Board Game Rule Book

RANBHOOMI

कुरुक्षेत्र · KURUKSHETRA
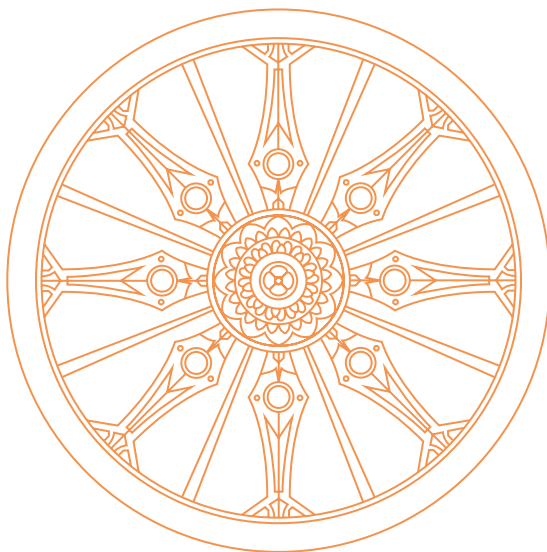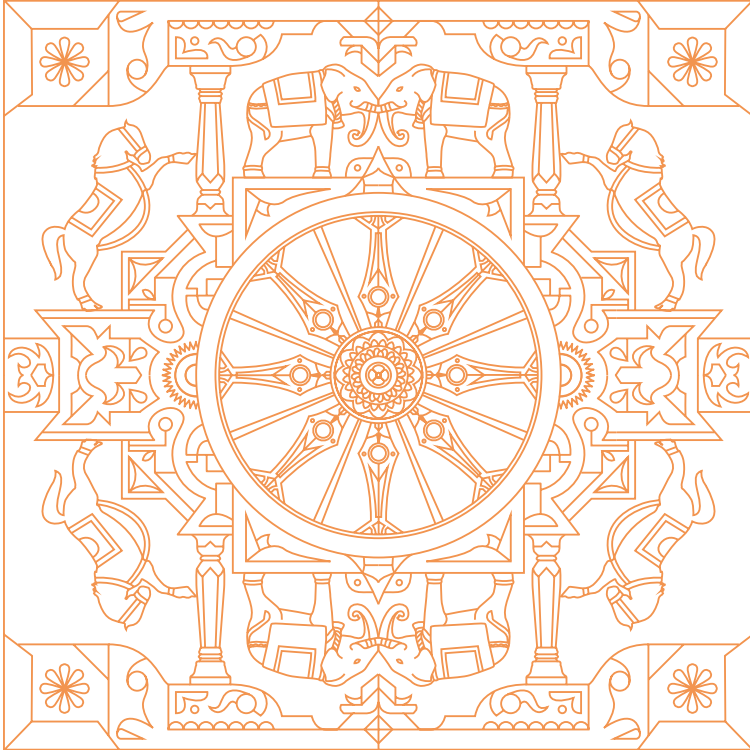
Board Game Rule Book

Disclaimer

The information presented in this game is a combination of our research and imagination

Set Up

Following items are required to play the board game Ranbhoomi-Kurukshetra:

1. The Board
2. Tokens: There are total 8 tokens provided and a maximum of 6 players can play this game [There are 2 extra tokens, just in case you lose some.]
    a. 4 Pandava Tokens
    b. 4 Kaurava Tokens
3. Divyastra Cards [21 divyastras- total 44 cards]
4. Dice

All the pointers mentioned here are further explained

Introduction

Ranbhoomi is a board game that attempts to simulate the events of a war and allows players to understand and experience the consequences of being a soldier in massive armies fighting each other. The board depicts various key battles in the war where one or the other side dominated, affecting common soldiers at a large scale.

In any war soldiers are usually following orders, they do not decide where and how they would fight, it is usually decided by their superiors, the throw of the dice represents that on the board game. The number you get on the dice is equivalent to the order you would have received from your superior regarding where you would be fighting that day.

When you get caught in a battle and suffer the adverse consequences, it would slow you down or you would need time to heal. Jumping backward on encountering an adverse battle represents that. Likewise, when you encounter a favourable battle situation, you are usually rewarded or you are energized riding on the victory, jumping forward on the board represents that.

Objective

The objective of the game is to survive till the end.

In case of multi-player setting, player reaching the end point faster wins and player reaching there last loses.

