Gandhi

THE DECOLONIZATION
OF BRITISH INDIA
1917–1947

COIN
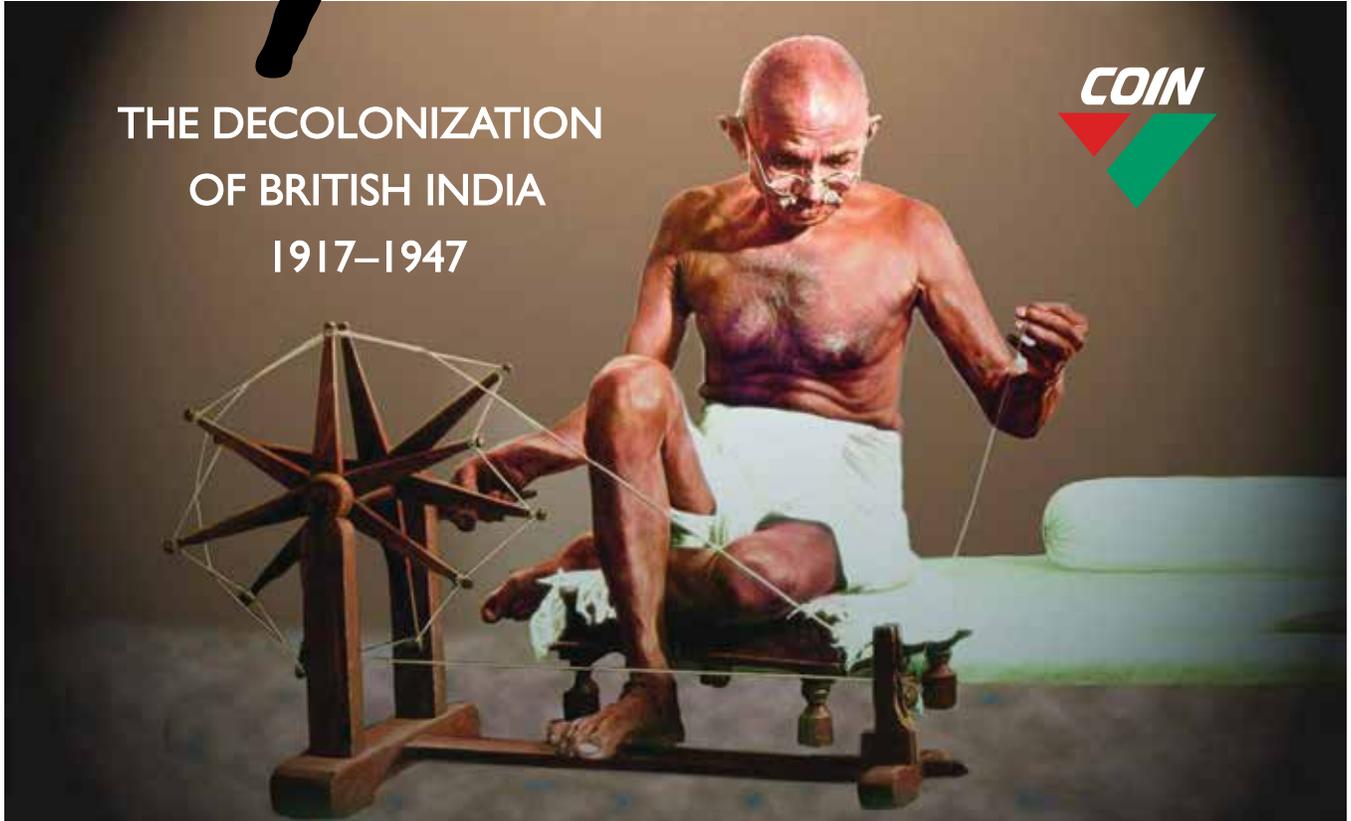
PLAYBOOK

TABLE OF CONTENTS

GANDHI TUTORIAL

First-time players should start here!

Tutorial Introduction

India, 1917. The Great War drags on in Europe. With no end in sight to the deadlock, Britain remains focused on the Western Front. India has remained a relatively quiet sector. 60 years ago, the Sepoy Mutiny was crushed and India became the most important possession of the British Empire. Resistance to British rule since has been sporadic. The Indian National Congress looks forward to a day when Indians will govern India again, but their annual meetings are little more than squabbles over political positions with no real power. An ambitious lawyer, returned home after twenty years in South Africa, offers a new strategy of nonviolent resistance but has yet to prove himself in India. Leaders of the newly formed Muslim League wonder if backing Congress remains their best hope of protecting the minority Muslim community. And across India, groups of insurgents have formed. Tiring of negotiations that go nowhere when the British seem to have all the power, the Revolutionaries gather arms and train fighters willing to use them. Welcome to *Gandhi*!

This Tutorial will introduce you to the game step-by-step, demonstrating important game concepts and mechanics while showing the various options available to each Faction. The goal of this Tutorial is to teach the game, not necessarily show optimum strategy—that's left for you to discover.

Main Scenario Setup (2.1)

The Map. Let's start by setting up the Main scenario, which begins in 1917. Lay out the map board and take a moment to review its features. The map shows British India broken up into four different kinds of spaces: Cities, Provinces, States, and Railways.

> Take a moment to read rules section 1.3 to learn about the map.

Forces and Markers. Next, gather the wooden pieces and markers, and turn to page 42 in the Rules of Play for details about this scenario's setup.

First, organize each Faction's pieces. Each Faction has a spot on the board, called the Available box, that holds that Faction's wooden force pieces (1.4). Place all the pieces, by color, in their Faction's Available boxes. For the Muslim League and the Revolutionaries, place their Bases (the flat discs) on the circle spaces in their Available boxes. Congress has a special Leader piece representing Gandhi, which will enter play in a moment. You will be left with a few remaining pieces: six short round cylinders (two each for the Raj and the Revolutionaries, one each for Congress and the Muslim League), plus six white and six black pawns for marking action spaces (3.1.3).

> Take a moment to read rules section 1.4 to learn about Faction force pieces.

Now let's look at the scenario setup instructions in rules section 2.1 on page 39. After the historical context for this scenario you

will see a section labeled "Deck"—skip this section for now (we will get to that in a moment). Below that are instructions for the "Edge Track," the numbered spaces that run along the edge of the map. The Edge Track is used to keep track of how many Resources the Raj and the Revolutionaries have, using one set of the short round cylinders (the Congress and the Muslim League do not use Resources), and each Faction's Victory total, using rounded square Victory markers. Go ahead and put the Raj and Revolutionaries cylinders and each Faction's Victory marker on the Edge Track as indicated in that setup section. (If you have not punched out the markers, punch what you need as we go).

Next, we will set up markers in the State of India box. This box consists of two Tracks—Unity and Restraint—and spots to hold the six Protest markers. As noted in the setup, place the Unity marker on 3 and the Restraint marker on 4. Then place all six Protest markers on the circles to the right of the Restraint Track, one marker in each space.

As noted, all Factions start the game Eligible to act (2.3.1). Put the remaining four short cylinders onto the SEQUENCE OF PLAY area at the lower right of the board, into the "Eligible Factions" box. Go ahead and put the Campaign marker in the "Campaign Card" box as well.

Now let's put the starting forces into the various spaces of the map, as listed in the rest of the setup. Bases (discs) have special holding spaces indicating the maximum number of bases that can be placed in each space. All other forces can go anywhere in their space. As you should recall from reviewing section 1.4, Activists are only ever placed or flipped to their symbol (Active) end when they are in a space containing a Protest marker (a "Protest space") or on a Railway. The rest of the time they are Inactive and should be flipped or placed with their symbol side down. Note that Gandhi, who also counts as an Active piece for the Indian National Congress, is embossed like an Activist. Gandhi is always Active and should always be placed symbol up.

Any time you place a Guerrilla on the map, for any reason, they start Underground (embossed symbol side down; symbol side up would mean Active).

Some forces start the game Out of Play. These forces may become available during the course of the game. Go ahead and place the forces indicated by the setup in the "OUT OF PLAY" box marked on the map.

> Take a moment to read rules section 1.5 to learn about the different types of Factions.

Spaces with Population (i.e., any space that is not a Railway) either Support, are Neutral towards, or Oppose the rule of the British Raj. The setup lists which spaces start with Support or Opposition. If not specified, the space starts at Neutral. Place the indicated markers in the Space's boxes marked "Neutral," or place no marker if the space is Neutral.

> Take a moment to read rules section 1.6 to learn about Support and Opposition.

The setup also lists whether or not the Raj Controls each City and Province. The Raj Controls a space if they have more

pieces there than the Active pieces of everyone else combined. Place the noted Raj Control markers in the space's box marked "Uncontrolled". Only the Raj can control a space. Note that the Raj may never Control either Railways or Princely States (the spaces on the board bordered in yellow and without a box marked "Uncontrolled").

> Take a moment to read rules section 1.7 to learn about Raj Control.

One space (East Bengal) starts with an Unrest marker. For now, just place the marker anywhere in the space.

We have one last setup task: the Congress needs to place Gandhi, one Congress Activist, and one Protest marker into any one space on the map (in addition to whatever other pieces start there). In our tutorial the Congress decides to start Gandhi's first protest in United Provinces, so place Gandhi there along with one Congress Activist from its Available Forces box. Finally, take the Protest marker from the 1 space in the State of India box and place it anywhere in the United Provinces space. This space is now a Protest space (1.3.7). Since all Activists are automatically flipped to their Active side whenever in a Protest space (1.4.3), flip the lone Congress Activist so that its spinning wheel symbol side is up.

> Protest markers, Unrest markers, and Strike markers are explained in the rest of rules section 1, but we will cover them in detail later in the tutorial.

Event Deck. Have a look at the general instructions for Deck Preparation in the SETUP box on page 39. For all scenarios, Decks are prepared by shuffling all 72 Event cards (separately from the seven Campaign cards, which are also shuffled) and forming them into facedown piles of six cards, then shuffling one Campaign card into every second pile, and finally stacking the piles. That way, each stack of cards between Campaign cards has some 12 Event cards, plus or minus. COIN players like to refer to each stack of cards as a "Campaign".

For this tutorial session, we will create a special teaching deck by finding the nine Event cards listed below and the Campaign card with the BRITISH VICEROY LORD IRWIN on the front. Create the Event deck by stacking these cards in this order (top to bottom):

Card 1 (top): GANDHI'S YOUNG INDIA NEWSPAPER (#60)

Card 2: SAROJINI NAIDU INSPIRES THE MASSES (#57)

Card 3: UNITED BENGAL (#65)

Card 4: ROWLATT ACT EMPLOYED IN FORCE (#26)

Card 5: BRITISH INDIAN ARMY DEFENDS THE EMPIRE (#1)

Card 6: JUGANTAR FORMED IN BENGAL (#20)

Card 7: HINDUSTAN SOCIALIST REPUBLICAN ASSOCIATION (#44)

Card 8: SIMON COMMISSION REPORT PUBLISHED (#4)

Card 9: CELLULAR JAIL (#32)

Card 10: VICEROY LORD IRWIN Campaign Card (#75)

Cards 11-13: Any three Event cards

If you want to continue this session after completing the tutorial, or if you just want to try assembling a full deck now, proceed as follows (otherwise the first 10 cards listed are enough for this tutorial): Deal out six piles of six Event cards each (face down). Shuffle one Campaign card (chosen at random) each into the second, fourth, and sixth piles. Stack the piles (sixth at bottom) and put them underneath the 13 facedown cards listed above (card 1 on top). Set the remaining Event and Campaign cards aside. Your deck is ready for the Main scenario.

> Take a moment to read rules section 2.3 to learn about Event cards.

British Viceroy of India. Normally, you would draw the first Viceroy randomly from the Campaign cards not used to create the game deck. For our game, instead find Campaign card VICEROY LORD LINLITHGOW (#77) and place it face up on the map in the British Viceroy of India box. The Viceroy on this Campaign card gives the Raj Faction a special capability during this Campaign only; in this case, LORD LINLITHGOW allows the Raj to perform the Martial Law Special Activity (4.2.3) without placing an Unrest marker. During each Campaign Round, a new Campaign card will replace this one to become the new British Viceroy for the next Campaign.

> Take a moment to read rules section 2.5 to learn about the British Viceroy of India.

Victory. Finally, before we begin playing, have a quick glance at what each Faction is trying to do to win. Find the Faction foldout chart that says "Operations" and "Special Abilities" and look at the "Victory" box at the bottom right of any one of the panels. The box lists all four victory conditions so that players can keep an eye on everyone's standing. That panel's Faction has its condition highlighted.

> **VICTORY** (7.0)
> **British Raj:** Total Support + Raj-Controlled Pop > 38.
> **Congress:** Total Opposition > 20.
> **Muslim League:** Muslim Opposition + twice Muslim State Pop > 14.
> **Revolutionaries:** Unrest Pop + Bases > 14.

This is the Victory box from the Raj faction.

Each player Faction has something particular that it is trying to achieve (7.2-7.3):

● The British Raj win by building Support and by Controlling Cities and Provinces.

● The Indian National Congress wins by building Opposition.

● The Muslim League wins by building Opposition in Muslim spaces and by establishing Muslim States.

● The Revolutionaries win by spreading Unrest and by building Bases.

> Take a moment to read rules section 7.0 to learn about how to win the game.

Events, Operations, and Special Activities

In *Gandhi*, we play one card at a time and flip the next card up to see what lies ahead. Place the Event deck in the Draw Deck box on the map, draw the first Event card, and place it in the "Current Card" box (2.2). This will be the first card of the Campaign. Then, turn over the next card in the Event deck and leave it face up on top of the deck (as we play, you will notice that some of these symbols may have a square "halo" or be underlined with a rifle or arrow; these symbols are only used when playing with the Non-player option (8.0), so we can ignore them).
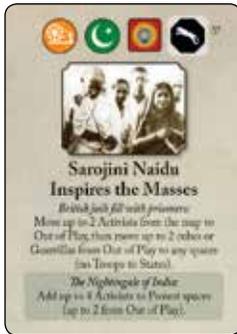
On Deck   *Current Card*

Card 1: Gandhi's Young India Newspaper. Looking across the top of the Gandhi's Young India Newspaper card, we see the four Faction icons. This order determines who will first be eligible to act on this card. Two Factions only will get to act; the others must wait until the next card. Look at the SEQUENCE OF PLAY display at the lower right of the game board: it shows how the Factions' various options interrelate.

> Take a moment to read rules section 2.3 to learn about the Sequence of Play.

The Congress (orange) is 1st Eligible on Gandhi's Young India Newspaper, so they have a full slate of options. First they look at both the unshaded and shaded Event text. Typically, the unshaded Event favors the Raj (but not always!) and the shaded Event favors the other Factions. Although all Event cards show two Events, a Faction may only execute one of the Events, never both. Events can be powerful because when an Event is executed it can break the usual rules of the game in whatever way the card specifies—almost! There is a list of inviolable rules in section 5.5.1 of the rules. For example, Events may not violate the stacking rules for Bases and Protest markers, and may never place Troops in States. Still, events can be a powerful way to get around a lack of Resources or limitations on where other actions can be performed. Beyond that, Events are executed literally.

The Congress decides to execute the shaded Event, "Add 1 Active Activist or Underground Guerrilla to up to 4 Railways that are adjacent to Opposition spaces." This is a powerful Event for the Congress: the Railways provide the Raj Faction the Resources it needs to Operate in India. If the Congress can keep these Activists on the Railways, it will get to place Strike markers during the next Campaign Round, reducing Raj Resources.

Remember, Events are executed literally! So Congress could choose to place a Muslim League Activist (the Event just says

"Activist") or Guerrillas if desired, or even choose a different piece for each Railway, as long as each selected Railway is adjacent to a space with a Passive or Active Opposition marker. Congress could even choose to place pieces on less than four Railways since the Event says "up to 4" (and yes, zero would be an allowable choice!) But the Congress would prefer to place as many of their own Activists on the map as possible, to build up forces for later.

The Congress moves four Activists from its Available box to the map. Per the shaded Event text, it may only select Railways adjacent to spaces with Opposition. There are not a lot of Opposition spaces on the map: only East Bengal, Gujarat, and Hyderabad. They decide to place one Congress Activist each on the 5 Econ Railway between East Bengal and West Bengal, the 4 Econ Railway between Hyderabad and Bombay Presidency, the 4 Econ Railway coming out of Bombay, and the 4 Econ Railway between Mysore and Coastal Andhra (this Railway is adjacent to Hyderabad because the two spaces are separated by a town, 1.3.8). Activists on Railways are always Active (1.4.3), so the Congress flips these four pieces to their Active side.

Congress Event places Activists on four Railways.

> Take a moment to read rules section 5.1 to learn about executing Events.

Since the Congress executed an Event, we move its Eligibility cylinder to the "1st Faction Event" box on the Sequence of Play. The little arrow pointing from that box to "2nd Faction Operation + Special Ability" shows that the next Eligible Faction can execute an Operation plus Special Activity. Looking at

the current Event card, the Revolutionaries (black) are the 2nd Eligible Faction. They may:

- Execute an Operation plus Special Activity, or
- Pass (2.3.3).

Passing would give the Revolutionaries +1 Resources, but they want to take advantage of the opportunity to conduct a powerful Special Activity. One downside of selecting an Event is that you give your opponents the opportunity to execute a very powerful combo called an Operation plus Special Activity. Factions conducting an Operation plus Special Activity may execute the Operation first, or the Special Activity first, or even interrupt an Operation to execute a Special Activity and then return to complete the Operation. In this case, they will perform an Operation first.

> Take a moment to read rules section 3.1 to learn about Operations and section 4.1 to learn about Special Activities.

The Revolutionaries want to get some additional forces onto the board, so they decide to Rally (3.4.1). On the Faction foldout chart that says "Operations" and "Special Activities", look at the black Revolutionaries panel. The left column shows the choices of Operations, with Rally at the top.

Ideally, the Revolutionaries would like get some Bases on the map; after all, their victory is partially based on the number of Bases they have on the map (7.2). Looking at the Rally Operation, we see that the Revolutionaries can choose between placing Guerrillas in a space or replacing Guerrillas equal to Unity with a Base. Unity is currently at 3, and no spaces have three or more Guerrillas, so they will use this Operation to place Guerrillas on the map instead.

Normally, when a Faction executes an Operation, it may execute that Operation type in several spaces. That does not mean the Revolutionaries can Rally in any space; they are limited by the "Location" specified for the Operation. For Rally, this is "Cities, Provinces, and States without Support plus any with a Revolutionaries Base." The Revolutionaries mark their selected Rally spaces with white pawns (3.1.3) to help plan out and record what they are doing:

- First, they select East Bengal. With the Base there, the Revolutionaries get to place two Guerrillas (one plus the number of Revolutionaries Bases) from Available. Remember: Guerrillas added to the map for any reason are always placed Underground, so these pieces are placed with their tiger symbol down.
- Next the Revolutionaries select Punjab. Without a Base there, they may only place one Guerrilla. Again, this Guerrilla is placed Underground.
- Then, they select Hyderabad, placing a single Underground Guerrilla.
- Last, they Rally in Central India Agency, placing a single Underground Guerrilla.

Revolutionaries Rally in East Bengal, Punjab, Central India Agency, and Hyderabad, costing four resources total.

There are no more Guerrillas in the Available box, so that will be the last space selected for Rally. Revolutionaries would have liked to Rally in some 2 Population spaces, but without a Revolutionaries Base in these spaces, the Support there blocks Revolutionaries Rally.

Finally, at the end of the Operation, they move one Guerrilla from Out of Play to Available. Because Rally costs one Resource per space, the Revolutionaries spend four resources, and their black Resource cylinder on the Edge Track moves from 8 down to 4.

> Take a moment to read rules section 3.4.1 to learn about Revolutionaries Rally Operations.

Now, the Revolutionaries perform their Special Activity. Looking at the Revolutionaries sheet of the Faction foldout, we see that each Operation on the left indicates Special Abilities in colored text that may add to it, and that each Special Activity option on the right similarly notes which Operations might accompany it (4.1, 4.1.2). The Revolutionaries would like to get the piece they just moved from Out of Play onto the map. Since that happened at the end of their Rally Operation, they may not select any more Rally spaces, but the Infiltrate Special Activity (4.5.2) may be used along with a Rally Operation and will enable the Revolutionaries to get their Guerrilla on the map.

The Revolutionaries may select any single space with an Underground Guerrilla. They select United Provinces, marking it with a black pawn. They may replace one Sepoy, Activist, or Protest marker with one Underground Guerrilla. Wanting to slow Congress actions there, they infiltrate the Protest, return the marker to the circled 1 spot in the State of India box, and place their last Guerrilla from Available in the space, Underground. With the Protest marker removed from United Provinces, the Activist must flip to its Inactive side, with the spinning wheel symbol down. The Infiltrate Special Activity does not cost Resources, so Revolutionaries Resources remain at 4.
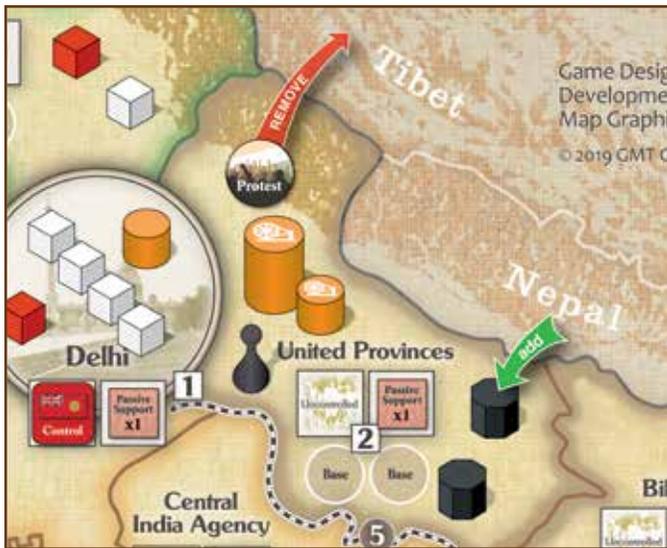
Revolutionaries Infiltrate in United Provinces and replace the Protest with an Underground Guerrilla.

Take a moment to read rules section 4.5.2 to learn about Revolutionaries Infiltrate Special Activity.

With their Operation and Special Activity complete, Revolutionaries signal the end of their turn by moving their Eligibility cylinder to the "2nd Faction Operation + Special Activity" box on the Sequence of Place (2.3.6). Remove all the pawns.
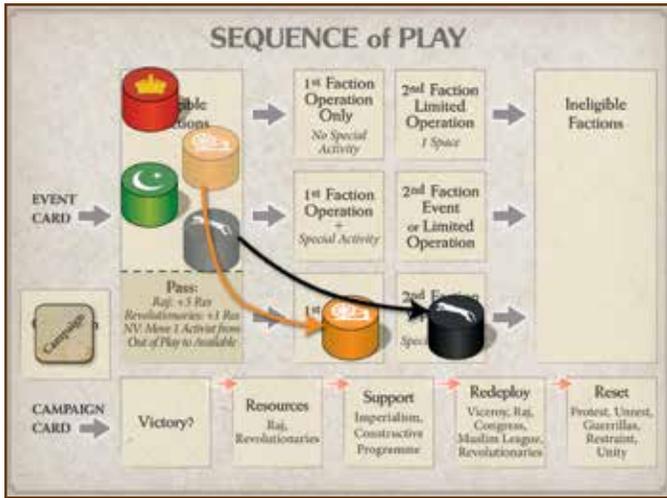

The Congress executes the Event and the Revolutionaries an Operation plus Special Activity.

Since two Eligible Factions (Congress 1st and Revolutionaries 2nd) have now acted, the turn is over. Raj and the Muslim League did not act on this card, so their Eligibility cylinders remain in place. Shift the Congress and Revolutionaries cylinders to the "Ineligible Factions" box; they will not be able to act on the next card.

Make SAROJINI NAIDU INSPIRES THE MASSES the Current card for game turn 2 by placing it atop GANDHI'S YOUNG INDIA NEWSPAPER. Reveal the next card in the deck (UNITED BENGAL), which then becomes the Upcoming card for turn 2.
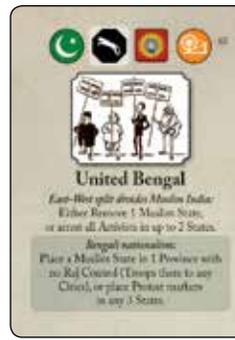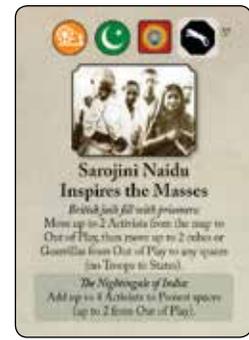

On Deck	*Current Card*

Card 2: SAROJINI NAIDU INSPIRES THE MASSES. Only the Raj and the Muslim League have their Eligibility Cylinders in the "Eligible Factions" box, so they are the only Factions that can act on this Event card. So we skip over the orange symbol in the order along the top of SAROJINI NAIDU INSPIRES THE MASSES and find that the Muslim League is the 1st Eligible.

The Muslim League looks at the Event on the Upcoming card. The Muslim League icon is leftmost on this card, so if it were to Pass on the Current card it would remain Eligible on the next card and would have first choice at the beginning of game turn 3. The shaded option on the Upcoming Event is very good for the Muslim League—it places a Muslim State in a space with no Raj Control, which will help the Muslim League towards Victory. So, the Muslim League Passes and moves its Eligibility cylinder to the Pass space. When either Congress or the Muslim League Passes, they get to move one Activist from Out of Play to Available. Although the Muslim League is free to move a *Congress Activist* which would shift Unity from 3 to 4, it chooses instead to move its own piece. The Muslim League now has six Activists in its Available box, and five Muslim League Activists remain in the Out of Play box.
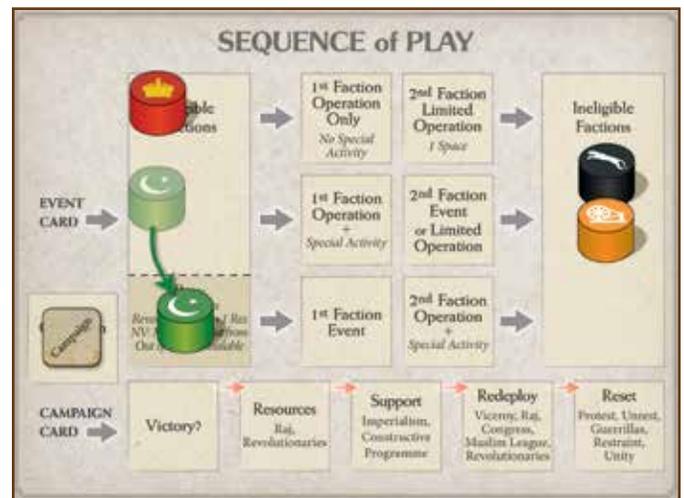
The Muslim League Pass in anticipation of UNITED BENGAL.

