

Suffren of the Indies (1782-1783)

A game by Frédéric BEY, translated by Midshipman Vasey (HMS Repulsive), Able-Seamen: Markus Stumptner and Andrew Preziosi (two pressed men)

During the winter of 1780/81, the American War of Independence approached its climax. France, ranged on the side of the rebels, since their success at Saratoga, sought to build a global strategy, to counter the English ambitions in all the theatres of operations. The principal effort was made, very properly, in America, where Admirals d'Estaing and de Grasse operated from 1778. At the same time as Washington and Rochambeau were attacking Yorktown, Suffren left Brest on 22 March. 51 years old and originating from St Tropez, Suffren had been given 12 vessels – including *Héros* (74 cannons) from which he flew his flag – by the new Minister of the Marine, de Castries, to make a diversion in the Indies. This was the first time that Suffren had an independent command, even if he was theoretically under the command of Admiral d'Orves, upon his arrival at l'Île de France. At first, his mission consists of supporting the Dutch colony on the Cape, which the English sought to capture.

On 16 April 1781, Suffren surprised Johnstone's Squadron and the Cape invasion convoy, which was anchored at Porto Praya, in the Cape Verde islands. Without delaying Suffren attacked and inflicted notable losses on the British. Poorly supported by some of his subordinates, he failed despite enemy loss. He did gain the time necessary to reach the Cape first, arriving there on 21 June.

After a two-month voyage, Suffren arrived at L'Île de France, which he reached on 25 October. There, he attempted to convince d'Orves of the need to take the offensive immediately in the Indies. This occurred in January 1782 when his Squadron joined that of d'Orves (18 ships of the line combined) took to sea towards Pondichéry. More than three thousand soldiers, commanded by the Count du Chemin, joined the expedition. On 22 January, off the coast of Coromandel, Suffren captured a British vessel of 50 cannon, « Hannibal »: it was the first success of the campaign. On 9 February, d'Orves, died at sea and left command of the Indies fleet to Suffren.

On their side, the English had acted decisively. Admiral Hughes, surnamed « Mother Hughes » by his men, because of his obesity and his affability, had had taken Dutch Trinque-maley (in Ceylon) and now menaced Negapatnam. Pondichéry had been destroyed. Suffren did not have a solid base in the Indies, he thus decided to take the initiative immediately. Suffren first made contact with the Nawab of Mysore (Hayder Ali Khan) -an ally of France. While seeking to land his troops at Porto Novo Suffren encountered Hughes at Sadras on 17 February. In three hours of bloody combat, Suffren forced *HMS Exeter* to strike its flag, but could not prevent Hughes from escaping.

After some success by du Chemin on land, Suffren found Hughes at the Providien rocks, on 12 April 1782. The combat was another indecisive action and a terrible storm forced the action to be broken off as well as causing a lot of damage. Hughes refused to rejoin combat again and Suffren kept to the South retaining the initiative. Battle was rejoined late on 6 July, before Negapatnam (Suffren having retaken it from the British). For the third time

Suffren fought Hughes, the combat was violent but not decisive. Even so Hughes fled but the level of damage prevented Suffren from attempting a siege of the town. He then retired to Gondelour to make repairs and to meet the Nawab of Mysore.

With the rainy season arriving, Suffren sought to and succeeded in the greatest *coup d'éclat* of his campaign in the Indies. He returned to sea 23 August and arrived by surprise before Trinque-maley on the 25th. In 6 days of combined operations, on land and on sea, Suffren took possession of the town with incontestable tactical mastery. On 2 September, Hughes appeared in the bay unaware that the French were masters of the ex-Dutch colony. Once again a naval battle ensued. As was usual, Hughes broke off first, giving his opponent a moral victory.

The Monsoon threatened at any moment, Suffren decided, after a short voyage to Gondelour, to winter in the wide bay of Achem, in Sumatra, held by France's Dutch allies. The fleet rested here from 2 October to 20 December 1782. When Suffren went back to sea, he cruised along the coast of Coromandel and then returned to Gondelour (6 February 1783). He discovered the death of his ally, the Nawab, arriving unexpectedly on 7 December to negotiate with his successor Nawab Tippor Sahib. The British threatened on land, and after he took Mangalore, General Stuart and the reinforcements from Madras converged on Gondelour. The town was defended by Bussy (2 500 men) and a detachment sent by Tipu Sahib. The British had nearly 15 000... Suffren, who had returned to Trinque-maley, understood the need to save the town. He found, on 20 June 1783, « Mother Hughes » and his Squadron on the coast. Despite the poor state of his fleet and his numerical inferiority, Suffren once again repulsed Hughes, in what is perhaps his finest battle. By landing reinforcements, he saved Bussy! Indeed, Stuart, deprived of the supplies that were being carried to him by Hughes, could do nothing. Hughes remained around Gondelour, but did not dare to attack.

