

# SEPOY 1857



## INTRODUCTION

Sepoy 1857 accounts for the great Indian Mutiny, a major uprising in India in 1857–58 against the rule of the British East India Company, which functioned as a sovereign power on behalf of the British Crown. The rebellion began on 10 May 1857 in the form of a mutiny of sepoys of the Company's army in the garrison town of Meerut, 40 mi (64 km) northeast of Delhi.

It then erupted into other mutinies and civilian rebellions chiefly in the upper Gangetic plain and central India, though incidents of revolt also occurred farther north and east. The rebellion posed a considerable threat to British power in that region, and was contained only with the rebels' defeat in Gwalior on 20 June 1858.

The British objective consists in eradicating the rebels and taking control of all the original locations in India. The Sepoy player wins by holding his opponent in check till the end of the game without being totally defeated.

- **The British** have many units but spread all over the map and initially mostly immobile, and will need time to cope with various rebels groups.
- Their opponent, **the revolted Sepoys**, has lots of troops early on but can't so easily replace them if defeated too early. It must trade space for time, as victory comes with survival.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

## DURATION

Average Duration: 8h+

Favored Side: None

Most Difficult Side to Play: British

The game lasts 50 turns (between 10th May 1857 and 30th June 1858), each turn being the equivalent of 1 week.

The **British player** always plays first, followed by the **Sepoy player**



# FORCES

The **British player** controls the **East India Company Army (dark red)**, **British (red)** and **Royal Navy (light red)** units, as well as units from its allies of the **Nizam of Hyderabad, Nepal (purple)** and **Sikhs (light pink)**.

The **Sepoy player** controls the **Sepoy Repels, Badmash bandits (green)**, **Baluch revoltees (pale blue)**, **Gwalior (sand yellow)** and **Afghan (black)** units.

## MAPBOARD

The map shows the northern part of India, mainly with Bengale, United Provinces, Punjab and Northwest frontier, as well as the regions of central India and of the Himalaya.

Boxes represent some areas of Aghanistan that may be entered during the game when specific cards are played.



## VICTORY

### IMMEDIATE VICTORY

When one of the players reaches or exceeds 60 VP at the end of a turn.

Otherwise the player with most VP at the end of the scenario wins the game.

### VP BONUS

- The **British player** earns 3 VP the first time he controls each of the following locations: Delhi
- The **Sepoy player** earns 1 VP for each Company's civilian unit eliminated

### VP LOSS

- The **British player** loses 1 VP for each regular British (not Company's) unit that is eliminated.
- The **British player** loses 1 VP for the first time a city is captured by the enemy (double at 2 VP loss for: Bombay / Calcutta / Amristar/Lahore / Peshawar / Canpore / Lucknow)
- The **British player** loses 1 VP for each regular British (not Company's) unit that is eliminated.
- The **Sepoy player** loses 2 VP for each Delhi / Gwalior / Kabul / Kalat lost to the British

### END OF GAME CITY CONTROL BONUS

- The **British player** earns 1 VP for each of: Jahnsi/Nagpur/Khyber/Srinagar/Simla/Sambalpur/Gorakhpur
- The **British player** earns 3 VP for each of: Gwalior/Kalat /Quetta/Amristar/Meerut/Cawnpore/Benares
- The **British player** earns 5 VP for each of: Lahore/Kabul/Benares/Peshawar
- The **British player** earns 10 VP for each of: Delhi/Kabul/Benares/Peshawar
- The **Sepoy player** earns 1 VP for each city he still controls at the end of the game except those listed below
- The **Sepoy player** earns 3 VP for each Kalat/Quetta/Amristar/Cawnpore/Benares
- The **Sepoy player** earns 5 VP for each Lahore/Kabul/Gwalior/Karachi/Lucknow
- The **Sepoy player** earns 10 VP for each Delhi/Peshawar/Calcutta/Bombay/Madras

# SPECIAL RULES

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...) players have an economic phase where they collect income, pay maintenance and can purchase new units.

### **Purchase cost of units and cards**

- Sepoy Militias, supply wagons: \$1
- Card, Artillery, Cavalry: \$3
- All other units\*: \$2

*\*Due to scale of the game, most elite **British** and **Sepoy** units cannot be rebuilt if previously destroyed.*

## SUPPLY SOURCES

**British**: Bombay / Calcutta / Madras / Peshawar / Katmandu (when active) / Hyderabad.

**Sepoy** : Delhi / Gwalior / Agra / Kamat (Baluch only) / Afghanistan (only when active).

Units can survive in the field unsupplied for 2 turns (after which they are eliminated)



## BADMASHES

The term covers the various groups of bandits, rebels, disaffected peasants and other various outcasts that roam the countryside of northern India. They have the ability to use camouflage while moving, which allows them to go through the different regions without a fight.

