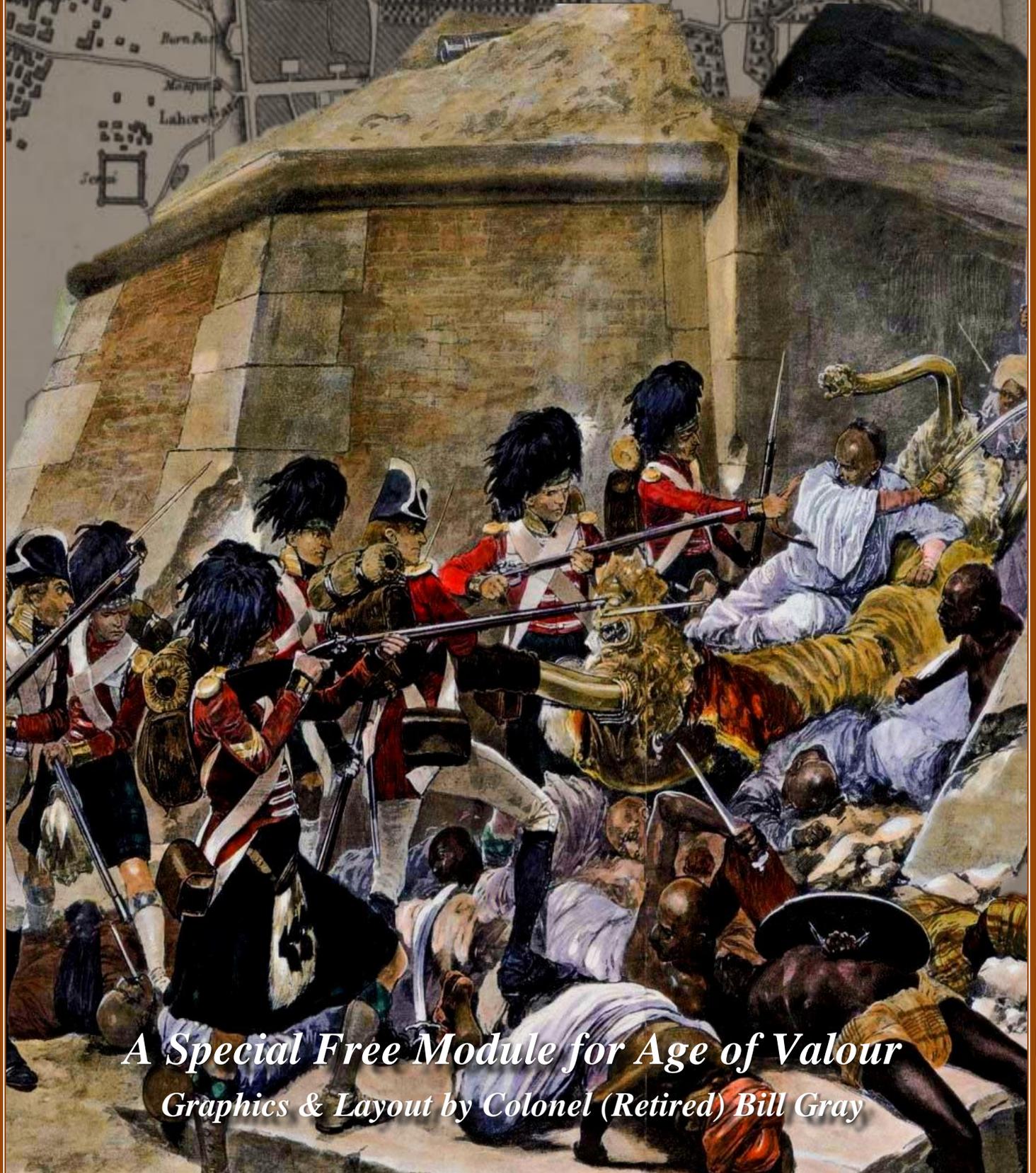


The Age of Tigers

Battles in India, 1740 -1860

By Scott Duncan and the Crawley Wargames Club



A Special Free Module for Age of Valour

Graphics & Layout by Colonel (Retired) Bill Gray

“Thank God. Then I’ll be at them with the Bayonet!”

General Sir Hugh Gough, battle of Sobraon, 10 February 1846, after
running out of ammunition.

“Another such action will shake the Empire.”

Sir Henry Hardinge, battle of Ferozshah, 21 December 1845.

***Cover - The British assault on Seringapatam (now Shrirangapattana) during the fourth Mysore War
(1799), painting by Richard Caton Woodville II, 1894.***

Age of Valour

Age of Eagles II Expansion Module for Conflict by Blood & Iron,
the Great Powers at War 1848 – 1914

Age of Tigers, Warfare in India 1740 - 1860

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The Guns of August 1914

AOV BALKAN WARS FREE TEST DRIVE
The Battle of Lule Burgas 1912



*Great Mogul and His Court Returning from The Great Mosque at Delhi,
Edwin Lord Weeks (1888-1890).*

Age of Tigers, Warfare in India 1740 - 1860

FOREWARD

A few months ago, I received an Email from a British lad named Scott Duncan, all excited by a John Company in "Indja" variant he created for my *Age of Valour* line of digital expansion modules. Saying I could use the material if I so desired, I put it on the back burner until some other pressing projects were completed, but when I did finally sit down to read it I was amazed at the mount of thought and solid research that went into what can only be called a labour of love. Also, and more importantly, it looked like one Hell of a lot of fun! It drove me to do my own research on the subject, and the more I did, the more I got drawn into yet another period of military history I wanted to wargame.

So, here is the final product, **FREE**, of course, for your consideration and enjoyment. British spelling and paper size have been retained, as well as the original text in the style of British wargamers discussing the particulars over a good pint of ale. I have corrected grammar, spelling and checked inconsistencies in terminology, as well as dropped Scott's work into my generic AOV format, to include maps. Other than that, the words are all his and those of the lads and lasses down Crawley way, with only a bare minimum of alteration. Yes, it's different from the way I write and organize, but that is a trifling, so don't worry about it. Instead, prepare for a cracking good time with His Majesty's Honourable East India Company and enjoy. I have spoken.

Wilbur E Gray, Colonel, US Army (Retired)

INTRODUCTION

This is an independent *Age of Valour* (AOV) expansion chapter or mini-module for *Age of Eagles II*, also known as Napoleonic Fire & Fury. As such AOE II is needed to properly play this game. In most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs with the original rules, then play as normal. Changes unique to campaigning in India over the period 1740-1860 are the subject of this expansion set and found in the following pages.

Also note that as a digital download your feedback can be especially helpful. If you see errors in spelling or grammar, let us know so we can correct it. Please note this harks to the period of the British Empire so if you are suggesting grammar used in the United States of America, please refrain as it will be politely but firmly ignored, but hopefully you won't harbour a grudge. If you see rules that contradict each other or simply make no sense whatsoever, let us know so we can improve them. The rider we append to this is this is a fanzine publication based on the beauty of digital publication is the ability to make corrections on the fly, and simply Email a complete, new file to all customers who have downloaded the product. Please avail yourself of this leftfield take on the Age of Valour series. Contact us on our club Webpage, Facebook or via Email at www.ageofeagles.com. Indeed, if you have a heliograph or knowledge of Morse code, we welcome the use of advantage technological progress.

Lastly thanks should go to the other members of *Crawley Wargames Club*. They have indulged my mad fantasy of playing wargames based this period of India and Imperial history. They have humoured my wittering on about rockets, camels, fanatics, elephants, betrayals etc. with only the odd raised eyebrow. Eventually they have largely succumbed to this lunacy with good grace and hopefully they may even have enjoyed themselves. At the end of the day it's all about playing with wee toy soldiers and having fun.

Scott Duncan, Crawley Wargames Club

Age of Tigers, Warfare in the Indian sub-continent and littoral between the time of European expansionism and the end of the Honourable East India Company.

Chapter 1: First Sikh War 1845-1846

INTRODUCTION

The First Sikh War (December 1845 - March 1856) was possibly the sole example of an army, the Sikhs, sent off to wage war after a ticking off from the mother of the crown Prince.

In simple terms much of what is modern day India lay under British rule by about 1840. To be precise under the rule of the Honourable East India Company (HEIC). The HEIC was initially a trading company between European and the Moghul Empire. However, as the Moghul Empire imploded during the 18th century due to internal and external pressures, there was a period of land grabbing, back stabbing and naked opportunism that eventually left the HEIC in charge of vast portions of India directly or indirectly.

One of the few peoples or races left untouched by this was the Sikhs. Originally a religious cult by about 1800 they had become a distinct nation and were well on their way to controlling the fertile lands of the Punjab (the land of the five rivers). Into this rode Ranjit Singh. Ranjit was able to wheel, deal and hack his way to power and become the father of the Sikh nation. In the next 40 years he ruled the nation and raised a regular army, as good as any European power and one which was able to best it's opponents. The fact the drill manuals were in French demonstrate the lengths they went to become a force. The Sikhs were proud of their army as being the best in India, better paid and equipped than the HEIC. But in this pride lay hubris and the eventual downfall of the Sikhs as an independent nation state.

In 1839 Ranjit Singh died leaving several potential candidates as his successor. Some became Maharajah, some did not. However most came to a sticky end due to poisoning, being stood on by elephants, more poisoning, falling masonry and even outright murder. The key problems were internecine squabbling and the overbearing influence of the Sikh army or Khalsa. The Khalsa would through local soldiers' committees or Sirdars, ask for extra wages which was a death sentence to the ruler. You pay up or die. If you can't raise the taxes, you die.

Eventually there was an agreed ruler in waiting in Duleep Singh. His mother, the Rani Janda Kaur ran the court with her brother and her lover. But even they realised that they needed to do something about the Khalsa and what better than a war. This turned out to be a fairly simple exercise as the HEIC had lost the campaign in Afghanistan a couple

of years ago and the Khalsa had bested the Afghans. Remember hubris? After a notorious, and recorded, haranguing by the Rani, the Khalsa crossed the river Sutlej and the war was started

The war itself we won't retell in detail but suffice to say that after a rapid campaign in the Indian winter the bulk of the Khalsa was defeated and the Sikhs signed a peace treaty but retained much of their independence. But similar to Germany in the 20th century this was not the end. It took another war to pacify of the Sikhs.

You will however find heroes and villains, a range of exotic troops and weapons to consider, but all without straying too far away from the battles of Wellington and Napoleon.

RULES MODIFICATIONS

General. As an Age of Eagles II expansion, in most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs, then play. Changes unique to the Age of Tigers are as follows.

Basing. All infantry 3 figures (or 2 figures of Light Infantry) on a stand 30mm x 30mm deep; all cavalry has 2 figures on a stand 30mm x 40mm deep; all artillery on a stand 40mm x 40mm deep or deeper if required deep, with 1 gun model and 2-4 gunners if field or horse, but siege artillery can have more if pleasing on the eye. All command stands should be spacious enough. One suggestion is 30mm diameter for brigadiers, 40mm for divisional commanders and 50mm for army commanders. Another suggestion is to have circular bases for regular officers, hexagonal for Indian officers and octagonal bases for Moslem commanders such as Afghans, Arabs and Persians. You have the opportunity to make mini dioramas for these officers and some of them are distinct historical individuals (or possibly non-historical).

Scale. Each stand represents an average of 80 infantry (60 light infantry), 60 horse or 6 to 8 cannon. In general infantry units have 8 stands and cavalry 6. Tribesmen and city mobs may be larger at 10-12. Ground scale is c60-100 yards per inch, while each turn is 20-30 minutes real time. Try not to be obsessed with exoteric details between, say, 1788 and 1790 Land Pattern Musket performance. It is a Brown Bess flintlock. It's also worth realising that Indian workshops were able to produce firearms and artillery every bit as good as European arsenals.

Age of Tigers, Warfare in India 1740 - 1860

Quality and Training. Troop quality is Elite, Average, Raw (or Rabble). Training can be either Regular or Irregular. Note that Irregular troops do not have the Disorder effect imposed on them as in AOE II. This is because in Indian warfare the gulf in ability is not as wide as in Napoleonic Europe. The problem Irregular troops have is in moving as they always use the "Disordered" column for results. So, while Irregular troops may fight well and potentially run rings around a Regular army, the reality is better organised Regular troops out march Irregulars over a sustained period.

Artillery. Two functions per battery, including a new function called Prolong. Elite horse artillery can have three functions but cannot use any function more than once. Field and horse batteries may now Prolong one (1) inch directly forward, straight ahead, but only on open ground or down roads, ie, not in rough terrain such as towns. Prolonging is considered changing Movement Mode. A battery that Prolongs may also fire. Siege or fortress guns may not move or Prolong and if Silenced by fire are Damaged instead, if Silenced by melee are Destroyed and removed. They may pivot as normal.

Grand Batteries. Allowed, but read carefully the note on Pre-Revolutionary Artillery. Most of the Indian armies were obsessed with artillery, the bigger the better. So, a Grand Battery of siege guns is entirely possible.

Jingals and Jezails. Jingals are a type of heavy musket/light gun hybrid. Too heavy to be handled by one man they can be found in numbers on walls or smaller numbers as camel mounted horse artillery. Use as horse artillery but with Jingal factors. Jezails are long barrelled sniping smooth bore muskets or rifles, much favoured by mountain tribes. Units armed with these are either using them as the main weapon and are skirmishers or are mainly tribesmen prepared to fight hand to hand so won't get the full benefit.

Tirailleur. None, this function is covered by light infantry skirmishers.

Rockets. Beloved by the Southern Indians, or Mysoreans, but used by others and adopted by the British so that the United States can have a national anthem. What do you mean you don't believe me ...?

Rockets were used to intimidate large masses of troops especially cavalry and elephants. However, as most rockets used fuses of waxed string etc. sometimes the fused burnt faster than the user expects, and the accuracy is non-existent. Firing a rocket uses a D10 as normal and some sort of direction dice. State the base you are firing at roll both dice. If you land on target all is fine. However, the target point is where the direction dice points and the

number of inches on the other D10. But if you roll a natural 10 on the latter, remove the rocket from play as it has backfired. If the rocket lands on a base throw for effect as normal or add the points to other shooting. Note any cavalry hit by rockets is automatically Disordered and elephants make a Panic Test.

Elephants. The ultimate Indian war troop type. The era of gunpowder was making the battlefield increasingly dangerous and these big animals are equally big targets. Generals can use elephants as mounts, but artillery can shoot at elephants using overhead fire. Elephants are single base units akin to artillery and can be treated in one of a number of ways.

- Mount for general; has the same limitations as a mounted general
- Mounted for artillery such as a Jingal. As this is a form of artillery it is treated as artillery but must "unlimber" or stop to fire. So, you can't move and shoot.
- War Elephant. An elephant is **the** ultimate heavy cavalry and is treated as armoured heavy cavalry and as two bases for combat. Otherwise it counts as a cavalry unit.

All the above may sound great but there is also the chance an enraged elephant may panic. Any elephant must be one of those three types above. You can of course have elephants as part of an artillery limber or a baggage train. However, these are not combat types.

The procedure for an elephant panicking is as follows. If an elephant takes a Disorder result from shooting roll a D10 and direction dice. A result of 1-3 results in the Mahout, or elephant rider, controlling his mount and no further action is required. Otherwise the elephant panics and charges as a War Elephant in the direction indicated.

If the elephant does not contact a unit then the Mahout is able to kill the elephant using the hammer and chisel, they all had for this purpose. If the elephant contacts a unit it will melee the unit. So, you **can** end up fighting your own troops. If the panicked elephant passes within 40mm of another elephant, that elephant will need to take a panic test. This specifically does include generals' elephants.

