

HARRY POINT BLANKERS - INDIAN MUTINY RULES

MOVEMENT

| Unit | Formation | Cross Country | Road | Charge | Rough | Disorder | To Move Without Leader |
|---------------------|---------------|---------------|------|--------------------------|-----------------|-----------------|------------------------|
| British & Loyal Inf | Close | 2d6 | - | 3d6 | Minus high dice | Minus high dice | 1,2,3,4,5 1,2,3,4 |
| British & Loyal Inf | March order | 3d6 | 4d6 | 4d6 | Minus high dice | Minus high dice | 1,2,3,4,5 1,2,3,4 |
| British & Loyal Inf | Open Order | 3d6 | - | 4d6 | Minus high dice | Minus high dice | 1,2,3,4,5 1,2,3,4 |
| British & Loyal Cav | Any | 4d6 | 5d6 | 5d6 | Minus high dice | Minus high dice | 1,2,3,4,5 1,2,3,4 |
| British Artillery | Move and Fire | 2d6 | 2d6 | - | Minus high dice | Minus high dice | 1,2,3,4,5 |
| British Artillery | Move Only | 3d6 | 4d6 | - | Minus high dice | Minus high dice | 1,2,3,4,5 |
| Mutineer Infantry | Close | 2d6 | - | 3d6 | Minus high dice | Minus high dice | 1,2,3,4 |
| Mutineer Infantry | March order | 3d6 | 4d6 | 4d6 | Minus high dice | Minus high dice | 1,2,3,4 |
| Mutineer Infantry | Open Order | 3d6 | - | 4d6 | Minus high dice | Minus high dice | 1,2,3,4 |
| Mutineer Cavalry | Any | 4d6 | 5d6 | 5d6 | Minus high dice | Minus high dice | 1,2,3,4 |
| Mutineer Artillery | Move and Fire | 2d6 | 2d6 | - | Minus high dice | Minus high dice | 1,2,3,4 |
| Mutineer Artillery | Move Only | 4d6 | 4d6 | - | Minus high dice | Minus high dice | 1,2,3,4 |
| Fanatics | Close order | 3d6 | 3d6 | 4d6 | No penalty | No penalty | 1,2,3,4 |
| Rabble | Mass | 3d6 | 3d6 | 3d6 | Minus low dice | Minus low dice | 1,2,3 |
| Afghans | Open order | 3d6 | 3d6 | 3d6 | Minus low dice | Minus low dice | 1,2,3,4 |
| Elephants & Baggage | - | 2d6 | 3d6 | Fighting elephant 4d6 | 2d6 | Minus low dice | 1,2,3 |

SMALL ARMS TABLE

| Weapon | HPB | Short | Medium | Long | Extreme |
|--------------------------|-----|-------|--------|------|---------|
| British or Gurkha Rifles | 3" | 6" | 12" | 20" | 24" |
| Muskets | 2" | 4" | 8" | 12" | 16" |
| Matchlocks | 2" | 3" | 7" | 11" | 14" |
| Jezail | 3" | 5" | 12" | 18" | 24" |
| Carbine | 2" | 4" | 8" | 12" | 15" |
| Pistol | 2" | 3" | 4" | 5" | 6" |
| Bow | 2" | 4" | 6" | 8" | 12" |
| Javelin or spear | 1" | 2" | 3" | 4" | 5" |

ARTILLERY TABLE

| Weapon | Shots | HPB | Short | Medium | Long | Extreme |
|---------------------|-------|-----|--------|--------|--------|---------|
| Horse or light | 3 | 6" | 7-13" | 14-18" | 19-23" | 24-36" |
| Field | 4 | 7" | 8-17" | 18-23" | 24-29" | 30-42" |
| Siege | 6 | 11" | 12-25" | 26-34" | 35-44" | 45-60" |
| Light Mortar | 2 | - | 6-11" | 12-15" | 16-19" | 20-30" |
| Heavy Mortar | 4 | - | 6-17" | 18-22" | 23-28" | 29-36" |
| Rockets | 2 | - | 6-13" | 14-18" | 19-23" | 24-36" |
| Swivel or camel gun | 2 | 5" | 6-8" | 9-12" | 13-15" | 16-20" |

