

# SANGRAM

## RULEBOOK

**2-5 PLAYERS | 30 MINUTES**

In the late 18th century, there were many great kingdoms in India - the Marathas, Rajputs, Sikhs, Mughals, Kingdom of Mysore, Hyderabad and more. Engulf yourself in history as you lead one of these formidable kingdoms and build an army so powerful that others tremble at its sight!

But be careful of the Britishers - they will sneak into your kingdom and weaken it from within. Rewrite history by getting rid of the Britishers before they can take over India, and establishing yourself as the ruler of Bharat. This is your Sangram - the fight for your freedom and glory!



[Watch 'How to play Sangram Board Game' on Youtube](#)

A Game by: Neha Mittal and Nalin Mittal

Special Thanks to: Nikhil Gupta and Abhishek Thakkar

Playtesters and Advisors: Ameen, Deepali, Harshal, Sanjana, Shruti, Angad, Andy, Sidhant, Luv, John, Yukti, Harsha V, Kiran, Ankur, Bhavit, Harsha S, Saloni & Ketan

# AIM

To build the strongest army amongst all kingdoms. The first person to reach an Army Strength of 18 wins.

## COMPONENTS

### STRENGTH

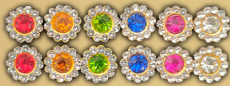
#### TRACK



### 40 BRITISHER TOKENS



### 6 MINI CROWNS (+6 Extra as backup)



### 55 WARRIOR CARDS

*Warrior Name*  
*Army Strength (0-2)*

*Britishers (0-3)*

*Motivation (1-55)*  
*Warrior's Activity*



11 types of Warriors  
x 5 qty of each

## SETUP

Each player chooses 1 coloured Crown and keeps it at 0 on the Strength Track. Remember your colour.

Shuffle the Warrior card deck and open Warrior cards equal to the number of players plus 1 (n+1). Keep them face-up in the centre for everyone to see. For example, in a 3 player game, open 4 cards. These are the Volunteers from small neighbouring kingdoms of India, who want to join your army as Warriors.

Give 3 Warrior cards to each player from the deck. You can see your own cards but keep them hidden from other players. Keep the remaining Warrior cards face-down in the centre along with all the Britisher tokens.

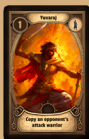
## EXAMPLE SETUP: 2 PLAYER GAME



Discard  
Pile



Draw  
Deck



n+1 Volunteers



Britisher  
Tokens Pile



Both players'  
Crowns at 0



## GAMEPLAY

Each round has 4 Phases: Activate, Recruit, Train and Grow, to be played in this exact order. All players simultaneously play a Phase.

### PHASE I: ACTIVATE

All players choose 1 card from their hand to activate and place it face down in front of them. Then, simultaneously reveal everyone's cards. Each card is activated in order from **highest to lowest motivation**. When a card is activated, just follow the activity written on it. (The Warrior Reference on page 5 explains each activity).

For example,



VS



The card with motivation 20 is activated before the card with motivation 3.

Then discard all the activated cards into a common discard pile in the centre. (You may choose not to use the activity of your card, but it will still be discarded.)

## PHASE 2: RECRUIT

In the same player order as Step 1, all players take 1 card from the open Volunteer Warrior cards and keep it in their hand. (If you play a card with higher motivation, you may be able to recruit a better Warrior by getting the chance to choose first). The recruited Warrior will not be activated immediately. It will go into your hand.

Then take Britisher tokens as mentioned on the card which you have recruited. Your recruited Warrior has very innocently brought these Britishers into your kingdom for trade, but be careful - they will make your army weaker from within!

For example,



If you recruit the Senapati card, take 3 Britisher tokens.

Discard the remaining Volunteer card(s) into the discard pile and open n+1 new cards from the Draw Deck. These will be the Volunteer Warriors for next round.

## PHASE 3: TRAIN

All players who have 4 or less Britisher tokens, move their Crown up by 1 level on the Strength Track. Your army has become stronger by training. Any players who have 5 or more Britisher tokens do not move up the Strength Track, till they reduce them to 4 or less by activating certain Warrior cards. (Details on page 5 - Warrior Reference) No player can go above level 9, irrespective of Britisher tokens.

Now, add up the Army Strength of all the cards in your hand, plus your current level on the Strength Track. This is your Total Army Strength in this round.

For example,



Total Army Strength = 6



## PHASE 4: GROW

Twice during the game, your Army might grow and become bigger. Note that you will not grow in every round - only up to 2 times in the entire game.

A) When your Total Army Strength equals or crosses 7, then show your cards to everyone as proof, and take 2 Warrior cards from the top of the Draw Deck without looking. (Do not take Britisher tokens for these cards.) From now on, you will have 5 cards in hand, even if your Total Army Strength falls below 7 later.