If an elephant wins a melee it is not subject to a Panic Test but an elephant losing a melee is subject to a Panic Test.

So, a panicked elephant can "Charge" and Breakthrough. However, in all cases after one turn of panic the elephant is removed. So, a panicked elephant will be removed from play after one move of panic regardless of anything else. By now you will have noted an elephant heavy army will spend a lot of time doing Panic Tests. You have been warned.

Age of Tigers, Warfare in India 1740 - 1860

Camels. Minor effect on being charged similar to Disordered cavalry rule. Camel units are not recorded in numbers so are assumed to be rare as they are normally beasts of burden.

Infantry. No significant changes from AOE II. Infantry can be armed with various weapons and assumed levels of ability or drilling, and Irregulars are the same as AOE II.

Cavalry most changes covered. Be careful with a unit being called Light Dragoons or Native Irregular Horse. That may well be what they were called but their actual training or battlefield function tells us what they really did. British Light Dragoons were men 15-20% larger mounted on horses from Europe 15-20% larger than their opponents. Skinners Horse aka 4th Bengal Native Irregular Horse is the premier unit of the Indian Army. The irregular part of the name covers the horse remount service basically.

Skirmishers. Can be either Light Infantry or Light Cavalry, as designated on Unit Data Charts. Light Infantry has special DRMs for melee and fire and moves through rough terrain without penalty. In addition, skirmishers can evade a full move, taking into account terrain, directly away from the charger who can stop on the charged unit's position. The evading unit is Disordered by the end of the evade. A Disordered unit cannot evade. This means that an army of skirmishers runs the risk of getting caught eventually. This is important as Initiative is used in these rules so you may force a back to back and catch that pesky unit eventually. Infantry units can have integral skirmishers. Personally, I think there is much to suggest British line had ignored their skirmish duties and training since the Napoleonic era. I ignore this unless stated.

Fanatics. Can be either infantry or Light Cavalry. Fanatics, if close enough to charge, must elect to charge. This does include Disordered Fanatics. Note that there is a bonus on Fanatics charging and a melee bonus. Players should be careful about making Fanatics Elite as logically fanatics who charge everything going including artillery with grapeshot etc. are unlikely to become elites.

Cavalry. Cavalry may not dismount but may start a scenario dismounted. They remain dismounted for the entire game and are considered equivalent to that country's Light Infantry, except one Troop Rating level lower, e.g., Average becomes Raw. Raw is the lowest rating allowed, however. Light Cavalry may fire mounted. Note that Lancers only get a bonus if charging, Countercharging or in a Breakthrough move.

Movement. All troops use the movement rate on the QRS. **In general, infantry designated British, European or Well Drilled refer to all HEIC foot or the Guard Sikh infantry of their opponents, while other line infantry of**

their adversaries is considered Native Drilled. This concept does not apply to light infantry or foot defined as Irregular.

Fire. Heavy cavalry may not fire mounted. Note that some troops may be classed Good Shots and have a multiplier factor. This can include Afghan Jezzails, skirmishers skulking in the rocks, British line infantry but not Indian Sepoys, and Bengal Horse artillery. Note also the factors for Light Cavalry shooting.

Melee. Note the various modifiers for troop types. As with AOEII you get plus modifiers for outnumbering your opponent. Lancers must be charging, counter charging or conducting breakthrough to get a bonus. These amendments are to encourage aggressive positive play. It's also the opinion of the writer that Lancers should not always get the benefit of the lance.

Reserve Zone. There is still the ability to use reserve movement. Note that siege guns and rockets have the potential to shoot at targets over 18".

Terrain. No changes or unique types from AOE II, with the exception of Nullahs. These are essentially dried-up riverbeds and their specifics are defined on a by scenario basis.

Army Cohesion – Per Age of Eagles II, page 17, in addition to Victory Points, players will be penalized for continuing to fight when casualties become so great historical commanders would quit the field. In this case, assign a permanent, additional -1 die roll modifier to any unit rolling to move starting the March Phase after the Game Turn when 30% or a predetermined level of the players choice.

Very Optional Rule – Flashman! (at the Charge). The first leader killed will be replaced using normal rules by Harry Flashman VC, Hero of the Empire etc, etc. Flashman may not attach to anything and has a Command Radius of 12 inches.

HEIC	Khalsa
Flashman -5	Flashman -5
XXXX	XXXX

If Harry is the new army commander, his initiative rating is – 5. Note for those of a historical bend **The Flashman Papers** written by George McDonald Fraser are valuable background material. You'll find Flashy crops up in all the Imperial outposts entertaining the troops and ladies whenever a crisis is required. It is possible for the non-British side to have Flashy as Vizier as well. He is not subject to friendly fire.

Age of Tigers, Warfare in India 1740 - 1860



Battle of Ferozshah below and Mudki above, using a Fire & Fury house rules variant.



Age of Tigers, Warfare in India 1740 - 1860

The grateful thanks of an Empire go to:

As with other expansion modules AOT provides honourable mentions to the following bibliography:

Miniature Wargames – A series of articles in May to August 1996 by John Watts is an excellent primer for the Sikh Wars with respectable OOB, maps and uniform plates

At them with the Bayonet – Donald Featherstone – well written account of the First Sikh War by the Don.

Colonial Campaigns; Sikh Wars by Tim Tilson; Scenario book by Colonial Campaign suitable for TFATS.

John Company and the Conquest of India by Chris Ferree and Patrick R Wilson. Simply, *the* key secondary source for this era. While I did not copy the rules, it just so happens to cover the same period I'm interested in. Published by the Virtual Armchair General and their website is well worth a visit. I propose that Mr Wilson should be given an honorary knighthood for his efforts.

Armies of the 19th Century; The British in India 1825-1859 by John French; Foundry Books. The **KEY** source for Imperial uniforms during the period. Pretty good on detail of the battles and campaigns as well

Battles of the 19th Century, Cassell and Company c1901. Collection of seven volumes published 1896 on. Early volumes are a collection of "Ripping" battle reports and later volumes are campaign histories from c1896 on of recent campaigns. Writing style harks back to the time when the school map of the world was coloured pink for all the important bits.

The British Empire; Time Life/BBC series part 19 1972 (costing a King's ransom of 25p).

Flashman and the Mountain of Light; by George McDonald Fraser. Memoirs of the Victorian era's greatest hero. Unfairly airbrushed from history by an ungrateful government, "Flashy" was critical to the British effort in the First Sikh War by providing military advice to the Sikh leadership with the benefits of his acumen.

Osprey Publishing

Men at Arms 193; The British Army on Campaign (1) 1816-1853. Useful for uniforms and also how the troops operated.

Men at Arms 219; Queen Victoria's Enemies (3) India. Decent overview of Sikhs. Also useful for details of other opponents.

Men at Arms 421; The Sikh Army 1799-1849 by Ian Heath. Specific treatment of the Sikhs again with lots of useful information.

Men at Arms 453; Armies of the East India Company 1750-1850. Rounds out the Men at Arms with details of John Company uniforms.

Campaign 338; The First Anglo-Sikh War 1845-1846 by David Smith – A recent publication but one which details the challenges facing the British generals very well.

Elite 71; Queen Victoria's Commanders. Not just the key generals but some other personalities get their footnote in history.

"This patience under suffering, this composure, within the jaws of death, are prominent characters of the Hindoo, and ought indeed to put to shame those among their conquerors, who boasting higher virtues of courage and virtue, pretend to look down upon them with contempt. No one meets death with less apparent dread than the Hindoo; and when imbued with a sense of honour, as among the military cast(e)s, no one can display more heroism. I have seen them refuse quarter, when the European would have courted mercy even in chains." Captain John Blakiston

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Age of Tigers, Warfare in India 1740 - 1860

Leader & Unit Data Charts

The list below is provided to aid players in scenario creation. It is not all-inclusive and, though complete as possible, should not be necessarily taken as definitive. If players believe the rating of a unit to be inaccurate, please change it. It is doubtful that any military formation could boast a totally consistent record of service. The data should thus be digested with more than just a pinch of salt. The Chart lists the formation on the left, and on the right specific data about the unit beginning with Troop Rating (Raw, Average or Elite, with an optional, player devised Rabble rating). Following this will be information indicating primary weapon type, whether the unit is Armoured, Irregular, and so on.

GREAT BRITAIN AND HONOURABLE EAST INDIA COMPANY

Leaders	Initiative	Charismatic?	Other
Lt General Sir Henry Hardinge	-2	No	Governor General of India
Lt General Sir Hugh Gough	+1	Yes	Commander in Chief in India
Major General Sir Harry Smith	+2	Yes	OC 1 st Infantry Division
Major General Walter Gilbert	0	No	OC 2 nd Infantry Division
Major General Sir John Littler	0	No	OC 4 th Infantry Division
Major General Sir John McCaskill	0	No	OC 3 rd Infantry Division (KIA)
Major General Sir Robert Dick	-1	No	OC 3 rd Infantry Division
Major General Sir Robert Sale	+1	Yes	"Fighting Bob" (KIA) QMG
Major General Sir Joseph Thackwell	0	No	OC Cavalry Division
Harry Flashman VC, etc	- 5	Seriously?	Not subject to Friendly Fire!
All other commanders	0	No	NA

NOTES.

Technically Sir Hugh Gough was the army CinC reporting to Sir Henry Hardinge. However, Sir Henry appointed himself as army 2inC on the eve of the war. This in turn did lead to some poor tactical decisions which you can replicate by tossing a coin to see who is in charge for any given turn. While arguably not a good general Sir Hugh was aggressive, a genuine fighting general, and his men were prepared to die for him which many did.

Units	Troop Rating	Primary Weapon	Special Attributes
Royal Artillery	Regular, Average	British Arty	6, 9, 18 and 32pdr (Light or Heavy)
HEIC Artillery	Regular, Average	British Arty	6, 9, 18 and 32pdr (Light or Heavy)
Bengal Horse Artillery	Regular, Elite	British Arty	6 and 9 pdr (Light)
Royal Horse Artillery	Regular, Elite	British Arty	6 and 9 pdr (Light)
Siege Artillery	Regular, Average	Siege Guns	8, 10 inch, 24, 32, 68 pdrs

Units	Troop Rating	Primary Weapon	Special Attributes
Light Dragoons	Regular, Elite	Sabre	Heavy, British
Lancers	Regular, Elite	Lance	Heavy, Lancers, British
Native Light Cavalry	Regular, Average	Sabre, Lance	Light or Lancers
Irregular Cavalry	Regular, Average	Sabre, Lance	Light or Lancers

Units	Troop Rating	Primary Weapon	Special Attributes
Highlanders	Regular, Elite	SB Musket	European Foot British Trained (Fanatic?)
HM Regt of Foot (ROF)	Regular, Elite	SB Musket	European Foot British Trained
HEIC Europeans	Regular, Elite	SB Musket	European Foot British Trained

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HEIC Sepoys	Regular, Average	SB Musket	Well Drilled Sepoy, British Trained SB
Non HEIC Sepoys	Regular, Average	SB Musket	Native Drilled Sepoy
Other SB Foot Gurkhas	Regular, Average	SB Musket	Native Drilled Sepoy, Impact Weapon

NOTES.

British Light Dragoons and Lancers – European cavalry formed of big men on big horses. These regiments were brought from Britain and would have sailed past Capetown etc. They considered themselves better than anything the Indians had to offer and with justification. Examples of them losing unit combats are rare. They warrant stats of Old Guard Elite troops 6/-/2 etc. The introduction of the steamship would allow more HM cavalry to be stationed in India.

Native Light Cavalry – class of Indian cavalry raised, trained and uniformed by HEIC. This tended to be one of the weaker elements of the Indian Army. It is possible to use Raw quality or strength factors. One unit may be classed as Lancers. Governor General's Body Guard should be Elite.

Irregular Cavalry- class of Indian Cavalry raised as part of the HEIC. Uniforms were left up to regiments which result in some interesting uniforms. These units typically attracted the young bucks of the officers who fancied a more active career. Some units can be Elite such as Skinners Horse, and also Lancers as a troop type.

Artillery – Artillery is still smoothbore. Foot artillery will be pulled by bullocks, siege artillery by bullocks or elephants. Horse Artillery is for once the Elite of the army in training and in dress so counts as Elite troops. Horse Artillery is invariably lighter than foot.

British and European Foot – Line infantry trained to fight in line and expected to exchange volleys before closing to combat. Significantly more capable of sustained fire fights if required. In general, these would be men taller and bigger than Indians. Romantics may choose to make Highland Regiments Fanatics. In reality, internal discipline was impressive as a result of religious devotion and upbringing (one company went 19 years without a single flogging - such are the advantages of dour Calvinism). One key requirement for a Highland regiment was officers who could speak Gaelic, not just wearing kilts. HEIC Europeans may be fielded in smaller units depending on available recruits. Again, all this justifies Old Guard Elite status.

Sepoys – HEIC raised infantry similar to above. Players have the ability to make units Raw as newly raised, near to mutiny or disenchanted with current posting. Grenadier regiments could be Elite or Average quality with Elite strength factors. About one in ten units have trained skirmishers so can claim skirmisher status. Personally, I prefer to have a pretty stand in green uniforms.

Non HEIC Sepoys – Contingents from allied princes, not as good.

Gurkhas – Since the War of 1814-16 Nepal provided troops to Britain under treaty. Initially until the time of the Mutiny these units seem to have been underestimated until the Sikh Wars. You can choose to provide them with impact weapons – the Kukri. Initially units were used as line and have still to become light infantry. Pictures and drawings of Gurkhas show them to be sometimes a full head shorter than officers and never happier than when engaging in hand to hand or looting.

THE SIKH ARMY - THE KHALSA

Leaders	Initiative	Charismatic?	Other
Rani Janda Kaur	-3	Yes	Mother of Dhulip Singh
Dhulip Singh	-5	No	7 year old Heir to the Sikh state
Lal Singh	-1	No	Vizier of Sikh Nation
Tej Singh	-2	No	C in C of Army
Ghulab Singh	0	Yes	Raja of Kashmir
Ranjodh Singh	0	No	Commander at Aliwal
Lenha Singh	-1	No	Brother of Ranjodh Singh

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Sham Singh Attatariwala	+ 2	Yes	Officer at Sobraon
Alexander Gardner	+ 1	Yes	Governor of Lahore
Harry Flashman VC, etc	- 5	Seriously?	Not subject to Friendly Fire!
All other commanders	-2	No	NA

NOTES.

Let's air the major problem. The main commanders of the Khalsa actually want to lose. These are marked with # in comments. If the British army in WW1 was described as lions led by donkeys, then the Sikh army is lions led by hyenas. While you as a wargamer, can alter history, you may wish to limit the ability of the Sikh army to move. I would suggest one option would be to only count command bonuses for Disordered units and ignore generals for units in good order. Another would be a flat -2 on all command dice rolls, but that would be harsh on Disordered units. Some of these same officers were thought of as decent generals before the Sikh Wars having led armies against Ghurkhas, Chinese, Afghans etc. with generally good results.

Alexander Gardner was a real world person. He was a US citizen and soldier of fortune. He was an example of truth being stranger than fiction. Harry Flashman is a fictional character and I'm sorry if this comes as a surprise (*OMG. He's NOT a real person? Shattered and devastated I am. Colonel Bill*) to anyone. However, if you read **Flashman and the Mountain of Light** you'll find he is critical to the course of the First Sikh War using his special set of skills.

