# Gandhi

## THE DECOLONIZATION OF BRITISH INDIA 1917–1947

COIN

# RULES OF PLAY

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# 1.0 INTRODUCTION

*Gandhi* is a 1- to 4-player board game depicting insurgent and counterinsurgent (COIN) conflict during the end of the British Raj in India, 1917-1947, up to the establishment of the modern states of India and Pakistan.

Game setup is explained on page 39 of this rule book. An index on pages 46-47 lists and defines key game terms. Sequences and options for player and Non-player actions are summarized on several aid sheets.

## 1.1 General Course of Play

In *Gandhi*, up to four players control Factions seeking to determine the fate of India: the British Raj, the Indian National Congress, the Muslim League, and the Revolutionaries. Each Faction uses its forces and a unique set of abilities to influence spaces on the map. Moreover, each Faction is working towards a unique victory goal. The Raj seeks to control territory and influence the population of India to support its rule. The Indian National Congress seeks to disrupt Raj control by building popular opposition to the British. The Muslim League also seeks opposition to the British Raj as a means of establishing protected states for Muslim Indians. And the Revolutionaries seek to disrupt British Raj control through unrest and to establish bases of Hindu and Sikh influence.

*Gandhi* is Volume IX of the COIN Series of games that use similar rules to cover modern and historical insurgencies. A deck of cards regulates turn order, events, victory checks, and other processes. Each turn, a new card is played from the event deck. This card determines which two Factions will play this turn and the order in which those Factions will play. Each Faction must make a choice: make use of the card Event, or forgo the Event in order to choose from a unique menu of Operations and Special Activities. The choices of one Faction influence the others, as a new card is drawn and play continues. Periodically, a Campaign card interrupts play, affording the Factions a moment's pause to regroup and prepare for the next round. In the end, the Faction that most exceeds its goal is the winner.

## 1.2 Components

A complete set of *Gandhi* includes:

- A 34" by 22" game board (1.3)
- A deck of 72 Event cards (5.0)
- 7 Campaign cards (2.4)
- A deck of 24 Arjuna cards (8.2).
- 125 wooden pieces (1.4):
    - 15 Troops (red cubes)
    - 45 Sepoys (white cubes)
    - 16 Muslim League Activists (small green cylinders)
    - 16 Congress Activists (small orange cylinders)
    - 16 Rev. Guerrillas (small octagonal black cylinders)
    - 1 Leader (large orange cylinder)
    - 5 Muslim League Bases (green discs)
    - 5 Revolutionary Bases (black discs)
    - 6 Eligibility and Resource tokens
        (medium cylinders; 2 red, 1 green,1 orange, 2 black)
- 12 wooden pawns (6 white, 6 black)
- A sheet of markers.
- A Sequence of Play and Campaign Round aid(6.0)
- 4 Faction player aid foldouts (3.0, 4.0, 7.0)
- A Non-player aid foldout (8.0)
- 4 6-sided dice (1 red, 1 orange, 1 green, 1 black)
- A background Playbook
- This Rules of Play manual

## 1.3 The Map

The map shows the British colony of India divided into various spaces.

**1.3.1 Map Spaces.** There are four types of map spaces: Provinces, Cities, States, and Railways:

- Cities are urban areas in India that historically were important centers of British imperial administration.
- Provinces are areas that historically were administered directly by the British Raj.
- States are areas that historically were not directly administered by the Raj. Princely States (shaded yellow and printed on the map) were ruled by independent Indian rulers. Muslim States (denoted by a Muslim State marker in a Province's Control
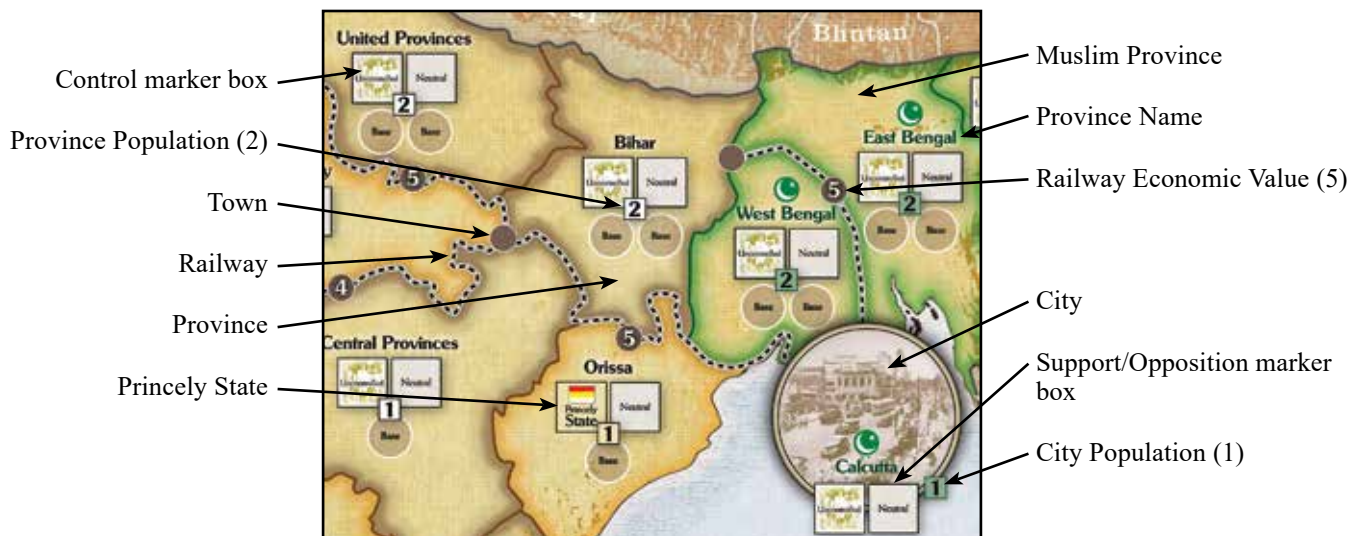
marker box placed during the game) are areas intended to protect the autonomy of Muslim Indians.

- Railways are lines of communication along which the wealth of India was exported to Britain.

**1.3.2 Cities.** Each City shows a Population of 1. Two Cities are also Muslim spaces (1.3.4): Karachi and Calcutta.

**1.3.3 Provinces.** Each Province shows a Population of 1 or 2. Seven Provinces are also Muslim spaces (1.3.4): Northwest Frontier, Baluchistan, Sind, Punjab, West Bengal, East Bengal, and Assam.

**1.3.4 Muslim spaces.** Green-tinged spaces marked with a crescent moon icon are Muslim spaces.

> **Important:** A Muslim State marker by itself does not turn a space into a Muslim space.

**1.3.5 States.** There are two types of States: Princely States and Muslim States.

*Princely States* are printed on the map and never change status during the game. One Princely State, Jammu & Kashmir, is also a Muslim space (1.3.4), but it is not a Muslim State.

*Muslim States* come into play during the Muslim League Negotiate and Infiltrate Special Activities (4.4.1, 4.4.2) and some Events (5.0). A Muslim State marker may only ever be placed in a Province, and changes that space into a State. If the Muslim State marker is later removed, the space reverts back to being a Province again.

> *PLAY NOTE: A Muslim State marker may be placed in a non-Muslim province.*

Any rules that refer to States apply to both Princely States and Muslim States. States are not Provinces and are never Controlled by the Raj (they are always 'spaces with no Raj Control' and do not add to Raj victory for Raj Control [7.2]). States may never hold Troops. When a Muslim State is created, the Raj player must immediately move any Troops there to any Cities.

> **Important:** Raj Troops may never enter or be placed in States at any time.

**1.3.6 Railways.** Railways affect several Operations (3.0) and Special Activities (4.0). Each Railway is terminated either by a City or a Town. Railways are never Controlled by the Raj and they have neither a Support/Opposition value nor Population (i.e., they do not add to Raj or Revolutionaries victory [7.2], nor may they hold a Base [1.4.2]).

Each Railway has an Economic Value (Econ) that is added to Raj Resources during the Resources Phase (6.2.2) if that Railway does not have a Strike marker (1.12).

NV Activists are always Active (1.4.3) when on a Railway.

> *PLAY NOTE: Railways are spaces! "Non-Railway spaces" are Cities, Provinces, and States.*

**1.3.7 Protest and Unrest.** Spaces with a Protest marker (1.10) are Protest spaces. Spaces with one or more Unrest markers (1.11) are Unrest spaces.

**1.3.8 Adjacency.** Adjacency affects the movement of forces and certain Events. Any two spaces meeting one of the following conditions are adjacent:

- Spaces that border (touch) one another.
- Provinces and States that would touch but for separation by a Railway.
- Railways, Provinces, or States separated by Towns.

> *PLAY NOTE: Towns are not spaces; they merely terminate Railways (1.3.6). There is one place on the map where a Town links adjacent Provinces and States, in the south: Bombay Presidency is adjacent to Coastal Andhra, and Hyderabad is adjacent to Mysore.*

**1.3.9 Jail.** The Jail box is used to hold Gandhi and Activists arrested during the Raj Assault Operation (3.2.4), Treaty and Govern Special Activities (4.2.1, 4.2.2), or placed there by Events (5.0). Pieces in Jail are not considered on the map and are not Available until released (during NV Rally Operations [3.3.1], Congress Negotiate [4.3.1] or Satyagraha [4.3.2] Special Activities, by Events, or during Campaign Rounds). When instructed to arrest NV pieces, move them to the Jail box.

**1.3.10 Out of Play Box.** The Out of Play Box holds forces that are not Available until entered. Pieces that are Out of Play enter during Operations or Events, or (for Raj only) during each Crisis (6.8).

**1.3.11 Restraint Track.** The Restraint track (6.6) measures the overall severity of the conflict in India. It determines the cost of all Raj Operations that use Sepoys (3.2) and Revolutionaries Unrest Operations (3.4.4), limits the number of spaces Congress may select for Operations (3.3), and determines the number of Available Protest markers (1.10).
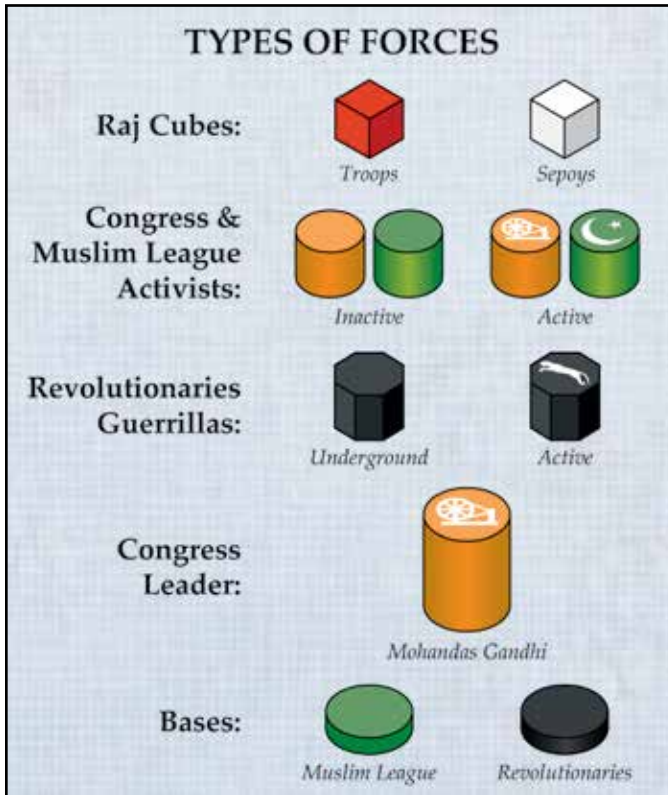
**1.3.12 Unity Track.** The Unity track (6.7) measures the level of tension between Hindu and Muslim communities in India. It affects Muslim League and Revolutionaries Rally (3.3.1, 3.4.1), and limits the number of spaces the Muslim League may select for Operations (3.3).

## 1.4 Forces

The wooden pieces represent the Factions' various forces:

- British Army in India Troops (red cubes) and British Raj Sepoys (white cubes). The Raj Event card icon is the Star of India, and the Raj Eligibility icon is the British crown: symbols of British royal sovereignty over India.
- Indian National Congress Activists (orange cylinders) and Mohandas Gandhi (large orange cylinder). The Congress Faction icon is a spinning wheel, a symbol of Indian political and economic independence that was featured on the Congress *swaraj* (home rule) flag of 1931.

- Muslim League Activists (green cylinders) and Bases (green discs). The Muslim League Faction icon is a star and crescent, a prominent symbol of Islam that later became the basis for the flag of Pakistan.
- Revolutionaries Guerrillas (black octagons) and Bases (black discs). The Revolutionaries Faction icon is a tiger, based on the *Azad Hind* (free India) flag of the WWII era Indian National Army.



TYPES OF FORCES

Raj Cubes: Troops / Sepoys

Congress & Muslim League Activists: Inactive / Active

Revolutionaries Guerrillas: Underground / Active

Congress Leader: Mohandas Gandhi

Bases: Muslim League / Revolutionaries

**1.4.1 Availability and Removal.** The inventory shown on the "Available Forces" chart on page 48 of this rule book limits the total number of pieces that may be in play. Forces not on the map, in Jail, or in the Out of Play box are kept in the Available Forces boxes. (Place Revolutionaries Bases in the highest-numbered empty spaces in the Available Bases box, revealing the number of on-map Bases to help track Revolutionaries Victory Points and Resource earnings.)

- Forces may only be placed from and replaced with those in the Available boxes—ignore any instructions to place or replace forces if the appropriate type is not in the Available box (remove rather than replace such pieces).
- Congress, the Muslim League, and Revolutionaries players (only), while executing an Operation, Special Activity, or Event, may remove their own pieces on the map to Available Forces (exception: not Gandhi).
- During Raj Deploy (3.2.1), cubes may be taken from the map if none are Available.
- Protest and Unrest markers may not be removed from the map voluntarily, unless as instructed as part of an Operation, Special Activity, Event, or during the Support or Reset Phases of each Campaign Round.

- Rules that apply to Activists affect both Congress and Muslim League pieces.

**1.4.2 Stacking.** Any number of forces may occupy a space, except:

- The maximum number of Bases allowed in each space is equal to the Population of the space (so Bases may never be placed on Railways).
- Troops may never enter or be placed into States.
- A space may only ever hold at most one Protest marker. A space may hold any number of Unrest markers.

**1.4.3 Active Pieces.** Certain Operations and Special Activities affect only Active pieces.

- Raj cubes, Bases, and Gandhi are always Active.
- Activists are Active whenever they are in a Protest space or on a Railway. Active Activists have their symbol end up; otherwise, they are Inactive. All Activists in a space are Active or Inactive together.
- Guerrillas are Active or Underground as individual pieces. Active Guerrillas have their symbol end up; otherwise, they are Underground. Always set up and place new Guerrillas Underground (including if replacing a piece).

*PLAY NOTE: Unless instructions specify "Underground" Guerrillas, it is sufficient to "Activate" already Active Guerrillas (they stay Active). During play, flip Activists if entering or leaving a Protest space.*

**Important:** Activists are always Active whenever they are in Protest spaces and Railways, and always Inactive everywhere else.

**1.4.4 Targeting Adversaries.** Once targeted, removal or Activation of pieces to the extent of the executing Faction's ability is required. During Assault (3.2.4) and Treaty (4.2.1), Raj targets NV forces as one Faction. During Attack (3.4.3), Revolutionaries if successful may choose to remove any two adversary pieces (not Gandhi; Troops and Bases last).
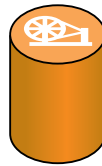
**1.4.5 Leader.** The Congress Faction receives one leader token, representing Mohandas Gandhi. Gandhi is not an Activist, but counts as a single piece for purposes of Raj Control (1.7). Additionally:

- Gandhi is always Active (1.4.3).
- Gandhi cannot be eliminated but may be arrested during the Raj Assault Operation (3.2.4), Treaty and Govern Special Activities (4.2.2, 4.2.3), and certain Events (5.0).

## 1.5 Players & Factions

*Gandhi* is playable by 1, 2, 3, or 4 players. The Raj is a counterinsurgent (COIN) Faction, Congress and the Muslim League are nonviolent (NV) Factions, and the Revolutionaries are an insurgent Faction. Leftover Factions are Non-player Factions (NP) governed by rules section 8.0.

Alternatively, with two or three players, the players may run any leftover Factions:

- With three players, one player runs Congress and Muslim League or, if preferred, Raj and Revolutionaries.
- With two players, one player runs Congress and Muslim League, the other Raj and Revolutionaries.

A player running two Factions uses the lower victory margin of the two (7.1-.3) and only causes play to end on a victory check (6.1) if both Factions are meeting their conditions.

For any given Faction, friendly pieces are all the pieces belonging to that Faction. Adversary pieces are any pieces belonging to any other Faction.

*PLAY NOTE: Congress and the Muslim League may require more intricate play to achieve their potential and should go to more experienced players.*

**1.5.1 Agreements.** Players may make any mutual arrangements within the rules, binding only as follows: once a player agrees to something within the execution of an Operation, Special Activity, Event, or during the Support Phase, that agreement holds during that action. A player failing to obtain agreement at the outset of an action may cancel the action. All negotiations are open.

**1.5.2 Transferring Resources.** Raj and Revolutionaries may transfer Resources to each other at any time that one of them is executing an Operation, Special Activity, or Event.

## 1.6 Support and Opposition

Support and Opposition affect victory and some Operations and Special Activities.

**1.6.1 Levels of Support/Opposition.** City, Province, and State spaces always show one of five levels of its populace's Support for or Opposition to the colonial Raj government:
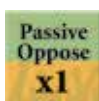
- Active Support.
- Passive Support.
- Neutral.
- Passive Opposition.
- Active Opposition.

**1.6.2 Active Support/Opposition.** Active Support/Opposition counts double Population for Total Support/Opposition (1.6.3, 1.6.4) affecting victory (7.2). Show the current level of Support or Opposition with markers placed in each space. Show Neutral by the absence of such markers.

**1.6.3 Total Support & Total Opposition.** Raj, Congress, and Muslim League victory depends on the total value of population Support or Opposition, respectively. Adjust VC markers on the numbered edge track as any change to Support or Opposition occurs.

Total Support = (2 x Population in Active Support) + (1 x Population in Passive Support)

Total Opposition = (2 x Population in Active Opposition) + (1 x Population in Passive Opposition)

**1.6.4 Total Muslim Opposition.** The Muslim League only gains victory points for Opposition in one of the 10 Muslim spaces printed on the map (7.2):

**Total Muslim Opposition** = (2 x Population of Muslim spaces in Active Opposition) + (1 x Population of Muslim spaces in Passive Opposition)
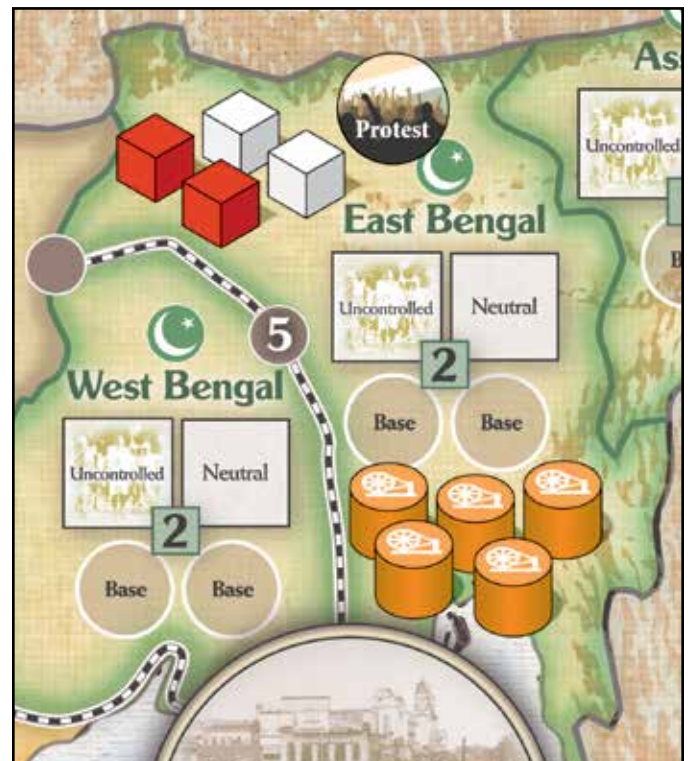
## 1.7 Raj Control

Control affects certain Faction activities and victory. Only the Raj Faction may Control a space. Adjust Control markers as Raj Control changes due to Operations, Special Activities, Events, voluntary force removal, and during the Redeploy Phase of Campaign Rounds (6.4).

**1.7.1 Raj Control.** Raj gains Control in a City or Province if the number of cubes there exceed all other Active pieces (1.4.3). Congress, the Muslim League, and the Revolutionaries cannot Control Cities or Provinces, but may deny Raj Control by the presence of their Active pieces. Raj Control affects certain activities. Place or remove Raj Control markers as Raj Control changes due to placement, removal, activation, or movement of pieces.

**1.7.2 Spaces That May Be Controlled.** Only Cities and Provinces can ever be Controlled by the Raj. Cities and Provinces without sufficient cubes for Raj Control, Princely States, Muslim States, and Railways are termed 'spaces with no Raj Control.'



*EXAMPLE of Raj Control: There are 2 Troops, 2 Sepoys, a Protest marker, and 5 Congress Activists in East Bengal. Raj does not have more cubes than Active adversaries there, so no Raj Control marker is placed in the space. If the Protest marker were removed, all Activists would be flipped to their Inactive side and*

*cubes would exceed Active adversaries. In this case, Raj would place a Raj Control marker in the space.*

> **Important:** Only count Active pieces when determining Raj Control—all Raj cubes, Gandhi, all Bases, Active Guerrillas, and Active Activists (any Activists in Protest spaces or on Railways).

## 1.8 Resources

At any moment, Raj and Revolutionaries (only) each have between 0 and 50 Resources used to pay for Operations (3.0), some Special Activities (4.0), and during the Support Phase of Campaign Rounds (6.3). Mark current Resources on the edge track with a cylinder of the Faction's color (1.5).

## 1.9 Victory Markers

Each Faction has a victory marker with which to track the following totals that affect victory (7.0).

- **British Raj:** Total Support (1.6) plus Population of Spaces with Raj Control (1.7).
- **Congress:** Total Opposition (1.6).
- **Muslim League:** Total Muslim Opposition (1.6) plus the twice the Total Population of Muslim States (1.3.5).
- **Revolutionaries:** Total Population of spaces with at least one Unrest Marker (1.11) plus the number of Revolutionaries Bases on the map.