On 29 June 1783, the post-frigate *Médée* brought the news of the peace between France and Britain that was ratified at Versailles on 9 February 1783. There was an immediate suspension of hostilities. In two and a half years of campaigning, Suffren had only fought indecisive battles, but he had maintained his squadron, against all the odds considering the distance from his bases, all of which was enough to save the French presence in the Indies. Negligible from the strategic point of view his was a moral victory enabling one to forget all the naval disasters of the reign of Louis XV. Napoléon lamented with justice being unable to benefit from the services of this sailor whose impulse was to the offensive who had died in 1788: «Oh why didn't this man live longer? I would have had my own Nelson! »

Frédéric BEY

Bibliography: *Histoire du Bailli de Suffren*, de Charles Cunat, La Découverte *Suffren dans l'Océan indien*, de Claude des Presles, *Economica Histoire Militaire de la France (Tome 2)*, edited by Jean Corvisier, PUF

0 – General Rules

Suffren of the Indies is a very simple strategic game, covering the legendary campaign in the Indian Ocean of the Bailli de Suffren, between February 1782 and June 1783. It is designed for two players, one of whom controls the French troops and vessels, the second the British troops and vessels. The game requires the use of a ten-sided dice (noted as d10), in which « 0 » counts as zero, not ten.

0.1 – Abbreviations

Hex is used for hexagon, PF for strength points and PM for movement points.

0.2 – Game scale

A game turn represents three months of real time. A hex covers about 250 km.

0.3 – Map

The map covers the theatre of operations. A hex grid has been superimposed on the map to assist in movement. There are three types of hex on the map: land hexes, sea hexes (blue), and coastal or mixed hexes (light blue).

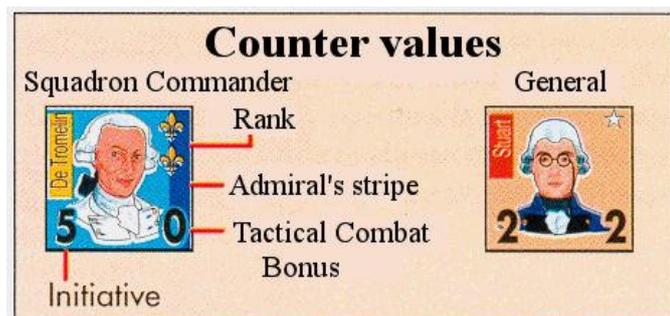
The towns are listed on the Play-aids for photocopying (found on the back of the central counter sheet), with a note of the side that controls them. On the map, these towns are shown in the colour of their nationality: red for the British, blue for the French, orange for the Dutch and green for the Portuguese.

The concept of nationality is only indicative and has no influence on the game, only the concept of control matters, as shown on the Play-aids.

The towns controlled by the Dutch are in game terms, considered to be French (the scurvy Dutch being the allies of France). The Portuguese town (Goa) is neutral.

Example: Trinquemaley is a Dutch national town, but it is controlled by the English at the beginning of the game. Achem, controlled by the Dutch is treated as if under French control.

Each town also has a value, listed on the Play-aids, to be used in the resolution of sieges and assaults (see Rule 5.)



1 – Leaders and Combat Units

1.1 – Leaders

The leaders of the two sides are indicated by base colour (nationality). Leaders are the only counters placed on the map (apart from supply convoys). There are two types of leader counters: *Generals* who command on land and *Squadron Commanders* who command at sea. Each leader has three ratings: an initiative, a combat bonus and a rank. Rank is used to decide which Leader commands in a stack. The commander-in-chief is the leader with the highest rank, in the case of equal rank use the leader with the best initiative, and if still equal the one with the

best combat bonus. On the map, leaders are deployed face down. The bottom side of the counter shows only their nationality and type (*General* or *Squadron Leader*), the latter permits players to play « blind ». The counters hidden side is not shown until they enter a hex with the enemy. They are once again reversed when they leave the hex. Three leaders have the status of replacement leaders, Tippou Sahib, de Moissac and d'Hoffelize. They replace respectively de Tromelin and du Chemin on the date shown in the scenario (see Scenario.). [See errata]

1.2 – Combat units

The units controlled by each leader are noted on the Play-Aids. It is not possible to transfer a unit from one leader to another. Their strength is expressed in PF [*Point de Force = Strength Points*]. The status of units is recorded on the Play-Aids.