The Raj is left as the only Eligible Faction. The Raj may choose to execute:

● An Operation (3.0) plus Special Activity (4.0), or
● The Event (5.0), or
● Pass (2.3.3).

The Raj needs to bring much needed forces to India and chooses to perform an Operation plus Special Activity in order to execute a Deploy Operation (3.2.1). As noted on their Faction sheet, the Raj may accompany any of its Operations with any Special Activity, and in this case decides to add Govern.

The Raj may select any Cities for Deploy, and pays Resources equal to the current Restraint value for each space where Sepoys are placed. It costs no Resources to place only Troops into a City. Like the Revolutionaries in the previous turn, the Raj will mark spaces selected for the Operation with white pawns:

- The Raj first selects Delhi for Deploy. Its central location makes it the perfect spot from which to extend Raj Control over the valuable 2 Population Provinces across north India. In each space selected for Deploy, Raj may place up to six cubes. Here, they place three Troops and three Sepoys.

- Next, the Raj selects Calcutta, another City close to 2 Population Provinces. They choose to place only Sepoys here, adding six Sepoys to the three already there.

- Last, the Raj select Bombay. Only one Troop remains in the Raj Available box, and this cube is sent to Bombay. Although there are Sepoys Available to add, the Raj wants to save its Resources: since they only placed Troops in Bombay, this space does not cost Resources.
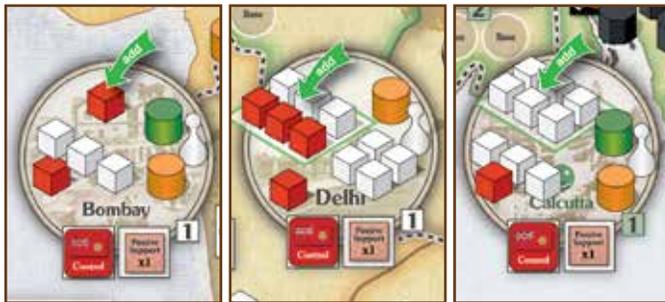
The Raj Deploy in Delhi and Calcutta, placing Troops and Sepoys, and Deploy in Bombay with Troops only.

Finally, after all Deploy spaces have been selected and cubes placed, Raj may move up to two cubes from Out of Play to Available. They move two Troops to Available. Because the Raj placed Sepoys in two spaces and Restraint is 4, they move their Resource cylinder down 8 spaces on the Edge Track, from 35 to 27.

Take a moment to read rules section 3.2.1 to learn about Raj Deploy Operations.

Now, the Raj performs their Special Activity. They would like to build Support in India, so they execute Govern (4.2.2). As noted in the "Govern" box on the Raj sheet of the Faction foldout, they may select up to two spaces with cubes for Govern; in each of those spaces, they may perform one of three actions:

- Remove one Active adversary (1.4.3), or
- Remove one Strike or Protest marker if there are no Activists there, or
- Buy Imperialism to add Support or remove an Unrest or Muslim State marker, but only if there are no Active adversaries there.

The Raj would like to remove the Unrest marker in East Bengal, but the Revolutionaries Base prevents the Raj from buying Imperialism here (Bases are always Active). Instead, they select Punjab as their first space for Govern. The Raj will buy Imperialism, which costs 3 Resources for each marker removed or level of Support shifted, up to a maximum of two levels. Imperialism is the primary way that the Raj generates support for its rule, and represents the investment of time and money into infrastructure and organizations that secure an area and provide services to the population. The Raj is allowed to buy Imperialism here because there are cubes present and no *Active* adversaries—the Inactive Activists and Underground Guerillas do not prevent the Raj from buying Imperialism. If there were any Unrest markers here, the Raj would have to pay to remove them first, but there are none. The Raj pays 6 Resources to shift Punjab twice, from Neutral to Passive Support and then to Active Support, by placing an Active Support marker in the Support/Opposition box in the space.


The Raj Govern to buy Imperialism in Punjab and Orissa, shifting each space twice, from Neutral to Active Support.

Punjab is a 2 Population space. By using Govern to shift Punjab to Active Support the Raj adds 4 Support to its victory total. Move the Raj Victory marker on the Edge Track from 24 to 28, and the Raj Resource cylinder from 27 to 21.

The Raj may select one more space for Govern. They would really like to remove the Activists from the Cities, but until these pieces are Activated by Protest, they cannot be removed during Govern. Instead, the Raj selects the Princely State Orissa, again to buy Imperialism. They pay 6 Resources to shift Orissa from Neutral to Active Support. Since Orissa is a 1 Population space, shifting Orissa to Active Support only adds 2 to the Raj victory total. Move the Raj Victory marker from 28 to 30, and move the Raj Resources cylinder from 21 to 15. Raj has completed its Special Activity and moves its Eligibility cylinder into the "1st Faction Operation + Special Activity" box on the Sequence of Play.

Take a moment to read rules section 4.2.2 to learn about Raj Govern Special Activity.

With no Eligible Factions remaining, this turn is over. Move the Congress and Revolutionaries Eligibility cylinders from the Ineligible box to the Eligible box. Also move the Muslim League cylinder from the Pass box into the Eligible box. Then, move the Raj cylinder into the Ineligible box; it will not act on the next card. Finally, place the Upcoming card (UNITED BENGAL) atop the Current card box and reveal the next card from the deck: ROWLATT ACT EMPLOYED IN FORCE.
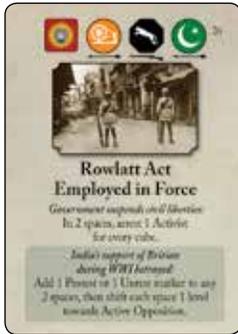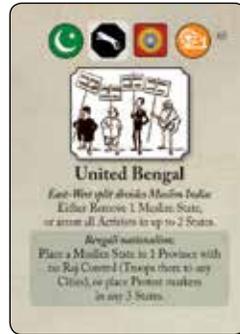
On Deck   *Current Card*

Card 3: UNITED BENGAL. Having Passed in the last turn, the Muslim League remains Eligible for this turn. Their Faction icon is leftmost on the Current card, so they get first choice of how to act. They select the Event and will implement the shaded Event text: "Place a Muslim State in 1 Province with no Raj Control (Troops there to any Cities), or place Protest markers in any 3 States." This is a strong Event for the Muslim League: when they place a Muslim State marker in a Province, they gain twice that space's Population towards victory.

The Muslim League may select any Province with no Raj Control to place the Muslim State. This means they could select non-Muslim spaces, but such a move may leave the new Muslim State vulnerable because most Muslim League pieces are already in Muslim spaces (and Muslim States may never be placed in Cities or Princely States, only in Province spaces). So they choose to place the Muslim State in West Bengal: a 2 Population space with Muslim League Activists and no Raj Control. Since Troops may never enter or be placed in States (1.3.5), any Troops would need to be moved out, but there are none there. Because the Muslim League counts twice the population of Muslim States for victory, they move their Victory marker on the Edge Track from 2 to 6, and move their Eligibility cylinder into the "1st Faction Event" box. The Muslim League has started to carve out protected territory for India's Muslim minority, perhaps one day to be part of the new nation of Pakistan.
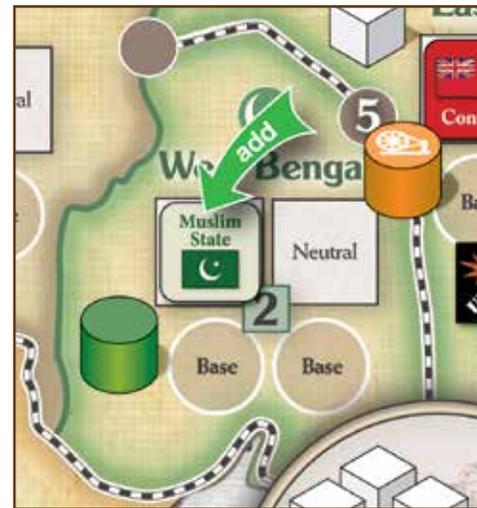
The Muslim League executes the shaded text on UNITED BENGAL to create a new Muslim State in West Bengal.

Take a moment to read rules section 1.3.5 to learn about Muslim States.

Both Congress and Revolutionaries are Eligible to act on this card, but the Revolutionaries icon is leftmost, so they are 2nd Eligible (2.3.5). Since the Muslim League selected the Event, the Revolutionaries may either select an Operation plus Special Activity or Pass. The Event on the Upcoming card is a good one for the Revolutionaries because it allows them to add Unrest markers to the map—they add to their victory the Population of each space with one or more Unrest markers in it—but there's no guarantee that the Event will be available since Raj (and possibly Congress) will get the first chance at it.

Instead, the Revolutionaries select a surefire way to add Unrest markers: the Unrest Operation (3.4.4). The catch is that it can be an expensive Operation: each space selected for Unrest costs Resources equal to Restraint, so the Revolutionaries will have to spend 4 resources per space! Fortunately, the Revolutionaries can use the Aid Special Activity (4.5.1) to generate additional Resources, even during an Operation. In addition to generating Unrest for the Revolutionaries victory, the Unrest Operation shifts spaces towards Neutral, which can be used to hurt other Factions which depend on Support or Opposition. Since the Raj is currently in the best position of the adversary Factions, the Revolutionaries will be happy to reduce their Support.

The Revolutionaries may select any spaces for the Unrest Operation that have at least one Underground Guerrilla. Ideally, the Revolutionaries would choose a space with a Population of 2 to maximize the gain to their victory, so they select United Provinces. First, they flip one of the Underground Guerrillas there to its Active side (tiger symbol up), then add an Unrest marker to the space. Since this is the first Unrest marker here and United Provinces has a Population of 2, the Revolutionaries move their Victory marker up two spaces, from 3 to 5 on the Edge Track. Additional Unrest markers here will not add to their victory total, but will make it harder to remove Unrest from the space. Finally, they shift Support in the space one level towards Neutral, from Passive Support to Neutral. The

Raj Victory marker moves from 30 to 28. Since Restraint is 4, selecting this space costs 4 Resources. The Revolutionaries are now out of Resources.

Unrest in United Provinces.

Take a moment to read rules section 3.4.4 to learn about Revolutionaries Unrest Operations and rules section 1.11 to learn about Unrest markers.

But the Revolutionaries are not done yet. After completing Unrest in United Provinces, they interrupt their Operation to perform the Aid Special Activity (4.5.1). Aid allows the Revolutionaries to gain Resources or flip Active Guerrillas Underground. The Revolutionaries are Resource poor, so they decide to add Resources. They select East Bengal, Hyderabad, and Central India Agency. These spaces all have Underground Guerrillas; flipping one Guerrilla Active in each space earns Resources equal to the space's Population. The Revolutionaries add 4 Resources (2 for East Bengal, 1 each for Hyderabad and Central India Agency) by moving their Resource cylinder from 0 to 4 on the Edge Track. Note that a Faction may execute a Special Activity at any moment before, during, and after its Operation. But, once it has started its Special Activity, it must complete it before returning to the Operation (a Special Activity itself may not be interrupted).

The Revolutionaries gain 4 resources by performing the Aid Special Activity in Central India Agency, Hyderabad, and East Bengal.

Take a moment to read rules section 4.5.1 to learn about Revolutionaries Aid Special Activity.

Now that they have extra Resources to spend, the Revolutionaries return to their Unrest Operation. They select one final space for Unrest: Bombay Presidency. After flipping the lone Underground Guerrilla Active, they add an Unrest Marker to the space. Like Unrest in United Provinces, this is the first Unrest marker here so the Revolutionaries add the space's Population (like United Provinces, also 2) to their victory total. They move their Victory marker from 5 to 7. Then, they shift the space from Passive Support to Neutral, and move the Raj Victory marker from 28 to 26. Lastly, since selecting this space costs 4 Resources, they move their Resource cylinder back to 0.
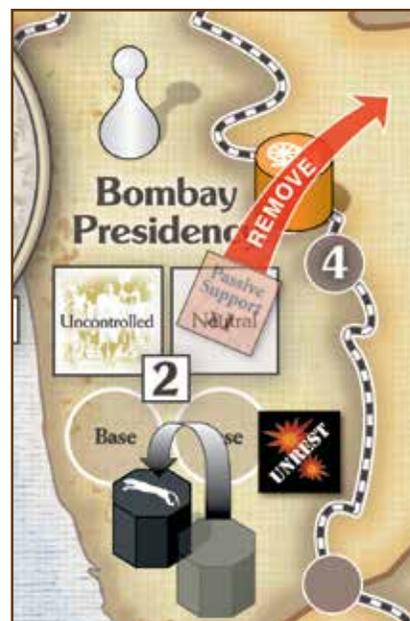

The Revolutionaries continue their Unrest Operation in Bombay Presidency.

The Revolutionaries spread Unrest to two spaces and are out of Resources, so they are finished with the Operation. When executing an Operation plus Special Activity, the Special Activity must be performed all at once, so the Revolutionaries cannot perform Aid a second time to gain more Resources. Only one final step remains in the Unrest Operation: after all spaces have been selected for Unrest, the Revolutionaries decrease Restraint by 1. Restraint is now 3. Further Unrest Operations will only cost 3 Resources per space now.

The Revolutionaries move their Eligibility cylinder into the "2nd Faction Operation + Special Activity" box. Since two Factions have acted on this card, the turn is over. Move the Upcoming card (ROWLATT ACT EMPLOYED IN FORCE) atop the Current card pile and reveal the next card in the Draw Deck (BRITISH INDIAN ARMY DEFENDS THE EMPIRE).
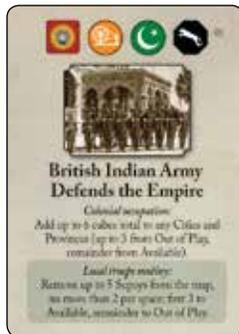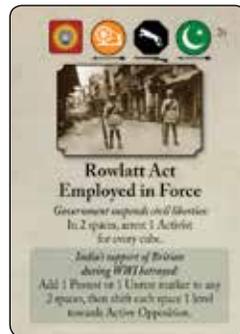
On Deck   *Current Card*

Card 4: ROWLATT ACT EMPLOYED IN FORCE. If you have not already adjusted the Eligibility cylinders after the Revolutionaries' Unrest, do so now. You will notice that both Raj and Congress are Eligible to act on this card, but the Raj Faction is leftmost and so they will get their first choice. The situation in India is starting to look dangerous for the Raj: Unrest has spread, nonviolent Activists are in position to stir up trouble, and a Muslim State has been declared in Bengal.

Worse still, while the current Event is not very helpful for the Raj, it would be very dangerous to allow the Congress (who are 2nd Eligible) to have it. However, if Raj as 1st Eligible chose to perform an Operation only and forgo performing a Special Activity, the Congress would be blocked from choosing the Event!

The Raj wants to move its forces out of the Cities and into the Indian Provinces, so it chooses to execute a Sweep Operation (3.2.3). Sweep allows cubes to move into new spaces, and even use the Railway network to extend their mobility. During Sweep, the Raj will pay for each space they move Sepoys into, plus additional spaces selected for Sepoys to "Sweep in place" in order to Activate Underground Guerrillas in their own space without moving. Like Deploy, Sweep costs Resources equal to Restraint for each space where Sepoys Sweep, and 0 Resources for each space where only Troops Sweep. Thanks to the Revolutionaries Unrest Operation last turn, Restraint dropped to 3, making the Raj response less expensive.

Sweep Operations can involve a lot of pieces, so we will continue to use white pawns to mark destination spaces. Place pawns in United Provinces, Bihar, West Bengal, Central Provinces, and

Bombay Presidency. Cubes may move to each destination from any adjacent spaces or from spaces one Railway away from the destination—with one important exception: cubes may not exit Protest spaces during Sweep Operations. Luckily for the Raj, there are no Protests currently in India. Also, in each destination, Sweep will Activate one Guerrilla for every cube. Execute Sweep in each destination, as follows:

- **United Provinces:** 1 Troop and 3 Sepoys move from Delhi to United Provinces. Activate the lone Underground Guerrilla in United Provinces. Then, because Raj pieces exceed all other Active pieces, place a Raj Control marker.
- **Bihar:** 1 Troop moves from Delhi onto the Railway to the southeast of Delhi and then into Bihar. 1 Sepoy moves from Calcutta onto the Railway to the northwest of Calcutta and then into Bihar. (The cube in Calcutta could not use the Railway to the north of Calcutta because Raj cubes may not enter Railways with Active pieces during Sweep.) Place a Raj Control marker.
- **West Bengal:** 2 Sepoys move from Calcutta. Since West Bengal is a Muslim State, no Troops may enter the space and Raj may not place a Control marker here.
- **Central Provinces:** 1 Troop moves from Delhi onto the southeast Railway and then into Central Provinces. Place a Raj Control marker. Since no Sepoys moved, this space does not cost Resources.
- **Bombay Presidency:** 1 Troop and 1 Sepoy move from Bombay to Bombay Presidency. Because Bombay Presidency is adjacent to Bombay, the Activist on the adjacent Railways have no effect. Place a Raj Control marker.

Effect of Raj Sweep into United Provinces and Bihar: Control is added to both spaces and the Underground Guerrilla in United Provinces is flipped to its Active side.

Finally, the Raj selects one additional space in order to Activate Guerrillas. In Punjab, they use only the single Troop there to Active one Underground Guerrilla. They could elect to add the

Sepoys there in order to Activate more Guerrillas, but choose not to. For one, this would cost Raj their last 3 Resources, and for another, this would Activate both Guerrillas in the space and Raj cubes would not longer exceed Active adversaries; Raj would lose Control of Punjab and consequently subtract 2 from their victory total! For a similar reason, Raj decides not to Activate any Guerrillas in East Bengal. Even one more Active piece there would take away Raj Control, so the Raj decides not stir up suspected Revolutionaries cells in East Bengal (for the time being).

Since the Raj swept with Sepoys in 4 spaces (United Provinces, Bihar, West Bengal, and Bombay Presidency), subtract 12 resources from the Raj total, moving their Resource cylinder down to 3 on the Edge Track.

The Raj adds the Population that they Control to their victory. Overall, the Raj placed Control markers in four spaces totaling 7 Population during this Operation and moves their Victory marker from 26 to 33.

> Take a moment to read rules section 3.2.3 to learn about Raj Sweep Operations.

In order to prevent Congress from selecting the Event, the Raj will not execute a Special Activity this turn. Remove all pawns and then move the Raj Eligibility cylinder into the "1st Faction Operation Only" box to end their turn.
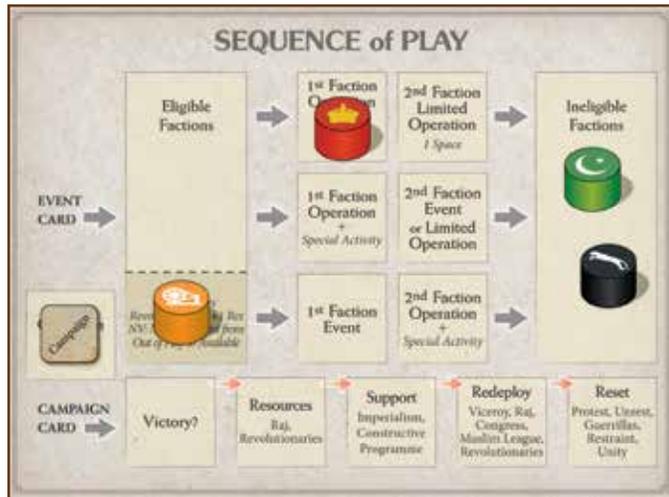
*The Raj's Operation Only has left the Congress without good options, so they Pass.*

Congress has few options this turn because of the Raj decision to perform an Operation only. They could act on this card, but would only be able to execute a Limited Operation: an Operation in only one space with no Special Activity. Or, they could Pass to remain Eligible for the next card. Looking at the Upcoming card, the Raj is the leftmost Faction, but the Raj acted this turn and so will be Ineligible next turn. The Congress icon is next, which means that if they Passed, they will be 1st Eligible on the Upcoming card. So the Congress Passes; move one Congress Activist from Out of Play to Available.

> Take a moment to read rules section 2.3.5 to learn about Limited Operations.

Adjust Eligibility cylinders, move British Indian Army Defends the Empire atop the Current card, then reveal the next card: Jugantar Formed in Bengal.
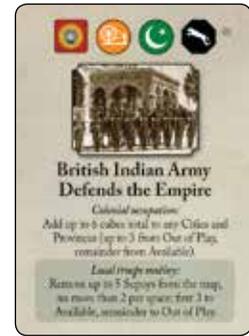
On Deck   *Current Card*

Card 5: British Indian Army Defends the Empire. With their newfound flexibility that accompanies being 1st Eligible, the Congress wants to spread Protest across India and so choose to execute an Operation and Special Activity. They choose to perform a Civil Disobedience Operation (3.3.3).

Spaces with one or more Congress Activists are eligible to be selected for Civil Disobedience. But the Congress and Muslim League do not use Resources when they select a space, instead the Congress and Muslim League may only select a limited number of spaces for each Operation. The Congress may always select the space with Gandhi, spaces with Protest markers, and in addition may select other spaces up to the value of Restraint. Currently, there are no Protest markers on the map and Restraint is 3, so Congress may select up to 3 spaces plus the space with Gandhi. Currently, Gandhi is in United Provinces in the north of India.

Because Restraint is 3, there are four Available Protest markers—the ones to the right of the Restraint marker and above it.

The Congress decides to select three spaces before executing their Special Activity: United Provinces, Punjab, and Calcutta. In each selected space, it may place an Available Protest marker from the State of India box. The current level of Restraint determines the total number of Protest markers that are Available to be placed in

India: only Protest markers to the right and above the Restraint marker are Available during Operations. (Events, however, may place Protest markers regardless of Restraint). With Restraint at 3, four Protest markers are Available. Place the first in United Provinces, the second in Punjab, and the third in Calcutta—in each case, taking the Available Protest marker from the highest numbered box and moving down. In each space where Protest was placed, flip all Activists there to their Active side: Activists are always Active in Protest spaces. In Punjab and Calcutta, Protest flips all the Activists there, even the Muslim League one. The newly Activated pieces remove Raj Control from United Provinces and Punjab, since Raj cubes in these spaces no long exceed Active adversaries. Remove the Raj Control markers from both spaces and move the Raj Victory marker from 33 to 29. Raj still has enough cubes to retain Raj Control in Calcutta, however.

> Take a moment to read rules section 3.3.3 to learn about NV Civil Disobedience Operations and rules section 1.10 to learn about Protest markers..

The Congress may then move any of their own Activists from spaces selected for Civil Disobedience onto any adjacent Railways. But with just one Congress Activist in each Protest space, exiting to occupy the Railways would leave those Protests vulnerable to Raj forces. Besides, there are already four Congress Activists on the Railways, enough to cause the Raj headaches. Intead, the Congress interrupts their Operation to perform a Special Activity—Satyagraha (4.3.2).

The Satyagraha Special Activity is used by the Congress to move Gandhi around India. When he moves into a new space, he can be used either to remove one Unrest and any Protest there, or place a Congress Activist from Available. The Congress wants to use Satyagraha to move Gandhi to a space where they can place the last remaining Available Protest marker when they resume their Operation. They move Gandhi from United Provinces to Bombay Presidency. When Gandhi leaves United Provinces, there is suddenly one fewer Active piece present and cubes once again exceed Active adversaries: place a Raj Control marker there and move the Raj Victory marker from 29 to 31.

Moving Gandhi to Bombay Presidency, however, removes Control from his new space because now the two Raj cubes no longer exceed Active adversaries (Gandhi plus the already present Active Guerrilla). Remove the Raj Control marker from Bombay Presidency and return the Raj Victory marker to 29. Now that Gandhi has moved, the Congress chooses to add a Congress Activist to the space. Move one Congress Activist from the Congress Available box to Bombay Presidency. Since there is no Protest marker in the space, place the new Activist Inactive (with its symbol down).

> Take a moment to read rules section 4.3.2 to learn about Congress Satyagraha Special Activity.

Now, the Congress resumes their Civil Disobedience Operation. Since they may always select the space with Gandhi for an Operation (even after moving him using Satyagraha), the Congress places the last Available Protest marker in Bombay Presidency. Flip the Activist there to its Active side.
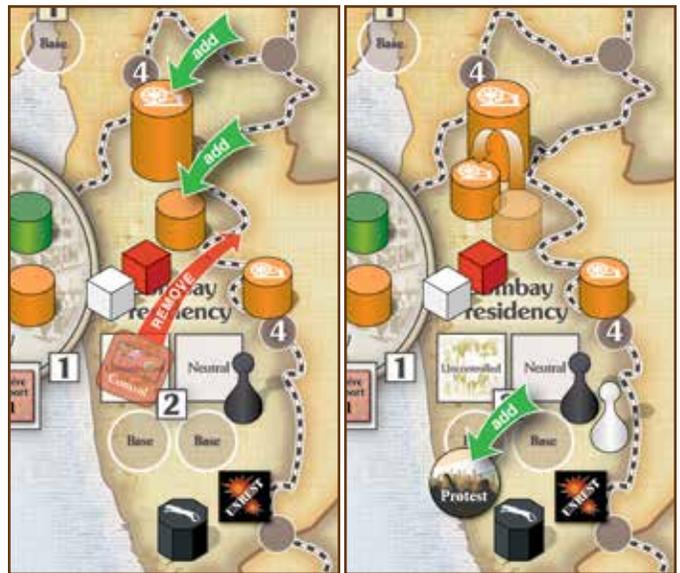
Gandhi moves to Bombay Presidency as the result of the Satyagraha Special Activity, which removes Raj Control and places a Congress Activist. The Congress then immediately selects Bombay Presidency for Civil Disobedience and places an Available Protest marker.

Congress has completed their turn. Adjust the Congress Eligibility cylinder. The Muslim League is now 2nd Eligible.

The Muslim League looks at the Events for this turn: the unshaded Event adds cubes, so that option is out. The shaded Event, however, removes cubes. That could be useful to keep the Raj from getting too strong in the north. The Muslim League's ultimate goal, however, is to build Muslim States. They add the most to their victory from Muslim States, so they are always looking to add them to the map. However, barring a lucky Event like the one that placed a Muslim State marker in West Bengal, the usual route to adding Muslim States is with the Negotiate Special Activity. Because the Muslim League cannot execute a Special Activity this turn (because the Congress chose to execute an Operation plus Special Activity), the Muslim League decides to Pass. They move one Muslim League Activist from Out of Play to Available and their Eligibility cylinder into the "Pass" box. Revolutionaries are now the 2nd Eligible Faction.

