



Afghans

VICTORY POINT CARD

- TURN 15**
For occupying at any time during the Afghan Turn:
Delhi (5); Lahore, Punjab (3)
- TURN 16**
Each area in North India (1)



Marathas

VICTORY POINT CARD

- DURING ANY GAME TURN**
Each Mughal army destroyed (1)
Each British factory destroyed (1)
Kill Alamgir or Nizam (2 each)
- TURN 7**
Andhra, Gujarat, Maharashtra (2); each other area (1)
- TURN 10**
Andhra, Bijapur, Maharashtra, Mysore (2);
each other area (1)
- TURN 13**
Bijapur, Golconda, Gujarat, Maharashtra, Malwa (2);
each other area (1)
- TURN 14**
Each area in North India (3)
- TURN 16**
Maharashtra (3); each other area (2)
- Notes:**
1. Boats: Turns 8 and 13-14 (5.4).
2. May submit if reduced to two areas in South India (11.1).
3. Five-Player Game: During Any Game Turn:
Kill Abdali (2).



Sinhalese

VICTORY POINT CARD

- DURING ANY GAME TURN**
Kill Rajaraja (1)
- TURNS 4 and 7**
Lanka (2); Simhala (1)
- TURN 10**
Golconda, Karnatak, Kerala, Malabar (4);
Lanka, Simhala (2)
- TURNS 13 and 16**
Lanka, Simhala (2)
- Notes:**
1. Boats: Turns 9-10 (5.4).
2. May submit if reduced to one area in Ceylon (11.1).
3. Three-player Game: No points for killing Rajaraja.



Dutch

VICTORY POINT CARD

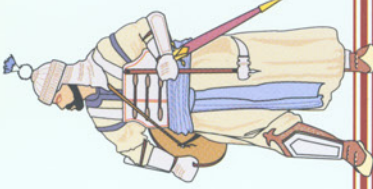
- AT THE END OF EACH GAME TURN**
Each Dutch factory (1)
Dutch factory on one coast (1); each of two coasts (2);
or each of three coasts (3)
- Notes:**
1. Always have Boats (5.41), special movement abilities (5.14), and do not
suffer from Overpopulation (6.0).
2. May build Factories (12.1) and supply Arms (12.2).



Sikhs

VICTORY POINT CARD

- DURING ANY GAME TURN**
Each Mughal army destroyed (1)
Kill Alamgir or Abdali (2 each)
- TURNS 13 and 16**
Lahore, Punjab (2); each other area in North India
or Himalayas (1)
- Notes:**
1. May submit if reduced to one area in North India (11.1).



Rajputs

VICTORY POINT CARD

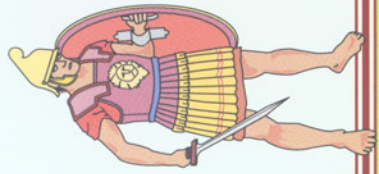
- DURING ANY GAME TURN**
Each Gupta army destroyed (1)
Each Muslim army destroyed (2)
Kill Chandra, Aybak, Alamgir or Abdali (2 each)
- TURNS 6 and 7**
Gandhara, Malwa (2); each other area in North India (1)
- TURN 10**
Gujarat, Malwa, Rajputana (2);
Agra, Delhi, Oudh (1)
- TURN 12**
Agra, Delhi (2)
- TURNS 13 and 16**
Rajputana (2); Agra, Delhi, Gujarat,
Malwa, Oudh (1)
- Notes:**
1. Major Invasion: Turn 5 (7.4).
2. May submit if reduced to two areas in North India (11.1).

Maharaja

Nation Control Chart

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

* See 14.2 for the Three-Player Short Game



Greeks

VICTORY POINT CARD

TURN 4

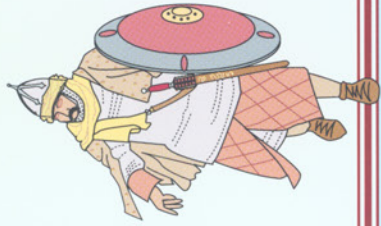
For occupying at any time during the Greek Turn:
Baluchistan, Gandhara, Punjab, Sind (1)
For occupying at the end of Turn 4:
Gandhara (2); each other area in North India (1)

TURN 5

Gandhara, Punjab (2) each other area in North India (1)

TURNS 7, 10, 13 and 16

Gandhara, Kashmir, Lahore, Punjab (1)



Muslims

VICTORY POINT CARD

DURING ANY GAME TURN

Kill Timur, Sanga, Akbar, Albuquerque or Alamgir (2 each)

TURN 10

Delhi (4); Bengal, Jaunpur, Punjab (2);
each other area in North India (1)

TURN 13

Berar, Bidar, Bijapur, Golconda, Maharashtra (2);
each other area in South India (1)

TURN 15

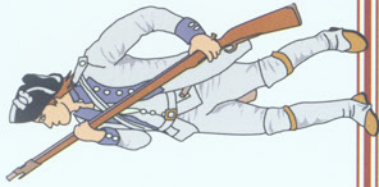
For occupying at any time during the Muslim Turn:
Delhi (3); Lahore, Punjab (2);
each other area in North India (1)

TURN 16

Mysore (3); each other area in South India (1)

Notes:

1. Major Invasion: Turn 10 (7.4).
2. Boats: Turns 9-12 (5.4).
3. May submit if reduced to two areas in South India (11.1).
4. Turns 12-16: Only areas in South India count towards Population Increase (10.5).
5. Eligible for Raj Victory Points at the end of every turn (13.0).
6. Five-player Game: During Any Game Turn:
Kill Shivaji (2).



