

VIJAYANAGARA

The Deccan Empires of Medieval India
1290-1398



RULES OF PLAY

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Cover image: The Mosque of Delhi and the Iron Pillar, mid-19th century painting from India, artist unknown. Freer Gallery of Art and Arthur M. Sackler Gallery, from the Smithsonian.




1.0 INTRODUCTION

Vijayanagara is a 1-3 player board game depicting the dynamics of the Indian subcontinent during the years 1290-1398. The game spans the Khalji (1290-1320) and most of the Tughlaq (1320-1413) dynasties of the Delhi Sultanate, while showing the birth of two upstart powers in the Deccan Plateau, the Bahmani Kingdom and the Vijayanagara Empire. The game closes with the historical invasion of Delhi by Timur in 1398, though a careful Delhi Sultanate player might be able to avoid this fate.

A Learn to Play booklet accompanies these rules and provides a more natural introduction to the game. An additional Playbook contains a more detailed discussion of the history of this period, along with event card backgrounds, designer notes, and suggested reading. Rules for automated Non-Player Factions and examples of their operation are included in a separate Non-Player Rulebook.

STOP! If this is your first time playing, you might want to start with the Learn to Play booklet, which will guide you through setup and teach you the game. This Rulebook is intended primarily for reference purposes.

1.1 General Course of Play

In *Vijayanagara*, players take on the roles of the Delhi Sultanate (, black and gray pieces), the Bahmani Kingdom (, turquoise pieces), and the Vijayanagara Empire (, yellow pieces).

Event cards are drawn one at a time, each identifying an important historical event or region that played pivotal roles in 14th century India. Players will have opportunities to either execute the Event, which can have substantial consequences on the board state, or to instead use standard Commands and special Decrees that are unique to each Faction. A Sequence of Play track on the board is used to determine which Factions are Eligible to play on each card, and each Event card indicates turn order among Eligible Factions.

Three Succession cards disrupt the normal course of play. The first signals the end of the Khalji Dynasty and the dawn of the Tughlaq Dynasty, changing the rules for the remainder of the game upon its arrival. Rebellions are not allowed during the fierce, oppressive rule of the Khalji Dynasty, but are allowed during the rule of the more vulnerable Tughlaq Dynasty in the second phase of the game. Regular play is also periodically interrupted by the actions of the non-player Mongol Invaders, who threaten Delhi from the northwest, and the game ends with the climactic arrival of the great Mongol warlord Timur.

1.1.1 Winning the game. Each Faction's victory point total is adjusted throughout the game (see 5.0), and the game is won by the Faction with the most victory points once Timur arrives (ties are broken by comparing Resources).

The Delhi Sultanate is trying to maintain its grip on the south of India. Its victory points are equal to the total Prosperity of Tributary Provinces (1.3.1), adjusted up or down according to how well Delhi fares against Timur's final Mongol invasion at the end of the game.

The Bahmani Kingdom and Vijayanagara Empire are both seeking to establish their own independent Control over Provinces dividing the Indian subcontinent, solidify their positions with the construction of Forts (Bahmanis) and Temples (Vijayanagara), and to ensure the propagation of their Influence throughout the Deccan region. Their victory points are given by the total Prosperity (1.3.1) of Provinces that they Control (1.7), plus the number of their Forts/Temples on the map (1.4.2), and each Faction's position on a Deccan Influence track (1.9).

See section 5.0 for more details on how to calculate victory at the end of the game.

1.2 Components

A complete set of *Vijayanagara* includes the following (a spare of each wooden piece is also included):

- A 17"x22" mounted game board (1.3)
- A 36-card Event deck (2.3)
- Eight Mongol Invasion cards (2.4)
- Three unique Succession cards (2.5)
- Two Timurid Empire cards (2.6)
- One Dynasty card (2.7)
- Three Attack Reference cards
- Three foldout Faction Aid sheets
- Three Non-Player Faction Aid Sheets/Faction Strategy sheets
- A Sequence of Play Aid sheet (front); and game mat for Aadu-Huli aata/Goat-Tiger game (back).
- A 12-card Non-Player *Ibn Battuta* deck
- One Non-Player Mongol Invader card
- 44 cubes (12 red Mongol Invaders and 32 gray Troops; 1.4.1)
- 45 embossed hexagonal cylinders (5 black Governors, 18 turquoise Amirs, 22 yellow Rajas; 1.4.1)
- 15 embossed discs (5 black Qasbahs, 5 turquoise Forts, 5 yellow Temples; 1.4.2)
- 6 embossed cylinders (2 black, 2 turquoise, 2 yellow)
- 9 pawns (6 white and 3 brown)
- One half-size, full color counter sheet
- Six 6-sided dice (4 dark red and 2 light brown)
- A Learn to Play booklet
- A Non-Player Rules booklet
- A background Playbook
- This rulebook

1.3 Game Board and Map

The game board shows a map of the Indian subcontinent, split into spaces relevant to the historical period: irregular-shaped Provinces and Mongol Invasion Regions, and a single large circular Delhi space. The game board also features holding boxes to store each Faction’s Available Forces, a numbered edge track for general record keeping, a Deccan Influence track, and a Sequence of Play track.



1.3.1 Provinces. Provinces are irregular green-colored map spaces that are always either Tributaries or Independent (1.6), and may be Controlled (1.7) by any Faction once Independent. Each Province has a Prosperity value, either 1 or 2, relevant for Collect Tribute and Tax Decrees (4.0), and for final scoring (5.0). Pieces of all three player Factions (excluding Mongol Invaders) may enter or be placed into any Provinces.

1.3.2 Mongol Invasion Regions. The two light brown irregular spaces “Mountain Passes” and “Punjab” are Mongol Invasion Regions. These spaces are not Provinces; as such they are never marked Tributary or Independent and are never Controlled (1.7) by any Faction. Only Mongol Invader and Delhi Sultanate pieces may enter or be placed into the two Mongol Invasion Regions.

1.3.3 Delhi. The large circular Delhi space is the capital of the Delhi Sultanate. It offers an enhanced version of the Conscript Command (3.2.1) and is important for final scoring (5.0). Only Mongol Invaders and Delhi Sultanate pieces may enter or be placed into Delhi.

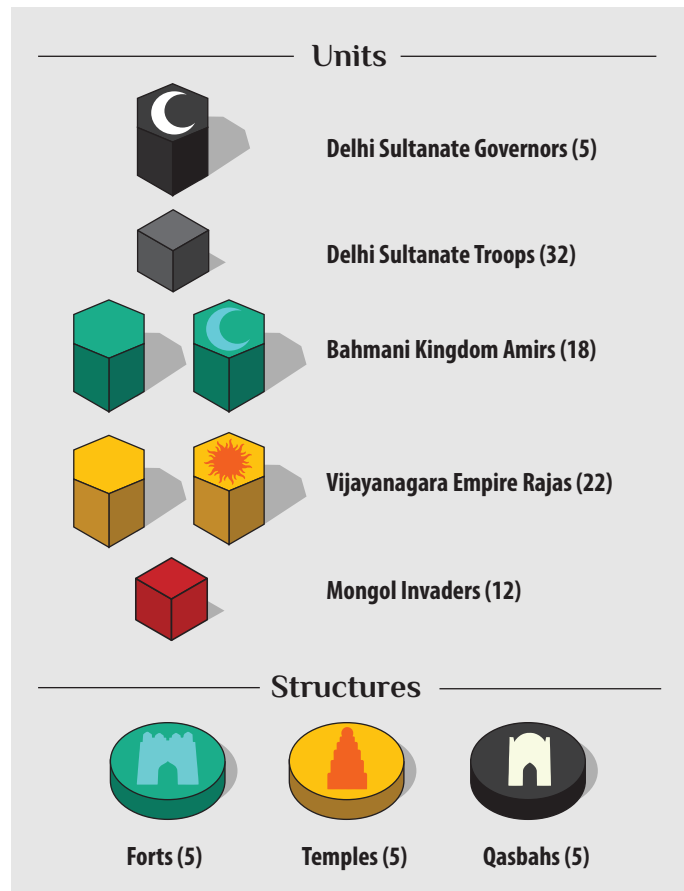
1.3.4 City. Cities refer to named points on the map which lie at certain vertices of Province boundaries. Delhi is not a City. Cities are not spaces and no pieces may be placed into them. Some Cities are referenced on Event cards (2.3).

1.3.5 Adjacency. Two spaces are adjacent if they share any border points (including vertices). Hence Gondwana and Andhra are adjacent, as are Madhyadesh and Orissa. Jaunpur and Punjab are not adjacent.

1.3.6 Vindhya Range. The shaded Vindhya Range space, lying between Malwa, Jaunpur, Madhyadesh, and Gondwana, is impassable and may not be entered under any circumstances. This blocks adjacency between Malwa and Gondwana, and between Madhyadesh and Jaunpur.

1.4 Forces

The square, hexagonal, and flat circular wooden pieces represent the various forces of the three player Factions and non-player Mongol Invaders Faction.



Delhi Sultanate Forces: 5 Governors (black hexagonal cylinders), 32 Troops (gray cubes), and 5 Qasbahs (black disks).

Bahmani Kingdom Forces: 18 Amirs (turquoise hexagonal cylinders) and 5 Forts (turquoise disks).

Vijayanagara Empire Forces: 22 Rajas (yellow hexagonal cylinders) and 5 Temples (yellow disks).