The Revolutionaries, however, decide that an Event that removes cubes is too good to pass up. They select the shaded Event: "Remove up to 5 Sepoys from the map, no more than 2 per space: first 3 to Available, remainder to Out of Play." They remove Sepoys from the following spaces:

● From East Bengal, remove two Sepoys to Available.

● From United Provinces, remove one Sepoy to Available and one to Out of Play.

● From Central India Agency, remove one Sepoy to Out of Play.

Also, remove Raj Control markers from East Bengal and United Provinces. As both of these spaces each have 2 Population, move the Raj Victory marker from 29 to 25.

Adjust Eligibility cylinders, play the next card (Jugantar Formed in Bengal), and reveal the next Upcoming card (Hindustan Socialist Republican Association).
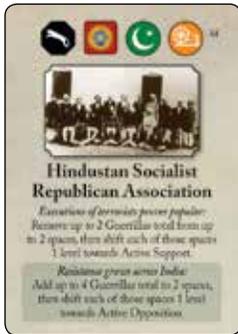
On Deck   *Current Card*

Card 6: Jugantar Formed in Bengal. Frustrated with the Revolutionaries for removing their pieces during the last turn (and with only 3 Resources remaining), the Raj selects the Event. They will perform the unshaded text: "In West Bengal and East Bengal, remove 1 Guerrilla for every cube then Activate all remaining Guerrillas there."

There are no Guerrillas in West Bengal, but the Raj removes one Guerrilla from East Bengal. Unless specified in the Event text, Raj may choose to remove Underground Guerrillas first, and does so. Then, they Activate the remaining Guerrilla in East Bengal. Events do not cost Resources, so the Raj gets to hold onto their few remaining Resources. Move the Raj Eligibility cylinder into the "1st Faction Event" box. The Raj turn is over.

The Muslim League is 2nd Eligible. This is just the opportunity they have been waiting for, and they decide to perform an Operation plus Special Activity. They would like to spread Protest to more spaces, but with Restraint at 3, no Protest markers are Available to be placed during Operations. Instead, the Muslim League will execute Non-Cooperation to start to shift spaces towards Opposition.

Like Congress, the Muslim League does not use Resources when selecting spaces (3.2). The Muslim League may always select spaces with a Muslim League Base, and in addition may select other spaces up to the value of Unity. There are no Muslim League Bases on the map and Unity is currently 3, so they may select up to 3 spaces. Looking at the location requirements for Non-Cooperation, the Muslim League must select spaces with both Protest and Muslim League Activists, but with no Raj Control. The only space that satisfies these requirements is Punjab. First, shift Support there from Active Support to Passive Support, and move the Raj Victory marker from 25 to 23. No more spaces meet the requirements for Non-Cooperation, so the last thing the Muslim League does is shift Restraint from 3 to 2. This makes additional Protest markers Available, but because this shift happens once the Muslim League is done selecting spaces for Non-Cooperation, the Congress will get the first chance to place them.

> Take a moment to read rules section 3.3.4 to learn about NV Non-Cooperation Operations.

Now the Muslim League will execute a Special Activity. Referring to the Muslim League sheet of the Faction foldout, we see that only Infiltrate (4.4.2) and Persuade (4.4.3) can be performed along with Non-Cooperation. The Muslim League chooses Persuade, which removes Active adversaries or Activates Underground Guerrillas in up to two spaces with Muslim League Activists. Worried that the Congress may be moving into their territory, they select Punjab and remove the Active Congress Activist to Available. Then, they select East Bengal and remove one of the Active Guerrillas there. Since at least one NV piece was removed during their Persuade Special Activity, shift Unity from 3 to 2.

> Take a moment to read rules section 4.4.3 to learn about Muslim League Persuade Special Activity.

The Muslim League turn is over. By this point you should know what to do—adjust Eligibility cylinders, play the Upcoming card, and reveal the next card (Simon Commission Report Published).
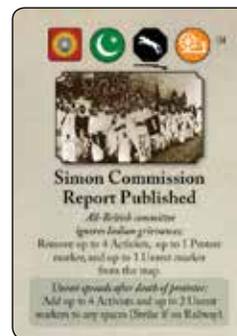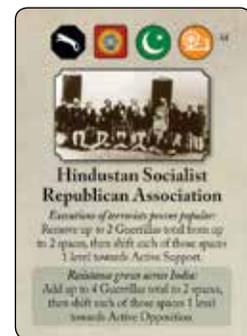

On Deck   *Current Card*

Card 7: Hindustan Socialist Republican Association. The Revolutionaries are 1st Eligible on this card, but their options are limited. They do not have any resources to work with and there are not a lot of Guerrillas on the map, so they elect to execute the Event's shaded text: "Add up to 4 Guerrillas total to 2 spaces, then shift each of those spaces 1 level towards Active Opposition." Shifting spaces towards Opposition does not help the Revolutionaries, but since we implement the Event text literally, the Revolutionaries will be forced to shift each space they select. Moreover, Factions executing an Event must pick spaces where as much of the required Event text can be carried out. Of course, nothing prevents the Revolutionaries from selecting spaces at Support and reducing the Raj's victory total!

The Revolutionaries first select Punjab. They place an Underground Guerrilla in Punjab and then shift the space from Passive Support to Neutral by removing the Support marker. Move the Raj Victory marker from 23 to 21. Next, they select Bihar as the second space for the Event. The Revolutionaries are allowed to place 3 more Guerrillas by the Event, but they only have one Guerrilla remaining in their Available box. However, when the Revolutionaries, Congress, or Muslim League are performing an Event, Operation, or Special Activity, they are allowed to remove pieces from the map to Available (1.4.1), so first the Revolutionaries remove the Guerrilla from Hyderabad and the Guerrilla from Central India Agency, both to Available. Then

they place all three Available Guerrillas in Bihar, all Underground, and remove the Passive Support marker. Move the Raj Victory marker to 19.

The Revolutionaries have finished their turn and move their Eligibility cylinder into the "1st Faction Event" box. The Congress is now up next.

The Congress only adds to their victory total by building Opposition, and their pieces are in place to do just that. So Congress elects to perform an Operation plus Special Activity. Like the Muslim League earlier, they will also execute Non-Cooperation (3.3.4) and Persuade (4.3.3). The Congress may select any spaces with both Protest and Congress Activists and no Raj Control for Non-Cooperation. There are two such spaces: United Provinces and Bombay Presidency. Shift United Provinces one level from Neutral to Passive Opposition by placing a Passive Opposition marker in the space. Do the same in Bombay Presidency. Passive Opposition adds the space's Population to the Congress victory total; move the Congress Victory marker from 4 to 8. While the Muslim League also adds victory for Opposition, they only count Opposition in green-tinged Muslim spaces. Both United Provinces and Bombay Presidency are non-Muslim spaces, so only the Congress gains victory for Opposition in these spaces.
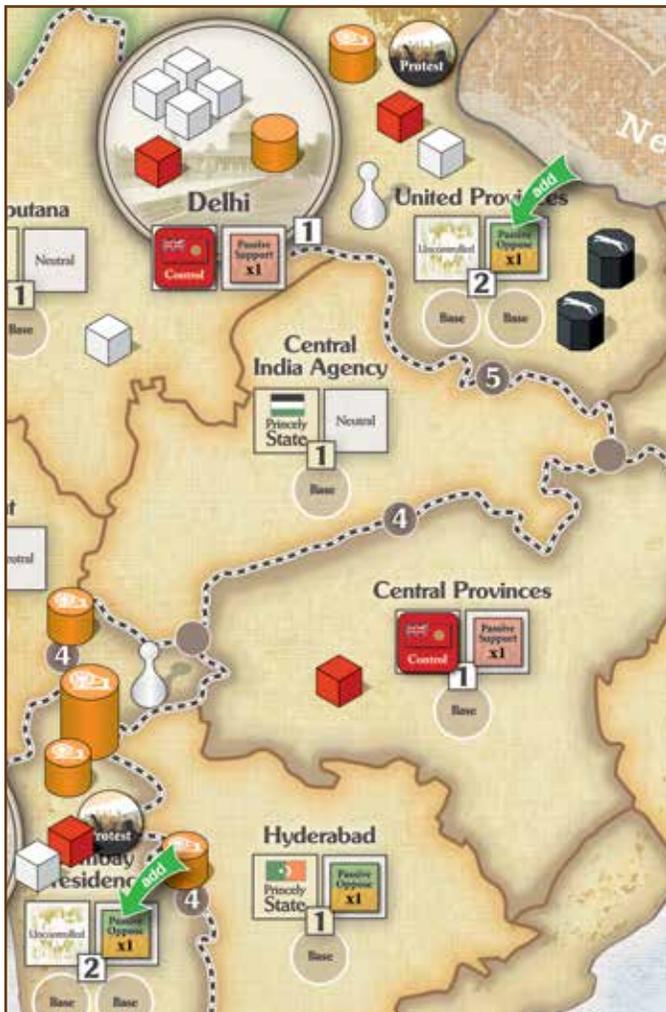
Non-Cooperation in United Provinces and Bombay Presidency shift both spaces from Neutral to Passive Opposition.

Since no other spaces are eligible for Non-Cooperation, the Congress completes their Non-Cooperation Operation by moving Restraint from 2 to 1. This is a dangerous situation. With Restraint at 1, all Raj Operations and the Revolutionaries Unrest Operation cost just 1 Resource per space!

The Congress next executes a Persuade Special Activity (4.3.3). Like Muslim League Persuade (4.4.3), Congress Persuade removes a single Active adversary or Activates Guerrillas in up to two spaces. The Congress first selects Calcutta to return the favor to the Muslim League and removes the Muslim League Activist there to Available. Next, they select United Provinces as their second space, removing the lone Sepoy there to Available. Since they removed at least one NV piece, they must shift Unity from 2 to 1. Move the Congress Eligibility marker into the "2nd Faction Operation + Special Activity" box.

Take a moment to read rules section 4.3.3 to learn about Congress Persuade Special Activity.

Crisis! Both Unity and Restraint are at 1.

Suddenly, a Crisis erupts in India! Each time that both Unity and Restraint are 1, a Crisis is triggered. Crisis is a special state that exists until either Unity or Restraint are greater than 1. During every Crisis, each Faction has unique capabilities that apply only during a Crisis. But since the Crisis happened at the end of the Congress turn, it is too late for them to take advantage of the worsening political situation. At the end of the turn in which a Crisis is triggered, the Raj gets to perform one of their Crisis capabilities (we will see the other shortly). First, the Raj rolls a die. The result is 4. The Raj now may move up to four cubes from Out of Play to any spaces India (with one exception: Troops may not move into any States). The situation in India is getting dire for the British, and the influx of fresh forces is just what it needs. The Raj places their four cubes as follows:

● One Sepoy goes to Punjab.

● One Troop and One Sepoy go to Bombay Presidency.

● One Troop goes to Madras Presidency.

The additional cubes add Raj Control to each of these spaces. Place Raj Control markers in Punjab, Bombay Presidency, and

Madras Presidency. Move the Raj Victory marker from 19 to 25. Raj may enter cubes from Out of Play like this each time a Crisis is triggered, but only at the end of the turn that Crisis occurs.

> Take a moment to read rules section 6.8 to learn about Crisis.

Adjust Eligibility, move the Upcoming card to the Current pile, and reveal the next Upcoming card, CELLULAR JAIL.
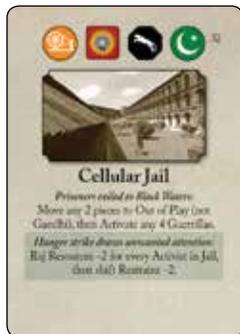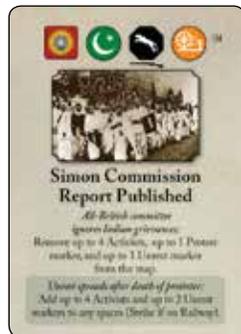
On Deck   *Current Card*

Card 8: SIMON COMMISSION REPORT PUBLISHED. With India in Crisis, Unrest and Opposition spreading, and the Raj short of Control and Support, it is time to act. The Raj will perform an Operation plus Special Activity.

The Raj decide to execute Assault (3.2.4) to remove Active adversary forces. With Restraint at 1, Assault costs 1 Resource per space where Sepoys Assault and 0 Resources where only Troops Assault. The Raj selects the following spaces:

- *Punjab:* The Raj Assaults with all of their forces. They can remove one Active adversary for each cube. They must declare their first target and remove as many Active pieces belonging to that Faction as possible (1.4.4). They target the Muslim League pieces first, removing the lone Activist. Whenever Activists are removed during Assault, they are sent to the Jail box. (Activists removed during Treaty Special Activity [4.2.1] and Govern Special Activity [4.2.2] are also sent to the Jail box.) The Raj may remove up to two more pieces, and so continues the Assault to target the Revolutionaries pieces. They may only Assault Active pieces, and so can remove only the one Active Guerrilla. When Guerrillas are removed during Assault (and Govern), they are sent to the Revolutionaries Available box. With no more Active adversaries remaining here, the Assault in Punjab is complete.

- *United Provinces:* The Raj targets Revolutionaries and removes one Active Guerrilla. This costs 0 Resources because only a Troop was used.

- *Bombay Presidency:* The Raj has enough pieces to target both the Congress and Revolutionaries, if they pay to use Sepoys. The Raj decides that arresting Gandhi before he can stir up Opposition is worth the cost. Move Gandhi and the Congress Activist to the Jail box and send the Guerrilla to the Revolutionaries Available box.

- *Calcutta:* The Raj targets the Congress and moves the lone Activist to Jail. This costs 0 Resources because only a Troop was used.

- *East Bengal:* Last, the Raj Assaults the Revolutionaries with their lone Troop, moving one Guerrilla to Available. This costs 0 Resources because only a Troop was used. The Raj would have liked to remove more pieces with their Assault here, but they do not have enough cubes to Assault the Base as well and the Muslim League Activist may not be targeted because it is not Active.

The Raj pays 2 Resources for Assaulting with Sepoys in two spaces (Punjab and Bombay Presidency) and moves their Resource cylinder from 3 to 1.

> Take a moment to read rules section 3.2.4 to learn about Raj Assault Operations and rules section 1.3.9 to learn about the Jail box.

Lord Linlithgow prevents the Raj from placing an Unrest marker while he is Viceroy of India.

The Raj has finished their Assault Operation. They select Martial Law (4.2.3) as their Special Activity. Martial Law can be a powerful tool: it removes Activists and Protest and shifts a space towards Neutral. The drawback to this action is that it also places an Unrest marker. Well, normally it would. But Lord Linlithgow is the current British Viceroy of India. The Viceroy gives the Raj a special capability that applies only during this Campaign. Lord Linlithgow's capability allows the Raj to perform Martial Law *without* placing Unrest. And since India is currently in a state of Crisis (6.8), they may also select up to two spaces for Martial Law! Time to impose tough measures to combat insurrection.

The Raj selects United Provinces. First, they may remove one Activist to Available for every cube there, whether Active or Inactive: they remove the lone Congress Activist there to Available. Then, they remove the Protest marker and return it to the 4 spot in the State of India box. Last, they shift the space from Passive Opposition to Neutral by removing the Opposition marker. Move the Congress Victory marker from 8 to 6. Normally, the Raj would have to place another Unrest marker here, but Viceroy Lord Linlithgow's capability prevents this.

Next, the Raj selects East Bengal. They remove the lone Muslim League Activist to Available and shift the space from Passive Opposition to Neutral. This time, because East Bengal is a Muslim space, the decrease in Opposition affects both the Congress and Muslim League victory totals. Move the Congress Victory marker from 6 to 4 and the Muslim League Victory marker from 6 to 4 as well. Again, place no Unrest marker here because of the current Viceroy capability.

The Raj is finished with their turn, but there is one more effect: since the Raj arrested Gandhi this turn, there is some political blowback. Normally, when Gandhi is arrested, you would shift Restraint down 1 space, and the Congress is allowed to place up to two Available Protest markers in any Cities, Provinces, or States without Protest. Restraint is already at 1, however: it cannot shift any lower. The Congress still gets to place two Protest markers: they select Delhi and Madras Presidency. With that, the Raj turn is over.

Take a moment to read rules section 4.2.3 to learn about Raj Martial Law Special Activity and the effect of Lord Linlithgow as British Viceroy, and rules section 1.6.4 to learn about Muslim Opposition.

The Muslim League is 2nd Eligible. The Raj Assault left it without many pieces in India, so they take the Event and execute the shaded text: "Add up to 4 Activists and up to 2 Unrest markers to any spaces (Strike if on Railway)." The Muslim League moves Activists from Available to the map as follows:

- Two Activists go to Punjab. Since there is Protest here, place both with their Active side up.
- One Activist goes to Sind. With no Protest here, it is placed Inactive.
- One Activist goes to East Bengal. Like Sind, East Bengal has no Protest, so the Activists are also placed Inactive.

The Muslim League elects to place no Unrest markers in these spaces. You may recall that Events are implemented literally—if the Event had specified that "2 Unrest markers" were placed, then the Muslim League would be forced to place 2 Unrest markers (if any were available). But since the Event says "up to 2 Unrest markers", the Muslim League player is free to place zero, one or two Unrest markers. The turn is now over; adjust the Eligibility cylinders for all Factions and reveal the next Upcoming card.
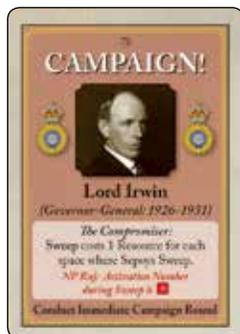
When a Campaign card is revealed from the deck it immediately becomes the Current card.

The next Upcoming card is a Campaign card! The first Campaign is immediately over and play shifts to the first Campaign Round (6.0). Swap the Campaign card with the Current CELLULAR JAIL card: it will instead be the first card played in the next Campaign.

Campaign Rounds

Now that a Campaign Round is about to occur, refer to the bottom half of the Sequence of Play aid sheet that describes the Campaign Round sequence in detail. It is important to carefully conduct these phases in order, step-by-step. You can also track the phases with the Campaign Round marker on the map's Sequence of Play track.

Victory Check Phase (6.1). First, we check to see if any Factions have met their victory conditions. These are marked on the edge track with each Faction's color. If any Faction's victory exceeds their victory condition, the game ends immediately, and the Faction with the greatest margin of victory wins. We have been keeping track of victory standings throughout, but now is a good time to re-count and make sure we have the victory margins right.

Subtracting each Faction's victory threshold from their current victory gives us their victory margin. Currently, each Faction's victory margin (7.2-7.3) is as follows:

- *British Raj:* 25 – 38 = –13
- *Indian National Congress:* 4 – 20 = –16
- *Muslim League:* 4 – 14 = –10
- *Revolutionaries:* 7 – 14 = –7

No Faction has met their victory condition, so the game will continue into the next Campaign. By looking at the margins we can see that the Revolutionaries are doing slightly better than the rest.

Take a moment to read rules section 6.1 to learn about the Victory Check Phase of the Campaign Round.

Resources Phase (6.2). During this Phase, we first check to see if any Indian Railways are blocked by Strikes. Then, Raj and Revolutionaries gain Resources.

Strikes. Place Strike markers on all Railways with Protest, where Activists outnumber cubes, or that are adjacent to a City with no Raj Control. There are no Protest markers on any Railways, and Raj Controls all Cities, but there are four Railways with more Activists than cubes: between East Bengal and West Bengal, the Railway exiting Bombay, between Hyderabad and Bombay Presidency, and between Coastal Andhra and Mysore. On each of these Railways, place a Strike marker (they can be found on the back of the Unrest markers).

Raj Resources. Raj earns Resources equal to the sum of the Econ values of all Railways without Strikes. Without any Strikes on the map, this would be 40 Resources; but with the four Strikes just placed, Raj earns just 23 Resources. Move their Resource cylinder from 1 to 24. Then, subtract 2 Resources for each NV piece in Jail. There are currently 1 Muslim League Activist, 2 Congress Activists, and Gandhi in Jail. Move the Raj Resource cylinder from 24 to 16.

Revolutionaries Earnings. The Revolutionaries earn Resources equal to twice their Bases on the map. They have just one Base, in East Bengal, so they earn 2 Resources. Move their Resource cylinder from 0 to 2.

Support Phase (6.3). During this phase, the Raj, the Congress, and the Muslim League have an opportunity to shift spaces across India to Support or Opposition. Also, the Muslim League and the Revolutionaries may expand their influence networks by placing one Base each.

Imperialism. The Raj may purchase Imperialism in up to four spaces to remove Unrest markers and add Support. Like Imperialism during the Govern Special Activity (4.2.2), each marker removed or level shifted costs 3 Resources and the Raj may at most shift a space two levels towards Active Support. Unlike Govern, however, the Raj must have both Troops and Sepoys in each space and so may not select any States (so no Muslim States may be removed during the Support Phase). Also unlike Govern, the Raj may select spaces with Active adversaries as long as there is a Raj Control marker there. The Raj buys Imperialism as follows:

- *Bihar:* shift two levels from Neutral to Active Support (place an Active Support marker in Bihar). Move the Raj Victory marker from 25 to 29 and the Raj Resource cylinder from 16 to 10.
- *Punjab:* shift two levels from Neutral to Active Support (place an Active Support marker in Punjab). Move the Raj Victory marker from 29 to 33 and the Raj Resource cylinder from 10 to 4.

Raj has purchased Imperialism in two spaces; it could select up to another two spaces. But the Raj has (perhaps unwisely) spent nearly all of their Resources and stops after these spaces. Since it selected two spaces for Imperialism, it needs to release 4 Activists from Jail to Available. There are only 3 Activists in Jail, so all 3 are returned to their respective Available boxes. Finally, release Gandhi from Jail to any space with no Raj Control. The Raj decides to place Gandhi in Gujarat.

Constructive Programme. Both the Congress and the Muslim League could potentially act during Constructive Programme, but the Congress gets to act first. Between both Factions, they may shift a total number of spaces up to Unity each two levels towards Active Opposition. They may select Cities and Provinces with their own pieces and no Raj Control. Since Unity is 1, only one space may be selected. Unfortunately for the Congress, there are no Congress Activists in spaces with no Raj Control. So the opportunity shifts to the Muslim League. They perform Constructive Programme in East Bengal to shift that space from Neutral to Active Opposition. Add an Active Opposition marker to East Bengal and move the Muslim League Victory marker from 4 to 8. Since Congress adds to their victory for Opposition in any space, also move the Congress Victory marker from 4 to 8.

Pakistan Movement. The Muslim League may now place a Base in any non-Railway space with no Raj Control. They select West Bengal, a Muslim State. Move one Muslim League Base to West Bengal.

Secret Societies. The Revolutionaries now get to place a Base of their own in any non-Railway space with no Raj Control. They select United Provinces. Place the Revolutionaries Base from the 2nd space in their Available box in United Provinces. Since Revolutionaries increase their victory total for each Base in India, move their Victory marker from 7 to 8.

Redeploy Phase (6.4). Each Campaign in *Gandhi* represents a period of sustained opposition to the British Raj. In between Campaigns were periods of relative quiet, during which the different Factions built their strength, maneuvered their forces, and prepared for the next Campaign.

New Colonial Administration. First, replace the Current British Viceroy with the Viceroy for the next Campaign. Move the Campaign card that triggered this Campaign Round from the Current Card box on the map to the British Viceroy of India box. Lord Linlithgow is no longer Viceroy of India. He has been replaced by Lord Irwin.

Raj Redeploy. The Raj must move any cubes in Provinces with no Raj Control (note that States are not Provinces, so Sepoys in States are not forced to leave) to any Cities or Provinces with Raj Control. The Raj may also move other cubes among any Cities and Provinces with Raj Control. Last, the Raj must pay 2 Resources for each Troop remaining in a Province, then they must return all but one Troop from each City to Available (as things grow quiet again in India, these troops return to Britain or elsewhere in the Empire). The Raj redeploys their forces as follows:

- East Bengal has no Raj Control, so all cubes there must exit. Send the Troop there to Calcutta.
- United Provinces also has no Raj Control. Move the Troop there to Delhi.
- One Sepoy moves from Karachi to Punjab.
- One Troop moves from Punjab to Karachi.
- One Sepoy moves from Orissa to Central Provinces.
- The Troop in Central Provinces moves to Delhi.
- Several Sepoys exit Calcutta: one moves to Bihar, one moves to Bombay Presidency, and one moves to Madras Presidency. Three Sepoys remain in Calcutta.
- The Troop in Bihar moves to Calcutta.
- Both Troops in Bombay Presidency move to Bombay.
- The Troop in Madras Presidency moves to Madras.

These moves allow the Raj to maintain Raj Control over all spaces that had it at the beginning of the Campaign Round (and without using any Troops). The Raj then removes all but one Troop from each City to Available: two leave Delhi, two leave Calcutta, and two leave Bombay. The Raj is now finished with their Redeploy.

Congress Redeploy. Congress must move all Activists off Railways and may move Gandhi and other Activists to any non-Railway spaces with no Raj Control. They redeploy as follows:

- Gandhi moves to United Provinces.
- The Activists on the Railways leave: two move to United Provinces and two move to Central India Agency.

Muslim League Redeploy. Like Congress, the Muslim League must move any Activists on Railways (there are none currently), and may move other Activists, to any non-Railway spaces with no Raj Control or any spaces with a Muslim League Base. The Muslim League redeploys as follows:

- Move the Activist in Bombay to East Bengal.

Revolutionaries Redeploy. The Revolutionaries may move Guerrillas to non-Railway spaces with no Raj Control or any spaces with a Revolutionaries Base. They decide not to move any Guerrillas. They want to move a Guerrilla to Bombay Presidency to protect the Unrest (which will be removed in the Reset Phase if there is no Guerrilla in that space), but may not Redeploy here because the space has Raj Control.

Take a moment to read rules section 6.4 to learn about the Redeploy Phase of the Campaign Round.

Reset Phase (6.5). We'll prepare for the next Event card (Cel-lular Jail) by performing a few more steps. Remove all Protest markers and return them to their holding spots in the State of India box, one marker per space. Flip all Activists to their Inactive side. Remove all Strike markers. Then, check each space with Unrest. If any Unrest space has no Guerrillas, remove one Unrest marker. Only Bombay Presidency qualifies; remove the Unrest marker here and move the Revolutionaries Victory marker from 8 to 6. Flip all Guerrillas to their Underground side.

Then, reset both Unity and Restraint to the number of Campaign cards remaining in the Event deck. If we were playing the full Main scenario, we would have shuffled four Campaign cards into the Event deck, leaving three currently. Move both Unity and Restraint to the 3 spot in their respective tracks. The Crisis in India is over (but may well happen again in the next Campaign).