Units	Troop Rating	Primary Weapon	Special Attributes
Jinsi (foot) Artillery	Regular, Elite	Other Arty	6-12pdr (Light or Heavy)
Aspi (horse) Artillery	Regular, Elite	Other Arty	3-6pdr (Light)
Kalan (siege) Artillery	Regular, Elite	Siege Guns	8, 10 inch, 32, 68 lbers

Regular artillery – Sikh artillery tended to be heavier and in greater quantity than British. One key point is the gunners fought by their guns and died. Indeed, in some case they treated their guns like gods of war. So, while Elite gunners do not shoot better, they do fight better and may inflict a sharp rebuke. In general, *Jinsi* is bullock pulled, *Aspi* horse pulled and *Kalan* elephant pulled. Development of the Sikh artillery arm was held back by the inability to standardise calibres. Calibres captured at Ferozshah include 12 different calibres. Otherwise it was the most effective arm of the Sikh army. A Sikh army can include large numbers of camel mounted artillery or Jingals if desired

Units	Troop Rating	Primary Weapon	Special Attributes
Dragoons	Regular, Raw	Sabre	Heavy
Lancers	Regular, Raw	Lance	Lancers
Cuirassiers	Regular, Raw	Sabre	Heavy Armoured

Regular Cavalry – The Sikh army did have units of Regular cavalry. However, most of the efforts went into organising infantry and cavalry and as a result the Regular cavalry was something of an afterthought. So, while the uniforms are nice, and they look well organised on the table, it's notable they never did well against the British. It was also not socially an elite so was neglected.

Units	Troop Rating	Primary Weapon	Special Attributes
Sikh Guards	Regular, Elite	SB Musket	Well Drilled, Other SB, Sikh
Sikh Line	Regular, Average	SB Musket	Native Drilled, Other SB. Sikh
Sikh raised Ghurkhas	Regular, Average	SB Musket	Native Drilled, Other SB, Gurkha

NOTES.

Sikh Guards – The Sikh Regular army consisted of an elite brigade and other regulars. The elite brigade was the *Fauj-i-khas*. This unit was no Pretorian Guard and was involved in several campaigns so had earned a reputation as an Elite hard fighting unit. In addition, it has trained by Europeans such as the Neapolitan Paolo di Avitabile, Gardner etc. So it is not unreasonable to assume it's every bit as good as British infantry

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Sikh Line – (*Fauj-i-ain*) The line troops could have been as good as Europeans if the Khalsa had not spent five years ruining the 40 years good work preceding it. I've assumed their basic training has not been forgotten. However, I suspect the musketry skills as not as good as the Elite troops. That stated Sikh Regulars are otherwise as good as HEIC Sepoys in close combat who, during the first battles, were definitely "shy" on closing to combat based on casualty rates. Gamers may choose to give a bonus against HEIC Sepoys

Sikh Trained Ghurkhas – These did exist and should be treated as having *Kukris* so gain a bonus in combat.

Units	Troop Rating	Primary Weapon	Special Attributes
Irregular Artillery	Irregular, Average	Irregular Arty	(Light or Heavy)
Camel Artillery	Irregular, Raw	Irregular Arty	Jingals
Rockets	Irregular, Raw	Irregular Arty	Rockets

NOTES.

Irregular Artillery – Irregular artillery could be found in garrisons, as part of a field army or even as part of a separate force. I treat them as fairly immobile although you could choose to treat camels mounted light guns as horse artillery. Otherwise note that in general Irregular artillery cannot be too mobile as it's normally drawn by bullocks or elephants

Units	Troop Rating	Primary Weapon	Special Attributes
Royal Guards	Irregular, Raw	Lance	Lancers or Heavy Cavalry
Jagirs	Irregular, Average	Sabre	Light
Akalis	Irregular, Raw	Lance	Lancers, Fanatic

NOTES.

Irregular Cavalry – The Sikhs inhabited the plains of North India which was in theory good cavalry land. However, unlike, say the Arabs or Turks, they never seemed to have established good blood lines as indeed was a common problem with Indian horse. As a result, it's often the case that in conflict against Persians, Afghans and British Indian cavalry, they came off second best. However, this did not prevent the Sikhs having large contingents of Irregular cavalry swarming on battlefields to little or no net effect. The cavalry army (*Fauj-i-sowari* or *Ghorchurra Fauj*) was in two main parts. Firstly, there was the royal horsemen or *Ghorchurras Khas*. This was one and eventually two regiments of parade ground troops which was very much a social elite. There is no evidence to suggest they were good battlefield troops. So probably similar to Neapolitan Guard cavalry, but they should look good. The rest of the cavalry was *Misldar Sowaran* or feudal cavalry. This should consist of mainly light cavalry and a portion of irregular Fanatic lancers. The first portion represents the element of dandies who turned up but did not achieve much. The second part is the element who tried to do something but probably died trying. Make sure this is a minority

Units.	Troop Rating	Primary Weapon	Special Attributes
Jagadari	Irregular, Average	Matchlock	Irregular Infantry
Akalis	Irregular, Average	Impact	Irregular Skirmish Foot, Fanatic

NOTES.

Irregular Infantry – The Sikhs had another Irregular contingent to their army above and beyond everything else so far discussed. I've provided states for the *Jagadari* which is a baseline. You can choose to give troops bow, *Jezzail*, clubs etc to your hearts content. Make sure you go light on Elites as the richest would be part of the cavalry or even just *Jagirs* or officers. Indeed, you can even consider making some troops Rabble (worse than Raw) to depict town mobs.

The *Akalis* however deserve specific mention. These were troops who like dragoons rode nags to battle but then dismounted and charged. Much like the renaissance Swiss they either won or died. As their behaviour off the battlefield was a problem the Sikh leadership took measures to try and ensure they became martyrs as soon as possible. As *Akalis* means Immortals I'll leave the reader to muse on that title in relationship to their function.

Other Units - you may note that other units are not listed. I'll leave it up to you, dear reader, to decide if you want extra troop types. One point is with **Age of Tigers** you can probably justify anything short of muzzle loading ordnance.

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However, if you consider that for every Elite unit you need to have two Raw units then you should be able to avoid super armies.



Above and below the battle of Aliwal, using a Fire & Fury house rules variant.



The Battle of Mudki 18th December 1845



The start of the First Sikh war was started when the Sikh Army (Khalsa) crossed the river Sutlej on 11th December 1845. It's fair to say that for a number of reasons this was the result of sabre rattling on both sides. Some of which was blatant on the Sikh side, and some more subtle on the British side. Regardless of who was to blame both sides had interests in getting to battle quickly as keeping armies in the field is a costly business.

Initially the Khalsa crossed in the vicinity of Sobraon with two corps with a combined 43-45,000 men led by Lal and Tej Singh. This was the main strength of the Khalsa, and it proceeded to march on and invest the HEIC station of Ferozapore under Maj-Gen Wheeler with some 7,000 men. Significantly both Sikh generals were actually in cahoots with the British and hoped for a quick British victory. Just make sure you understand this. The Sikh generals were conspiring for a British and not a Sikh victory.

In the meantime, the British, or HEIC, forces were marching from various garrison and stations to face this threat. Led by General Hugh Gough and with his boss, Lord Hardinge, as a 2inC, the Indian Army was closing the frontier rapidly through a series of forced marches which was leaving behind the siege train and heavier artillery. Eventually a stop was made at the village of Mudki, some 10 miles from the town of Ferozshah and 15 from Ferozapore. The troops in the main were tired, hungry and thirsty. Mudki had a large tank, or artificial reservoir that the British could use to refresh the troops from and wait while some stragglers arrived. It was mid-afternoon on 18th December 1845, one of the shortest days of the year.

While the British were advancing the Khalsa had been undertaking a dilatory siege of Ferozapore keeping the main portion of the army at Ferozshah. To try and ensure there was not a surprise by the British, the Sikh generals sent a blocking force on the 18th December towards the same village called Mudki. Around mid-afternoon at the village of Loham reports filtered back that the British army had been encountered 4 miles away at Mudki. The first battle was about to begin.

Mudki as a battle is typical example of attack v defence. Despite the Khalsa being better rested and fed it immediately stopped to deploy and await the British attack. The Khalsa consisted of some 2-3,000 regulars with 22 guns and another 12-15,000 irregulars of which half should be considered cavalry. The British had 12-

13,000 men and 42 guns. They attacked as soon as they were ready.

Essentially the Sikhs were steadily overrun as their infantry was heavily outnumbered and their cavalry inert, a common problem. The heavy fire of the Sikh artillery was an unwelcome shock to the British and several officers were wounded or killed as the two armies closed to combat. As would be the case in several battles, aggressive leadership helped win the day and in particular, the British cavalry performed splendidly. Eventually the Khalsa retreated after dark, leaving the British to hold the field but with a hard won respect for their new foes. Losses were in the region of 1,000 each side.

The Khalsa main force waited at Ferozshah. A day's march off but dug in and defiant that they could beat any army if well enough led. This would be put to the test a few days later.

Scale. Roughly 80 men per base for line troops, 60 for light troops and cavalry. One gun model is a battery. Time scale is 20 minutes per turn +/- and ground scale is 80 yards per inch +/-.

Players. Maximum of three Sikh and British. This is pitched at roughly divisional level per player. So, it's perfectly reasonable to cope with two players per side.

Terrain. Table should not be greater than 6 feet deep and 8 feet wide. In general terrain is flat as should be expected for plains. The village of Mudki had a small fort (+1) and was surrounded by cultivated land. As the rainy season is past most of this should be smooth terrain. The Sikhs deployed at the edge of some jungle so should have areas of rough ground to hide in. I've taken the idea of jungle to be wooded areas and not a rainforest, so resist the temptation to make it impassable. It is described as low jungle or scrub jungle. Mudki can have one built up area that can be defended +1. Road movement is possible on the main central and other roads and artillery and cavalry can use secondary roads for passing through the demi-jungle without a movement penalty. Weather is clear.

Playing Time. Note that the battle starts at about 3-4pm and continues til night fall. A maximum of 8-12 moves. Move 8 has maximum visibility of 18", Move 9 - 12", Move 10- 6". After Move 10, Move 11 consists of only units within 6" of one another able to move, shoot or fight and on move 12 all units Disordered roll on the March Table to see if any rout.

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Deployment. As per map. No units should start within 18”.

Leaders. Khalsa CinC is Lal Singh. He is a -1 on initiative. Note he can only add his command bonus for Khalsa units to Disordered units. He’s been bought and paid for by the British. The British CinC is supposed to be Sir Hugh Gough. He is a +1 and Charismatic. However due the “useful” influence of the Governor General, Sir Henry Hardinge as a 2inC, there is a chance Sir Henry will decide to do something “useful”. He is a -2 and the British player can choose to toss a coin or alternate as to which British General is actually running the show. (I’m sure poor old Marshal Schwarzenberg, who had three emperors “helping” him in 1813, would sympathise.)

Officers. Note generals should observe the chain of command when using their bonus for orders. The additions should still be up to +4. However, the 4th cavalry brigade commander issues orders and inspiration to regiments of the 4th cavalry brigade etc. His divisional general and army commander can still add to this, but the other brigadiers cannot. They would be too busy looking after their own troops.

Infantry. Mainly line infantry armed with smoothbore flintlock or irregulars with weapons noted.

Cavalry. Weapons noted. British are Regular units with a mixture of HM regiments and HEIC regiments. There are no Sikh regular cavalry regiments available.

Artillery. All artillery is smoothbore. Artillery may prolong on clear terrain.

Reinforcements. None available.

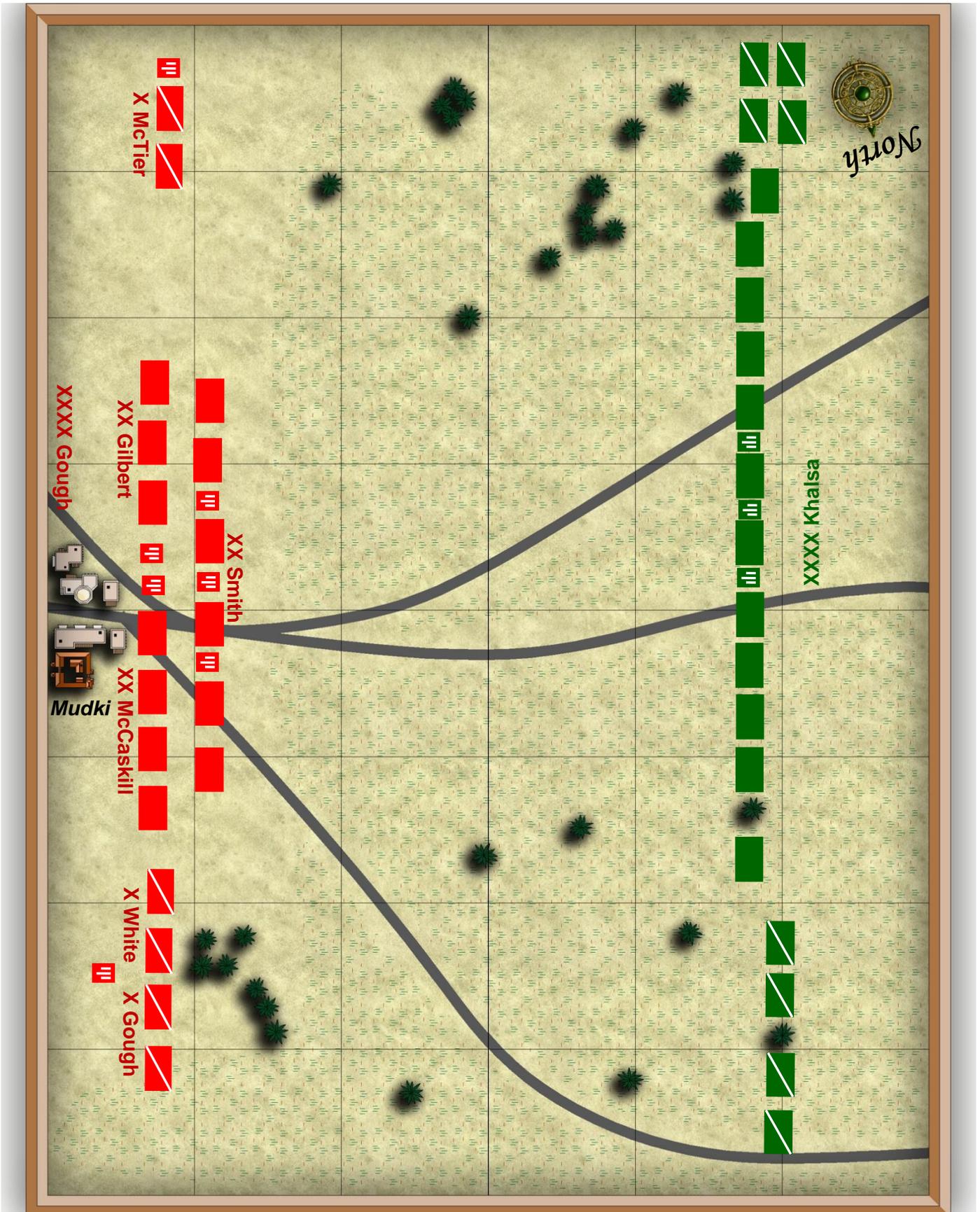
Army Cohesion. Use specifics as indicated for each army. Players may wish to record casualties carefully if they choose to play Ferozshah which would include losses sustained by these forces. It is suggested the winner recovers half of his casualties in bases. The loser recovers one third of non-artillery casualties. Artillery casualties are total loses as they cannot be recovered from the battlefield.

Victory conditions. As per casualty chart in main body. 5 victory points are gained for ownership of Mudki. Losses to HM units, not HEIC units count double. A British victory is declared if the British have more than twice the victory points at the end of the game. A Sikh victory is declared if the Khalsa has more victory points at the end of the game. A draw is anything in between.