## 1.10 Protest Markers

Protest markers are placed during NV Civil Disobedience and Demonstrate Operations (3.3.2, 3.3.3) and Events (5.0).

The total number of Protest markers Available to be placed during Operations is limited by the current Restraint value (6.6). Next to each space on the Restraint track there are boxes that hold one or two Protest markers. During Operations, only Protest markers in boxes to the right of and above the Restraint marker are Available to be placed.

Restraint does not limit placement during Events. When placing a Protest marker during an Event, draw from the lowest numbered occupied Protest marker box.

When removing markers from the map, return them to the highest numbered open Protest marker box, regardless of current Restraint.

A Protest marker in a space makes that a Protest space. In addition:

- Flip all Activists in a Protest space to their Active side (1.4.3).
- Only one Protest marker may be placed in each space.

- Railways may hold Protest markers. During the Resources phase of each Campaign Round (6.2.1), convert each Protest marker on a Railway into a Strike marker.
- Protest markers may only be removed during Congress and Muslim League Negotiate (4.3.1, 4.4.1), Raj Govern (4.2.2), and Muslim League and Revolutionaries Infiltrate (4.4.2, 4.5.2) Special Activities; by some Events (5.0); and during Campaign Rounds (6.0).
- Raj cubes may not exit Protest spaces during Raj Garrison (3.2.2), and Sweep (3.2.3) Operations, or Treaty (4.2.1) Special Activity (but may enter Protest spaces).
- Changes in Restraint do not affect Protest markers already on the map.



*EXAMPLE of Available Protest Markers: Restraint is 4. Two Protest markers are Available: those in boxes 1 and 2.*

## 1.11 Unrest Markers

Unrest markers are placed during some Operations (3.0), Special Activities (4.0), and Events (5.0). The flipside of an Unrest marker is a Strike marker (1.12).

- Unrest markers add to Revolutionaries Victory (7.2) but unlike Protest markers do not have additional affects in their space.
- Unrest markers are removed by Raj Imperialism during the Govern Special Activity (4.2.3) and during the Support Phase

(6.3.1), Congress Satyagraha Special Activity (4.3.2), NV Negotiate Special Activity (4.3.1, 4.4.1), some Events (5.0), and during the Reset Phase of each Campaign Round (6.5) in spaces without Guerrillas.

- There are 12 Unrest/Strike markers total. If all Unrest markers are in play, do not place one if called for.

## 1.12 Strike Markers

Strike markers are only placed on Railways. They may be placed during some Operations (3.0), Events (5.0), and Campaign Rounds. The flipside of a Strike marker is an Unrest marker (1.11).
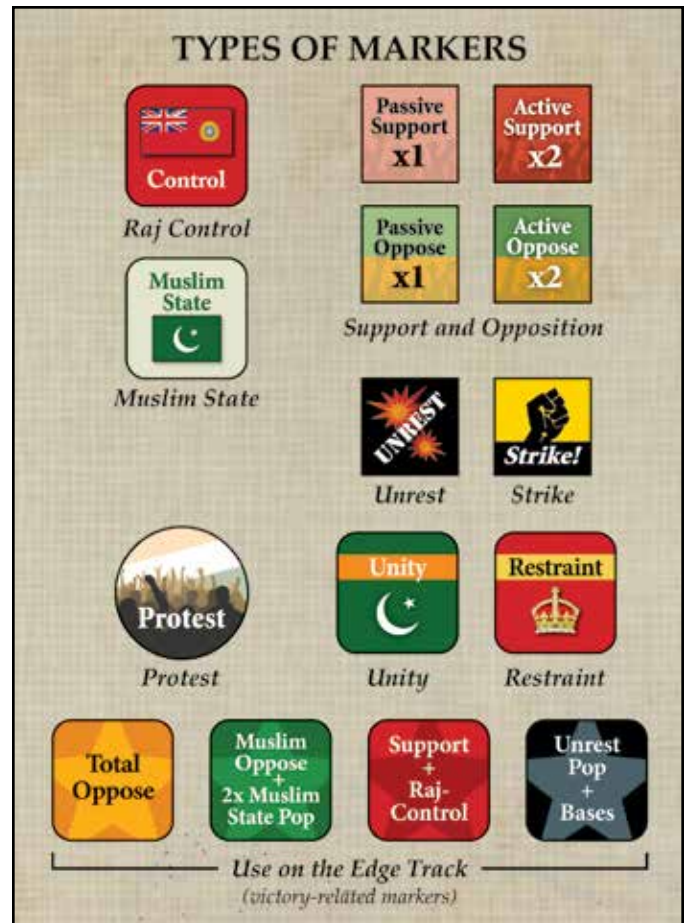
- The Raj Faction does not earn Resources from Railways with Strike markers during the Resource Phase of each Campaign Round (6.2.2).

- Strike markers are removed by the Raj Govern Special Activity (4.2.2), some Events (5.0), and during the Reset Phase of each Campaign Round (6.5).

- There are 12 Unrest/Strike markers total. If all Strike markers are in play, do not place one if called for.
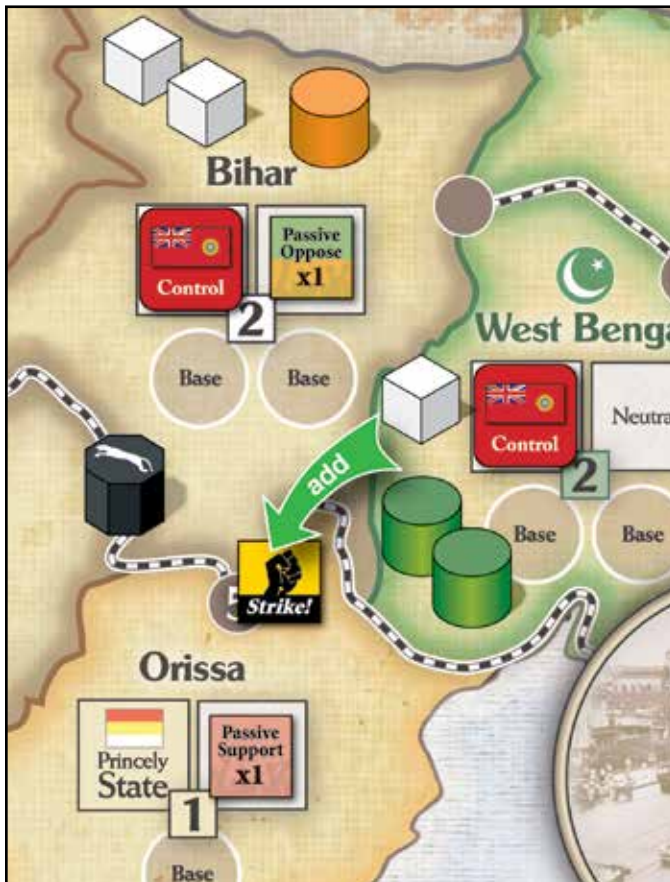


*EXAMPLE of Placing a Strike Marker: Revolutionaries execute an Unrest Operation (3.4.4) on a 5 Econ Railway. Rather than placing an Unrest marker, place a Strike marker instead.*

## 1.13 Campaign Card Marker

A Campaign Card marker is kept on the Sequence of Play chart on the map. Optionally, it may be used during Campaign Rounds (6.0) to mark the current phase.



**TYPES OF MARKERS**

Control — Raj Control

Muslim State

Passive Support x1

Active Support x2

Passive Oppose x1

Active Oppose x2

*Support and Opposition*

Unrest

Strike

Protest

Unity

Restraint

Total Oppose

Muslim Oppose + 2x Muslim State Pop

Support + Raj-Control

Unrest Pop + Bases

*Use on the Edge Track (victory-related markers)*

# 2.0 SEQUENCE OF PLAY

## 2.1 Set Up

Follow the instructions on page 39 of this rule book to choose a scenario and various play options, assign Factions to players, prepare the draw deck, and set up markers and pieces.

## 2.2 Start

Begin play by revealing the top card of the draw deck and placing it in the Current Card box on the map. Then reveal the next card on top of the Draw Deck. The card in the Current Card box is played first; the card on top of the Draw Deck will be played next.

If a Campaign card (2.4) is revealed, stop play and swap it with the card in the Current Card box. Immediately conduct a Campaign Round (6.0).

*PLAY NOTE: Players will see one card ahead into the Draw Deck (2.3.7). All played cards and the number of cards in the draw deck are open to inspection. Move a Faction's eligibility cylinder into the appropriate box after all Operations, Special Activities, or Events are completed.*

## 2.3 Event Cards

When playing an Event card, up to two Factions will execute an Operation or the Event. Each Eligible Faction may choose either to act on the current card or Pass.

- Factions whose cylinder is in the "Eligible" box receive these options in the left-to-right order of Faction icons shown at top of the card.
- Factions with cylinders in the "Ineligible" box do nothing.

**2.3.1 Eligibility.** Factions that did not execute an Operation or Event on the previous card (or were made Eligible by Event text) are Eligible (their cylinders will start the card in the "Eligible" box per 2.3.6). Factions that did are Ineligible. All Factions start the game Eligible.

**2.3.2 Faction Order.** The Eligible Faction with the leftmost icon in its color (skipping any Ineligible Factions) is the 1st Eligible to execute an Operation or Event or to Pass. The next leftmost is the 2nd Eligible.

> *PLAY NOTE: A faction icon marked by a rifle (Raj and Revolutionaries) or arrow (Congress and Muslim League) indicates the Event card is a Non-player Faction Critical Event (8.8.1).*

**2.3.3 Passing.** If a 1st or 2nd Eligible Faction opts to Pass, it remains Eligible for the next card. Add 3 Raj Resources if Raj passes or 1 Revolutionaries Resource if the Revolutionaries pass. If either NV Faction passes, that Faction may move one Activist from Out of Play to Available (shift Unity +1 if moving an Activist belonging to the other NV Faction). The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.7) and play the next card.

> **Important:** Any time a NV Faction moves an Activist belonging to the other NV Faction from Out of Play to Available, shift Unity +1 (whether during Rally or by Event).

#### 2.3.4 Options for Eligible Factions.

FIRST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

- An Operation (3.0) in one or more spaces without a Special Activity (4.0), OR
- An Operation (3.0) in one or more spaces with a Special Activity, OR
- The Event shown on the card.

OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute an Operation or possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- **Op Only:** If the 1st Eligible Faction executed an Operation only, the 2nd Eligible Faction may execute a Limited Operation (2.3.5).
- **Op & Special Activity:** If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may execute a Limited Operation or instead execute the Event.

- **Event:** If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute an Operation in one or more spaces, with a Special Activity if desired.

**2.3.5 Limited Operation.** A Limited Operation is an Operation in only one space, with no Special Activity. If the Limited Operation is a Garrison (3.2.2), Sweep (3.2.3), Demonstrate (3.3.2) Operation, it can involve pieces from multiple origin spaces but only one destination space; if March (3.4.2), it can involve multiple destination spaces but only one origin space. Factions may execute parts of the Operation that do not involve spaces on the map (e.g., moving pieces from Out of Play during Deploy or Rally). A Limited Operation counts as an Operation.

**2.3.6 Adjust Eligibility.** After the 1st and 2nd Eligible Factions complete all execution of Operations, Special Activities, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play track as follows:

- Any Faction that did not execute an Operation or Event (and was not rendered Ineligible by an Event) to the "Eligible" box.
- Any Faction that executed an Operation (including a Limited Operation) or Event (or was rendered ineligible by an Event) to the "Ineligible" box.

**2.3.7 Next Card.** After adjusting Eligibility, first remove the played card in the Current Card box (or leave it there and stack the new Current Card on top), then move the Draw Deck's top card into the Current Card box face-up, and finally reveal the Draw Deck's next card. Unless a Campaign Card (2.4) is revealed, play the new card in the Current Card box, proceeding with the appropriate sequence.

## 2.4 Campaign Card

If a Campaign Card is revealed as the Upcoming Card, immediately swap it with the card in the Current Card box and conduct an immediate Campaign Round (see 6.0). The swapped card will be the first card played in the next round of play.

**2.4.1 Final Campaign.** If the last Campaign card's Round is completed without a victory (6.1), the game ends: determine victory by 7.3.

> *PLAY NOTE: Each series of Event cards up to a Campaign Round is called a "Campaign."*

## 2.5 British Viceroy

Each Campaign card also shows one of seven British Viceroys who historically served as the Governor-General of India, typically for a five year term. During each Campaign, one Campaign card will be placed in the British Viceroy of India box on the map, becoming the current Viceroy for that Campaign.

At the start of the game (2.1), one Campaign card is chosen at random to be the Viceroy for the first Campaign and placed face up in the British Viceroy of India box. During each Campaign Round (6.4.1), the Campaign card that triggered that Campaign Round is placed in the British Viceroy of India box, replacing the previous Campaign card and becoming the new Viceroy for the next Campaign.

**2.5.1 Viceroy Capability.** Each Viceroy lists a special capability that applies only to the Raj Faction if that Viceroy is the current Viceroy. When a Campaign card is placed in the British Viceroy of India box, its capability takes immediate effect and lasts until replaced by the next Viceroy.

# 3.0 OPERATIONS

## 3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the four Operations listed on its Faction aid sheet and, if applicable, selects the map spaces to be involved. For Raj and Revolutionaries Factions (only), Operations cost Resources, often per space selected; the paying Faction must have enough Resources to pay for the Operation, including in each selected space. Congress and the Muslim League Factions do not pay for Operations. Instead, they may select only a limited number of total spaces (3.3).

**3.1.1 Selecting Spaces.** Spaces may only be selected once for an Operation and may be selected in any order and at any time during the turn. Generally, spaces selected for Operations may be selected also for Special Activities and vice versa (exceptions: NV Negotiate Special Activity [4.3.1, 4.4.1] may not select spaces selected for Operations and vice versa; Revolutionaries Assassination Special Activity [4.5.3] must select spaces already selected for Unrest [3.4.4]).

**3.1.2 Forces May Only Move Once.** During Operations that move pieces (Raj Garrison [3.2.2] and Sweep [3.2.3], NV Demonstrate [3.3.2], and Civil Disobedience [3.3.3], and Revolutionaries March [3.4.2]), pieces may only move once (though they may enter multiple spaces en route to the selected destination, as per the Operation procedure).

**3.1.3 Pawns.** Players may mark spaces selected for Operations (3.0) and Special Activities (4.0), (or other actions) with pawns. The pawns are for convenience, not a limit on play.

**3.1.4 Targeting Factions.** The executing Faction chooses the other Factions or pieces to be affected (targeted), and the friendly pieces to be placed or replaced. A single Operation may target one or more Factions and ignore others. Once targeted, a Faction's pieces are affected to the maximum extent possible (1.4.4).

*PLAY NOTE: During Assault (3.2.4) and Treaty (4.2.1) remove Congress and Muslim League pieces as one Faction. Raj may choose to remove Gandhi if targeting NV forces.*

**3.1.5 Effects of Special Activities on Operations.** A Special Activity may alter Restraint or Unity. In all cases, determine the cost or selection requirements for an Operation the moment a space is selected.

*EXAMPLES of the Impact of Restraint and Unity on Operations:*

*1. Restraint is 2. Congress interrupts a Civil Disobedience Operation to conduct the Negotiate Special Activity in Bihar, which removes a Protest marker there and shifts Restraint to 3. Congress may now select up to three spaces for Operations, as well as any existing Protest spaces and the space with Gandhi.*

*2. Unity is 1 and Restraint is 2. The Muslim League conducts Non-Cooperation. At the end of the Operation, Restraint shifts to 1. Since both Unity and Restraint are 1, India is in a state of Crisis. The Muslim League may now follow its Operation with the Infiltrate Special Activity to place a Muslim State in a Province with a Muslim League Base and no Raj Control.*

*3. Restraint is 1 and Unity is 2. Revolutionaries conduct an Unrest Operation in a space with a Congress Activist, then interrupt the Operation to execute the Assassinate Special Activity to remove the Congress piece. Unity shifts to 1, which triggers Crisis. Revolutionaries may continue the Unrest Operation and now may select spaces with both Congress and Muslim League Activists.*

## 3.2 Raj Operations

Raj chooses from Deploy, Garrison, Sweep, or Assault Operations.

> **Important:** During Raj Operations, the following rules always apply:
> - Pay Resources equal to Restraint only if Sepoys are used (per the selected Operation instructions, unless modified by the current Viceroy). Pay 0 to Operate in a space if only Troops are used.
> - Cubes may not exit Protest spaces (including Railways) during Operations.
> - Troops may not enter States.
> - The current Viceroy capability may modify the cost or effects of the current Operation (2.5.1).

**3.2.1 Deploy.** Deploy augments Raj forces and moves cubes from the Out of Play box to Available. Select any Cities. Pay Resources equal to Restraint per selected City to add any Sepoys there. If only adding Troops, pay 0.

PROCEDURE: First, in each selected City, place up to six cubes. If no more cubes of that type are Available (1.4.1), cubes may be taken from elsewhere on the map.

Then, may move any two cubes from Out of Play (1.3.10) to Available.

> ***VICEROY CAPABILITIES:***
> - If Lord Willingdon is the current Viceroy, Deploy costs 1 Resource per selected City to place Sepoys.
> - If Lord Reading is the current Viceroy, the first space selected for Deploy is free.

**3.2.2 Garrison.** Garrison Operations move Raj forces quickly along the Railway network. Pay Resources equal to Restraint to move any Sepoys or 0 Resources to move only Troops.

PROCEDURE: Cubes in spaces without Protest may move into any adjacent Railway or City, and may continue to move along adjacent Railways or Cities and finally, if desired, into adjacent Raj-Controlled destinations. Moving cubes must stop at any Active adversaries and may not exit Protest spaces. If a Limited Operation (2.3.5), all moving cubes must end in a

single destination space (but may originate in several). Cubes may only move once during the Operation.

*EXAMPLE of Garrison: Restraint is 2. Raj pays 2 Resources to move 2 Troops from West Bengal and 3 Sepoys from Rajputana along Railways into spaces across India with Raj Control. The Protest marker in Bihar prevents the Sepoys in Bihar from using Garrison to move. The Active Activist on the Railway between Central India Agency and Central Provinces would force any cubes using that Railway to stop moving.*

**3.2.3 Sweep.** Sweep Operations move Troops and Sepoys and locate Guerrillas. Select any non-Railway spaces as final destinations. Pay Resources equal to Restraint per destination space to use Sepoys (i.e., to move them or to Sweep in place with them) or 0 Resources per space to use only Troops there. If a Limited Operation (2.3.5), all moving cubes must end in a single destination space (but may originate in several).

PROCEDURE: Move cubes not in Protest spaces into selected destination spaces from adjacent spaces (even from Railway spaces). Cubes may first move onto an adjacent Railway with no Strikes, Activists, or Active Guerrillas, and then must move into an adjacent destination space. Then, in each destination Activate one Guerrilla for every cube there (whether newly moved or already there; include Sepoys already there only if paid for).

**Important:** During Garrison, Sweep, and Treaty, no cubes may exit Protest spaces. Troops may not move into States. Cubes that entered Railways during Sweep may not remain on Railways at the end of the Operation.
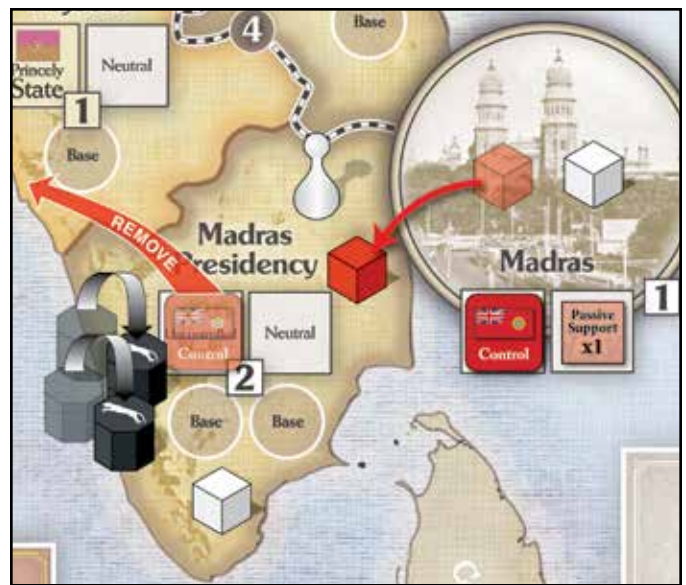
*EXAMPLE of Sweeping in Place: Restraint is 4. Raj selects Madras Presidency, with 1 Sepoy and 2 Underground Guerrillas, as a Sweep destination. After moving 1 Troop into Madras Presidency, Raj pays 4 Resources to use the Sepoy already there, along with the moving Troop, to flip both Guerrillas Active. Cubes no longer exceed Active adversaries in Madras Presidency, and Raj Control is lost. Had Raj not paid to use the Sepoy, only 1 Guerrilla would have been Activated by the moving Troop, and Raj would have retained Control.*

**3.2.4 Assault.** Assault removes Active Guerrillas and Bases, and arrests Gandhi and Active Activists. Select any spaces with Raj forces. Pay Resources equal to Restraint per selected Assault space to use any Sepoys there or 0 Resources per space to use only Troops there.

PROCEDURE: In each selected space, remove or arrest Active pieces per the number of Raj cubes involved, as follows:

● If the Operation uses only Sepoys, remove one piece for every two Sepoys (round down).
● If the Operation uses any Troops (with or without Sepoys), remove one piece for every cube.

BASES LAST: Remove Muslim League Bases only once no Activists (Muslim League plus Congress) remain in the space. Remove Revolutionaries Bases only once no Guerrillas remain in the space.

NV TO JAIL: Guerrillas and Bases are removed to Available. Gandhi and Activists are arrested and moved to the Jail box (1.3.9). Treat Congress and the Muslim League as one Faction when targeting NV pieces (1.4.4).

GANDHI: Gandhi is arrested like NV Activists (though he is always Active). Though Raj may always choose to arrest Gandhi, it is not required to do so unless forced to by 1.4.4 (i.e., if cubes used to Assault equal or exceed Active Activists plus Gandhi). If Gandhi is arrested during a Raj Operation or Special Activity, at the end of the Raj turn:

- First shift Restraint –1.
- Then, Congress may place up to two Available Protest markers in any non-Railway spaces that do not already have one.

**Important:** Only Activists in spaces with Protest or on Railways are Active (1.4.3), and may therefore be targeted during Assault.