Infantry: The troops are represented by a box for every 500 men (500 men = 1PF). Each time that 500 men are eliminated, a box is crossed off. The arrival of the reinforcement troops (for example: Turn 4) causes the uncrossing of boxes, to show the increase in troops. The set-up strengths cannot be exceeded. The total number of PF available at the beginning of the game is shown on the Play-Aids, beside the name of each leader.

Vessels: Each vessel is identified by its name (and the number of cannon, for purely historical information), followed by two boxes to show if it is damaged or sunk (a generic term to reflect destruction or capture, as the game does not differentiate between these). When sunk, a vessel is removed and cannot be used again. Whenever a damaged vessel is repaired, one removes the cross from the "damaged" box and it recovers its full ability. A damaged vessel that is damaged again, following a combat or a storm, is sunk (mark the appropriate box). Each ship of the line is worth 3PF, each frigate 2PF, each damaged ship of the line 2PF, each damaged frigate 1PF. The vessels and frigates which are sunk have 0 PF and cannot be repaired. The total number of PF available at the beginning of the game are shown on the Play-aids, beside the name of each leader. The players must maintain an account of their PF over the course of events.

1.3. Supply convoys

Each of the two sides have a *Convoi de Ravataillement* (supply convoy) counter. This convoy appears in Phase A. of each turn (see Rule 2.), in one of the 4 following hexes: 0205, 0207, 0408 or 0509. A supply convoy has a strength of 3PF. Sunk convoys are immediately removed from the map. The convoy counters already in play are removed from play at the end of phase D. of each game turn (see Rule 2.)

1.4. Facing, zones of control, and stacking

There is no concept, considering the game scale, of facing or of zones of control. There is no stacking level per hex an unlimited number of leaders of both sides may be in a hex at any time.

2 – Game sequence

Suffren of the Indies is played in 6 turns, each of which has a number of phases, which are detailed below. The actions must occur strictly in the order given below.

A. First naval phase

Reinforcements and replacements: Reinforcements and naval replacements appear as stated in the scenario. Deploy the supply convoy of each side.

Initiative: The two players throw a d10, the French player adds 2 to his result. One compares the two numbers. The higher score gives

the initiative to that player. In the case of a tie, the French player has the initiative. In Turn 1, the French player automatically has the initiative (for phase A only).

Movement: The player with the initiative makes his moves with his *Squadron Commanders* and his *supply convoy*. The other player may attempt to intercept these.

Combat: Resolve combats between *Squadron Commanders*, in hexes with units of both sides. One applies any combat results and resolves assaults on towns.

Movement and combats of the non-initiative player: go through in the same order, for the second player, the two preceding stages.

B. Land phase

Identical to the first naval phase, except that the Reinforcements and replacements are only for land units, and the only modifiers for initiative, movements, interceptions and combats are those of *Generals* and the sieges they carry out (after battles).

C. Second Naval Phase

The same as the naval phase, except that the « Reinforcements and replacements » phase is not repeated.

D. Supply and repair

The vessels of one side are supplied if

- The commanding *Squadron Commander* is in an arsenal (a town marked with an anchor on the map) controlled by his side (or by an ally);
- The *Squadron Commander* who commands them is in a coast hex AND the supply convoy is stacked with the *Squadron Commander*. Damaged vessels that are supplied are automatically repaired the others remain damaged. The supply convoys are removed from the map.

E. End of turn

Note the Victory points acquired, during the turn, and advance the Turn Marker one box.

3 - Movement and interception

3.1 - Movement

Movement allowances are uniform: 3 PM per land phase for *generals*, 10 PM per naval phase for *Squadron commanders* and *supply convoys*. The cost of a hex is always 1PM. *Generals* may only move or be left in land or coastal hexes (mixed), the *Squadron Commanders* and the *supply convoys* only on sea or coastal hexes (mixed). In coastal hexes (land + sea), even when they are stacked, *Generals* are considered on land and *Squadron Commanders* and *convoys* at sea: they are not activated in the same phases and, in the case of combat or of interception, they are considered two separate stacks, which resolve their actions separately.