Mongol Invader Forces: 12 Mongol Invaders (red cubes).

Governors, Troops, Amirs, Rajas, and Mongol Invaders (i.e., hexagonal cylinders and cubes) are all *Units* (1.4.1). Qasbahs, Forts, and Temples (i.e., wooden disks) are all *Structures* (1.4.2).

1.4.1 Units. Units may be moved with March (3.2.2) or Migrate (3.3.2, 3.4.2) Commands and contribute towards their Factions' Attack (3.2.4, 3.3.4, 3.4.4) Commands.

Governors (black hexagonal cylinders): Elite nobles of the Delhi Sultanate with their own small armies that may attack and defend along with the Sultanate's Troops. Governors use a Govern Command (3.2.3) to remove Obedient (1.4.5) Rajas and Amirs and oversee the construction of Qasbahs (1.4.2), and they are necessary in order to Demand Obedience (4.2.3) in an Independent Province to place a Tributary marker there (1.6). Governors are embossed on one end for decoration, but this has no game effect.

Troops (gray cubes): Each Troops cube represents roughly 10,000 troops in the armies conscripted by the Delhi Sultanate. Troops (and Governors) may Attack Rebellious Amirs and Rajas (1.4.5, 3.2.4).

Amirs (turquoise hexagonal cylinders): Elite nobles and governors of the Delhi Sultanate whose relationship to Delhi have become tenuous, as well as the rulers of small kingdoms allied with the Bahmani Kingdom. Amirs maintain their own armies, allowing them to Attack other Factions (3.3.4). Amirs are embossed on one end to indicate whether they are currently Obedient or Rebellious (1.4.5).

Rajas (yellow hexagonal cylinders): Rulers of the Vijayanagara Empire and small allied kingdoms. Rajas maintain their own armies, allowing them to Attack other Factions (3.4.4). Rajas are embossed on one end to indicate whether they are currently Obedient or Rebellious (1.4.5).

Mongol Invaders (red cubes). Each cube represents roughly 10,000 Mongol troops. Mongol Invaders are always treated as Rebellious (1.4.5). They are affected by some Event cards (2.3) and all Mongol Invasion cards (2.4).

1.4.2 Structures. All three types of Structure are embossed on one side for decoration, but this has no game effect. Once placed into a map space, Structures may never be moved unless an Event effect specifically states otherwise.

Qasbahs (black disks): Small towns occupied by a member of rank within the Delhi Sultanate. Qasbahs are placed using the Govern Command (3.2.3), improve the Sultanate's Conscript Command (3.2.1), and allow up to two Troops and Governors to support or lead Attacks in adjacent spaces (3.2.4).

Forts (turquoise disk): Imposing defensive structures constructed by the rebellious Bahmani Kingdom. Forts are placed with the Build Decree (4.3.2), and Attacks on the Bahmani Kingdom by other Factions are weakened when a Fort is present (3.2.4, 3.4.4). Forts also allow up to two Amirs to support or lead Attacks in adjacent Provinces (3.3.4).

Temples (yellow disks): Spectacular symbols of sovereignty constructed by the Vijayanagara Empire. They are placed by the Build Decree (4.4.2), and improve the Empire's ability to Rally (3.4.1) and Tax (4.4.1). Temples also allow up to one Raja to support or lead Attacks in adjacent Provinces (3.4.4).

1.4.3 Availability and Removal. Keep any pieces available for placement in their Faction's holding box on the gameboard. When placing or removing pieces, they must be taken from, or sent to, their Faction's holding box.

1.4.4 Stacking. Each Province may contain up to one of each Faction's Structure; i.e., up to one Qasbah, one Fort, and one Temple. This stacking limit may never be violated, not even by Event effects that place Structures. There is no limit to the number of any Units in a space.

1.4.5 Obedient/Rebellious Units. Amirs and Rajas are always either Obedient (embossed end down) or Rebellious (embossed end up). Certain actions and Events flip them from one state to the other, or may require them to be in a certain state in order to be affected. Amirs and Rajas are always Rebellious in Provinces Controlled (1.7) by their respective Factions, but may also continue to be Rebellious if they lose Control of a Province. Mongol Invaders are always Rebellious.

IMPORTANT—Every Amir in a Bahmani Controlled Province is always Rebellious. Every Raja in a Vijayanagara Controlled Province is always Rebellious. If a Province becomes Controlled (1.7) by either of these two Factions, immediately flip all their Units in the Province to Rebellious.



1.4.6 Placing and Replacing pieces. Many Events (2.3), Commands (3.0), and Decrees (4.0) allow pieces to be placed in one or multiple spaces on the map. When pieces are to be placed on the map they must be taken from their Faction holding box; if there are none in the box they may not be placed in the space.

Rajas and Amirs are always placed on the map as Obedient unless otherwise indicated. If they are placed into a Province Controlled by their own Faction they will immediately become Rebellious (1.4.5).

When a piece is to be replaced, the related action does not have to be taken in full. A piece can simply be removed without being replaced by another piece during such an action if desired.

1.5 Players & Factions

Vijayanagara is playable by 1–3 players. Player Factions are the Delhi Sultanate (black), Bahmani Kingdom (turquoise), and Vijayanagara Empire (yellow), with the non-player Mongol Invaders (red) controlled alternately by the Bahmani Kingdom and Vijayanagara Empire players. All Factions are “opposing” to all others.

PLAY NOTE: The Delhi Sultanate is the most challenging of the Factions to play. A careful balance must be achieved to maintain control of the southern Provinces while also fending off Mongol Invasions. First-time players may quickly learn lessons about under- (or over-!) preparing for Mongol raids.

1.5.1 Spare Factions. The rules in the separate Non-Player Rulebook can be used to operate spare Factions, allowing for either two-player or one-player (solitaire) games, with any combinations of player and non-player Factions.

1.5.2 Negotiation. Players may make any mutual arrangements within the rules. Resources and Cavalry tokens may be traded among any Factions at any time. All negotiations are open. Players may make any mutual arrangements within the rules, binding only as follows: once a player agrees to something within the execution of a Command, Decree, or Event effect, the agreement holds during that action. A player failing to obtain agreement at the outset of an action may cancel the action.

1.6 Tributary and Independent Provinces

Each Province may either be a Tributary Province or an Independent Province. A Tributary Province is marked with a Tributary marker placed in the small circular spot above the Province name:



All other Provinces are Independent, and may be Controlled (1.7) by any Faction. The game begins with Tributary markers in all Provinces (see 2.1 for Setup). Events (2.3) and the Rebel Command (3.3.3, 3.4.3) may remove a Tributary marker (making the Province Independent). Other Events and the Demand Obedience Decree (4.2.3) can place a Tributary marker in an Independent Province to set the Province back to Tributary status. Whenever a Tributary marker is placed into a Province, whether by the Sultanate’s Demand Obedience decree (4.2.3) or by an Event (2.3), all Rebellious Amirs and Rajas in that Province are flipped to their Obedient states (1.4.5).


DESIGN NOTE: A Tributary is a Province in which the general mass of minor rulers in that region continues to send annual tributary payments back to Delhi (even if a few noble houses or even small kingdoms are acting in defiance). An Independent Province is one in which all minor houses and kingdoms in that region have united to cease these annual payments to the Delhi Sultanate.

1.7 Control

An Independent Province (a Province that is not a Tributary, 1.6) may be Controlled by any Faction. A Faction instantly takes control of an Independent Province if its own pieces there outnumber those of all opposing Factions combined (i.e., its pieces are in the majority there). If a Faction Controls an Independent Province (1.6), a circular marker is placed with that Faction’s flag and color. If no Faction controls an Independent Province it is Uncontrolled, indicated by the absence of any circular marker.

IMPORTANT—Tributary Provinces are never Controlled, even if a Faction has the majority of pieces there. Delhi, Punjab, and the Mountain Passes are not Provinces (1.3.2, 1.3.3), hence they are also never Tributary, Independent, or Controlled.

1.8 Resources

At any moment, each Faction has between a minimum of 0 and up to a maximum of 24 Resources that are spent to perform Commands and Decrees (3.0, 4.0), and sometimes increased or reduced by Events (2.3) and Mongol Invasions (2.4). Resources are tracked on the numbered edge track using a large embossed wooden cylinder of the Faction’s color. Resource adjustments from Events (2.3) and summarized on Faction Aids are indicated by the  icon.

1.9 Deccan Influence



The Bahmani Kingdom and Vijayanagara Empire Factions each have a Deccan Influence track associated with the successful propagation of their influence, whether by economic or military expansion. Deccan Influence is tracked using Influence markers matching the color and symbol of each Faction, as depicted below:



Deccan Influence begins the game at 0 for both Factions, but may be moved up or down by Events (2.3), Migration (3.3.2; 3.4.2), or battles between the two (3.3.4; 3.4.4). Advancement on these tracks confers gameplay benefits (see below) and contributes to final scoring (5.0). Any increase or decrease that would move the marker off either end of the tracks is simply ignored.

During Setup (2.1) two Rajas are placed in each of the four marked spaces on the Vijayanagara track, and two Amirs are placed in each of the two marked spaces on the Bahmani Kingdom track. These Units represent immigrants from central Asia and warrior chiefs (*Nayakas*) who can become amenable to alliances with the upstart kingdoms. When a Faction’s Influence marker moves on or past these Units they are immediately placed in their Faction’s respective holding box. Whenever a Faction’s Influence decreases below a previously emptied Unit slot, that Faction must place Amirs/Rajas in the empty spaces from either their holding box or anywhere on the map.