### *VICEROY CAPABILITIES:*

- If Lord Chelmsford is the current Viceroy, Assault costs 1 Resource per space selected to use Sepoys.
- If Lord Wavell is the current Viceroy, Raj may conduct a free limited Sweep (3.2.3) into one space selected for Assault. This Sweep may include both Troops and Sepoys. This free Sweep Operation may occur at any time during the Assault Operation.
- If Lord Reading is the current Viceroy, the first space selected for Assault is free.
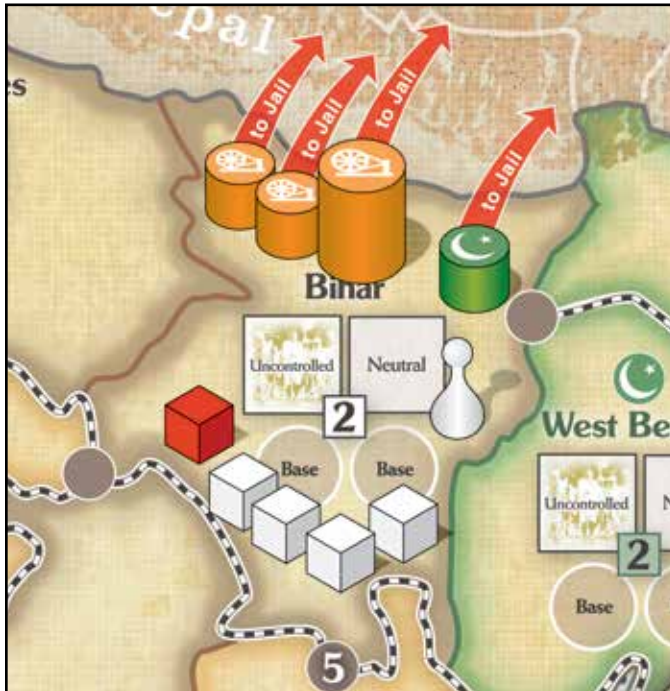


*EXAMPLES of Arresting NV during Assault: Restraint is 3. Since Lord Chelmsford is the current Viceroy, Raj pays only 1 Resource to execute Assault in Bihar with one Troop and three Sepoys. Also in Bihar are Gandhi, two Active Congress Activists and one Active Muslim League Activist there. Raj targets the Activists and Gandhi and must move all 4 pieces to Jail. Since Gandhi was arrested, at the end of the Raj turn Restraint decreases to 2 and Congress then places 2 Available Protests in any non-Railway spaces.*

## 3.3 Nonviolent Operations

Congress and the Muslim League choose from Rally, Demonstrate, Civil Disobedience, or Non-Cooperation Operations.

**Important:** NV Factions do not pay for Operations, instead selecting a limited number of spaces for free. Congress may select a number of spaces up to Restraint and in addition spaces with a Protest marker and/or Gandhi. The Muslim League may select a number of spaces up to Unity and in addition spaces with a Muslim League Base.

**3.3.1 Rally.** Rally Operations augment forces, move Activists from Out of Play, and may shift Unity.

- Congress may select Cities, Provinces, and States without Support up to Restraint, plus any Cities, Provinces, and States with a Protest marker or with Gandhi.
- The Muslim League may select Cities, Provinces, and States without Support up to Unity plus any spaces with a Muslim League Base.

PROCEDURE: First, in each selected space:

- Congress places Activists up to the space's Population.
- The Muslim League places Activists equal to one plus the number of Muslim League Bases there. Or, in a non-Railway space with room (1.4.2), the Muslim League may instead replace a number of Muslim League Activists equal to Unity (6.7) with a Muslim League Base.

Place Activists Active side up if placing in a Protest space.

Then, the executing Faction may either:

- Move one Activist from the Out of Play box (1.3.10) to Available, OR
- Release a die roll of Activists from Jail. A Faction must release prisoners equal to the die roll if possible, including Activists belonging to the other NV Faction if needed.

**Important:** Each time a NV Faction moves an Activist belonging to the other NV Faction from Out of Play to Available, shift Unity +1 (during Rally, Events, or when Passing).

*EXAMPLE of Selecting Spaces for Rally: The Muslim League executes Rally. Unity is 3, so they may select up to three spaces without a Muslim League Base and any other space with a Muslim League Base. The Muslim League selects Sind, Baluchistan, and Karachi (all spaces without Support). It also chooses to Rally in Punjab, because it may also Rally in any space with a friendly Base, regardless of Unity or Support.*

**3.3.2 Demonstrate.** Demonstrate Operations move friendly Activists and may place Protest markers.

* Congress may select non-Railway destination spaces up to Restraint, plus any non-Railway spaces with a Protest marker or with Gandhi.
* The Muslim League may select non-Railway destination spaces up to Unity, plus any spaces with a Muslim League Base.

PROCEDURE: Activists may move into each destination space from any adjacent spaces (including from Railway spaces). If a Limited Operation (2.3.4), all moving pieces must end in a single destination. If the destination space has no Raj Control, the active Faction may place an Available Protest marker if none there already. Congress (only) may move a total number of Muslim League Activists up to Unity if they are accompanied by moving Congress Activists one for one. Activists (including Muslim League Activists moved during Congress Demonstrate) may only move once during the Operation.

> PLAY NOTE: Only Activists may move during Demonstrate Operations; Congress moves Gandhi during the Satyagraha Special Activity (4.3.2).
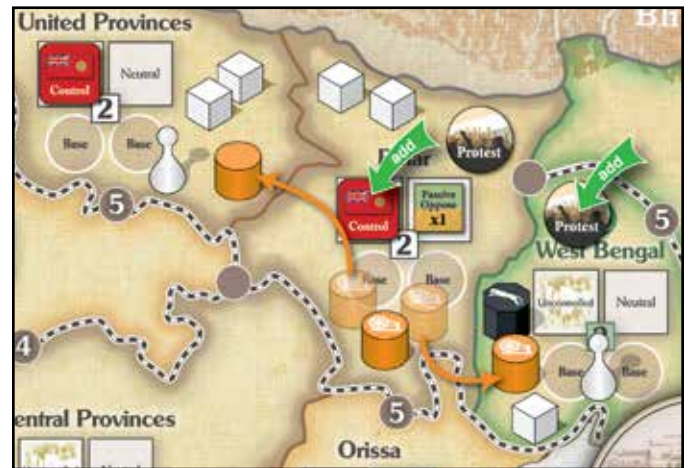


*EXAMPLE of Placing Protest during Demonstrate: Restraint is 2 and three Protest markers are Available. In Bihar there are three Congress Activists and a Protest marker. Congress wants to use Demonstrate to move the Activists out of Bihar into adjacent spaces in order to place additional Protest markers. Since Restraint is 2, Congress may select up to two spaces without Protest as destinations (in addition to all spaces with Protest). One Activist moves into West Bengal. Since West Bengal does not have Raj Control (the lone Sepoy there does not outnumber the Active Guerrilla), Congress may place an Available Protest there. Another Activist moves into United Provinces. Raj does Control that space, however, so no Protest may be placed there, and the moving Activist is flipped to its Inactive side.*

**3.3.3 Civil Disobedience.** Civil Disobedience Operations place Protest markers and may move Activists onto Railways.

- Congress may select spaces with Activists up to Restraint, plus any spaces with a Protest marker or with Gandhi.
- The Muslim League may select spaces with Activists up to Unity, plus any spaces with a Muslim League Base.

PROCEDURE: Place an Available Protest marker if none there already. Activate all Activists in the space. Then, the active Faction may move any friendly Activists from the selected space onto adjacent Railways.



*EXAMPLE of Moving onto Railways during Civil Disobedience: Restraint is 3 and there are two Protest markers Available. Congress executes Civil Disobedience to place Protest markers in Bombay Presidency and Coastal Andhra. Able to select one more space, but with no Protest markers Available, Congress chooses to move the Activist in Hyderabad onto the 4-Econ Railway adjacent to Bombay Presidency.*

**3.3.4 Non-Cooperation.** Non-Cooperation Operations decrease Restraint and shift Population towards Active Opposition.

- Congress may select Protest spaces with Congress Activists and no Raj Control (exception: during Crisis, Congress may select spaces with Raj Control, 6.8).
- The Muslim League may select spaces with Protest, Muslim League Activists, and a Muslim League Base plus spaces with Protest and Muslim League Activists up to Unity, each with no Raj Control.

PROCEDURE: Shift each selected space one level towards Active Opposition. Lastly, after executing Non-Cooperation in all selected spaces, shift Restraint –1.



*EXAMPLE of Non-Cooperation: Congress executes Non-Cooperation to add Opposition in southern India. It may select Protest spaces with Congress Activists and - since India is not in Crisis - no Raj Control. Here, Coastal Andhra will shift towards Active Opposition. Bombay Presidency may not be selected because it has Raj Control, and Hyderabad may not be selected since only spaces with Congress Activists may be chosen and Gandhi is not an Activist.*

## 3.4 Revolutionaries Operations

Revolutionaries choose from Rally, March, Attack, or Unrest Operations.

**3.4.1 Rally.** Rally Operations augment forces, build Revolutionaries Bases, and move Guerrillas from Out of Play. Select Cities, Provinces, and States each without Support or any with a Revolutionaries Base. Pay 1 Resource per space selected.

PROCEDURE: In each selected space, place Guerrillas equal to one plus the number of Revolutionaries Bases there, or replace a number of Guerrillas there equal to Unity (6.7) with a Revolutionaries Base.

Then, Revolutionaries may move one Guerrilla from the Out of Play box (1.3.13) to Available.



*EXAMPLE of Placing a Base during Rally. Unity is 2. Revolutionaries pay 1 Resource to Rally in Punjab. Rather than place Guerrillas, they exchange 2 Guerrillas there for a Revoluarionies Base, placing it in the last remaining Base space.*

**3.4.2 March.** March Operations move Revolutionaries Guerrillas. Moving pieces may begin in any spaces. Cost is 1 Resource per space where moving Guerrillas originate (exception: each Railway origin costs 0). A Limited Operation (2.3.5) March may select only a single origin space (and may move Guerrillas into more than one destination).

PROCEDURE: Revolutionaries select origin spaces. From each selected origin, any Guerrillas there may move into adjacent spaces. In addition, Underground Guerrillas may move along a chain of adjacent Railways and Cities, if desired, and then into adjacent spaces. Guerrillas may only move once during the Operation.

In each destination space at either Active or Passive Support and on each Railway destination, if moving Guerrillas plus cubes exceed 3, Activate the moving Guerrillas (only).



*EXAMPLE of Guerrillas Moving during March. Revolutionaries pay 1 Resource to select Orissa as a March origin space and plan to move all four Guerrillas there. Two Guerrillas move into the adjacent Central Provinces. Although moving Guerrillas plus cubes exceed three, the space does not have Support so the moving Guerrillas remain Underground. The Guerilla moving into Bihar, however, is not so lucky: moving Guerrillas plus cubes there exceeds three and the space does have Support, so the moving Guerrilla is flipped to its Active side. The last Guerrilla in Orissa may move along the Railway line because it starts its move Underground. It moves into the United Provinces. Although the United Provinces has Support, moving plus cubes does not exceed three there, so the moving Guerrilla remains Underground.*

**3.4.3 Attack.** Attack Operations seek to eliminate adversaries and may spread Unrest. Select any Cities, Provinces, and States with Guerrillas. Pay 1 Resource per space.

PROCEDURE: In each selected space, Activate all Guerrillas (1.4.3) and roll a die. If the result is less than or equal to the total number of Guerrillas there, remove up to two Active pieces (exception: not Gandhi). Then, if the Attack was successful and the space has a Protest marker or no Raj Control, add one Unrest marker.

- Remove Muslim League Bases only once no Activists (Muslim League plus Congress) remain in the space.
- Remove Sepoys before any Troops.
- Attack may remove pieces belonging to two different Factions.

*PLAY NOTE: Attack may place Unrest in spaces where Raj just lost Control when attacking Guerrillas Activated. Revolutionaries may also choose to Attack spaces without adversaries, solely to place Unrest.*



*EXAMPLE of Attack. Revolutionaries pay 1 Resource to Attack in East Bengal. All three Guerrillas there Activate. Since Raj cubes no longer exceed Active adversaries, Raj Control is lost in East Bengal. Revolutionaries roll for the Attack: 2, a success! Both cubes are removed to Available. Since the Attack was a success, and there is no Raj Control there, Revolutionaries place an Unrest marker in the space. Next, they pay another 1 Resource to Attack in Bihar, Activating both Guerrillas. The roll is a 1, another success! Two Sepoys are removed. Lastly, Revolutionaries place an Unrest marker because there is a Protest marker in the space.*

**3.4.4 Unrest.** Unrest Operations decrease Restraint, affect Support and Opposition, and place Unrest and Strike markers. Select any spaces where Revolutionaries have at least one Underground Guerrilla or, during Crisis (6.8) only, select any spaces with both Congress Activists and Muslim League Activists (including spaces without Underground Guerrillas). For each space selected for Unrest, pay Resources equal to Restraint.

PROCEDURE: In each selected space Activate one Underground Guerrilla if one is present (even during Crisis). If the space is a non-Railway space, add one Unrest marker and shift the space one level towards Neutral. If the space is a Railway, add one Strike marker if none there. Lastly, after executing Unrest in all selected spaces, shift Restraint −1.
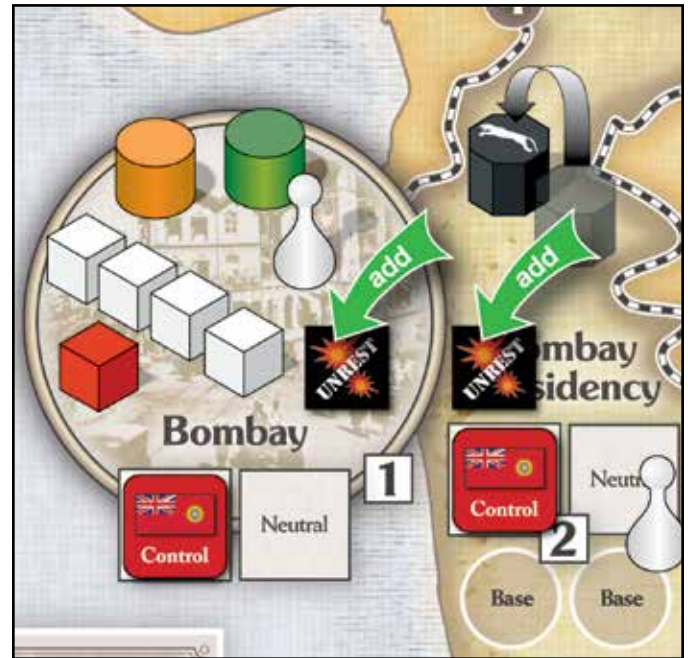


*EXAMPLE of Unrest. India is in Crisis! Revolutionaries pay 1 Resource (Restraint is always 1 when India is in Crisis) to select Bombay Presidency for Unrest. They Activate the Underground Guerrilla there and add an Unrest marker. With India in Crisis, they may also select Bombay because it has both a Congress Activist and a Muslim League Activist! They pay 1 Resource to select Bombay and place an Unrest marker there.*

# 4.0 SPECIAL ACTIVITIES

## 4.1 Special Activities in General

When a Faction per the Event card sequence of play (2.3) executes an Operation (3.0), it may also execute one of its Special Activities (exception: Limited Operations, 2.3.5).

- As with Operations, the executing Faction selects spaces, Factions, or pieces affected and the order of actions undertaken.
- A Faction may execute its Special Activity at any one time immediately before, during, or immediately after its Operation.
- If executing a Special Activity during an Operation, the Special Activity must be fully completed before returning to the Operation (i.e., Special Activities themselves may not be interrupted).

**4.1.1 Selecting Spaces.** Spaces may only be selected once for a Special Activity and may be selected in any order. Generally, spaces selected for Operations may be selected also for Special Activities and vice versa (exceptions: NV Negotiate Special Activity [4.3.1, 4.4.1] may not select spaces selected for Operations and vice versa; Revolutionaries Assassinate Special Activity [4.5.3] must select spaces already selected for Unrest [3.4.4]).

**4.1.2 Accompanying Operations.** If not otherwise specified, Special Activities may accompany any Operation and take place in any otherwise valid spaces (exceptions: Congress and Muslim League Negotiate [4.3.1, 4.4.1] and Revolutionaries Assassinate [4.5.3]).

## 4.2 Raj Special Activities

Raj may choose from Treaty, Govern, and Martial Law Special Activities.

**Important:** During Raj Special Activities, the following rules always apply:
- Cubes may not exit Protest spaces (including Railways) during Treaty (4.2.1).
- The current Viceroy capability may modify the effects of the current Special Activity (2.5.1).
- Only Activists in spaces with Protest or on Railways are Active (1.4.3), and may therefore be targeted during Treaty (4.2.1) and Govern (4.2.2).

**4.2.1 Treaty.** Treaty allows the Raj to operate in Princely States and Muslim States. Select any States.

PROCEDURE: In each selected State, either:
- Remove one Active piece for every Sepoy, OR
- Move any Sepoys not in Protest spaces into the selected State from adjacent spaces.

BASES LAST: Remove Muslim League Bases only once no Activists (Muslim League plus Congress) remain in the space. Remove Revolutionaries Bases only once no Guerrillas remain in the space.

NV TO JAIL: Guerrillas and Bases are removed to Available. Gandhi and Activists are arrested and moved to the Jail box (1.3.9). Treat Congress and the Muslim League as one Faction when targeting NV pieces (1.4.4).

GANDHI: Gandhi is arrested like NV Activists (though he is always Active). Though Raj may always choose to, it is not required to arrest Gandhi unless forced to do so by 1.4.4. If Gandhi is arrested during a Raj Operation or Special Activity, at the end of the Raj turn:
- First, shift Restraint –1.
- Then, Congress may place up to two Available Protest markers in any non-Railway spaces that do not already have one.



*EXAMPLE of Treaty. Raj selects Orissa and the Muslim State in West Bengal for Treaty. It moves three Sepoys into West Bengal from adjacent spaces (the Troop in East Bengal may not accompany the Sepoys as Troops may never enter States). Then, the two Sepoys already in Orissa remove the Active Guerrilla and arrest the Activist there.*

**4.2.2 Govern.** Govern removes adversary pieces, Strikes, Muslim States, and Unrest and builds Support. Select up to two spaces with cubes.

PROCEDURE: In each space, either:

● Remove one Active piece, OR

● In a space with no Activists, remove either a Strike or Protest marker, OR

● In a space with no Active adversaries, buy Imperialism for one or two levels.

BASES LAST: Remove Muslim League Bases only once no Activists (Muslim League plus Congress) remain in the space. Remove Revolutionaries Bases only once no Guerrillas remain in the space.

NV TO JAIL: Guerrillas and Bases are removed to Available. Gandhi and Activists are arrested and moved to the Jail box (1.3.9).

GANDHI: Gandhi is arrested like NV Activists (though he is always Active). If Gandhi is arrested during a Raj Operation or Special Activity, *at the end of the Raj turn:*

● First shift Restraint –1.

● Then, Congress may place up to two Available Protest markers in any non-Railway spaces that do not already have one.

IMPERIALISM: Every 3 Resources spent (exception: if Lord Mountbatten is Viceroy, every 2 Resources spent) removes one Unrest marker, or—once no Unrest markers are in the space— either shifts the space one level towards Active Support, up to two levels per space, or—in a Muslim State—removes the Muslim State marker.

> **VICEROY CAPABILITIES:**
> ● If Lord Mountbatten is the current Viceroy, Imperialism costs 2 Resources per marker removed or level shifted.
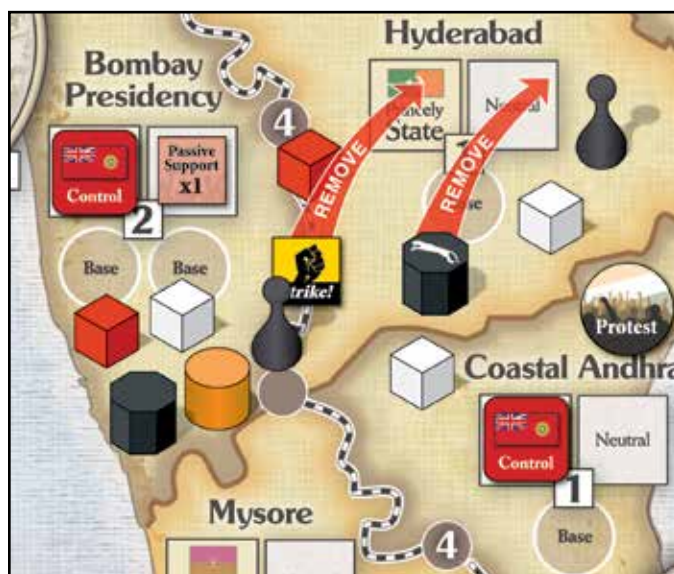


EXAMPLE of Govern. Raj has several options for Govern in southern India. With no Active adversaries in Bombay Presidency, it may buy Imperialism to shift Support up to two levels,

for 3 Resources per shift. In Hyderabad, it may remove the Active Guerrilla. And on the Railway, it may remove the Strike marker. In any case, Raj may only select up to two of these spaces for Govern.

**4.2.3 Martial Law.** Martial Law shifts Support or Opposition, and removes Protests and Activists to Available at the cost of adding Unrest. Raj may select any one space with both cubes and Activists, or any two spaces with cubes and Activists during Crisis (6.8).

PROCEDURE: In the selected space, remove one Activist to Available for every cube. Remove any Protest Marker. If the space is a non-Railway space, add one Unrest marker (exception: if Lord Linlithgow is Viceroy, Martial Law does not add Unrest). Finally, shift the space one level towards Neutral.

> *PLAY NOTE: Unlike during Assault, Treaty, and Govern, during Martial Law Raj may target Inactive Activists.*

> **VICEROY CAPABILITIES:**
> ● If Lord Linlithgow is the current Viceroy, Martial Law does not add Unrest.



EXAMPLE of Martial Law. Raj selects Punjab for Martial Law. There are four cubes there; Raj may remove any four Activists. The Active Guerrilla may not be targeted during Martial Law. Also, Raj shifts the space to Neutral and places one Unrest marker.

## 4.3 Congress Special Activities

Congress may choose from Negotiate, Satyagraha, and Persuade Special Activities.

**4.3.1 Negotiate.** Negotiate releases Gandhi from Jail or removes a Muslim State and may accompany Rally (3.3.1), Demonstrate (3.3.2), or Civil Disobedience (3.3.3). Select one space with Congress Activists and no Raj Control, not selected for Operations.