Charge of the 3rd King’s Own Light Dragoons at the Battle of Mudki on 18th December 1845 during the First Sikh War by Ernest Crofts (1847 – 1911).

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British (HEIC) Order of Battle

CinC Lt-Gen Sir Hugh Gough +1 Charismatic

CinC Sir Henry Hardinge -2 (Note while 2 CinC are present, only one is in use per turn)

Cavalry "Division" no separate commander

1st Brigade (McTier)¹

9 th Bengal Irregular Cavalry	Regular Average Light Cavalry 6/4/3
4 th Bengal Light Cavalry (Lancers) ²	Regular Average Lancers 6/5/3

2nd Brigade (Gough)

5 th Bengal Light Cavalry	Regular Average Light Cavalry 6/5/3
Governor Generals Body Guard	Regular Elite Light Cavalry 6/5/3

3rd Brigade (White)

HM 3 rd Light Dragoons ³	Regular Elite Heavy Cavalry 6/-/2
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1st Infantry Division (Maj-Gen Sir Harry Smith-Charismatic)

1st Brigade (Bolton)⁴

HM 31 st Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
24 th Bengal Native Infantry ⁵	Regular Average HEIC Sepoy SB Musket 8/6/4
47 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

2nd Brigade (Wheeler)⁶

HM 50 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
42 nd Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
48 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

2nd Infantry Division (Gilbert)

2 nd Native Infantry (Grenadiers)	Regular Elite HEIC Sepoy SB Musket 8/5/3
16 th Native Infantry (Grenadiers)	Regular Elite HEIC Sepoy SB Musket 8/5/3
45 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

3rd Infantry Division (McCaskill)⁷

HM 9 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
HM 80 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
26 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
73 rd Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

Artillery Division (Brigadier Brook)

¹ WIA 18th December

² 4th Bengals were split in 2 between between 1st and 3rd cavalry brigades. I've chosen to combine as one.

³ Dragoons performed magnificently at Mudki. They were given the nickname the Moodkee Wallahs.

⁴ KIA 18th December.

⁵ 24th BNI were most likely used as camp guards. They suffered no casualties at Mudki.

⁶ WIA 18th December.

⁷ KIA 18th December.

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5 Tp Bengal Horse Arty	Regular Elite British Light Horse Artillery Good Shots
2 Battery Foot Artillery	Regular Elite British Light Foot Artillery Good Shots

Army Strength 141 Bases

Break points at 35 losses -1, 49 losses -2, 63 losses -3, and every 14 casualties after.

Khalsa Order of Battle

CinC Lal Singh (Initiative -1) Note. Can only use command bonus on disordered troops.

3rd Khalsa Infantry "Division"

1st Brigade (Khan Singh Man)

1 st Khalsa Bn	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
2 nd Khalsa Bn	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
3 rd Khalsa Bn	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
4 th Khalsa Bn	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
1 st Artillery Bty	Regular Elite Sikh Heavy Artillery
2 nd Artillery Bty	Regular Elite Sikh Heavy Artillery
3 rd Artillery Bty	Regular Elite Sikh Heavy Artillery

2nd Brigade (Khan Meerut Singh)

1 st Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
2 nd Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
3 rd Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
1 st Akalis Band	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2

3rd Brigade (Abinhav Singh)

1 st Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
2 nd Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
3 rd Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
1 st Akalis Band	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2

1st Gourcharra Khas (Sheryas Gouda)

1 st Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3

2nd Gourcharra Khas (Hari Singh Nalwa)

1 st Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3

Army strength 143 bases

Break points at 36 losses -1, 51 losses -2, 65 losses -3, and every 15 losses after.

The Battle of Ferozshah 21st/22nd December 1845



The start of the First Sikh war was started when the Sikh Army (Khalsa) crossed the river Sutlej on 11th December 1845. After laying a fairly lax siege to the closest British garrison at Ferozshah the Sikh main army under the command of Lal Singh set up a fortified camp nearby at Ferozshah. The plan seemed to be to starve out the British, under General Littler, and await the arrival of the main British army at the end of the year.

While this was going on the British in fact were not prepared to co-operate. Sir Hugh Gough force marched towards Ferozshah gathering strength from linking-up with the various detachments and stations en route. Littler in the meantime was undertaking an active defence awaiting relief.

By 18th December the British had reached the village of Mudki, a day or so from Ferozshah. While resting they were stumbled on by a Sikh blocking force thrown out to find them. An untidy battle resulted where the Sikhs were driven from the field in good order in darkness. Over the next couple of days, the British rested, buried their dead and prepared for the advance onto the fortified camp at Ferozshah. Littler was alerted to slip past the besieging troops and join up with Gough. The Sikhs waited and improved their fortifications.

The British army was woken and ready to march about 3 am on 21st December, the shortest day of the year. The army then marched to the vicinity of Ferozshah and the defences were scrutinised. Gough and his 2nd in Command Sir Henry Hardinge, who was also the Governor General of India, then discussed what to do next. The Sikh position while formidable was not impregnable. The position consisted of a U shaped set of parapets and ditches open to the north. It was noted that the east of the position was weaker than the west and south sides. Behind these field positions a number of raised artillery platforms had been built onto which heavy artillery was mounted with expansive fields of fire due to trees and buildings having been cleared earlier.

Reports differ but it appears that Gough was ready to attack the east of the position until Hardinge chose to "have a quick word" as Governor General. It was now roughly noon and there was probably four or five hours of daylight available. Hardinge seems to have decided it was better to wait until Littler turned up with his division and to aid this the point of attack should be shifted clockwise to the south or west to accommodate. This also resulted in the attack being launched around 4pm once Littler's

division arrived after a long march and the troops repositioned. As a result of this chat the fate of India was to rest.

As a battle Ferozshah is in effect an infantry assault on a fortified position. Launching this three infantry division against the Sikh position this resulted in massive losses as the British were also massively out-gunned by the Sikhs. Littler's division, after all the effort of hard marching to join the main army, was directed against possibly the strongest part of the defences and repulsed. However an exhausted attack had cleared the main line of positions by nightfall but due to losses, sheer tiredness and fear of getting trapped in the maze of tents outside the village the army pulled back for a fitful night's rest on one of the coldest nights of the year. The troops did not have overcoats so were left to sleep on the ground as best as possible.

The Sikhs had fought like tigers but without any direction and had not committed any of their cavalry. This was probably as a direct result of the Sikh commander, Lal Singh, being in correspondence with the British and having an objective to ensure the battle was lost.

Having recovered a little of their energy the dawn of the 22nd saw the battle rejoin. The British having weakened the Sikh army was able to now storm the defence and capture the camp and were clearly victorious but exhausted and had mostly used all its ammunition.

Now clouds of dust notified the arrival of a second fresh Sikh army. This was the part of the army under the command of Tel Singh who had mishandled the siege of Ferozshah. The prospect of a British army being defeated was now a distinct possibility as the British could do little save stand and be shot at. It now seemed the folly of a late attack the day before was about to be played out as there was not enough time to recover and resupply.

Now occurred what could be called the Miracle of John Company. Needing little short of a miracle one arrived. An exhausted and confused officer ordered a portion of the cavalry to march off to the west. Panicked by this move the new Sikh army withdrew. Since then there has been various attempts to understand why this happened. Perhaps the most convincing is that the both commanders of the Sikh army Tel and Lal Singh were actively speaking to the British. An incredible act of betrayal to the Khalsa but one where they felt was needed to ensure their own safety. Perhaps all the more amazing was they managed to get the Khalsa to believe them and retreat.

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Of course, you as a gamer have the option to change a number of the key decisions made by both sides during the battle.

Scale. Roughly 80 men per base for line troops, 60 for light troops and cavalry. One gun model is a battery.

Players. Maximum of three Sikh or four British. This is pitched at roughly divisional level per player.

Terrain. Table should not be greater than 6 feet deep and 8 feet wide. In general terrain is flat as should be expected for plains. The village of Ferozshah was a reasonable size and could consist of a set of walls and perhaps 3-5 built up areas. The walls are not significant and can count as +1 defences and -1 for shooting. Any other villages should consist of a single BUA. BUA are again +1 defence and -1 for shooting.

Roads should consist of a small number of roads leading to and from Ferozshah.

The ground around Ferozshah itself is flat and clear consisting of crops or cleared ground for artillery.

In a ring around Ferozshah itself there should be an open "U" of field fortifications consisting of a ditch which can be crossed by infantry on a -2" but with an embankment. The embankments should be enough to leave about one foot +/- between the village and the embankment. It should be apparent to those playing that the equivalent of 2/3 of the embankment acts as a +2 defence in combat and 1/3 as a +1 defence. All the embankment counts as -1 for defence against fire. Cavalry and artillery cannot cross the field defences due to the ditch and embankment. These can however be cleared by engineers at a rate of 40mm per turn if adjacent to the field defences. This is in addition to the other abilities of engineers.

Outside the field fortifications the ground should be clear for roughly 18" to allow the Sikh artillery as clear a field of fire. Perhaps the odd rough ground of a soggy rice-paddy field to break up the terrain.

Beyond this the terrain is mainly "jungle". I've taken the idea of jungle to be wooded areas and not a rainforest, so resist the temptation to make it impassable. It is described as low jungle or scrub jungle.

The area of ground occupied by the Sikh camp counts as rough ground. Weather is clear.

Playing Time. Note that the battle starts at about 3-4pm and continues until night fall. A maximum of 8-12 moves. Move 8 has maximum visibility of 18", Move 9 - 12", Move 10- 6". After Move 10; move 11 consists of only units within 6" of one another able to move, shoot or fight and on move

12 all units Disordered roll on the March Table to see if any rout.

Deployment. As per map. No units should start within 18" of opposition

Leaders. Khalsa CinC is Lal Singh. He is a -1 on initiative. Note he can only add his command bonus to Disordered units. He's been bought and paid for by the British. The British CinC is supposed to be Sir Hugh Gough. He is a +1 and Charismatic. However due to the "useful" influence of the Governor General, Sir Henry Hardinge as a 2inC there is a chance the Governor will decide to do something "useful". He is a -2 and the British player can choose to toss a coin or alternate as to which British General is actually running the show. (I'm sure poor old Marshal Schwarzenberg, who had three emperors "helping" him in 1813, would sympathise.)

Officers. Note generals should observe the chain of command when using their bonus for orders. The additions should still be up to +4. However, the 4th cavalry brigade commander issues orders and inspiration to regiments of the 4th Cavalry Brigade etc. His divisional general and army commander can still add to this, but the other brigadiers cannot. They would be too busy looking after their own troops.

Infantry. Mainly line infantry armed with smoothbore flintlock or irregulars with weapons noted.

Cavalry. Weapons as noted. British units are Regular units with a mixture of HM regiments and HEIC regiments. There are Sikh Regular and Irregular cavalry regiments.

Artillery. All artillery is smoothbore. Artillery may prolong on clear terrain. Note the Sikhs have a number of artillery platforms. These act as small hillocks to allow overhead fire. They count +1 defence and -1 on shooting. However, they have a minimum range of 4" as they have been constructed with overhead fire in mind.

Reinforcements. None available.

Special Rules. Sikh inertia. The Sikh Irregular cavalry seems to have done absolutely nothing except site and watch. Either that or they were so useless as to be irrelevant. There are a number of ways to replicate this, but I will provide two options. The first is to not allow them to move until the enemy fires on the unit or comes within 12". This applies to each unit in turn. This seems to be a reasonably accurate method and is the one provided. An alternative would be to make them all Rabble instead of Average or Raw. However, this may lead to high losses and a quick victory for the British.

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Variations – Early Attack. As noted, the British Commander, Gough planned to attack the east side of the Sikh camp until over ruled by the Governor General and insisting he waited until the 4th Infantry Division and a brigade's worth of cavalry arrived. As the extra troops dashed themselves on the strongest part of the Sikh defences it's a moot point if this was worthwhile. So, one alternative would be to allow the British to start up to 2 feet anti clockwise around the table so almost from South East to attack North West. Littler's division enters automatically (no die role the turn each unit enters) on the west edge from Move 1 in march formation. The game is extended to 20 turns but avoiding the reducing visibility as we assume the British withdraw for tiffin after dark.

Day Two. The survivors of day one have another go. This is a 24-move battle with the following rules. All HM and HEIC are low on ammunition. Assume all firing is Disordered and artillery is assumed to run out of ammo if it rolls a natural 0 when firing. There is no option to resupply artillery, so once it's gone it's gone. From Move 8 the Sikh army of Tel Singh arrive on the West table edge. This consists of another Khalsa infantry division, two brigades of feudal infantry (*Jagadirs*) and two brigades of cavalry (*Ghoruccas Khas*). The additional troops do not increase the Break Points as it is assumed the site of the existing chaos, burning camp etc will not boost morale. But now you can see if you could have done any better.

Army Cohesion. Players who decided to record casualties carefully at Mudki can include those losses in at Ferozshah. In addition, they will need to modify the

resulting Break Points. Players wishing to play day 2 need also to consider day 1 casualties if there is not a clear decision. It is suggested the winner recovers half of his casualties in bases. The loser recovers one half of non-artillery casualties. His artillery casualties are total loses as they cannot be recovered from the battlefield.

Victory Conditions. As per rules. Losses to HM units, not HEIC units, count double. 5 points per BUA occupied or last passed through. 1 point per section of field defences occupied at end of day 1. British 2 points per base of HM/HEIC cavalry inside fortified areas at end of day 1.

Day 2. Probably just survival for British is victory enough. However, the casualty levels are probably going to result in a decisive victory for one side or the other.

Army Break Points.

British. "Hard as nails." As listed in the British – HEIC Order of Battle.

Sikh. "Lions of the Punjab." As listed in the Khalsa Order of Battle.

"Gough has lost a good many men; but what of it? You must lose officers and men, if you have to fight a great battle. At Assaye I lost a third of my force." Arthur Wellesley, 1st Duke of Wellington

Attack of the British 3rd King's Own Light Dragoons at the Battle of Ferozshah on 22nd December 1845 during the First Sikh War, picture from Henry Martens (1790 – 1868).



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British (HEIC) Order of Battle

CinC Lt-Gen Sir Hugh Gough +1 Charismatic

CinC Sir Henry Hardinge -2 (Note while both CinC are present, only one is in command each turn)

Cavalry "Division" no separate commander.

1st Brigade (Harriott)

3 rd Bengal Irregular Cavalry	Regular Average Light Cavalry 6/4/3
8 th Bengal Light Cavalry	Regular Average Light Cavalry 6/5/3

2nd Brigade (Gough)

Governor Generals Body Guard	Regular Elite Light Cavalry 6/5/3
5 th Bengal Light Cavalry	Regular Average Light Cavalry 6/5/3

3rd Brigade (White)

HM 3 rd Light Dragoons	Regular Elite Heavy Cavalry 6/-/2
4 th Bengal Light Cavalry (Lancers) ⁸	Regular Average lancers 6/5/3

1st Infantry Division (Maj-Gen Sir Harry Smith-Charismatic)

1 Tp Bengal Horse Arty	Regular Elite British Light Horse Artillery Good Shots
1 Coy Bombay Sappers	Regular Elite Engineers

1st Brigade (Hicks)

HM 31 st Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
24 th Bengal Native Infantry ⁹	Regular Average HEIC Sepoy SB Musket 8/6/4
47 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

2nd Brigade (Ryan)

HM 50 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
42 nd Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
48 th Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

2nd Infantry Division (Gilbert)

1 Tp Bengal Arty	Regular Elite British Light Artillery Good Shots
1 Coy Bombay Sappers	Regular Elite Engineers

3rd Brigade (Taylor)

HM 29 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
HM 80 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
45 th Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

4th Brigade (McLaran)

HEIC 1 st Bengal European Line	Regular Elite British Line SB Musket Good Shots 8/-/3
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⁸ 4th Bengals were split in 2 between between 1st and 3rd cavalry brigades. I've chosen to combine as one.

