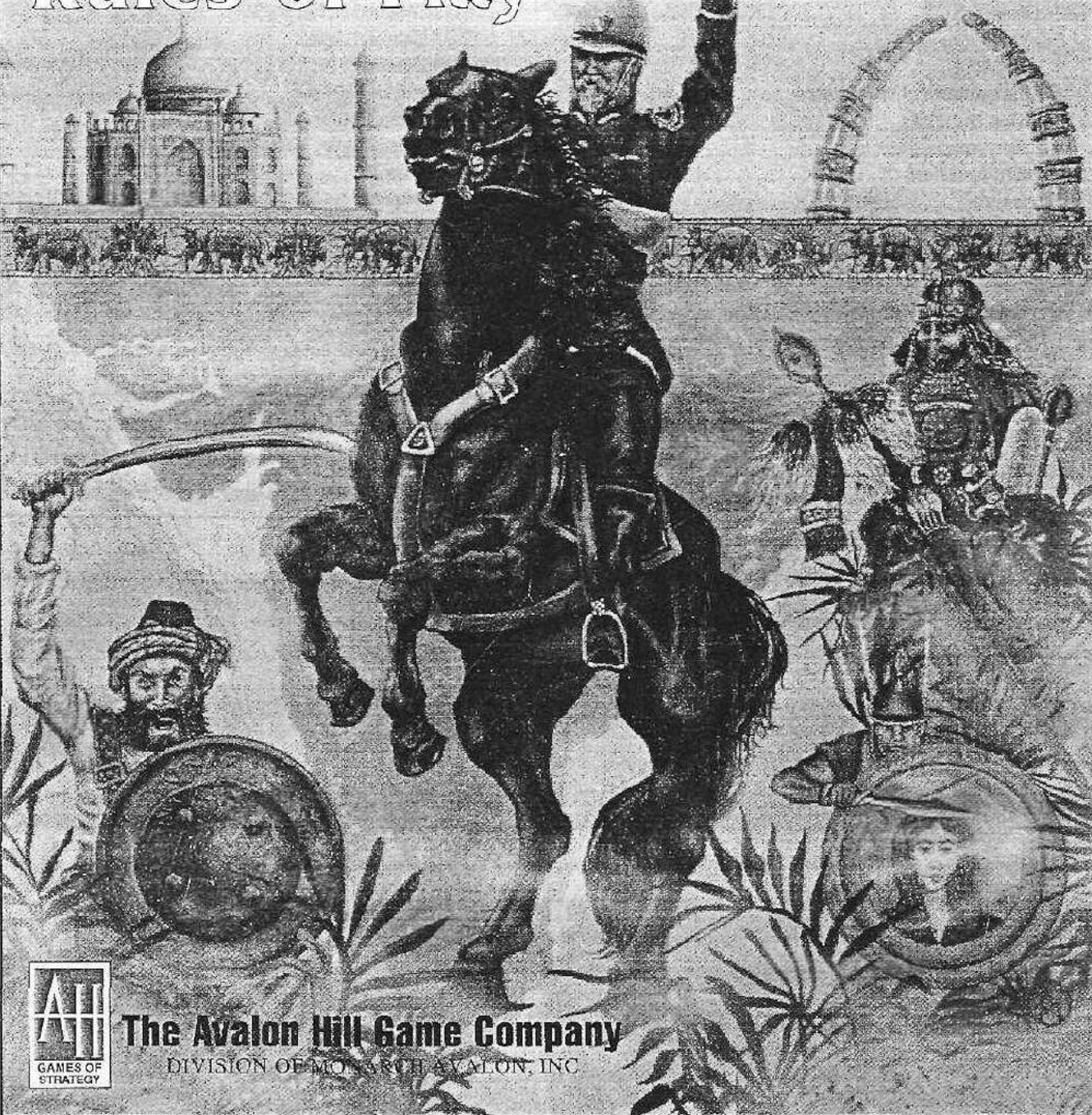


Maharaja

Rules of Play



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

MAHARAJA

RULES OUTLINE

1.0 Introduction	3	9.0 Leaders	6
2.0 Game Components	3	9.1 Leaders and Movement	
2.1 The Game Board		9.2 Leaders and Battle	
2.2 The Playing Pieces		10.0 Population Increase & Other Force Changes	7
2.3 Victory Point Cards		10.1 Counting Occupied Territory	
2.4 Charts		10.2 Placing New Armies	
3.0 Starting the Game	4	10.3 Removals	
4.0 Sequence of Play	4	10.4 Mauryans and Guptas	
4.1 Increase Population Phase		10.5 Population Increase Restrictions	
4.2 Invasion Phase		10.6 Chola and Maratha Reinforcements	
4.3 Movement Phase		10.7 British Reinforcements	
4.4 Battle Phase		11.0 Submission and Alliance	7
4.5 Factory Phase		11.1 Submission	
4.6 Arms Phase		11.2 Alliance with the British	
4.7 Victory Point Count Phase		12.0 Factories and Arms	8
5.0 Movement	4	12.1 Colonial Factories	
5.1 Procedure		12.2 Colonial Arms	
5.2 Stacking		13.0 Raj Points	8
5.3 Encountering Other Pieces		14.0 Control of Nations	9
5.4 Boat Building		14.1 Nation Control List	
5.5 Sea Areas		14.2 Three-Player Short Game	
6.0 Overpopulation	5	15.0 Winning	9
7.0 Invasions	5	15.1 General	
7.1 Foreign Invasions		15.2 Tallying	
7.2 Indigenous Invasions		15.3 Points	
7.3 Colonial Invasions		16.0 Player Notes	9
7.4 Major Invasions		17.0 Historical Notes	10
8.0 Battle	6		
8.1 Battle on Land		Victory Point Records: Four-Player Game	18
8.2 Battle at Sea		Victory Point Records: Five-Player Game	18
8.3 Battle Resolution		Victory Point Records: Three-Player Full Game	19
8.4 Retreats and Continuing Battle		Victory Point Records: Three-Player Short Game	19
8.5 Where the Defender Retreats			
8.6 Where the Attacker Retreats			



GAME CREDITS:

Game Design: Craig Sandercock
Game Development: Rex A. Martin
Historical Commentary: Rex A. Martin
Cover Art: Kurt Miller
Mapboard: Steve Langmead
Counter Art: Matt Pumphrey, Charles Kibler
Rules Manual: Charles Kibler
Play testing: Sean Cousins, Charles Dunn, Vincent Frattelli, Jared Scarborough, Robert Waters
Prep Department Coordinator: Lou Velenovsky
Production Coordination: Phyllis Opolko
Printing: Monarch Services, Inc.