PROCEDURE: In the selected space, remove any Protest marker (unless on a Railway, flip any Activists there Inactive). Shift Restraint +1. Then, may either:

- Roll a die. If the result is greater than than the number of Protests in India, release Gandhi from Jail to the selected space and shift the space one level towards Active Support, OR

- If there is a Muslim State marker in the space and Congress pieces (Activists plus Gandhi) exceed Muslim League pieces (Activists plus Bases) there, remove the Muslim State marker and set the space to Neutral.

EXAMPLE of Congress Negotiate. Congress selects West Bengal for Negotiate. First (without a Protest marker to remove), it shifts Restraint +1. Congress pieces outnumber Muslim League pieces there, so Congress chooses to remove the Muslim State marker. After placing a Raj Control marker in the space, Congress sets the space to Neutral.

**4.3.2 Satyagraha.** Satyagraha moves Gandhi, and then either removes Protest and Unrest or places a Congress Activist. Choose any one space.

PROCEDURE: First, move Gandhi to the selected space (may release from Jail if Raj agrees). Then, either remove a Protest marker (if any is present) plus one Unrest marker (if any present), OR place one Congress Activist there from Available.

*PLAY NOTE: If Raj refuses to release Gandhi from Jail, Congress may select an alternate Special Activity.*
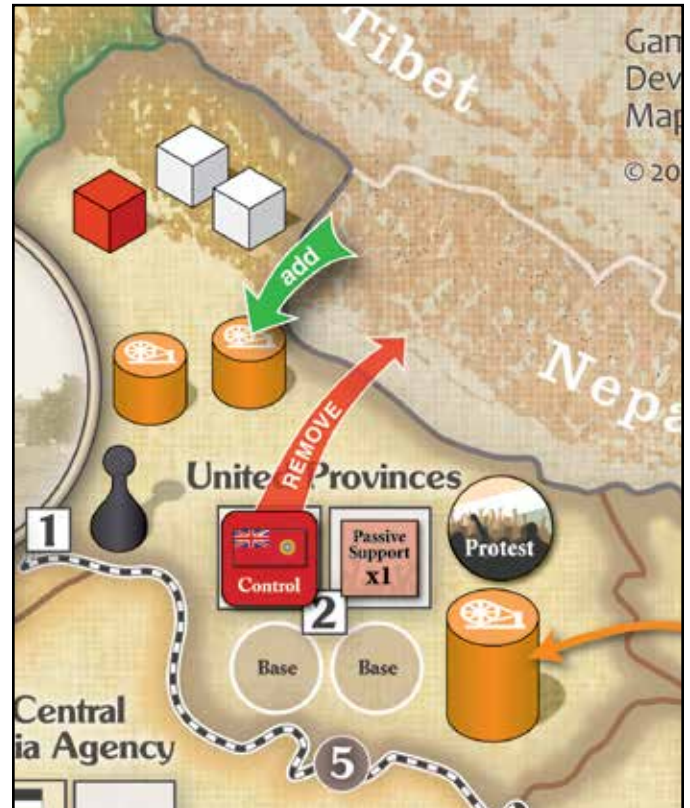
EXAMPLE of Satyagraha. Congress executes Satyagraha. First, it moves Gandhi to United Provinces. Then, it chooses to add a Congress Activist. Now that cubes no longer exceed Active adversaries, Congress removes the Raj Control marker. Now the space is vulnerable to Non-Cooperation in a later turn!

**4.3.3 Persuade.** Persuade removes adversary pieces or Activates Guerrillas. Select up to two spaces with Congress pieces.

PROCEDURE: In each selected space, either:

- Remove one Active adversary piece, OR
- Activate one Guerrilla for every Active NV piece there (Congress plus Muslim League).

Lastly, if one or more Muslim League pieces were removed, shift Unity –1.

TROOPS AND BASES LAST: Do not remove a Troop from the selected space if any Sepoys remain. Likewise, do not remove a Muslim League Base if any Muslim League Activists remain, nor remove a Revolutionaries Base if any Guerrillas remain.
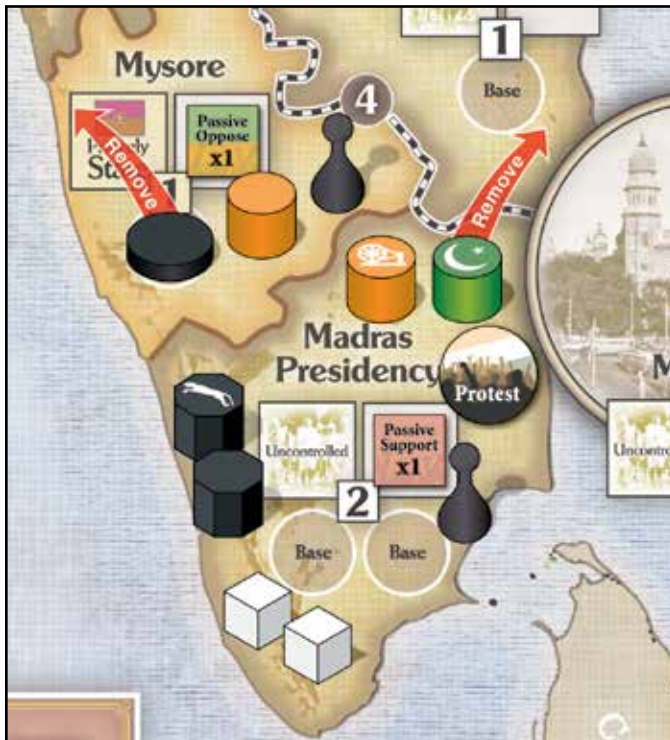


*EXAMPLE of Persuade. Congress selects Mysore and Madras Presidency for Persuade. In Mysore, no Guerrillas remain to protect the Revolutionaries Base, so Congress may remove the Base. In Madras Presidency, Congress chooses to remove the Muslim League Activist. Since at least one NV piece was removed, Congress must shift Unity –1.*

## 4.4 Muslim League Special Activities

The Muslim League may choose from Negotiate, Infiltrate, and Persuade Special Activities.

**4.4.1 Negotiate.** Negotiate removes an Unrest marker or places a Muslim State marker and may accompany Rally (3.3.1), Demonstrate (3.3.2), or Civil Disobedience (3.3.3). Select one space with Muslim League Activists and no Raj Control, not selected for Operations.

PROCEDURE: In the selected space, remove any Protest marker (unless on a Railway, flip any Activists there Inactive). Shift Restraint +1. Then, may either:

- If there is at least one Unrest marker in the selected space, shift the selected space one level towards Active Support then remove one Unrest marker from the space, OR
- If the space is a Muslim Province at Passive or Active Opposition where Muslim League pieces (Activists plus Bases) exceed Congress pieces (Activists plus Gandhi), set the space to Passive Support and place a Muslim State marker there. Raj must move any Troops there to any Cities.
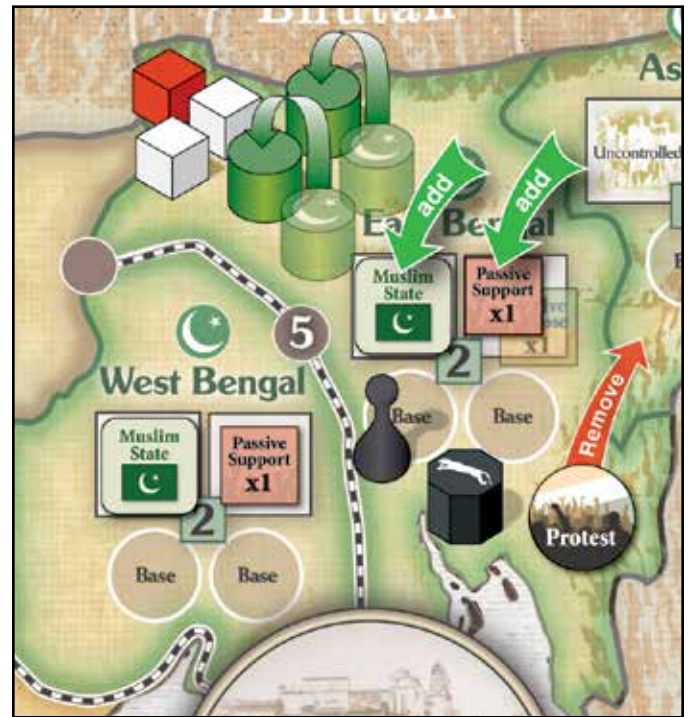


*EXAMPLE of Muslim League Negotiate. The Muslim League wants to establish a Muslim State in East Bengal. Because East Bengal is not Raj Controlled and is at Opposition, the Muslim League decides to Negotiate there. First they remove the Protest marker (and flip Activists to Inactive), then they Shift Restraint +1. Finally they set East Bengal to Passive Support and place a Muslim State. The Troop is forced to leave the new State. Raj moves it to Calcutta.*

**4.4.2 Infiltrate.** Infiltrate replaces an adversary piece with a Muslim League Activist or places a Muslim State. Select one space with a Muslim League Activist.

PROCEDURE: In the selected space, either:

- Replace one Sepoy, one Guerrilla (even if Underground), or a Protest marker with one Muslim League Activist, OR
- During Crisis (6.8) place a Muslim State in a Province with a Muslim League Base and no Raj Control (Raj must move any Troops there to any Cities).



*EXAMPLE of Muslim League Infiltrate. India is in Crisis and the Muslim League selects Sind for Infiltrate. In Sind are one Sepoy, one Guerrilla, one Muslim League Base, and one Muslim League Activist. The Muslim League could replace the Sepoy or Guerrilla with an Activist, but because Sind does not have Raj Control (the Muslim League base is always Active and counts for determining Control), the Muslim League takes advantage of the Crisis to place a Muslim State there.*

**4.4.3 Persuade.** Persuade removes adversary pieces or Activates Guerrillas. Select up to two spaces with Muslim League pieces.

PROCEDURE: In each selected space, either:

- Remove one Active adversary piece, OR
- Activate one Guerrilla for every Active NV piece there (Muslim League plus Congress).

Lastly, if one or more Congress Activists were removed, shift Unity –1.

TROOPS AND BASES LAST: Do not remove a Troop from the selected space if any Sepoys remain, nor remove a Revolutionaries Base if any Guerrillas remain.



*EXAMPLE of Persuade. The Muslim League selects Punjab as one of its two spaces for Persuade. It would like to execute Non-Cooperation here, but Raj Control prevents the space from being selected. So the Muslim League chooses to Activate both Guerrillas (one for each Active NV Activist there). Now, with Raj Control taken away, Punjab may be selected for Non-Cooperation.*

## 4.5 Revolutionaries Special Activities

Revolutionaries may choose from Aid, Infiltrate, and Assassinate Special Activities.

**4.5.1 Aid.** Aid enables Revolutionaries to gain Resources or flip Active Guerrillas Underground. Select any spaces.

PROCEDURE: In each selected space, either:

- Activate one Underground Guerrilla and add Revolutionaries Resources equal to the Population of the space, OR
- Pay 1 Resource to flip all Guerrillas there Underground.



*EXAMPLE of Aid. The Revolutionaries select both the United Provinces and Bihar for Aid. They first flip Active one Guerrilla in the United Provinces and gain 2 Resources. Then, they pay 1 Resource to flip Underground the three Active Guerrillas in Bihar.*

**4.5.2 Infiltrate.** Infiltrate replaces a Sepoy, Activist, or Protest with a Guerrilla or places a Revolutionaries Base. Select one space with an Underground Guerrilla.

PROCEDURE: In the selected space, either:

- Replace one Sepoy, one Activist, or a Protest marker with an Underground Guerrilla, OR
- During Crisis (6.8) in a State or Province with no Raj Control and room for a Base, place a Revolutionaries Base.



*EXAMPLE of Revolutionaries Infiltrate. India is in Crisis and Revolutionaries select Sind for Infiltrate. Although India is in Crisis, and Sind does not have Raj Control, Revolutionaries may not place a Base here because with a Population of 1, Sind may only hold a single Base. Instead, they replace the Muslim League Activist with an Underground Guerrilla.*

**4.5.3 Assassinate.** Assassinate eliminates adversary pieces. Select one space selected for Revolutionaries Unrest (3.4.4).

PROCEDURE: In the selected space, remove any one Active piece (exception: not Gandhi).

UNITY: If a NV piece were removed, shift Unity –1.

*PLAY NOTE: Unlike during Attack, during Assassinate the Revolutionaries could choose to remove a Troop or Base even if other pieces remain!*



*EXAMPLE of Assassinate. Revolutionaries selected the United Provinces for Unrest, which makes the space eligible for Assassinate. They target the Raj Troop, removing it to Available.*

# 5.0 EVENTS

Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

## 5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected.

**5.1.1 Event Guidelines.** Where Event text contradicts the rules, the Event takes precedence. However:

● Events never place pieces that are not Available (1.4.1); they remove rather than replace if the replacement is not available.

● An Event may place any Protest, regardless of Restraint (1.10).

● Events may not violate stacking:

   ● The maximum number of total Bases per space is equal to its Population (1.4.2).

   ● No more than one Protest marker may occupy any space.

   ● Troops may never be placed in States.

   ● No more than one Strike marker may occupy any Railway.

**5.1.2 Spaces.** Select space(s) for Events where as much of the Event text as possible can be carried out. If even per the above not all of an executed Event's text can be carried out, implement that which can. The active Faction may select from among applicable spaces if there is a choice.

**5.1.3 'Arrested' vs. 'Removed'.** If an Event specifies that Gandhi or Activists are arrested (whether Active or Inactive), move affected pieces to the Jail box. If an Event specifies that pieces are removed, move them to their Faction's Available box. Only move pieces to the Out of Play box if specifically directed by the Event text.

**5.1.4 Event Reminders.** When executing an Event, remember that:

● Troops may never be placed or moved into States (1.4.2).

● Activists placed in Protest spaces or on Railways are Active (1.4.3)

● When placing an Unrest marker on a Railway, place a Strike marker instead.

● Muslim States may only be placed in Provinces (not Cities or States).

● Ignore instructions to shift Restraint or Unity below 1 or above 5.

● When executing an Event that is similar to an Operation or Special Activity, only implement what is specified by the Event text.

*EXAMPLE: The unshaded Event text for card #11 says to "arrest Gandhi". Do not also shift Restraint or place Protest markers, as would occur during Raj Assault (3.2.4), Treaty (4.2.1), or Govern (4.2.2).*

## 5.2 Dual Use

All Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the Raj Faction, and the shaded text often favors the Nonviolent and Revolutionaries Factions, a player may select either text option.

# 6.0 CAMPAIGN ROUNDS

Conduct a Campaign Round in the sequence of phases below as each Campaign card is played. If final (2.4.1), end the game and determine victory (7.3).

## 6.1 Victory Phase

If any Faction has met its Victory condition, the game ends; determine victory (7.3). If no Faction has met its Victory condition, continue with the Campaign Round. After conducting the final Campaign card's Round (2.4.2), determine victory per 7.3, regardless of the number of Factions that have met their Victory condition.

## 6.2 Resources Phase

Follow these steps to adjust Raj and Revolutionaries Resources, to a maximum of 50 (1.8).

**6.2.1 Railway Strikes.** Congress places a Strike marker on each Railway with a Protest marker, with more Activists than cubes, or that is adjacent to a City with no Raj Control. If there are insufficient Strike markers Available, Congress selects which eligible Railways will receive Strike markers.

**6.2.2 Raj Earnings.** Add the value of Strike-free Railways to Raj Resources (40 less the Econ value of Railways with Strike markers). Then, subtract 2 Raj Resources for each NV piece (Activists plus Gandhi) in Jail.

**6.2.3 Revolutionaries Earnings.** Add twice the total number of Revolutionaries Bases on the map to Revolutionaries Resources.

## 6.3 Support Phase

**6.3.1 Imperialism.** Raj may spend Resources to build Support in up to four spaces: Cities and Provinces each with Raj Control, Troops, and Sepoys. Every 3 Resources spent removes one Unrest marker, or—once no Unrest—shifts the space one level towards Active Support, up to two levels per space.

*VICEROY CAPABILITIES:*
- If Lord Mountbatten is the current Viceroy, Imperialism costs 2 Resources per marker removed or level shifted.

Then, release two Activists from Jail to Available for every space selected for Imperialism. Raj may select the combination of Congress and/or Muslim League Activists to release. Finally, if Gandhi is in Jail, release him to any space with no Raj Control.

*PLAY NOTE: Unlike during Govern (4.2.2), Raj may buy Imperialism in spaces with Active adversaries during the Support Phase, but (unlike during Govern) needs both Troops and Sepoys present and may not select States.*

**6.3.2 Constructive Programme.** Congress then the Muslim League may shift a combined total number of Cities and/or Provinces up to Unity with their own pieces and no Raj Control. Shift each selected space up to two levels towards Active Opposition.

**6.3.3 Pakistan Movement.** The Muslim League may place a Base in any one non-Railway space with no Raj Control.

**6.3.4 Secret Societies.** Revolutionaries may place a Base in any one non-Railway space with no Raj Control.

**6.3.5 Game End?** If and only if this is the final Round (2.4.2), end the game and determine victory (7.3).

## 6.4 Redeploy Phase

Redeploy forces as follows.

> **Important:** Adjust Raj Control continually during the Redeploy Phase.

**6.4.1 New Colonial Administration.** Discard the Campaign card in the British Viceroy of India box. Move the Campaign card that triggered this Campaign Round from the Current Card box to the British Viceroy of India box, to become the new Viceroy. The new Viceroy's capabilities take immediate effect and cancel the capabilities of the previous Viceroy.

**6.4.2 Raj Redeploy.** Raj may move Troops to Provinces with Raj Control and to any Cities and Railways. Raj may also move Sepoys to Provinces with Raj Control, and any Cities, Railways, and States. Raj must pay 2 Resources for each Troop remaining in a Province or on a Railway. Finally, remove from the map all cubes from Provinces with no Raj Control and all but one Troop from each City.

> **Important:** Raj cubes *may* exit Protest spaces during Redeploy. Troops may not enter States.

**6.4.3 Congress Redeploy.** Congress must move any Congress Activists on Railways, and may move other Congress Activists and Gandhi, to non-Railway spaces with no Raj Control.

**6.4.4 Muslim League Redeploy.** The Muslim League must move any Muslim League Activists on Railways, and may move other Muslim League Activists, to non-Railway spaces with no Raj Control or any space with a Muslim League Base.

**6.4.5 Revolutionaries Redeploy.** Revolutionaries must move Guerrillas on Railways, and may move other Guerrillas, to non-Railway spaces with no Raj Control or any space with a Revolutionaries Base.

## 6.5 Reset Phase

Then, prepare for the next card as follows in the order listed:

1. Remove all Protest markers from the map and return them to the Protest marker holding boxes next to the Restraint track. Flip all Activists to their Inactive side.

2. Remove one Unrest marker from each space without Guerrillas. Flip all Guerillas to their Underground side.

3. Remove all Strike markers.

4. Reset both Restraint and Unity to the number of Campaign cards remaining in the Event deck.

5. Mark all Factions Eligible (2.3.1). Reveal the draw deck's new top card.

> **Important:** During Reset, only remove one Unrest, and only from spaces without Guerrillas. Leave Unrest markers in all spaces with one or more Guerrillas.

## 6.6 Restraint Track

The Restraint track measures the escalation of conflict during the course of a campaign. When Restraint is high, factions are restrained by political pressure, internal disagreements over policy, or local factors. When Restraint is low, the conflict has escalated and more aggressive actions, such as use of government force, widespread protest, or acts of terror are more common.

Restraint has several impacts on gameplay:

OPERATIONS (3.0):

● The current Restraint value is the cost of Raj Operations that involve Sepoys (exception: per current Viceroy capability, 2.5.1) and Revolutionaries Unrest Operations (3.4.4).

● Restraint is the number of spaces without Gandhi or Protest that Congress may select for Operations (3.3).

PROTEST MARKERS:

● The total number of Available Protest markers is determined by the current Restraint value—only markers to the right and above the box containing the Restraint marker are Available. Protest markers already on the map are not affected by changes in Restraint.

CRISIS:

● If Unity and Restraint are both one, India is in a state of Crisis (6.8).

RESTRAINT SHIFTS: Immediately decrease Restraint (shift marker down) or increase Restraint (shift marker up) as the following apply:

● **Operations.** NV Non-Cooperation (3.3.4) and Revolutionaries Unrest (3.4.4) Operations shift Restraint −1. Shift only once per Operation, regardless of the total number of spaces selected.

● **Special Activities.** NV Negotiate Special Activity (4.3.1 4.4.1) shifts Restraint +1.

● **Events.** Several Events (5.0) shift Restraint.

● **Gandhi Arrested.** When Gandhi is arrested during Raj Assault (3.2.4), Treaty (4.2.1), or Govern (4.2.2) shift Restraint −1 at the end of the Raj turn.

● **Reset Phase.** During the Reset Phase of each Campaign Round (6.5), Restraint is reset to the number of Campaign cards remaining in the Draw deck.

## 6.7 Unity Track

The Unity Track shows the current level of animosity among the various religious and ethnic groups that comprise India, particularly the level of tension or cooperation between Hindus and Muslims. A high level shows these groups uniting against a common foe and adopting a nationalist, rather than an ethnic or religious, Indian identity. A low level of Unity shows sectarian divisions splitting factions, and a shift towards communalism leading to the eventual partition of South Asia.

Unity has several impacts on gameplay:

OPERATIONS (3.0):

● Unity is the number of spaces without Muslim League Bases that the Muslim League may select for Operations (3.3).

● Unity is the number of Muslim League Activists or Revolutionaries Guerrillas needed to build a Base during Rally Operations (3.3.1, 3.4.1).

● Unity is the total number of Muslim League Activists that Congress may move during Congress Demonstrate (3.3.2).

SUPPORT PHASE (6.3):

● Congress and the Muslim League may shift a combined number of spaces up to Unity towards Active Opposition during the Support Phase of each Campaign Round.

CRISIS

● If Unity and Restraint are both one, India is in a state of Crisis (6.8).

UNITY SHIFTS: Immediately shift the Unity marker up or down on the track as the following apply:

● **Out of Play.** Each time Congress or the Muslim League moves an Activist belong to the other NV Faction from Out of Play to Available (3.3.1), shift Unity +1.

● **Special Activities.** NV Factions shift Unity −1 during the Persuade Special Activity (4.4.3) if a NV piece is removed. Revolutionaries shift Unity −1 if any NV pieces were removed during the Assassinate Special Activity (4.5.3).

● **Events.** Several Events shift Unity (5.0).