Influence shifts are indicated on Event cards (2.3) and summarized on Faction Aids by icons,  for shifting Bahmani Influence, and  for shifting Vijayanagara Influence. Whether a shift in Influence is positive or negative will be indicated on each relevant Event, Command, or Decree.

1.9.1 Bahmani Influence Bonuses. The Bahmani Kingdom receives the following bonuses at each Deccan Influence level:

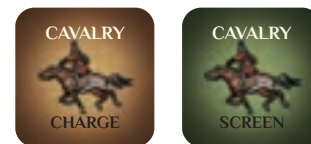
1. Whenever the Trade Decree is taken (4.3.1), the Bahmani Kingdom gains an additional Cavalry token (1.10) beyond the standard one usually provided by Trade, for two total.
2. The two Amirs on the track are immediately moved to the Bahmani Kingdom holding box. The bonus to Trade remains (one additional Cavalry token). The Conspire Decree can now be used to replace Rajas as well as Governors, in Provinces with or adjacent to Amirs (4.3.3).
3. The enhancement of the Conspire Decree above remains, but now the Trade Decree provides two additional Cavalry tokens beyond the standard one, for three total.
4. The two Amirs on the track are immediately moved to the Bahmani Kingdom holding box. The bonuses to Conspire and Trade above remain.


1.9.2 Vijayanagara Influence Bonuses. The Vijayanagara Empire receives the following bonuses at each Deccan Influence level:

1. The two Rajas on the track are immediately moved to the Vijayanagara Empire holding box.
2. The two Rajas on the track are immediately moved to the Vijayanagara Empire holding box. The Compel Decree now includes an additional option to remove a Troop, Governor, or Amir in the selected space (4.4.3), and provides a Cavalry token (1.10).
3. The two Rajas on the track are immediately moved to the Vijayanagara Empire holding box. The bonus to Compel above remains.
4. The two Rajas on the track are immediately moved to the Vijayanagara Empire holding box. The bonus to Compel above remains.

1.10 Cavalry

The ten Cavalry tokens are placed in a pool at the side of the board and can be acquired by Factions through Events (2.3), Mongol Invasions (2.4), Succession cards (2.5), and some Decrees (4.0); the Delhi Sultanate also begins the game with two Cavalry tokens from this pool (2.1). When each Cavalry token is earned it is taken from the pool; if there are none available in the pool it may be taken from any other Faction, representing a technology advance rendering existing military technology obsolete. Store a Faction's earned Cavalry tokens in their holding box (the number of Cavalry tokens each Faction has is open information). Two spare Cavalry tokens are provided but should not be used during play, unless they are needed as replacements for missing tokens (there should always be a pool of ten Cavalry tokens shared between the three player Factions).



Cavalry tokens are used during Attack Commands (3.2.4, 3.3.4, 3.4.4) by either the attacker or defender (or sometimes both). After both involved Factions have rolled their dice, *the attacker first* and then the defender may use any number of Cavalry tokens, either to decrease any of the spending Faction's die rolls by one to a minimum of 1 (Charge) or to remove an opponent's die from the battle unless it is showing a 1 (Screen). Each token may be used for either effect, and the same die may be affected (by Charges or Screen) multiple times. Used Cavalry tokens are then returned to the shared pool. Cavalry tokens gained or removed by Events (2.3) Mongol Invasions (2.4), Succession cards (2.5), and summarized on the Faction Aids are represented by the  icon.

When Mongol Invaders either Attack (3.5.3) or defend against an Attack by the Delhi Sultanate (3.2.4), they are treated as having one Cavalry token, and it is always played as a Charge to reduce one of their die rolls by one (if possible). The Charge must be used to convert a miss into a hit, or to convert a 2 into a 1, if possible (i.e., the player currently controlling the Mongol Invaders must use the token *effectively* if they can). A single red Mongol Cavalry token is provided as a reminder of this, but should never be returned to the shared pool.

2.0 Setup and Sequence of Play

2.1 Map Setup and Deck Construction

Place a Tributary marker in the round space in each Province, then place the following wooden pieces on the map (you can also find a full setup diagram on the back page of this rulebook):

- **Delhi:** 4 Troops
- **Mountain Passes:** 2 Troops
- **Punjab:** 4 Troops
- **Malwa:** 3 Troops, 1 Governor
- **Jaunpur:** 2 Troops
- **Madhyadesh:** 2 Troops, 2 Amirs
- **Sindh:** 1 Troop
- **Rajput Kingdoms:** 1 Troop
- **Gujarat:** 1 Troop, 1 Amir
- **Maharashtra:** 4 Amirs
- **Gondwana:** 1 Amir
- **Andhra:** 1 Troop, 1 Qasbah, 2 Rajas
- **Karnataka:** 3 Rajas
- **Tamilakam:** 1 Troop, 1 Raja

Also place 4 Amirs and 8 Rajas in the indicated spaces on the Deccan Influence tracks, and place the Bahmani Kingdom and Vijayanagara Empire Influence markers at '0' on their respective track.

Place each Faction's remaining pieces in their holding boxes as follows:

- **Delhi Sultanate:** 10 Troops, 4 Governors, 4 Qasbahs
- **Bahmani Kingdom:** 6 Amirs, 5 Forts
- **Vijayanagara Empire:** 8 Rajas, 5 Temples
- **Mongol Invaders:** 12 Mongol Invaders

Place the following wooden pieces and markers on the numbered edge track:

- **Delhi Sultanate Resources:** 12
- **Vijayanagara Empire Resources:** 7
- **Bahmani Kingdom Resources:** 6
- **Delhi Sultanate Victory:** 18
- **Vijayanagara Empire Victory:** 0
- **Bahmani Kingdom Victory:** 0

Place two Cavalry tokens in the Delhi Sultanate box (they begin the game with these), then form the remaining eight Cavalry tokens into a shared pool and place the special Mongol Cavalry token near the Mongol Invaders box. Form another pool of the Bahmani/Vijayanagara Control markers. Place the three Faction Eligibility cylinders into the 'Eligible Factions' box on the Sequence of Play track. Place the Khalji Dynasty card face-up near the Delhi Sultanate player.

Prepare the Event deck as follows (a deck construction diagram can also be found on the second to last page of the Learn to Play booklet):

1. Shuffle the Event cards and Mongol Invasion cards separately.
2. Deal 24 of the 36 Event cards into four equal stacks of six cards each (the remaining 12 Event cards will not be used).
3. Shuffle two Mongol Invasion cards into each of the first three stacks (the remaining two Mongol Invasion cards will not be used). Shuffle both TIMURID EMPIRE cards into the fourth stack.
4. Take the fourth stack (with the TIMURID EMPIRE cards) and place the LORDS OF THE DECCAN card on top of it.
5. Put the third stack on top of this pile, and place RISE OF THE REBEL SULTANS on top of it.
6. Put the second stack on top of this pile, and ZENITH OF THE DELHI SULTANATE on top of it.
7. Finally, place the first stack on top of this pile to complete the Event deck.

2.2 Start

Draw and reveal the top card of the Event deck, placing it face up next to the deck to form a played Events pile. Each turn all Eligible Factions will get a chance to act on the Event card in eligibility order, after which Eligibility is reset and a new card is drawn. Regular play is interrupted when a Mongol Invasion, Succession, or TIMURID EMPIRE card is drawn, and the game immediately ends after the second TIMURID EMPIRE card is executed.

2.3 Event Cards

Each turn in the game begins with the players revealing the top card from the Event deck. All played cards and the number of cards remaining in the Event deck are open to inspection. If the revealed card is a Mongol Invasion card, Succession card, or TIMURID EMPIRE card, regular play is interrupted to execute these cards (see 2.4, 2.5, and 2.6 below). Otherwise, proceed as follows on each Event card.

Each Event card bears a title, card number, italicized flavor text, Event text, and Eligibility order (2.3.1). Event texts are options that an Eligible Faction may choose to execute (2.3.4). Flavor text provides historical interest and has no effect on play.



DESIGN NOTE: Each turn in Vijayanagara corresponds to roughly five years of history. Game concepts like migration, rebelling, building forts and temples, and the ramp-up and consequences of the Events in the game should be interpreted with this in mind.

2.3.1 Eligibility. Factions are either Eligible or Ineligible to play when an Event card is drawn, as indicated by the position of their Faction Eligibility cylinders on the Sequence of Play track. All Factions begin the game Eligible to play, and all Eligible Factions (possibly all three Factions) may choose actions from among their options on a given Event card. Whether they remain Eligible or become Ineligible on the following Event card depends on their choice of actions (2.3.3).