Bronze Mortar in the form of a croaching tiger, Southern India, late 18th Century.

Maharaja

Rules of Play

1.0 Introduction

MAHARAJA is a game for three, four or five players. It broadly depicts the wars in, and migrations to, the subcontinent of India in the centuries from 1500 BC to 1850 AD, encompassing history's span from the Aryan invasions to the British conquest. Each player controls several nationalities. Nations gain Victory Points in a variety of ways --such as by occupying specified areas on the map at specified times. Each nation has several playing pieces, most of them armies; a player moves these on the board and may use them to attack pieces controlled by other players. Such battles are resolved with the aid of dice. Nations acquire additional pieces through the natural increase of population and through reinforcements from their homelands across mountains or seas. The first 11 turns each represent roughly 250 years, while the last five turns represent shorter periods. At the end of 16 turns, the player whose nations have accumulated the largest number of combined Victory Points wins the game. The standard game takes up to four hours, while the short three-player game can be completed in about two hours. The four-player game is recommended as providing the highest level of player interest, intense interaction and best overall game balance.

2.0 Game Components

- 24" x 22" Game Board
- 240 die-cut cardboard Counters
- Rules booklet
- 17 Victory Point Cards & one Nation Control Chart card
- Five Dice

2.1 THE GAME BOARD

The board depicts the Indian subcontinent, divided into 36 land areas. Six foreign areas and three sea areas surround the subcontinent. Some land areas, shaded green, represent the mountains and jungles of the region (both hereafter referred to as "hilands").

2.11 Indian Regions: For several purposes India is divided into four regions, separated on the map by red borders. The four regions, from north to south, are as follows:

HIMALAYAS: Assam, Bhutan, Ladakh, Nepal (four areas).

NORTH INDIA: Agra, Baluchistan, Bengal, Bihar, Bundelkhand, Delhi, Gandhara, Gujarat, Jaunpur, Kashmir, Lahore, Magadha, Malwa, Orissa, Oudh, Punjab, Rajputana, Sind (18 areas).

SOUTH INDIA: Andhra, Berar, Bidar, Bijapur, Golconda, Gondwana, Karnatak, Kerala, Khandesh, Maharashtra, Malabar, Mysore (12 areas).

CEYLON: Lanka and Simhala (two areas).

2.12 Foreign Areas: Six foreign areas (colored brown) border India: Afghanistan, Burma, Central Asia, China, Persia and Tibet. Five of these areas are sources of foreign invasions (Afghanistan, Central Asia and Persia most frequently). Many of the peoples in the game originate in these foreign areas, but no counter may remain in or move through a foreign area.

2.13 Sea Areas: Three sea areas (colored blue and separated by white lines) touch the coast of India: the Arabian Sea, the Bay of Bengal, and the Indian Ocean.

2.14 Printed on the board for convenient reference are the Turn Record Track, Turn Record Chart, Increase Population Track, British Alliance box and the Order of Play chart.

2.2 THE PLAYING PIECES

Die-cut cardboard playing pieces are provided with the game. The pieces are divided into different categories which are briefly described below. The background colors correspond to player control in the four-player game (see 14.1).

2.21 Armies: Colored circular pieces, illustrated with a drawing of a typical warrior/soldier of one nationality in the game, with the name of his nation printed alongside.



2.22 Leaders: Hexagonal pieces, illustrated by a turban with the name of an historical figure printed below.



2.23 Increase Population Markers: Circular pieces, illustrated by a solid silhouette, with the name of the Indian nation printed on the side. There is no such marker for the British, Dutch, French or Portuguese, as these Colonial nations do not increase population.



2.24 Colonial Factories: Square pieces, illustrated by a depiction of a trading post, color-coded to match the owning Colonial nation. Their use is described in Rule 12.1.

2.25 Colonial Arms: Square pieces, illustrated by a flintlock musket, color-coded to match the owning Colonial nation. Their use is described in Rule 12.2.

2.26 Turn Marker: A single circular piece, illustrated by a tulwar (an Indian sword), labeled "Turn".

2.3 VICTORY POINT CARDS

There are 17 Victory Point Cards, one for each nation. Each nation's card states what it must do to earn victory points. The points scored for each act are shown in parentheses. Each card is printed in the same color as the playing pieces of its nation, and a larger version of the figure shown on the nation's counters is shown on the card. Added at the bottom of each card are specific player notes for that nation, provided for easy reference.

2.4 CHARTS

A number of charts and other player aids are included in various places as follows:

2.41 Turn Record Chart: Lists the new events taking place each game turn: invasions, appearance of leaders, reinforcements, etc. This chart appears at the bottom of the game board.

2.42 Turn Record Track: Used to keep track of which game turn is currently under way, by placing the Turn marker in the correct turn box. This scale is found on the game board.

2.43 Order of Play Chart: Lists the order in which nations take their turn each game turn. Also found on the game board.

2.44 Increase Population Track: Used to keep track of each nation's population growth and to indicate when new armies appear. Found on the game board.

2.45 British Alliance Box: Used to keep track of which nations have formed an alliance with the British. Found on the game board below the Population Track.