● **Reset Phase.** During the Reset Phase of each Campaign Round (6.5), Unity is reset to the number of Campaign cards remaining in the Draw deck.

## 6.8 Crisis

Crisis is triggered each and every time both Unity and Restraint are one. A Crisis ends the moment either Unity and/or Restraint is greater than one. In this way, India may slip in and out of Crisis multiple times during the flow of play.

If a Crisis is triggered during a turn (whether by Operations, Special Activity, or Event), at the end of that turn the Raj player may move up to a die roll of cubes from Out of Play (1.3.13) to

any spaces (exception: no Troops may move into any States). Raj may do this even if the Crisis ended during the same turn.

Crisis is automatically triggered during the Reset Phase of the Campaign Round leading into the final Campaign of the game. Before any Faction acts on the first card of the final Campaign, Raj may move a die roll of cubes from Out of Play to any spaces (no Troops to States).

In addition, during a Crisis, the following immediately apply:

- Raj may select up to two spaces during Martial Law Special Activity (4.2.3).
- Congress may select spaces with Raj Control for Non-Cooperation Operations (3.3.4).
- The Muslim League Infiltrate Special Activity (4.4.2) may place a Muslim State (1.3.5) in one Province with a Muslim League Base and no Raj Control.
- Revolutionaries may select spaces that contain both Congress and Muslim League Activists (even spaces without Underground Guerrillas) for Unrest Operations (3.4.4).
- Revolutionaries Infiltrate Special Activity (4.5.2) may place a Revolutionaries Base (1.3.5) in one State or Province with no Raj Control.

# 7.0 VICTORY

Each Faction has a unique victory condition, covered below.

## 7.1 Ranking Wins and Breaking Ties

If any Non-player Faction (8.0) passes a victory check (7.2), all players lose equally. Otherwise, whenever any single player does so or if none does by game end, the Faction that reached the highest victory margin (7.3) comes in 1st place, 2nd highest comes in 2nd place, and so forth. Ties go to the Muslim League, then Congress, then Revolutionaries.

## 7.2 During Campaign Rounds

Check victory at the start of each Campaign Round (6.1) by comparing the positions of the various victory markers (1.9) to the thresholds marked on the edge track:

- **British Raj:** Total Support (1.6.2) plus the Population of Raj-Controlled spaces (1.7) exceeds 38.
- **Indian National Congress:** Total Opposition (1.6.2) exceeds 20.
- **Muslim League:** Total Muslim Opposition (1.6.2) plus twice the Population of Muslim States (1.3.5) exceeds 14.
- **Revolutionaries:** The Population of spaces with at least one Unrest marker (1.11) plus the number of Revolutionaries Bases (1.3.5) exceeds 14.

If any Factions have met their victory condition, the game ends immediately; determine a winner (7.3). If none have, the game continues with a Campaign Round (6.0).

## 7.3 After Final Campaign

If the final Campaign Round (2.4.2) is completed without a victory check win (7.2), the Faction with the highest victory margin wins. The victory margin is the amount a Faction is beyond or short of its victory condition set forth in 7.2.

*PLAY NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not.*

- **British Raj:** Total Support + Population of Raj-Controlled spaces – 38.
- **Indian National Congress:** Total Opposition – 20.
- **Muslim League:** Total Muslim Opposition + twice the Population of Muslim States – 14.
- **Revolutionaries:** Population of spaces with Unrest + number of Revolutionaries Bases – 14.

> **STOP!**
> *You have read all the rules needed for four players.*

# 8.0 NON-PLAYER FACTIONS

This section governs actions by Factions not represented by a player. In this way, *Gandhi* may be played with fewer than four players, including solitaire. See also the Playbook's Non-player (NP) Examples of Play.

*PLAY NOTE: Non-player Factions may not act only in their own direct interest. Like players, they sometimes help, sometimes harm, one another.*

> **Important:** If playing solitaire, be sure to read the special 1-player victory conditions (8.10) before you start!

## 8.1 Non-Player Overview

The actions taken by Non-player (NP) Factions are guided by several tables and a deck of instruction cards called Arjuna ("AR-juhn-uh"). When a NP Faction is Eligible, use the NP Eligibility table (8.2) to determine how it will act on the current Event card. Generally, NP Factions prefer to execute an Operation plus Special Activity. However, they will instead choose to execute an Event if it is a Critical Event for their Faction (8.8.1). If executing an Operation plus Special Activity, draw an Arjuna card matching the active NP Faction. Use the flowchart on the card to select an Operation (8.6) and Special Activity (8.7). If executing an Event (8.8), instead follow the instructions on the Event card. Use the Space Selection Priorities table (8.4.1) to select spaces where the NP Faction will act.

NP Factions follow all player Faction rules, with three important exceptions:

- NP Factions never remove pieces from the map to Available when lacking pieces for an Operation, Special Activity, or Event.
- NP Raj and NP Revolutionaries do not track or use Resources. Instead, an Activation Number (8.6.2) governs the total

number of spaces where they may Operate. When either NP Faction Passes (2.3.3), there is no additional effect.

- NP Congress places one Protest marker in India at the end of each Campaign Round (8.9.4).

> **Important:** Arjuna will only tell you what to do. It will not tell you how to do it or even if its instructions *constitute a legal move given the state of the board and available pieces.* Always carry out Arjuna's instructions as much as possible. If Arjuna ever gives you an instruction that cannot be carried out, however, just skip it. Although some Arjuna cards include reminders, *they will not walk you through every step of an Operation or Special Activity.* The rules provide full instructions.

> *DESIGN NOTE: Arjuna is the name of the warrior prince who is the central character in the Bhagavad Gita, a classic Hindu text drawn from the much longer Indian epic the Mahābhārata. The Gita's focus on duty and selfless service was an inspiration to Gandhi, who often turned to its wisdom in times of doubt.*

**8.1.1 NP System Components.** The Arjuna system is composed of six components. All but the deck of Arjuna cards can be found on the double-sided Non-player aid. Together these components run any NP Factions in play:

- **NP Eligibility Table (8.2).** Use this table to determine what action a NP Faction will take when Eligible on the Current card.
- **Arjuna Deck (8.3).** The Arjuna deck is composed of six instruction cards for each NP Faction in play. Use the Arjuna deck when a NP Faction executes an Operation (8.6) or a Special Activity (8.7).
- **Space Selection Priorities Tables (one for each NP Faction, 8.4.1).** Use each NP Faction's table to select spaces when that NP Faction executes an Operation (8.6), Special Activity (8.7), or Event (8.8).
- **Move Priorities Table (8.4.2).** Use this table during Operations that move pieces (i.e., Raj Sweep, NV Demonstrate, and Revolutionaries March).
- **Adversary Priorities Table (8.5).** Use this table to determine the order that markers and adversary pieces are removed by a NP Faction.
- **Random Spaces Map (8.1.2).** Use this map to select a random space when there are several options.

**8.1.2 Random Cities, Provinces, and States.** If several candidate Cities, Provinces, or States have equal priority for a NP Operation, Special Activity, or Event, select one using the Random Spaces map:

- The Random Spaces map is divided into six regions (shaded red, green, blue, yellow, purple, and orange). Each region contains six Cities, Provinces, and/or States (Note: some regions share spaces).
- Roll two dice. The first die indicates the region; the second die indicates the space selected within that region.

- If the selected space is not eligible for the given Operation, Special Activity, or Event, check the next space in turn: space [die] [die] follows space [die] [die], space [die] [die] follows space [die] [die], [die] [die] follows [die] [die], and so forth.

*Example: NP Revolutionaries are directed to select a space for an Unrest Operation. Two dice are rolled: a [die] and a [die]. The first die indicates the blue region; the second die indicates the East Bengal space. If East Bengal were not eligible for Unrest (i.e., it did not contain an Underground Guerrilla), the next space selected would be [die] [die] (Calcutta), then [die] [die] (Sind), then [die] [die] (Gujarat), and so forth.*

**8.1.3 Random Railways.** If both Railways and other spaces are equal candidates, choose Railways last. If several Railways are candidates:

- First, select the Railway with the highest Econ.
- Then, from among Railways with the highest Econ, select the one adjacent to a Random City (8.1.2).
- Finally, with an equal chance die roll.

Place Strikes only on Railways without Strikes already.

> **Important:** NP Factions only place forces or Strikes on Railways if Raj is a player Faction.

**8.1.4 Non-player Faction Specific Instructions.**

**NP RAJ:**
- **Passing:** When NP Raj Passes (2.3.3), there is no further effect.
- **Troops Caught in Muslim States:** When a Muslim State marker is placed in a space with Troops (4.4.1, 4.4.2, 5.0), use the *Place Cubes* column of the Space Selection Priorities table (8.4.1) to select the destination space among all Cities for each Troop.
- **Crisis in India:** When a Crisis is triggered (6.8), NP Raj will place Troops first, using the *Place Cubes* column of the Space Selection Priorities table (8.4.1).
- **Release Gandhi:** NP Raj always refuses to release Gandhi from Jail when requested during Congress Satyagraha (4.3.2).

**NP CONGRESS:**
- **Passing:** When NP Congress passes (2.3.3), move one Congress Activist from Out of Play to Available (if one is available in Out of Play).

**NP MUSLIM LEAGUE:**
- **Passing:** When NP Muslim League Passes (2.3.3), move one Muslim League Activist from Out of Play to Available (if one is available in Out of Play).

**NP REVOLUTIONARIES:**
- **Passing:** When NP Revolutionaries Pass (2.3.3), there is no further effect.

**8.1.5 Non-player Definitions.** The following terms are used to implement NP Faction instructions:

- **Eligible:** A space is eligible for an Operation or Special Activity if it meets the selection requirements for that action

3.0, 4.0, 5.0), and the action may be carried out in that space given the state of the board.

- **Get:** Move so as to have as many pieces in the destination as specified in the instruction including those pieces already there.

*EXAMPLE: The NP Raj Arjuna card AA Deploy instructions read: "Get 3 Troops to each selected City, then add Sepoys to place up to 6 cubes." Delhi is selected as a space for Deploy; there are already two Troops there, so NP Raj adds one additional Troop to make three Troops total in Delhi, then adds five Sepoys. If only three Sepoys were Available, then place all three.*

> **Important:** Pay attention to these two terms, Arjuna uses them frequently!

**8.1.6 British Viceroys.** If Raj is a NP Faction, the current British Viceroy modifies NP Raj play as follows:

- **Lord Chelmsford:** The Activation Number (8.6.2) during Assault is ⬤ .
- **Lord Irwin:** The Activation Number (8.6.2) during Sweep is ⬤ .
- **Lord Linlithgow:** Do not place Unrest markers during Martial Law (4.2.3). In addition, NP Raj may select spaces without Unrest for Martial Law.
- **Lord Wavell:** Sweep into one space selected for Assault (3.2.4, 8.6.3).
- **Lord Willingdon:** The Activation Number (8.6.2) during Deploy is ⬤ .
- **Lord Mountbatten:** Does not affect NP Raj (ignore if current British Viceroy).
- **Lord Reading:** Does not affect NP Raj (ignore if current British Viceroy).

## 8.2 Non-Player Sequence of Play

> **Important:** Unlike other games in the COIN Series, a NP Faction's options are subject to the rules of the Sequence of Play as detailed in 2.0. NP Factions will choose Operation only or a Limited Operation if directed by the NP Eligibility table.

**8.2.1 Options When NP is 1st or 2nd Eligible.** NP Factions have the same choices as player Factions when Eligible on the Current card (2.3). Follow the steps below to determine how the Eligible NP Faction will act. This same information is summarized on the NP Eligibility Table on the Non-player Aid Chart.

PROCEDURE. If the NP Faction is 1st Eligible (2.3), determine its action as follows:

- If the Current Event is a Critical Event (8.8.1) for that Faction and is effective (8.8.3), choose the Event (8.6). Otherwise,
- If the Current Event is a Critical Event for the next Eligible Faction (either player or Non-player Faction), choose Operation only (2.3.4). Otherwise,
- If the NP Faction is guaranteed to be 1st Eligible on the Upcoming card and the Event on the Upcoming Card is a Critical Event for that Faction, choose Pass (2.3.3). Otherwise,
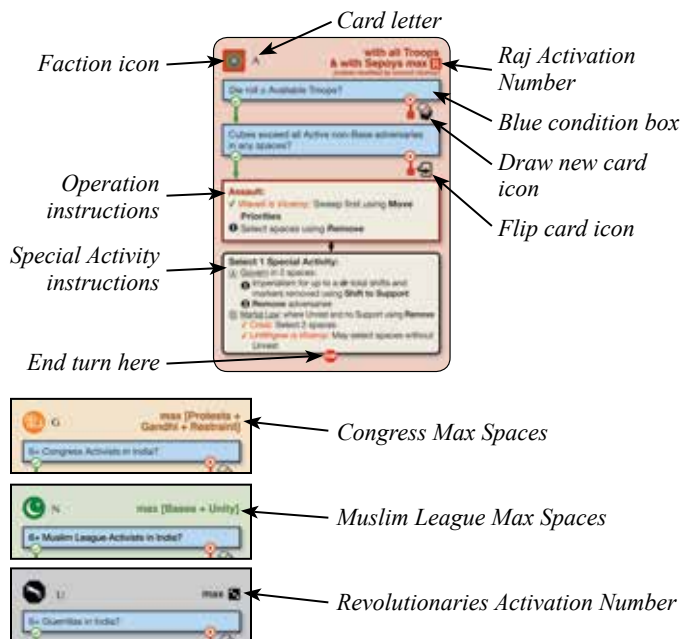
- Execute an Operation (8.6) plus Special Activity (8.7).

If the NP Faction is 2nd Eligible (2.3.4), determine its action as follows:

- If *all* of the following conditions apply, the active NP Faction will Pass (2.3.3):
  - The active NP Faction is guaranteed to be the 1st Eligible Faction on the next Event card, AND
  - The Upcoming Event card is a Critical Event (8.8.1), AND
  - The Current Event is not a Critical Event (8.8.1) OR it is a Critical Event but the active NP Faction cannot execute it (e.g., the Event is not effective, or the 1st Eligible Faction executed an Operation only). Otherwise,
- If the 1st Eligible Faction chose an Operation plus Special Activity and the Current Event card is effective (8.8.3) for the active NP Faction, choose the Event. Otherwise,
- If the NP Faction is guaranteed to be 1st Eligible on the Upcoming card, choose to Pass (2.3.3). Otherwise,
- If the 1st Eligible executed an Operation only or if the Current Event is not effective (8.8.3), choose a Limited Operation (2.3.5). Otherwise,
- Execute an Operation (8.6) plus Special Activity (8.7).

*PLAY NOTE: If a Faction's icon is underlined on the Event card (with a rifle for Raj and Revolutionaries, with an arrow for Congress and the Muslim League), this is a Critical Event (8.8.1) for that Faction.*

## 8.3 The Arjuna Deck



Card letter · Faction icon · Raj Activation Number · Blue condition box · Draw new card icon · Flip card icon · Operation instructions · Special Activity instructions · End turn here



Congress Max Spaces · Muslim League Max Spaces · Revolutionaries Activation Number

The Arjuna deck is composed of six cards for each NP Faction in play. Each card has a lighter colored face-up side (with a single letter identification) and a darker colored face-down side (with a double letter identification). At the start of play, and during the

Reset Phase of each Campaign Round (8.9.4), shuffle together the Arjuna cards for all the NP Factions in play into a single deck.

*PLAY NOTE: If desired, keep the Arjuna cards for each NP Faction in a separate stack. When instructed to reveal an Arjuna card, reveal a card from the Eligible Faction's stack.*

PROCEDURE. When the NP Eligibility Table (8.2.1) determines that a NP Faction will execute an Operation (with or without a Special Activity), use Arjuna to determine the specific Operation:

1. Move the top Arjuna card to the bottom of the deck, face-up.

2. Continue moving cards to the bottom of the deck, one by one, until a card matching the active NP Faction is showing. Always return cards to the bottom face-up.

3. Read the selected card from the top down, following each instruction in turn:

   - **Blue boxes** check conditions to determine what action the NP Faction will take. If the condition in the box is true, follow the green arrow. If false, follow the red arrow.

   - **Draw a New Card:** return to Step #1 above to draw a new card and repeat this procedure.

   - **Flip the Card:** flip this card over to its back side, and continue from Step #3 above.

   - **Operation:** Follow the directions to execute the specified Operation, using the specified column of the Space Selection Priorities table (8.4.1) or the Move Priorities table (8.4.2) as instructed. Text in **bold** identifies the column of the Space Selection Priorities table to use. When the Operation is complete, continue to the next instruction (either a Special Activity or Stop). If no spaces are eligible for the specified Operation, return to Step #1 above to draw a new Arjuna card. If executing a Limited Op (2.3.5) or Operation only (2.3.4), skip any instruction to implement a Special Activity.

     The following symbols are used in Operations instruction boxes:

     ❶ Execute the Operation using this instruction first.

     ❷ Use this insttruction next (and so on).

     ★ Perform this step after all spaces for the Operation have been selected.

     ✓ Only perform this step if the condition after the checkmark is met.

   - **Special Activity:** If allowed by the Sequence of Play (8.2) to execute a Special Activity, execute the first Special Activity that may be implemented, following the directions in the box (8.7). When the Special Activity is complete, continue to the next instruction (either an Operation or Stop).

     The following symbols are used in Special Activity instruction boxes:

     Ⓐ Attempt to perform this Special Activity first.

     Ⓑ Attempt to perform this Special Activity next (and so on).

     ❶ Execute the Special Activity using this instruction first.

     ❷ Use this instruction next (and so on).

   - ✓ Only perform this step if the condition after the checkmark is met.

   - 🛑 **Stop:** Once reaching this symbol, the NP Faction's turn is over.

*PLAY NOTE: It is quite possible that a space may trigger an Operation via a blue box condition but is itself not selected during the Operation.*

## 8.4 Space Selection and Move Priorities Tables

Whenever a NP Faction selects one or more spaces for an Operation (8.6), Special Activity (8.7), or Event (8.8), use that Faction's Space Selection Priorities table (8.4.1). Whenever a NP Faction executes a move Operation (i.e., Raj Sweep, NV Demonstrate, or Revolutionaries March), use the Move Priorities table (8.4.2).

**8.4.1 Space Selection Priorities Table.** A NP Faction's Space Selection Priorities table is used to select from among eligible spaces during Operations, Special Activities, and Events. A space is eligible if it may be selected for a given Operation, Special Activity, or Event.

*EXAMPLES of Eligible Spaces: NP Muslim League will execute Non-Cooperation. Only spaces with Protest, Muslim League Activists, and no Raj Control are eligible.*

*The unshaded text of Event 45, Pakistan Declaration Published in London, reads: "Add 1 Unrest marker to up to 2 Muslim spaces, then remove 1 Base from among the selected spaces." Only Muslim spaces are eligible for this Event.*
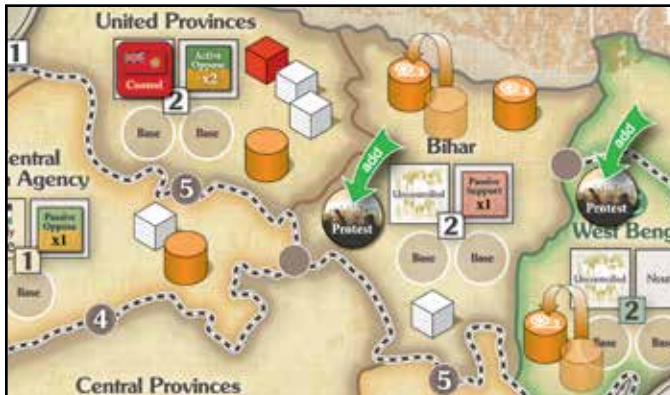
PROCEDURE: First, determine the type of action the NP Faction will execute to determine the column to use on the Space Selection Priorities table. During an Operation or Special Activity, use the column specified by the Arjuna card (8.3). During an Event, use the column that matches the activity specified in the Event text (8.8.5). If an Event specifies more than one type of effective action (8.8.3), use the leftmost column on the Space Selection Priorities table (8.8.5).

When executing an Operation, Special Activity, or Event select each space one at a time:

1. Start at the top of the column and read down. For each row with a dot in that column, check its condition against all eligible spaces. If no spaces meet the condition, skip that row and continue to the next. If only one eligible space meets this condition, execute the Operation, Special Activity, or Event in this space. Otherwise,

2. If more than one eligible space meets this condition, continue down the column to the next condition that is met. Continue to skip conditions that are not met. If only one eligible space meets both the original condition and the new condition, execute the action in this space (as in Step #1).

3. Continue this process, checking each row below and apply all meeting conditions, until a single space is selected.

Repeat this process from Step #1 for each space to be selected.

*PLAY NOTE: It is usually faster to note the spaces on the board that are eligible for the action first, and then use the Space Selection Priorities table to select from among those spaces (ignoring other spaces that are not eligible).*





*EXAMPLE of Selecting a Space for an Operation: NP Congress is directed by Arjuna to execute Civil Disobedience. Restraint is 3 and there are two Available Protest markers. Four spaces are eligible (spaces with Congress Activists): United Provinces, Bihar, West Bengal, and Central India Agency. Arjuna directs NP Congress to place Protest markers using the* Place Protests *column of the NP Congress Space Selection Priorities table (8.4.1). Looking down the column, the first row with a dot reads: "not at Active Opposition." Three eligible spaces remain (all but United Provinces). Continue down the column to the next dot: "2-Pop." This eliminates Central India Agency from the candidates, leaving two eligible spaces. Continue to the next dot: "non-Muslim space." Only Bihar meets all three conditions (i.e., it alone is a "2-Pop, non-Muslim space not at Active Opposition"): the first Available Protest marker is placed in Bihar and both Activists there are flipped to their Active side. One Available Protest marker remains to be placed, so the process is started over. Now, three spaces are eligible (Bihar may not be selected again). Both Central India Agency and West Bengal are both spaces "not at Active Opposition" (meeting the first condition), but only West Bengal meets the second condition, "2-Pop." The last Available Protest marker is placed in West Bengal, and the lone Activist there is flipped to its Active side.*

**8.4.2 Move Priorities Table.** The Move Priorities table is used during NP Raj Sweep, NP NV Demonstrate, and NP Revolutionaries March Operations.

PROCEDURE:

A. During NP Raj Sweep and NP NV Demonstrate Operations, start by selecting a destination space using the active Faction's Space Selection Priorities table (8.4.1). For NP Revolutionaries March Operations, start by selecting an origin: the space with the most Guerrillas not yet selected as a destination (choose randomly if more than one).