French

VICTORY POINT CARD

DURING ANY GAME TURN

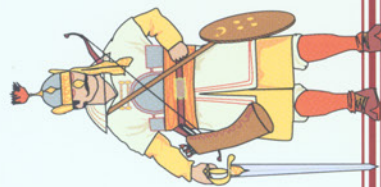
Each British factory destroyed (2)
Kill Clive (2)

AT THE END OF EACH GAME TURN

Each French factory (1)
French factory on one coast (1); each of two coasts (2);
or each of three coasts (3)

Notes:

1. Always have Boats (5.41), special movement abilities (5.14), and do not suffer from Overpopulation (6.0).
2. May build Factories (12.1) and supply Arms (12.2).



Mughals

VICTORY POINT CARD

DURING ANY GAME TURN

Kill Sanga, Shivaji, Rao, Dupleix, Abdali or Clive (1 each)

TURN 10

Punjab (3); Gandhara, Kashmir, Lahore (1)

TURN 11

For occupying at any time during the Mughal Turn:
Delhi (4)

TURN 13

Agra, Bengal, Delhi, Gujarat (3); Berar, Bundelkhand,
Kashmir, Khandesh, Lahore, Maharashtra, Orissa,
Rajputana, Sind (2); each other area (1)

TURN 14

Andhra (4)

TURN 16

Andhra, Delhi, Oudh (3); Berar, Bidar,
Gondwana (2); each other area (1)

Notes:

1. Major Invasion: Turn 12 (7.4).
2. Turns 11-16: May submit if reduced to two areas in North India;
may submit if reduced to one area in South India (11.1).
3. Turns 15-16: Only areas in South India count towards Population Increase (10.5).
4. Eligible for Raj Victory Points at the end of every turn (13.0).
5. Three-player Game: No points for killing Dupleix or Abdali.



Cholas

VICTORY POINT CARD

TURNS 4 and 7

Karnatak, Mysore (3); Andhra, Golconda (1)

TURN 9

Bengal, Bijapur, Kerala, Lanka,
Malabar, Orissa, Simhala (3)

TURN 10

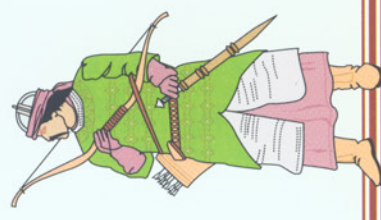
Karnatak (2); each other area in
South India or Ceylon (1)

TURNS 13 and 16

Each area in South India or Ceylon (1)

Notes:

1. Boats: Turns 6-10 (5.4).
2. Turns 10-16: No Population Increase (10.5).



Mauryans

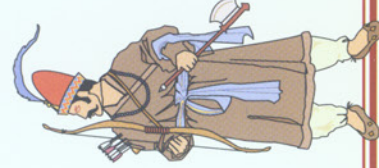
VICTORY POINT CARD

TURN 4

Bihar, Magadha, Orissa (2);
each other area (1)

Notes:

1. Major Invasion: Turn 1 (7.4).
2. Turn 5: No Population Increase (10.5).
3. Replaced by Gupias at beginning of Turn 6 (10.4).
4. Eligible for Raj Victory Points at the end of every turn (13.0).



Guptas

VICTORY POINT CARD

TURN 7

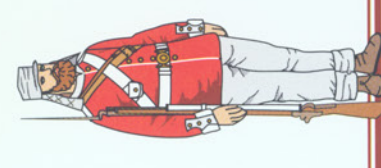
Bengal, Bihar, Kashmir, Magadha, Malwa
Punjab, Rajputana (2); each other area (1)

TURNS 10, 13 and 16

Each area in North India or Himalayas (1)

Notes:

1. Major Invasion: Turn 7 (7.4).
2. Boats: Turn 7 (5.4).
3. Turns 8-16: No Population Increase (10.5).
4. Eligible for Raj Victory Points at the end of every turn (13.0).



British

VICTORY POINT CARD

AT THE END OF EACH GAME TURN

Each British factory (1)

British factory on one coast (1); each of two coasts (2);
or each of three coasts (3)

Notes:

1. Always have Boats (5.41), special movement abilities (5.14), and do not suffer from Overpopulation (6.0).
2. May build Factories (12.1) and supply Arms (12.2).
3. Turn 15-16: Special reinforcements (10.7).
4. Major Invasion: Turn 16 (7.4).
5. Eligible for Raj Victory Points at the end of every turn;
count includes vacant areas (13.0).



Harappans

VICTORY POINT CARD

DURING ANY GAME TURN
Each Mauryan army destroyed (2)

TURN 4

Gujarat (2); each other area in North India
or Himalayas (1)

TURNS 7, 10, 13 and 16

Each area in North India or Himalayas (1)



Portuguese

VICTORY POINT CARD

DURING ANY GAME TURN
Each Muslim army destroyed (2)

AT THE END OF EACH GAME TURN

Each Portuguese factory (1)
Portuguese factory on one coast (1); each of two coasts (2);
or each of three coasts (3)

Notes:

1. Always have Boats (5.41), special movement abilities (5.14), and do not suffer from Overpopulation (6.0).
2. May build Factories (12.1) and supply Arms (12.2).