2.46 Starting Areas Chart: Lists the nations which start the game with pieces in play, and where these starting pieces are placed. Found in rules section 3.0.

2.47 Nation Control Chart: Lists the nations controlled by each player depending on the number of people playing. Found in Rule 14.1.

2.48 Victory Point Records: Optional charts to keep track of victory points scored by each nation. Found on pages 18 and 19 of this rules booklet and suitable for photocopying.

3.0 Starting the Game

Place the Turn marker in the Turn 1 box on the Turn Record Track.

Consult rules section 14.1 to see who controls which nations. This depends on how many are playing. (Remember, the background colors on the counters correspond to the four-player version.) Each player gathers the pieces and Victory Point Cards representing the nations they will control.

Next, the starting pieces are placed on the map. One army is placed in each of the starting areas listed below; six Mauryan armies are then placed in Afghanistan and six in Central Asia as indicated by the Turn Record Chart.

STARTING AREAS CHART	
NATION	STARTING AREAS
Pandyas	Khandesh, Malwa
Cholas	Bundelkhand, Gondwana
Harappans	Baluchistan, Delhi, Gandhara, Gujarat, Kashmir, Lahore, Punjab, Rajputana, Sind.

The remaining 23 land areas are vacant at the start of the game. When all pieces have been placed, the first turn begins. Read rules section 4.0: Sequence of Play. It summarizes the procedures which govern each nation's activities in the game. Read it carefully, and consult it frequently.

4.0 Sequence of Play

At the start of each game turn, players should consult the Turn Record Chart on the game board. Players may want to place whatever pieces are listed as "invading" in the appropriate land or sea area(s). Although these pieces will not come into play until the appropriate nation's turn, they can be helpful in serving to remind players of what is going to happen.

Throughout the game, nations are played in the order shown on the Order of Play Chart. Pandyas, for example, play first in each game turn, then Greeks, then Afghans, then Marathas, and so on. In many cases a nation listed will have no piece on the map nor be scheduled to invade that turn. For example, the Greeks, the Afghans, the Marathas and all nations listed after the Harappans take no part in the first game turn. Note that unlike most other games, the order of play is based on nations--not on players.

Each nation completes the entire sequence before the next nation plays. Steps 4.5 and 4.6 apply only to Colonial nations (British, Dutch, French, Portuguese), not to the Indian nations (the other 13 nationalities).

4.1 INCREASE POPULATION PHASE

The controlling player counts the economic value of areas occupied by the nation's armies, and if possible, places newly raised armies on the board. This procedure is explained in rules section 10.0.

4.2 INVASION PHASE

The controlling player now places the nation's invading pieces, if any, in the specified land or sea area(s), as explained in rules section 7.0.

4.3 MOVEMENT PHASE

The controlling player moves the nation's pieces, as explained in rules section 5.0.

4.4 BATTLE PHASE

When, after movement, the nation's pieces occupy a land or sea area also occupied by another nation's pieces, a battle occurs. The procedure is explained in rules section 8.0.

4.5 FACTORY PHASE

Colonial nations may build factories, as explained in Rule 12.1.

4.6 ARMS PHASE

Colonial nations may supply arms to an Indian nation, as explained in Rule 12.2.

4.7 VICTORY POINT COUNT PHASE

Referring to the nation's Victory Point Card, the player determines how many Victory Points (listed thereon in parentheses) the nation has earned in this turn, as explained in rules section 15.0. In most cases, points counted at this time will be for the (temporary) capture of areas or destruction of opposing pieces, not points for holding (occupying) areas.

After all nations have played, several or all may be required to count Victory Points as noted on the Turn Record Chart. When a Victory Point Card simply says "Turn 4" or "Turn 7", this refers to the end of the entire game turn, not to the end of the nation's turn.

The game turn is now completed. The Turn marker is moved to the next box on the Turn Record Track and the next game turn begins. Players may discuss strategy and negotiate agreements at any time but this is best done during another player's turn to save time. Play continues until the end of Turn 16. All points scored by all nations controlled by a player are totalled together. At this time the player with the largest Victory Point total wins the game...regardless of how well or how poorly any nation has done in Turn 16, and regardless of which nation has been most successful in control of the map.

5.0 Movement

5.1 PROCEDURE

5.11 All, any or none of a nation's pieces may be moved during its turn. All movement occurs before any combat takes place.

5.12 Distances: An army may normally move up to two areas in its turn. For example, one may start in Gujarat, move to Rajputana, and then to Delhi. However, an army must end its move when it moves into a hiland area. (See the section "Leaders and Movement", 9.1, for exceptions to these rules.)

5.13 Prohibited Areas: No pieces may move into a sea area except as specified in Rules 5.4 or 7.3. No piece may ever move into a foreign area, even if it originated there (7.1).

5.14 Colonial Armies: British, Dutch, French and Portuguese armies may move up to three land or sea areas in one turn. In this respect they are exceptions to Rule 5.12. They still must end their move when they enter a hiland area.

5.15 Note that Malwa, Bundelkhand, Khandesh and Gondwana all meet at a point. Consequently, direct movement is not possible between Malwa-Gondwana or Bundelkhand-Khandesh.

5.16 Straits: There is one straits symbol marked on the board, linking Kamatak and Lanka. Pieces may move along this symbol as though it was a bridge, traveling from one of the connected areas to the other despite the intervening water. However, this move takes an entire turn, so the piece must begin the turn in one of the two areas, and end the turn in the other. Pieces may retreat across the straits.