B) Similarly, when your Total Army Strength equals or crosses 13 for the first time, take 1 Warrior card from the Draw Deck into your hand. From now on, you will have 6 cards till the end of the game. Multiple people might reach this stage and get 6 cards in a game, but a player can never have more than 6 cards.

## MULTIPLE ROUNDS

Whether your Army grows or not in Phase 4, the round ends. Start the next round by repeating these 4 Phases. Keep playing multiple rounds till a winner emerges. Note that if the Warrior Draw Deck gets over any time during the game, you can shuffle the discard pile (except the top 5 cards) and make a new Draw Deck.

## WINNER

The game ends when, at the end of any round, at least 1 player reaches or crosses a Total Army Strength of 18. This must be announced after all 4 Phases of a round are over, not in between the round. Then, the game ends immediately.

The player with the most Army Strength wins. If there is a tie, the player with the lowest number of Britisher tokens wins. If there is still a tie, the player with the highest motivation card in hand amongst them wins.

# WARRIOR REFERENCE GUIDE

(IN ORDER FROM HIGHEST TO LOWEST MOTIVATION)

## ACHARYA



Choose any 1 opponent. They must take their Warrior back into their hand without using it. Their turn is skipped for the first 2 phases of this round - they cannot activate a card, nor recruit a Warrior. However, if eligible, they may Train and Grow in this round. Also, the retreated opponent cannot be attacked by others players' Warriors in this round, because they are not on the battlefield anymore.

## MAHARAJA

Immediately discard up to 4 Britisher tokens from your own pile. For example, if you have 6, you will have 2 remaining. If you have 3, you will have 0 remaining. If you don't have any Britisher tokens, this card's activity is wasted, and you may proceed to Phase 2 of this round.



## SHOORVEER



During Phase 2 of this round, you will not take Britisher tokens irrespective of which Volunteer Warrior you choose to recruit. For example, if you recruit the Senapati, you don't need to take the 3 Britishers which are mentioned on it.

## SENAPATI

Immediately discard up to 6 Britisher tokens from your own pile. For example, if you have 7 Britisher tokens, you will have 1 remaining. If you have 2, you will have 0 remaining. If you don't have any Britisher tokens, this card's activity is wasted and then you can proceed to Phase 2 of this round.





## MANTRI

Choose any 1 opponent. You may give up to 2 Britisher tokens from your own pile to them. If you don't have any Britisher tokens, this card's activity is wasted. You may move to Phase 2. (You cannot give your Britisher tokens to an opponent whose turn has been skipped using an Acharya card in this round.)

## MAHARANI

Move your Crown up on the Strength Track by 1 level. You may do this even if you have 5 or more Britisher tokens. In addition, play Phase 3 and 4 as usual. So if you have 4 or less Britisher tokens, you may move up by 1 more level in Phase 3 within the same round.



## GUPTCHAR

Choose any 1 opponent. Move their Crown down by 1 level on the Strength Track, irrespective of their number of Britisher tokens. They may play Phase 3 and 4 as usual, if eligible. (You can't pull down a player who is at Level 0 on Strength Track, nor a player whose turn has been skipped using an Acharya card.)

## YUVARAJ

Choose any 1 opponent. Copy the activity of the Warrior which they have played in this round. (If everyone plays a Yuvaraj in this round, everyone's activity is wasted. Proceed to Phase 2. If you copy an Acharya, you can only make those players retreat who haven't yet activated their cards, else your activity is wasted).



## VYAPARI

Choose any 1 opponent. Take a card from their hand without seeing. In exchange, give them a card of your choice from your hand. (You cannot exchange your card with an opponent whose turn has been skipped using an Acharya card in this round.)



## SARTHI

Pick the top card from the Warrior Draw Deck and immediately activate it. Follow its activity and then discard it. (If you pick an Acharya, you can only make those players retreat who haven't yet activated their cards, else your activity is wasted. If you get a Sarthi card, pick another card.)

## VAIDIK

Open the top 5 cards from the Warrior discard pile. Choose and take any 1 of them into your hand. Also take the Britishers as mentioned on that card. Now you cannot recruit from Volunteer Warriors in this round. (If you choose to not activate the Vaidik's power, you may recruit a Volunteer in Phase 2 as usual, when you get your turn in the order of highest to lowest motivation.)



## QUICK RECAP

Total Army Strength:

7 - Take 2 cards

13 - Take 1 card

18 - Game ends

## 4 PHASES IN EACH ROUND:

### 1. ACTIVATE:

Play a card  
Use its activity  
Discard it

### 2. RECRUIT:

Take a Volunteer  
Take Britishers  
Discard extra cards

### 3. TRAIN:

Upto 4 Britishers:  
Go up on Track  
[Else skip Phase 3]

### 4. GROW:

Strength 7 or 13:  
Take extra Cards  
[Else skip Phase 4]



[www.nightingame.com](http://www.nightingame.com)



@nightingame



/nightingame.co