Transport: *Generals* may be convoyed by *Squadron Commanders*. For this they must both start and finish the phase in the same hex. The ratio for transportation is one PF of troops per one PF of ships. The ratio is checked against the troops commanded by these leaders (see Rule Play-aids x). If, at any time, this ratio is exceeded, before the troops can land, the surplus land PF are eliminated.

Transport procedure:

At the end of Movement, during the Land Phase, the player places a « transport » marker on the *General* who wishes to be convoyed (and who must be in the same hex as a *Squadron commander*). The transport (movement) occurs in the following naval phase. At the

beginning of the following land phase, the marker is removed, landing is completed and the *General* may move freely. While the transport marker is on the *General*, then he is considered to be at sea and cannot intercept or fight on land.

Île de France: A considerable distance from the principle theatre of war, the Île de France, the principal French base in the Indian Ocean, is represented on the map. A *Squadron commander* situated in Port-Louis wishing to return to India, must proceed as follows:

- 1st Movement, Port-Louis to Transit Hex B at a cost of 10 PM
- 2nd Movement, Transit Hex B into transit A at a cost of 10 PM
- 3rd Free Movement from Transit Hex A Use the same procedure in reverse

3.2 – Interception

Principle: An interception consists of attempting to halt enemy movement to force combat. This is possible in the following cases: A *General* may attempt to intercept an enemy *General* moving adjacent to a hex in which he is placed. A *Squadron commander* may attempt to intercept an enemy *Squadron commander* or *supply convoy* moving through his hex, or a hex adjacent to him. A *General* may not intercept a *Squadron commander* (or a convoy) and vice-versa. If several *Generals* or *Squadron commanders* are stacked, they must attempt the interception together (all the *Generals* or all the *Squadron commanders*). One considers only the commanding leader in the attempting hex. A *General* or a *Squadron commander* (or a stack) may only attempt an interception in the land or naval phase.

Resolution: The Player throws a d10 for the *General* or the *Squadron commander* attempting the interception (using the commander in each stack). If the result is greater than his initiative the interception is successful, if the result is less than or equal to his initiative, the interception fails. In the case of a failed interception, the leader attempting the interception remains in his hex and the enemy leader may continue his movement as he wishes. In the case of successful interception, the enemy leader ends his movement. The leader who has intercepted must immediately attack. To do this, a *Squadron commander* who intercepts into an adjacent hex may move immediately to that hex (without a PM cost), to make that attack. Combat is resolved per Rule 4., using the standard combat rules.

3.3 – Storms

Where a *Squadron commander* or a *supply convoy* (or a stack) moves so that it enters at least one sea hex (that is: not a coastal hex), the player must throw 1d10.

- If the result is 0, the *Squadron commander* (or a stack), is caught in a storm. The player throws a second 1d10.
- If the result is 0, 1 or 2: no effect.
- If the result is 3, or 4: 20 % of ships in the stack (rounding down), at the choice of the player, are damaged (cross the boxes off on the Play-Aids). *Note: This means that it is necessary to have 5 ships in a stack before a ship can be damaged...;*
- If the result is 5 or 6: 30 % des ships (rounding down), at the choice of the player, are damaged;
- If the result is 7 or 8: 50 % of ships in the stack, at the player's choice, are damaged;
- If the result is 9: all the ships are damaged.

Note: A supply convoy counts as 1 ship, for calculating losses in storms. An already damaged ship,

which is damaged in a storm, is sunk!

Monsoon: At the beginning of phase D. of Turn 4, all the *Squadron commanders* who are not in an arsenal are automatically caught by storms (throw 1d10 to measure the effects).

4 –Combat

Combat is not obligatory, except in the case of a successful interception.

A stack fights as a single block. All units in a stack are attacked and must attack at the same time.

Generals and *Squadron commanders* may never fight each other (one is on land the other at sea, even if in the same hex).

Exception: see the troop transport rule.

4.1 Naval Combat

A naval combat occurs where two opposing *Squadron commanders* (or stacks) are in the same hex at the end of Movement or following a successful interception. The Naval Combat Results Table gives the results (see Rule 6.).