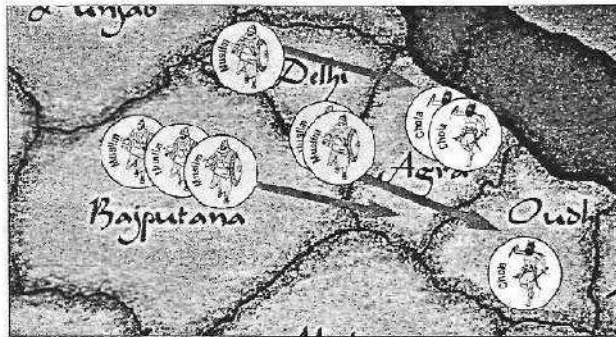
5.2 STACKING

The number of armies of one nation allowed in a single area is strictly limited in most cases. Each nation may normally have no more than three armies in a non-hiland area or two in a hiland area. As an exception to this restriction, each nation may have either a group of an unlimited number in one non-hiland area or a group of up to four armies in one hiland area (but not both). These limits are effective at the end of every nation's Movement Phase, but not during movement.

5.21 Stacking limits may not be exceeded during the Increase Population Phase, nor may they be exceeded as a result of retreats.

5.3 ENCOUNTERING OTHER PIECES

A player may move pieces into an area occupied by another nation's armies, but this causes a battle, as described and explained in rules section 8.0. A piece normally must stop moving when it enters a land area occupied by any army of another nation. However, if armies outnumbering the occupying armies by at least two-to-one stop in the area, additional pieces may move through the area without stopping (provided they are able to move so far).



For example, there are three Muslims in Rajputana, three Muslims in Delhi, two Cholas in Agra, and one Chola in Oudh. The three Muslims in Rajputana move to Agra and are joined by one Muslim from Delhi. The remaining two Muslims in Delhi may now move through Agra into Oudh.

5.4 BOAT BUILDING



In some turns certain Indian nations may move via a sea area, in effect building small ships for the trip and abandoning them afterward. This is indicated on the Turn Record Chart as "Boats", followed by the nations involved. Each army of a boat-building Indian nation may move through one sea area (marked by a counter of appropriate background color) during a "Boats" turn, but *must* return to land (any area bordering that sea is eligible) before the end of its turn (in effect, moving two areas as usual). This may be a different area for each army, but no army may move through more than one sea area. Thus a "Boats" army in Malabar might move to Baluchistan or Golconda; or from Golconda to Simhala or Assam; but *not* from Bengal to Kerala or Gujarat.

5.41 Colonial Armies: British, Dutch, French and Portuguese armies *always* have "Boats", and can stay at sea whenever they wish. If a boat-building Indian nation wants to move armies through a sea area occupied by armies of one or more Colonial nations, the Indian nation must receive permission from each of those Colonial nations to do so. If one or more of the Colonial nations with armies in that sea area do not give their permission, the Indian nation must attack and eliminate those armies (Rule 8.2) before it can move through that sea area.

5.5 SEA AREAS

Any number of armies, of any number of nations, may be in the same sea area. The presence of Colonial armies may cause battle at sea, as explained in rule 8.2.

6.0 Overpopulation

At the end of an Indian nation's turn, any armies it possesses in excess of two times the number of land areas its armies occupy must be removed (controlling player's choice). For example, if the nation occupies four areas it can have no more than eight armies on the board at the end of its turn. Note that overpopulation limits are imposed at the end of *both* movement phases of a Major Invasion (7.4 below). Colonial armies are not subject to this restriction.

7.0 Invasions

On the first turn of the game, and during almost every turn thereafter, new pieces are brought into play in the areas indicated on the Turn Record Chart. Each such army represents---in broad terms---the peoples who invaded India at a particular time in history.

7.1 FOREIGN INVASIONS

The armies of several nations (Mauryans, Greeks, Rajputs, Muslims, Mughals and Afghans) arrive in the Indian subcontinent from five foreign areas to the north: Afghanistan, Central Asia, China, Persia and Tibet. When armies are scheduled on the Turn Record Chart to invade from a foreign area, they must all enter one or more of the Indian land areas bordering that brown foreign area. Invading armies may move one or two land areas, following the usual movement restrictions (5.0). Invading armies may neither remain in the foreign area, nor move to or through any other foreign area.

7.2 INDIGENOUS INVASIONS

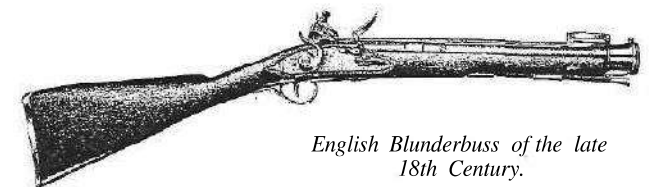
Some nations (Sinhalese, Marathas, Sikhs) originate from within India itself. These nations place armies in specific land areas listed on the Turn Record Chart and may then invade surrounding areas if they so choose. Armies listed on the Turn Record Chart enter play during the Invasion Phase for that nation. Armies belonging to other nations which are in the land area where an indigenous invasion occurs are *immediately removed* from the board; no combat is necessary.

7.3 COLONIAL INVASIONS

The Colonial nations (British, Dutch, French, Portuguese) place their invading armies in a sea area, as specified on the Turn Record Chart. Colonial armies may move up to three areas (land or sea), or remain where they are.

7.4 MAJOR INVASIONS

From time to time, certain nations (Mauryans, Rajputs, Gup-tas, Muslims, Mughals, British) are permitted to initiate "Major Invasions" when indicated on the Turn Record Track. A Major Invasion allows all of a nation's forces, on land and at sea, to take two consecutive turns; they move, fight, move again, and then fight again. A Major Invasion reflects the additional shock and impetus of a great coordinated effort that is taking place over a long period of time.



English Blunderbuss of the late 18th Century.

8.0 Battle

8.1 BATTLE ON LAND

When armies belonging to two nations occupy the same land area at the end of a Movement Phase, a battle *must* take place.

When armies belonging to one nation and a factory belonging to another nation occupy the same land area at the end of a Movement Phase, a battle *may* take place, at the option of the nation controlling the armies and during that nation's turn only. (A factory may never initiate battle but may fight back when attacked.)

