<p align="center">2/78TH REGIMENT Seaforth Highlanders</p>
<p align="center">SIRMOOR BATTALION Gurkhas</p>	<p align="center">SIRMOOR BATTALION Gurkhas</p>	<p align="center">SIRMOOR BATTALION Gurkhas</p>
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ARTILLERY	ARTILLERY	ARTILLERY
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52ND REGIMENT ("Ox and Bucks")	52ND REGIMENT ("Ox and Bucks")	52ND REGIMENT ("Ox and Bucks")
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2/84TH REGIMENT "Yorks & Lancs"	2/84TH REGIMENT "Yorks & Lancs"	2/84TH REGIMENT "Yorks & Lancs"
88TH REGIMENT 1st Connaught Rangers	88TH REGIMENT 1st Connaught Rangers	88TH REGIMENT 1st Connaught Rangers

88TH REGIMENT 1ST Connaught Rangers	88TH REGIMENT 1ST Connaught Rangers	88TH REGIMENT 1ST Connaught Rangers
35th Bengal Native Infantry Regt.	35th Bengal Native Infantry Regt.	35th Bengal Native Infantry Regt.
46th Bengal Native Infantry Regt.	46th Bengal Native Infantry Regt.	46th Bengal Native Infantry Regt.
57th Bengal Native Infantry Regt.	57th Bengal Native Infantry Regt.	57th Bengal Native Infantry Regt.
66th Bengal Native Infantry Regt.	66th Bengal Native Infantry Regt.	66th Bengal Native Infantry Regt.
38th Bengal Native Infantry Regt.	38th Bengal Native Infantry Regt.	38th Bengal Native Infantry Regt.
62nd Bengal Native Infantry Regt.	62nd Bengal Native Infantry Regt.	62nd Bengal Native Infantry Regt.
49th Bengal Native Infantry Regt.	49th Bengal Native Infantry Regt.	49th Bengal Native Infantry Regt.
50th Bengal Native Infantry Regt.	50th Bengal Native Infantry Regt.	50th Bengal Native Infantry Regt.
27th Bengal Native Infantry Regt.	27th Bengal Native Infantry Regt.	27th Bengal Native Infantry Regt.

5th Bengal Native Infantry Regt.	5th Bengal Native Infantry Regt.	5th Bengal Native Infantry Regt.
6th Bengal Native Infantry Regt.	6th Bengal Native Infantry Regt.	6th Bengal Native Infantry Regt.
7th Bengal Native Infantry Regt.	7th Bengal Native Infantry Regt	7th Bengal Native Infantry Regt
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12th Bengal Native Infantry Regt	12th Bengal Native Infantry Regt	12th Bengal Native Infantry Regt
13th Bengal Native Infantry Regt	13th Bengal Native Infantry Regt	13th Bengal Native Infantry Regt
23rd Bengal Native Infantry Regt	23rd Bengal Native Infantry Regt	23rd Bengal Native Infantry Regt

Gwalior Contingent (Native Prince Troops)	Gwalior Contingent (Native Prince Troops)	Gwalior Contingent (Native Prince Troops)
Oudh Contingent (Native Prince Troops)	Oudh Contingent (Native Prince Troops)	Oudh Contingent (Native Prince Troops)t
Lucknow Badmash (Bazaar Riff-Raff)	Lucknow Badmash (Bazaar Riff-Raff)	Lucknow Badmash (Bazaar Riff-Raff)
Meerut Badmash (Bazaar Riff-Raff)	Meerut Badmash (Bazaar Riff-Raff)	Meerut Badmash (Bazaar Riff-Raff)
Cawnpore Badmash (Bazaar Riff-Raff)	Cawnpore Badmash (Bazaar Riff-Raff)	Cawnpore Badmash (Bazaar Riff-Raff)
Jhansi Contingent (Native Prince Troops)	Jhansi Contingent (Native Prince Troops)	Jhansi Contingent (Native Prince Troops)
Mangal Clan (Pathans)	Mangal Clan (Pathans)	Mangal Clan (Pathans)
Durrani Clan (Pathans)	Durrani Clan (Pathans)	Durrani Clan (Pathans)
Ghilzai Clan (Pathans)	Ghilzai Clan (Pathans)	Ghilzai Clan (Pathans)
Wardak Clan (Pathans)	Wardak Clan (Pathans)	Wardak Clan (Pathans)

Jadran Clan (Pathans)	Jadran Clan (Pathans)	Jadran Clan (Pathans)
Safi Clan (Pathans)	Safi Clan (Pathans)	Safi Clan (Pathans)
Tani Clan (Pathans)	Tani Clan (Pathans)	Tani Clan (Pathans)
Mohmand Clan (Pathans)	Mohmand Clan (Pathans)	Mohmand Clan (Pathans)
Khugiani Clan (Pathans)	Khugiani Clan (Pathans)	Khugiani Clan (Pathans)
SHUFFLE DECK	SHUFFLE DECK	END ROUND
END ROUND		
RANDOM PLAYER UNIT GETS EXTRA ACTION	RANDOM PLAYER UNIT GETS EXTRA ACTION	RANDOM PLAYER UNIT GETS EXTRA ACTION
RANDOM MUTINEER UNIT GETS EXTRA ACTION	RANDOM MUTINEER UNIT GETS EXTRA ACTION	RANDOM MUTINEER UNIT GETS EXTRA ACTION