Move the Upcoming card (Cellular Jail) to the Current card pile, and reveal the next Upcoming card. Move each Faction's Eligibility cylinder to the Eligible box: all Factions will be Eligible on the first card of the next Campaign.

Take a moment to read rules section 6.5 to learn about the Reset Phase of the Campaign Round.

Congratulations on completing your first Campaign of *Gandhi*! If you would like to continue playing from this point on, you will need to add three more stacks (of 12 Event cards and 1 Campaign card, shuffled into the bottom 6 cards of each stack) to the Event deck. See the instructions for building a complete deck at the beginning of this tutorial. Or, pick a scenario (2.1) and start a new game.

We were able to show most of the game rules using this tutorial, but could not cover every Faction's Operation and Special Activity. If you would like to read these rules sections now, please review:

- 3.2.2 to learn about Raj Garrison Operations.
- 4.2.1 to learn about Raj Treaty Special Activity.
- 3.3.1 to learn about Congress and Muslim League Rally Operations.
- 3.3.2 to learn about Congress and Muslim League Demonstrate Operations.
- 4.3.1 to learn about Congress Negotiate Special Activity.
- 4.4.1 to learn about Muslim League Negotiate Special Activity.
- 4.4.2 to learn about Muslim League Infiltrate Special Activity.
- 3.4.2 to learn about Revolutionaries March Operations.
- 3.4.3 to learn about Revolutionaries Attack Operations.
- 4.5.3 to learn about Revolutionaries Assassinate Special Activity.

NON-PLAYER EXAMPLES OF PLAY

This section provides detailed, step-by-step walk-throughs of seven representative Non-player actions, in order to get you rolling for solitaire play or any game in which you would like the system to sit in for a player. These examples are designed for you to set up and walk through along with the example; an illustration is provided showing the final state of each example. For instructional purposes, we have selected some particularly tricky cases. Each example starts with either the Main scenario or Short scenario setup, plus any alterations noted below. You will not need to prepare a full Deck, but keep the Event cards and player aids handy—especially the Non-player aid. Refer to rules section 8 as helpful.

Example 1:
NP Raj Deploy (3.2.1)

Draw Card   *Current Card*

It is the beginning of the Main scenario. Gandhi was placed in Bihar. Card 1 is the Current card and Card 13 is the Upcoming card. NP Raj is 1st Eligible. Per the NP Eligibility table (8.2), NP Raj will select an Operation plus Special Activity. NP Raj draws Arjuna card B: there are 2-Pop Provinces with no Raj Control, so this card will be used to select the Operation and Special Activity. Follow the green arrow to the next blue box: *Die roll less than or equal to Available Troops?* The die roll is 2. Follow the green arrow to determine the Operation: Deploy.

Raj may only Deploy in Cities, so use the Place Cubes column of the NP Raj Space Selection Priorities table (8.4.1) to select Cities. Scanning down the column, skip the first condition (all Cities have Raj Control). The next condition (no Protest) is true for all Cities as is the next (fewest Active adversaries: all Cities have none), so continue down the column. Skip the next

condition (no Cities have Unrest). Apply the next-to-last condition: adjacent to the most adversaries. Doing a quick count of pieces, we find that Delhi and Calcutta are each adjacent to four adversaries, Bombay and Madras one, and Karachi none. Finally, select between Delhi and Calcutta randomly. We will roll a die: odd for Delhi and even for Calcutta. The roll is 3; we select Delhi for the first Deploy space.

The NP Raj Deploy instruction say first to get three Troops to the selected City. There is already one Troop there, so we need to add two more. Since Deploy may place up to six cubes, and NP Factions always implement as much of an action as possible (8.1), we add four Sepoys to Delhi. All actions are done in this space, so we will next make an Activation Number roll (8.6.2) to see if NP Raj may select another space for Sepoys. The NP Raj Activation Number is always equal to Restraint. At the start of the Main scenario, Restraint is 4. We roll a die; the roll result is 5. Since this is greater than the Activation Number, we select another space.

Calcutta is the City not yet selected for the Operation that is adjacent to the most adversaries (per the Space Selection Priorities table). LIke Delhi, Calcutta already has one Troop, so we add two more to get three Troops there total. We also add four Sepoys to make six total cubes added.

Again we roll a die against the Activation Number. This time the result is a 2: the roll fails. We are done placing Sepoys for this Operation, but first check to see if NP Raj can continue to Operate with Troops. Unfortunately, no Troops are Available to be placed, which means that no additional spaces are eligible for Deploy (8.4.1).

Finally, now that NP Raj has executed Deploy in all spaces it will select, we move two cubes from Out of Play to Available. NP Raj always moves Troops from Out of Play first, so move two Troops to Available. NP Raj is finished with its Operation, and will now execute a Special Activity (8.3, 8.7).

Map after NP Raj Selects Delhi and Calcutta for Deploy.

Example 2:

NP Raj Sweep (3.2.3)

It is the beginning of the Main scenario. Please add these pieces to the map:

- Add 2 Troops and 4 Sepoys to Delhi.
- Add 2 Troops and 4 Sepoys to Calcutta.
- Place Gandhi, 1 Congress Activist, and a Protest marker in United Provinces.
- Place the Campaign Card with Viceroy Lord Irwin in the British Viceroy of India box.

Draw Card   *Current Card*

Card 4 is the Current card and Card 30 is the Upcoming card. NP Raj is 1st Eligible. Per the NP Eligibility table (8.2), NP Raj will select an Operation plus Special Activity. NP Raj draws Arjuna card F. Underground Guerrillas are in several Support spaces, so continue with this Arjuna card. Checking the next blue box, we see that there are seven Troops in Cities and only two in Provinces, so we follow the green arrow. For the purposes of this example, we will skip the Special Activity so we can concentrate on the selected Operation, Sweep.

For Sweep Operations, we first start with the Move Priorities table (8.4.2). Like the Space Selection Priorities table, we select a column and read down. In this case, we use the British Raj column. First we follow Instruction A: "Select a destination using the Space Selection Priorities table (8.4.1)."

This is a Sweep Operation, so we will use the Sweep column of the table. We will stop as soon as we have selected a Sweep destination. NP Raj selects each destination one at at a time, so as soon as we have selected the first destination we will return to the Move Priorities table. Starting at the top and reading down the column, the first criteria is "space with no Raj Control." There are plenty of Provinces and States with no Raj Control. The next condition, "2-Pop" applies to a number of Provinces. However, only one Province meets the next condition: "Protest." We select United Provinces as the first Sweep destination, and place a pawn there to mark the space.

Now we return to the Move Priorities table (8.4.2) and follow Instruction B: "Select an origin: the space with the most friendly cubes, Activists, or Guerrillas AND not already selected as a destination." Delhi has the most cubes with eleven (and it is an eligible space because its cubes can reach United Provinces), so this will be the first origin space.

Next, we read down the column and implement each instruction if able. The first two remind us to "keep 1 Troop and 1 Sepoy at each 2-Pop not at Active Support" and "keep sufficient pieces to lose no Raj Control." The next three dots detail moving pieces:

- get 1 Troop to destination,
- get 1 Sepoy to destination,
- add Sepoys then Troops until cubes exceed any Active adversaries in destination.

We start by moving one Troop from Delhi into United Provinces. This move Activates the Guerrilla there, so we flip it to its Active side. Next, we move one Sepoy from Delhi to United Provinces. Cubes in United Provinces do not yet exceed Active adversaries, so we continue to move Sepoys from Delhi, one at a time. Two more Sepoys are needed to bring total cubes to four, in excess of the three Active adversaries there (Gandhi, one Active Activist, and the newly Activated Guerrilla). Place a Raj Control marker in the space and increase the Raj Victory marker by 2. We are done moving cubes into United Provinces. Lastly, we follow Instruction C by checking two conditions:

- Do cubes exceed Active adversaries in the destination and may NP Raj select another space for Sweep? If yes, go to Instruction A.
- Do cubes not exceed Active adversaries in the destination? If yes, go to Instruction B.

Cubes do exceed Active adversaries in the destination, but first we need to see if NP Raj may select another Sweep space for Sepoys. Restraint is 4, but the current British Viceroy (Lord Irwin) makes the Activation Number for Sweep a 1 instead. We roll a die: the result is a 5, so we will select another space, and again consult the Sweep column of the Space Selection Priorities table (8.4.1).

We are still looking for 2-Pop Provinces with no Raj Control, but there are no other spaces with Protest. We continue down the column and apply the next dot: "fewest Active adversaries." Four spaces qualify (Bihar, West Bengal, Bombay Presidency, and Madras Presidency). None of the other conditions help us narrow down the next destination (none have Unrest or Troops and none are a Muslim State). So in the end, we will select the next destination at random. We could assign each of these four spaces a number and roll a die, but for the purposes of this example let's use the Random Spaces map.

We roll two dice: a 2 and a 5. First, we find the region on the map that matches 2, in northeast India, and find space marked 5. It is East Bengal. But East Bengal doesn't qualify as a destination space (the Revolutionaries Base there means it is not a space with "fewest Active adversaries"), so we go to the next space 2-6, Assam. Assam doesn't work either (it is not a "2-Pop" space), so we continue to 3-1 (Delhi, also not "2-Pop"), 3-2 (United Provinces, already selected), and finally come to 3-3, Bihar. We place a pawn in Bihar to mark it as the next Sweep destination.

Returning to the Move Priorities table (8.4.2), we next need to select an origin space. Again, this is the space with the most pieces in range of Bihar. We select Calcutta as the origin space. First, we move one Troop and one Sepoy from Calcutta

to Bihar, along the Railway. Since cubes now exceed Active pieces there (2 is greater than 0), NP Raj will not Sweep more cubes into this space. We need to place a Raj Control marker in Bihar and increase the Raj Victory marker by 2. As before, we next check to see if NP Raj will Sweep with Sepoys into a new space. The Activation Number roll is a 1, so NP Raj will not continue Sweeping with Sepoys (the roll result is less than or equal to the Activation Number). It may, however, continue to Sweep with Troops.

We return once more to the Space Selection Priorities table (8.4.1). Of the four spaces we identified earlier (Bihar, West Bengal, Bombay Presidency, and Madras Presidency), three have not yet been selected as destinations. However, even if Madras Presidency were selected, no Troops could reach there by Sweep. So in the end, we need to select between West Bengal and Bombay Presidency. We assign odd to West Bengal and even to Bombay Presidency; the roll is a 3, so West Bengal it is.

Calcutta is the only possible origin space with Troops that can reach West Bengal, so we move one Troop from Calcutta to West Bengal. Now that cubes exceed Active adversaries here, no more cubes will Sweep into West Bengal. We need to move the Raj Victory marker up another 2 spots. Again, we return to Instruction A to see if there are any remaining eligible destinations.

Bombay Presidency can be reached by the Troop in Bombay. Move the last Troop in Bombay to Bombay Presidency (since Bombay is not a 2-Pop space, it does not trigger the first dot in the Raj column of the Move Priorities table). The moving Troop Activates the Guerrilla there, however, so do not add a Raj Control marker to the space.

Looking across India, we see there are only three Troops left that are eligible to move: the last Troop in Calcutta, and the two remaining in Delhi (the Troops in Punjab and East Bengal will not move because they are in spaces not at Active Support). Since there are more moving pieces in Delhi, we will see where these pieces move first. We use the Space Selection Priorities table (8.4.1) to select the next destination space. Reading down the column, we are looking for a Province with no Raj Control, with the fewest Active adversaries, and with no Troops. We no longer need to restrict our search to 2-Pop Provinces because all but one has Raj Control, and the one that does not (Madras Presidency) cannot be reached by Troops from either Delhi or Calcutta. Also note that because Troops are moving, no Princely States are eligible as destinations because Troops may never enter States (1.3.5).

This leaves Sind and Central Provinces as possible move destinations. As there are two Troops to move, and only one Troop will Sweep to each destination, we may select both. Move one Troop from Delhi to Sind and the other to Central Provinces. Add Raj Control markers to both spaces and add 2 Raj victory points.

Finally, we need to find a destination for the last moving cube, the Troop in Calcutta. Reading down the Sweep column of the Space Selection Priorities table, we are looking for a 2-Pop Province with Unrest. East Bengal is the only space that qualifies. Move the last Troop from Calcutta to East Bengal and Activate the Guerrilla there.

No more cubes are eligible to move, but we have one last check to make. We need to see if Troops can Sweep in place in any spaces not selected as destinations. Only one space qualifies: Punjab. Use the lone Troop there to Activate the Guerrilla.

The Raj Sweep Operation is now complete.

NP Raj sweep into United Provinces, Bihar, West Bengal, Central Provinces, Sind, and Bombay Presidency.

Example 3:
NP Raj Govern (4.2.2)

It is the beginning of the Short scenario. NP Raj is 1st Eligible and selects Operation plus Special Activity (8.3). Arjuna card B is drawn first (8.2). There is one 2-Pop Province with no Raj Control, so this card will be used. Check the next blue box: *Die roll less than or equal to Available Troops?* The die roll is 6, so we follow the red arrow and flip this card. Side BB instructs NP Raj to first execute a Govern Special Activity (4.2.2, 8.7.1) in two spaces.
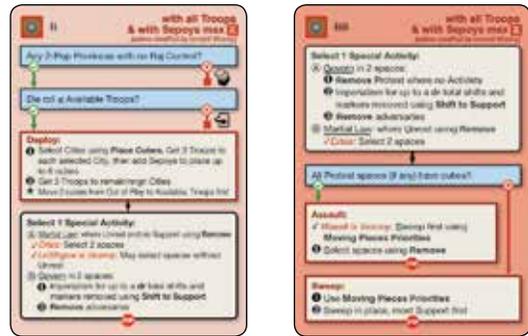
First, we will see if NP Raj can remove any Protest markers. There are two Protest markers on the map (in Punjab and Bombay Presidency), but both spaces have Activists, so neither space is eligible (4.2.2).

The Arjuna Special Activity box next instructs us to implement Imperialism. Looking at the map, we see that a number of spaces are eligible for Imperialism: any spaces with cubes and no Active adversaries (4.2.2). Use the Shift to Support column to select spaces. Reading down the column, we are looking first for 2-Pop spaces, then spaces with no Protest. Bihar, West Bengal, and Madras Presidency all meet these conditions, so we continue down the column. None of these spaces has Unrest, but only Bihar has Opposition—this is the first space selected.

Next we roll a die to see how many total shifts NP Raj will get for Imperialism. The die roll is 3. Shift Bihar to Passive Support by replacing the Opposition marker with a Passive Support marker. Move the Congress Victory marker from 9 to 7 and the Raj Victory marker from 28 to 30.

NP Raj has used only two of its three total Imperialism shifts, so it will select another space. West Bengal and Madras Presidency are still eligible and we continue down the Shift to Support column to select from among these two spaces. Both spaces are neutral and neither space is a Muslim State, so we will select one at random. Let West Bengal be 'even' and Madras Presidency be 'odd,' and roll a die: a 4. Shift West Bengal one level from Neutral to Passive Support and place a Support marker there. Move the Raj victory marker from 30 to 32.

NP Raj has used up all three of its Imperialism shifts and has selected the maximum two spaces for Govern (8.7.1): its Special Activity is finished. Returning to Arjuna card BB, all Protest spaces have cubes, so NP Raj will follow the green arrow to execute an Assault Operation.

NP Raj performs Imperialism during Govern in Bihar and West Bengal.

Example 4:

NP Congress Demonstrate (3.3.2)

It is near the start of the Main scenario (2.1). Congress is a Non-player Faction and Raj is a player Faction. In addition to the normal setup instructions, make the following additions:

● Place Gandhi, an Active Activist, and a Protest marker in Bombay Presidency.

● Add three Sepoys and a Raj Control marker to Bombay Presidency.

● Add one Congress Activist, two Sepoys, and a Raj Control marker to Bihar.

● Add three Congress Activists to Central Provinces.

● Set Restraint to 3.

● Adjust the Raj Victory marker: set it to 28.

NP Congress is Eligible and selects Operation plus Special Activity. NP Congress draws Arjuna card L. There is at least one Protest space with Raj Control (Bombay Presidency), so this card is selected. Furthermore, the Raj Control in Bombay Presidency means that no spaces are eligible for Non-Cooperation, so flip the card to side LL. The blue box instructs us to roll a die and compare it to the number of Available Congress Activists plus any in Jail (there are none currently). We roll a 4, greater than the number of Available Activists, so rather than execute Rally NP Congress will execute a Demonstrate Operation (8.6.4).

We start by consulting the Move Priorities table (8.4.2). Following instruction A, we will first select a destination space using the Space Selection Priorities table (8.4.1). Reading down the Demonstrate column, we see that we are first looking for 2-Pop spaces not at Active Opposition, with Protest and Raj Control. Bombay Presidency is the only space that meets these four conditions. Next, we will select as an origin space the space with the most Congress Activists. With three Activists, Central Provinces has the most of any spaces and it is adjacent to the selected destination, so that will be the first origin space.

We return to the Move Priorities table (8.4.2) to select the Activists that will move. Central Provinces is not a Railway space, nor is it a Protest space, so Congress will not keep any Activists here. Next, we are instructed to move one Activist into the destination; since the destination is a Protest space, we need to flip the moving Activist to its Active side. Now there are two Active Activists and Gandhi in Bombay Presidency, sufficient Active pieces to remove Raj Control. Remove the Raj Control marker and shift the Raj victory marker from 28 to 26 on the Edge track. Since NV pieces in the destination "at least equal cubes," no more Activists will move into Bombay Presidency. Also, because this space already has a Protest marker, NP Congress will not place one during this Operation.

Now we move onto instruction C at the bottom of the Move Priorities table. NV pieces are equal to or greater than cubes in the destination, so next we need to check if NP Congress may select another destination space. During an Operation, NP Congress may select spaces up to Restraint, plus any space with Gandhi. Restraint is 3 and It just selected the space with Gandhi, so it may select up to another three spaces. Per instruction A, we return to the Space Selection Priorities table (8.4.1) to select the next destination.

There are no more Protest spaces (other than Bombay Presidency, which may not be selected again as a destination), so we are now looking for a 2-Pop space, not at Active Opposition, with Raj Control. Bihar and Punjab are the only spaces that meet all these criteria. We need to select one at random. Let Punjab be 'even' and Bihar 'odd' and roll a die. We roll a 5; Bihar will be the next destination. Per instruction B, Central Provinces remains the space with the most Activists not already selected as a destination. Reading down the Congress column on the Move Priorities table (8.4.2), we are instructed to move one Activist to Bihar. NV pieces now at least equal cubes in the destination, so we will not move any more pieces. Per instruction C, we will not move any more pieces to Bihar, but NP Congress may select more destination spaces, so we continue the Operation.

Returning to the Space Selection Priorities table (per instruction A), we see that Punjab still qualifies as a destination space. The only Activist that is adjacent to Punjab is the one in Delhi; move it into Punjab. NP Congress has so far selected three destination spaces, and Gandhi was in one of those spaces. This leaves at most one more space that may be selected for Demonstrate.

Per instruction A, we use the Space Selection Priorities table to select the final Demonstrate destination. We are looking for "2-Pop spaces not at Active Opposition with the fewest cubes." Both United Provinces and West Bengal qualify, but there are no Congress Activists adjacent to United Provinces that are eligible to move (Bihar may not be selected as an origin space because it has already been selected as a destination). So West Bengal is selected as the final Congress Demonstrate destination. Only the Activist in Calcutta is eligible to move into West Bengal, so Calcutta is the origin space. Move one Congress Activist from Calcutta to West Bengal. Furthermore, Congress is allowed to move Muslim League Activists if they accompany Congress Activists one-for-one, but only a total number of Muslim League Activists up to Unity may be moved. Unity is 3, and NP Congress has not yet moved any Muslim League Activists. The next instruction on the Move Priorities table instructs us to "bring Muslim League Activists up to Unity," we also move the lone Muslim League Activist from Calcutta into West Bengal. Since West Bengal does not have Raj Control, NP Congress finishes its Operation here by placing a Protest marker and Activating both the Congress and the Muslim League Activists. NP Congress has selected four spaces: one with Gandhi plus three others. This is the maximum number they may select, so their Operation is complete.

NP Congress Demonstrates from Central Provinces to Bombay Presidency and Bihar, from Delhi to Punjab, and from Calcutta to West Bengal (placing Protest).

Example 5:

NP Congress Satyagraha (4.3.2)

It is the start of the Short scenario (2.1). NP Congress is Eligible and selects Operation plus Special Activity. NP Congress draws Arjuna card L. With one Protest space with no Raj Control on the map (Bombay Presidency), this card will be used. Checking the next blue box, we see that Bombay Presidency meets this next condition as well: "Any spaces eligible for Non-Cooperation." India is not in Crisis, so any spaces with Congress Activists, Protest, and no Raj Control are eligible. Arjuna instructs us first to implement a Special Activity. We will first execute the Satyagraha Special Activity (4.3.2).

Next, look at the Special Activity instructions on Arjuna card L. After moving Gandhi, the first instruction is to "Add an Activist". Place a Congress Activist in East Bengal from Available. The NP Congress Special Activity is complete, they will next execute an Operation (in this case, Non-Cooperation).
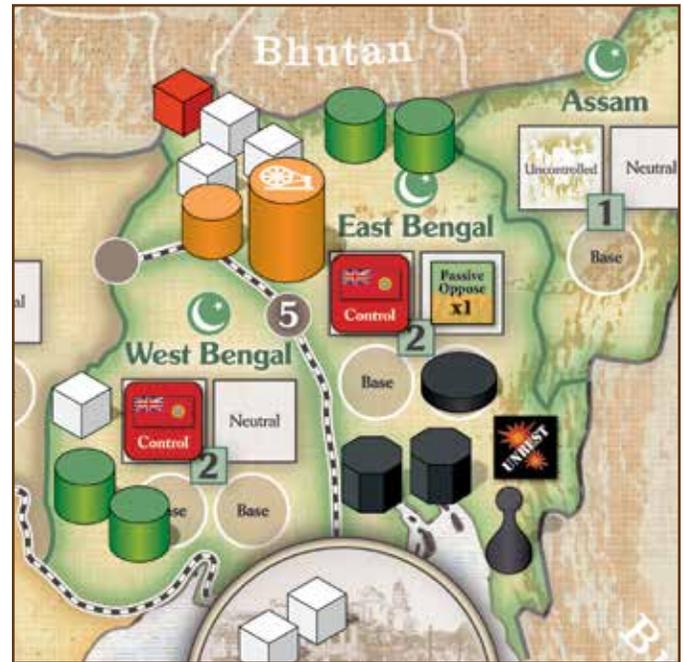
NP Congress Satyagraha moves Gandhi from Bombay Presidency to East Bengal.

First, we need to see where Gandhi will move by consulting the Move or Release Gandhi column of the Space Selection Priorities table (8.4.1). We are looking for just one space, but all spaces in India are eligible destinations. Reading down the column, we first look for spaces "not at Active Opposition," then "2-Pop," then spaces with "Raj Control". Looking across the map, there are six spaces that meet these conditions, so we keep checking the column. Next, we look for "Unrest," then the space with fewest cubes. Both Punjab and East Bengal have Unrest, but both spaces have the same number of cubes. Let us make Punjab 'even' and East Bengal 'odd' and roll a die: a 3. Select East Bengal as the destination; move Gandhi from Bombay Presidency to East Bengal.

Example 6:

NP Muslim League Negotiate (4.2.1)

It is the start of the Short scenario. Before starting, make the following changes to the setup:

- Add one Muslim League Activist to Punjab.
- Set Punjab to Passive Opposition.

NEGOTIATE (4.4.1)   max 1 space

Purpose: Remove Unrest or establish a Muslim State.

Accompanying Op: Rally, Demonstrate, or Civil Dis.

Location: 1 space with Muslim League Activists and no Raj Control, not selected for Operations.

Procedure: First, remove any Protest marker from the space (flip Activists). Shift Restraint +1. Then, may either:

A. *If any Unrest*—shift space 1 level towards Active Support then remove 1 Unrest marker, or

B. *If Muslim Opposition Province where Muslim League pieces exceed Congress pieces*—set the space to Passive Support and place a Muslim State marker.

NP Muslim League is Eligible and selects an Operation plus Special Activity. Arjuna card P is the first Muslim League card drawn. Since there are spaces without Protest where Activists exceed cubes (Sind and West Bengal), we will use this card to guide the Muslim League turn. We are instructed to implement a Special Activity: Negotiate to place a Muslim State, if possible. First, we check the map to see if any spaces are eligible (4.2.1). In order to place a Muslim State, we need to find a space with Muslim League Activists and no Raj Control, with Muslim Opposition, and where Muslim League pieces exceed Congress pieces. Only Punjab meets all these criteria.

First, remove the Protest marker and Shift Restraint +1. Set Punjab to Passive Support. Drop both the Muslim League and Congress Victory markers by 2, and increase the Raj Victory marker by 2. Then, place a Muslim State marker in the space's Control box. This space is no longer a Province, it is now a State (1.3.5). Increase the Muslim League Victory marker by 4. Finally, the Raj Troop in Punjab must leave. Raj, a player Faction, may move it to any City and selects Delhi.

Now NP Muslim League will continue following instructions on Arjuna card P to select and implement an Operation. Remember that because Punjab was selected for Negotiate, it may not be selected for any Operation this turn (4.4.1).
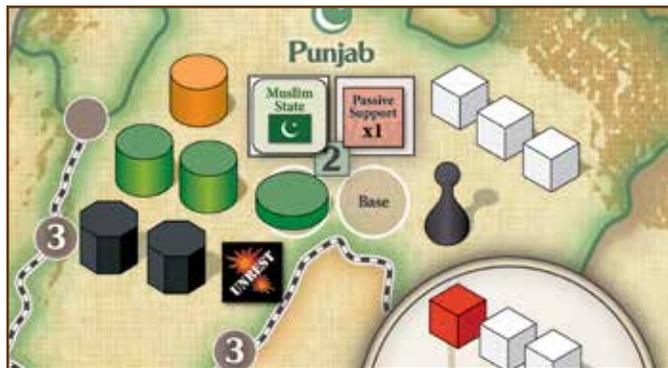
NP Muslim League places a Muslim State in Punjab, removing the Protest, setting the space to Passive Support, and expelling the Raj Troops.

Example 7:

NP Revolutionaries March (3.4.2)

It is the start of the Short scenario. Before starting, make the following changes to the setup:

- Add two Guerrillas to Punjab.
- Add two Guerrillas and one Unrest marker to United Provinces.
- Activate the Guerrilla in Bihar.
- Activate the Guerrilla in Bombay Presidency.