8.2 BATTLE AT SEA

Combat at sea is optional. If a Colonial army ends its Movement Phase in a sea area with an army of another Colonial nation, battle takes place *only* if the moving player wants it to occur. An Indian nation with boats may attack Colonial armies at sea, but all Indian armies must return to land when the battle is concluded (to a land area which is vacant or occupied solely by that Indian nation). Should there be more than one Colonial nation's forces in the sea area, the Indian nation must eliminate one force entirely before he may attack the next; the moving player decides the order of battle resolution.

8.3 BATTLE RESOLUTION

Whether on land or sea, battles are resolved using the same method. The controlling player for each nation rolls one die for each army and/or factory in the area. The dice rolls determine how many opposing armies are eliminated. Eliminated armies are removed from the board.

- Indian armies are eliminated on a roll of 5 or 6.
- Colonial factories are eliminated on a roll of 5 or 6.
- Colonial armies are eliminated only on a roll of 6.
- Any *defending* army or factory in a hiland area is eliminated only on a roll of 6.

Colonial armies add one to their die rolls. They therefore eliminate Indian armies or Colonial factories on a roll of 4, 5 or 6; and other Colonial armies or any defending pieces in hiland areas on a roll of 5 or 6.

Example: Three British armies are in Andhra (a hiland area). Four Mughal armies move in. The British player rolls "1", "3" and "4"; the "4" kills one Mughal army. The Mughal player rolls "2", "2", "5" and "6". The "6" kills a British army; the "5" does not because the British are Colonial armies (and are defending a hiland area besides).

Combat is simultaneous, regardless of which player rolls the dice first. Therefore, in the example above, the Mughals rolled four dice rather than three.

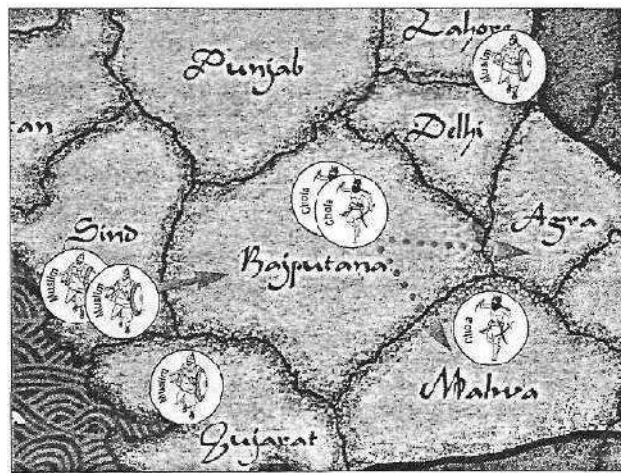
8.4 RETREATS AND CONTINUING BATTLE

If a battle has been fought, and both sides have at least one surviving army in the area, the defender may retreat. If the defender chooses not to, then the attacker may retreat. The attacker cannot retreat if all defending armies retreat. Some of a nation's surviving armies may retreat while others remain. If both sides have armies in the area after the opportunity to retreat, another round of battle is fought. This procedure is repeated until only one of the warring nations occupies the area (or neither if they eliminate each other).

8.5 WHERE THE DEFENDER RETREATS

When the defending nation retreats, its armies may have a choice of areas to retreat to, and some may retreat to one area while others retreat to another. Available areas are: a) adjacent land areas which are solely occupied by the retreating nation's piece(s); b) adjacent land areas which are vacant and are not adjacent to an area occupied by the attacking nation's armies (other than the battle area itself). Colonial nations may also retreat to any adjacent sea area. A defender can never retreat to the area from which the attacker came. Armies can never retreat to a foreign area.

If no legal retreat area is available, the defender must remain in the battle area and fight again.



Example: Muslims have attacked Chola armies in Rajputana from Sind. There are also Muslims in Gujarat and Lahore. There is a Chola army in Malwa. The Cholas decide to retreat from Rajputana. They can retreat to Agra if it is vacant, but not to Sind (where the attackers came from; it is also adjacent to Gujarat), nor to Punjab or Delhi (both are adjacent to Lahore). They may retreat to Malwa, even though it is adjacent to Gujarat, because of the Chola army there. (See also 5.21.)

8.6 WHERE THE ATTACKER RETREATS

When the attacking nation retreats, the armies must retreat to the area(s) from which they entered the battle.

Example: Three Cholas attack Kerala, two coming from Karnatak and one from Mysore; one is eliminated following battle and the player decides to retreat. Both surviving armies may go to Karnatak, or one to Karnatak and one to Mysore, depending on which army the owning player chooses to remove. (See also 5.21.)

If the area the attacker came from contains an army of another nation, the attacker cannot retreat to that area. It must remain in the battle area and fight again. This can occur when several attackers outnumber the defenders two to one in the potential retreat area so that other attackers can move through, and either the attackers have lost the battle, or it has not yet been fought (see 5.3).

If the attacker came from a foreign area, it cannot retreat; therefore, it must remain in the battle area and fight again.

9.0 Leaders



A leader piece represents a single individual of extraordinary ability and authority. A leader piece is not an army. A leader may occupy an area to score victory points or hold it to qualify towards Raj points (13.0), but cannot fight or prevent the movement of enemy pieces. If another nation's army moves into an area containing only a leader, that leader is immediately eliminated. Leaders listed on the Turn Record Chart enter play during the Population Increase Phase for that nation. A leader may be placed in any area occupied by the nation's pieces. A leader is never played if his nation has already been eliminated from the game.

Alexander, Timur and Abdali are removed from the board at the *end* of their nation's turn (see Rule 10.3). Ashoka and Chandra are removed at the start of the subsequent *game* turn (see 10.4). All other leaders are removed at the *beginning* of their *nation's* next turn, before any Population Increase is calculated. Thus, a leader is on the board for, at most, one full game turn. However, for purposes of battle resolution, the differences in exact moment of removal of leaders are critical.