B. Next, during NP Raj Sweep and NP NV Demonstrate Operations, select an origin: the space with the most cubes or Activists, not yet selected as a destination, from which pieces could reach the selected destination (choose randomly if more than one). During NP Revolutionaries March Operations, select a destination space using the Revolutionaries Space Selection Priorities table (8.4.1).

● Then, read down the active NP Faction's column, implementing each instruction marked by a dot, as much as possible.

C. Finally, check to see if another origin space or destination space will be selected.

*PLAY NOTE: See 8.6 for detailed NP Raj Sweep, NP NV Demonstrate, and NP Revolutionaries March Operations instructions.*

**Important:** It may be that no pieces are eligible to move out of an origin space. When this happens, skip this origin and select another (the next space with the most friendly cubes, Activists, or Guerrillas not yet selected as a destination).

## 8.5 Adversary Priorities Pieces Table

When the active NP Faction is instructed to remove or replace adversary pieces, first select the space (8.4.1), then select the pieces within that space to be replaced or removed.

**8.5.1 Selecting Pieces.** The Adversary Priorities table specifies the order in which pieces are removed. Only remove a piece if allowed by the specific Operation, Special Activity, or Event text.

**8.5.2 Replace Then Remove.** NP Factions replace adversary pieces before removing them, when given a choice.

**8.5.3 Never Own Pieces.** When given a choice: NP Congress and NP Muslim League never replace or remove Protest markers, NP Muslim League never removes Muslim State markers; and NP Revolutionaries never remove Unrest markers.

*PLAY NOTE: The prohibition against removing Protest primarily applies to Events. Note that during NV Negotiate and Congress Satyagraha Special Activities, removing a Protest marker is a required part of the activity.*

**8.5.4 Target Faction.** If multiple Factions' pieces may be removed, use the Adversary Priorities table to select the first piece affected, then target that Faction's remaining pieces to the extent required by 1.4.4. If multiple pieces may be removed within the same priority, choose randomly.
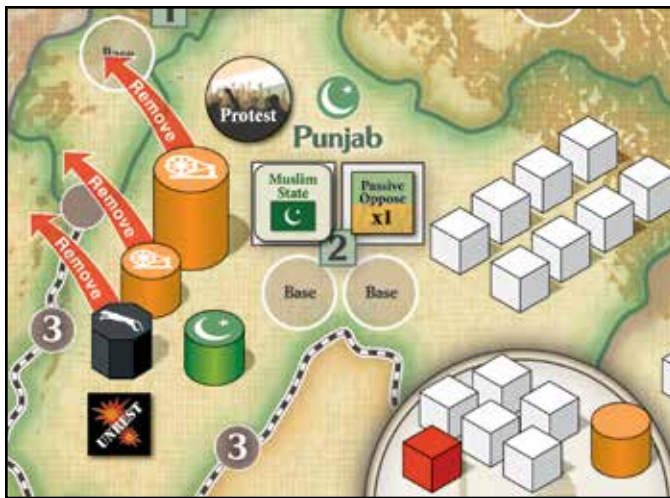
**Adversary Priorities (8.5)**
*(Replace then remove. Never remove own pieces.)*

| | |
|---|---|
| ① Unrest marker | ⑦ Player Faction |
| ② Muslim State marker | ⑧ Most common piece |
| ③ Protest marker | ⓐ Activist |
| ④ Base | ⓑ Sepoy |
| ⑤ Gandhi | ⓒ Guerrilla (Underground first) |
| ⑥ Troop | |

*EXAMPLE of Removing Adversaries: Raj and Muslim League are both NP Factions, and Revolutionaries are a player Faction. NP Raj is active and selects Operation and Special Activity. Arjuna directs NP Raj to execute Assault (8.6.3), and the Space Selection Priorities table (8.4.1) selects Punjab. With eight Sepoys there, NP Raj may remove up to four adversary pieces. NP Raj targets Gandhi first (along with any Congress Activists with him, 1.4.4), sending both to Jail. Next, NP Raj targets the Guerrilla because Revolutionaries are a player Faction. Lastly, NP Raj sends the lone Muslim League Activist to Jail. With four pieces removed (and no adversaries remaining in any case), the Assault Operation is done in this space.*

*Later during the same turn, NP Raj later selects Punjab as a space for Govern Special Activity (8.7.1) and will execute Imperialism here. It would remove the Unrest marker first, then remove the Muslim State marker.*

## 8.6 NP Operations

**Important:** NP Factions always follow all rules when executing an Operation (exception: NP Raj and NP Revolutionaries do not spend Resources; see 8.6.2). Never select a space for an Operation if that space is not eligible for that Operation (8.1.5). If an Arjuna instruction contradicts the rules, skip it!

*PLAY NOTE: Section 8.6 details procedures for NP Operations and can be referenced by the player as needed during play if the Player Aid and Arjuna are insufficiently clear.*

When directed by Arjuna to execute an Operation (8.3), follow the directions in the Operation instructions box on the selected Arjuna card. Implement all ❶ instructions first, then ❷ instruc-

tions, and so forth. For each, carry out the instructions as much as possible.

PROCEDURE: Consult the Space Selection Priorities table (8.4.1) for the active NP Faction to select the first space for the Operation. Once a space has been selected, execute the Operation in that space. Only perform instructions marked by the ✓ symbol if the conditions are met. If the NP Faction may select additional spaces (8.6.1), return to the Space Selection Priorities table to select another space. Continue selecting spaces until the maximum number of spaces have been selected (8.6.1), or no more spaces are eligible for that Operation.

After an Operation has been executed in all selected spaces, complete any further instructions for that Operation marked by the ★ symbol.

*EXAMPLE of ★ Instructions: NP Muslim League executes Rally. After placing pieces on the map, move a Muslim League Activist from Out of Play to Available.*

If no spaces are eligible for the Operation, instead draw a new Arjuna card (8.3) to select another Operation. In this case, if a Special Activity has already been executed, ignore any instructions to execute another Special Activity on the new Arjuna card.

**Important:** Once a space is selected for an Operation, complete actions in that space before selecting the next space for the Operation.

**8.6.1 Total Spaces for Operations.** Unless executing a Limited Operation (2.3.5), a NP Faction will execute an Operation in as many spaces as allowed, given each NP Faction's space selection constraints and the state of the board. If executing a Limited Operation (2.3.5), a NP Faction will only perform the chosen Operation in the first space selected.

- NP Raj will Operate with all Troops and with Sepoys in a limited total number of spaces, determined by the Operation's Activation Number (8.6.2).
- NP Congress will Operate in the maximum spaces allowed by Gandhi, Protest, and Restraint (3.3).
- NP Muslim League will Operate in the maximum spaces allowed by Muslim League Bases and Unity (3.3).
- NP Revolutionaries will Operate in a limited total number of spaces, determined by the Operation's Activation Number (8.6.2).

**8.6.2 NP Raj and NP Revolutionaries Activation Number.** Since they do not use Resources, NP Raj and NP Revolutionaries do not pay for Operations. Intead, they use an Activation Number to determine the maximum number of spaces they may select for Operations.

For NP Raj the Activation Number is always equal to Restraint (exception: unless modified by the current Viceroy; see below), and only limits the total number of spaces where Sepoys may Operate. For NP Revolutionaries, the selected Arjuna card determines the Activation Number for any Operation selected on that side: either 2, 3, or equal to Restraint.

NP RAJ PROCEDURE:

1. Select a space for the Operation using the Space Selection Priorities table (8.4.1).

2. Perform the Operation in that space. Always use Troops and any Sepoys present if the Activation Number roll for the Operation has not yet failed.

3. If only Troops were used, return to Step #1 above. If Sepoys were used, roll a die:

   - If the roll result is less than or equal to the Activation Number, return to Step #1 above, but only spaces where Troops can Operate are eligible and only Troops can be used in those spaces for the rest of this Operation.

   - If the roll result is greater than the Activation Number, continue with the Operation: return to Step #1 above. Both Troops and Sepoys may continue to Operate.

4. Once there are no eligible spaces for the Operation (8.4.1), the Operation is over. Continue with the next instruction on the current Arjuna card (8.3).

### VICEROY CAPABILITIES:

- If Lord Willingdon is the current British Viceroy, the Activation Number for Deploy is 1.
- If Lord Irwin is the current British Viceroy, the Activation Number for Sweep is 1.
- If Lord Chelmsford is the current British Viceroy, the Activation Number for Assault is 1.

NP REVOLUTIONARIES PROCEDURE:

1. Select a space for the Operation using the Space Selection Priorities table (8.4.1).

2. Perform the Operation in that space.

3. Roll a die:

   - If the roll result is less than or equal to the Activation Number, the Operation is over. Continue with the next instruction on the current Arjuna card (8.3).

   - If the roll result is greater than the Activation Number, continue with the Operation: return to Step #1 above.

4. Once there are no eligible spaces for the Operation (8.4.1), the Operation is over. Continue with the next instruction on the current Arjuna card (8.3), if any.

**8.6.3 NP Raj Operations.** NP Raj will execute an Operation as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Operation (3.2).

NP RAJ DEPLOY (3.2.1) PROCEDURE: Use the *Place Cubes* column of the Space Selection Priorities table (8.4.1) to select Cities. In each selected City, add Troops until three Troops total are in the selected City, then add Sepoys to place up to six cubes there. After NP Raj fails its Activation Number roll (8.6.2), continue placing Troops to get three to each City (as much as possible given Available Troops). After placing pieces, move two cubes from Out of Play to Available, Troops first.

NP RAJ GARRISON (3.2.2) PROCEDURE: NP Raj never executes Garrison.

NP RAJ SWEEP (3.2.3) PROCEDURE: Use the Move Priorities table (8.4.2). First, select a destination space (instruction A) using the *Sweep* column of the Space Selection Priorities table (8.4.1). Next, select as an origin the space with the most cubes (instruction B). Keep cubes in the origin as instructed. If Sweeping into a City or Province, get one Troop to the destination (per 8.1.5, do not move a Troop if one is already in the selected destination). Next, get 1 Sepoy to the destination (per 8.1.5, do not move a Sepoy if one is already in the selected destination). Then, add additional cubes until cubes in the destination exceed Active adversaries (including any Guerrillas that were Activated during this Sweep Operation) or no more cubes are eligible to move. Move Sepoys first and add Troops if no more Sepoys are eligible to move from the selected origin. As each cube moves, Activate an Underground Guerrilla in the destination if one is present.

After all eligible cubes have moved from the first origin, check to see if cubes exceed Active adversaries in the destination (instruction C). If not, return to instruction B to select another origin space and continue moving cubes to the same destination. If cubes do exceed Active adversaries in the destination, and if NP Raj may select another destination space (8.6.1), return to instruction A to select another destination and instruction B to select an origin space (a space already selected as an origin may be selected again unless it has already been selected as a destination). Use the Move Priorities table (8.4.2) to select the cubes that will move to the new destination. Continue selecting additional origin spaces as needed, and continue to select new destination spaces until no eligible destination spaces remain. After the Activation Number roll has failed (8.6.2), continue to Sweep into eligible spaces with Troops only.

Lose no Raj Control in all origins. If no pieces are eligible to move to a selected destination, skip this destination space and select a new one.

Lastly, in all spaces with cubes that were not selected as destination spaces, Sweep in place (3.2.3) to Activate Guerrillas. Use all Troops but only use Sepoys if allowed per 8.6.2. If Sepoys are eligible to Sweep in place, select the spaces with the most Support first.

> **Important:** Protest spaces may not be selected as origins during Raj Sweep (3.2.3).

*PLAY NOTE: Once the Activation Number roll has failed, only check to see if Troops that have not moved yet will Sweep. To speed play, identify the Troops that can move, then choose destination spaces from among the spaces each Troop can reach. Remember that Troops that do not move may still Sweep in place to Activate Guerrillas. NP Raj will Sweep in place to Activate as many Guerrillas possible, even if that results in removing Raj Control.*

NP RAJ ASSAULT (3.2.4) PROCEDURE: Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select each Assault space first, and then use the Adversary Priorities table (8.5) to select the pieces to remove. Only select spaces with both cubes and Active adversaries (i.e., where As-

sault would have some effect). In each selected space, use both Troops and Sepoys. After the Activation Number roll has failed (8.6.2), continue to Assault in eligible spaces with Troops only.

> **VICEROY CAPABILITIES:**
> - If Lord Wavell is the current Viceroy, NP Raj will first Sweep into one space eligible for Assault, using the Move Priorities table (8.4.2) as for a Sweep Operation. Skip selected spaces that are not eligible for Assault. After Sweeping, select the destination as the first space for the Assault Operation.

**8.6.4 NP Congress Operations.** NP Congress will execute an Operation as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Operation (3.3).

NP CONGRESS RALLY (3.3.1) PROCEDURE: Select spaces using the *Place Activists* column of the Space Selection Priorities table (8.4.1). After placing pieces, release prisoners if 3 or more Congress Activists are in Jail (release Congress Activists first); otherwise move one Congress Activist from Out of Play to Available.

NP CONGRESS DEMONSTRATE (3.3.2) PROCEDURE: Use the Move Priorities table (8.4.2). First, select a destination space (instruction A) using the *Demonstrate* column of the Space Selection Priorities table (8.4.1). Next, select as an origin the space with the most Congress Activists (instruction B). Keep Activists in the origin as instructed. Move one Congress Activist to the destination. Add additional Activists until all Activists in the destination (Congress plus Muslim League) equal or exceed cubes in the destination, or no more Congress Activists are eligible to move from this origin. If present in origin spaces, bring Muslim League Activists along with Congress Activists up to Unity (3.3.2).

After all eligible Congress Activists have moved from the first origin, check to see if Activists (Congress plus Muslim League) equal or exceed cubes in the destination (instruction C). If not, return to instruction B to select another origin space and continue moving Activists to the same destination. If Activists equal or exceed cubes in the destination, and if NP Congress may select another destination space (8.6.1), return to instruction A to select another destination and instruction B to select an origin space (a space already selected as an origin may be selected again unless it has already been selected as a destination), and move Activists as instructed. Continue selecting additional origin spaces as needed, and continue to select new destination spaces until NP Congress has selected the maximum spaces for this Operation (8.6.1) or no Congress Activists remain eligible to move (8.4.2).

Place an Available Protest marker when moving into a space with no Raj Control. If no pieces are eligible to move to a selected destination, skip this destination space and select a new one.

NP CONGRESS CIVIL DISOBEDIENCE (3.3.3) PROCEDURE: Select spaces using the *Place Protests* column of the Space Selection Priorities table (8.4.1) and place Available Protests in those spaces.

If Raj is a player Faction, after placing all Protests check if there are three or more Congress Activists in any space(s) selected for Civil Disobedience. If so, get one Activist from there onto the Railway with the highest Econ value and no Activist already (if more than one Civil Disobedience space qualifies, select one at random).

NP CONGRESS NON-COOPERATION (3.3.4) PROCEDURE: Execute the Operation in every eligible space (8.4.1).

> *PLAY NOTE: During a Crisis (6.8), remember that Protest spaces with Raj Control are eligible for Congress Non-Cooperation Operations (3.3.4).*

**8.6.5 NP Muslim League Operations.** The Muslim League will execute an Operation as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Operation (3.3).

NP MUSLIM LEAGUE RALLY (3.3.1) PROCEDURE: First, place Bases in all eligible spaces where Muslim League Activists exceed Unity (8.4.1); use the *Place Bases* column of the Space Selection Priorities table if there are more eligible spaces than Available Bases. Then, select spaces to place Activists using the *Place Activists* column of the Space Selection Priorities table (8.4.1). After placing pieces, release prisoners if 3 or more Muslim League Activists are in Jail (release Muslim League Activists first); otherwise move one Muslim League Activist from Out of Play to Available.

NP MUSLIM LEAGUE DEMONSTRATE (3.3.2) PROCEDURE: Use the Move Priorities table (8.4.2). First, select a destination space (instruction A) using the *Demonstrate* column of the Space Selection Priorities table. Next, select as an origin the space with the most Muslim League Activists (instruction B). Keep Activists in the origin as instructed. Move one Muslim League Activist to the destination. Add additional Activists until all Activists in the destination (Muslim League plus Congress) equal or exceed cubes there, or no more Muslim League Activists are eligible to move from this origin.

After all eligible Muslim League Activists have moved from the first origin, check to see if Activists (Muslim League plus Congress) equal or exceed cubes in the destination (instruction C). If not, return to instruction B to select another origin space and continue moving Activists to the same destination. If Activists equal or exceed cubes in the destination, and if NP Muslim League may select another destination space (8.6.1), return to instruction A to select another destination and instruction B to select an origin space (a space already selected as an origin may be selected again unless it has already been selected as a destination), and move Activists as instructed. Continue selecting additional origin spaces as needed, and continue to select new destination spaces until NP Muslim League has selected the maximum spaces for this Operation (8.6.1) or no Muslim League Activists remain eligible to move (8.4.2).

For all destinations, place an Available Protest marker when moving into a space with no Raj Control. If no pieces are eligible to move to a selected destination, skip this destination space and select a new one.

NP MUSLIM LEAGUE CIVIL DISOBEDIENCE (3.3.3) PRO-CEDURE: Select spaces using the *Place Protests* column of the Space Selection Priorities table (8.4.1) and place Available Protests in those spaces.

If Raj is a player Faction, after placing all Protests check if there are three or more Muslim League Activists in any space(s) selected for Civil Disobedience. If so, get one Activist from there onto the Railway with the highest Econ value and no Activist already (if more than one Civil Disobedience space qualifies, select one at random).

NP MUSLIM LEAGUE NON-COOPERATION (3.3.4) PRO-CEDURE: Execute the Operation in every eligible Muslim space.

**8.6.6 NP Revolutionaries Operations.** NP Revolutionaries will execute an Operation as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Operation (3.4).

NP REVOLUTIONARIES RALLY (3.4.1) PROCEDURE: First, place Bases in all eligible spaces where Guerrillas exceed Unity (8.4.1); use the *Place Bases* column of the Space Selection Priorities table if there are more eligible spaces than Available Bases. Then, select spaces to place Guerrillas using the *Place Guerrillas* column of the Space Selection Priorities table (8.4.1). After placing pieces, move one Guerrilla from Out of Play to Available.

NP REVOLUTIONARIES MARCH (3.4.2) PROCEDURE: Use the Move Priorities table (8.4.2). First, select an origin space (instruction A): the space with the most Guerrillas not already selected as a destination. Next, select a destination space (instruction B), using the *March* column of the Space Selection Priorities table (8.4.1); spaces that have already been selected as origin spaces may not be selected as destinations. Then, keeping Guerrillas in origin spaces as directed by the Move Priorities table (8.4.2), move one Guerrilla to the destination. If no Guerrillas are eligible to move to a selected destination, skip this destination space and select a new one.

After one Guerrilla has moved to the destination, check to see if additional Guerrillas are eligible to move from the selected origin (instruction C). If more Guerrillas may move, return to instruction B to select a destination space (a destination may be selected more than once). If no Guerrillas may move from the selected origin, and if NP Revolutionaries may select another origin space (8.6.1), return to instruction A to select another origin (the space with the most Guerrillas that has not already been selected as a destination). Continue selecting additional origin spaces and destinations until NP Revolutionaries have selected the maximum origin spaces for this Operation (8.6.1) or no Guerillas remain eligible to move (8.4.2).

*PLAY NOTE: Unlike other NP Factions, NP Revolutionaries will only move one Guerrilla to a destination before returning to the Space Selection Priorities table to select another destination, possibly even a space already selected as a destination.*
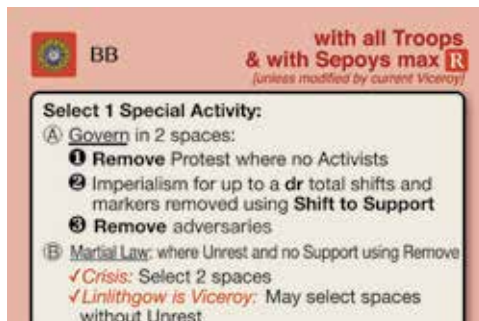


*EXAMPLE of NP Raj Govern: Arjuna card BB instructs NP Raj to execute Govern first (if possible). There are no Protest spaces without Activists, so instruction ❶ is skipped. NP Raj will next attempt to shift spaces towards Active Support using instruction ❷. First, it rolls a die to see the extent to which it can perform Imperialism: the result is 2. Then, it uses the* Shift to Support *column of the Space Selection Priorities table (8.4.1) to select spaces from among those that are eligible for Imperialism: spaces with cubes and no Active adversaries (4.2.2). Bihar is selected as the first space (it is a "2-Pop space with no Protest, with Unrest, and the most Opposition"). First, NP Raj must remove the Unrest marker. Then, it may shift Support in Bihar. Normally, it could shift up to two levels towards Active Support, however, with*
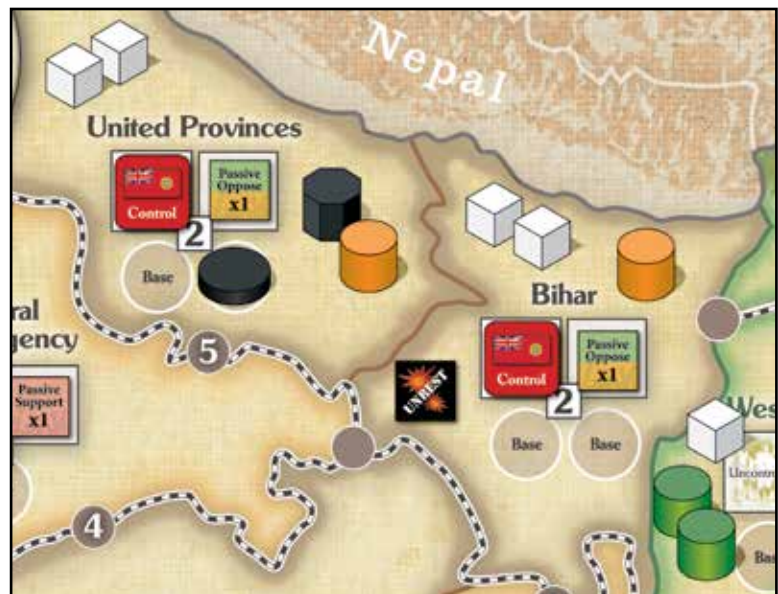
*a die roll result of 2 and one Unrest marker removed, NP Raj will only shift Bihar one level towards Active Support, from Passive Opposition to Neutral. NP Raj is finished with Imperialism. Since NP Raj has only selected one space for Govern so far and has finished instruction ❷, it next executes instruction ❸. NP Raj uses the* Remove or Replace *column of the Space Selection Priorities table (8.4.1) to select the last space for Govern, and then uses the Adversary Priorities table (8.5) to select the adversary piece to remove from that space.*

NP REVOLUTIONARIES ATTACK (3.4.3) PROCEDURE: Use the *Attack* or *Go Underground* column of the Space Selection Priorities table (8.4.1) to select spaces for Attack. Continue to select spaces for Attack until NP Revolutionaries fail their Activation Number roll (8.6.2) or no eligible spaces remain (8.4.1).