NP Revolutionaries are 1st Eligible and choose an Operation plus Special Activity. Arjuna card UU is selected, and directs NP Revolutionaries to execute a March Operation (3.4.2). We will use the Move Priorities table (8.4.2) to guide the Operation.

First, we need to select an origin space (instruction A). Punjab, with four Guerrillas, will be the fist origin. Next, we need to select a destination space (instruction B), and look to the March Destinations column of the NP Revolutionaries Space Selection Priorities table (8.4.1). Reading from the top, we skip the first two rows because all spaces with a Revolutionaries Base or Unrest have Guerrillas. Next, we look for spaces with one or two Guerrillas and no Revolutionaries Base. There are two, Bihar and Bombay Presidency. We continue reading to break the tie. Neither space has "Unrest" (next condition), and both are "2-Pop" spaces (next condition), so we are forced to select one at random. Let Bihar be 'even' and Bombay Presidency be 'odd' and roll a die. The result is 3, so we select Bombay Presidency. This space is an eligible space because at least one Guerrilla in Punjab is Underground, and thus allowed to move along the Railway network (3.4.2).

Now we return to the Move Priorities table (8.4.2), and read the Revolutionaries column to select the pieces that will move from Punjab. NP Revolutionaries will keep one Guerrilla here because of the Unrest marker, but the other Guerrillas are eligible to move. Reading down, we are instructed to move one Guerrilla, Underground first. Move one Guerrilla from Punjab to Bombay Presidency. Next, check instruction C. More Guerrillas are eligible to move from Punjab, so we return to instruction B to select another destination space.

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

Reading down the March Destinations column on the Space Selection Priorities table (8.4.1), we see that both Bihar and Bombay Presidency remain as possible destinations. Again we assign 'even' to Bihar and 'odd' to Bombay Presidency. This time, the roll is 4, and Bihar is selected. Move one Guerrilla from Punjab to Bihar. We return to the Space Selection Priorities table, and this time select Bombay Presidency. Move one Guerrilla from Punjab to Bombay Presidency. Note that although moving Guerrillas plus cubes in Bombay Presidency exceed 3, the space does not have Support so no moving Guerrillas are Activated (3.3.2). NP Revolutionaries will keep the last Guerrilla in Punjab to guard the Unrest marker, so no more Guerrillas will March from Punjab.

Before selecting another origin space (instruction A), we first need to check the NP Revolutionaries Activation Number (8.6.2). On Arjuna card UU, this is 3. We roll a die, the result is 5. This is greater than the Activation Number, so we select another origin space. United Provinces now has the most Guerrillas and will be the next origin. Consulting the Space Selection Priorities table (8.4.2), Bihar is still an eligible destination, but Bombay Presidency is not because it now has three Guerrillas. Move one Guerrilla from United Provinces to Bihar.

More Guerrillas are eligible to move from United Provinces. We use the Space Selection Priorities table to find the next destination. No eligible spaces have one or two Guerrillas and no Revolutionaries Base (Punjab is not eligible because it has already been selected as an origin); we are looking for spaces "without Unrest," "2-Pop" first. There are two eligible spaces: Madras Presidency and West Bengal. Again we need to select from among these spaces at random: 'even' for West Bengal and 'odd' for Madras Presidency. The die roll is 6, so we select West Bengal. Move one Guerilla from United Provinces to West Bengal.

There are no more moving Guerrillas in United Provinces (NP Revolutionaries will keep the last one there to guard both the Base and the Unrest marker). Next, we need to roll a die to see if NP Revolutionaries will continue to March. The roll is 2: less than the Activation Number of 3. The March Operation is over.

NP Revolutionaries March Guerrillas from Punjab to Bombay Presidency and Bihar, and from United Provinces to Bihar and West Bengal.

FACTION INTERACTIONS

This reference chart shows the ways in which specific actions by the Faction on the left directly help (unshaded boxes) or hinder (shaded boxes) each other Factions' victory conditions.

Note that this chart is not a comprehensive list of how factions interact. For example, the Revolutionaries can help Congress indirectly by removing Raj Control to allow Congress Non-Cooperation Operations to increase Opposition.

There will be many situations in which you will indirectly affect another Faction's position or plans by what Operations you conduct or what Event cards you play. Such instances will become more evident with experience playing the game, but this Interactions chart offers a useful reminder both of things you can do and things to watch out for from other players.

Many of the negative effects can be avoided if you look out for them. For example, Raj can guard against Muslim League Non-Cooperation by maintaining Raj Control in key spaces.

		AFFECTED FACTION			
		RAJ	**Congress**	**Muslim League**	**Rev**
AFFECTING FACTION	**RAJ**	• Imperialism to increase Support • Deploy, Sweep, Assault, Govern, or Martial Law to add Raj Control	**N/A**	**N/A**	• Martial Law to add Unrest
		N/A	• Imperialism to reduce Opposition	• Imperialism to reduce Muslim Opposition and remove Muslim States	• Imperialism to remove Unrest • Assault, Treaty, or Govern to remove Bases
	Congress	• Negotiate to add Support • Demonstrate, Negotiate, Satyagraha, or Persuade to yield Raj Control	• Non-Cooperation to increase Opposition	• Non-Cooperation to increase Muslim Opposition	**N/A**
		• Non-Cooperation to reduce Support • Rally, Demonstrate, Civil Disobedience, Satyagraha, or Persaude to remove Raj Control	**N/A**	• Negotiate to reduce Muslim Opposition or remove Muslim States	• Satyagraha to remove Unrest • Persaude to remove Bases
	Muslim League	• Negotiate to add Support • Demonstrate, Negotiate, Infiltrate, or Persuade to yield Raj Control	• Non-Cooperation to increase Opposition	• Non-Cooperation to increase Muslim Opposition • Negotiate or Infiltrate to add Muslim States	**N/A**
		• Non-Cooperation to reduce Support • Rally, Demonstrate, Civil Disobedience, Infiltrate, or Persuade to remove Raj Control	• Negotiate to reduce Opposition	**N/A**	• Negotiate to remove Unrest • Persuade to remove Bases
	Rev	• March or Aid to yield Raj Control	**N/A**	**N/A**	• Rally or Infiltrate to place Bases • Attack or Unrest to add Unrest
		• Rally, March, Attack, Unrest, Aid, Infiltrate, or Assassinate to remove Raj Control	• Unrest to reduce Opposition	• Unrest to reduce Muslim Oppositon	**N/A**

GUIDE TO FACTION OPERATIONS

How Do I Get Where I Want to Go?

For the Raj Player

How do I add Support?

The main way to add Support is by purchasing Imperialism using Govern and during the Support Phase of each Campaign Round. Imperialism is expensive: it costs 3 Resources per Unrest or Muslim State marker removed and for each level of Support. During Govern, a space must be cleared of all Active adversaries first. This means moving in Troops and Sepoys to establish Raj Control, then using Assault, Govern, or Treaty to remove Active pieces. This can be especially tricky if there's a Base in the space, since Bases may only be removed once all supporting pieces are removed first. In the Support Phase, Imperialism may be purchased when there are Active adversaries in the space, but you must Control the space and have both Troops and Sepoys there. Some Events also add Support. These can be an inexpensive way to add Support.

How do I add and keep Raj Control?

Raj Controls a space if cubes there exceed all Active adversaries. This means that a single Sepoy can Control a space with any number of Inactive Activists and Underground Guerrillas. But be careful when Sweeping into a space with Guerrillas: those Guerrillas will be Activated during the Operation, making it more difficult to Control the space. Also, be wary of spaces with Inactive or Underground pieces: the Nonviolent Factions can use their Civil Disobedience Operation to place a Protest marker there, Activating all Activists in the space and locking Raj cubes in place until the Protest is removed. Or, the Revolutionaries may execute an Attack Operation to Activate the Guerrillas there to deny Raj Control. Also, be careful to maintain sufficient forces in Provinces near the end of a Campaign. All cubes must leave Provinces with no Raj Control during the Redeploy phase!

How do I deal with nonviolent Protests?

The main way that Raj removes Protest is with Govern. This Special Activity requires that no Activists are in the space, however, so it may be necessary to Assault the space first to arrest any Activists there. But you will need to make a choice: use Govern to remove the Protest, or use Govern to buy Imperialism there to add Support? Removing the Protest allows cubes in that space to exit in a later turn. But adding Support means adding to the Raj victory total; just know that Congress may Rally to add Activists to that space on its next turn. Another way to remove Protests is with the Martial Law Special Activity. This removes the Protest and returns Activists to Available. But don't get carried away as Martial Law automatically adds an Unrest marker to the space, and it is shifted one level towards Neutral (so best to target Neutral or Opposition spaces).

What can I do about Gandhi?

A better question may be *When do I arrest Gandhi?* Arresting Gandhi too soon—when Restraint is high and no Protests are on the map yet—can backfire. Congress can Negotiate his release easily and start placing the extra Protest markers made Available when Restraint dropped. Instead, wait to arrest Gandhi when Restraint is low and five or six Protest markers are already on the map. Or, wait until an Event gives you the chance to arrest him without shifting Restraint. At times, it might be best to leave Gandhi alone and work to undo the damage he does. It might even be worth letting Gandhi out of Jail during the Congress Satyagraha Special Activity, especially if Unrest has spread across India: perhaps Congress can be persuaded to move Gandhi into a space to calm Unrest in exchange for his freedom?

How do I remove Muslim States?

It may be easier to prevent the establishment of a Muslim State than removing one once it has been place. Yes, if the Muslim State is placed during a Muslim League Negotiate Special Activity, the space will shift to Passive Support and you will gain a few victory points. But without the use of Troops in the new State, it can be costly to regain the upper hand there. In order to remove the State during Govern, you will first have to remove all Active pieces. This can be a challenge when there is a Base protected by Activists but no Protest—Martial Law is needed to remove the Activists, allowing the Base to be removed with Assault or Govern. Or, hope that one of the few Events that removes a Muslim State becomes available.

How do I protect India from Unrest?

The most dangerous threat comes from Underground Guerrillas, especially those in Support spaces. Use Sweep to Activate Guerrillas, forcing the Revolutionaries to spend valuable Resources on Aid to flip them back Underground. Active Guerrillas should be targeted, especially if few in number. A handful of Troops stationed in key Provinces can kill Guerrillas without any expense. After Unrest has spread, the only way to remove it during your turn is by purchasing Imperialism. A more cost effective method is to remove all Guerrillas from Unrest spaces instead, since during the Reset Phase of each Campaign Round one Unrest marker is removed from spaces without Guerrillas.

How do I maintain Resources?

Guard the Railways! Use Garrison and the Redeploy Phase to keep Sepoys stationed on the Railways, ready to arrest Activists and eliminate Guerrillas foolish enough to move onto them. It will take two Operations for NV Factions to move onto a Railway and place a Protest marker there, and the Protest won't turn into a Strike marker until the next Campaign Round. Guerrillas may be more of a threat, especially when Restraint is low and Unrest cheap. Of course, this makes Assault less expensive for you, too. Also, make sure you maintain Control over every City. Loss of Control automatically places Strikes on all adjacent Railways!

What can I do about Crisis?

Crisis in India is generally to be avoided, but there's not much you can do to avoid it except for Events that shift Unity or Restraint. When Crisis does get triggered, at least you get to move a die roll of cubes from Out of Play onto the map, which can help plug holes or even add Control. You may wish to keep a few Troops in the Out of Play box, ready to be placed during the first Crisis.

For the Nonviolent Factions

How do I add Opposition?

It can take several turns to shift Opposition. First, use Civil Disobedience or Demonstrate to place Protest markers. Then, use Non-Cooperation in those Protest spaces to shift Opposition. Timing is critical: when Restraint is high, few Protest markers will be Available: your nonviolent resistance will need to start small. But each time you use Non-Cooperation, Restraint will drop and more Protest markers become Available. Both NV Factions share these, however, so you may be in a race with your NV partner/opponent to use this limited resource.

How do I remove Raj Control?

Placing Protests in order to Activate Activists is the main way of challenging Raj Control. Use Rally and Demonstrate to maintain Activists in Protest spaces and keep up the pressure on the Raj. Another way to remove Control is to use Persuade to Activate Guerrillas: you may Activate one Guerrilla for every Active Activist there, so look to place Protests in spaces with Guerrillas. (This can backfire, though: Revolutionaries Attack Operations can place Unrest in spaces with Protest, and they can Infiltrate the Protest to replace it with a Guerrilla). Or, use Persuade to remove Sepoys from spaces with just enough cubes for Control.

Even if you do not have sufficient forces in a space to remove Control yet, the Protest marker itself will lock Raj cubes in place until it is removed; and Raj cannot remove the Protest when there are Activists there without using Martial Law, an escalation of the conflict that Raj may be hesitant to use.

How do I get Activists out of Jail?

Use Rally to release Jailed Activists. A number of Events also release Activists from Jail. To release Gandhi, Congress can roll to release him using Negotiate, or make an arrangement with the Raj player to allow his release during Satyagraha. NV players may wish to leave Activists in Jail, however, because the Jailed NV pieces cost the Raj 2 Resources during the Resources Phase of each Campaign Round.

How can I choke off Raj Resources?

You will have to place Strike markers on the Railways to hurt the Raj economically. Barring an Event that places Strikes right away, NV Factions will need to wait until the next Campaign Round to do so. Use Civil Disobedience to move Activists onto adjacent Railways. Then, use a later Civil Disobedience Operation to place a Protest marker on the Railway—the Protest marker will convert into a Strike marker during the next Earnings Phase. This allows the Activist to move off the Railway, but that leaves the Protest vulnerable to being removed by the Raj Govern Special Activity, and leaves a valuable Protest marker in a space that cannot add Opposition. Or leave enough Activists on the Railway that they outnumber cubes there, which also places a Strike marker during the Resources Phase. Another way to block Railways is to remove Raj Control from a City—every Railway adjacent to a City with no Raj Control will be shutdown by Strikes during the next Resources Phase.

For the Congress Player

How do I remove Muslim States?

Muslim States can be hard to remove once placed, so it is best to position your pieces to block the Muslim League from placing them. Use Rally and Demonstrate to make sure Congress Activists at least equal Muslim League Activists. Don't be afraid to use Persuade against your "ally" as well: the drop in Unity will limit the total spaces the Muslim League can select for Operations (of course, this also makes Base building less expensive). When Muslim States do get placed, use Negotiate to remove them. If possible, target Muslim States in Neutral or even Support spaces to avoid the loss of Opposition when Negotiating away a State. Or, take advantage of the few Events that remove Muslim States.

How do I deal with Unrest?

Except via Events, the only direct way to remove Unrest is during the Satyagraha Special Activity. Gandhi automatically removes one Unrest marker, but must also remove any Protest in the space and forego the other option during Satyagraha of adding a Congress Activist. Indirectly, if you can remove all Guerrillas from spaces with Unrest (by using Persuade), Unrest will naturally erode during the Reset Phase of the next Campaign Round.

How do I manage Restraint and Unity?

Restraint directly limits total Congress Operation spaces and the availability of Protest, so pay close attention to the Restraint track. Use Non-Cooperation to drop Restraint to make additional Protest markers Available, but be aware that your Muslim League "ally" may just use them before you get another turn. Dropping Restraint also makes Raj Operations and Revolutionaries Unrest less expensive, so make sure you're ready to handle their reactions. Use Negotiate to raise Restraint, either to slow Raj Operations or to end a Crisis. Protest markers already on the map are not affected by shifts in Restraint; pushing Restraint to 4 or 5 with most Protest markers on the map creates a serious headache for the Raj player.

Although Restraint will more strongly dictate Congress actions, pay attention to Unity as well. You may wish to increase Unity to end a Crisis or make it more difficult for both the Muslim League and Revolutionaries to build Bases. Use Rally to increase Unity by moving a Muslim League Activist from Out of Play to Available. Or, you may wish to drop Unity by Persuading away Muslim League Activists to limit a Muslim League player who has not built many Bases, or even to cause a Crisis!

How do I use Gandhi?

Gandhi is a powerful tool because he gives you a lot of flexibility to respond to situations around the board. Use Satyagraha

to move him from one hotspot to another. Moving Gandhi to a Protest space and then placing a Congress Activist adds two Active pieces to contest Raj Control, possibly making the space vulnerable to Non-Cooperation. Also use Satyagraha to remove Unrest to slow the Revolutionaries, or to remove a Protest marker from a Muslim space and then turn around and use Civil Disobedience to place that same marker in a non-Muslim space with Congress Activists.

How can I take advantage of Crisis?

Crisis allows you to shift Opposition in any space with Protest and Congress Activists, regardless of Raj Control. If your forces are properly positioned, this can quickly add a lot of Opposition. But Crisis gives all Factions additional capabilities, so make sure the risks are worth it. Especially be wary of Underground Guerrillas in Opposition spaces as well as Opposition spaces with both Congress and Muslim League Activists, as these become targets for Revolutionaries Unrest during a Crisis.

For the Muslim League Player

How do I build Muslim States?

You must build Muslim States to win, but getting them on the board takes time. First, use Civil Disobedience and Non-Cooperation to push spaces into Passive or Active Opposition. At the same time, use Rally and Demonstrate to outnumber Congress pieces in these spaces. Finally, use Negotiate to place a Muslim State marker. Since you may not select a space both for Negotiate and an Operation on the same turn, you need to plan ahead to be successful. Another route is to build Bases in 2-Population spaces to prepare for a Crisis. If you can remove Raj Control from a space with your own Base, use Infiltrate to place a Muslim State there. Also, some Events allow you to immediately place a Muslim State. Most of these Events, however, only place a Muslim State in a space with no Raj Control, so use Civil Disobedience to place Protests to challenge Raj Control.

How do I deal with Unrest?

Negotiate doesn't just place Muslim States—also use it to remove Unrest. Also, use Infiltrate and Persuade to remove or Activate Guerrillas to prevent them from placing Unrest in the first place. Some Events also remove Unrest.

What can I do in non-Muslim spaces?

You will want to maintain forces outside of the Muslim spaces in order to interrupt Congress actions and even use Infiltrate to place Muslim States during Crisis. Use Negotiate to shift a non-Muslim space towards Support to take away from the Congress' victory condition and to remove Protest that you can then use for Civil Disobedience to place in a Muslim space. Also, Muslim States may be placed in non-Muslim spaces! This not only adds to your victory total, you don't subtract from your victory total when the space shifts to Passive Support.

How can I take advantage of Crisis?

Be ready for Crisis by building and protecting Bases in possible Infiltrate spaces. But be careful not to be caught off guard. With Unity at 1, your actions are limited to just a single space without a Base.

For the Revolutionaries Player

How do I spread Unrest?

You have two Operations that can place Unrest: Attack and Unrest. Attack is cheaper, but riskier, as you need to roll successfully to place Unrest, and even then Unrest is only placed if the space has no Raj Control or a Protest marker. When Attacking, all Guerrillas Activate, which is a useful tool to remove Raj Control. Using the Unrest Operation, however, automatically places Unrest but can be costly, especially when Restraint is high. Combining Unrest with Aid can help mitigate these costs, flip Guerrillas Underground before an Unrest Operation, or even flip Guerrillas back Underground after Activating during Attack or Unrest. Also, several Events place Unrest, some in more than one space.

You will need to balance spreading Unrest across India, perhaps in Princely States where it is more expensive for the Raj to Operate, with concentrating in the 2-Population spaces in order to earn more victory points. Be careful to guard your Unrest, too. Spaces without Guerrillas lose one Unrest during the Reset Phase of each Campaign Round.

How do I get Bases on the map?

It is a good idea to drop Unity to reduce the number of Guerrillas it takes to place a Base. One way to reduce Unity is to target NV pieces with Assassinate. Killing a Muslim League Base and dropping Unity in one go can be a strong move. You may just have to the play the long game, however, and wait for Unity to drop at the end of each Campaign Round. Or, take advantage of Crisis to place Bases in spaces with room for a Base and no Raj Control using Infiltrate.

How do I reduce Support and Opposition?

The main way to reduce Support and Opposition is through Unrest Operations. Keep Underground Guerrillas in 2-Population spaces as a threat to both the Raj and the NV Factions. Use Aid to protect those Guerrillas by paying to hide them Underground. Also, several Events allow you to shift Support or Opposition.

How do I manage Restraint and Unity?

Befitting your role as a violent agitator, you may only decrease Unity and Restraint. Decrease Unity by targeting NV pieces with Assassinate. Decrease Restraint by using Unrest. When Restraint is 1 and Unity is 2, killing a NV piece with Assassinate to drop Unity will cause a Crisis in India, perhaps opening up new spaces for Unrest.

How can I take advantage of Crisis?

You have two capabilities available to you during a Crisis. Use Infiltrate to place Bases in spaces with Guerrillas, room for a Base, and no Raj Control. Also, you may select any spaces with both Congress and Muslim League Activists for Unrest, even spaces without Guerrillas! During Crisis, all your Unrest Operations cost just 1 Resource per space: time to spread chaos across India!

EVENT TEXT AND NOTES

1. BRITISH INDIAN ARMY DEFENDS THE EMPIRE
Raj Con Mus Rev

Colonial occupation: Add up to 6 cubes total to any Cities and Provinces (up to 3 from Out of Play, remainder from Available).

Local troops mutiny: Remove up to 5 Sepoys from the map, no more than 2 per space: first 3 to Available, remainder to Out of Play.
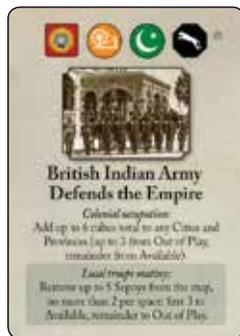
Background. The British Indian Army was a sizeable military force mainly composed of Indian soldiers and British officers. Its primary duty was the defense of India, but it also sent significant forces to the Western Front in WWI, and the Mediterranean and Asian theaters in WWII.

2. VICEROY IRWIN MEETS WITH GANDHI
Raj Con Rev Mus

The Two Mahatmas fail to agree on core issues: Arrest up to 5 Activists total in any Support spaces.

Gandhi negotiates release of prisoners: Release twice a die roll of Activists from Jail to any spaces.

Background. In 1931, a year after THE SALT MARCH (Event 55), Viceroy Lord Irwin met with Gandhi in an attempt to convince him and Congress to participate in the upcoming 2nd Round Table Conference (Event 27). While the government agreed to release jailed activists and relax its restrictions on salt production in exchange for the end of civil disobedience, Gandhi was later criticized for ending the campaign with little to show for it.

3. INDIA IS THE JEWEL IN THE CROWN
Raj Mus Con Rev

London guarantees anti-insurgency funds: Add 5 times Restraint to Raj Resources.

Parliament tightens its purse: Subtract twice a die roll from Raj Resources.

Background. The title of Paul Scott's 1966 novel has since become a stand-in for British India during the Raj era, emphasizing the important role that India played in the British imperial project of the late 19th and early 20th centuries.

Non-player Instructions.
✓ **NP Raj.** This Event is not effective (8.8.3) for NP Raj.
✓ **NP Congress.** This Event is not effective (8.8.3) for NP Congress.
✓ **NP Muslim League.** This Event is not effective (8.8.3) for NP Muslim League.
✓ **NP Revolutionaries.** This Event is not effective (8.8.3) for NP Revolutionaries.

4. SIMON COMMISSION REPORT PUBLISHED
Raj Mus Rev Con

All-British committee ignores Indian grievances: Remove up to 4 Activists, up to 1 Protest marker, and up to 1 Unrest marker from the map.

Unrest spreads after death of protester: Add up to 4 Activists and up to 2 Unrest markers to any spaces (Strike if on Railway).

Background. The Indian Statutory Commission, known popularly as the Simon Commission after its chairman John Simon, was formed in 1927 to assess possible constitutional reforms that would give Indians greater representation in government. Though eventually leading to the 1935 Government of India Act (Event 29), the commission was vocally criticized for not including any Indian members. Widespread public protests were organized across India, which sometimes turned violent (Event 47).

5. 1ST ROUND TABLE CONFERENCE IN LONDON
Raj Rev Con Mus

British reassert their authority to rule India: In 1 Muslim space, remove a Muslim State if present and shift that space 2 levels towards Active Support.

Gandhi remains in India: Set up to 3 States to Passive Opposition.

Background. The Round Table Conferences were the first time that British and Indian officials met as equals. The 1st Conference, held from November 1930 to January 1931 was fraught with political controversy, coming after Congress declared Home Rule in 1929 (Event 33) and Gandhi's Salt March in 1930 (Event 55). Many Congress officials, including Gandhi, chose not to attend this first meeting.

Non-player Event Instructions.
✓ NP Muslim League. Per 8.8.3, only selects States in Muslim spaces: Jammu & Kashmir or any Muslim States in a Muslim space.

6. CHAURI CHAURA MASSACRE
Raj Rev Mus Con

Protesters burn police station: In 1 Protest space, remove all pieces belonging to 1 Faction: Gandhi and Activists to Jail; cubes, Guerrillas, and Bases to Available.

'It's only an eye for an eye': Add an Unrest marker to 1 space with both Activists and Troops, remove 2 cubes there, and set the space to Neutral.

Background. In the United Provinces in 1922, Raj police opened fire on a nonviolent protest during the Rowlatt Satyagraha (Event 26), killing three. Angered by the attack, the crowd rushed at the police who retreated into their station. The protesters set the building ablaze, killing 23. In response to the escalation of violence, Gandhi feared that many had not fully embraced nonviolence and called an end to the campaign, a decision he was widely criticized for.

7. Jawaharlal Nehru Rises to Prominence
Con Raj Mus Rev

Congress factions squabble: In spaces with Congress Activists, add up to 5 Sepoys from Out of Play.

Nehru provides inspirational leadership: Add up to 4 Activists or Guerrillas to spaces with Congress pieces (up to 2 from Out of Play).
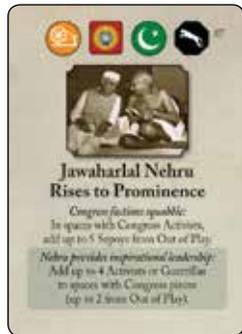
Background. Jawaharlal Nehru was born to a prominent family in northern India. He was Gandhi's constant supporter and student, participated in all the major nonviolence campaigns, and was jailed many times for defying British authority. Nehru gradually became the political face of Congress and was the obvious choice to lead the newly independent nation of India as its first Prime Minister. The Nehru family continues to play a significant role in Indian politics.

8. Webb Miller Interviews Gandhi
Con Raj Rev Mus

Western media support British rule: In 1 Protest or Unrest space, remove 1 Guerrilla or Activist per cube to Available, then remove 1 Protest or 1 Unrest marker.

Reporter promotes nonviolence: Shift up to 2 Protest spaces each 1 level towards Active Opposition.

