

वेद बहोई इन्दिका

by Gary Preston

An adaptation of the De Bellis Antiquitas rules for simulation of warfare in India in the 18th and 19th centuries. The basic scale is 1 figure = 50 men and 40mm = 100 paces.

Edited and compiled from the original set published at Ed Allen's De Bellis Homepagius.

Army Composition

Each player fields an army consisting of a commander element plus troops whose combined value must not exceed 36 points. The allowable troop types, with movement and combat factors and their associated points cost, is listed in Table 1 below:

| Troop Type | Movement | | | Combat | | | Points |
|---------------|----------|------------|-----------|--------------|----------|-------|--------|
| | Road | Good Going | Bad Going | Close Combat | Shooting | Range | |
| Heavy Cavalry | 400p | 400p | 150p | 3 | 1 | 100p | 2 |
| Light Cavalry | 400p | 500p | 200p | 2 | 1 | 100p | 2 |
| Elephants | 300p | 300p | 200p | 4 | 2 | 300p | 3 |
| Levy Spears | 400p | 300p | 150p | 2 | -- | -- | 1 |
| Levy Bows | 400p | 300p | 150p | 1 | 1 | 200p | 1 |
| Ghazis | 400p | 300p | 150p | 3 | -- | -- | 2 |
| Jezzailichs | 400p | 300p | 200p | 1 | 3 | 300p | 2 |
| Matchlocks | 400p | 300p | 150p | 2 | 3 | 200p | 2 |
| Muskets | 400p | 200p | 100p | 4 | 4 | 200p | 4 |
| Rockets | 300p | 300p | 150p | 2 | 2 | 600p | 2 |
| Galloper Guns | 400p | 300p | 150p | 2 | 2 | 600p | 2 |
| Field Guns | 400p | 200p | 100p | 2 | 3 | 800p | 3 |
| Heavy Guns | 300p | 100p | 50p | 2 | 4 | 1200p | 4 |
| Commanders | 600p | 600p | 300p | 2 | 1 | 100p | NC |

Notes on Troop Types:

- The Elephants have light swivel guns mounted on the Howdahs
- The Rockets are carried by camels
- Ghazis are Impetuous fanatics, equivalent to warbands. If left to themselves, they will move towards the nearest enemy. It costs 1 PIP to move them straight forwards, 2 PIPs to halt them or move them any other way.
- Levy Spears or Bows who have been killed may be regenerated in any subsequent bound by placing the element(s) on your own baseline at a cost of one PIP per element.

Troop Quality:

Troop quality can be adjusted as follows:

- To upgrade an element to High Quality Troops, +1 point
- To downgrade an element to Low Quality Troops -1 point

For example, for the Muskets troop type, Europeans would be upgraded to High Quality, Sepoys left as average, and native muskets downgraded to Poor.

Lower quality troops suffer a -1 penalty in close combat with higher quality troops.

Command and Control

Roll at the start of the game to determine command ability:

| Type | 1 | 2 | 3 | 4 | 5 | 6 |
|-------------------|----|----|----|----|----|----|
| European | -1 | 0 | 0 | +1 | +1 | +2 |
| Native Regulars | -2 | -1 | 0 | 0 | +1 | +1 |
| Native Irregulars | -2 | -2 | -1 | -1 | 0 | +1 |

Commanders roll 1D6 for number of units or groups that they may move. The dice score is modified by the commander's ability.

Units or groups that are over 1200p from the commander, or over 600p and out of sight cost an extra point to move

Sequence of Play

The two sides alternate bounds. Each bound consists of the following sequence:

1. Movement
2. Shooting
3. Close Combat

Movement

Changing formation within a group is a full move. Changing the relative position of elements within a group is done as single element moves.

Interpenetration

- Cavalry can pass through jezzailichs, and jezzailichs through any friends which are facing oin the same or opposite direction.

- Cavalry can recoil through any friends except elephants, muskets, rockets or guns
- Levy spears and Bows may recoil through muskets if facing in the same direction
- Otherwise, troops are pushed back by recoilers if facing in the same direction except for Guns and Elephants.
- Troops unable to recoil are destroyed.

Shooting

Units able to fire MAY do so, but only if not in combat or overlapping. A target not already shot at MUST shoot back if possible

The non-phasing player shoots first

Heavy artillery may only shoot in the opponent's phase, and may not have pivoted or moved in their own bound.

Field guns may not move or pivot and still fire in their own bound

Galloper guns may pivot (but not move) and fire in their own bound

2nd or 3rd units shooting at the same target act as supports

To resolve shooting, each player rolls 1D6. The shooting element adds its shooting factor as modified. The target element adds its modify and compare the compare shooting factor against the opponents Combat factor,

Modifiers:

- +1 commander with unit
- +1 guns firing grape (1/4 range)
- +1 rockets firing at cavalry
- 1 guns firing at long range (over 1/2 range)
- 1 guns firing at cavalry
- 1 for each unit aiding a shooting element
- +1 target behind soft cover (not vs Field and Heavy guns)
- +2 target behind hard cover (+1 vs Field and heavy guns)
- 1 if enemy are of better quality

Close Combat

Units contacted in flank or rear may turn to face if not already in contact to their front

Modifiers:

- +1 commander with unit
- +1 uphill of enemy
- +1 any mounted with Light cavalry support and not in BAD going
- 1 each flank overlapped or enemy to flank/rear
- 1 any foot except jezzailichs or Levy spears/bow in BAD going
- 2 any cavalry in BAD going
- 2 if cavalry attacking enemy foot behind minor obstacle
- 1 if other troops attacking enemy foot behind minor obstacle
- 4 if cavalry attacking enemy foot behind major obstacle
- 2 if other troops attacking enemy foot behind major obstacle
- 1 if cavalry against camels or elephants
- 1 if enemy are of better quality

Combat Results

| If total is less but more than half, recoil, but DESTROYED BY: | |
|---|---|
| Heavy Cavalry | Elephants or if in Bad going |
| Light Cavalry | If in Bad going |
| Elephants | Jezzailichs, Guns or in Bad going |
| Ghazis | Heavy cavalry in Good going or elephants |
| Levy Spears | Heavy Cavalry in contact or Ghazis |
| Levy Bows | Any cavalry in contact or Ghazis |
| Jezzailichs | Heavy Cavalry in Good going |
| Matchlocks | Heavy Cavalry in Good going |
| Musket | Heavy Cavalry in Good going or Ghazis |
| Rockets | if in Bad going |
| Guns | Any in contact (Guns ignore recoil results) |
| If total is less than half, DESTROYED, except: | |
| Light Cavalry | Flee 600p except from cavalry in contact or if in Bad going |
| Jezzailichs | Flee 600p except from cavalry in Good going, Jezzailichs, Levy Spears or Matchlocks |

Victory Conditions

Battles continue until one army has fled the field. Armies that have lost 12 points worth of elements become demoralised. Loss of the commander counts as 6 army points lost. Once demoralised, elements flee unless halted. One element may make a tactical move (it may still be possible to demoralise the other side).