

CARDS FOR FAST PLAY INDIAN MUTINY RULES

These cards are intended to be used for the Fast Play Indian Mutiny Rules

There is no magic mix of cards to be used for a game. If you want to make it easier on the Players, give them more positive cards (i.e. extra loaded muskets, automatic rally cards, etc.) If you want to make it harder, give them more casualty cards, extra enemy action cards, Ghazi cards, etc. Experiment

Feel free to add new cards.

These cards are meant to be printed on Avery labels #5095 (name badges), which, when peeled off, can be placed on standard playing cards. As an alternative, they can be printed on card stock, and then cut out to make your own playing deck.

OFFICER JOINS COMPANY

Lieutenant Faversham of the 2nd Bengal Fusiliers (late the Guards) joins a random Player Company. He will act as a leader for all purposes for the remainder of the round (i.e. +1 for Rally attempts), and 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. He may also Fire and fight in Melee. Remove at the end of the round.

GUNGA DIN!!

Gunga Din immediately joins a Company that has suffered sunstroke casualties, and the casualties are immediately rallied (no Action required). If more than one Company is eligible, determine randomly. Gunga Din will stay with the Company for the rest of the round, and the Company will not suffer sunstroke casualties. Remove at the end of the round.

SUNSTROKE!!

A random Company suffers casualties from sunstroke.

Roll 1d6:

1 or 2 = One Casualty

3 or 4 = Two Casualties

5 or 6 = Three Casualties

Minus "1" to Rally Attempts

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Minus "1" to Rally Attempts

CHOLERA!!

A random Company suffers a dead Enlisted Casualty from Cholera.

NO RALLY ATTEMPT POSSIBLE

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Enlisted Casualty from Cholera.
NO RALLY ATTEMPT POSSIBLE

NATIVE ARTILLERY!

A random Company suffers a dead
Enlisted Casualty from Artillery
NO RALLY ATTEMPT POSSIBLE

NATIVE ARTILLERY!

A random Company suffers a dead
Enlisted Casualty from Artillery
NO RALLY ATTEMPT POSSIBLE

NATIVE ARTILLERY!

A random Force suffers a random
Command Group Casualty (i.e.
officer, musician and/or standard
bearer) from Artillery
NORMAL RALLY

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NORMAL RALLY

**NEXT ENEMY NATIVE UNIT
GETS TWO ACTIONS
WHEN ITS CARD IS DRAWN**

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**NEXT MUTINEER UNIT
GOES "GHAZI"
(FANATIC)**

**NEXT MUTINEER UNIT
GOES "GHAZI"
(FANATIC)**

**NEXT AFGHAN UNIT
GOES "GHAZI"
(FANATIC)**

**NEXT AFGHAN UNIT
GOES "GHAZI"
(FANATIC)**

**NEXT MUTINEER UNIT
WITH LOADED MUSKETS
STOPS TO FIRE ALL OF
ITS MUSKETS**

**NEXT MUTINEER UNIT
WITH LOADED MUSKETS
STOPS TO FIRE ALL OF
ITS MUSKETS**

**NEXT AFGHAN UNIT
WITH LOADED MUSKETS
STOPS TO FIRE ALL OF
ITS MUSKETS**

**NEXT AFGHAN UNIT
WITH LOADED MUSKETS
STOPS TO FIRE ALL OF
ITS MUSKETS**

AFGHAN CLAN RIVALRY

**NEXT AFGHAN UNIT WITH
LOADED MUSKETS WITH
ANOTHER AFGHAN CLAN IN
RANGE, FIRES AT THAT OTHER
AFGHAN CLAN**

**COORDINATED
MUTINEER ATTACK**

**ALL MUTINEER UNITS WITHIN
MOVEMENT RANGE WILL
CHARGE THE NEAREST AREA
CONTAINING ANY PLAYER'S
TROOPS**

**COORDINATED
AFGHAN ATTACK**

**ALL AFGHAN UNITS WITHIN
MOVEMENT RANGE WILL
CHARGE THE NEAREST AREA
CONTAINING ANY PLAYER'S
TROOPS**

SWARM OF LOCUSTS

**NEXT MUTINEER OR AFGHAN
UNIT (INCLUDING "GHAZIS") IS
CONFUSED BY A SWARM OF
LOCUSTS, AND WILL NEITHER
MOVE OR FIRE**

**EXTRA LOADED
MUSKETS!**

**Random Company has
extra loaded muskets!
May Full Fire once without
having to use a Reload Action.**

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**Random Company has
extra loaded muskets!
May Full Fire once without
having to use a Reload Action.**

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.

REVEREND JONES EXHORTS THE TROOPS!

Reverend Jones joins a random non-native 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.
Remove at the end of the round.

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

SCOTLAND THE BRAVE!

A Highland Company with its piper attached may immediately rally all of its casualties.
If more than one eligible, determine randomly.

MEN OF HARLECH!

A Company with its musician attached may immediately rally all of its casualties.
If more than one eligible, determine randomly.

RALLY 'ROUND THE FLAG!

A Company with its standard bearer attached may immediately rally all of its casualties.
If more than one eligible, determine randomly.

THE KHALSA RESURGENT!

A 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

GURKHALI AYO!

A 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>SWARM OF LOCUSTS</p> <p>NEXT MUTINEER OR AFGHAN</p> <p>UNIT (INCLUDING "GHAZIS") IS</p> <p>CONFUSED BY A SWARM OF</p> <p>LOCUSTS, AND WILL NEITHER</p> <p>MOVE OR FIRE</p>