⁹ 24th BNI were most likely used as camp guards. They suffered no casualties at Mudki.

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2 nd Native Infantry (Grenadiers)	Regular Elite HEIC Sepoy SB Musket 8/5/3
16 th Native Infantry (Grenadiers)	Regular Elite HEIC Sepoy SB Musket 8/5/3

3rd Infantry Division (Wallace)

1 Tp Bengal Arty	Regular Elite British Light Artillery Good Shots
1 Coy Bombay Sappers	Regular Elite Engineers

5th Brigade (Taylor)

HM 9 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
26 th Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
73 rd Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

4th Infantry Division (Littler)

2 Tp Bengal Horse Arty	Regular Elite British Light Horse Artillery Good Shots
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7th Brigade (Reed)

HM 62 nd Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
12 th Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
14 th Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

8th Brigade (Ashburnham)

33 rd Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
44 th Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
54 th Bengal Native infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
2 x Tp Bengal Arty	Regular Elite British Light Artillery Good Shots

Artillery Division (Brigadier Brook)

2 x Tp Bengal Horse Arty	Regular Elite British Light Horse Artillery Good Shots
2 x Battery Foot Artillery	Regular Elite British Light Foot Artillery Good Shots
1 x Battery Foot Artillery	Regular Elite British Heavy Foot Artillery Good Shots

Army Cohesion Break Points at 83 (-1), 104 (-2), 125 (-3) and every 21 stand losses after.

Sources differ in actual units involved. If desired add a regiment of Irregular Cavalry to two of the cavalry brigades and up to three Sepoy battalions to the 2nd and 3rd Infantry Divisions. Breakpoints need to be amended.

Khalsa Order of Battle

CinC Lal Singh (Initiative -1) Note. Can only use command bonus on Disordered troops.

Fauj-i-khas or Royal Army (Diwan Ajudhia Prashad) Charismatic

Paltan Khas	Regular Elite Sikh Well Drilled Sepoy other SB Musket 8/5/3
Gurkhas Paltan	Regular Elite Gurkha Well Drilled Sepoy other SB Musket 8/5/3
Paltan Dewa Singh	Regular Elite Sikh Well Drilled Sepoy other SB Musket 8/5/3
Paltan Sham Sota	Regular Elite Sikh Well Drilled Sepoy other SB Musket 8/5/3
Grenadier Cavalry Rajman	Regular Raw Armoured Heavy Cavalry 6/4/2
1 st Dragoons Rajman	Regular Raw Heavy Cavalry 6/4/2
Royal Lancers Rajman	Regular Raw Lancers 6/4/2

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1 st Jinsi Derah	Regular Elite Sikh Heavy Artillery
2 nd Jinsi Derah	Regular Elite Sikh Heavy Artillery

1st Khalsa Infantry "Division" (Sham Singh Atariwala)

1st Fauj-jain Campu (Gen Matab Singh Majthia)

1 st Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
2 nd Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
3 rd Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
3 rd Aspi Derah	Regular Elite Sikh Light Artillery

2nd Fauj-jain Campu (Diwan Jodha Khan)

4 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
5 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
6 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
4 th Aspi Derah	Regular Elite Sikh Light Artillery

3rd Fauj-jain Campu (Gen Matab Singh Majthia) Artillery Brigade

5 th Jinsi Derah	Irregular Elite Sikh Siege Artillery
6 th Jinsi Derah	Irregular Elite Sikh Siege Artillery
7 th Jinsi Derah	Irregular Elite Sikh Siege Artillery
8 th Jinsi Derah	Irregular Elite Sikh Siege Artillery
9 th Aspi Derah	Regular Elite Sikh Light Artillery
10 th Aspi Derah	Regular Elite Sikh Light Artillery
11 th Aspi Derah	Regular Elite Sikh Light Artillery

Jagirdari Fauj (Feudal forces)

1st Brigade (Khan Meerut Singh) General mounted on elephant

1 st Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
2 nd Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
3 rd Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
1 st Akalis band	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2
2 x Groups Rocketeers	Irregular Raw Rocketeers with Camels

2nd Brigade (Abinhav Singh)

1 st Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
2 nd Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
3 rd Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
1 st Akalis band	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2
3 x Groups Jingals	Irregular Raw Jingals with Camels

3rd Brigade Fauj-i-Qilijat (Abinhav Singh)

1 st Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4
2 nd Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4
3 rd Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4
4 th Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4
3 x Groups Jingals	Irregular Raw Jingals

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1st Gourcharra Khas (Sheryas Gouda)

1 st Gourcharra Misl	Irregular Raw Sikh Heavy Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3

2nd Gourcharra Khas (Hari Singh Nalwa)

1 st Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3

3rd Gourcharra Khas (Diran Asif Hari)

1 st Gourcharra Misl	Irregular Raw Sikh Armoured Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3

Army Cohesion Break Points at 84 (-1), 98 (-2), 112 (-3) stands and every 14 stand losses after.



British attack the Sikh Camp at the Battle of Ferozshah on 22nd December 1845 during the First Sikh War, by Henry Martens (1790 – 1868).

The Battle of Aliwal, 28 January 1846

Special Foreward. *The following scenario was the first of two initially submitted by the Crawly Wargames folks. As such it follows a different format than the rest, but I kinda like it, so have included it unchanged. I have spoken.*
Colonel Bill



Greetings!

You are Sir Harry Smith, serving officer since the Spanish Peninsula – indeed that's where you met Lady Smith. You have been tasked in the early part of the Anglo-Sikh War to clear the Lines of

Communication and ensure the safe journey of the siege train to allow the reduction of the main Sikh position at Sobraon.

You have been playing cat and mouse (or cobra and mongoose?) with the Sikh penning them into a last enclave south of the river Sutlej. Intelligence has informed you that defeat of this force will remove the threat to your LOC as the enemy force includes the only regular formations outside the main Sikh army and Lahore. Noting the earlier mistakes of Mudki and Ferzopore you have rested your army and will attack in the morning.

General. Unless otherwise stated, the rules modifications found on pages 5 – 8 of this document apply.

Scale. Roughly 80 men per base for line troops, 60 for light troops and cavalry. One gun model is a battery. Time scale is 20 minutes per turn +/- and ground scale is 80 yards per inch +/-.

Terrain. The River Sutlej is only fordable at the fords designate on the map. See special rules for Nullahs.

Playing time. The battle began late in the morning and lasted until evening. Assume a start time of 11 am and assume 21 turns.

Deployment. As per the accompanying map for this battle. On the map each rectangle is one foot square

Leaders. As given below.

Officers. Note generals should observe the chain of command when using their bonus for orders. The additions should still be up to +4. In other words, the 4th Cavalry Brigade commander issues orders and inspiration to regiments of the 4th Cavalry Brigade etc. His divisional general and army commander can still add to this, but the other brigadiers cannot.

Infantry. Mainly line infantry armed with smoothbore flintlocks or Irregulars with weapons noted.

Cavalry. Weapons as noted.

Artillery. All artillery is smoothbore. Artillery may prolong on clear terrain.

Reinforcements. None available.

Victory Conditions.

Defeat the enemy. Doh!

The Sikh LOC are over the only fords for miles around. If you capture these this will be an automatic victory. You must have a non-spent or Disordered battalion or regiment occupying the three fords at the beginning of a turn before any rolling for Initiative.

A natural defence line is between the villages of Aliwal and Bhundri in front of the Sikh camp. There is a low ridge and one side is partially protected by the river and the other partly by a demi-jungle and woods. At the game's end you receive 5 points per village if occupied by Fresh troops and 2 points per Fresh unit completely on the ridge or in the Sikh camp.

Special Rules

Nullahs. Note the presence of nullahs or dried up river beds. Units completely in a Nullah will receive a -1 cover from shooting from more than 2" away. However, you cannot fire more than 2" if in a Nullah. If you are shot at by troops closer than 2", lining the bank, they receive a bonus +1 on the die. In effect they are shooting down fish in a barrel - you're trapped.

Fortifications and BUA. These are not fortresses and provide a -1 against enemy fire and +1 advantage in H2H. These fortifications you will note are types of fleches and confer the advantage only if facing South. No good for you in other words.

Break Points

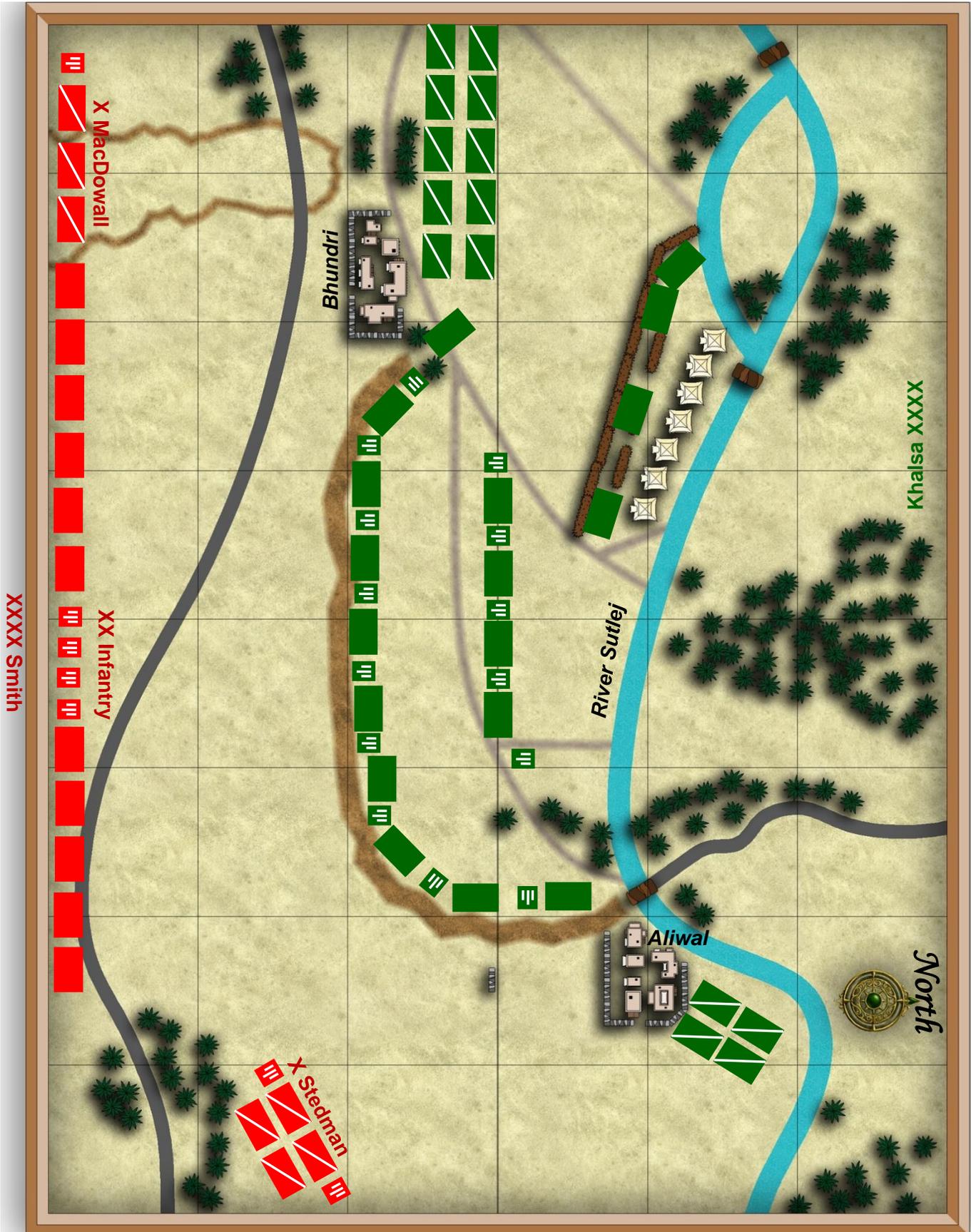
Stiff Upper Lip. You will start to suffer morale break points over 35%. At 126 bases, of all types, lost this starts and is applied for every 10% (13), so:

44 bases lost -1 on command rolls

57 bases lost -2 on command rolls

70 bases lost -3 on command rolls etc

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British (HEIC) Order of Battle

CinC – You, Major General Sir Harry Smith – Charismatic +2 on Command

Infantry

Hicks Brigade

HM 31 st Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
24 th BNI	Regular Average HEIC Sepoy SB Musket 8/6/4
36 th BNI	Regular Average HEIC Sepoy SB Musket 8/6/4
Artillery Bty	Regular Average British Light Artillery, Good Shots

Wheelers Brigade

HM 50 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
48 th BNI	Regular Average HEIC Sepoy SB Musket 8/6/4
Sirmoor Gurkhas	Regular Average HEIC Sepoy Gurkha SB Musket 8/6/4
Artillery Bty	Regular Average British Light Artillery, Good Shots

Wilson's Brigade

HM 53 rd Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
30 th BNI	Regular Average HEIC Sepoy SB Musket 8/6/4
Shayawati Gurkhas	Regular Average HEIC Sepoy SB Musket 8/6/4
Artillery Bty	Regular Average British Light Artillery, Good Shots

Godby's Brigade

47 th BNI	Regular Average HEIC Sepoy SB Musket 8/6/4
15 th BNI	Regular Average HEIC Sepoy SB Musket 8/6/4
Artillery Bty	Regular Average British Light Artillery, Good Shots

Cavalry

O/C Brigadier Cureton

3 x Bengal Horse Artillery	Regular Elite Light Horse Artillery, Good Shots
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MacDowall's Brigade

HM 16 th Lancers	Regular Elite Heavy Cavalry Lancers 6/-/2
3 rd BLC	Regular Average Light Cavalry 6/5/3
4 th BLC	Regular Average Light Cavalry Lancers 6/5/3 (better recruits)

Stedman's Brigade

GGBG	Regular Elite Heavy Cavalry 6/-/2
1 st BLC	Regular Average Light Cavalry 6/5/3
5 th BLC	Regular Average Light Cavalry 6/5/3
Shekawati Light Horse	Regular Average Light Cavalry 6/5/3

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Greetings

You are Runjoor Singh. You have been tasked in the early part of the Anglo-Sikh war to maintain a presence south of the River Sutlej partially to threaten the English supply line, partly to rouse our fellows Sikhs south of the river. Since the earlier battles of Mudki and Ferzepore the main Sikh army has retired to a defensive position at Sobraon.

You have been playing cat and mouse (or cobra and mongoose?) with the English, raiding their supply lines with your Irregulars. However, in the last week a powerful force of English has slowly started to block off the river crossing and two days ago approached the last main crossing at Aliwal. While you expect an attack soon the good news is you have been reinforced by elements of the regular army, including the famed *Faud-i-khas*, or Guards, of Allard's brigades.

General. Unless otherwise stated, the rules modifications found on pages 5 – 8 of this document apply.

Scale. Roughly 80 men per base for line troops, 60 for light troops and cavalry. One gun model is a battery. Time scale is 20 minutes per turn +/- and ground scale is 80 yards per inch +/-.

Terrain. The River Sutlej is only fordable at the fords designate on the map. See special rules for Nullahs.

Playing time. The battle began late in the morning and lasted until evening. Assume a start time of 11 am and assume 21 turns.

Deployment. As per the accompanying map for this battle. On the map each rectangle is one foot square

Leaders. As given below.