Background. Webb Miller was an American journalist who met Gandhi while travelling through India in 1930. They became friends and Miller was present during the events of the 1930 Salt March (Event 55). He witnessed and reported on the Dharasana Salt Works raid (Event 12), describing in detail the brutality of the Raj police. "I have never witnessed such harrowing scenes as at Dharasana," he wrote. Though initially censored by British officials, when finally released his reporting brought global attention to the independence movement.

9. Jallianwala Bagh Assault Shocks India
Con Mus Raj Rev

General Dyer's 'Lesson for all India': Add 1 Unrest marker to 2 spaces with Troops, then in each space remove 1 Guerrilla or Activist for every cube there (all to Available).

Sikh protesters massacred: Add 1 Unrest marker to a space with cubes, then remove up to 4 pieces there to Available (Bases last). Shift the space 2 levels towards Active Opposition.
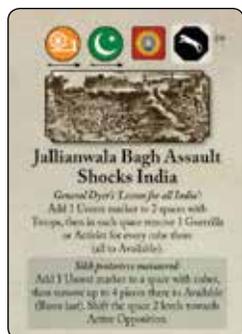
Background. In 1919, Gandhi called for nationwide protests against the recently enacted Rowlatt Act (Event 26). In Punjab, tensions quickly escalated after the arrest of two prominent Sikh independence leaders. British Indian Army troops arrived to restore order and British General Reginald Dyer issued a proclamation prohibiting public assembly. On 13 April, 1919, several thousand people gathered in the walled Jallian-wala Bagh to celebrate the Sikh new year; General Dyer saw instead a revolutionary army. He led his troops into the enclosed space and ordered them to open fire on the crowd. The losses were staggering: officially 379 people were killed, but other estimates are much higher. The massacre and subsequent light handling of General Dyer (he was forced to retire but was hailed as a hero by many in Britain) contributed to the determination of Indians to resist British rule by any means.

10. Aundh Experiment in Home Rule
Con Mus Rev Raj

Village self-rule fails: Shift a number of States up to Restraint each 1 level towards Neutral.

Maharaja shares power: Add Protest markers to up to 3 States. Shift Restraint +2.

Background. In 1938, Raja Bhawanrao Shriniwasrao, the leader of Aundh princely state in west-central India and a supporter of the independence movement, agreed to give political power to the people of Aundh as an experiment in swaraj, or self-government. Gandhi helped draft a new constitution for Aundh that was ratified in 1939. The experiment lasted until 1947, when Aundh was incorporated into India along with the other princely states.

Non-player Instructions.
- ✓ **NP Revolutionaries.** This Event is not effective (8.8.3) for NP Revolutionaries.

11. Aga Khan Palace Made a Prison
Con Rev Raj Mus

Arrest the Mahatma: Arrest Gandhi and all Activists in his space. Shift Unity –1.

Gandhiji released: Release Gandhi and all Activists from Jail: Gandhi and 3 Activists to any 1 space, remainder to Available.

Background. Gandhi, his wife Kasturba, and his private secretary Mahadev Desai were imprisoned in Aga Khan palace from 1942 to 1944 during the Quit India Campaign (Event 36). Both Kasturba Gandhi and Mahadev Desai died from heart disease during their captivity.

12. Assault on the Dharasana Salt Works
Con Rev Mus Raj

No one through the gates: In 2 spaces with cubes and Protest, replace both Protest markers with Unrest markers, and arrest all Activists there.

Sarojini Naidu leads the march: Place Protest markers in up to 3 spaces with Activists. Shift Restraint –1. Active Faction remains Eligible.

Background. After the success of The Salt March (Event 55) in 1930, Gandhi planned further acts of civil disobedience. He wrote to Viceroy Lord Irwin outlining his plan to march to the Dharasana Salt Works and demand that it be given to the Indian people. Gandhi was quickly arrested, but others including Sarojini Naidu took his place. She led protesters to the gates where they were attacked by police with clubs. Several were killed and hundreds were wounded. Newspaper reports of the violence (Event 8) brought into question the legitimacy of British rule in India.

13. OTTOMAN COLLAPSE CREATES A VACUUM
Mus Raj Con Rev

Muslim community in India agitates for independence: Shift Unity –2 or add 1 Muslim State to any Muslim Province with no Raj Control (if State placed, Troops there to any Cities).

Muslim community seeks unity within India: Shift Unity +2. Move 3 pieces from Out of Play to Available.

Background. The end of World War I brought an end to the Ottoman Empire, once the largest and most powerful Muslim empire in history. The last Ottoman Sultan was also the last Caliph, or political ruler of all Muslims. In India, some in the Muslim community supported the pan-Islamic aims of the Khilafat movement to return a Caliph to power, while others looked inward in support of secular, Indian nationalism.

Non-player Instructions.

✓ **NP Raj.** This Event is not effective (8.8.3) for NP Raj.

14. INDEPENDENCE FIGHTERS TAKE UP ARMS
Mus Raj Rev Con

Indian Political Intelligence disrupts terror cells: Remove up to 4 Guerrillas from up to 2 spaces. Revolutionaries Resources –3.

Independence martyrs: Either add 5 Guerrillas total to West Bengal and East Bengal, or Revolutionaries Resources +5.

Background. Violent resistance to British rule was often scattered and small scale, compared with the violent insurgencies in Colombia, Cuba, Vietnam, and Afghanistan. British police forces in India kept close tabs on revolutionary groups and British jails, especially the CELLULAR JAIL (Card 32), were filled with political prisoners.

15. CRACKDOWN AT THE QISSA KHWANI BAZAAR
Mus Con Raj Rev

Imperial violence restores order: Add 1 Unrest marker to 1 space without Troops, then remove 1 piece for every Sepoy in that space to Available (Bases last).

Police massacre hundreds: Add 1 Unrest marker to any space with cubes. Shift that space 2 levels towards Active Opposition.

Background. In 1930, following the arrest of Pashtun nonviolence leader KHAN ABDUL GHAFFAR KHAN (Card 17), protesters gathered in the Qissa Khwani Bazaar in Peshawar, in the Northwest Frontier Province. Troops of the British Indian Army arrived. The Khudai Khidmatgar (Card 39) protesters refused to yield. After a tense standoff, the troops opened fire on the crowd. At the time it was reported that 20 had been killed. Later estimates put the number in the hundreds.

16. PAKISTAN DECLARATION PUBLISHED IN LONDON
Mus Con Rev Raj

Pamphlet stirs sectarian divisions: Add 1 Unrest marker to up to 2 Muslim spaces, then remove 1 Base from among the selected spaces.

Choudhry Rahmat Ali coins 'Pakistan': Add up to 2 Bases to Muslim Provinces with room.

Background. Released in 1933 during the Second Round Table Conference (Card 27), Choudhry Rahmat Ali's pamphlet was subtitled *Now or Never; Are We to Live or Perish Forever?* It was the first time that the term Pakstan (later Pakistan) was used in print.

17. KHAN ABDUL GHAFFAR KHAN
Mus Rev Raj Con

Protests bring attention to the frontier: In Punjab and adjacent Provinces, remove up to 4 Activists total or shift 2 of those spaces each 1 level towards Passive Support.

The frontier Gandhi: Add Protest markers to 2 spaces with Muslim League Activists. Muslim League remains eligible.

Background. Khan Abdul Ghaffar Khan was a devoted student of Gandhi's methods of nonviolence, from Peshawar in Northwest Frontier Province. He led the Khudai Khidmatgars (Card 39) in their active, nonviolent resistance to British rule in northwest India. Although a Muslim, he remained closely aligned with Congress and was a fierce opponent of partition. He spent much of the 1950s and 1960s under house arrest in Pakistan, and after his death in 1988 was buried in Afghanistan.

18. JINNAH ADVOCATES FOR MUSLIM INDIA
Mus Rev Con Raj

The future leader of Pakistan: Add 1 Base to any space with room. Shift that space and an adjacent space each 1 level towards Active Support.

Jinnah voices support for Congress: Shift Unity +1 and add up to 4 Activists to Muslim spaces.

Background. Born in 1876 in Karachi, Muhammad Ali Jinnah was the leader of the Muslim League from 1913 until the establishment of Pakistan in 1947. Though he originally advocated Hindu-Muslim unity, Jinnah later came to see partition and a separate Muslim state as the only way to protect the minority Muslim community in India. He served as the first Governor-General of Pakistan and is known today as Quaid-i-Azam, 'Great Leader.'

19. ATTACK ON THE CENTRAL ASSEMBLY IN DELHI
Rev Raj Con Mus

Perpetrators caught: In any 1 space, remove up to 3 Underground Guerrillas or all Active Guerrillas.

Symbolic bombing brings attention: Add 1 Unrest marker to 2 spaces with Raj Control. Add 1 Guerrilla to each space.

Background. In 1929, Batukeshwar Dutt and Bhagat Singh (Card 21) threw leaflets and two bombs into the Central Legislative Assembly building in New Delhi to avenge the death of Lala Lajpat Rai (Card 47). Both men were quickly arrested, put on trial, and sentenced to life in prison.

20. Jugantar Formed in Bengal
Rev Raj Mus Con

Revolutionary terrorists: In West Bengal and East Bengal, remove 1 Guerrilla in each space for every cube there, then Activate all Guerrillas.

Freedom fighters: Add up to 3 Guerrillas to East Bengal and/or West Bengal, then flip any Guerrillas there Underground.

Background. Jugantar was an early anti-colonial revolutionary group that was established in Bengal in 1906. After a failed attempt during WWI to overthrow British rule with German aid (the so-called German Plot), Jugantar for a time adopted non-violence and supported Gandhi's Non-cooperation Campaign of 1920. Weakened by the arrest of key leaders, and fractured by competing sects within the group, it officially merged with Congress in 1938.

21. Bhagat Singh Frustrates the Empire
Rev Con Raj Mus

British arrest Sikh revolutionaries: Remove up to 4 Guerrillas from any spaces: 2 to available, 2 to out of play.

Independence hero: Add up to 4 Guerrillas to Punjab, then add an Unrest marker there.
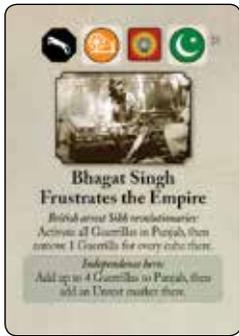
Background. Bhagat Singh was a revolutionary fighter who had perhaps a bigger impact on the independence movement after his death than during his life. In 1928, Singh and other members of the Hindustan Socialist Republican Association (Card 44) killed a British police officer, John Saunders. A year later, Singh was arrested for the Central Assembly bombing (Card 19), and while in custody was convicted of the earlier murder. He was hanged in 1931. To this day, Singh remains a controversial figure: remembered by some as revolutionary martyr, by others as a terrorist.

22. Subhas Chandra Bose Conspires with Japan
Rev Con Mus Raj

Government declares Bose a traitor: Remove up to 4 Guerrillas: 2 to Available, 2 to Out of Play.

Bose rallies support from abroad: In 2 spaces with no Raj Control, add 2 Guerrillas and remove any 1 adversary piece (not Gandhi).

Background. Bose was the leader of a radical, socialist wing of Congress who rose to prominence in the 1930s. He was briefly President of Congress but was soon ousted from leadership in 1939 after clashing with Gandhi over movement strategy. At the start of WWII, Bose escaped to Germany, raised a personal army from Indian soldiers captured in North Africa, and planned to invade India. Disillusioned with Germany after the invasion of the Soviet Union, he left his army and fled to Japan. With Japanese support he raised another force, the Indian National Army (Card 69), which fought Allied forces in Burma in 1944-45. Bose died in a plane crash in Taiwan in 1945.

23. Kakori Train Robbery
Rev Mus Con Raj

Heist fails to inspire revolt: In up to 3 spaces, Activate 1 Guerrilla for every cube, then remove up to 5 Active Guerrillas total from those spaces.

Looting: In up to 3 space with Guerrillas, free Attack then flip all Guerrillas in the selected spaces Underground.

Background. In 1925, members of the Hindustan Republican Association (later the Hindustan Republican Socialist Association, Card 44) robbed a train on the Saharanpur to Lucknow line near Kakori in United Provinces. Some 40 were arrested in connection with the robbery and four were eventually convicted and hanged in 1927.

24. Raid on the Chittagong Armoury
Rev Mus Raj Con

Raj spies thwart the raid: Activate up to 5 Guerrillas in any spaces, then remove 1 Active Guerrilla for each cube in up to 3 of those spaces.

Revolutionaries steal arms: In 1 space, add 2 Guerrillas from Out of Play, add 1 Unrest marker, and shift the space to Neutral.

Background. In 1930, 65 revolutionaries led by Surya Sen assaulted Chittagong in East Bengal. They captured both the police armoury and the auxiliary force armoury, but failed to locate any ammunition. The small army fled into the Chittagong hills, where there were surrounded by several thousand British troops. After a gun battle in which twelve revolutionaries and 80 troops were killed, Sen led his men into hiding among nearby villages. He was finally found, convicted, and hanged three years later.

25. Montagu Declaration Affirms Imperial Rule
Raj Con Mus Rev

Britain will remain firmly in charge: Shift Restraint –2 and remove up to 2 Protest and/or Unrest markers.

Imperial overreach prompts resistance: Shift Restraint +2 and add 1 Protest or 1 Unrest marker to any 2 spaces with friendly pieces.

Background. Secretary of State for India Edwin Montagu released a statement in 1917 that "the policy of His Majesty's Government is that of the increasing association of Indians in every branch of the administration." It was criticized by both British imperialists and Indian leaders alike.

26. Rowlatt Act Employed in Force
Raj Con Rev **Mus**

Government suspends civil liberties: In 2 spaces, arrest 1 Activist for every cube.

India's support of Britain during WWI betrayed: Add 1 Protest or 1 Unrest marker to any 2 spaces, then shift each space 1 level towards Active Opposition.

Background. The Anarchical and Revolutionary Crimes Act of 1919 was better known as the Rowlatt Act after the British judge who recommended that authoritarian measures were necessary to curb revolutionary activities in India. This legislation gave British authorities broad powers to arrest and detain suspected revolutionaries, and was quickly denounced by Congress leaders. Gandhi called for a *hartal*, or nationwide civil disobedience, in response. Rising tensions led to the massacre at Jallianwala Bagh (Card 9), an event that led to the repeal of the Rowlatt Act in 1922.

27. 2nd Round Table Conference in London
Raj Mus Con Rev

Britain promises limited home rule: Set Restraint to 2 and set 2 spaces with Raj Control to Passive Support.

Broken promises cause disillusionment: Set Restraint to 4 and place a Protest marker in any 2 spaces with Raj Control.

Background. The events of 1930, including The Salt March (Card 55) and Dharasana Raid (Card 12), led to the Second Round Table Conference in 1931. The Gandhi-Irwin Pact earlier that year (Card 2) helped guarantee Gandhi's participation. Hopes that the talks would lead to power sharing between British and Indian leaders were soon dashed, as political and ethnic divisions among both sides precluded real change.

Non-player Instructions.
✓ **NP Revolutionaries.** This Event is not effective (8.8.3) for NP Revolutionaries.

28. British Seek to Divide and Rule
Raj Mus Rev Con

'There is not one India, but several': Shift Unity –1. Add 1 Muslim League or Revolutionaries Base to any space with room and shift that space 2 levels towards Active Support.

'There must be Hindu-Muslim unity, always': Shift Unity +1 and shift 1 space with Congress Activists 1 level towards Active Opposition.

Background. Thousand year old tensions between the Hindu and Muslim communities in India provided the Raj government opportunities to keep Indians divided. While Gandhi was critical of British policies that formalized divisions in law such as the Communal Award (Card 64), Jinnah took advantage of the growing divide to cooperate with the British and keep Muslim League leaders out of Jail during the turbulent 1940s.

29. 1935 Government of India Act
Raj Rev Con **Mus**

India will remain a crown possession: Remove 1 Muslim State. Congress or the Muslim League ineligible through the next card.

Limited self-government granted: Place 1 Base or a Muslim State in 1 Province without Raj Control (if State placed, Troops there to any Cities).

Background. The 1935 Government of India Act replaced the similarly named 1919 Act and, in theory, introduced the possibility of federal power sharing in India. The British would retain control of the national government, but provincial power would be given to elected Indian politicians. In the 1937 elections, Congress won power in eight of eleven provinces. Ultimately, however, the promises of the 1935 Act were unrealized. Congress officials quit their posts en masse to protest the entry of India into WWII in 1939, and the poor showing by the Muslim League may have convinced Jinnah to fully embrace partition (Card 38).

Non-player Instructions.
✓ **NP Raj.** Select the Faction to be Ineligible at random, player Faction first.
✓ **NP Congress.** Select the Faction to be Ineligible at random, player Faction first.

30. Japan Occupies Indochina
Raj Rev Mus Con

Fears of an Indian fifth column: Remove up to 5 Guerrillas or Activists from spaces with Raj Control to Available, no more than 2 per space.

Distractions to the east: Remove up to 5 Sepoys from the map, no more than 2 per space.

Background. India had been at war with Germany since 1939, but the entry into the war of Japan 1941 put WWII uncomfortably close. With the Imperial Japanese Army on its doorstep, troops of the British Indian Army (Card 1) played a major role in the Burma Campaign. At the same time, Gandhi organized the last major nonviolent campaign, the Quit India Movement (Card 36), and Subhas Chandra Bose collaborated with the Japanese to invade British India (Card 22).

31. Satyagraha in Champaran Challenges Rents
Con **Raj** Mus Rev

'You yourself raised the rent simply to finance a hunting expedition': Arrest Gandhi and any Activists with him, then remove any Protest and Unrest markers from his space.

Gandhi's first nonviolent campaign in India: Move Gandhi to Bihar (unless in Jail), then place a Protest marker (if none) and up to 3 Activists there.
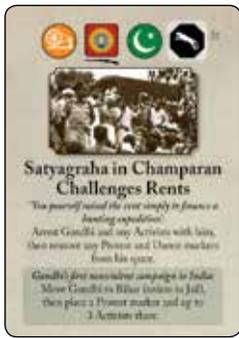
Background. Gandhi's first trial of the nonviolent techniques he had developed during twenty years in South Africa came in 1917. Invited to Champaran to investigate the plight of indigo farmers, Gandhi engaged in successful civil disobedience that gathered national attention and secured British agreements to relax the demands of the landlords. Emboldened by this success, Gandhi felt ready to call for nationwide civil disobedience in response to the Rowlatt Act (Card 26) two years later, a move he later called his "Himalayan mistake."

32. Cellular Jail
Con Raj Rev Mus

Prisoners exiled to Black Waters: Move any 2 pieces to Out of Play (not Gandhi), then Activate any 4 Guerrillas.

Hunger strike draws unwanted attention: Raj Resources –2 for every Activist in Jail, then shift Restraint –2.

Background. Constructed in 1906 on the remote Andaman Island in the Indian Ocean, Cellular Jail was notorious for the poor treatment received by the many political prisoners sent there. In 1933, a hunger strike by 33 prisoners (including Bhagat Singh, Card 21) brought attention to its poor conditions, and the prison was closed by 1939.

Non-player Event Instructions.
✓ **NP Congress.** This Event is not effective (8.8.3) for NP Congress.
✓ **NP Muslim League.** This Event is not effective (8.8.3) for NP Muslim League.
✓ **NP Revolutionaries.** This Event is not effective (8.8.3) for NP Revolutionaries.

33. Flag Satyagraha Defies British
Con Mus Raj Rev

Government bans display of nationalist symbols: In spaces up to Restraint, remove 1 Guerrilla, Activist, Protest, or Unrest marker.

National tricolour flown defiantly: In spaces up to Unity, remove 1 adversary piece (Bases last, not Gandhi) then release up to 5 Activists from Jail to Available.

Background. The Raj government had made it a crime to display nationalist symbols, which of course made it easy to participate in civil disobedience simply by flying any nationalist flags. The tricolour-spinning-wheel flag, first proposed by Gandhi in 1921, gained prominence when it was displayed en masse in Nagpur in 1923 during the Flag Satyagraha.

34. Protests Shut Down Railways
Con Mus Rev Raj

Strike violence scatters protesters: Arrest all Activists on Railways and remove all Strike markers.

Travel networks disrupted: Add up to 3 Active Activists or 2 Strikes to any Railways.

Background. India had always been a resource colory for Great Britain, and the railway network was the principal means of transporting those resources out of India. Although there were sporadic attacks on individual trains, such as the Kakori Robbery (Card 23), during nationwide civil disobedience, such as during the Quit India Movement (Card 36), the railway network itself was targeted, with non-cooperation strikes that shutdown stations and blocked tracks.

Non-player Event Instructions.
✓ **NP Congress.** If Raj is a Non-player Faction, this Event is not effective (8.8.3) for NP Congress.
✓ **NP Muslim League.** If Raj is a Non-player Faction, this Event is not effective (8.8.3) for NP Muslim League.
✓ **NP Revolutionaries.** If Raj is a Non-player Faction, this Event is not effective (8.8.3) for NP Revolutionaries.

35. Akali Movement Unites Sikhs
Con Rev Raj Mus

Sikh Gurdwara Bill restores order in the Punjab: Place up to 6 cubes in Punjab.

Gurdwara control transferred to local Sikhs: In up to 2 spaces, add 1 Protest or Unrest marker, then shift each of those spaces 1 level towards Active Opposition.

Background. The Akali Movement in the early 1920s sought to return control of gurdwaras, Sikh places of worship, from mahants appointed by British governors to the wider Sikh community. Adopting methods of nonviolent resistance, Akalis occupied several gurdwaras and often faced violent reprisals. The Nankana massacre (Card 71) brought the issue to nationwide attention, resulting in the Sikh Gurdwaras Act of 1925, that transferred control of gurdwaras in Punjab to a Sikh-led committee.

36. Quit India Movement
Con Raj Rev Mus

Preemptive strike at movement leadership: In 1 space with Activists: add 1 Unrest marker, arrest a die roll of Activists, and set that space to Neutral.

'We shall either free India or die in the attempt': In each of 2 spaces, roll a die; if result is less than or equal to the number of friendly pieces, remove adversaries equal to roll (Gandhi and Activists to Jail, Bases last).

Background. Many Indians felt betrayed that the entry of India into the war in 1939 occurred without much consultation with Indian leaders. Gandhi called for mass civil disobedience, leading to the largest protests of the independence movement and the arrest of over 100,000 activists. The Muslim League instead collaborated with the British, and issued the Lahore Resolution (Card 38) in 1940, declaring that it would seek a separate state for Muslims.

37. DELHI PROPOSALS FOSTER MUSLIM INDEPENDENCE
Mus Raj Con Rev

Muslims granted separate representation: Place a Muslim State in a Province with no Raj Control (Troops there to any Cities) and set 2 Muslim spaces to Passive Support. Muslim League remains eligible through next card.

Jinnah's proposals highlight divisions: Remove 1 Muslim State and place a Revolutionaries Base there (if room).

Background. By the 1920s, Congress was split between nationalists, who favored a pan-Indian identity, and communalists, who sought to preserve centuries old ethnic and religious communities. Meetings between Congress leaders including Nehru (Card 7) and Jinnah (Card 18) in 1927 produced the Delhi Proposals, aimed at preserving the Hindu majority while guaranteeing a place for Muslims. Jinnah later rejected the proposal and issued his own Fourteen Points, a document that pointed the way to the later partition of India in 1947.

38. LAHORE RESOLUTION
Mus Raj Rev Con

Britain denies the possibility of separation: Remove 1 Muslim State or any 1 Base, then set that space to Passive Support.

The birth of Pakistan: Place a Muslim State in any Muslim Province (Troops there to any Cities), then place 2 pieces there from Out of Play.

Background. The long simmering dream of a separate Muslim state become the official position of the Muslim League at its general session in Lahore in 1940. With WWII raging in Europe and soon to engulf Asia, the Muslim League broke with Congress and did not participate in the QUIT INDIA MOVEMENT (Card 36), instead backing the British war effort in exchange for British support of partition after the war.

39. KHUDAI KHIDMATGARS ACTIVE IN NORTHWEST
Mus Con Raj Rev

Nationalist divisions split pan-Indian identity: In 2 Muslim spaces, remove 1 Activist for either every cube or every Guerrilla.

Nonviolence spreads among Pashtun: In 1 Muslim space, replace up to 3 Sepoys and/or Guerrillas with Activists.

Background. Led by Kahn Abdul Ghaffar Khan (Card 17), the Khudai Khidmatgars ('Servants of God') were a Pashtun nonviolent group that operated in Northwest Frontier Province from the mid 1920s until independence. Although Muslims, they strongly rejected the Muslim League's call for partition and instead fully supported Congress.

Non-player Instructions.
- ✓ **NP Raj.** Remove 1 Activist for every cube in the spaces selected.
- ✓ **NP Revolutionaries.** Remove 1 Activist for every Guerrilla in the spaces selected.

40. 1939 DEFENCE OF INDIA ACT
Mus Con Rev Raj

European crisis justifies mass arrests: Shift Restraint –2. Arrest all Activists in up to 3 Protest spaces.

Refusal to aid Britain against the Axis: Shift Restraint +2. Shift any 2 spaces each 1 level towards Active Opposition.

Background. Eager to quell the type of revolutionary activities that had spread in India during WWI (Card 20), the Raj government passed the Defense of India Act soon after the start of WWII. It gave British authorities additional wartime powers that were used during the QUIT INDIA MOVEMENT (Card 36), resulting in the arrest of 60,000 people within the first weeks of civil disobedience.

41. PREEMPTIVE STRIKE ON MOVEMENT LEADERS
Mus Rev Raj Con

Congress Working Committee jailed: Arrest up to twice a die roll total of Activists in any spaces.

'Every Congress official is in Jail… We've even arrested Nehru's mother': Release a die roll of Jailed Activists to any 3 spaces.
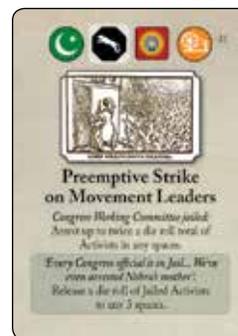
Background. In 1942, the All India Congress Committee met in early August and ratified the Quit India resolution, calling on Britain to withdraw from India. The next day, Committee members and other Congress leaders were arrested under the Defense of India Act (Card 40). The widespread protests that followed were met with mass arrests. It was the beginning of the QUIT INDIA MOVEMENT (Card 36).

42. SIR MICHAEL O'DWYER ASSASSINATED
Mus Rev Con Raj

An act of insanity: In up to 2 spaces with Guerrillas and Troops, remove all Active Guerrillas, then Activate any Underground Guerrillas.

Revenge for the massacre at Amritsar: Remove 1 Troop or 3 Sepoys each from up to 2 spaces with Unrest or Protest markers.