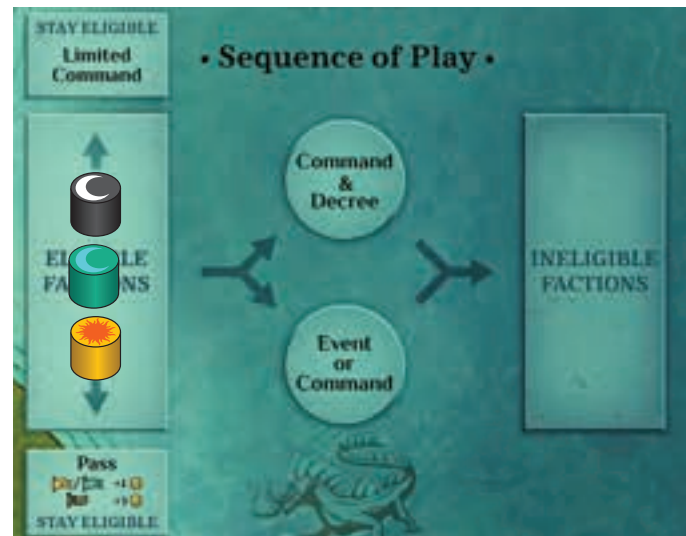
2.3.2 Faction Order. Faction symbols along the top of each Event card indicate the order of play among the Eligible Factions from left to right. The Eligible Faction with the leftmost symbol appearing on the current Event card is the first to choose which action to take (2.3.3). Ineligible Factions are skipped.

2.3.3 Options for Eligible Factions. The Sequence of Play track shows the options available to the Eligible Factions. Each Eligible Faction has the option to select from either of the two forked options to the right of the Eligible box, provided it has not already been selected by another Faction; or to execute a Limited Command (2.3.5); or to Pass (2.3.6).

The two forked options to the right of the Eligible box are to:

- Execute a Command (3.0) in any number of spaces (possibly zero), combined with a Decree (4.0) either before or after the Command is fully completed.
- Execute either the Event shown on the current card (2.3.4) or a Command (3.0) in any number of spaces without a Decree.

Once an Eligible Faction has selected one of the two forked options, it is no longer available for any remaining Eligible Faction to select. If both forked options have been taken by the first two Eligible Factions, a third Eligible Faction may only take a Limited Command or Pass.



DESIGN NOTE: This is an adaptation of the three-player Sequence of Play that was originally developed by Ken Tee for People Power.

2.3.4 Executing the Event. When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions executed by other Factions). The executing Faction carries out as much of the Event as possible. Unless otherwise specified, the executing Faction makes all decisions involved in implementing the text. If another Faction is selected to take an action, that Faction decides the details of the action.

Event cards have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). The shaded option is often but not always favorable to the Delhi Sultanate.

Many Events include the text 'Stay Eligible' just below the card title. A Faction that chooses to execute either Event option on such a card returns to the Eligible box at the end of the turn, instead of proceeding to the Ineligible box, even if executing the Event resulted in a different Faction carrying out the Event details. To help remember that such an Event was chosen, the Faction Eligibility cylinder may be placed face down on the Sequence of Play.

A key to the Icons used in the Event text is provided at the end of the Key Terms Index and on the reverse of the Attack Reference cards.

2.3.5 Limited Command. An Eligible Faction always has the option to execute a Limited Command. A Limited Command is a Command (3.0) used in just a single space. It can still involve pieces from multiple spaces, as per the Command's instructions. Any number of Eligible Factions may select a Limited Command and will remain Eligible for the next Event card.

2.3.6 Passing. An Eligible Faction always has the option to Pass; it remains Eligible for the next card and receives Resources as indicated on the Sequence of Play track (1 Resource for the Bahmani Kingdom and Vijayanagara Empire, or 3 Resources for the Delhi Sultanate). If the last Eligible Faction Passes, adjust Eligibility (2.3.7) and draw the next card.

2.3.7 Adjust Eligibility. After each Eligible Faction has either executed an action or Passed, move any Faction Eligibility cylinders in the Ineligible, Limited Command, or Pass boxes to the Eligible box, and move any Faction cylinders in the two forked options (2.3.3) to the Ineligible box (unless a ‘Stay Eligible’ Event was taken).

IMPORTANT—Remember to always return the Eligibility cylinder of a Faction that executed a ‘Stay Eligible’ Event to the Eligible box. As an aid to memory, players may wish to flip their Eligibility cylinder face down when they execute a ‘Stay Eligible’ Event.

2.3.8 Next Card. After adjusting Eligibility, reveal the Event deck’s next card, and proceed as above.

PLAY NOTE: Players may wish to place played cards into three separate discard piles, one each for Event cards, Mongol Invasion cards (including the two Timurid Empire cards), and Succession cards, in order to make it easier to check how many of each card have been played.

2.4 Mongol Invasion Cards

Upon drawing a Mongol Invasion card, carry out the instructions on the card in order:

2.4.1 Strategic Assistance. First, either the Bahmani Kingdom or Vijayanagara Empire (whichever is indicated on the card) carries out any two Mongol Invader Commands (3.5), possibly the same Command twice.

2.4.2 Compromising Gifts. Second, the selected Faction may optionally reduce its Deccan Influence (1.9) by one to gain 2 Resources and 2 Cavalry tokens (1.10).

Play then continues without any adjustment of Eligibility – reveal the next Event card and continue as per 2.3.

2.5 Succession Cards

Three Succession cards divide the deck of Event cards evenly (see Deck Construction in 2.1 above) and always appear in the same order. The instructions on each card are carried out in the listed order, then play continues without adjusting Eligibility – reveal the next Event card and continue as per 2.3.

2.5.1 Zenith of the Delhi Sultanate. ZENITH OF THE DELHI SULTANATE is always the first Succession card and has the following effects in this order:

1. **Power struggle in Delhi.** Flip the Dynasty Card to the Tughlaq side. The Rebel Command (3.3.3, 3.4.3) is now available to the Bahmani Kingdom and Vijayanagara Empire Factions.
2. **The Sultanate reimposes its dominance.** The Delhi Sultanate may Campaign (4.2.2), using only Delhi and Provinces (not Mongol Invasion Regions).
3. **Military labor market thrives.** The Bahmani Kingdom gains Cavalry tokens equal to its Influence track value and Forts on the map.
4. **Temple towns emerge anew.** The Vijayanagara Empire gains Resources equal to its Influence track value and Temples on the map.

2.5.2 Rise of the Rebel Sultans. RISE OF THE REBEL SULTANS is always the second Succession card and has the following effects in this order:

1. **Delhi monitors its interests.** The Delhi Sultanate may Campaign, using only Delhi and Provinces (not Mongol Invasion Regions).
2. **Ala-ud-Din Hasan Bahman Shah gathers allies and takes the Deccan throne.** The Bahmani Kingdom may execute a free Limited Command, then gains any combination of Resources and Cavalry tokens equal to the Prosperity of all Bahmani-Controlled Independent Provinces (to a maximum of three).
3. **Sangama brothers establish an empire.** The Vijayanagara Empire may execute a free Limited Command, then gains any combination of Resources and Cavalry tokens equal to the Prosperity of all Vijayanagara-Controlled Independent Provinces (to a maximum of three).

2.5.3 Lords of the Deccan. LORDS OF THE DECCAN is always the third Succession card and has the following effects in this order:

1. **Renewed focus on infrastructure.** The Delhi Sultanate may spend 3 Resources to shift either the Bahmani or Vijayanagara Influence by one in either direction. This action may be taken up to three times.
2. **Bahmani network covers the Deccan:** The Bahmani Kingdom may do the same.
3. **Vast, unifying medieval metropolis:** The Vijayanagara Empire may do the same.

2.6 Timurid Empire Cards

When the first TIMURID EMPIRE card is drawn, place half the Available Mongol Invaders (rounded down) in the Mountain Passes, then draw the next Event card and continue play without adjusting Eligibility.

When the second TIMURID EMPIRE card is drawn, carry out the *Timur Invades Delhi* sequence described below (and on the Mongol Invader Faction Aid):

1. First, the Mongol Invaders Attack in the Mountain Passes, ignoring the Resource consequences of the Attack & Plunder Command (3.5.3). Then move any remaining Units (both Mongol Invaders and Delhi Sultanate Units) from the Mountain Passes to Punjab.
2. Next, the Mongol Invaders Attack in Punjab, ignoring the Resource and Province-related consequences of the Attack & Plunder Command. Then move any remaining Units (both Mongol Invaders and Delhi Sultanate Units) from Punjab to Delhi.
3. Finally, the Mongol Invaders Attack in Delhi, ignoring the Province-related consequences of the Attack & Plunder Command. They continue to Attack in this way until either no Mongol Invaders or no Delhi Sultanate Units remain in Delhi.

IMPORTANT—Remember that the Mongol Invaders always roll only three dice when Attacking in Delhi (3.5.3).

Once this sequence is complete, calculate final Victory scores to see which Faction has won the game (5.0).

2.7 Dynasty Card

The current ruling dynasty in Delhi is shown by the Dynasty card, which should be placed near the Delhi Sultanate player. At the beginning of the game the Dynasty card is placed with the Khalji Dynasty side face-up.

2.7.1 Khalji Dynasty. The Rebel Command (3.3.3, 3.4.3) may not be used during the Khalji Dynasty. Some Event cards may still allow a Rebel Command or remove a Tributary Marker directly while this Dynasty card is in play.

2.7.2 Tughlaq Dynasty. The first Succession Card (2.5) flips the Dynasty card to its Tughlaq Dynasty side. The Rebel Command (3.3.3, 3.4.3) is now available for the remainder of the game.

3.0 Commands

3.1 Commands in General

A Faction executing a Command chooses one of the four Commands listed on its Faction Aid Sheet and selects the map spaces to be involved. A Limited Command is a Command which is only performed in a single space (2.3.5).