Combat decision: The moving or intercepting player is called the attacker, the other the defender. The attacker decides whether or not he wishes to fight (this is mandatory in an interception). If the attacker chooses to fight, then the defender may accept, or he may attempt to evade. If the defending player decides to evade he throws d10 and deducts 1 if the attacking commander has an initiative of 1 or 2. If the result is greater than the initiative of the defending commander, the Combat is evaded. In the case of a successful interception, Combat is obligatory and cannot be evaded.

Supply convoys and naval combat:

A *convoy* can never engage in combat with the enemy by itself. If they are in a combat, because they are stacked with friendly *Squadron commanders*, their PF is not considered in combat. They can only evade combat if stacked with a friendly *Squadron commander* who can cause the evasion. If attacked when alone in a hex, they must accept combat (resolved with their value of 3 PF).

Combat: This occurs in an unlimited number of attack/defence sequences. The attacker calculates the odds (rounding in the favour of the defenders), throws a d10 and resolves combat with the Naval Combat Results Table. The defender then does the same and the results of the attack/defend sequence are simultaneously applied (cross the boxes off on the Play-Aids). When two players wish to stop the battle, they simply pass in the attack/defence sequences (possible only in the second sequence). Combat is then completed. The Player may decide to evade combat by retreating a hex (without any limit, the hex need not be free of enemies). An avoided Combat (see Rule above) is resolved with only one attack (no defence in the sequence), it is the only case of the attack/defence sequence which is not resolved in its entirety. The *Squadron Commander* avoiding combat may also retreat a hex, without limitation.

[Translators note: The battles continue in rounds with both players dicing per round until both pass or one evades, or death ensues. Rather as in WAR AT SEA.]

Note: Transported Generals have no effect on naval battles. The ratio of PF troops transported / PF vessels must be checked after the battle, the PF of surplus transported troops are eliminated (see Rule 3.1)

4.1 Land combat

A land combat may occur where two opposing *Generals* (or stacks) are in the same hex at the end of movement or after a successful interception. The Land Combat Table gives the results (see Rule 6.)

Combat decision: the moving or intercepting player is known as the attacker, the other as the defender. The attacker decides whether or not he wishes to fight (this is mandatory in an interception). If the attacker chooses to fight, then the defender may accept, or attempt to evade. The defending player throws a1d10 if the result is greater than the commander's initiative then combat is avoided. If there is a town controlled by one of the two players in the hex, its owner may choose to retreat into it rather than fight. In this case there is no battle, but a siege (see Rule 5.). In the case of a successful interception, Combat is obligatory, except if the General is in a controlled town.

Combat: This occurs in an unlimited number of attack/defence sequences, in an identical naval combat, but uses the Land Combat Table (see Rule 6.).

5. Sieges and attacks on towns

Towns occupied by *Generals* must be besieged; towns without any *Generals* must be taken by assault. Sieges and assaults occur after naval and land combats. A leader after winning a combat may attempt an assault or a siege, in the same hex, in the same phase.

Assault: All the towns may be taken by assault by *Generals* or *Squadron commanders*, except Calcutta and Chandernagor that may only be attacked by *Generals* (as these are not ports). The assault is resolved as follows: if a leader is in a hex containing an enemy town after his movement and no enemy leader is present, the town may be attacked. The Player throws a d10, adds 1 to the result if the attacking leader has an initiative of 1 or 2 or deduct 1 otherwise. If the result is greater than the value of the town (see the Play Aids), the town is taken (mark the change of control on the Play-aids). If the assault fails, a new attempt cannot be made before the next land or naval phase.

Siege: Where a General chooses to stay in a town, and his adversary chooses to attack him, there is a siege (place a marker). Only a *General* may prosecute a siege, a *Squadron Commander* may not do so. The Siege is resolved as follows: the player who is attempting a siege throws a d10. Apply the following modifiers to the dice:

- + The combat bonus of the besieging leader in command
- The combat bonus of the besieged leader
- + 2 if a *Squadron Commander* of the same side as the besieger is in the same hex, without an enemy *Squadron Commander*.
- + 1 for the second or subsequent siege attempt, without a successful sortie (even if it is in the same turn of play – for example: second naval phase of the same turn -).

If the result of the modified d10 is greater than the value of the town (see Play-Aid), the town falls and the siege is completed. If not, the siege may be continued in the next land combat phase. If the town falls, a General who occupied it surrenders: half of its PF, rounding down, are eliminated (mark this on the Play-Aid). The General is returned to play in the nearest friendly town, during the « Reinforcements and replacements » stage of phase B of the following turn. He may then receive fresh

forces (replacements on turn 4).