TO HIT

| RANGE | TO HIT |
|---------|------------|
| HPB | 5 OR UNDER |
| SHORT | 4 OR UNDER |
| MEDIUM | 3 OR UNDER |
| LONG | 2 OR UNDER |
| EXTREME | 1 OR UNDER |

TO HIT MODIFIERS

| POSITIVES | NEGATIVES |
|--------------------------|--------------------------------|
| British or Gurkha +2 | Target in soft cover -1 |
| Target in close order +1 | Target in hard cover -2 |
| Target in mass +1 | Target moved -1 |
| Target mounted +1 | Target in open order -1 |
| Firer aimed +1 | Firer moved -1 |
| Firer first shot +1 | Target just came into sight -1 |
| Rested weapon +1 | |
| British trained +1 | |
| Canister HPB +4 | |
| Canister Short +2 | |

The minimum to hit never falls below 1 or under, even if the shot is incredibly hopeful or speculative. The weapon however must be in range.

KILL/TERROR TABLE

| No of hits | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
|---------------------|-------|-------|-----------------|------------------------------------|------------------------------------|------------------------------------|------------------------------------|------------------|------------------|------------------|
| 1,2,3 | All K | All K | All K | $\frac{1}{2}$ K $\frac{1}{2}$ T | $\frac{1}{2}$ K $\frac{1}{2}$ T | $\frac{1}{2}$ K $\frac{1}{2}$ T | $\frac{1}{2}$ K $\frac{1}{2}$ T | All T | All T | All T |
| 4,5,6 ,7 | All K | All K | All K | 1T rest K | 2T rest K | 3T rest K | 4T rest K | 5T rest K | 6T rest K | All T |
| 8,9, 10,11 | All K | All K | 1T rest K | 2T rest K | 3T rest K | 4T rest K | 5T rest K | 6T rest K | 7T rest K | 8T rest K |
| 12,13 ,14,1 5 | All K | All K | 1T rest K | 3T rest K | 5T rest K | 7T rest K | 9T rest K | 11T rest K | 13T rest K | All T |
| 16- 20 | All K | All K | 1T rest K | 3T rest K | 5T rest K | 7T rest K | 9T rest K | 11T rest K | 13T rest K | 15T rest K |
| 21- 25 | All K | All K | 2T rest K | 4T rest K | 6T rest K | 8T rest K | 10T rest K | 15T rest K | 18T rest K | 20T rest K |
| 26- 30 | All K | All K | 3T rest K | 6T rest K | 9T rest K | 12T rest K | 15T rest K | 18T rest K | 21T Rest K | 24T rest K |

If a T figure is in excess of a total number of hits, then no kills are scored. If half and is odd number, then extra hit is a T.

MORALE

When to take a morale check

Under fire for the first time
Loses 20% killed in one turn
Defeated in hand to hand

Leader lost
Terror on 50% of remaining unit
Friendly unit routs within 10"

Roll D10 and apply relevant factors

| | |
|------------------------------|------------------------------|
| Elite Troops +3 | Mutineer cavalry -1 |
| Good Troops +2 | Lost 25% -1 |
| Poor Troops -1 | Lost 50% -3 |
| Weedy Troops -2 | Lost 75% -5 |
| European Troops +2 | Outflanked -1 |
| Sikhs or Gurkhas +1 | Enfiladed -2 |
| Advancing +1 | Broken through by cavalry -2 |
| Charging +2 | Rear threatened - 2 |
| Behind cover +1 | Wavering -1 |
| Behind bullet proof cover +2 | Disordered -2 |
| Behind fortifications +3 | Unformed -1 |
| Rear support with 6" +1 | Elephants under fire -3 |
| Flank secure with 6" | Cavalry to flank -2 |
| | Cavalry to rear -4 |

Morale Results

| Score | Result |
|-----------|------------------------------------|
| 6 or more | Carry on |
| 5 | Wavers, unformed halt if advancing |
| 4 | Withdraws unformed facing enemy |
| 3 | Halts in disorder |
| 2 | Withdraws disordered not facing |
| 1 | Retreat full move |
| 0 or less | Routs |

