

## FAST PLAY INDIAN MUTINY RULES

- ❖ Each player has a “Force” that consists of two Companies of 10 figures each, and a Command Group that consists of three (3) officer, musician, or standard figures.
- ❖ Each player has a total of Six cards in the card deck, with the player’s assigned Force name on them. A “round” consists of a series of actions take by units on both sides in the game as cards are turned. A round ends when the “END” card is turned up. During the course of a round, the cards are turned over. If a player’s Force card comes up, the player may take an action with one of his Companies. In addition, the player may move any or all of the figures in his Command Group after his Company has taken its action.
- ❖ **SPECIAL UNITS:** The 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. Must already be in an area when a player card is turned over to affect the area. Starts mounted. May not enter a building without dismounting, and then horse is lost for rest of game. Unhorsed on a 1d6 roll of “6” if attempting to jump a wall/fence. Moves 1-2 areas on foot, 1-4 on horse.

### AVAILABLE ACTIONS FOR A COMPANY

1. **MOVE:** Infantry (1 or 2 areas); Cavalry (1,2,3 or 4 areas); Artillery (1 area). Climbing internal or external stairs counts as 1 area. Climbing one level up or down the outside of a building counts as 2 areas. Cavalry may not enter buildings. Artillery may only move from one open area to another open area. No diagonal movement is permitted.
2. **FIRE ALL:** Infantry and Cavalry: Fire all figures at one or more enemy units within range. To fire again, unit must RELOAD. Artillery: Fire stand against one enemy unit. Mark with smoke or other marker.
3. **FIRE HALF:** Infantry and Cavalry: Fire one-half figures (rounding up) at one or more enemy units within range. No RELOAD necessary. Artillery: Not allowed.
4. **RELOAD:** Weapon(s) reloaded. Remove smoke or other marker.
5. **FIRE MOVE:** Infantry: Fire one-half figures and move 1 area or move 1 area and fire one-half figures; Cavalry: Fire one-half figures and move 1 or 2 areas or move 1 or 2 areas and fire one-half figures. Artillery: Not allowed.
6. **CHARGE:** Charge an enemy unit within movement range (e.g. 1 or 2 areas away for infantry; 1-4 areas away for cavalry)
7. **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 Overall Commander attached when RALLY is attempted
- 1 Sunstroke casualty

8. **HOLD.** Place the card in front of the player. A player with a HOLD card may do any ONE of the following action with either of his two Companies later in the round, but only if the Company is CHARGED by an enemy unit later in the round:

1. **FIRE ALL**
2. **FIRE HALF** and retreat 1 area (infantry) or 1-2 areas (cavalry)
3. Retreat 1 or 2 areas away (infantry) or  
Retreat 1,2,3, or 4 areas away (cavalry)
4. **COUNTER-CHARGE** against the charging enemy unit

### **HOW TO FIRE SMALL ARMS**

Roll 1d6 per figure firing. Command Group figures and other figures in an area because of a special event card (except for Gunga Din) may be included as eligible figures. Range is counted by areas, 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" scores a hit at 1 or 2 areas range

Every whole multiple of "9" scores a hit at 3 or 4 areas range

[Enemy units score a hit 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 "HIT?"**

Each Hit scored on a Company/unit in the OPEN causes One Casualty, which can be recovered by a Player through a RALLY action, but is a permanent casualty for an enemy unit.

Each Hit scored on a Company/unit behind cover (i.e. a wall, rooftop of a building, inside a door or window of a building) causes One-Half Casualty. Place a casualty marker with the Company/unit for any leftover one-half casualty. Convert to a full casualty if another one-half casualty is suffered.

### **HOW TO FIRE ARTILLERY**

Roll 2d6 per crew figure that is not a casualty:

At 1 area range, cause a Hit on each multiple of "4" ("6" for enemy)

At 2-3 area range, cause a Hit on each multiple of "6" ("9" for enemy)

At 4+ area range, cause a Hit on each multiple of "8" ("12" for enemy)

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## WHAT IS THE EFFECT OF AN ARTILLERY “HIT?”

Each Hit scored on a Company/unit in the OPEN or in behind cover causes One Casualty, which can be recovered by a Player through a RALLY action, but is a permanent casualty for an enemy unit. **EXCEPTION:** Each Hit scored on a Company/unit behind cover inside a door or window of a building causes One-Half Casualty. Place a casualty marker with the Company/unit for any leftover one-half casualty. Convert to a full casualty if another one-half casualty is suffered.

## WHAT HAPPENS WITH PLAYER CASUALTIES

Casualties for Players are placed in the rear of the unit, and marked as “casualties” with some form of marker, such as a colored pipe cleaner (“red” for casualties from small arms or artillery fire; “yellow” for casualties from sunstroke) Casualties for enemy units are permanently removed.

## 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 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 is CHARGING (infantry only)
- +1 Defending wall, window or barricade (infantry only)
- +1 Enemy cavalry vs. player Infantry in the open
- +2 Player cavalry vs. enemy Cavalry in the open
- +3 Player Cavalry vs. enemy infantry in the open
- +2 Defending rooftop against 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 Company. Artillery crews will abandon their cannon. **EXCEPTION:** If an enemy unit outnumbers a defending Company by 2:1 or better after casualties are counted, it counts as a TIE.

TIE: If both sides have an equal number of casualties in the MELEE, a second MELEE is fought. **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 one area, again taking its casualties with it if a Company.

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## SPECIAL RULES CONCERNING MELEE

1. If a Company suffers all figures 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

- #1 Player’s Companies never take a Morale Test. Morale is based on the individual Player’s sense of “self-preservation.”
- #2 Enemy units take a Morale Test under two circumstances only:
  - a. Whenever suffering Casualties from Player fire at any point during a round
  - b. When CHARGED or COUNTER CHARGED by a Company

Roll 1d20 for an enemy infantry unit

Roll 1d12 for an enemy cavalry unit

Roll 1d10 for an enemy artillery unit

Die roll less than current strength	Unit pass Morale
Die roll equal to current strength	Unit retreats one area
Die roll greater than current strength	Unit ROUTs and is removed from board*
Die roll is “1”	Unit becomes FANATIC

**\*NOTE:** A Routed enemy unit may reform and return later in the round or in another round as a new unit. You have been warned.

**SPECIAL CARDS:** The playing deck contains various cards that may give enemy or Player units an opportunity to act twice, FULL FIRE without reloading, automatically RALLY, etc. or other effects. Some cards may be held until they are needed, and others cause an automatic result that takes place immediately.