NP REVOLUTIONARIES UNREST (3.4.4) PROCEDURE: Use the *Place Unrest* column of the Space Selection Priorities table (8.4.1) to select spaces for Unrest. Continue to select spaces for Unrest until NP Revolutionaries fail their Activation Number roll (8.6.2) or no eligible spaces remain (8.4.1).

> PLAY NOTE: During a Crisis (6.8), remember that spaces with both Congress and Muslim League Activists (with or without an Underground Guerrilla) are eligible for Unrest Operations (3.4.4).

## 8.7 NP Special Activities

> PLAY NOTE: Section 8.7 details procedures for NP Special Activities and can be referenced by the player as needed during play if the Player Aid and Arjuna are insufficiently clear.

When directed by Arjuna (8.3) to execute a Special Activity, follow the directions in the Special Activity instructions box on the selected Arjuna card. A NP Faction will implement the first listed Special Activity that it can. If a specified Special Activity cannot be carried out (because no spaces eligible for that Special Activity, or a check condition is not met), skip it and continue to the next. Once a Special Activity has been selected, execute all ❶ instructions first, then ❷ instructions, and so forth. Implement each instruction as much as possible. For Special Activities with multiple options (i.e., Raj Govern, Congress Satyagraha, NV Negotiate and Persuade), only implement actions as instructed by Arjuna.

*EXAMPLES of Skipping Special Activity Instructions: Arjuna card H reads: "Ⓐ Negotiate to **Release Gandhi** from Jail." If Gandhi is not in Jail, do not Negotiate to remove a Muslim State instead. Rather, skip this instruction and execute the next one: "Ⓑ Satyagraha to **Move Gandhi.**"*

*Arjuna card N reads "Ⓐ ✓ Crisis: Infiltrate to **Place a Muslim State.**" If India is not in Crisis, the Muslim League may not use Infiltrate to place a Muslim State, so skip this instruction.*

If executing a Limited Operation (2.3.5), ignore all Special Activity instructions on the selected Arjuna card.

PROCEDURE: Use the active Faction's Space Selection Priorities table (8.4.1) to select the first space for the Special Activity. Once a space is selected, execute the Special Activity in that space. If the NP Faction may select additional spaces, return to the Space Selection Priorities table to select another space. Continue selecting spaces until the maximum number of spaces have been selected, or no eligible spaces remain.

When a Special Activity results in removing adversary pieces, consult the Adversary Priorities table (8.5) to determine the piece(s) removed from the selected space.

### 8.7.1 NP Raj Special Activities.

NP RAJ TREATY (4.2.1) PROCEDURE: Remove or arrest Active adversaries in each State with Sepoys.

NP RAJ GOVERN (4.2.2) PROCEDURE: Follow the sequence of Govern actions on the Arjuna card. If no more spaces are eligible for the first action (and NP Raj has not yet selected two spaces), execute the second action, and so forth.

- **Remove Protests:** In each space with cubes, Protest, and no Activists, remove the Protest marker. If there are more than two such spaces, use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select spaces.
- **Imperialism:** Roll a die. NP Raj will attempt to remove Unrest and Muslim State markers, and shift levels towards Support, up to the roll result, in up to two spaces. Use the *Shift to Support* column of the Space Selection Priorities table (8.4.1) to select among spaces eligible for Imperialism (4.2.2). If there are any Unrest markers in the selected space, remove them first. Then, if present remove a Muslim State marker. If no Muslim State marker present, instead shift the space(s) up to two levels towards Active Support. Continue to remove markers and shift Support until the limit set by the die roll has been reached (as much as possible).
- **Remove Adversaries:** Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select each space, and use the Adversary Priorities table (8.5) to determine the piece removed from each selected space.

> PLAY NOTE: If executing Imperialism, note that NP Raj sometimes may not use up its allotted shifts and number of markers removed—the die roll simply sets an upper limit. Unused shifts may not be retained for later turns.

NP RAJ MARTIAL LAW (4.2.3) PROCEDURE: From among spaces that already have Unrest (exception: Lord Linlithgow, see below), use the *Remove or Replace* column of the Spaces Selection Priorities table (8.4.1) to select the space(s) for Martial Law. If India is in Crisis (6.8), select two eligible spaces (8.4.1); otherwise, select one eligible space.

> ***VICEROY CAPABILITIES:***
> - If Lord Linlithgow is the current Viceroy, NP Raj may select spaces without Unrest for Martial Law.

### 8.7.2 NP Congress Special Activities.

NP CONGRESS NEGOTIATE (4.3.1) PROCEDURE: Execute the action specified by the Arjuna card (if possible; if not, skip this instruction per 8.7). If attempting to release Gandhi, use the *Move or Release Gandhi* column of the Space Selection Priorities table (8.4.1) to select his destination space. If removing a Muslim State, use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select the Muslim State space among eligible spaces.

NP CONGRESS SATYAGRAHA (4.3.2) PROCEDURE: If Gandhi is in Jail, NP Congress always requests that Gandhi be released (if the request is denied, NP Congress will select a different Special Activity per the selected Arjuna card). NP Congress will always use Satyagraha to move Gandhi. Use the

*Move or Release Gandhi* column of the Space Selection Priorities table (8.4.1) to select the destination space. Then, execute the action specified by the Arjuna card. When removing Unrest, also remove any Protest marker in that space.

> *PLAY NOTE: At times, moving Gandhi out of a space may yield Raj Control there.*

NP CONGRESS PERSUADE (4.3.3) PROCEDURE: Follow the sequence of Persuade actions on the Arjuna card. If no more spaces are eligible for the first action (and NP Congress has not yet acted in two spaces), execute the second action.

- **Activate Guerrillas:** Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select spaces with Active Congress Activists.
- **Remove 1 Adversary:** Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select spaces, and use the Adversary Priorities table (8.5) to select the piece to remove.

### 8.7.3 NP Muslim League Special Activities.

NP MUSLIM LEAGUE NEGOTIATE (4.4.1) PROCEDURE: Execute the action specified by the Arjuna card (if possible; if not, skip this instruction per 8.7). If removing Unrest, use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select the space. If placing a Muslim State, use the *Place Muslim State* column of the Space Selection Priorities table (8.4.1) to select the eligible Province if there is more than one.

NP MUSLIM LEAGUE INFILTRATE (4.4.2) PROCEDURE: Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select the space, and use the Adversary Priorities table (8.5) to select the piece to replace.

NP MUSLIM LEAGUE PERSUADE (4.4.3) PROCEDURE: Follow the sequence of Persuade actions on the Arjuna card. If no more spaces are eligible for the first action (and NP Muslim League has not yet acted in two spaces), execute the second action.

- **Activate Guerrillas:** Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select spaces with Active Muslim League Activists.
- **Remove 1 Adversary:** Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select spaces, and use the Adversary Priorities table (8.5) to select the piece to remove.

### 8.7.4 NP Revolutionaries Special Activities.

NP REVOLUTIONARIES AID (4.5.1) PROCEDURE: NP Revolutionaries will only use Aid to flip Guerrillas Underground. Use the *Attack or Go Underground* column of the Space Selection Priorities table (8.4.1) to select up to two spaces with Active Guerrillas and flip all Guerrillas in the selected spaces underground.

NP REVOLUTIONARIES INFILTRATE (4.5.2) PROCEDURE: Use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select the space, and use the Adversary Priorities table (8.5) to select the piece to replace.

NP REVOLUTIONARIES ASSASSINATE (4.5.3) PROCEDURE: From among spaces already selected for Unrest (3.4.4), use the *Remove or Replace* column of the Space Selection Priorities table (8.4.1) to select a space, and use the Adversary Priorities table (8.5) to select the piece removed.

## 8.8 NP Events

NP Factions execute Events per the NP Eligibility Table (8.2.1).

> *PLAY NOTE: We did our best to write Events that could be executed by NP Factions without additional instructions, but this was a difficult part of the design. When in doubt, use your best judgement to make the Event as effective as possible for the NP Faction. If you ever get really stuck, make the best move you can for that Faction.*

**8.8.1 NP Critical Events.** If a Faction's icon on the Event card is underlined (with a rifle for NP Raj and NP Revolutionaries; with an arrow for NP Congress and NP Muslim League), this Event is a Critical Event for that NP Faction. Generally, NP Factions will choose a Critical Event in lieu of an Operation plus Special Activity, and will Pass in order to select a Critical Event on the Upcoming card (8.2.1).

**8.8.2 Shaded or Unshaded?** NP Raj always selects the unshaded Event text. Generally, NP Congress, NP Muslim League, and NP Revolutionaries select the shaded Event text. However, if the Faction icon on the Event card is highlighted by a square halo, that NP Faction instead selects the unshaded Event text.

**8.8.3 Effective Events.** NP Factions will only choose to execute an Event if that Event results in one or more effective actions (but will always implement any required actions). Events that do not result in any effective outcomes are not effective for that NP Faction. See the Effective Events table on the Non-player Aid for a list of the specific actions that are effective for each NP Faction. Ignore all instructions to add or subtract Raj or Revolutionaries Resources.

**8.8.4 Implementing Event Text.** As per 5.1.2, NP Factions will execute as much of the Event as required by the text, selecting spaces where as much of the Event text can be carried out. When given a choice, NP Factions only implement Event text that would cause the Event to be effective for that NP Faction (8.8.3). When the Event text instructions include "…up to…", implement the effect as much as possible and only if the action is effective for the executing NP Faction.

> **Important:** When given a choice, NP Factions only implement Event text actions that meet that NP Faction's criteria for an effective Event (8.8.3).

*EXAMPLES of Effective Event Text: NP Raj executes Card #6: CHAURI CHAURA MASSACRE. The unshaded text reads: "In 1 Protest space, remove all pieces belonging to 1 Faction: Gandhi and Activists to Jail; cubes, Guerrillas, and Bases to Available." NP Raj would not choose to remove cubes, because only Events that remove adversary pieces are effective for NP Raj. In this case, NP Raj would use the* Remove or Replace *column of the Space Selection Priorities table (8.4.1) to select the target space*

*from among Protest spaces, then use the Adversary Priorities table (8.5) to determine which adversary Faction to target in that space.*

*NP Congress executes card #16: PAKISTAN DECLARATION PUBLISHED IN LONDON. The unshaded text reads: "Add 1 Unrest marker to up to 2 Muslim spaces, then remove 1 Base from among the selected spaces." Adding Unrest is not an effective Event for NP Congress (8.8.3), but removing adversary pieces is, so NP Congress will execute the Event. It uses the* Remove or Replace *column of the Space Selection Priorities table (8.4.1) to select up to two spaces from among Muslim spaces with Bases. In each such space, it will remove a Base. NP Congress will place Unrest as the Event text is specific and does not allow the option not to place Unrest. If there were no Bases to remove, this Event would not be an effective Event for NP Congress.*

**8.8.5 Selecting Spaces for Events.** NP Factions always use their own Space Selection Priorities table (8.4.1) to select the space(s) where the Event will be executed. Use the column on the Space Selection Priorities table that matches the Event action *that makes this Event effective for the active NP Faction.* If a NP Faction will execute multiple effective actions for an Event, use the leftmost column on the Space Selection Priorities table to select spaces for all Event actions.

*EXAMPLE: The unshaded text for Card 44 reads: "Remove up to 2 Guerrillas total from up to 2 spaces, then shift each of those spaces 1 level towards Active Support." This Event shift spaces towards Active Support and removes adversary pieces, both of which make this an effective Event for NP Raj. NP Raj would use the* Shift to Support *column on the Space Selection Priorities table because that column is further to the left than* Remove or Replace. *Even though NP Raj used the* Shift to Support *column to select spaces, it will still remove Guerrillas from those spaces because this is an effective action for NP Raj.*

Use the following guidelines to determine the appropriate column to use on the active NP Factin's Space Selection Priorities table (8.4.1):

NP RAJ. If the selected Event text reads...
- **Add** or **place cubes:** use the *Place Cubes* column.
- **Activate, arrest, move to Out of Play, remove,** or **replace:** use the *Remove or Replace* column.
- **Set** or **shift spaces:** use the *Shift to Support* column.

NP CONGRESS. If the selected Event text reads…
- **Activate Guerrillas, move cubes, remove, or replace:** use the *Remove or Replace* column.
- **Add Activists, move Activists from Out of Play, place Activists,** or **release Activists:** use the *Place Activists* column.
- **Add Protest** or **Place Protest:** use the *Place Protests* column.
- **Move Gandhi** or **Release Gandhi:** use the *Move or Release Gandhi* column.
- **Set** or **shift spaces:** use the *Shift to Opposition* column.

NP MUSLIM LEAGUE. If the selected Event reads…
- **Activate Guerrillas, move cubes, remove,** or **replace:** use the *Remove or Replace* column.
- **Add Activists, move Activists from Out of Play, place Activists,** or **release Activists:** use the *Place Activists* column.
- **Add a Base** or **place a Base:** use the *Place Bases* column.
- **Add Protest** or **Place Protest:** use the *Place Protests* column.
- **Place a Muslim State:** use the *Place Muslim States* column.
- **Set** or **shift spaces:** use the *Shift to Opposition* column.

NP REVOLUTIONARIES. If the selected Event text reads…
- **Add Guerrillas:** use the *Place Guerrillas* column.
- **Add Unrest:** use the *Place Unrest* column.
- **Add a Base** or **place a Base:** use the *Place Bases* column.
- **Arrest, remove** or **replace:** use the *Remove or Replace* column.
- **Attack:** use the *Attack or Go Underground* column.
- **Flip Underground:** use the *Attack or Go Underground* column.

**8.8.6 Placing Pieces.** When instructed by Event text to place pieces on the map, select the destination space for each piece individually. When given an option, NP Raj always places Troops first, from either Available or Out of Play.

## 8.9 NP Campaign Rounds

During Campaign Rounds, NP Factions execute each step of every Phase unless instructed not to. These instructions provide details that specify how each NP Faction implements each Phase.

**8.9.1 Resource Phase (6.2.1).** NP Congress places Strike markers on each eligible Railway. If there are insufficient Strike markers, select those with the highest Econ (1.3.6) first. Both NP Raj and NP Revolutionaries skip this Phase.

**8.9.2 Support Phase (6.3.1).** For each NP Faction, execute the Support Phase as follows:

- NP Raj uses the *Shift to Support* column of the Space Selection Priorities table (8.4.1) to select up to four spaces. Among all selected spaces, remove Unrest markers and shift levels towards Active Support up to twice a die roll. In each space selected, first remove any Unrest, then shift the space 2 levels towards Active Support. Continue selecting additional spaces until the rolled total has been met, or four spaces have been selected. Release two Activists from Jail for each space selected. If possible, release one Congress and one Muslim League Activist. Finally, if Gandhi is in Jail, release him to a random space with no Raj Control.
- NP Congress then NP Muslim League select spaces for Constructive Programme using the *Shift to Opposition* column of their Space Selection Priorities table (8.4.1). Each NP Faction selects as many eligible spaces as possible, up to Unity.
- NP Muslim League places a Base using the *Place Bases* column of the Space Selection Priorities table (8.4.1). Select from among non-Railway spaces with no Raj Control.

- NP Revolutionaries place a Base using the *Place Bases* column of the Space Selection Priorities table (8.4.1). Select from among non-Railway spaces with no Raj Control.

**8.9.3 Redeploy Phase (6.4).** First, replace the current British Viceroy with the Campaign card that triggered this Campaign Round (6.4.1).

Then, Redeploy pieces for each NP Faction, following all Redeploy Phase restrictions (6.4) when moving pieces. If there are not enough pieces to meet an instruction, move as many pieces as possible and select destination spaces at random from among specified spaces:

- **NP Raj:** Move cubes as outlined below and keep other cubes in their current spaces. Move cubes from Provinces with no Raj Control first, then from spaces with the most Sepoys (choose randomly if more than one). Lose no Raj Control. Move cubes only once during Redeploy:
  1. For each Troop in a Province, move one Sepoy to the Troop's Province.
  2. Get one Troop to each City, then remove Troops not needed to retain Raj Control of Provinces and all but one Troop in each City to Available.
  3. Get 1 Sepoy to each City, then get Sepoys to add Raj Control to all Cities with no Raj Control.
  4. Get one Sepoy each to three States with no Support.
  5. Distribute cubes remaining in Provinces with no Raj Control evenly among spaces with Raj Control, 2-Pop first.

- **NP Congress:** Move Activists from the spaces with the most Congress Activists (choose randomly if more than one). Keep Activists equal to Population in each space not at Active Opposition. Move Activists only once during Redeploy:
  1. Get Gandhi to the space with the most Support, 2-Pop first.
  2. Get two Activists to each 2-Pop space, non-Muslim first.
  3. Get one Activist to each 1-Pop space, most Support first.
  4. Distribute remaining Activists evenly among 2-Pop spaces.

- **NP Muslim League:** Move Activists from the spaces with the most Muslim League Activists (choose randomly if more than one). Keep Activists equal to Population in each Muslim space. Move Activists only once during Redeploy:
  1. Get Muslim League Activists so that Muslim League pieces (Activists plus Bases) exceed Congress pieces (Activists plus Gandhi) in all 2-Pop Muslim spaces.
  2. Get two Activists to each 2-Pop Muslim space, most Support first.
  3. Get one Activist to each 1-Pop Muslim space, most Support first.
  4. Distribute remaining Activists evenly among 2-Pop Muslim spaces.

- **NP Revolutionaries:** Move Guerrillas as outlined below and keep other Guerrillas in their current spaces. Move Guerrillas from the spaces with the most Guerrillas (choose randomly if more than one). Keep one Guerrilla in each space with Unrest or a Revolutionaries Base. Move Guerrillas only once during Redeploy:
  1. Get one Guerrilla to each space with Unrest and no Raj Control.
  2. Get one Guerrilla to each space with a Revolutionaries Base.
  3. Get three Guerrillas to 2-Pop spaces without Unrest, most Support first.

**8.9.4 Reset Phase (6.5).** Execute the Reset Phase per 6.5. In addition:
- Shuffle the Arjuna deck.
- If Congress is a Non-player Faction, at the end of the Reset Phase place a Protest marker in one space with Congress Activists. Use the *Place Protests* column of the Space Selection Priorities table (8.4.1) to select the space.

# 8.10 1-Player Victory

A lone player in a 1-player game never wins before the final Campaign Round. To succeed, the player must both avoid any Non-player exceeding its victory threshold during any Victory Phase (which would end the game then, 7.1-7.3) and have the highest victory margin upon the final Victory Phase. Break ties per 7.1.

NON-PLAYER VICTORY: Unless the player wins, the Non-player Faction with the highest victory margin (ties per 7.1) wins the contest:

- **If Revolutionaries—Indian Civil War.** As Britain withdraws, India crumbles into communal violence as Hindus, Muslims, and Sikhs maneuver to defend their own ethnic enclaves.

- **If the Muslim League—Independent Pakistan.** Britain withdraws from India while negotiating the partition of the subcontinent into separate Hindu and Muslim states. Many are killed in the ensuing violence before an uneasy peace settles along the new frontier between India and Pakistan. *This is the historical outcome.*

- **If Indian National Congress—United Free India.** A politically dominant Congress party negotiates the withdrawal of British forces and establishes the largest democracy on the planet. India remains staunchly non-aligned in the global Cold War that follows.

- **If British Raj—Commonwealth India.** British control of India remains firm, allowing Britain to negotiate Indian independence on its own terms. An important and powerful Commonwealth ally, India guards British and American interests in Asia.

PLAYER VICTORY: If the player does survive to the final Campaign Round and has the highest victory margin, subtract the highest NP margin from the player's to find the degree of success:

- **1 to 5 — Costly independence!** As decolonization movements sweep away old empires, Britain withdraws from India, leaving behind a fragile coalition of Hindu and Muslim factions. India has gained independence, but its future is uncertain.

- **6 or more, Player as Revolutionaries—Azad Hind!** Britain leaves India in disgrace as growing unrest across South Asia and political pressure at home make continued occupation impossible. The defeat inspires anti-colonial revolutionary groups around the globe to take up arms against their oppressors.

- **6 or more, Player as Congress—Hind Swaraj!** Gandhi's strategy of nonviolent resistance allows Britain to leave India without enmity. As South Asia transitions to peaceful, democratic rule the Indian independence movement becomes a potent model of successful nonviolent resistance.

- **6 or more, Player as the Muslim League—Pakistan Zindabad!** Muslim demands for an independent nation force a departing Britain to partition South Asia. The new Pakistan becomes a model for the modern Muslim state.

- **6 or more, Player as the British Raj—God Save the King!** Britain retains control of India despite widespread resistance, both nonviolent and violent. Eventually recognizing that the imperial era is over, its withdrawal from India is controlled and orderly. The British people are praised for their dignified handling of decolonization.

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# SET UP (2.1)

## General

Choose a scenario and Non-player (if fewer than four players, 1.5, 8.0, 8.9) options desired. Prepare the deck per the instructions below and per the scenario. Give each player a Faction foldout, and assign players their Factions (1.5, or see 8.0 Non-player option):

**2-player:** Raj and Revolutionaries versus Congress and Muslim League

**3-player:** Raj verses Revolutionaries versus Congress and Muslim League

**4-player:** A Faction each player, Raj, Revolutionaries, Congress, and Muslim League.

*If playing more than one Faction, your final victory margin (7.3) is equal to the lesser victory margin of your two Factions.*

Put the wooden Forces pieces in their Available Forces boxes and all markers in a pile or receptacle within easy reach. Keep remaining aid sheets at hand. Set up the game board per the scenario, placing Forces and markers onto the board as listed.

## Deck Preparation

Separate out the 7 Campaign cards and shuffle them together. Shuffle the Event cards and randomly deal them into a number of facedown piles of 6 cards each as specified in the scenario. Shuffle one Campaign card into certain 6-card piles, as the scenario specifies. Stack the first pile onto the second onto the third, and so on, to form a single facedown draw deck and place it on the Draw Deck space on the board. Randomly select one of the unused Campaign cards to be the starting Viceroy of India and place it in the British Viceroy of India box. Set aside any remaining Event and Campaign cards - they will not be used and may not be inspected.