Officers. Note generals should observe the chain of command when using their bonus for orders. The additions should still be up to +4. In other words, the 4th Cavalry Brigade commander issues orders and inspiration to regiments of the 4th Cavalry Brigade etc. His divisional general and army commander can still add to this, but the other brigadiers cannot.

Infantry. Mainly line infantry armed with smoothbore flintlock or Irregulars with weapons noted.

Cavalry. Weapons as noted.

Artillery. All artillery is smoothbore. Artillery may prolong on clear terrain.

Reinforcements. None available.

Victory Conditions.

Don't let the English capture the fords because if this happens your army will disperse as it has no line of retreat. They are on your baseline. This is an automatic game loss.

Avoid if possible, losing your camp. As this is close to your base line you will need to retreat over the river as this is your supply path. If this has not been captured – entered by a non-spent enemy - you get a minus 5 points

A natural defence line is between the villages of Aliwal and Bhundri. There is a low ridge and one side is protected by the river and the other partly by jungle and woods. At the game's end you're receive 10 points per village if still occupied by Fresh troops and 2 points per Fresh unit completely on the ridge.

Special Rules.

Nullahs. Note the presence of Nullahs or dried-up river beds. Units completely in a Nullah will receive a -1 cover from shooting from more than 2" away. However, you cannot fire more than 2" if in a Nullah. If you are shot at by troops closer than 2", lining the bank, they receive a bonus +1 on the die. In effect they are shooting down fish in a barrel - you're trapped.

Fortifications and BUA; These are not fortresses and provide a -1 against enemy fire and +1 advantage in H2H.

Break Points.

Sikh Stoicism. You will start to suffer morale break points at 25%. At 60 bases, of all types, lost this penalty starts and is applied for every 12 bases after this. So:

60 bases lost -1 on command rolls

72 bases lost -2 on command rolls

84 bases lost -3 on command rolls, etc.

I have gained one of the most glorious battles ever fought in India ... Never was victory more complete, and never was one fought under more happy circumstances, literally with the pomp of a field day; and right well did all behave."

General Sir Harry Smith

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Khalsa Order of Battle

CinC – You as Runjoor Singh – Charismatic, +0 for Command

Infantry

Faud-i-kha Guard brigade of Charismatic French Commander, who can command this brigade only

2 x Battalions Guard Sepoys	Regular Elite Sikh Well Drilled Sepoy, Other SB Musket 8/5/3 (these have mounted officers)
1 x Regt Lancers	Regular Average Lancers 6/5/3
1 x Regt Cuirassiers	Regular Average Armoured Cavalry 6/5/3
2 x Batteries Regular Heavy Foot Artillery	Regular Elite Sikh Heavy Artillery
1 x Batteries Regular Light Foot Artillery	Regular Elite Sikh Light Artillery

2 Line or Faud-i-ain brigades of Unknown Commander, who can only command Regulars, each of:

4 x Battalions Sepoys	Regular Average Sikh Native Drilled Sepoy, Other SB Musket 8/6/4
2 x Batteries Regular Heavy Foot Artillery	Regular Elite Sikh Heavy Artillery, Good Shots
2 x Batteries Regular Light Foot Artillery	Regular Elite Sikh Light Artillery, Good Shots

2 Tribal groupings of Unknown Commander, who can command these troops only, each of:

3 x Battalions Irregular Infantry	Irregular Average Sikh Infantry, Matchlock 8/6/4
1-2 x Light Infantry Battalions	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2
1-2 x Irregular Light Foot Artillery	Irregular Raw Sikh Light Artillery

Cavalry

3 x Cavalry Groups of Unknown Commander, each of:

1 x Gourchurra Heavy Cavalry Regt	Irregular Raw Sikh Heavy Cavalry Fanatics 6/5/4
3 x Irregular Skirmish Light Cavalry	Irregular Raw Sikh Light Cavalry 6/5/4



Charge of the 16th Queen's Lancers at the Battle of Aliwal on 28th January 1846 in the First Sikh War, third picture by Orlando Norie (1832 – 1901).

The Battle of Sobraon, 10th February 1846



The start of the First Sikh War occurred when the Sikh Army (Khalsa) crossed the river Sutlej on 11th December 1845. After the bloody battles of Mudki and Ferozshah against the British main body the Sikhs retired to a series of fortified positions on the south bank of the Sutlej. They were to act as bargaining chips and as bases for raiding forces against the British LoC. A force led by Sir Harry Smith had reduced and eliminated one of these positions in Aliwal in January. This left the seemingly formidable position at Sobraon.

Fatally this fixed position led to the British being able to concentrate their main army against it. They were also able to spend time examining the position and bringing up the British siege train. What was imagined to be a strong position was in danger of becoming a trap for the Khalsa.

The position at Sobraon was located in a crook of the Sutlej. On the north bank there was a number of shallow cliffs on which the Sikhs has placed artillery positions. Supporting this the cavalry was camped to allow fodder and grazing. Probably it was there to keep it out of harm's way considering its generally mediocre battlefield performance. Linking the north and south banks was a number of shallow fords and a bridge of boats or pontoon bridge. This vital umbilical cord would become the only way to reinforce the bridgehead or retreat north.

The south bank held a fortified position of a series of embankments roughly 3 km in length in a flattened semi-circle. This position had been built up by the various units and had definite variations in strength. On the east it had been mainly built up by troops led by Sham Singh Attariwala, a professional and competent officer. This was strongly fortified, and care had been taken to incorporate Nullah, or dry gullies, into the positions. This meant that in places there were obstacles up to 12 ft/4m high to climb. Moving clockwise around the position the preparation became less. Eventually the far west part of the position was little more than the odd fox hole. This was due to the actual ground being sandy and close to the water table so any actual fortifications would slowly sink back into sand. As a result, the Sikh command, Lal Singh, decided to place irregular troops and no artillery in this sector. This was duly noted and in the words of an engineer of the British, J. D. Cunningham; "the troops did everything and the officers nothing".

Noting all this and aware that waiting could result in unrest to the South as the British were not defeating the Sikhs, Sir Hugh Gough made his plans. Doubtless the presence of the Governor-General, Sir Henry Hardinge, did nothing to help Gough. Additionally, there was a steady stream of information, rumour and counter rumour flowing between both sides. This was endemic to warfare in India and partially as a result of the Sikh High command actually wishing to end the war on favourable terms despite losing every engagement to date.

Key to the British plan was the fact that for once a significant Sikh force was outgunned as the British siege train was present. Early on the morning of 10th February the troops were quietly roused and moved into position. The plan was simple and looked good, two divisions would launch pinning attacks against the stronger east and middle sectors after a preparatory bombardment. A third division was to thrust into the poorly defended western sector, capture the bridge and as a result undermine the position and eliminate the Khalsa. Peace would follow and honours would flow like confetti.

No plan survives the first contact with the enemy. As dawn burnt off the morning mist and the artillery bombardment commenced some things turned out wrong. A combination of being too far away, poor fuses and possibly old powder meant that the heavy artillery was less effective than it should have been. In addition, little extra ammunition had been brought up and there was insufficient limber capacity to move all the artillery. As a result, after about two hours the artillery bombardment started to slacken. At this point, informed of the problem, Sir Hugh Gough, true to his fighting spirit exclaimed "Thank God! Then I'll be at them with the bayonet!"

What followed next was part muddle, part genius, in the best traditions of the British army. The main attack on the west portion of the Sikh position was repelled as it ran into stronger opposition than expected. It also bogged down in the sandy ground and in the teeth of Sikh artillery getting moved to face the threat. Noting this Gough ordered his secondary attacks to go in as the new main attack. After the initial position was carried British engineers blew a gap for cavalry and artillery to push through. This led in turn to the grudging withdrawal of the Khalsa becoming a retreat as heavy casualties were being inflicted by the cavalry pinning or charging what the artillery could not bombard.

The Sikh position was reaching a critical point and required firm decisive command from Lal Singh. This was

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not forthcoming. In what seems to be a nervous breakdown, or downright cowardice, Lal Singh spent most of the battle hiding in a beehive shaped shelter leaving the battle to the brigade and regimental commanders. While these officers fought and commanded in exemplary manner there was no overall plan. As the British were crossing the first line of fortifications he then seems to have bolted and may also have sabotaged the pontoon bridge, totally compromising the army.

As the Khalsa retired in the face of British, all was still in good order, but as troops tried to retire to the north bank it was found that the ford inside the fortification was unusable as the river had risen. This meant that the only way out was over the pontoon bridge. And so, the final tragic act of the Khalsa was played out. Hemmed into the shrinking bridgehead discipline and order started to dissolve and troops fled over the bridge and anything in their path. Eventually the bridge broke, or was broken, and the Khalsa became a mass of refugees. What happened next was a slaughter as the British pored fire into the mob of drowning soldiers. The butchers bill for this was estimated at 10,000 dead. India was secured and the Khalsa ruined.

As an afterthought, the British crossed a few days later, marched on the Sikh capital, Lahore, and dictated a peace treaty to the Sikhs. The Sikh leaders had what they wanted. The British had what they wanted. The Khalsa? They had reaped the revenge of history:

“At the funeral of Jawahir Singh in September, his four widows were to join him in the afterlife as was the custom of suttee. Sikh soldiers in an act of barbarism ripped the jewellery off the widows and stole the money from their purses preventing them making a final sacred offering. Thus, disgraced and bloody the widows cursed the Khalsa, stating their wives would become widows and the country made desolate.”

Scale. Roughly 80 men per base for line troops, 60 for light troops and cavalry. One gun model is a battery. Ground scale is one inch equals 60 – 80 yards, with each map rectangle equal to 12 inches square.

Players. Maximum of three Sikh or four British. This is pitched at roughly divisional level per player.

Terrain. Table should not be greater than 6 feet deep and 9 feet wide. In general terrain is flat which should be expected for plains. The Sobraon is a small settlement with no BUA to warrant bonuses. The river Sutlej is unfordable and can only be crossed by the pontoon bridge. **The river is c 400-500 yards wide and so should**

be as wider than 4” to prevent any effective small arms fire. There should be an area on the west of the Sikh defence considered to be marshy or boggy due to the rise of the river overnight. The north bank of the Sutlej is considered high ground which follows the river bank but with a gap where the pontoon bridge is. Weather is clear. There are no roads save the one from the pontoon.

Nullahs. These are dried up streams which would be watercourses during the rainy season. Treat as depressions 60mm wide. Infantry can be immune to any artillery over 4”, except for rockets, by remaining stationary. It’s assumed they are lying down so cannot shoot and if charged count as Disordered. These should not be considered as substantial fortifications

The Sikh Defence Perimeter. As noted there should be two or three portions clearly delineated. 25% should be substantial and count as -2 cover and +2 for combat advantage. 50% should be reasonable and count as -1/+1. The remaining 25% should count as -1 for shooting only and only as disordering obstacle for mounted troops or artillery. These should be arranged in decreasing effectiveness from East to West.

The **internal** defence line is considered reasonable defences. These can however be cleared by engineers at a rate of 40mm per turn if adjacent to the field defences. This is in addition to the other abilities of engineers.

Playing time. Note that the battle starts at about 8am and continues until night fall. A maximum of 24 moves.

Deployment. As per map. No units should start within 18” of opposition.

Leaders. Khalsa CinC is Tel Singh. He is a -2 on Initiative. In addition, he is very probably in the middle of a nervous breakdown. So, he cannot use his command ability to add to command rolls. The Sikhs basically have no commander in chief.

The British CinC is supposed to be Sir Hugh Gough. He is a +1 and Charismatic. However due the “useful” influence of the Governor General Sir Henry Hardinge, as a 2inC there is a chance Sir Henry will decide to do something “useful”. He is a -2. The good news is he seems to have contributed little except worry about losing the battle. To determine who is the CinC is on a given turn roll a D10 1-3 it is Sir Henry, 4-10 it is Sir Hugh.

Officers. Note generals should observe the chain of command when using their bonus for orders. The additions should still be up to +4. However, the 4th cavalry

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brigade commander issues orders and inspiration to regiments of the 4th cavalry brigade etc. His divisional general and army commander can still add to this, but the other brigadiers cannot. They would be too busy looking after their own troops.

Infantry. Mainly line infantry armed with smoothbore flintlock or Irregulars with weapons noted.

Cavalry. Weapons as noted. British units are Regular units with a mixture of HM regiments and HEIC regiments.

Artillery. All artillery is smoothbore. Artillery may prolong on clear terrain. Note the Sikhs have a number of guns overlooking the north bank and these can use overhead fire. In addition, the Sikhs have camel artillery and both sides rockets.

Reinforcements. None available.

Special Rules.

Sikh Inertia. No Sikh unit can move for the first four turns. Units can rally off Disorder but if required to retreat cannot move back.

No room for cavalry. Sikh irregular feudal cavalry must deploy on the Sutlej's north bank. While the Sikh player may choose to bring cavalry south over the Bridge of Sighs it runs the risk of becoming a target. However Irregular cavalry is ignored for Army Cohesion purposes.

Officers but no generals. The maximum bonus available for officers on command is +3 and not +4 for the Sikhs.

The Bridge of Sighs. The pontoon bridge is an obvious weak link for retreating or reinforcing the Khalsa. If more than one Sikh unit is on the bridge during a no-retreat move (not just the end of a move) roll an immediate, supplemental D10. On a result of 1-2 the bridge is broken in the middle and cannot be repaired. If the units on the bridge are under fire this becomes 1-4. This roll is made

after all shooting but before combat.

Nowhere to go. Any unit which retreats, evades or retires in the Sikh bridgehead and cannot move the full distance is forced onto the bridge. Such a unit panicking onto the bridge will break the bridge on a 1 on an immediate, supplemental D10 roll. Once there is no bridge to run over, units unable to retreat are considered destroyed and all bases are removed and considered lost.

"Sir, we've run out of ammo." The British advance was supposed to be preceded by an artillery barrage. However, the heavy artillery ran out of ammo. British siege artillery will run out of ammunition on a natural 0. It is considered low on ammo for the rest of the game.

Victory conditions. As per rules. Losses to HM units, not HEIC units, count double. 1 point per 40 mm section of field defences occupied at end of game, 2 points per section of field defence removed by British engineers.

Break Points.

British. "Hard as nails." As given under the British – HEIC Order of Battle.