Note: Sieges of this period usually finished the surrender with military honours for the garrison, whom the attacker left at liberty, in exchange for the surrender of the fortress. It is for this reason that half of the PF are maintained in the game.

If a hex is occupied by a *Squadron Commander* friendly to the besieged side, without a *Squadron Commander* of the besieging side also being present, the siege must halt (the besieged General remains besieged, he may not leave the town without a sortie, except by sea, via a naval transport).

Sorties: A besieged General may attempt a sortie during his player turn, during phase B. He makes a standard land combat. If he decides to halt the combat, he returns to the town and the siege continues. If his opponent decides to halt, the siege is ended (remove the marker).

7. Scenario

7.1 Set-up positions

The French player automatically has the initiative during phase A of Turn 1.

French: Suffren, de Tromelin, de Cuverville and du Chemin (transported) in "Transit A". Hayder Ali Khan in 0804. Note: the 12 PF of the sepoys of du Chemin are ignored until their arrival as reinforcements (see below).

English: Hughes, W. Allen and Eyre Coote in 0904

7.2 Reinforcements

French:

Turn 1 the troops of du Chemin are landed in India (not in Ceylon), bring into the game the 12 PF of sepoys listed on the Play-Aid.

Turn 2: d'Aymar at Port Louis.

Turn 4: de Peynier and de Bussy (being transported) at Port Louis. *Note:* if Port Louis is controlled by the English, the reinforcements then appear a turn later in transit hex B.

English:

Turn 4: Bickerton and Macleod in Bombay.

Turn 5: Stuart in Madras *Note:* if one of these 2 towns is controlled by the French, the reinforcements appear in the other. If both are controlled, they appear in the following in any British town, controlled by the British.

7.3 Replacements

French:

Turn 3: de Tromelin, (sacked) is replaced by de Moissac and Du Chemin (deceased) by d'Hoffelize (replace the counters).

Turn 4: All the Generals receive 2 PF of replacements (uncross 2 boxes).

Turn 5: Hayder Ali Khan (deceased) is replaced by Tippur Sahib

(replace the counter).

Note: The replacement of leaders has no effect on the troops they command (see the Play Aid).

English:

Turn 4: All the Generals receive 2 PF of replacements (uncross two boxes).

7.4 Victory Conditions

Each player scores, at the end of each turn (phase F):

1 victory point (PV) per enemy frigate damaged 2 PV per enemy ship of the line damaged

Each player scores, at the end of game (phase F of the last turn):

3 PV per enemy frigate sunk

5 PV per enemy ship of the line sunk

2 PV per town, that was not originally controlled, which is controlled at the end of the game.

-5PV for a player who attacks Goa (neutral town).

Suffren Of The Indies / official errata

0.3 Map

Coastal hex. (mixed) are in fact of the same blue as a sea hex.

1.1 Leaders

Last paragraph: 3 leaders are replacement leaders. Tippou Sahib has been forgotten in the list. He replaced Hayder Ali Khan. (See 7) should be replaced by (see scenario).

Roster Charts

French **Suffren:** the ship of the line "le Héros" (74 guns) is missing in the table and the "Sphinx" is listed twice instead. **Du Chemin** commands the 6 Regulars SP of his line and the 12 Indian SP of the line below (see scenario). This second line should have appeared in white. D'Hoffelize is a replacement leader who commands the same troops, after Du Chemin's death (see scenario). His name should have been printed in italic, like Tippou Sahib. **Hayder Ali Khan** has 20 SP, not 12 SP (the number of boxes is right).

English

Mc Leod troops are Regulars (R), not Indians (I).

Fleets

The starting SP of the French and English fleet are wrong. The right values are (see rules 1.2 for explanation): Suffren (17 PF), de Tromelin (17 PF), de Cuverville (13 PF), de Peynier (11 PF), d'Aymar (8 PF), Hugues (24 PF), Bickerton (22 PF) and W. Allen (19 PF)...