3.1.1 Selecting Spaces. Spaces may only be selected once for any Command in one Faction's turn, and may be selected in any order and at any time during the turn. The allowed spaces for each Command are indicated on the Faction Aid Sheet as "Locations".

Delhi and both Mongol Invasion Regions are not selectable by the Bahmani Kingdom and Vijayanagara Empire for any of their Commands or Decrees (4.0). These map spaces are not Provinces.

3.1.2 Single use per piece. No piece may be used more than once during one Command (e.g., in more than one Migrate/March, Attack, or Govern).

3.1.3 Free Commands. Event or Succession cards may sometimes grant free Commands that cost no Resources. A Faction performing a free Migrate Command (3.3.2; 3.4.2) must still pay an additional Resource to shift Influence (if desired).

3.1.4 Pawns. Players may mark spaces selected for any type of actions with pawns. The pawns are for convenience, and do not limit or affect play in any way.

3.2 Delhi Sultanate Commands

The Delhi Sultanate may choose from Conscript, March, Govern, and Attack Commands.

3.2.1 Conscript. Conscript augments Sultanate forces by placing Available Troops (1.4.3) onto the map. Select any Tributary Provinces, spaces with a Qasbah, and/or Delhi. Spend 1 Resource for each selected space.

PROCEDURE: Place up to five Troops in Delhi, or two Troops in a space with a Qasbah, or one Troop in a Tributary Province without a Qasbah.

3.2.2 March. March moves Troops and Governors into adjacent spaces. Any spaces may be selected as destinations. Spend 1 Resource for each selected destination space.

PROCEDURE: Move any number of Troops and Governors from adjacent spaces into destination spaces.

PLAY NOTE: Units moved to each destination may come from any (e.g., multiple) adjacent spaces. Units may only ever be moved once during a single March Command (3.1.2).

3.2.3 Govern. Govern places Available Governors (1.4.3) onto the map, or uses Governors already on the map to remove Obedient Units and/or to construct a Qasbah. Select any number of Tributaries, Sultanate Controlled Provinces, Mongol Invasion Regions, and/or Delhi. Spend 1 Resource for each selected space.

PROCEDURE: In each selected space either place a Governor, OR if the space already contains a Governor remove up to two Obedient Units and/or place a Qasbah.

PLAY NOTE: Govern where there is already a Governor may both remove up to two Obedient Units and place a Qasbah, or may perform either option without performing the other.

3.2.4 Attack. Attack may remove opposing pieces. Select any spaces containing Rebelling (1.4.5) Units, or an opposing Structure without any pieces of the same Faction present (it may or may not contain Sultanate Units). Spend 1 Resource per selected space.

PROCEDURE: In each selected space, choose one Faction with at least one Rebelling Unit or a Structure with none of that Faction's Units to target as the defender. Set all Units of that Faction in the space to Rebelling (Mongol Invaders are always Rebelling).

All Troops and Governors in that space are attacking, unless they were already involved in an attack in an adjacent space during this Command (3.1.2). Up to two (total) Troops and/or Governors may join the attack from one adjacent space with a Qasbah (they do not move into the attacked Province, but contribute to the attack and may be removed as casualties).

The attacker rolls four dice (or three if attacking the Bahmani Kingdom and a Fort is in the space) and the defender rolls two dice. Then the attacker may use any Cavalry tokens to reduce any die rolls or to remove the opponent's dice, after which the defender may do the same (including Mongol Invaders, see 1.10). Finally, each side scores one hit for each of their modified rolls that is equal to or less than the number of their Units involved in the Attack, up to a maximum of five (rolls of 6 always miss).

Each Faction removes its own pieces equal to the number of the opponent's hits (returning them to Available). Attacking pieces from an adjacent space may be removed either before or after those in the selected space.

PLAY NOTE: Obedient Amirs and Rajas may be attacked in Tributaries if even one Rebelling Unit of that Faction is present. Units may only ever be involved in a single attack during any Command (3.1.2). There need not be Sultanate Units in the space being attacked; a pure raid by only supporting Sultanate Units from one adjacent space with a Qasbah is allowed.

3.3 Bahmani Kingdom Commands

The Bahmani Kingdom may choose from Rally, Migrate, Rebel, and Attack Commands.

3.3.1 Rally. Rally persuades minor rulers to join the Bahmanis, placing Available Amirs (1.4.3) onto the map. Select any Provinces which already contain a Bahmani piece, and/or Maharashtra Province (even without a Bahmani piece). Spend 1 Resource for each selected Province.

PROCEDURE: Place one Amir in the Province, plus up to one additional Amir if the Province is Maharashtra, plus up to one additional Amir if the Province is Bahmani Controlled. Placed Amirs are Obedient unless the selected Province is Bahmani Controlled, in which case they are placed Rebelling (1.4.5).

3.3.2 Migrate. Migrate moves Amirs to nearby regions to begin life anew. Any Provinces may be selected as destinations. Spend 1 Resource for each selected destination Province.

PROCEDURE: Move up to three Amirs from any adjacent Provinces into the destination. They become Rebelling if they enter a Bahmani Controlled Province, and Obedient if they enter a Tributary Province, otherwise they retain their original orientation.

PLAY NOTE: Amirs moved to each destination may come from any (e.g., multiple) adjacent Provinces. Amirs may only ever be moved once during a single Migrate Command (3.1.2).

Shift Influence: In up to one destination which contains a Vijayanagara piece, the Bahmani Kingdom may spend 1 Resource to increase their own Influence by one and decrease the Vijayanagara Empire's Influence by one (1.9). If an Event allows for a free Migrate, Influence may only be shifted in this way at the normal cost of 1 Resource.

3.3.3 Rebel. Rebel signals a sudden shift against the Delhi Sultanate. Select any number of Tributary Provinces in which Bahmani pieces are in the majority (i.e. outnumber all opposing pieces there combined). Spend 1 Resource for each selected Province.

PROCEDURE: Flip all Amirs in the targeted Province to Rebelling (1.4.5) and remove the Tributary marker. The Province will now be Bahmani Controlled – place the appropriate marker to indicate the Province's new status.

IMPORTANT—Remember that the Rebel Command is normally only possible during the Tughlaq Dynasty (2.7).

3.3.4 Attack. Attack may remove opposing pieces. Select any Provinces containing opposing pieces (it may or may not contain Amirs). Spend 1 Resource per selected space.

PROCEDURE: In each selected Province, choose one Faction with at least one piece present to target as the defender.

All Amirs in that space are attacking, unless they were already involved in an attack in an adjacent space during this Command. Up to two Amirs may join the attack from one adjacent Province with a Fort (they do not move into the attacked Province, but contribute to the attack and may be removed as casualties).

The attacker rolls four dice and the defender rolls two dice. Then the attacker may use any Cavalry tokens to reduce any die rolls or to remove the opponent's dice, after which the defender may do the same. Finally, each side scores one hit for each of their modified rolls that is equal to or less than the number of their Units involved in the Attack, up to a maximum of five (rolls of 6 always miss).

Each Faction removes its own pieces equal to the number of the opponent's hits (returning them to Available). Attacking pieces from an adjacent space may be removed either before or after those in the selected space.

Influence Shift: In any battle between the Bahmani Kingdom and the Vijayanagara Empire, the winning Faction (the Faction that loses the fewest pieces) increases its Influence by one on the Deccan Influence track (if possible), while the other Faction decreases its Influence by one (if possible). If the two Factions remove the same number of pieces there is no adjustment to the Deccan Influence track.

PLAY NOTE: Units may only ever be involved in a single attack during any Command (3.1.2). There need not be Amirs in the Province being attacked; a pure raid by only supporting Amirs from one adjacent Province with a Fort is allowed.

3.4 Vijayanagara Empire Commands

The Vijayanagara Empire may choose from Rally, Migrate, Rebel, and Attack Commands.

3.4.1 Rally. Rally persuades minor rulers to join the Vijayanagara Empire, placing Available Rajas (1.4.3) onto the map. Select any Provinces which already contain a Vijayanagara piece, and/or Karnataka Province (even without a Vijayanagara piece). Spend 1 Resource for each selected Province.

PROCEDURE: Place one Raja in the Province, plus up to one additional Raja if the Province is Karnataka, plus up to one additional Raja if there is a Temple present, plus up to one additional Raja if the Province is Vijayanagara Controlled. Placed Rajas are Obedient unless the selected Province is Vijayanagara Controlled, in which case they are placed Rebelling (1.4.5).

3.4.2 Migrate. Migrate moves Rajas to nearby regions to begin life anew. Any Provinces may be selected as destinations. Spend 1 Resource for each selected destination Province.

PROCEDURE: Move up to three Rajas from any adjacent Provinces into the destination. They become Rebelling if they enter a Vijayanagara Controlled Province, and Obedient if they enter a Tributary Province, otherwise they retain their original orientation.

PLAY NOTE: Rajas moved to each destination may come from any (e.g., multiple) adjacent Provinces. Rajas may only ever be moved once during a single Migrate Command (3.1.2).

Shift Influence: In up to one destination which contains a Bahmani piece, the Vijayanagara Empire may spend 1 Resource to increase their own Influence by one and decrease the Bahmani Kingdom's Influence by one (1.9). If an Event allows for a free Migrate, Influence may only be shifted in this way at the normal cost of 1 Resource.