Background. O'Dwyer was Lieutenant Governor of Punjab in 1919 when the Amritsar massacre occurred (Card 9), afterwards remarking that General Dyer's actions that day had been correct. Many held him responsible for the massacre, including Udham Singh. In 1940, Singh traveled to London, cornered O'Dwyer outside Caxton Hall, and shot him dead.

43. Textile Workers Strike
Rev Raj Con Mus

Anti-Communist backlash cuts strike short: In up to 2 spaces, remove 1 Activist for every cube or for every Guerrilla. Shift Restraint –1.

Communist support aids the movement: In up to 2 spaces with Protest and/or Unrest markers, replace up to 2 Guerrillas in each space with Activists.

Background. The 1928 general strike of 150,000 textile mill workers in Bombay raised the possibility that the growing communist movement may join the independence movement. Ultimately this was prevented by harsh government crack-downs and communist leaders' unwillingness to align with the nationalist cause.

Non-player Instructions.
- ✓ **NP Raj.** Remove 1 Activist for every cube in the spaces selected.
- ✓ **NP Revolutionaries.** Remove 1 Activist for every Guerrilla in the spaces selected.

44. Hindustan Socialist Republican Association
Rev Raj Mus Con

Execution of terrorists proves popular: Remove up to 2 Guerrillas total from up to 2 spaces, then shift each of those spaces 1 level towards Active Support.

Resistance grows across India: Add up to 4 Guerrillas total to 2 spaces, then shift each of those spaces 1 level towards Active Opposition.

Background. Founded in 1925 as the Hindustan Republican Association, the group pledge itself to the destruction of the Raj through any means, including violence. Its members were involved in the Kakori Robbery (Card 25), the Central Assembly Bombing (Card 19), and the attempted assassination of Viceroy Lord Irwin in 1929. By the early 1930s, most of its members had been jailed or killed, and the group ceased activity soon after.

45. Gandhi Calls for Liquor Boycott
Rev Con Raj Mus

Boycott fails to change habits: Select 1 Faction to be Ineligible through the next card. Active Faction remains eligible.

Western culture shunned: Raj Resources –3 for every Protest marker on the map.

Background. Refusing to purchase British goods as a form of non-cooperation was a powerful nonviolent tool to bring pressure on the Raj government. During the campaigns of both 1921 and 1930, Gandhi called for a nationwide boycott of British cloth and liquor. Appealing to shared virtues of abstinence and purity, the liquor boycott was both a symbolic act and a serious drain on excise revenue.

Non-player Instructions.
- ✓ **NP Raj.** This Event is not effective (8.8.3) for NP Raj.
- ✓ **NP Muslim Leauge.** This Event is not effective (8.8.3) for NP Muslim League.

- ✓ **NP Congress.** This Event is not effective (8.8.3) for NP Congress.
- ✓ **NP Revolutionaries.** This Event is not effective (8.8.3) for NP Revolutionaries.

46. Bardoli Satyagraha for Rent Relief
Rev Con Mus Raj

Reform, but on British terms: Shift up to 3 Princely States each 1 level towards Active Support.

Rent strike gathers support: Shift up to 2 States each 1 level towards Active Opposition.

Background. In 1928, farmers hit hard by famine and crop failure organized a civil disobedience campaign and refused to pay taxes that had been raised 30% during the crisis. After several months, the local government relented and eliminated the increase. The movement established Vallabhbhai Patel (Card 58) as a key figure in the national independence movement.

Non-player Instructions.
- ✓ **NP Muslim Leauge.** Per 8.8.3, only select States in Muslim spaces: Jammu & Kashmir or any Muslim States in a Muslim space.

47. Lala Lajpat Rai Killed During Protest
Rev Mus Con Raj

Local police clear crowds with lathi charge: Remove 1 Guerrilla, 1 Activist, 1 Protest marker, or 1 Unrest marker from each of up to 2 spaces with cubes.

Murder of Sikh independence leader: In spaces with Underground Guerrillas, remove 3 pieces total or replace 2 with Guerrillas or Activists (max 1 Base, not Gandhi).

Background. Lala Lajpat Rai had been fighting for independence since joining Congress in 1907. In 1928, he led a nonviolent demonstration in protest of the Simon Commission (Card 4), and was severely injured by Raj police and later died of his wounds. To avenge his death, Bhagat Singh (Card 21) planned to assassinate police superintendent James Scott, but killed police officer John Saunders instead by mistake.

48. Harijan Campaign to End Untouchability
Rev Mus Raj Con

Gandhi pushes too far: Shift up to 3 spaces without Congress Activists each 1 level towards Neutral.

We must remove untouchability from our hearts': In 2 spaces with pieces of more than 1 Faction, either place an Unrest marker or shift 1 level towards Passive Opposition.

Background. Meaning 'children of God,' harijan was a term coined by Gandhi to refer to untouchables, non-caste Indians at the very bottom of society. Such a move was controversial at the time. Ambedkar (Card 63) felt that the name change obscured the suffering that untouchables regularly endured and preferred the term dalit. Today, the term harijan is considered offensive.

49. INDEPENDENCE DAY DEFIANTLY DECLARED
Raj Con Mus Rev

An empty gesture: In up to 2 spaces, remove 1 Protest or 1 Unrest marker, then in each selected space may pay 2 Resources to shift 1 level towards Active Support (NP Raj: free shift).

26 January, 1930: Remove up to 3 Protest markers. For each marker removed, shift that space 1 level towards Active Opposition.

Background. After Congress passed a resolution at the end of 1929 calling for the total independence of India from Great Britain, Congress organized an independence day celebration for January, 1930. Although mostly symbolic, the act foreshadowed the important events of 1930 including the SALT MARCH (Card 55) and DHARASANA RAID (Card 12).

50. RSS PARAMILITARIES
Raj Con Rev Mus

Hindu extremists threaten more violence: Move up to 4 cubes, Activists, and/or Guerrillas total belonging to 2 Factions from the map to Out of Play (at least 1 piece from each Faction).

Nationalism, not communalism: Move up to 4 pieces total belonging to 2 Factions from Out of Play to Available.

Background. The Rashtriya Swayamsevak Sangh, or National Volunteer Organization, was formed in 1925. An extremist, right-wing movement, the RSS sought to extend the power of the Hindu majority in India, saw Muslim demands for representation and partition as a direct threat, and criticized Congress as a weak British puppet. A RSS member, Nathuram Godse, murdered Gandhi in 1948.

51. BRITAIN MAINTAINS THE SALT TAX
Raj Mus Con Rev

'Our absolute control of it is a control on the pulse of India': Arrest all Activists on Railways then Raj Resources +2 for each Railway without a Strike marker.

'The King's writ no longer runs in India': Place up to 3 Activists or Guerrillas on any Railways, then shift Restraint –2.
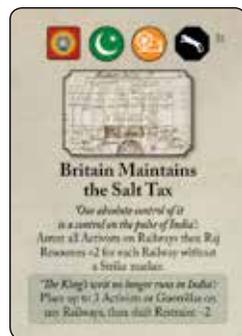
Background. In a tropical country without refrigeration, salt was essential for preserving food and the British understood this well. Salt had been at the heart of Indian resistance to British rule from the early days of Congress in the 1880s, and continued to be an important issue in the 20th century. Gandhi's most famous act of civil disobedience, THE SALT MARCH (Card 55), deftly challenged this potent tool of British control.

52. PROVINCIAL ELECTIONS COOL TENSIONS
Raj Mus Rev Con

Communal backlash against Congress gains: Shift up to 2 spaces with Congress Activists each 1 level towards Active Support. Congress Ineligible through next card.

Election proves Nehru's popularity: Shift 2 spaces with Congress pieces each 1 level towards Active Opposition, then place 1 Activist or Guerrilla in each space.

Background. Elections for provincial government posts were held in eleven provinces in 1937, as promised by the 1935 Government of India Act (Card 29). Congress gained power in eight provinces, but the Muslim League did poorly. Regional parties in Sind, Bengal, and Punjab did better than either Congress or the Muslim League, proving that the communal split within Indian politics remained strong.

53. RENT STRIKE IN THE UNITED PROVINCES
Raj Rev Con Mus

Failure: Move up to 2 cubes, Activists, or Guerrillas from the map to Out of Play. Active Faction remains eligible.

Success: Move up to 3 pieces from Out of Play to any spaces (no Troops to States). Raj ineligible through next card.

Background. Withholding the often heavy taxes due British landlords was a common act of civil disobedience across India, more often a reaction to local economic conditions than a direct display of support for the national independence movement.

54. HYDERABAD DEFENDS ITS INDEPENDENCE
Raj Rev Mus Con

Princely states support Raj rule: Add up to 6 Sepoys to up to 3 States, then in each State remove 1 Guerrilla for every cube there.

Princely states defend their sovereignty: In each of up to 3 Princely States, remove all but 1 Sepoy or shift that space 1 level towards Active Opposition.

Background. After India gained its independence, it was expected that each princely state would in turn join the new nation as their former leaders renounced their power and privileges. One notable exception was the large state of Hyderabad. Indian troops invaded Hyderabad in 1948, resulting in the conquest and annexation of the state and the deaths of tens (perhaps hundreds) of thousands.

55. THE SALT MARCH
Con Raj Mus Rev

'It's going to take a great deal more than a pinch of salt to bring down the British Empire': In the space with Gandhi, remove any Protest marker and arrest all Activists there. Shift that space 1 level towards Active Support.

'The function of a civil resistance is to provoke a response': Place Protest markers in any 2 adjacent spaces. Unless in Jail, move Gandhi to 1 of the selected spaces and add 2 Activists there.
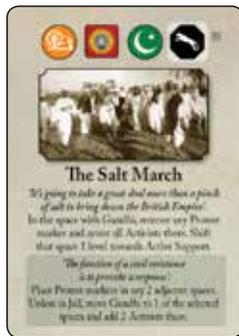
Background. Gandhi's most famous act of civil disobedience exemplified the sophisticated techniques of nonviolent resistance that he had been practising for 35 years. He first wrote to Viceroy Lord Irwin and detailed the planned march; if Lord Irwin would discuss changing the salt laws, Gandhi offered, he would postpone the march. Predictably, the letter was ignored. Gandhi planned the route carefully so that it would take roughly three weeks to walk the 240 miles to the ocean. He left his ashram with 80 followers and arrived with 50,000. The act of civil disobedience itself, gathering salt that had collected in shallow pools along the water's edge, was so simple that anyone could participate. Moreover, salt was important to every Indian: it cut across ethnic and religious divisions. To defy the British by collecting salt was both highly symbolic, but also very practical.

56. TELANGANA PEASANT REBELLION
Con Raj Rev Mus

Peasants brutally crushed: In up to 3 Princely States, remove any Unrest or Protest markers and shift each 1 level towards Active Support.

Communism spreads across Hyderabad: Shift any 3 Princely States each 1 level towards Active Opposition.

Background. Hyderabad was one of the largest and most independent of the princely states, unwilling at first to join the new Indian nation (Card 54). A peasant uprising in 1946 was met with brutality as the Nizam employed his private army, the razakars, to crush the communist uprising. The razakars themselves were soon defeated when the new Indian Army invaded in 1948 (Card 54).

Non-player Instructions.
✓ **NP Muslim League.** Per 8.8.3, only select Princely States other than Jammu & Kashmir if it would reduce Support and Raj is a player Faction.

57. SAROJINI NAIDU INSPIRES THE MASSES
Con Mus Raj Rev

British jails fill with prisoners: Move up to 2 Activists from the map to Out of Play, then move up to 2 cubes or Guerrillas from Out of Play to any spaces (no Troops to States).

The Nightingale of India: Add up to 4 Activists to Protest spaces (up to 2 from Out of Play).
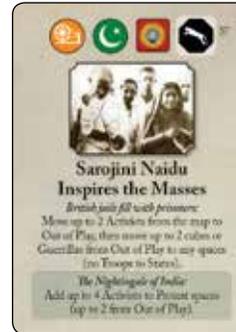
Background. Called the Nightingale of India, Sarojini Naidu was a devoted student of Gandhi and a noted poet. She walked with Gandhi during THE SALT MARCH (Card 55) and, after Gandhi had been arrested, led the Dharasana raid (Card 12). She died not long after independence, in 1949.

58. VALLABHBHAI PATEL AGITATES IN GUJARAT
Con Mus Rev Raj

Patel's actions distract the movement: In States up to Restraint, remove 1 Activist, place 1 Guerrilla, or shift the space to Neutral.

Nonviolence in Gujarat inspires others: In up to 3 spaces, replace 1 Guerilla or 1 Sepoy with 1 Activist from Available.

Background. Though he was raised in nearby Telangana, Patel became associated with Gandhi's home state of Gujarat because of his critical leadership during the successful nonviolent movement of 1928 (Card 46). Patel became one of Gandhi's most trusted lieutenants, and ultimately played several important roles in the government of India after independence.

Non-player Instructions.
✓ **NP Revolutionaries.** Place Guerrilla before removing Activists.

59. KHADI SPINNING WHEELS
Con Rev Raj Mus

British cloth imports remain strong: Raj Resources +3 for each Railway with neither Strike nor Activists. Shift Restraint –1.

Homespun becomes a symbol of resistance: Raj Resources –3 for each Railway with an Activist and/or Strike. Shift Restraint +1.

Background. When he was not marching, Gandhi focused on constructive programme, his decades long effort to help India's villages break their dependence on Western goods. He quickly recognized the absurdity of exporting Indian cotton to Britain simply to import British cloth. Gandhi popularized making and wearing homespun as a way of resisting British rule, an act of non-cooperation that was practical as well as symbolic.

Non-player Instructions.
✓ **NP Raj.** This Event is not effective (8.8.3) for NP Raj.
✓ **NP Congress.** This Event is not effective (8.8.3) for NP Congress.
✓ **NP Muslim League.** This Event is not effective (8.8.3) for NP Muslim League.
✓ **NP Revolutionaries.** This Event is not effective (8.8.3) for NP Revolutionaries.

60. GANDHI'S YOUNG INDIA NEWSPAPER
Con Rev Mus Raj

Indian free press restricted by the British: Remove all Activists and Guerrillas on Railways to Available.

Gandhi's writings spur action: Add 1 Active Activist or Underground Guerrilla to up to 4 Railways that are adjacent to Opposition spaces.

Background. Well aware of the power of the press to publicize his message of nonviolence and promote resistance to British rule, Gandhi published the weekly newspaper Young India from 1919 to 1931.

61. SIMLA CONFERENCE DIVIDES INDIA
Mus Raj Con Rev

Britain exploits communal divisions: Shift up to 2 Muslim Provinces each 1 level towards Passive Support. For each selected space, shift Unity –1.

Two state plan hesitantly embraced: Set Unity to 3 and add up to 2 Bases to any Provinces with no Raj Control.

Background. Soon after the end of WWII, the Simla Conference was held in India to discuss the end of British occupation. The issue of partition dominated the discussions and ultimately the conference stalled without a clear timeline for independence.

Non-player Event Instructions.
✓ **NP Congress.** This Event is not effective (8.8.3) for NP Congress.

62. GREAT BENGAL FAMINE
Mus Rev Con Raj

Government prioritizes famine relief: Set East Bengal and 1 adjacent space to Passive Support.

Gandhi denounces policy of denial: In 2 spaces with Raj Control, either set each space to Passive Opposition or add 1 Unrest marker to each.

Background. One of the terrible tragedies of the 20th century, three million people were killed by the famine and spread of disease from 1943-1944. The causes of the disaster remaining controversial to this day. Many blame British wartime policies, such as those meant to deny Japanese forces in Burma access to resources, while others blame population growth and crop failure due to natural disasters in 1942-43.

63. AMBEDKAR ADVOCATES FOR UNTOUCHABLES
Mus Con Raj Rev

British exploit caste divisions: Shift up to 3 spaces each 1 level towards Passive Opposition. For each shift, Raj Resources +3.

Political and social independence: Move up to 3 Activists or Guerrillas from Out of Play to Available. Executing Faction remains Eligible.

Background. B.R. Ambedkar was a lawyer and outspoken critic who actively sought to expand rights for Untouchables. He made the Poona Pact with Gandhi in 1932 (Card 64) that guaranteed representation for Depressed Classes. After independence, he became the leader of the Dalit Movement, which saw half a million Untouchables convert with Ambedkar to Buddhism rather than continue to live as non-caste Hindus.

64. COMMUNAL AWARD SOLIDIFIES CASTE
Mus Con Rev Raj

Electorate for Depressed Classes established: Replace up to 3 Congress Activists with Sepoys, Muslim League Activists, or Guerrillas. Shift Unity –1.

Gandhi's epic fast leads to compromise: Shift up to 3 spaces with Protest markers each 1 level towards Active Opposition, then remove the Protest markers.

Background. The Second Round Table Conference (Card 27) established separate electorates for different religious and caste groups in India. Gandhi objected to the legal separation of Untouchables and undertook his Epic Fast, which lasted six days. The hunger strike ended when Gandhi and B.R. Ambedkar (Card 63) agreed in the Poona Pact that Depressed Classes would be granted guaranteed seats in the Indian legislature, but would not constitute a separate electorate.

65. UNITED BENGAL
Mus Rev Raj Con

East-West split divides Muslim India: Either Remove 1 Muslim State, or arrest all Activists in up to 2 States.

Bengali nationalism: Place a Muslim State in 1 Province with no Raj Control (Troops there to any Cities), or place Protest markers in any 3 States.

United Bengal
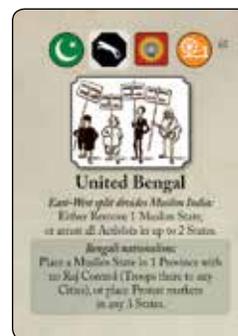
Background. Bengal was first partitioned by the British in 1905 into a Muslim-majority East and a Hindu-majority West. The move was very unpopular and sparked a Bengali nationalist movement that shocked the government. Although partition was reversed in 1911, the religious fault line running through Bengal would reappear in 1947, when British India was partitioned into Hindu India and Muslim Pakistan, which included East Bengal, (but not Calcutta). East Bengal would later gains its independence from Pakistan in 1971-72, becoming Bangladesh.

66. GANDHI'S FAST UNTO DEATH
Mus Rev Con Raj

Gandhi alone cannot end communal violence: Add 1 Unrest marker to up to 2 spaces with both Congress and Muslim League Activists. Shift Unity –1.

Gandhi's fast halts communal rioting: Replace up to 3 Guerrillas with Activists. Shift Restraint +1.

Background. The end of British rule and the subsequent partitioning of India into Hindu and Muslim nations led to violence and bloodshed on a staggering level. Throughout India, communities that had been integrated for a thousand years were ripped apart. Calcutta, the site of communal bloodshed in 1946 (Card 72), was in the midst of rioting in 1947 when Gandhi undertook a four day fast that halted the violence.

Non-player Instructions.
✓ **NP Raj.** This Event is not effective (8.8.3) for NP Raj.

67. Land Reform Demanded
Rev Raj Con Mus

Indian aristocracy support the Raj: Shift up to 3 States each 1 level towards Active Support, then remove 1 Muslim State.

Large estates broken up: Shift up to 3 States each 1 level towards Active Opposition. Remove up to 4 Sepoys total from the selected spaces.

Background. The British relied on the centuries old zamindari system to maintain its rule in northern India. Zamindars were aristocratic landlords who had collected taxes for the Mughal emperors of the 18th century, and continued the practice in the Raj era. Many landlords exploited the peasants who worked their land, sometimes leading to rent strikes (Card 53).

68. Red Fort Trials
Rev Raj Mus Con

Traitors exposed: Remove up to a die roll of Guerrillas from any spaces, then shift Restraint –2.

Vindication: Shift Restraint +2, then subtract twice Restraint from Raj Resources.

Background. In 1945-46, prominent leaders of the Indian National Army (Card 69) were tried in courts-martial for waging war against Great Britain during WWII. The coming end of British rule in India and fears over widespread mutinies in the British Indian military led to light sentences.\

Non-player Instructions.
- ✓ **NP Revolutionaries.** This Event is not effective (8.8.3) for NP Revolutionaries.

69. Indian National Army
Rev Con Raj Mus

Threat of Japanese invasion unites Indians: Add up to 3 cubes or Activists total (from either Available or Out of Play) to East Bengal or adjacent spaces.

INA diverts British attention: Either flip all Guerrillas in India Underground or add up to 4 Guerrillas to Muslim spaces.
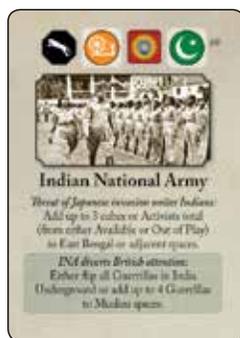
Background. The Indian National Army was first formed in 1942 in southeast Asia from British Indian Army (Card 1) soldiers who had been captured by Japanese forces, but disbanded soon afterwards. Reformed in 1943 by Subhas Chandra Bose (Card 22), the INA was engaged in action against Allied forces in Burma in 1944-45. After the war, the trials of INA members (Card 68) highlighted the precarious nature of British rule in the final years of the Raj.

70. All India Forward Bloc
Rev Con Mus Raj

Subhas Chandra Bose exiled from India: Move any 2 cubes, Activists, and/or Guerrillas to Out of Play. Revolutionaries Resources –3.

Bose rallies anti-British forces: In up to 3 spaces, add 1 Guerrilla or Activist from Out of Play.

Background. The All India Forward Bloc was a left-wing group that formed when Subhas Chandra Bose (Card 22) was ousted from the Presidency of Congress in 1939. When he called for violent revolution to end British rule, Bose was arrested and the Forward Bloc became a minor party. After WWII, it was rebuilt as a socialist political party, active to this day.

71. Nankana Massacre Stuns India
Rev Mus Con Raj

Attack exposes British complacency: Add 1 Unrest marker to Punjab and any 1 adjacent space without Troops.

Gandhi expresses his anguish and grief: Move Gandhi to Punjab (release from Jail if necessary) and shift Punjab 2 levels towards Active Opposition.

Background. In 1921 during the Akali Movement (Card 35), Sikh protesters occupied the Nankana Sahib gurdwara in Punjab. The mahant in charge of the gurdwara ordered hired mercenaries to storm the gurdwara and slaughter those inside. 86 were murdered. Local police restored order, and the mahant was turned over the local authorities.

72. Direct Action Day
Rev Mus Raj Con

British troops restore order: In up to 3 spaces with Activists, remove any Active Guerrillas. Revolutionaries Resources +1 for each Guerrilla removed.

Great Calcutta Killings: In up to 4 spaces with Underground Guerrillas, add 1 Guerrilla or, if no Raj Control, 1 Unrest marker.

Background. In 1946, the Muslim League called for a Direct Action Day to protest the formation of an interim government without League approval. Hindu-Muslim tensions were already high across India. They erupted into violence in Calcutta. Over several days of rioting, 4,000 were killed. The split between Hindu India and Muslim India was irreparable, partition was inevitable.

Viceroy Campaign Cards:

PLAY NOTE: For simplicity and consistency, I have opted to use the less formal address "Lord-so-and-so" when referring to each Viceroy and Governor-General of India.

73. British Viceroy Lord Chelmsford

The Authoritarian: Assault costs 1 Resource for each space where Sepoys Assault.

Non-player Raj effect: The Activation Number during Assault is 1.

Background. Frederic John Napier Thesiger, Lord Chelmsford, served as Governor of Queensland and New South Wales in Australia before being appointed as Viceroy of India in 1916. During his term, he moved towards self-government with the Montagu-Chelmsford reforms, but also expanded British power through the Rowlatt Act to curb the growing nationalist movement. The massacre at Jallianwala Bagh in 1919, and subsequent events during the Non-Cooperation Campaign that followed, marred the final years of his service which ended in 1921.

74. BRITISH VICEROY LORD READING

The Imperialist: The first space selected for Raj Operations is free.

Non-player Raj effect: No effect.

Background. Rufus Daniel Isaacs, Earl of Reading, had been Lord Chief Justice of England, a post he resigned in order to become Viceroy. Succeeding Lord Chelmsford in 1921, he attempted reconciliation with nationalist leaders, met with Gandhi, and made a personal visit to Amritsar, the site of the Jallianwala Bagh massacre. He also had Gandhi arrested in 1922 for sedition, for which he was sentenced to six years hard labor. Reading's term ended in 1926, during a momentary lull in the independence movement.

75. BRITISH VICEROY LORD IRWIN

The Compromiser: Sweep costs 1 Resource for each space where Sepoys Sweep.

Non-player Raj effect: The Activation Number during Sweep is 1.
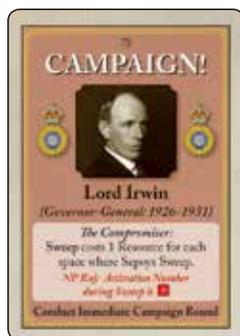
Background. After a brief interlude, Lord Reading was succeeded by Edward Frederick Lindley Wood, Baron Irwin, in 1926. He was one of the most important British politicians of his era, serving in a number of key positions including Leader of the House of Lords, Lord President of the Council, and Lord Privy Seal. His term in India saw several significant moments of the independence movement, including the Simon Commission Report, the Salt March, the Declaration of Independence, the First Round Table Conference, and the Gandhi-Irwin Pact. When he left office in 1931, the tenor of the conflict had changed irrevocably.

76. BRITISH VICEROY LORD WILLINGDON

The Bureaucrat: Deploy costs 1 Resource for each space where Sepoys Deploy.

Non-player Raj effect: The Activation Number during Deploy is 1.

Background. Major Freeman Freeman-Thomas, Earl of Willingdon, succeeded Lord Irwin in 1931. He had already served in India, having been the Governor of Bombay and Madras before leaving India temporarily to serve as Governor General of Canada. At the start of his term, the Second Round Table Conference seemed to point towards good relations between the British government and Indian leaders, but that soon fell apart. In 1933, Willingdon outlawed Congress and had Gandhi and 80,000 activists arrested. He left office in 1936.

77. BRITISH VICEROY LORD LINLITHGOW

The Defender: Martial Law does not place an Unrest marker.

Non-player Raj effect: May select spaces without Unrest for Martial Law.
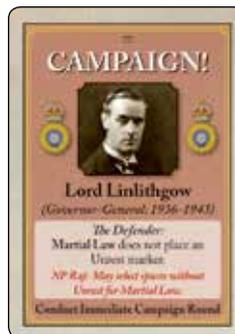
Background. Victor Alexander John Hope, 2nd Marquess of Linlithgow, succeeded Willingdon in 1936, after turning down offers to be Governor of Madras and the Governor General of Australia. Serving the longest the term of the seven Viceroys featured in *Gandhi*, Linlithgow presided over the provincial elections promised by the 1935 Government of India Act, and was in office when the Second World War started. Seeking Indians' full support of the British war effort, in 1940 he issued the August Offer that promised a greater role for Indians in the Raj government. This was followed up in 1942 by the Cripps Mission, which promised Dominion Status in exchange for support in the war. For many in Congress, this was too little, too late, and the massive civil disobedience campaign of the Quit India Movement soon followed.