They do not need any supply. However, they need to leave their camouflaged status when they want to take control of a region and/or fight.



## MONSOON AND RAIN

Monsoon strikes the region of India covered by the game usually at the beginning of summer, end of spring. In the game, it starts on turn 5. It will last till September, around turn 15 (10 game turns).

During Monsoon, all infantry units from both sides suffer a permanent -1 movement penalty. Cavalry suffers a -2 MP penalty. Ships may also be temporarily immobilized by storms at sea.

## RESTLESS AND UNRELIABLE GARRISONS

The mutiny affected almost all the Company's barracks in northern India, and the British were never too sure whether the troops would revolt or not. Some troops were disbanded preventively (this is done via the play of some British cards). Some were stripped from key weapons or supplies, or kept under close watch by their European officers. Many of them mutinied finally.

In the game they are represented by bi-color unmovable units. Those units are quite strong in defense and initially under control of the British, but sometimes during the first 5 turns they will most likely turn rebellious and be replaced by an equivalent (although weaker) Sepoy unit.



*Hint: it is advisable for the Sepoy player NOT to attack those units (because they would cause useless losses and, worst, prevent from getting the equivalent rebels if destroyed before they actually revolt). The British player can, in response, leave them either safely alone (if weak) or keep a reaction force in or nearby (to crush them when they revolt).*

## ENTRENCHMENTS

Both sides may entrench their units (possible when units don't move).



# SPECIAL RULES

## CIVILIANS

Civilians are **British** units that cannot move and are located only in a dozen of key settlements and barracks are the start of the game. They provide a siege bonus and some defensive combat bonus, and allow the play of some cards (mostly in defense from the British side, or as an extra bounty in case of massacre by the other side). Those units cannot be rebuilt.



## REINFORCEMENTS

### **British:**

T3 : Peshawar : 7 Sikhs, general *Sarup*<sup>\*</sup>.

T4 : Calcutta : 9 units, generals *Havelock*<sup>\*\*\*</sup>, *Outram*<sup>\*\*</sup>, *Napier*<sup>\*\*</sup> and *Lugard*<sup>\*\*</sup>

T9: Calcutta : 11 units

T18: Calcutta : 6 units

T24: Katmandu (Nepal) : 14 Nepalese, general *Jang*<sup>\*\*</sup>.

T24 : Calcutta : 24 units, general *Lawrence*<sup>\*\*</sup>

T24 : Bombay : 10 units

T29 : Calcutta : 14 units

T34 : Calcutta : 9 units

T34 : Madras : 2 units

T38 : Calcutta : 8 units

### **Sepoy :**

T2 : Calcutta : 4 rebels

T2 : Barrackpore : 4 rebels

T2 : Peshawar : 8 rebels, 1 supply

T2 : Attok : 5 rebels, 1 supply

T2 : Cawnpore : 8 rebels, generals *Nana Saheb*<sup>\*\*\*</sup> and *Tatya Tope*<sup>\*\*\*</sup>

T2 : Agra : 8 rebels

T3 : Benares : 6 rebels, 1 supply

T3 : Bardwan : 2 rebels

T3 : Baghalpur : 2 rebels

T3 : Allahabad : 2 rebels

T3 : Gorakhpur : 2 rebels

T3 : Rewah : 2 rebels

T4 : Multan : 3 rebels, 1 supply

T4 : Nagpur : 4 rebels, general *Didar*<sup>\*</sup>

T4 : Cuttack : 1 rebel

T4 : Amristar : 17 rebels, 1 supply, general *Zigya*<sup>\*\*</sup>

T4 : Gwalior : 17 rebels, 1 supply, generals *Rani Jhansi*<sup>\*\*\*</sup> and *Sepoy*<sup>\*</sup>

T4 : Bophal : 3 rebels, general *Sepoy*<sup>\*</sup>

T4 : Indore : 2 rebels

T4 : Gaya-Aurangabad : 5 rebels, general *Kunwar Singh*<sup>\*\*\*</sup>

T4 : Lahore : 11 rebels, 1 supply