3.4.3 Rebel. Rebel signals a sudden shift against the Delhi Sultanate. Select any number of Tributary Provinces in which Vijayanagara pieces are in the majority (i.e., outnumber all opposing pieces there combined). Spend 1 Resource for each selected Province.

PROCEDURE: Flip all Rajas in the targeted Province to Rebelling (1.4.5) and remove the Tributary marker. The Province will now be Vijayanagara Controlled – place the appropriate marker to indicate the Province's new status.

IMPORTANT—Remember that the Rebel Command is normally only possible during the Tughlaq Dynasty (2.7).

3.4.4 Attack. Attack may remove opposing pieces. Select any Provinces containing opposing pieces (it may or may not contain Rajas). Spend 1 Resource per selected space.

PROCEDURE: In each selected Province, choose one Faction with at least one piece present to target as the defender.

All Rajas in that space are attacking, unless they were already involved in an attack in an adjacent space during this Command. Up to one Raja may join the attack from one adjacent Province with a Temple (they do not move into the attacked Province, but contribute to the attack and may be removed as casualties).

The attacker rolls four dice (or three if attacking the Bahmani Kingdom and a Fort is in the Province) and the defender rolls two dice. Then the attacker may use any Cavalry tokens to reduce any die rolls or to remove the opponent's dice, after which the defender may do the same. Finally, each side scores one hit for each of their modified rolls that is equal to or less than the number of their Units involved in the Attack, up to a maximum of five (rolls of 6 always miss). Each Faction removes its own pieces equal to the number of the opponent's hits (returning them to Available). Attacking pieces from an adjacent space may be removed either before or after those in the selected space.

Influence Shift: In any battle between the Bahmani Kingdom and the Vijayanagara Empire, the winning Faction (the Faction that loses the fewest pieces) increases its Influence by one on the Deccan Influence track (if possible), while the other Faction decreases its Influence by one (if possible). If the two Factions remove the same number of pieces there is no adjustment to the Deccan Influence track.

PLAY NOTE: Units may only ever be involved in a single attack during any Command (3.1.2). There need not be Rajas in the Province being attacked; a pure raid by a single supporting Raja from one adjacent Province with a Temple is allowed.

3.5 Mongol Invader Commands

When a Mongol Invasion card (2.4) is drawn from the Event deck, the Faction indicated on the card (either the Bahmani Kingdom or Vijayanagara Empire) selects two Mongol Commands to execute sequentially. The Mongol Commands are Amass, Advance, and Attack and Plunder (treated as a single Command). The same Command may be chosen twice.

3.5.1 Amass. Amass gathers Mongol forces in the mountainous region to the northwest of India.

PROCEDURE: Place three Mongol Invaders from Available

into Mountain Passes. Move any now there beyond four into Punjab, then any now in Punjab beyond four into Delhi. This Command may only be chosen if there is at least one Available Mongol Invader.

3.5.2 Advance. Advance marches the Mongol forces towards Delhi.

PROCEDURE: Move one or more Mongol Invaders from Mountain Passes into Punjab, or from Punjab into Delhi. This Command may only be chosen if there is at least one Mongol Invader in Mountain Passes or Punjab, and must move at least one Invader.

3.5.3 Attack and Plunder. Attack and Plunder assaults Sultanate forces in one region and plunders the region for Sultanate Resources. There need not be a Sultanate piece in the selected space.

PROCEDURE: In one space with at least one Mongol Invader, the player selecting the Mongol Commands carries out a Mongol attack (if any Sultanate pieces are present). All Mongol Invaders in that space are attacking.

The player currently controlling the Mongol Invaders rolls four dice (three if attacking in Delhi) while the Delhi Sultanate player rolls two. The Mongol Invaders always have one Cavalry token in any battle, which is always used to Charge (1.10) if possible, and never for Screen. The Charge must be used to convert a miss to a hit if possible, then to reduce a 2 to a 1 if possible. The Sultanate player may then use any Cavalry tokens to reduce any die rolls or to remove the attacker's dice as normal (1.10).

Finally, each side scores one hit for each of their modified rolls that is equal to or less than the number of their Units involved in the Attack, up to a maximum of five (rolls of 6 always miss). Each Faction removes its own pieces equal to the number of the opponent's hits (returning them to Available).

Then, there are further consequences depending on where the Attack and Plunder Command took place, and regardless of whether any attack actually occurred:

Mountain Passes. For each Mongol Invader remaining there, reduce Sultanate Resources by 1 (down to a minimum of 3).

Punjab. For each Mongol Invader remaining there, reduce the Sultanate Resources by 1 (down to a minimum of 3) and the Sultanate player must remove one Troop from any Province on the map (if possible).

Delhi. For each Mongol Invader remaining there, reduce the Sultanate Resources by 1 (down to a minimum of 3) and the Sultanate Player must remove two Troops from any Provinces on the map (if possible).

Finally, return any Mongol Invaders in excess of three in the selected space to the Mongol Invaders holding box.

4.0 Decrees

4.1 Decrees in General

A Faction executing the Command & Decree option per the sequence of play (2.3.3) must choose one of the Decrees listed on its Faction Aid Sheet to perform. All Decrees can be used in conjunction with all Commands, and the Decree may be used either before or after the full Command is carried out.

4.2 Delhi Sultanate Decrees

The Delhi Sultanate may choose from Collect Tribute, Campaign, and Demand Obedience Decrees.

4.2.1 Collect Tribute. Collect Tribute raises Resources and Cavalry from the Delhi Sultanate's tributaries.

PROCEDURE: Gain Resources equal to half the total Tributary Prosperity (rounded down), and gain two Cavalry.

4.2.2 Campaign. Campaign redeploys Troops and Governors over long distances along a single route.

PROCEDURE: Move any number of Sultanate Units (Troops and Governors) from a single origin space to a single destination space up to three spaces away. Troops and Governors may be picked up and dropped off in any spaces along the way.

4.2.3 Demand Obedience. Demand Obedience places a Tributary marker in Sultanate Controlled Independent Provinces, immediately extracts Resources equal to the Prosperity of those Provinces, and flips Amirs and Rajas there to Obedient.

PROCEDURE: In any number of Sultanate Controlled (1.7) Provinces with a Governor, replace the Sultanate Controlled marker with a Tributary marker (1.6) and flip all Rebellious Units there to Obedient (1.4.5). Increase Sultanate Resources by the combined Prosperity of all affected Provinces (1.3.1).

4.3 Bahmani Kingdom Decrees

The Bahmani Kingdom may choose from Trade, Build, and Conspire Decrees.

4.3.1 Trade. Trade enhances the Bahmani's Resources and Cavalry through economic engagement in the Deccan and with foreign powers. Cavalry is acquired more readily when Bahmani Influence is high.

PROCEDURE: Gain Resources equal to the number of Provinces containing a Bahmani piece, then gain one Cavalry.

Influential: If Bahmani Influence (1.9) is 1 or 2, gain two Cavalry instead of one. If Bahmani Influence is 3 or 4, gain three Cavalry instead of one.

4.3.2 Build. Build constructs a Fort in one Province which contains an Amir.

PROCEDURE: Place a Fort in one Province that contains an Amir. Each space may contain only one Fort (1.4.4). The Fort must come from the Bahmani Available box.

4.3.3 Conspire. Conspire represents the formation of new bonds with aggrieved powers, particularly when Bahmani Influence is high.

PROCEDURE: In up to two different Provinces with a Bahmani piece, replace a Governor with an Amir (either Obedient or Rebelling as desired).

Influential: If Bahmani Influence (1.9) is at 2 or more, the Bahmani Kingdom may instead replace Governors *or* Rajas, in *or* adjacent to Provinces containing Bahmani pieces. Rebelling Rajas must be replaced with Rebelling Amirs, otherwise Amirs may be placed either Obedient or Rebelling as desired.

4.4 Vijayanagara Empire Decrees

The Vijayanagara Empire may choose from Tax, Build, and Compel Decrees.

4.4.1 Tax. Tax provides Vijayanagara Resources from Provinces which it Controls.

PROCEDURE: Gain Resources equal to the combined Prosperity of all Vijayanagara Controlled Provinces, plus the number of Temples on the map.

4.4.2 Build. Build constructs a Temple in one Province which contains a Raja.

PROCEDURE: Place a Temple in one Province that contains a Raja. Each space may contain only one Temple (1.4.4). The Temple must come from the Vijayanagara Available box.

4.4.3 Compel. The Compel Decree forms ties with minor kingdoms in nearby regions, relationships which are more immediately useful when Vijayanagara Influence is high.

PROCEDURE: In one Province with or adjacent to a Vijayanagara piece, place up to two Available Rajas, or move in up to two Rajas from one adjacent Province. If desired, one new Raja can be placed and one existing Raja can be moved. Placed Rajas begin Obedient unless the selected Province is Vijayanagara Controlled, in which case they are placed Rebelling.

Influential: If Vijayanagara Influence (1.9) is at 2 or higher, also gain one Cavalry token (1.10) and remove up to one Troop, Governor, or Amir in the selected Province. If removing a Sultanate Unit, flip any Rajas just placed or moved to Rebelling.

5.0 Victory

Each Faction has unique ways of gaining Victory Points, covered below and on the Faction Aid Sheets. Keep track of victory points as the game progresses using markers on the numbered edge track at the top of the game board.