Hand to Hand

1 D6 for each man (4d6 for each fighting elephant) and adjust using the following:

Add 1 D6 per 10 figures if:

Lancers in first round

Afghans or Ghazis

Command stand fighting with unit

Less 1 D6 per terror marker

Add 1 D6 per 4 figures if:

Defending light cover

Infantry charging

Cavalry v formed line

Loyal Sikhs or Gurkhas

British or European HEIC infantry

Cavalry v Lighter Cavalry

Fighting poor troops

Per supporting rank

Named commander with unit

Add 1 D6 per 2 figures if:

Defending hard cover

Attacking flank or rear of enemy

Cavalry charging

Fighting weedy troops

If one side has four or more times the number of dice than the opponent, then the side with the lowest number of dice immediately routs back 3d6 inches and takes 6 Terror. If surrounded they will surrender.

Each 6 is a kill. Each 5 is a Terror marker.

Draw: Fight again (up to three rounds then both pull back 2 inches)

Defeated by one: pushed back 1d6 inches facing

Defeated by two: pushed back 2d6 inches facing and take 3 Terror

Defeated by three: pushed back 3d6 inches not facing take 6 Terror

Defeated by four or more: thrown back 3d6 inches not facing and take one Terror for each inch thrown back

Formations

March order - depth of unit greater than width

Close order - effectively line, base to base

Open order - skirmish line

Mass order - no particular formation, jumbled

Special movement

Crossing earthworks or obstacles, climbing ladders or entering buildings minus high dice with automatic disorder

Removing terror

1d6 per unit within 12 inches

2d6 per command stand within 12 inches

Generating commanders

| Commanders 2d6 | British | Mutineer or tribal | Command range and number of units |
|---------------------------|----------------|-------------------------------|--|
| Inspired | 11 to 12 | 11 to 12 | 24"/8 |
| Great | 9 to 10 | 9 to 10 | 20"/7 |
| Good | 6 to 8 | 7 to 8 | 18"/6 |
| Able | 4 to 5 | 5 to 6 | 16"/5 |
| Blusterer | 3 | 3 to 4 | 12"/4 |
| Idiot | 2 | 2 | 10"/3 |

British & Loyal

60th Regiment (20) *Good*

75th Regiment (20) *Good*

Regiment of Ferozepore (20) *Regular*

RHA Battery 1 *Good*

Havelock *Able*

61st Regiment (20) *Good*

2nd Bengal (European) Fusiliers (20) *Elite*

1st Sikhs (20) *Regular*

RHA Battery 2 *Good*

25th Bengal Native Infantry (20) *Regular*

1st Bengal (European) Fusiliers (20) *Elite*

32nd Regiment (20) *Good*

Hodson's Horse (12) *Elite*

RHA Battery 3 *Good*

Campbell *Inspired*

1st Madras (European) Fusiliers (20) *Elite*

90th Light (20) *Elite*

1st Punjabs (20) *Regular*

RHA Battery 4 *Good*

Mutineers and Allies

74th Bengal Native Infantry (30) Regular
54th Bengal Native Infantry (30) Regular
38th Bengal Native Infantry (30) Regular
20th Bengal Native Infantry (30) Poor
11th Bengal Native Infantry (30) Good
1st Bengal Native Infantry (30) Regular
53rd Bengal Native Infantry (30) Regular
56th Bengal Native Infantry (30) Regular
13th Bengal Native Infantry (30) Regular
48th Bengal Native Infantry (30) Regular
71st Bengal Native Infantry (30) Regular

2nd Light Cavalry (10) Poor
3rd Light Cavalry (12) Regular

Badmashes (40) Poor
Dacoits (40) Weedy

4 Batteries of artillery Regular

Rani's 1st Regiment (24) Poor
Rani's 2nd Regiment (24) Poor
Rani's Horse (10) Elite
Rani of Jansi Able

Afghans (40) Good
Rajputs (20) Poor
Delhi Levy (20) Poor

Nana Sahib Poor
Tantia Tope Able
Shah Badahah Shah Able