9.1 LEADERS AND MOVEMENT

Leaders, and any armies accompanying them, may move three areas and need not stop when entering a hilands area. This is an exception to 5.12 and 5.13. An Indian army using boat movement and accompanied by a leader may still only move one sea area. It may move two land areas as well, either one before the sea move and one after, or both after the sea move.

9.2 LEADERS AND BATTLE

When a leader piece is present at a battle, add one to the die roll of each army and factory of the leader's nation in the battle. Leaders have no combat strength themselves, so no die is rolled for them. A leader is immediately eliminated in battle if friendly losses leave the leader alone in the area with armies of another nation. No dice roll is required. Two opposing leaders alone in an area ignore each other, but neither controls the area for any purpose.

10.0 Population Increase and Other force Changes

10.1 COUNTING OCCUPIED TERRITORY

An Indian nation may increase its population, and thereby its number of armies, by occupying land in India. The capacity for increasing population depends on the agriculture/economic value of the occupied areas. Colonial nations do not Increase Population (although the British receive Reinforcements, see 10.7). No Population Increase can be gained for armies in foreign or sea areas.

During the Increase Population Phase at the beginning of a nation's turn, the controlling player counts the number of land areas occupied by the nation's armies. Hiland areas count only one-half each. To this sum is added any count left over from the previous turn, as indicated on the Increase Population Track.

For each count of three (3), the nation receives one new army from among the eliminated and unused pieces. Any surplus count remaining is saved until the next turn. This is recorded on the Increase Population Track by placing the nation's Increase Population marker in the appropriate space.

Example: The Maratha Increase Population marker shows $1\frac{1}{2}$ population left from last turn, and the Marathas now occupy a land area worth $5\frac{1}{2}$. The Marathas would then receive two new armies (if available) and their Increase marker would be moved to the "1" row.

Each nation is limited in the number of armies it may have at one time to the total available in the counter mix. A nation may save a count of $2\frac{1}{2}$ on the Increase Population Track, but anything greater than that is lost.

10.2 PLACING NEW ARMIES

New armies raised by Population Increase are placed on areas occupied by that nation's armies. No more than one new army may be placed in a given area—unless there is no alternative because some areas are occupied by the maximum number of armies allowed under Rule 5.2.

10.3 REMOVALS

- At the end of the Greek Turn 4, two Greek armies plus the leader Alexander must be removed from the board.
- « At the end of the Mughal Turn 11, two Mughal armies plus the leader Timur must be removed from the board.
- At the end of the Afghan Turn 15, two Afghan armies plus the leader Abdali must be removed from the board.

10.4 MAURYANS AND GUPTAS

At the beginning of Turn 5, six Mauryan armies and the leader Ashoka must be removed from the board (as the Mauryan Empire begins to fall apart).

At the beginning of Turn 6, the Gupta begin to rekindle the Aryan dreams of empire that had lain dormant since the collapse of the Mauryan empire. Each surviving Mauryan army is replaced by a Gupta army. The Guptas are a separate nation with victory point objectives different from the Mauryans.

Eventually the Guptas also fall into decline. At the beginning of Turn 8, eight Gupta armies and the leader Chandra must be removed from the board. At the beginning of Turn 9, another eight Gupta armies must be removed from the board.

10.5 POPULATION INCREASE RESTRICTIONS

- The Mauryans may not Increase Population during Turn 5.
- The Guptas may not Increase Population after Turn 7.
- The Cholas may not Increase Population after Turn 9.
- From Turn 12 onwards, the Muslims may only count areas in South India towards Population Increase (not Overpopulation).
- During Turns 15 and 16, the Mughals may only count areas in South India towards Population Increase (not Overpopulation).

10.6 CHOLA & MARATHA REINFORCEMENTS

The Cholas receive reinforcements on Turn 9 which are placed as Increased Population. If all Chola armies have been eliminated, these reinforcements can enter at any vacant area in South India (both pieces in the same area if necessary). If there are no Chola armies and no vacant areas in South India, Rajaraja and the Chola reinforcements do not appear.

The Marathas receive reinforcements on Turn 14 which are placed as Increased Population. If all Maratha armies have been eliminated, these reinforcements can enter at any vacant area in South India (both pieces in the same area if necessary). If there are no Maratha armies and no vacant areas in South India, Rao and the Maratha reinforcements do not appear.

10.7 BRITISH REINFORCEMENTS

As a colonial power based in Europe, the British do not Increase Population. Instead, at the beginning of the British Turns 15 and 16 they receive reinforcements sufficient to increase their strength to six armies on the board. New British armies appear in the Indian Ocean. If there are already sufficient British armies on the board, no new ones appear.

11.0 Submission and Alliance

11.1 SUBMISSION

Some nations, when reduced to a certain number of areas in a specific region, may *immediately* submit to their attackers rather than suffer further loss of territory:

- The Sinhalese may submit if they are reduced to one area in Ceylon.
- The Sikhs may submit if they are reduced to one area in North India.
- The Rajputs may submit if they are reduced to two or fewer areas in North India.
- The Pandyas, Marathas and Muslims may each submit if they are reduced to two or fewer areas in South India.
- The Mughals in North and South India are considered separately for the purpose of submission; from Turn 11 onwards, the Mughals in North India may submit if they are reduced to two or fewer areas and the Mughals in South India may submit if they are reduced to one area. (Before Turn 11 the Mughals may not submit.)

The above nations may submit to any enemy nation which has armies on their territory (when reduced to the minimum number of areas listed above). The attacking nation—which cannot refuse such submission—cannot thereafter attack the subject nation for the remainder of the turn, and any attacking armies on territory occupied by a subject nation when a submission is received must leave immediately, either to the areas from which they came or to an area wholly occupied by the attacking nation. Such armies are not allowed a further move. If the attacking nation has another Movement Phase that same turn (due to a Major Invasion), attacking armies can move freely through, but not end a turn in, the areas occupied by the submitting nation. Any armies in areas outside of the regions specified for each nation cannot submit, and the attacker is still free to attack those areas.