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6. Tables

NAVAL COMBAT TABLE										
Modified Dice Ratio	0 or	1	2	3	4	5	6	7	8	9 or +
1 / 2 or less	1aS	2aD	1aD	N/A	N/A	1aD/1eD	1aD/1eD	1eD	1eD	1eD
1 / 1	1aD	1aD	N/A	N/A	1aD/1eD	1aD/1eD	1eD	1eD	1aD/2eD	1aD/1eS
3 / 2	N/A	N/A	1aD/1eD	1aD/1eD	1eD	1eD	1eD	1aD/2eD	2eD	1aD/1eS
2 / 1 or more	N/A	1aD/1eD	1aD/1eD	1eD	1eD	1eD	1aD/2eD	2eD	1aD/3eD	1eS

Modifiers :
+ combat bonus for the attacking commander
-bonus for the defending commander
-2 if the majority of vessels in a force are damaged

1eD = enemy ship damaged, 1eS ditto sunk etc. 1aD = allied ship damaged, 1aS ditto sunk etc.

ATTENTION: The concepts of «enemy » and «allied » are reversed, in the sequence attack/defence, depending on who throws the dice!!!
Example: A player attacking at 1/1 scores 4 on the modified d10, and then the defender at 1/2 scores 7 after modifiers. The results are applied simultaneously: 1aD + 1eD then 1eD. The initial attacker has two ships damaged, the defender 1 only.
Note: Losses are split between ships and the convoy of the same side at the discretion of the controlling player.

[Translators note: The battles continue in rounds with both players dicing per round until both pass or one evades, or death ensues. Rather as in WAR AT SEA.]

LAND COMBAT TABLE										
Modified Dice Ratio	0 or	1	2	3	4	5	6	7	8	9 or +
1 / 2 or less	3a/1e	2a/1e	1a	N/A	N/A	1a/1e	1a/1e	1e	1e	1e
1 / 1	1a	N/A	N/A	1a/1e	1a/1e	1e	1e	1e	1a/2e	2e
3 / 2	N/A	N/A	1a/1e	1a/1e	1e	1e	1e	1a/2e	2e	2e
2 / 1 or more	N/A	1a/1e	1a/1e	1e	1e	1e	1a/2e	2e	1a/3e	3e

1e, 2e or 3e = number of enemy PF lost. 1a,2a or 3a = number of allied PF lost.

ATTENTION: the concepts of «enemy » and «ally » are reversed, in the sequence attack/defence, depending on who throws the dice !
Note: Losses are apportioned between Generals of the same side at the discretion of the controlling player.

Modifiers :
+ combat bonus of the attacking commander -combat bonus of the defending commander -1 if the force contains a majority of sepoys or natives -1 if the hex contains an enemy controlled town and no friendly controlled town
+ 1 if the hex includes a town under friendly control and no enemy controlled town

FRENCH Suffren in India (1781-1782) Fleet

Admiral	Ships	Type	Cannons	Damaged	Sunk
SUFFREN 17 SP	Le Héros	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	Le Vengeur	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Le Sevère	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Le Sphinx	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Le "petit" Annibal	S	50	<input type="checkbox"/>	<input type="checkbox"/>
	La Fine	F	36	<input type="checkbox"/>	<input type="checkbox"/>
de TROMELIN (<i>de MOISSAC</i>) 17 SP	L'Annibal	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	Le Bizarre	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Le Brillant	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	L'Ajax	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Le Flamand	S	50	<input type="checkbox"/>	<input type="checkbox"/>
	La Pourvoyeuse	F	40	<input type="checkbox"/>	<input type="checkbox"/>
de CUVERVILLE 13 SP	L'Orient	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	L'Artésien	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	La Consolante	S	40	<input type="checkbox"/>	<input type="checkbox"/>
	Le Bellone	F	32	<input type="checkbox"/>	<input type="checkbox"/>
	La Subtile	F	24	<input type="checkbox"/>	<input type="checkbox"/>
de PEYNIER 11 SP	Le Fendant	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	L'Argonaute	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	Le Hardi	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	La Cléopâtre	F	36	<input type="checkbox"/>	<input type="checkbox"/>
d'AYMAR 8 SP	Le Saint Michel	S	60	<input type="checkbox"/>	<input type="checkbox"/>
	L'Illustre	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	La Fortune	F	36	<input type="checkbox"/>	<input type="checkbox"/>
CONVOY (3 SP)			<input type="checkbox"/>	<input type="checkbox"/>	

Army

Generals

SP

Du CHEMIN	6 SP	[6][5][4][3][2][1]	R
(<i>D'Hoffelize</i>)	12 SP	[12][11][10][9][8][7][6][5][4][3][2][1]	N
De BUSSY	5 SP	[5][4][3][2][1]	R
Hayder Ali Khan (<i>Tippou Sahib</i>)	20 SP	[20][19][18][17][16][15][14][13][12][11][10][9][8][7][6][5][4][3][2][1]	N