The winning Faction is the one with the greatest number of victory points after the *Timur Invades Delhi* sequence is carried out (2.6). Any ties are broken by the number of Resources held. An optional second tiebreaker is the winner of a game of Aadu-Huli aata (Goat-Tiger game, 5.5).



5.1 Delhi Sultanate victory points

The Delhi Sultanate's base victory points (VP) are given by the total Prosperity of all Tributary Provinces (1.3.1). At the end of the game the Delhi Sultanate also adds Victory Points equal to: 3 minus the number of Mongol Invaders left in Delhi (to a minimum of -3 VP).

EXAMPLE: The Delhi Sultanate earns 3 additional VP if no Mongol Invaders remain in Delhi at the end of Timur's Invasion, and loses 3 VP if six or more Invaders remain in Delhi at the end of the final assault. If there were three Mongol Invaders remaining in Delhi, the Sultanate would not gain or lose any victory points.



5.2 Bahmani Kingdom victory points

The Bahmani Kingdom victory points are given by the total Prosperity (1.3.1) of Bahmani Controlled Provinces (1.7), plus the number of Forts on the map, plus their Deccan Influence (1.9).



5.3 Vijayanagara Empire victory points

The Vijayanagara Empire victory points are given by the total Prosperity (1.3.1) of Vijayanagara Controlled Provinces (1.7), plus the number of Temples on the map, plus their Deccan Influence (1.9).

5.4 Narrative outcomes

The historical outcome saw a Delhi Sultanate shrinking away from the Deccan Plateau even before the arrival of Timur. With tributes being denied by rebelling provinces, the Tughlaqs were unable to maintain a large standing army, opening it to further economic deterioration and a near total inability to defend Delhi from the invading Mongol army in 1398. Further south, the century's end would find a stable Bahmani Kingdom, but one with growing internal divisions that would cause it to falter in the coming decades. Finally, the Vijayanagara Empire was on a steep ascent, fast incorporating the military techniques of their rivals to the north into their own defensive capabilities and growing in population and economic output.

If the Delhi Sultanate wins the game, it is because the player has reduced the speed of the Sultanate's collapse, successfully protecting Delhi from Mongol Invasions and retaining the southern Provinces for its economic support, though its future in the Deccan may still look bleak.

If the Bahmani Kingdom wins the game, it is because the player has successfully conspired with the Governors of Delhi to rebel against it, better leveraged its early advantage in military technologies to claim a wider range of territories, and has spread its influence to enjoy the benefits of large scale immigration and the attraction of great minds from afar.

If the Vijayanagara Empire wins the game, it is because the player has ensured the growth of the southern kingdom through a large population and a strong economy, spread its influence widely, and weaved its origin stories into regional cult mythology throughout the Deccan.

5.5 Aadu-Huli aata (Goat-Tiger game)

In the event of a tie in both victory points and Resources the winner of the game may optionally be determined by a game of Aadu-Huli aata, played on a separate board which is included in the box. The rules of the game are as follows.

Decide randomly who will be Player One and who will be Player Two. Player One controls fifteen Goats. Player Two controls three Tigers (use any game pieces to represent them).

Setup: The three Tigers are placed onto the three specially marked vertices. Player One is first to act.

On Player One's turn, they may:

1. Place a Goat from their supply onto an empty vertex -or-
2. Move one Goat to an adjacent vertex *but only once all Goats have been placed.*

On Player Two's turn, they may:

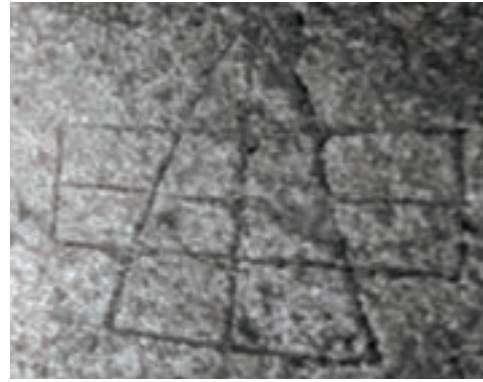
1. Move one Tiger to an adjacent vertex -or-
2. Permanently capture a Goat with a Tiger by leaping over it to a free vertex (as in checkers/draughts). Captured pieces are removed from play.

A move that would return the game to the same state as the turn before last is not allowed by either player (to avoid a stalemate).

Player One wins by trapping the Tigers (so that the Tigers have no available moves). Player Two wins by capturing five Goats.

This game and its variants were played at least as early as the 14th century in southern India, as evidenced by carved markings on ancient ruins. It is elsewhere known as Aadu puli attam, Huli gatta, and Pulijudam. The game has much in common with other such asymmetric 'hunting games' of the distant past as Rimau-rimau (Malaysia), Bagh-Chal (Nepal), Halatafl (Scandinavia), Komikan (Chile/Argentina), Catch the Hare (Spain), and Hare and Hounds (France). A common theme runs through these hunting games: a fearsome enemy can be defeated by weaker forces through unity.

Play may be handicapped by adjusting the number of Tigers and Goats in the game. The reader is left to ponder the evolution of asymmetric games throughout human history.



Aadu-Huli aata, the Goat-Tiger game, etched into stone at Vitthala and Pattabhi Rama temples in Hampi, Karnataka, India (from Vasantha [2003], see Playbook).

TIMUR'S SHADOW—As an optional variant, players may wish to restrict all Commands to selecting only a single space after the first TIMURID EMPIRE card has been drawn (possibly combined with a Decree, if that option is available). This will tend to reduce uncertainty in the final stages of the game, promoting longer term planning over big gambles in the final turns of the game. Players should agree at the beginning of the game if they are going to use this variant.

Key Terms Index

Adjacent: Spaces that share a border or vertex, used for actions or Events. Gondwana and Andhra are adjacent, as are Madhyadesh and Orissa. Jaunpur and Punjab are not adjacent. (1.3.5)

Amirs: Bahmani Kingdom Units, turquoise hexagonal cylinders. (1.4.1)

Attack: Command that may remove opposing pieces. (3.2.4; 3.3.4; 3.4.4; 3.5.3)

Attacker: Faction initiating an Attack. (3.2.4; 3.3.4; 3.4.4; 3.5.3)

Available: Forces in holding boxes which may be placed on the map through Commands, Decrees, and Events. (1.4.3)

Bahmani Kingdom: Playable Faction. (1.5)

Build: Decree to construct Forts or Temples. (4.3.2; 4.4.2)

Campaign: Decree to redeploy Sultanate forces across long distances. (4.2.2)

Cavalry pool: All available Cavalry tokens are kept in a pool on the side of the board. Spent Cavalry tokens are returned to the pool. If there are no tokens in the pool, they may instead be taken from any other Factions. (1.10)

Cavalry tokens: Representing a broad range of military advances, Cavalry tokens are gained by card effects and some Decrees and are spent during battles to either Charge or for Screen. (1.10)

Charge: One possible use of a Cavalry token, which reduces a die roll by one. Multiple Cavalry tokens may be used to reduce a single die value multiple times. Mongol Invaders always use a single Charge in every battle, converting a miss to a hit if possible. (1.10)

City: Cities are labeled vertices on the map. Delhi is not a City. (1.3.4)

Collect Tribute: Decree to collect Resources from Tributary Provinces and gain Cavalry tokens. (4.2.1)

Command: Basic actions available to each Faction. (3.0)

Compel: Decree to augment Vijayanagara forces, and possibly remove an enemy piece and gain Cavalry. (4.4.3)

Conspire: Decree to augment Bahmani forces. (4.3.3)

Control: A Faction Controls an Independent Province if it has the majority of pieces there. A Tributary Province is never Controlled. (1.7)

Deccan Influence: Enhances certain Commands and Decrees, increases the Available pool of Units, and contributes to Bahmani and Vijayanagara victory; tracked by Influence markers on the Deccan Influence track next to the map. (1.9)

Decree: Special actions available to each Faction. (4.0)

Defender: Faction subject to an attack. (3.2.4; 3.3.4; 3.4.4)

Delhi: Special map space, capital of the Delhi Sultanate. (1.3.3)

Delhi Sultanate: Playable Faction. (1.5)

Demand Obedience: Decree to return Independent Provinces back to Tributaries. (4.2.3)

Eligible: Faction able to execute Event or Command: per Faction order on Event card, 1st, 2nd, and 3rd Eligible. (2.3.1)

Event: Card with Faction order and text that a Faction may execute. (2.3)

Execute: Implement Event or conduct Command or Decree. (2.3)

Faction: Delhi Sultanate, Bahmani Kingdom, and Vijayanagara Empire are the three playable Factions. Mongol Invaders are a non-player Faction. (1.5)

Flip: Switch status of an Amir or Raja between Obedient and Rebellious. (1.4.5)

Forces: Troops, Governors, Amirs, Rajas, Mongol Invaders, and Structures. (1.4)

Free: Command granted by an Event or Succession Card that does not cost Resources (3.1.3)

Friendly: Relationship of a Faction to itself. (1.5)

Govern: Command to either place Governors or to remove Obedient Amirs or Rajas and place Qasbahs. (3.2.3)

Governors: Delhi Sultanate Units, black hexagonal cylinders. (1.4)

Independent: A Province that is not a Tributary, can be either Controlled or Uncontrolled. (1.6)

Ineligible: Faction position in Sequence of Play. (2.3.1)

Influence: See Deccan Influence.