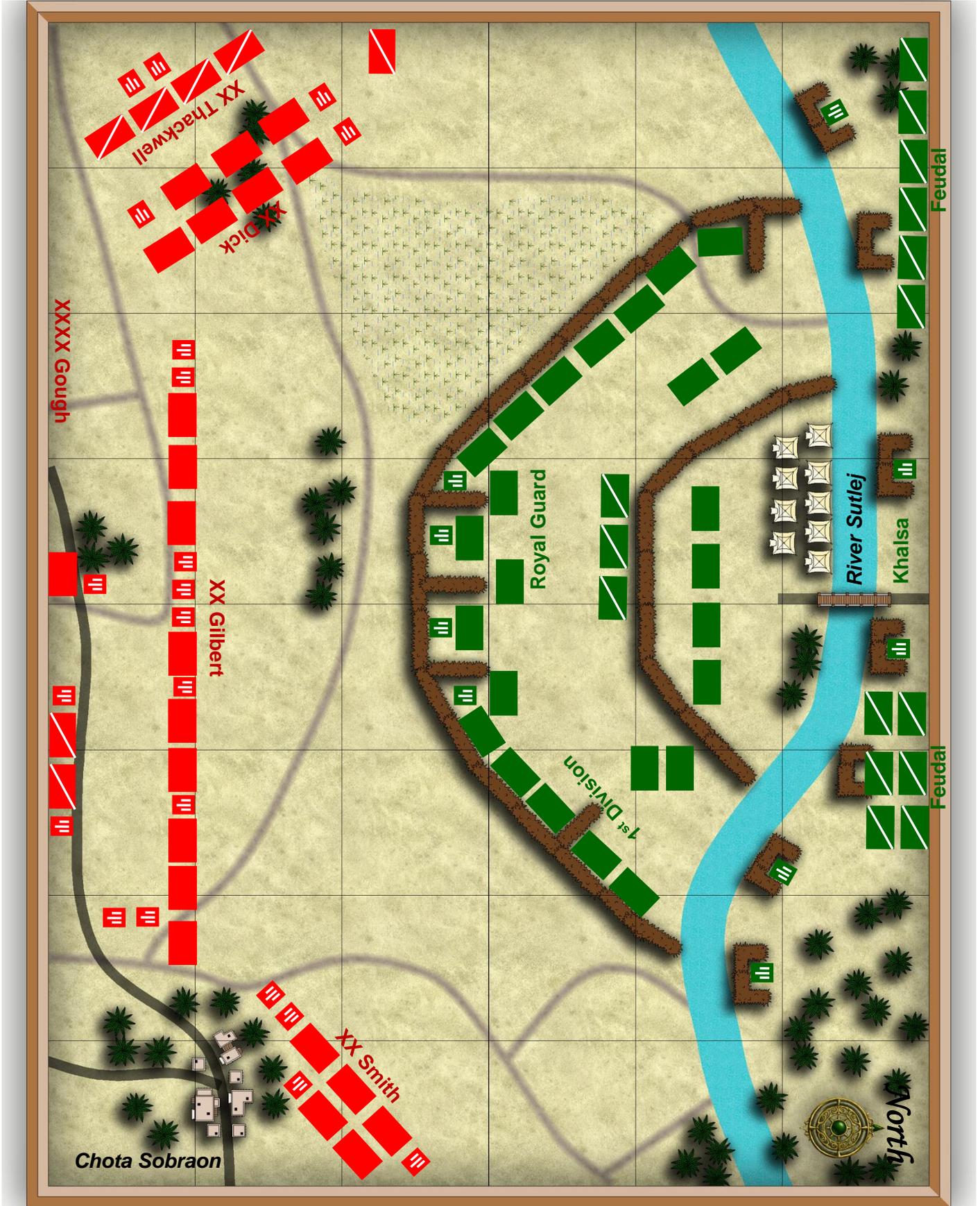
Sikh. "Lions of the Punjab." As given under the Khalsa Order of Battle.

"The awful slaughter, confusion and dismay were such as would have excited compassion in the hearts of their generous conquerors, if the Khalsa troops had not, in the early part of the action, sullied their gallantry by slaughtering and barbarously mangling every wounded soldier whom, in the vicissitudes of attack, the fortune of war left at their mercy."
General Sir Hugh Gough

ABBREVIATIONS: LOC – Line of Communication, OC – Officer Commanding, QMG – Quartermaster General, QRS – Quick Reference Sheet, HEIC – Honourable East India Company, BNI – Bengal Native Infantry, BLC – Bengal Light Cavalry, GGBG – Governor General's Body Guard, HM – His or Her Majesty, ROF – Regiment of Foot, M – Matchlock, A – Armoured Heavy Cav, L or Lt – Light (infantry or cavalry), LL – Light Lancer, HL – Heavy Lancer, H – Heavy, SB – Smoothbore, pdr – pounder (eg 12 pdr artillery), Bn – Battalion, Bty – Battery, BUA – Built Up Area, I or Ir – Irregular, R - Raw, A - Average, E–Elite, (C) or C –Charismatic, X–Brigade or oversized Regiment, XX–Division, XXXX–Army, Light. Numbers represent Fresh/Worn/Spent status.

LABELS: Use Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25. Print with colour laser, cut out labels for use, peel off back and stick on bottom of stands.

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Age of Tigers, Warfare in India 1740 - 1860

British (HEIC) Order of Battle

CinC Lt-Gen Sir Hugh Gough +1 Charismatic*

CinC Sir Henry Hardinge -2* (Note while both CinC are present only one is present)

Cavalry Division (Major-General Joseph Thackwell)

1st Brigade (Brigadier Scott)

HM 3 rd Light Dragoons	Regular Elite Heavy Cavalry 6/-/2
4 th Bengal Light Cavalry (Lancers) ¹⁰	Regular Average Lancers 6/5/3
5 th Bengal Light Cavalry	Regular Average Light Cavalry 6/5/3
9 th Bengal Irregular Cavalry	Regular Average Light Cavalry 6/4/3

2nd Brigade (Brigadier Colin Campbell)

HM 9 th Lancers	Regular Elite Heavy Lancers 6/-/2
2 nd Bengal Irregular Cavalry	Regular Average Light Cavalry 6/4/3

3rd Brigade (Brigadier Unknown)

Governor Generals Body Guard	Regular Elite Light Cavalry 6/5/3
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4th Brigade (Brigadier CR Cureton)

HM 16 th Lancers	Regular Elite Heavy Lancers 6/-/2
3 rd Bengal Light Cavalry	Regular Average Light Cavalry 6/5/3
4 th Bengal Irregular Cavalry	Regular Average Light Cavalry 6/4/3

1st Infantry Division (Maj-Gen Sir Harry Smith-Charismatic)

1 Coy Bombay Sappers	Regular Elite Engineers
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1st Brigade (Brigadier Hicks)

HM 31 st Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
47 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

2nd Brigade (Brigadier Penny)

HM 50 th Foot	
42 nd Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
Nasiri Gurkha Bn	Regular Average HEIC Sepoy SB Musket Ghurkha 8/6/4

2nd Infantry Division (Major General Sir Walter Gilbert)

1 Coy Bombay Sappers	Regular Elite Engineers
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3rd Brigade (Taylor)

HM 29 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
41 st Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
68 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

¹⁰ 4th Bengals were split in 2 between 1st and 3rd cavalry brigades. I've chosen to combine as one.

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4th Brigade (McLaren)

HEIC 1 st Bengal Regiment	European Regular Elite British Line SB Musket Good Shots 8/-/3
16 th Native Infantry (Grenadiers)	Regular Elite HEIC Sepoy SB Musket 8/5/3
Sirmoor Gurkha Bn	Regular Average HEIC Sepoy SB Musket Ghurkha 8/6/4

3rd Infantry Division (Major General Sir Robert Dick)

1 Coy Bombay Sappers	Regular Elite Engineers
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5th Brigade (Brigadier Ashburnham)

HM 9 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
HM 62 nd Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
26 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

6th Brigade Brigadier (Wilkinson)

HM 80 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
33 rd Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
63 rd Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

7th Brigade Brigadier (Brigadier Stacey)

HM 10 th Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
HM 53 rd Foot	Regular Elite British Line SB Musket Good Shots 8/-/3
43 rd Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4
59 th Bengal Native Infantry	Regular Average HEIC Sepoy SB Musket 8/6/4

Artillery Division (Brigadier Brook)

9 x Tp Bengal Horse Arty	Regular Elite British Light Horse Artillery Good Shots (9pdr)
3 x Battery Foot Artillery	Regular Elite British Light Foot Artillery Good Shots (9pdr)
2 x Battery Foot Artillery	Regular Elite British Heavy Foot Artillery Good Shots (12pdr)
7 x Battery Foot Artillery	Regular Average British Siege Artillery Good Shots (18pdr, 24pdr howitzers, 8" howitzers, 5.5" howitzers)
1 Rocket Troop	Regular Average British Light Horse Rocket

Strength 250 bases

Break points at 62 bases -1, 77 bases -2, 102 bases -3 and every 25 casualties after.

Sources differ on actual units involved. Feel free to modify based on your own reading

Khalsa Order of Battle

CinC Tej Singh (Initiative -2) Cannot add Command bonus to any troops. See scenario notes.

Fauj-i-khas or Royal Army (Diwan Ajudhia Prashad) Charismatic

Paltan Khas	Regular Elite Sikh Well Drilled Sepoy Other SB Musket 8/5/3
Gurkhas Paltan	Regular Elite Ghurkha Well Drilled Sepoy Other SB Musket 8/5/3
Paltan Dewa Singh	Regular Elite Sikh Well Drilled Sepoy Other SB Musket 8/5/3
Paltan Sham Sota	Regular Elite Sikh Well Drilled Sepoy Other SB Musket 8/5/3
Grenadier Cavalry Rajman	Regular Raw armoured Heavy Cavalry 6/4/2

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1 st Dragoons Rajman	Regular Raw Heavy Cavalry 6/4/2
Royal Lancers Rajman	Regular Raw Lancers 6/4/2
1 st Jinsi Derah	Regular Elite Sikh Heavy Artillery
2 nd Jinsi Derah	Regular Elite Sikh Heavy Artillery

1st Khalsa Infantry "Division" (Sham Singh Atariwala) Charismatic

1st Fauj-jain Campu (Gen Matab Singh Majthia)

1 st Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
2 nd Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
3 rd Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
3 rd Aspi Derah	Regular Elite Sikh Light Artillery

2nd Fauj-jain Campu (Diwan Jodha Khan)

4 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
5 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
6 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
4 th Aspi Derah	Regular Elite Sikh Light Artillery

3rd Fauj-jain Campu (Colonel Hobron – a Spaniard)

7 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
8 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
9 th Khalsa Paltan	Regular Average Sikh Native Drilled Sepoy Other SB Musket 8/6/4
5 th Aspi Derah	Regular Elite Sikh Light Artillery
6 th Aspi Derah	Regular Elite Sikh Light Artillery

Jagirdari Fauj (Feudal forces)

1st Brigade (Khan Meerut Sing) General mounted on elephant

1 st Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
2 nd Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
3 rd Banduchis	Irregular Average Sikh Infantry Matchlock 8/6/4
1 st Akalis band	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2
2 x Groups Rocketeers	Irregular Raw Rocketeers with Camels
4 x Groups Jingals	Irregular Raw Jingals with Camels

2nd Brigade (Imam Shah)

1 st Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
2 nd Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
3 rd Jagadirs	Irregular Average Sikh Infantry Matchlock 8/6/4
2 nd Akalis band	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2
3 rd Akalis band	Irregular Average Sikh Light Infantry, Fanatics with Matchlocks and Impact Weapons 6/4/2
4 x Groups Jingals	Irregular Raw Jingals with Camels

3rd Brigade Fauj-i-Qilijat (Abinhav Singh)

1 st Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4
2 nd Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4
3 rd Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4

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4 th Badadaris	Irregular Raw Sikh Infantry Matchlock 8/6/4
4 x Groups Jingals	Irregular Raw Jingals

1st Gourchurra Khas (Maka Khan)

1 st Gourcharra Misl	Irregular Raw Sikh Heavy Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3
3 rd Aspi Derah	Irregular Average Sikh Light Artillery

2nd Gourchurra Khas (Sardu Singh)

1 st Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3
3 rd Aspi Derah	Irregular Average Sikh Light Artillery

3rd Gourchurra Khas (Diran Asif Hari)

1 st Gourcharra Misl	Irregular Raw Sikh Amoured Cavalry 6/5/3
2 nd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
3 rd Gourcharra Misl	Irregular Average Sikh Light Cavalry 6/5/3
4 th Gourcharra Akalis Misl	Irregular Raw Sikh Fanatic Lancers 6/5/3
3 rd Aspi Derah	Irregular Average Sikh Light Artillery

Strength 230 bases - **Break Points** at 69 bases -1, 82 bases -2, 93 bases -3 and every 12 base casualties after.

Sources differ on actual units involved. Feel free to modify based on your own reading.



3rd King's Light Dragoons at the Battle of Sobraon, by Michael Angelo Hayes (1820 – 77).

Appendix I

Introductory Scenario - Assaye, 23 September 1803

Seems the obvious one to choose...



In 1803 the Honourable East Indian Company was at war with the various Maratha princes over a disputed succession. There were two field armies; of which one was in the Deccan led by Major General Arthur Wellesley. After various marches he was able to corner and force to battle the armies of Dowlet Rao Scindia and Rughuji Bhonsla; The Rajah of Berar. Wellesley's objective was to defeat and destroy the symbols of the two opposing leaders' authority - their armies.

Thus, on 21 September 1803, Sir Arthur received word that the Marathan army he had been chasing for what seemed an eternity, was about 30 miles north near the town of Borkardan. However, while in pursuit, he received further, surprising information at noon on the 23d confirming the enemy was a mere five miles away, firmly ensconced behind the River Kaitna. Marathan forces were deployed in several lines covering what was thought to be the only ford across the river that would allow the British infantry to cross.

Despite being heavily outnumbered by at least 50,000 to 9500, Wellington decided to immediately attack, but not head on across the Kaitna. Instead, he crossed the Kaitna further east at Waroor in hopes of turning the Marathan left flank. However, Colonel Pohlmann, the defacto Marathan commander quickly swung his army 90 degrees and formed a battleline between the Kaitna and the village of Assaye to face Wellington. It was at this point that the British stormed forward and the battle began in earnest.

General. Unless otherwise stated, the rules modifications found on pages 5 – 8 of this document apply.

Scale. Roughly 80 men per base for line troops, 60 for light troops and cavalry. One gun model is a battery. Time scale is 20 minutes per turn +/- and ground scale is 80 yards per inch +/-.

Terrain. The Kaitna River is fordable for all units within 12 inches of the bridge spanning it at Waroor. The same river is fordable **for mounted cavalry only** between Taunkley and Codully. The River Juah is not fordable.

Playing Time. There are two options. In the first the battle starts at about 3 pm when Wellington crosses the Kaitna River and the Maratha Army is still deployed along its

banks between Taunkley and Codully. The game lasts until nightfall, or about 15 to 20 turns. The second option begins the battle some two hours later with both armies historically deployed to fight as given on the map.

Deployment. As per map and the specifications noted under Playing Time above. No units should start within 18" of opposition. If the first option is used, then the British come on the board via the road under the red arrow on Turn 1. Units entering the board do so automatically and do not need to roll for movement the turn they enter. Deploy enemy forces free style at the base of the green arrow looking across the Kaitna. With option two all forces are deployed per their map location.

Leaders. As given below. Colonel Pohlmann, a Hanoverian, is both the Commander of the Maratha army and his own "brigade."

Officers. Note generals should observe the chain of command when using their bonus for orders. The additions should still be up to +4. In other words, the 4th Cavalry Brigade commander issues orders and inspiration to regiments of the 4th Cavalry Brigade etc. His divisional general and army commander can still add to this, but the other brigadiers cannot.

Infantry. Mainly line infantry armed with smoothbore flintlock or irregulars with weapons noted.

Cavalry. Weapons as noted. British units are Regular units with a mixture of HM and HEIC regiments.

Artillery. All artillery is smoothbore. Artillery may prolong on clear terrain.

Reinforcements; None available.

Break Points.

HEIC. up to 30% no effect; -1 for each 10% from 30% onwards So, -1 @ 26 bases, -2 @34 bases, -3@ 43 bases, etc. Do not count the Mysore horse in this calculation.

Maratha. -1 for every 10% So, -1 @ 15 bases, -2 @ 28 bases, -3 @ 43 bases, -4 @ 71 bases. Do not count the Irregular flank horse in this calculation.