Submission can be declared after any battle finishes, or after any round of dice throwing in battle, or after any Movement

Phase. Submission lasts one turn only, but nations may submit again to any number of nations any number of times. The submitting nation may still Increase Population, move, and attack freely during its own turn.

The attacking nation may count submitted areas towards Raj points (13.0) at the end of the same turn in which the other submitted, but it does not gain any further Victory Points for those areas. If a nation submits to two (or more) different attackers in the same turn, each attacker may count the submitted areas towards Raj points.

During the same turn that an Indian nation submits to a Colonial nation, it must accept having factories built in its coastal land areas, if the Colonial nation wishes and is able to do so (Rule 12.1) The Indian nation is free to attack these factories during following game turns (if it has not been forced to submit again).

11.2 ALLIANCE WITH THE BRITISH

Beginning with the arrival of the British in Turn 12, any Indian nation may form an alliance with the British. To do so, the Indian nation must sacrifice one of two things: any further Population Increase, or one army.

To give up any further Population Increase, the Indian nation places its Increase Population marker in the British Alliance Box on the mapboard, where it will remain for the rest of the game. The Guptas and Cholas may do this without any penalty (since by Turn 12 they no longer Increase Population in any case). To give up one army, the Indian nation simply removes an army from anywhere on the board and places it in the British Alliance Box, where it will remain.

Alliance with the British can be declared at any time, even between rounds of battle, and lasts for the duration of the game.

If a nation submits (as in 11.1 above) to the British, or to any nation which is allied to the British, it *must* immediately form an alliance with the British.

Neither the British, nor any nation allied with the British, may attack a nation which forms an alliance with the British. Any British or allied armies in territory occupied by a nation which forms an alliance with the British must leave immediately, either to the areas from which they came or to an area wholly occupied by the attacking nation. Such armies are not allowed a further move during that Movement Phase.

Allied nations may not attack British armies or factories. The British can count areas held by allied nations towards Raj points at the end of every British turn. British armies can move freely through, but not end a turn in, areas held by allied nations. The British may build factories in eligible areas controlled by allied nations.

12.0 Factories and Arms

12.1 COLONIAL FACTORIES



The Colonial nations (British, Dutch, French, Portuguese) may build factories in these 12 eligible coastal areas: Andhra, Bengal, Bijapur, Golconda, Gujarat, Karnatak. Kerala, Lanka, Maharashtra, Malabar, Orissa, and Sind. Factories may not be built in any inland area nor in these three coastal areas: Assam, Baluchistan and Simhala. No more than one factory can exist in the same area at the same time. If a factory is destroyed or removed, another factory (not necessarily of the same Colonial nation) may be built in its place. A factory may co-exist in an area with the armies of any nation. For a Colonial nation to build a factory, the eligible coastal area must be *either*, **a)** occupied by the Colonial nation's armies, or **b)** occupied by a "friendly" nation touching a sea area occupied by at least one of the Colonial nation's armies. To build a factory in a coastal area occupied by another nation (option b), the Colonial nation must acquire the occupying player's permission. Permission may be gained by diplomacy

(considered automatic if both nations are controlled by the same player) or by force (following the rules of Submission and Alliance, 11.1 and 11.2).

A Colonial nation may build up to two factories in each of its Factory Phases. A Colonial nation may also remove one factory per Factory Phase (before building) to replace it somewhere else. The Dutch, French and Portuguese may each have up to three factories on the board at one time; the British may have up to six factories in play at one time. A factory acts as a normal army (not a Colonial army) that cannot move. Factories cannot initiate battle, but they may fight back when attacked. Any defending armies (of any nation) in an area shared with a factory must either submit or be eliminated before the factory may be eliminated. An attacker may destroy all defending armies and then choose to co-exist with the factory rather than continue to attack it.

12.2 COLONIAL ARMS



A Colonial nation may supply arms during its Arms Phase to an Indian nation if *both* of these conditions are met: a) the Indian nation shares a land area with one of the Colonial nation's factories, and b) the Colonial nation has at least one army in a land area on the mapboard. If at any time either of these conditions is no longer met, the "Arms" marker is immediately removed from the game board.

Each Colonial nation has one Arms marker to supply. Arms may be freely withdrawn or reassigned to another Indian nation in subsequent Arms Phases, subject to the conditions above. A Colonial nation may never use an Arms marker to accompany its own armies.

"Arms" confer the same movement and battle advantages as Leaders (rules 9.1 and 9.2 above). Armies accompanied by both a Leader and an Arms piece add two to each die roll in battle. An Arms piece is removed from the board if friendly losses leave it alone in either a vacant area or in an area with armies of another nation.

"Arms" enter play during the *next* Population Increase Phase of the Indian nation which has been supplied with them. Arms may be placed in any area occupied by the Indian nation's pieces. Arms stay on the board and may be used by the same Indian nation until they are removed for one of the reasons given above.

13.0 Raj Points



At the end of their player turn, the following nations can score "Raj" victory points: the Mauryans/Guptas, Muslims, Mughals, and the British. If one of these nations controls any nine land areas at the end of its turn, its leader is crowned *Raja* (King) and receives one Victory Point. Control of 18 land areas earns the title of *Maharaja* (Great King) and two Victory Points. Control of 27 of the land areas confers the title of *Maharajadhiraja* (King of Kings) and three Victory Points. A nation which manages to control all 36 land areas earns the title of *Chakravartin* (Emperor) and four Victory Points.