# SCENARIOS

## Short: 1930 – 1947

*March, 1930: Britain's restrictive salt law becomes the focus of Gandhi's most famous act of civil disobedience. He begins the 240 mile walk to the sea with 80 followers and arrives at the coast three weeks later with 50,000. The Salt March inspires nonviolent resistance across India by "shaking the foundations of the British Empire."*

**Deck:** Deal 36 cards into 6 piles of 6 Event cards. Deal a Campaign card into the second, fourth, and sixth piles. Stack the piles, 1st pile on top, 6th pile on bottom.

**Resources:** Raj: 32, Revolutionaries: 5

**Support + Raj Control:** 28

**Total Oppose:** 9

**Muslim Oppose + 2x Muslim State Pop:** 3

**Unrest Pop + Bases:** 6

**Restraint:** 3

**Unity:** 3

**Eligible:** All Factions

**British Viceroy of India Box:** 1 Viceroy card, drawn at random.

**Available Forces:**
**Raj:** 4 Troops, 6 Sepoys
**Congress:** 3 Activists
**Muslim League:** 3 Activists, 4 Bases
**Revolutionaries:** 4 Guerrillas, 3 Bases

**Out of Play Box:**
**Raj:** 4 Troops, 10 Sepoys
**Congress:** 5 Activists
**Muslim League:** 5 Activists
**Revolutionaries:** 5 Guerrillas

**Jail:**
Congress—1 Activist
Muslim League—1 Activist

**Central India Agency, Orissa, Coastal Andhra:**
Passive Support

**Gujarat, Hyderabad:**
Passive Oppose

**Sind:**

Passive Oppose

Muslim League—1 Activist

**Punjab:**

Raj Control

Raj—1 Troop, 3 Sepoys

Congress—1 Activist (Active)

Muslim League—1 Activist (Active), 1 Protest marker

Revolutionaries—2 Guerrillas, 1 Unrest marker

**Karachi, Madras:**

Raj Control, Passive Support

Raj—1 Troop, 1 Sepoy

**Delhi:**

Raj Control, Act Support

Raj—1 Troop, 5 Sepoys

Congress—1 Activist

**United Provinces:**

Raj Control, Passive Oppose

Raj—2 Sepoys

Congress—1 Activist

Revolutionaries—1 Guerrilla, 1 Base

**Bihar:**

Raj Control, Passive Oppose

Raj—2 Sepoys

Congress—1 Activist

Revolutionaries—1 Guerrilla

**West Bengal:**

Raj Control

Raj—1 Sepoy

Muslim League—2 Activists

**East Bengal:**

Raj Control, Passive Oppose

Raj—1 Troop, 3 Sepoys

Muslim League—2 Activists

Revolutionaries—2 Guerrillas, 1 Base, 1 Unrest

**Calcutta:**

Raj Control, Passive Support

Raj—1 Troop, 4 Sepoys

Muslim League—1 Activist

**Central Provinces:**

Raj Control, Passive Support

Raj—1 Sepoy

**Bombay:**

Raj Control, Passive Support

Raj—1 Troop, 2 Sepoys

Congress—1 Activist

**Bombay Presidency:**

Raj—2 Sepoys

Congress—2 Activists (Active), Gandhi, Protest marker

Revolutionaries—1 Guerrilla

**Railway Exiting Bombay:**

Strike!

**Madras Presidency:**

Raj Control

Raj—2 Sepoys

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***If using any NP Factions:***

- Shuffle together face-up all the Arjuna cards for each NP Faction in play.
- NP Raj and NP Revolutionaries do not use their Resource cylinders.

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Construct
Deck per 2.1.

Select Viceroy
per 2.1.

# MAIN: 1917 – 1947

*April, 1917:* A local tax dispute in Champaran attracts the interest of a little-known Bombay lawyer, Mohandas Gandhi. Champaran will become the focus of Gandhi's first campaign to free India from British rule, a test of the techniques of non-violent resistance he developed during more than twenty years in South Africa.

**Deck:** Shuffle and stack four piles of twelve Event cards with one Campaign card shuffled into the bottom six cards of each stack.

**Resources:** Raj 35, Revolutionaries 8

**Support + Raj Control:** 24

**Total Oppose:** 4

**Muslim Oppose + 2x Muslim State Pop:** 2

**Unrest Pop + Bases:** 3

**Restraint:** 4

**Unity:** 3

**Eligible:** All Factions

**Viceroy Box:** 1 Viceroy, drawn at random.

**Available Forces:**
   **Raj:** 4 Troops, 12 Sepoys
   **Congress:** 5 Activists
   **Muslim League:** 5 Activists, 5 Bases
   **Revolutionaries:** 5 Guerrillas, 4 Bases

**Out of Play Box:**
   **Raj:** 6 Troops, 12 Sepoys
   **Congress:** 6 Activists
   **Muslim League:** 6 Activists
   **Revolutionaries:** 6 Guerrillas

**Bihar, Central Provinces, Coastal Andhra:**
   Passive Support

**Gujarat, Hyderabad:**
   Passive Oppose

**Rajputana, Central Indian Agency, Orissa, Mysore:**
   Raj—1 Sepoy

**Punjab:**
   Raj Control
   Raj—1 Troop, 1 Sepoy
   Congress—1 Activist
   Muslim League—1 Activist
   Revolutionaries—1 Guerrilla

**Delhi:**
   Raj Control, Passive Support
   Raj—1 Troop, 4 Sepoys
   Congress—1 Activist

**United Provinces, Bombay Presidency, Madras Presidency:**
   Passive Support
   Revolutionaries—1 Guerrilla

**Calcutta, Bombay:**
   Raj Control, Passive Support
   Raj—1 Troop, 3 Sepoys
   Congress—1 Activist
   Muslim League—1 Activist

**West Bengal:**
   Muslim League—1 Activist

**East Bengal:**
   Raj Control, Passive Oppose
   Raj—1 Troop, 2 Sepoys
   Muslim League—1 Activist
   Revolutionaries—1 Guerrilla, 1 Base, 1 Unrest

**Karachi, Madras:**
   Raj Control, Passive Support
   Raj—2 Sepoys

Lastly, **Congress** places Gandhi, 1 Congress Activist (Active), and 1 Protest marker in any 1 space. Adjust Raj Control and the Raj victory marker as necessary.

> ***If using any NP Factions:***
> - Shuffle together face-up all the Arjuna cards for each NP Faction in play.
> - NP Raj and NP Revolutionaries do not use their Resource cylinders.
> - NP Congress at the start of the scenario places Gandhi, an Activist, and a Protest marker in a 2-Pop space chosen at random (8.1.2).

Place in any 1 space.

Construct Deck per 2.1.

Select Viceroy per 2.1.

# Gandhi

## THE DECOLONIZATION OF BRITISH INDIA
### 1917-1947

1903

FRONT

Spares

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Control · Control · Control · Control · Control · Control · Control

Unrest + Pop + Bases

Support + Raj-Control

Muslim Oppose + 2x Muslim State Pop

Total Oppose

Restraint

Unity

Campaign

Overflow

UNREST

Active Support x2

Active Oppose x2

Protest

THE DECOLONIZATION OF BRITISH INDIA
1917-1947

*Gandhi*

1903

BACK

Muslim State

Campaign

Unity

Restraint

Overflow

Passive Support x1

Passive Oppose x1

Strike!

# KEY TERMS INDEX

**Accompanying:** Operation required for a Special Activity. (4.1.1)

**Activate:** Flip or leave Guerrillas Active. Activists become Active automatically in Protest and Railway spaces (1.4.3)

**Active Pieces:** Troops, Sepoys, Active Guerrillas (symbol end up), Bases, Gandhi, and Activists in Protest spaces and on Railways (symbol end up). (1.4.3)

**Activists:** Congress and Muslim League cylinder-shaped pieces. (1.4)

**Adjacent:** Spaces next to each other for actions or Events. (1.3.8)

**Adversaries:** Any pieces belonging to any Faction other than the acting Faction.

**Aid:** Revolutionaries Special Activity to add Resources and flip Guerrillas Underground. (4.5.1)

**Arrest:** Send Gandhi and Activists to Jail. (1.3.9)

**Assassinate:** Revolutionaries Special Activity to remove adversary pieces and decreases Unity. (4.5.3)

**Assault:** British Raj Operation to remove or Arrest Active adversary pieces. (3.2.4)

**Attack:** Revolutionaries Operation to remove adversaries and place Unrest markers. (3.4.3)

**Available:** Forces in holding boxes, waiting to be placed. Forces in the Jail or Out of Play boxes are not Available. (1.4.1)

**Base:** Muslim League or Revolutionaries piece that represents regional support for Muslim or Hindu dominance. (1.4)

**Bases Last:** Frequent requirement that no protecting Activists or Guerillas be in a space before removing a Base. (3.2.4, 3.4.3, 4.2.1, 4.2.2, 4.3.3, 4.4.3)

**British Raj (Raj):** Counterinsurgent Faction. (1.0)

**Campaign:** Event card series leading up to a Campaign Round. (2.4)

**Campaign Cards:** Cards triggering Rounds that include victory checks, Resource allocation, and several other periodic functions. (2.4, 6.0)

**Capability:** Raj bonus ability lasting one Campaign granted by the current Viceroy. (2.5.1)

**City:** Urban space. (1.3.2)

**Civil Disobedience:** NV Operation to place Protest markers and move Activists onto adjacent Railways. (3.3.3)

**COIN (Counterinsurgency):** British Raj. (1.0, 1.5)

**Constructive Programme:** Congress action to increase Opposition. (6.3.4)

**Control (Raj only):** More cubes in a Province or City than all other Active pieces combined. Princely States, Muslim States, and Railways are never Controlled. (1.7)

**Cost:** Resources spent by Raj and Revolutionaries player Factions on an Operation or Special Activity. (3.1, 4.1)

**Crisis:** The state of India when both Restraint and Unity are one. (6.8)

**Critical Event:** An Event that will be chosen by a NP Faction, marked by a rifle icon for NP Raj and NP Revolutionaries and by an arrow for NP Congress and NP Muslim League (8.1.1)

**Cube:** Raj Troops or Sepoys piece. (1.4)

**Cylinder:** Token to mark a Faction's Resources or Eligibility. (1.8, 2.2)

**Demonstrate:** NV Operation to move Activists. (3.3.2)

**Deploy:** British Raj Operation to place pieces and move cubes from Out of Play to Available. (3.2.1)

**Dual Use:** Event with two alternative effects. (5.2)

**Economic Value (Econ):** Resources that a Railway without Strike marker will provide during the Resource Phase. (1.3.6, 6.2.2)

**Effective Event:** An Event is effective for a Non-player Faction if it helps that Faction or removes adversary VP or pieces. (8.8.1)

**Eligible:** Faction able to execute Event or Operation: per Faction order, 1st and 2nd Eligible. (2.3)

**Event:** Card with Faction order and text a Faction may execute. (5.0)

**Execute:** Implement Event or conduct Operation or Special Activity. (2.3)

**Faction:** Player or non-Player role: British Raj, Indian National Congress, Muslim League, Revolutionaries. (1.5)

**Faction Order:** Card icons determining Eligibility. (2.3.2)

**Final:** Last Event or Campaign card. (2.4.1)

**Flip:** Switch Activist or Guerrilla between Inactive/Underground and Active. (1.4.3)

**Forces:** Troops, Sepoys, Activists, Gandhi, Guerrillas, or Bases (pieces; not markers). (1.4)

**Friendly:** Forces belonging to the executing Faction. (1.5)

**Gandhi:** Congress leader. (1.4.5)

**Garrison:** British Raj Operation to quickly move pieces using the Railway network. (3.2.2)

**Govern:** British Raj Special Activity to remove Active adversary forces, Strikes, and Protest, shift Population towards Support. (4.2.2)

**Guerrilla:** Mobile Revolutionaries force piece (1.4)

**Imperialism:** British Raj action to remove a Muslim State, remove Unrest, and/or increase Support. (4.2.2, 6.3.3)

**Inactive:** Activists, symbol end down; not subject to Assault, Treaty, or Govern. Activists not on Railways and not in spaces with a Protest marker are always Inactive. (1.4.3)

**India:** All spaces on the map, excluding the Available, Out of Play, and Jail boxes.

**Indian National Congress (Congress):** A Nonviolent Faction. (1.0)

**Ineligible:** Faction skipped in Faction order. (2.3.1)

**Infiltrate:** Muslim League and Revolutionaries Special Activity that replaces an adversary piece or places a Muslim State marker or Revolutionaries base. (4.4.2, 4.5.2).

**Insurgent:** Revolutionaries. (1.0, 1.5)

**Jail:** Box that holds Gandhi and Activists removed during Assault, Treaty, Govern, and some Events. (1.3.9)

**Level:** Support/Opposition status of a space. (1.6.1)

**Limited Operation:** Player Operation in one space with no Special Activity. (2.3.5)

**March:** Revolutionaries Operation to move Guerrillas. (3.4.2)

**Martial Law:** British Raj Special Activity to move Activists (Active and Inactive) to Available. (4.2.3)

**Muslim League (ML):** A Nonviolent Faction. (1.0)

**Muslim Opposition + 2x Muslim State Pop:** Total Opposition in Muslim spaces plus twice

the Population of Muslim States; Muslim League Victory level. (1.9, 7.2-.3)

**Muslim Space:** Green-tinged spaces on the board with significant Indian Muslim population. (1.3.4)

**Muslim State:** Marker placed by Special Activity or Event; part of Muslim League victory. (1.3.5, 7.2-.3)

**Negotiate (Congress):** Congress Special Activity to release Gandhi from Jail or remove a Muslim State. (4.3.1)

**Negotiate (Muslim League):** Muslim League Special Activity to remove Unrest or place a Muslim State. (4.4.1)

**Neutral:** Space not in Support or Opposition. (1.6.1)

**Non-Cooperation:** NV Operation to shift Population in Protest spaces towards Active Opposition. (3.3.4)

**Non-Player (NP):** Game-run Faction. (1.5, 8.0)

**Nonviolent (NV):** Indian National Congress or the Muslim League. (1.5)

**Operation (Op):** Core action a Faction takes with its forces. (3.0)

**Opposition:** A space's population against the Raj. (1.6)

**Out of Play:** Box for holding units that have not yet entered the game. (1.3.13)

**Overflow:** Box and marker to help manage overcrowding. (1.4)

**Pass:** Decline to execute an Event or Op when Eligible. (2.3.3)

**Pawn:** A token to designate spaces selected for Operation or Special Activity. (3.1.1)

**Persuade:** Congress and Muslim League Special Activity that removes Active adversaries, Activates Guerrillas, and may decrease Unity. (4.3.3, 4.4.3)

**Phase:** Part of a Campaign Round. (6.0)

**Pieces:** Force unit: Troops, Sepoys, Activists, Gandhi, Guerrillas, and Bases. (1.4)

**Place:** Move a piece from Available to the map. (1.4.1)

**Population:** The politically significant population of a Province, City, or State. (1.3.2-.3)

**Protest Marker:** Signifies nonviolent civil resistance: rallies, marches, strikes, occupation of government institutions, etc. Allows NV Non-Cooperation Op and blocks cubes from exiting its space. It is exchanged for a Strike marker on Railways during Campaign Rounds. (1.10)

**Protest space:** Any space with a Protest marker. (1.3.7)

**Province:** Rural space. (1.3.3)

**Railway:** Transportation line and the source of British Raj earnings. (1.3.6, 6.2.2)

**Rally:** NV and Revolutionaries Operation to place pieces and move pieces from Out of Play to Available. For the NV Factions, Rally may also release pieces from Jail or increase Unity. (3.3.1, 3.4.1)

**Redeploy:** Campaign Round phase in which Factions move pieces. (6.4)

**Release:** Move Activists and Gandhi from Jail. (3.3.1, 4.3.2)

**Remove:** Take from the map and return to Available or Jail. (1.4.1, 3.2.4, 3.4.3)

**Reset:** Campaign Round phase to ready for the next card. (6.5)

**Resources:** Raj and Revolutionaries Factions' wherewithal for Operations. (1.8)

**Restraint:** A measure of the overall level of hostility among facions in India. (6.6)

**Revolutionaries (Rev):** Insurgent Faction: regional, violent, anti-British nationalists. (1.0)

**Satyagraha:** Congress Special Activity that moves Gandhi, and either removes Unrest or places a Congress Activist. (4.3.2)

**Sepoys:** Raj forces that may operate in any space. (1.4)

**Set:** Shift a space's Support/Opposition to a prescribed level. (1.6.1)

**Shaded:** 2nd choice of Dual-Use Event, often anti-Raj. (5.2)

**Shift:** Change Support/Opposition, Restraint, or Unity. (1.6.1, 6.6, 6.7)

**Space:** A map area holding pieces in play: Cities, Provinces, Princely States, Muslim States, and Railways. (1.3.1)

**Special Activities:** Actions accompanying Operations; unique to each Faction. (4.0)

**Stacking:** Limits on Bases that can occupy a space: up to the space's Population. (1.4.2)

**State:** Semi-autonomous space; cannot be Raj Controlled and can never hold Troops. Both Princely States and Muslim States are States. (1.3.5)

**State of India:** The Unity and Restraint tracks. When both Unity and Restraint are one, India is in a state of Crisis. (6.8)

**Strike:** Activities that block Raj from earning Resources from Railways. (1.12)

**Support:** A space's Population favoring the British Raj. (1.6)

**Support + Raj-Controlled:** Total Support plus the Population of spaces with Raj Control; British Raj Victory level. (1.9, 7.2-.3)

**Sweep:** British Raj Operation to move pieces and flip Guerrillas Active. (3.2.3)

**Target:** Adversary Faction or piece that is the object of an action. (3.1, 4.1)

**Total Oppose:** Total Opposition; Congress Victory level (1.9, 7.2-.3)

**Town:** Map feature that bounds Railways (not a space). (1.3.6)

**Treaty:** British Raj Special Activity to move Sepoys into or remove Active adversaries from States. (4.2.1)

**Troops:** Raj forces that may operate in any space except States. (1.4)

**Underground:** Guerrilla, symbol end down: not subject to Assault or Govern and capable of Unrest, Aid, or Infiltrate. (1.4.3, 3.3.4, 4.5.1, 4.5.2)

**Unity:** A measure of the cooperation between Hindu and Muslim factions within India. (6.7)

**Unrest:** Revolutionaries Operation to shift Population towards Neutral, place Unrest markers, and reduce Restraint. (3.4.4)

**Unrest Pop + Bases:** Population of spaces with one or more Unrest markers plus the number of Revolutionaries Bases in India; Revolutionaries Victory level. (1.9, 7.2-.3)

**Unrest Marker:** Signifies significant civil unrest: rioting, strikes, attacks on Raj personnel and institutions. (1.11)

**Unrest space:** Any space with one or more Unrest markers. (1.3.7)

**Unshaded:** 1st choice of a Dual-Use Event, often pro-Raj. (5.2)

**Viceroy:** Governor-General of India who grants the British Raj Faction temporary capabilities. (2.5)

**Victory Condition (VC):** Each Faction's VP goal. (7.2, 7.3)

**Victory Margin:** Calculation of a Faction's closeness to its victory condition. (7.3)

**Victory level:** Each Faction's current level of success. (7.2)

**With no Raj Control:** Any space with no Raj Control, including all States and Railways. (1.7)

# QUICK START GUIDE ~ Multiplayer Game

If you have experience with the COIN system and can't wait to jump into the game, follow these quick start rules to start playing right away.

## Setup:

1. Follow the instructions in the back of the rule book to set up the Main Scenario.

2. Prepare the Event deck by shuffling together all 72 Event cards, then deal eight piles of six cards each. Shuffle together all seven Campaign cards and, without revealing any, shuffle one Campaign card into the second, fourth, sixth, and eighth piles. Stack the piles together (first on top, eighth on the bottom) and put the Event deck in the Draw Deck box. Reveal the top card in the Event deck and place it in the Current card box. Reveal the next card in the Event deck. Set aside all leftover Event cards, unseen.

3. From the remaining Campaign cards, draw one at random and place it face-up in the British Viceroy of India box. Set aside any leftover Campaign cards, unseen.

4. The Congress player places Gandhi, one Congress Activist, and one Protest marker in any one space on the map. Flip any Activists in that space so their icon is face-up and adjust the Raj Control marker in that space, if cubes no longer exceed Active pieces there.

5. The Faction whose icon is leftmost on the Current card is 1st Eligible. Gandhi follows the standard 4-player COIN sequence of play (2.0).

## Important Rules:

Gandhi shares many of the features of previously published COIN games, but has a number of important differences:

✓ Raj Control is determined solely by Active pieces: cubes, Bases, Gandhi, Active Activists, and Active Guerrillas. Only Raj may Control a space (1.7).

✓ NV Activists are always Active in Protest spaces and on Railways, and always Inactive everywhere else (1.4.3).

✓ Raj Troops (red cubes) Operate for free. Pay Resources equal to Restraint for each space where Sepoys (white cubes) Operate (3.1).

✓ Raj cubes may not exit Protest spaces during Garrison (3.2.2), Sweep (3.2.3), and Treaty (4.2.1).

✓ Gandhi and Activists removed by Assault (3.2.4), Treaty (4.2.1), and Govern (4.2.2) are sent to the Jail box (1.3.9). Some Events (5.0) also specify that NV pieces are sent to Jail. Pieces in Jail are not Available to be placed on the map until released (3.3.1, 4.3.2).

✓ Congress and the Muslim League do not use Resources. Instead, they may select a limited total number of spaces for Operations (3.3).

✓ Green tinged-spaces are Muslim spaces (1.3.4).

✓ Yellow-tinged spaces are Princely States (1.3.5). Raj never Controls a State and Raj Troops (red cubes) may never enter or be placed in States.

✓ A Province becomes a Muslim State when a Muslim State marker has been placed in its Control box during the game (4.4.1, 4.4.2). Muslim States follow all rules for Princely States.

✓ When a Campaign card is revealed, immediately perform a Campaign Round (6.0).

✓ A Crisis (6.8) occurs every time that both Restraint (6.6) and Unity (6.7) are 1. Each Faction has special capabilities that apply only during Crisis.



**Available Forces**

| | British Raj | Indian Nat'l Congress | Muslim League | Revolutionaries |
|---|---|---|---|---|
| Leader | | 1x | | |
| Troops | 15x | | | |
| Sepoys | 45x | | | |
| Activists | | 16x | 16x | |
| Guerrillas | | | | 16x |
| Bases | | 5x | 5x | 5x |

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