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"I tell you General, as to their cavalry you may ride over them wherever you meet them; but their infantry and guns will astonish you." Colonel Collins, to Wellington before the battle of Assaye

"If I do not give battle to the enemy there will be nothing left for me but to hang myself from

my tent poles." Arthur Wellesley, 1st Duke of Wellington, at the battle of Assaye

"You must never allow Maratha infantry to attack head on or in close hand to hand combat as in that your army will cover itself with utter disgrace." Arthur Wellesley, 1st Duke of Wellington, after Assaye

British (HEIC) Order of Battle

General Wellesley Initiative +2 mounted on horseback

Cavalry

Brigade Commander; Lt Col Patrick Maxwell

HM 19 th Light Dragoons	Regular Elite Heavy Cavalry 6/-/2
4 th Native Regular Cavalry	Regular Average Light Cavalry 6/5/3
5 th Native Regular Cavalry	Regular Average Light Cavalry 6/5/3
6 th Native Regular Cavalry	Regular Average Light Cavalry 6/5/3

Infantry

Brigade Commanders; Lt Col William Wallace, Lt Col William Harness

HM 74 th Foot	Regular Elite British Line SB Musket Good Shots 7/-/3
HM 78 th Foot	Regular Elite British Line SB Musket Good Shots 7/-/3
1/2 nd Madras Native Infantry	Regular Average HEIC Sepoy SB Musket 7/5/4
1/4 th Madras Native Infantry	Regular Average HEIC Sepoy SB Musket 7/5/4
1/8 th Madras Native Infantry	Regular Average HEIC Sepoy SB Musket 7/5/4
1/10 th Madras Native Infantry	Regular Average HEIC Sepoy SB Musket 7/5/4
2/12 th Madras Native Infantry	Regular Average HEIC Sepoy SB Musket 7/5/4
Elite Picquet Bn	Regular Elite British Line SB Musket Good Shots 7/5/3

Artillery

1 x Heavy Foot, 2 x Light Foot, 2 x Horse Bty	Regular Elite British Artillery Good Shots
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Flank Cavalry

6 x Mysore Light Cavalry	Irregular Average Light Cavalry 6/5/3
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Maratha Order of Battle

CinC – as the various leaders seemed to have decided this was not going to be their day, they seem to have left Colonel Pohlmann, a Hanoverian officer in charge. So, Initiative 0.

Pohlmann's Compo

Brigade Commander; Col Pohlmann

Age of Tigers, Warfare in India 1740 - 1860

8 x Maratha Infantry Battalions	Regular Average Native Drilled Maratha Other SB Musket 8/6/4
1 x Maratha Cavalry Regiment	Regular Average Maratha Light Cavalry 6/5/3
4 x Light, 4 x Heavy Foot Batteries	Regular Average Maratha Light or Heavy Artillery

Begum Somroo's Compo (I suggest making the Begum a charismatic leader)

Brigade Commander; Col Saleur (Swiss) on horseback with Begum (widow) Somroo

5 x Maratha Infantry Battalions	Regular Average Native Drilled Maratha Other SB Musket 8/6/4
1 x Maratha Cavalry Regiment	Regular Average Maratha Light Cavalry 6/5/3
5 x Light Artillery Batteries	Regular Average Maratha Light Artillery

Filozé's Compo

Brigade Commander; Major Dupont (Dutch) on foot

4 x Maratha Infantry Battalions	Regular Raw Native Drilled Maratha Other SB Musket 8/7/6
4 x Heavy Artillery Batteries	Regular Raw Heavy Siege Artillery (you may even decide to make this a Siege Grand Battery)

Flank Cavalry

8 x Maratha Irregular Light Cavalry	Irregular Average Maratha Light Cavalry 6/5/3
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Madras Regiment, Battle of Assaye, by Joseph Stadler (1780 – 1812).

Age of Tigers, Warfare in India 1740 - 1860



Age of Tigers, Warfare in India 1740 - 1860

Labels:

BRITISH (HEIC)

Starting Forces

Infantry		Infantry		Infantry		Infantry		Infantry		Infantry		Infantry		Infantry		Infantry		Infantry	
74 th ROF E 7/-/3		78 th ROF E 7/-/3		Elites E 7/5/3		1 st Madrs A 7/5/4		4 th Madrs A 7/5/4		8 th Madrs A 7/5/4		10 th Madr A 7/5/4		12 th Madr A 7/5/4		Wallace Foot		Harness Foot	
																X		X	
Cavalry		Cavalry		Cavalry		Cavalry		Cavalry		Artillery		Artillery		Artillery		Artillery		Artillery	
Maxwell Mounted		19 th Lt Drg E 6/-/2 H		4 th NRC A 6/5/3 L		5 th NRC A 6/5/3 L		6 th NRC A 6/5/3 L		E Horse		E Horse		E Heavy		E Foot		E Foot	
X																			
EIC		EIC		Flank		Flank		Flank											
Wellesley Mtd + 2		ADC Mounted		Mysore 1 R 6/5/4 IL		Mysore 2 R 6/5/4 IL		Mysore 3 R 6/5/4 IL		Mysore 4 R 6/5/4 IL		Mysore 5 R 6/5/4 IL		Mysore 6 R 6/5/4 IL		Mysore 7 R 6/5/4 IL		Command Mounted	
XXXX		XXXX																XX	

MARATHAN INDIAN

Starting Forces

Maratha		Pohlmann		Pohlmann															
Pohlmdn Mtd 0		Sepoy 1 A 8/6/4		Sepoy 2 A 8/6/4		Sepoy 3 A 8/6/4		Sepoy 4 A 8/6/4		Sepoy 5 A 8/6/4		Sepoy 6 A 8/6/4		Native 1 A 6/5/3 L		C Foot		C Heavy	
XXXX																			
Saleur		Saleur		Saleur		Saleur		Saleur		Saleur		Saleur		Saleur		Saleur		Saleur	
Saleur Mounted		Sepoy 7 A 8/6/4		Sepoy 8 A 8/6/4		Sepoy 9 A 8/6/4		Sepoy 10 A 8/6/4		Sepoy 11 A 8/6/4		Native 1 A 6/5/3 L		R Foot		Somroo Mtd (C)		XX	
XX																XX			
Dupont		Dupont		Dupont		Dupont		Dupont		Dupont		Dupont		Dupont		Dupont		Dupont	
Dupont Foot		Sepoy 12 R 8/7/6		Sepoy 13 R 8/7/6		Sepoy 14 R 8/7/6		Sepoy 15 R 8/7/6		R Heavy		R Heavy		R Heavy		R Heavy		R Heavy	
XX																			
Horse		Horse		Horse		Horse		Horse		Horse		Horse		Horse		Horse		Horse	
Command Mounted		Maratha 1 R 6/5/4 IL		Maratha 2 R 6/5/4 IL		Maratha 3 R 6/5/4 IL		Maratha 4 R 6/5/4 IL		Maratha 5 R 6/5/4 IL		Maratha 6 R 6/5/4 IL		Maratha 7 R 6/5/4 IL		Maratha 8 R 6/5/4 IL		XX	
XX																		XX	

Note. Please consider this a template when designing your own labels. The different coloured strips at the top of each label represent major commands, thus making it easier to tell units apart on the playing table.

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Appendix II

Universal Labels – Britain (HEIC)

Infantry 9th ROF E 8/-/3 	Infantry 31st ROF E 8/-/3 	Infantry Nas Gkhr A 8/6/4 	Infantry 2nd BNI A 8/6/4 	Infantry 16th BNI A 8/6/4 	Infantry 24th BNI A 8/6/4 	Infantry 26th BNI A 8/6/4 	Infantry 42d BNI A 8/6/4 	HEIC Smith +2 C XXXX	HEIC Gough +1 C XXXX
Infantry 50th ROF E 8/-/3 	Infantry 80th ROF E 8/-/3 	Infantry Sir Gkhr A 8/6/4 	Infantry 45th BNI A 8/6/4 	Infantry 47th BNI A 8/6/4 	Infantry 48th BNI A 8/6/4 	Infantry 73rd BNI A 8/6/4 	Cavalry 3d LD E 6/-/2 H 	HEIC Hardinge -2 XXXX	1st Smith +2 C XX
Infantry 29th ROF E 8/-/3 	Infantry 62nd ROF E 8/-/3 	Cavalry GGBG E 6/-/2 H 	Cavalry 4th BLC A 6/5/3 LL 	Cavalry 5th BLC A 6/5/3 L 	Cavalry Skinners A 6/5/3 L 	Cavalry 8th Irreg A 6/4/3 L 	Cavalry 9th Irreg A 6/4/3 L 	2d Gilbert 0 X	4th Littler 0 X
Infantry 53rd ROF E 8/-/3 	Cavalry 16th Lncr E 6/-/2 HL 	Cavalry 4th BLC A 6/4/2 LL 	Cavalry 1st BLC A 6/5/3 L 	Cavalry 3d BLC A 6/5/3 L 	Cavalry Shekaw A 6/5/3 L 	Infantry 44th BNI A 8/6/4 	Cavalry 8th BLC A 6/5/3 L 	3rd McCaskill Foot X	3rd Dick Foot X
Infantry 10th ROF E 8/-/3 	Cavalry 9th Lncr E 6/-/2 HL 	Cavalry 2nd Irreg A 6/5/3 L 	Cavalry 4th Irreg A 6/5/3 L 	Infantry 1st Eur E 8/-/3 	Infantry 4th BNI A 8/6/4 	Infantry 5th BNI A 8/6/4 	Infantry 31st BNI A 8/6/4 	HEIC Sales 0 C QMG	Cavalry Thackwell 0 XX
Infantry E 8/-/3 	Infantry E 8/-/3 	Infantry A 8/6/4 	Infantry 33rd BNI A 8/6/4 	Infantry 41st BNI A 8/6/4 	Infantry 47th BNI A 8/6/4 	Infantry 59th BNI A 8/6/4 	Infantry 62nd BNI A 8/6/4 	HEIC Brigadier Artillery XXXX	Brigadier 1st X
Infantry E 8/-/3 	Infantry E 8/-/3 	Infantry A 8/6/4 	Infantry 63d BNI A 8/6/4 	Infantry 68th BNI A 8/6/4 	Infantry A 8/6/4 	Infantry A 8/6/4 	Infantry A 8/6/4 	Brigadierr 2d X	Brigadier 3rd X
Artillery Siege A 	Artillery Foot E 	Artillery Foot E 	Artillery Foot E 	Artillery Foot E 	Artillery Heavy E 	Artillery Heavy E 	Artillery Heavy E 	Brigadier 4th X	Brigadier 5th X
Artillery Horse E 	Artillery Rocket A 	Artillery Siege A 	Artillery Siege A 	Artillery Siege A 	Artillery Siege A 	Artillery Siege A 	Artillery Siege A 	Brigadier 6th X	Brigadier 7th X
Artillery Horse E 	Artillery Horse E 	Artillery Horse E 	Artillery Horse E 	Artillery Horse E 	Artillery Horse E 	Artillery Horse E 	Artillery Horse E 	Brigadier 8th X	Brigadier 9th X

Note. Because many units fought in several battles, a single set of labels is provided. A downloadable, editable MS Word doc of these labels is available at [Age of Eagles Downloads page](#) under the **Age of Tigers** listing. White symbols represent English troops, yellow Indian HEIC, red Sikh regulars, yellow Sikh irregulars.

Age of Tigers, Warfare in India 1740 - 1860

Universal Labels – Khalsa (Sikh Army)

Khalsa	Khalsa	Khalsa	Khalsa						
Rani S -3 C	Dhulip S -5	Tal S -1	Tej S -2	Guleb S 0 C	Ronjodh S 0	Lehna S -1	Sham S +2 C	Gardner +1 C	Pohlmann 0
XXXX	XXX	XXXX	XXXX						
Khalsa	Khalsa	Khalsa	Khalsa						
Sardar 1st	Sardar 2nd	Sardar 3rd	Sardar 4th	Sardar 5th	Sardar 6th	Sardar 7th	Sardar 8th	Sardar 9th	Sardar 10th
X	X	X	X	X	X	X	X	X	X
Khalsa	Khalsa	Khalsa	Khalsa						
Sardar 11th	Sardar 12th	Sardar 13th	Sardar 14th	Sardar 15th	Sardar 16th	Sardar 17th	Heavy R 6/5/3 H	Lancer R 6/5/3 LL	Armored R 6/5/3 A
X	X	X	X	X	X	X			
Khalsa	Khalsa	Khalsa	Khalsa						
Royal Gd R 6/4/2 H	Royal Cu R 6/4/2 A	Royal Ln R 6/4/2 LL	Royal Gd A 6/5/3 H	Royal Cu A 6/5/3 A	Royal Ln A 6/5/3 LL	Light 1 A 6/5/3 L	Lancer R 6/5/3 LL	Lancer R 6/5/3 LL	Lancer R 6/5/3 LL
									
Khalsa	Khalsa	Khalsa	Khalsa						
Light 2 A 6/5/3 L	Light 3 A 6/5/3 L	Light 4 A 6/5/3 L	Light 5 A 6/5/3 L	Light 6 A 6/5/3 L	Light 7 A 6/5/3 L	Light 8 A 6/5/3 L	Light 9 A 6/5/3 L	Akalis 1 A 6/4/2 Lt	Akalis 2 A 6/4/2 Lt
									
Khalsa	Khalsa	Khalsa	Khalsa						
Akalis 3 A 6/4/2 Lt	Akalis 4 A 6/4/2 Lt	Native 1 A 8/6/4	Native 2 A 8/6/4	Native 3 A 8/6/4	Native 4 A 8/6/4	Native 5 A 8/6/4	Native 6 A 8/6/4	A Foot	A Foot
									
Khalsa	Khalsa	Khalsa	Khalsa						
Sepoy 1 A 8/6/4	Native 7 A 8/6/4	Native 8 R 8/6/4 M	Native 9 R 8/6/4 M	Native 10 R 8/6/4 M	Native 11 R 8/6/4 M	Native 12 R 8/6/4 M	Native 13 R 8/6/4 M	A Foot	A Foot
									
Khalsa	Khalsa	Khalsa	Khalsa						
Sepoy 2 A 8/6/4	Sepoy 3 A 8/6/4	Sepoy 4 A 8/6/4	Sepoy 5 A 8/6/4	Sepoy 6 A 8/6/4	Sepoy 7 A 8/6/4	Sepoy 8 A 8/6/4	R Jingals	R Rocket	R Rocket
									
Khalsa	Khalsa	Khalsa	Khalsa						
Sepoy 9 A 8/6/4	Sepoy 10 A 8/6/4	Sepoy 12 A 8/6/4	Sepoy 13 A 8/6/4	Sepoy 14 A 8/6/4	Sepoy 15 A 8/6/4	Sepoy 16 A 8/6/4	R Jingals	R Jingals	R Jingals
									
Khalsa	Khalsa	Khalsa	Khalsa						
Sepoy 17 A 8/6/4	Sepoy 18 A 8/6/4	Sepoy 19 A 8/6/4	Guard 1 E 8/5/3	Guard 2 E 8/5/3	Guard 3 E 8/5/3	Gurkha E 8/5/3	R Jingals	R Jingals	R Jingals
									
Khalsa	Khalsa	Khalsa	Khalsa						
E Heavy	E Heavy	E Heavy	E Foot	E Foot	E Foot	E Foot	R Jingals	R Jingals	R Jingals
									



**Age of Valour, Fire and Fury for European Conflict by Blood and Iron,
The Great Powers at War 1848 thru 1914**

The Age of Tigers, Battles in India - Conflict Expansion Chapter

From Scott Duncan and the Crawley Wargames Club

This is an independent *Age of Valor* (AOV) expansion chapter or mini-module for *Age of Eagles II*, also known as Napoleonic Fire & Fury. As such AOE II is needed to properly play this game. In most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs with the original rules, then play as normal. Changes unique to The Age of Tigers, the subject of this expansion set, are included for both the conflict overall, and the battles of Mudki, Ferozshah, Aliwal, Sobroan and Assaye Introductory scenarios.

Future additions to this module will include the Maratha Wars, the 2nd Sikh Wars and other conflicts.