Limited Command: Command in one space only without a Decree. (2.3.5)

Map: Board spaces; Provinces, Mongol Invasion Regions (Mountain Passes and Punjab), and Delhi. (1.3)

March: Command to move Troops and Governors. (3.2.2)

Migrate: Command to move Amirs or Rajas. (3.3.2; 3.4.2)

Mongol Invaders: Mongol Units, red cubes. (1.4.1)

Mongol Invasion Regions: The Mountain Passes and Punjab spaces on the map. (1.3.2)

Obedient: Status of an Amir or Raja, indicated by its symbol end facing down. (1.4.5)

Pass: Decline to execute Event, Command, or Decree when Eligible. (2.3.6)

Pawn: Token to designate/remember spaces selected for Command or Degree, with no other game effect. (3.1.4)

Piece: All Units and Structures. (1.4)

Place: Move a piece to the map from Available. (1.4.6)

Prosperity: Economic productivity indicated in each Province, either 1 or 2. (1.3.1)

Province: All map regions other than Delhi and Mongol Invasion regions. (1.3.1)

Rajas: Vijayanagara Empire Units, yellow octagonal cylinders. (1.4.1)

Rally: Command to place pieces. (3.3.1, 3.4.1)

Rebel: Command to assert Independence in a Tributary Province. (3.3.3; 3.4.3)

Rebelling: Status of an Amir or Raja, indicated by its symbol end facing up. Mongol Invaders are always Rebelling. (1.4.5)

Remove: Return a piece from the map to Available. (1.4.3)

Replace: Remove pieces and, if desired, place other pieces in their stead. (1.4.6)

Resources: Economic capacity to execute Commands. (1.8)

Screen: One possible use of a Cavalry token, which removes an opponent's die (unless it is showing a 1) from the battle. (1.10)

Select: Choose an action's locations or targets. (3.1.1)

Shaded: Second choice on an Event card, may be selected by any Faction; often favorable to the Delhi Sultanate. (2.3.4)

Space: Map area that may hold pieces; Provinces, Mongol Invasion Regions, and Delhi. (1.3)

Stacking: Limits on the pieces that may occupy a space; each space can hold up to one of each Faction's Structures. (1.4.4)

Structure: Qasbahs, Forts, and Temples are all Structures. Structures can affect Rally, Resources, and Victory, among other functions. (1.4.2)

Target: Opposing Faction or piece that is the object of an action.

Tax: Decree to collect Resources from Vijayanagara-Controlled Independent Provinces. (4.4.1)

Trade: Decree to collect Cavalry and Resources from Provinces with Bahmani pieces. (4.3.1)

Tributary: State of a Province indicated by a marker, opposite of Independent. A Tributary Province is never Controlled or Uncontrolled. (1.6)

Troops: Delhi Sultanate Units, gray cubes. (1.4)

Uncontrolled: An Independent Province that no Faction Controls, indicated by the absence of a Control marker. (1.7)

Unit: Troops, Governors, Amirs, Rajas, and Mongol Invaders are Units that may be used to March/Migrate and Attack, among other functions. (1.4.1)

Unshaded: First choice on an Event card, may be selected by any faction; often unfavorable to the Delhi Sultanate. (2.3.4)

Vindhya Range: Impassable map feature. (1.3.6)

Vijayanagara Empire: Playable Faction. (1.5)

Icon Key



Delhi Sultanate



Bahmani Kingdom



Vijayanagara Empire



Resources



Cavalry



Bahmani Influence

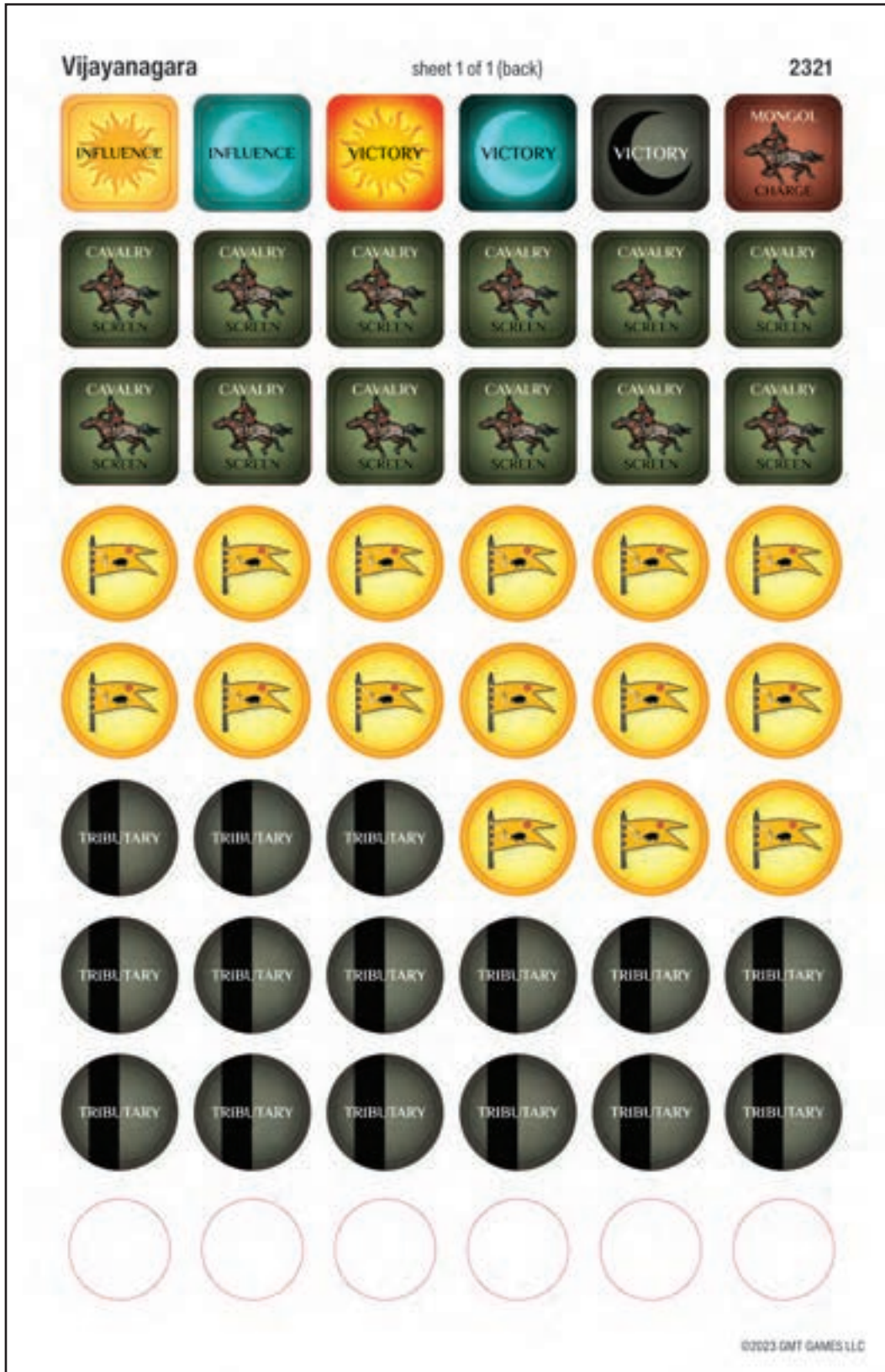


Vijayanagara Influence

Counter Scans

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Setup

The map shows the following setup details:

- Top Panel:** A row of 17 numbered tiles (1-17) with a 'VICTORY' icon on the left and a 'VICTORY' icon on the right. Below the tiles are icons for a teal cube, a yellow cube, and a crescent moon.
- Delhi Sultanate (Top Right):** A box containing 10 grey cubes, 2 Cavalry Charge icons, 4 House icons, and 2 Crescent Moon icons.
- Bahmani Kingdom (Middle Left):** A box containing 10 teal cubes, 3 House icons, and 3 Crescent Moon icons.
- Vijayanagara Empire (Bottom Left):** A box containing 10 yellow cubes, 3 House icons, and 3 Crescent Moon icons.
- Map Regions and Units:**
 - Delhi:** 4 grey cubes.
 - Delhi Sultanate:** 10 grey cubes.
 - Delhi Tributaries:** Sindh, Rajput Kingdoms, Jaunpur, Malwa, Gujarat, Madhya Pradesh, Orissa, Maharashtra, Karnataka, and Tamilkarn (each with 1 grey cube).
 - Other Regions:** Punjab (4 grey cubes), Chittor (1 grey cube), Devagiri (2 grey cubes), Gulbarga (1 grey cube), Warangal (1 grey cube), and Mysore (1 grey cube).
 - Other Units:** 1 teal cube, 1 yellow cube, and 1 crescent moon.
- Game Mechanics:**
 - Influence:** Teal cubes (1, 3) and yellow cubes (1, 2, 3, 4) with 'Influential' and 'Controlled' labels.
 - Command:** A 'Sequence of Play' diagram showing 'Command & Decree' and 'Event or Command' leading to 'INELIGIBLE FACTORS'.
 - Other:** 'MONGOL CHARGE' (red cubes), 'CAVALRY CHARGE' (horse icons), and 'PAIN' (red triangles) icons.