The four Indian nations listed above may count two types of area as being under their control: areas occupied by their armies, and areas which have submitted to them during that turn. The British may count four types of land areas towards Raj points:

- a) areas occupied by British armies,
- b) areas occupied by British factories (regardless of whether another nation's armies occupy the same area),
- c) areas occupied by nations who are allied with the British,
- d) areas which are vacant.

If two of the above criteria apply to the same area for the British, the area is still only counted once. If two nations may legitimately count an area (such as a British factory and Indian army co-existing in the same space), neither may count it.

The seven "Raj" counters showing the various titles and Victory Points (VPs) awarded are intended as an easy way to indicate this until the end of each game turn. The appropriate counter may be placed upon the nation's Victory Point Card if it controls sufficient land areas until the total points are recorded at the end of the game turn.

14.0 Control of Nations

14.1 NATION CONTROL LIST

Each nation in MAHARAJA is controlled by a player. In the following list each player is designated by a letter: A to E when five people play, A to D when four play, and A to C when three play. The background colors of the pieces correspond to the four-player version: Green is A, Blue is B, Purple is C, and Yellow is D. Nations are listed in order of play.

Nation	Number of Players				# of Armies
	4	5	3	3*	
Pandysas	A A		A	A	88
Greeks	A	A	B	-	6
Afghans	B	B	C	B	6
Marathas	B	A	A	B	12
Cholas	C	B	B	B	12
Maurians	D	C	C	-	27
Harappans	B	D	B	-	9
Sinhalese	D	A	B	C	5
Sikhs	C	E	A	C	6
Rajputs	C	E	A	C	12
Guptas	D	C	C	A	27
Muslims	B	B	B	B	22
Mughals	A	D	C	A	22
Portuguese	A	D	A	A	3
Dutch	D	C	A	C	3†
French	B	B	C	B	3
British	C	E	B	C	8

* See 14.2 for the Three-Player Short Game
† Includes one spare not used in play

Other pieces included in the game: 16 leaders, 15 factories, 4 Arms, 12 Boats, 13 Population Increase markers, 1 Raj markers, 1 Turn marker.- Note that there may be insufficient armies available (due to a lack of prior losses) to enter all armies listed on the Turn Record Chart.

14.2 THREE-PLAYER SHORT GAME

This version for three players begins with the fall of the Gupta Empire. It takes only half as long to complete as the standard four-player game. Nations are assigned to players as indicated above; the starting positions are given below. Assam, Bhutan, Gandhara, and Kashmir are vacant. Other areas are occupied by one army each.

PANDVAS: Bijapur, Kerala, Malabar, Mysore.

MARATHAS: Berar, Gondwana, Khandesh, Maharashtra.

CHOLAS: Andhra, Bidar, Golconda, Karnatak.

SINHALESE: Lanka, Simhala.

RAJPUTS: Delhi, Gujarat, Lahore, Malwa, Punjab, Rajputana.

GUPTAS: Agra, Bengal, Bihar, Bundelkhand, Jaunpur, Ladakh, Magadha, Nepal, Orissa, Oudh.

MUSLIMS: Baluchistan, Sind.

The game begins with Turn 9 and continues to the end of Turn 16. The Guptas do not remove armies at the start of Turn 9.

15.0 Winning

15.1 GENERAL

The player with the largest *total* number of victory points at the end of the game wins. Victory points are tallied by nation, then added together for each player at the end of the game. Each player should keep a running tally for his nations, or delegate one player to score for everyone. Sample victory point record sheets for each version of the game (depending on the number of players) can be found on the back pages of this booklet. At any time, any player may ask the scorekeeper for, and must be given, the current total for any nation or player in the game.

15.2 TALLYING

In most cases, victory points are awarded at the end of the complete game turn in specific turns (#4, #7, #10, #13 and #16). There are exceptions, as stated on the Victory Point Cards, for certain individual nations. An astute player will refer to his Victory Point Cards and those of his opponents frequently. If another player asks to see any Victory Point Card, the owner must comply.

15.3 POINTS

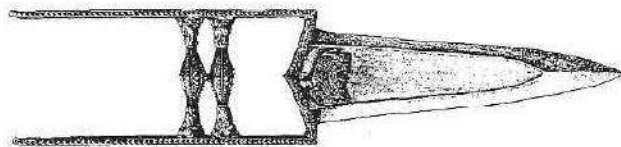
There are four ways to score points. First, a nation may score for occupying certain areas at the end of a given game turn. Second, it may score for destroying certain opposing pieces, even during another nation's move. Third, it may score for capturing an area---that is, for occupying it at some time even if not at the end of a game turn. Fourth, some nations (listed in 13.0) may score Raj points. All such possibilities are described on the Victory Point Cards. Nations may score victory points in more than one way in a single turn (e.g., the Greeks can score points for occupying Gandhara during the Greek Turn 4 and for occupying it at the end of Turn 4).

16.0 Player Notes

MAHARAJA is different from many other games in so far as it is never immediately obvious which player is winning. Each player accumulates points at a different rate, some scoring many points early (such as the player controlling the Maurians and Guptas), some scoring many later in the game (such as the player controlling the British). Experienced players will learn to recognize who is doing better or worse than normal progress at any given point in time. If one player is clearly doing better than anyone else, the others may try to gang up on this perceived leader.

In a game of this scope it is impossible to force players to do exactly as their nations did historically; but the game is designed so that a player who indulges in bizarre and pointless moves, from a historical viewpoint, will fail to score many points. Moreover, because there are several players, each player is, in effect, outnumbered. If a player makes an ill-considered move simply to hurt another, both players will be disadvantaged, and the uninvolved players will benefit. In the process of following its own historical objectives, each nation will have ample chances to hinder its opponents.

At times, several nations controlled by the same player may be competing for the same objectives. It is legal for one nation to attack another nation, that the player also controls. The controlling player makes all decisions regarding retreats, but should have someone else roll the dice for one or the other side.



A Kalar; when the bars forming the handle are squeezed, two slim blades spread out from the central dagger.