Towns

V Name	Initial Control	Control	V Name	Initial Control	Control
7 Bombay	E	<input type="checkbox"/>	5 Chandernagor	F	<input type="checkbox"/>
5 Calcutta	E	<input type="checkbox"/>	3 Karikal	F	<input type="checkbox"/>
3 Calicut	E	<input type="checkbox"/>	3 Mahé	F	<input type="checkbox"/>
3 Gondelour	E	<input type="checkbox"/>	3 Pondichery	F	<input type="checkbox"/>
7 Madras	E	<input type="checkbox"/>	7 Port Louis	F	<input type="checkbox"/>
5 Masulipatam	E	<input type="checkbox"/>	3 Yanaon	F	<input type="checkbox"/>
3 Negapatnam	E	<input type="checkbox"/>	5 Goa	P	<input type="checkbox"/>
5 Achem	H	<input type="checkbox"/>	3 Colombo	H	<input type="checkbox"/>
1 Batacalo	H	<input type="checkbox"/>	3 Trinquemaley	H	<input type="checkbox"/>

Fleet : S = Ship of the line and F = Frigate

Army : R = Regulars and N = Natives

Towns : V = Value, F = French, E = English, P = Portuguese and H = Hollander

ENGLISH Suffren in India (1781-1782)

Admirals	Ships	Type	Cannons	Damaged	Sunk
HUGUES 24 SP	Sultan	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	Monarca	S	70	<input type="checkbox"/>	<input type="checkbox"/>
	Buford	S	70	<input type="checkbox"/>	<input type="checkbox"/>
	Eagle	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Worcester Sceptre	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	San Carlos	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Naïde	F	40	<input type="checkbox"/>	<input type="checkbox"/>
	Sea	F	28	<input type="checkbox"/>	<input type="checkbox"/>
		F	20	<input type="checkbox"/>	<input type="checkbox"/>
BICKERTON 22 SP	Gibraltar	S	80	<input type="checkbox"/>	<input type="checkbox"/>
	Defence	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	Inflexible	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Monmouth	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Africa	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Isis	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Active	F	50	<input type="checkbox"/>	<input type="checkbox"/>
	Junon	F	32	<input type="checkbox"/>	<input type="checkbox"/>
W. ALLEN 19 SP	Cumberland	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	Hero	S	74	<input type="checkbox"/>	<input type="checkbox"/>
	Magnanime	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Exeter	S	64	<input type="checkbox"/>	<input type="checkbox"/>
	Bristol	S	50	<input type="checkbox"/>	<input type="checkbox"/>
	Medea	F	28	<input type="checkbox"/>	<input type="checkbox"/>
	Hound	F	14	<input type="checkbox"/>	<input type="checkbox"/>
CONVOY (3 SP)				<input type="checkbox"/>	<input type="checkbox"/>

Army

Generals SP

EYRE COOTE	10 PF [10][9][8][7][6][5][4][3][2][1]	R
MAC LEOD	10 PF [10][9][8][7][6][5][4][3][2][1]	R
STUART	20 PF [20][19][18][17][16][15][14][13][12][11][10][9][8][7][6][5][4][3][2][1]	R

Towns

V Name	Initial Control	Control	V Name	Initial Control	Control
7 Bombay	E	<input type="checkbox"/>	5 Chandernagor	F	<input type="checkbox"/>
5 Calcutta	E	<input type="checkbox"/>	3 Karikal	F	<input type="checkbox"/>
3 Calicut	E	<input type="checkbox"/>	3 Mahé	F	<input type="checkbox"/>
3 Gondelour	E	<input type="checkbox"/>	3 Pondichery	F	<input type="checkbox"/>
7 Madras	E	<input type="checkbox"/>	7 Port Louis	F	<input type="checkbox"/>
5 Masulipatam	E	<input type="checkbox"/>	3 Yanaon	F	<input type="checkbox"/>
3 Negapatnam	E	<input type="checkbox"/>	5 Goa	P	<input type="checkbox"/>
5 Achem	H	<input type="checkbox"/>	3 Colombo	H	<input type="checkbox"/>
1 Batacalo	H	<input type="checkbox"/>	3 Trinquemaley	H	<input type="checkbox"/>

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