78. BRITISH VICEROY LORD WAVELL

The General: Free Sweep into one space selected for Assault.

Non-player Raj effect: NP Raj will first Sweep into one space using the Sweep column of the Space Selection Priorities table (8.4.1), then select that space for Assault (8.6.3).

Background. Field Marshal Archibald Percival Wavell, 1st Earl Wavell, succeeded Linlithgow when the former Viceroy retired in 1943. A decorated veteran of the Second Boer War and World War I, Wavell had served in the Middle East at the start of World War II before being sent to India as Viceroy. He came in the midst of the Quit India Movement, which had subsided by 1944 with most Congress leaders, including Gandhi, under arrest. After the war, he was unable to quell communal violence that erupted as the British prepared to leave, and was replaced by Lord Mountbatten in 1947.

79. BRITISH VICEROY LORD MOUNTBATTEN

The Negotiator: Imperialism costs 2 Resources per marker or shift (during Govern or the Support Phase of the next Campaign Round).

Non-player Raj effect: No effect.

Background. Louis Francis Albert Victor Nicholas Mountbatten, 1st Earl Mountbatten of Burma, was the last British Viceroy of India, serving less than a year in 1947. He oversaw the withdrawal of British forces, the partitioning of India, and the creation of the states of India and Pakistan at midnight on 14-15 August, 1947.

DESIGN NOTES

By Bruce Mansfield

Gandhi did not start out as a COIN game. The project began as a submission to Chris Hansen's annual BGG Solitaire Print and Play Contest in 2015, an attempt to answer a question that I had long been thinking about: *Many games model violent conflict but few model nonviolent resistance; how could you model nonviolence in a board game?* I selected the most famous example of nonviolent resistance, the Indian Independence movement, and jumped in. Then called *Hind Swaraj*, my first design borrowed an idea from Mark Herman's classic *The Peloponnesian War*. It was a solitaire game with three factions—the player controlled each faction in turn, attempting to steer India towards independence while keeping the nation from falling into civil war. I worked on it intensely all summer but just couldn't get it to work. I withdrew my contest submission and shelved the project.

And then Harold Buchanan's wonderful Liberty or Death was released. As an avid COIN fan, I had to have this new one. My brother and gaming partner Scott and I spent many hours pouring over the new design. It was something of a revelation and a window into the genuine brilliance of Volko Ruhnke's original. Harold took a system that so far had been confined to the later 20th century and brought it into the 18th. And it worked. So I revived the idea of modeling nonviolence with a new thought: What if the game I am trying to design were a COIN game?

At once I knew I was onto something. Nearly all the elements necessary to tell the story of the Indian independence movement mapped onto features present in the COIN system: multiple factions, measures of both control and support or opposition in each space, events that brought flavor to the larger narrative, and the asymmetry of each faction's ability and victory goals. It took most of 2016 to turn that idea into a game that was remotely playable. Scott convinced me to submit it to GMT, and in September I sent Volko a long email detailing the game and its various elements. He generously responded and he arranged for a test game. Before I knew it, I was working out details with Gene—Gandhi would be a GMT game!

I knew early on that the design and feel of the nonviolent factions would become the core of the game's story. They could not be Government factions for obvious reasons, but neither could they be variations on Insurgent factions—their fundamental philosophy would need to be totally different. Whereas insurgent factions seek to delegitimize the government through focused acts of violence and terror, nonviolent resistance movements interrupt the systems the government uses to maintain its power through collective action. I needed to create a brand new type of faction not seen before, the Nonviolent faction.

It was clear that the unique features of nonviolent resistance would need to be incorporated into the design of the Nonviolent factions: their Operations, Special Activities, forces, and victory conditions. After researching both nonviolent resistance theory and the historical nonviolent movement in India, I identified the ways that the Nonviolent (NV) factions would need to differ from existing COIN Insurgent Factions:

- NV forces should be distinct from Insurgent forces. Rather than Guerrillas, NV Factions use Activists. Whereas Guerrillas are octagonal, Activists are circular.

- NV forces should act collectively. Unlike Guerrillas that are either Active or Underground as individual cells, Activists in the same space are either all Active or all Inactive together.

- NV forces should not hide in the shadows. When Activists become engaged in nonviolent action, their space must first be marked with a Protest marker, telegraphing their intentions.

- NV forces should be immune from Government actions unless engaged in resistance activities. Until Activists are Activated by a Protest marker, they may not be targeted by Raj Assault Operations, and Sweep Operations cannot Activate them.

- NV options should be reflective of political conditions. Whereas an Insurgent Faction operates independently by spending its own Resource, NV Factions do not spend Resources. Instead, the spread of their Operations is determined by levels of Restraint and Unity, two important game tracks.

- NV resistance actions should be disruptive. Rather than remove pieces, NV Operations act to disrupt and frustrate Government actions: Active pieces threaten Government Control; cubes may not exit spaces with Protest; and Support may not be purchased in spaces with Active pieces.

- NV resistance actions should have continuous effects. Once a Guerrilla executes a Terror Operation, it may not do so again until it goes Underground first. But Activists in Protest spaces may execute Non-Cooperation again and again.

The path from idea to finished game was a long and challenging one. As a novice game designer, I had a lot to learn about the process of design and playtesting. I was fortunate to be guided by those with more skill and patience than I. Volko Ruhnke gave me his time and advice, and asked me just the right questions to move the design forward. Harold Buchanan and Morgane Guyon-Rety offered endless support and playtesting sessions. O.Shane Balloun proofread early drafts and helped craft the language of the faction foldout. Jerry White patiently listened as I described an overly complex idea for a new 'bot system, and then as a good teacher insisted that I could do better. And none of this would have been possible without the tireless efforts of Jason Carr, who early on 'got it' and helped me nudge this idea into a finished game.

Lastly, I want to thank my brother and lifelong friend Scott Mansfield. He has been playing games with me since we first opened Axis & Allies all those years ago, wondering what all the pieces were for and why the rules were so long. We have come a long way since then—none of this would have happened without your support. (Besides, Mom made me bring him.)

DEVELOPER NOTES

By Jason Carr

Developing a series game, especially a game in a series as successful as the COIN series, is a special challenge. Each game should be able to stand on its own, and each game should be consistent with the others that have come before it. This constraint, and demand, has been the driving force behind everything that Bruce and I have poured into Gandhi. Gandhi brings an entirely new type of Faction to the COIN series—nonviolent Factions—and figuring out the right conventions for these Factions was a major challenge.

First, nonviolent Factions need new Operations and language: Activists are not "Underground", they are "Inactive". They do not "March", they "Demonstrate". Their Special Activities include Persuasion and Negotiation. These are more than mere changes in language, but reflect the difference between violent and nonviolent Factions in the COIN series. We hope this provides new narratives for players to explore, and provokes new avenues of reading and exploration outside of the tabletop.

Second, we reflected this new language with a new shape of piece for nonviolent forces. The COIN series uses a rich visual language to help intuitively explain how a piece will behave, so players have some continuity between titles. Games within the series have not been perfectly consistent with this visual language—Colonial Twilight uses hexagons for Guerrillas instead of octagons, and Liberty or Death, Falling Sky, and Pendragon use three different types of pieces for pre-modern fortifications—but the idea that a specific shape of piece has a similar behavior throughout the series is a powerful part of what makes the COIN series of games cohesive. So for Gandhi, we are introducing the cylinder as the piece for nonviolent Activists. We hope to find new and unexpected uses for this piece in future volumes.

Finally, in Gandhi we realized early in playtesting that Resources did not appropriately model the way in which nonviolent Factions operate. Engagement is the currency most dear to the nonviolent Activist: the desire of a regular citizen to join in the cause and fight for what they believe to be right. Because Mohandas Gandhi himself was critical to the public's engagement with nonviolence, Gandhi is the first modern-era COIN game with a Leader piece. We believe our model of engagement, government tolerance of expression, and inter-Factional Unity is instructive about what makes these movements work.

We hope you find the nonviolent Factions fun and interesting to play. If you would like to learn more about the principles of nonviolence, please check out Bruce's Selected Bibliography in the Rulebook.

I would be remiss if I did not thank the outgoing Series Developer, Mike Bertucelli. His steady hand is evident in the last 6 COIN Series titles, and Gandhi would not be half the game it is without his advice and guidance.

Jason Carr, COIN Series Developer
Colorado Springs, Colorado, USA
January 2019

HISTORICAL NOTES

In order to keep the rule book as clean as possible, we have collected design and historical notes here.

Population Numbers

The Population numbers of each space do not strictly represent the total number of people as the majority of Indians were peasant farmers who played little direct role in politics. If Population numbers were an accurate reflection of true population (say 500,000 people per Population), spaces like Gujarat would only have 1 Population while West Bengal and East Bengal together would have a Population of 100! Rather, 2 Pop spaces represent areas of high population density (especially across the Ganges plain in the north and southern coastal areas around Bombay and Madras).

Muslim Spaces

Muslim spaces are regions with significant Muslim populations, roughly 25% or more. Many of these spaces, but not all, would form the new nation of Pakistan after India was split by partition in 1947. One Province on the map, Punjab, would itself be partitioned between India and Pakistan.

Princely and Muslim States

The hundreds of Indian Princely States enjoyed internal sovereignty, so long as they submitted to British suzerainty over the whole of India. Muslim States are areas acknowledged by the British as important to Indian Muslims, perhaps one day to be part of a separate Muslim India—the issue that ultimately split the Muslim League from their Congress allies and led to the creation of Pakistan in 1947.

Sepoys

Historically, Sepoys were Indians employed as soldiers in the British Army and played a significant, if unfortunately underappreciated, role in British operations on the Western Front during WWI and North Africa, Italy, and Asia during WWII (the 2.6 million strong British Indian Army in WWII was the largest all-volunteer force in history). In game terms, Sepoys

refer to any Indians officially engaged in service to the British Raj—whether maintaining order as soldiers or police; or as part of the colonial bureaucracy, staffing the administration, courts, post and telegraph offices, and other necessary institutions of colonial rule.

Revolutionaries

The Revolutionaries Faction is a generic umbrella term for the many violent, anti-British organizations that rose and fell during this period. These include the Hindustan Socialist Republican Association in the United Provinces (Card 44), Jugantar (card 20) and the Indian Independence Army in Bengal, the Youth Society of India in the Punjab, the Hindu Mahasabha political movement (Gandhi's assassin, Nathuram Godse, was a member), and the Indian National Army (Card 69). Although these groups did not act with much cohesion, they shared a common goal of ending British occupation and—in contrast with Gandhi's path of nonviolent resistance—were willing to commit acts of violence to achieve that end. Most groups had either been suppressed by the British or disbanded by the establishment of India and Pakistan in 1947. Some, like the Hindu Mahasabha, rebranded themselves as nationalist political parties in opposition to Nehru's dominant Congress party, and remain active to this day.

Bases

Bases, available to the Muslim League and Revolutionaries Factions, represent influence networks that support either Muslim interests (Muslim League), or Hindu interests (Revolutionaries) in the subcontinent in a future, post-Raj India fractured by communalism.

British Viceroy

The Governor-General governed India as the crown's representative, being chosen by the sovereign and affirmed by Parliament, hence viceroy. Each Viceroy card lists the historical dates the named viceroy served. These are for informational purposes only.

Guerrillas vs. Activists

Guerrillas are less hard hitting than Raj forces but enjoy an information advantage in that counterinsurgents must Activate (locate) them before eliminating them. Activists are not military forces but civilians. They are not subject to arrest by Raj forces until they Protest. Protests, on the other hand, are difficult to end by force as all Activists in the space must first be arrested before the Protest can be removed by Govern. Such was Gandhi's popularity that his arrest alone could create opposition to Raj rule. Indeed, some British leaders complained that Gandhi was more dangerous while imprisoned!

Nonviolent Resistance

Nonviolent movements have an advantage over violent ones because they can mobilize more participants. Unlike joining a guerrilla army, joining a nonviolent movement does not mean leaving home, career, and family behind. Indeed, there are a range of effective nonviolent activities with very low participation barriers: everything from physically occupying strategic spaces to calling in sick (a 'sick-out'). In many cases, these local movement were not orchestrated and directed by the national leadership of the Indian National Congress or the Muslim League (though important leaders such as Gandhi, Nehru, Patel, Abdul Ghaffar Khan, and others were instrumental in encouraging local resistance.) It was the work of activists—drawn from the local population—who did much of the work of frustrating British rule in India.

Paradox of Repression

The total number of Available Protest markers is determined by the current Restraint value. More repressive state actions—a lower Restraint value—creates the very resistance that it seeks to crush—more Protest. This is the Paradox of Repression, what nonviolence scholar Gene Sharp called 'political jiu-jitsu.'

Guerrillas on Railways

Remembering the widespread chaos of the 1857 rebellion, the British Indian police services (CID) kept close tabs on suspected revolutionaries and did not hesitate to arrest anyone considered a threat to Raj control. Allowing only Underground Guerrillas to move along Railways represents the chilling effect this had on anti-British groups already isolated by the vast size and traditional cultural divisions of India.

Treaty

When Raj operates within a State during Treaty, the ruling Maharaja (or Sultan, Nawab, Nizam, et al.) has agreed to assist British operations and share the cost.

World War II

The historical event that precipitated the most urgent crisis in India was World War II. It set the participants on a course that ultimately led to the end of British rule and the division of India along the fault line of partition. Many Indians felt betrayed that the entry of India into the war in 1939 occurred without much consultation with Indian leaders. Gandhi called for mass civil disobedience, the Quit India Movement (Card 36), leading to the largest protests of the independence movement and the arrest of over 100,000 activists. The Muslim League issued the Lahore Resolution in 1940, declaring that it would seek a separate state for Muslims. In response, violent Revolutionaries groups mobilized behind their desire to secure Hindu domination in a post-Raj India. One such group, the Indian National Army, even coordinated with Japanese forces in Burma to support an invasion of India that never materialized. The war forever altered the course of British history, bringing an end to the era of empire, as British possessions across Asia and Africa organized for independence. In *Gandhi*, the crisis of World War II is represented not so much by the events of the war itself, but rather by each Faction taking advantage of this crisis to push its own agenda in India.

THE MYTHS OF NONVIOLENCE

Adapted from an article that originally appeared in InsideGMT.

By Bruce Mansfield

Many people around the world live in countries that have been directly affected by nonviolent struggles. Nonviolence has a long and successful track record of creating political change around the world; recent studies have shown it to be twice as effective at achieving its goals than violent resistance. In the 20th century, nonviolent campaigns have successfully resisted oppressive regimes in India, China, Brazil, the Philippines, Guatemala, Nigeria, South Africa, Iran, Denmark, Ukraine, Poland, Czechoslovakia, Serbia, Romania, the United States, and many other nations.

And yet nonviolence remains overlooked and misunderstood despite its prevalence and success. Gandhi will be the first COIN game, and one of the first published board games, to include nonviolent resistance. Not only are historical nonviolent struggles underrepresented in gaming, existing games on violent resistance movements tend to cherry pick the most successful examples as models despite the limited successes of violent insurrections.

One of the challenges of designing Gandhi has been to provide an accurate portrayal of nonviolent resistance. Doing so is particularly difficult with this topic, because there are many myths and misconceptions concerning nonviolence that have gained traction. Perhaps the most common myth is that nonviolence is just passive resistance, akin to submission. But nothing could be further from the truth: nonviolence is an active force for change. Another myth is that only committed pacifists can adopt nonviolent methods. Gandhi himself helped to spread this myth, at times speaking of nonviolence as though it had near mystical powers of persuasion against even the most brutal oppressors. But nonviolence is not limited to saints; its methods are open to nearly everyone and are much more accessible than forms of violent resistance. Lastly, it is often claimed that nonviolence is much less effective than violence. Yet the historical record shows that nonviolence is actually twice as effective as violence. Identifying and countering these myths are important for understanding the full range of resistance available to people fighting oppression.

Three Myths of Nonviolence

#1. Nonviolence is just passive resistance. It is just the absence of violence. It is submission to oppression through inaction.

Nonviolence is not passive, it is not the mere philosophical rejection of violence, it is not submission. Nonviolent resistance movements are organized for provocative action to directly confront oppression. It goes beyond the regular, institutionalized forms of political participation, such as lobbying, voting, or passing laws. Although these actions may accompany nonviolent resistance, not everything that is not violent should be considered nonviolence.

Instead, as scholars Erica Chenoweth and Maria Stephan have noted, nonviolent resistance "is a form of active conflict, where unarmed civilians use a variety of nonviolent tactics like strikes, boycotts, protests, and demonstrations to effect political change without using violence." Nonviolent movements work through leveraging the power of large numbers of participants to strip away the political, economic, social, and even military support a regime requires to maintain its power and authority. As Jamila Raqib, executive director of the Albert Einstein Institute puts it, "nonviolent struggle works by destroying an opponent, not violently but by identifying the institutions that an opponent needs to survive, and denying them those sources of power." Public protests and demonstrations bring unwanted attention to corrupt institutions and unjust laws. Strikes and boycott disrupt the economy. This resistance is active, not passive.

"Never has anything been done on this earth without direct action," wrote Gandhi in 1920. He strongly rejected the idea that the movement to free India was similar to historical passive resistance movements. Instead, he called for direct action to challenge British control over India: civil disobedience and non-cooperation. With civil disobedience, Indians deliberately broke unjust laws to provoke a British response and demonstrate the limits of British power. They marched when marching was prohibited, they called for the end of colonial rule when such talk was seditious, they collected salt when it was illegal. Indians also engaged in non-cooperation by withdrawing their support for the British regime. Strikes, boycotts, marches, and other active forms of resistance made it increasingly difficult for the British to rule over subjects who refused to submit.

#2. Nonviolence is only for committed pacifists who adopt nonviolence solely for principled or moral reasons.

Our familiarity with prominent nonviolent leaders is perhaps responsible for this myth. Gandhi and King have become mythic figures with national holidays and epic films that feature moving depictions of nonviolent resistance. Gandhi himself cultivated a saintly image and preached nonviolence as a way of life: he lived on a communal ashram farm, wore only what the poorest Indians wore, spun his own cloth, refused to travel first class. Similarly, Dr. King saw in nonviolence an alternative to the three evils of racism, poverty, and war, going far beyond the struggle for due process that had characterized the civil rights movement. Both Gandhi and King conceived of nonviolence as a powerful spiritual force; their martyrdom guaranteed their saintly status.

And yet, far from being practiced by a select few, nonviolent resistance is in fact a tool for change available to a wide range of participants. Indeed, it is the very accessibility of nonviolence that makes it effective. While many adopt nonviolence because of its moral superiority, far more adopt nonviolence because it is a pragmatic approach. For many people seeking political change, nonviolence is simply a better option than taking up arms. Because entry barriers to participation in nonviolent resistance campaigns are much lower than for violent campaigns, nonviolent movements have historically been much larger than

violent ones. Of the 25 largest resistance movements of the 20th century, nonviolent movements had on average 200,000 members, four times the average size of violent movements.

Think of all the obstacles facing a guerrilla movement. Armed fighters need to be physically fit, tend to be young and male, and require extensive training. It is a heavy commitment to join a violent movement. Guerrillas often need to leave home and family behind, and violent operations are very risky. Violent movements operate from the shadows; large numbers become a liability, not an asset. There are moral prohibitions against violence built into every culture; guerrilla fighters need to be trained to kill. And once the conflict is over, it is very difficult to transition back to normal, civilian life.

In some ways, nonviolent movements are also organized like military units, with trained members prepared to directly confront the regime at great risk. But nonviolence movements are not burdened by the entry barriers that tend to keep violent insurrections small. Almost anyone can participate in a nonviolent movement, regardless of age, gender, or background. Participation does not require a massive commitment forcing the participant to leave normal life. Unlike in violent movements, such casual commitments are welcomed. There are many ways to participate in nonviolent resistance and many methods are low-risk; nonviolence activist Gene Sharp identified 198 different methods of nonviolent action. Nonviolent resistance is public and attracts new members as it draws attention. By rejecting violence, participants do not need to overcome deeply held moral convictions that prohibit harming others. And afterward, it is much easier to transition to civilian life because joining a nonviolent movement does not mean leaving that life in the first place.

#3. Nonviolence only rarely works. Although nonviolent movements may have been successful in a few, highly visible examples, only violence can defeat a brutal oppressor.

Yet historically, nonviolence has a much better track record than violence. During the 20th century there were 325 resistance campaigns waged across the world, in a wide variety of systems and circumstances. As discovered by Chenoweth and Stephan, nonviolent movements succeeded 50% of the time, whereas violent movements only succeeded in 25% of cases. Nonviolence works.

Nonviolence is more effective because it is better able to achieve two important advantages over violent resistance: it attracts more participants and it is better at generating domestic support. Because nonviolent movements are more visible and easier to join, they are able to generate more members. And more members means a greater likelihood of success. Numbers matter. The tipping point for success identified by Chenoweth and Stephan seems to be about 5%. If a resistance campaign, violent or nonviolent, can mobilize just 5% of the population, it becomes difficult for regimes to hold onto power. At 7% to 10%, the regime is doomed. Reprisals against nonviolent activists often backfire, bringing unwanted global attention and putting pressure on loyalist supporters to defect. As popular resistance grows, the regime finds itself unable to respond; its tools of violence and intimidation are rendered useless. Nonviolence

succeeds in part because it can more easily meet this threshold. Violent movements attract fewer people, and their acts of violence (terrorism, assassinations, kidnappings) tend to strengthen regime resolve. The more violent they are, the less successful the insurgency becomes. For example, Max Abrams estimates that violent insurgencies that employ terrorism succeed less than 10% of the time. Such violence alienates domestic supporters; violent insurgencies often are forced to rely on foreign support for success. Moreover, reprisals against insurgents do not generate the kind of opposition seen when governments assault nonviolent civilians. Indeed, targeting and killing guerrillas can actually strengthen a regime's political support.

Some well known violent insurgencies have been successful. In Cuba, Algeria, and Vietnam for example, insurgents were able to mobilize large numbers of participants, insurgent attacks on collaborators and government infrastructure made it difficult for the government regime to rule effectively, and violence by the government and its foreign allies only strengthened the resolve of the insurgents. In other words, they succeeded by co-opting many of the advantages of nonviolent campaigns! Yet the similarities with nonviolent resistance ends there—once victorious, violent insurgencies very often create brutal new governments that can be as oppressive as the defeated regime. Nonviolent resistance, on the other hand, when successful typically results in stable, democratic systems.

In India, hundreds of thousands participated in the many campaigns of the nonviolent movement against British rule. Some 50,000 marched with Gandhi during the Salt Satyagraha of 1930 and some 60,000 were arrested during the campaign. During the Quit India Campaign in 1942, 100,000 activists were jailed by the British in the first months of the campaign. In the end, nonviolence scholar Kurt Schock argues, Gandhi's movement succeeded because it "undermined the power of British rule, showed that Great Britain's rule in India was based on force rather than legitimacy, reduced the justification for violent repression, influenced reference publics in Great Britain, and illuminated the futility of trying to violently repress a nationwide movement of nonviolent action with military force."

PRONUNCIATION GUIDE

with thanks to Ameya Bhandarkar

There are several general pronunciation rules that apply to the terms below:

- "Bh" is pronounced by exhaling while making a "b" sound.
- "Dh" is pronounced by trying to make a "d" sound but with the tip of your tongue touching the back of your two front teeth and exhaling.
- "Kh" is pronounced by exhaling through your mouth and raising your tongue slightly.
- "Soft d" - like the "th" in the English word "the".
- "Soft t" - make a "t" sound with the tip of your tongue pushed against the back of your two front teeth.

Map Place Names:

Andhra — AHN-dh-rah (soft d)

Assam — ah-SAHM

Bengal —beng-ALL

Bihar — bee-HAHR

Bombay — BOMB-eh

Baluchistan — buh-loo-chis-STAHN (soft t)

Calcutta — CAL-cut-tah

Delhi — DEL-ee

Gujarat — GUJ-raht (soft t)

Hyderabad — HI-der-ah-BAHD (both d's are soft)

Jammu & Kashmir — jum-MOO and kush-MEER

Karachi —kuh-RAH-chee

Madras — MUD-rahs

Mysore — MY-sore

Orissa — O-rih-sah

Punjab — PUN-jahb

Rajputana — RAJ-puht-ah-nah (soft t)

Sind — sih-ND (soft d)

Individuals:

Subhas Chandra Bose — soo-BAHS CHUN-druh BOHS (soft d)

Khan Abdul Ghaffar Khan — KHAN ub-DULL guff-FAR KHAN (soft d)

Mohandas Gandhi, Mahatma — MOH-hun-das GAHN-dhee, ma-HAHT-mah (soft t)

Muhammad Ali Jinnah — muh-HAH-mud UH-lee JIN-ah (soft d)

Sarojini Naidu — suh-ROH-jin-ee NAI-doo

Jawaharlal Nehru — juh-WAH-hur-lahl NEH-roo

Vallabhbhai Patel — vull-LUB-bah-ee puh-TEL

Bhagat Singh — bhug-GUT sing (soft t)

Event Cards

Aga Khan — A-gah KAHN

Akali — uh-KAH-lee

Aundh — ah-OO-nd (soft d)

Bardoli — bar-DOH-lee (soft d)

Chauri Chaura — CHAW-ree CHAW-rah

Champaran — CHUMP-ah-run

Chittagong — CHIT-tah-gong (soft t)

Dalit — THUH-lit (soft t)

Dharasana — duh-RAH-suh-na

Harijan — hurry-JUN

Hindustan — HIN-doo-STAHN (soft d and t)

Jallianwala Bagh — JULL-ee-yun-wah-lah BAGH

Jugantar — joo-GAHN-tuhr (soft t)

Kakori — KAH-koh-ree

Khadi — KHAH-dhee (soft d)

Kheda — KHAY-duh

Khudai Khidmatgars — KHOO-dah-ee KHID-mutt-GARS

Khilafat — kih-LAH-fuht

Lala Lajpat Rai — lah-lah luj-PUTT rai (soft t)

Nankana — NONE-kuh-nah

Purna Swaraj — POOR-nuh svuh-RAJ

Telangana — TELL-uhn-gah-nah

Satyagraha — sut-YA-gruh (soft t)

Credits

Dedication

Scott and I dedicate *Gandhi* to the memory of our parents, Bruce Mansfield (1942-2018) and Sandra Mansfield (1948-2017), who taught us that there is always an alternative.