In case users die before reaching the end point, the player that survives till the very last wins.

Overview

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Each player starts at the starting point representing the Shrikrishna narrating the Bhagwadgita to Arjuna on the board and moves on the board as per the number revealed by the throw of a dice.

The events on the board represent some key events of the Kurukshetra war. These events are either favourable for Pandava side or Kaurava side, as represented by their colors. Events in blue are favourable for Kaurava while events in red are favourable for Pandava.

Some of the events on the board represent divine weapons Invoked by warriors. These divine weapons can be countered by the weapons given in the deck of cards.

How to Play

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All the players sit around the board forming a circle around it.

Team Selection

Each player picks up one of the player tokens to represent himself/herself on the board. The icons on the tokens

represent various kingdoms fought in the Kurukshetra war. Players with Vrishni, Matsya, Magadha and Virat insignias are part of the Pandava army while Hastinapur, Madra, Anga and Narayani Sena are part of Kaurava army.

Distribution of Divyastra

Divyastras are distributed randomly among all the players. For 4 or less players each player gets 11 Divyastras. In the case of 5 or 6 players they get 7 Divyastras each. Any remaining Divyastras in the deck are kept aside and are not used in the game play.

Start of Play

In the beginning all the tokens are kept at the starting point, with the image of Shrikrishna and Arjuna. Player with the Hastinapur token will be the first to throw the dice, other players take turns in throwing the dice in a clockwise manner.

How to Move

Player 1 throws the dice and moves his/her token as per the number shown on the dice. If the token lands on an empty spot, no further action is required by player 1. Player 1 passes on the dice to player 2 and he/she throws the dice and moves his/her token. The cycle repeats after all the players have taken their turns.

The board is an active participant in the game and is playing against all the players. There are events marked on the board which are either favourable to Pandava or Kaurava. If a player lands on a favourable event, he/she is rewarded with a jump to the next favourable event on the board.

If a player lands on an enemy's favourable event he/she is penalized with a jump back to their preceding favourable event.

Many of these events are marked with the icons of different divine weapons signifying that some divine weapon has been fired at that spot. An enemy soldier landing on a divine weapon spot on the board can counter the effect of that weapon if he happens to hold the card that can counter the divyastra on the board. That means in such a scenario the player need not jump backward, instead can resume from the very same spot when he/she gets the dice again. The spots with no divine weapon icons cannot be countered.

Sequence of Play

Player throws the dice and moves as many steps as the number shown on the dice. Check the destination block. There are four possibilities.

1. **Token lands on a spot favourable for his team:** In this case token jumps to the immediate next favourable spot on the board.

2. **Token lands on a spot favourable for the enemy team:** In this case two possibilities are to be checked.

    a. If there is no divyastra used, the token jumps backward to the immediately preceding favourable spot.

    b. If a divyastra has been used, the player checks in his deck of divyastra for a counter of the divyastra mentioned on the board.

        i. If the player can find a counter to the divyastra on the board, he uses the card and protects himself from jumping backward. In this case the player will start from the same spot in his next turn. [the divyastra used by the player is kept aside and cannot be used again]

        ii. If the player does not have a counter to the divyastra on the board, he has no choice but to jump backwards to the immediately preceding favourable spot on the board.

3. **Token lands on a spot with another player from the same army:** This does not require any special action. Both players will start from the same spot during their next turn.

4. **Token lands on a spot with another player from the enemy army:** Player 1 will get a chance to attack the enemy soldier by using the divyastra in his/her quiver. The enemy soldier will get the chance to counter it from the weapons in his/her quiver.

    a. Enemy soldier is able to counter the divyastra of player 1: Both players start from the same position during their next turn.

    b. Enemy soldier is unable to counter the divyastra of player 1: Enemy soldier moves backward or skips nextchance, whichever is applicable as per the impact mentioned on the card, while player 1 starts from the same spot in his/her next turn.

Divyastra Rules

1. A level 3 weapon can be countered by any level 2 or level 1 weapon.
2. A level 2 weapon can be countered by any level 1 weapon.
3. Each Divyastra can be countered by itself. For example an Aindrastra can be used to counter another Aindrastra.
4. Apart from above three rules, each card mentions which other weapons it can counter or can be countered by.
5. The impact of the weapon is mentioned on each card.
6. If a player lands on any special event due to the effect of any divyastra being fired upon him/her, the player stays at that place irrespective of it being favourable to him/her or the enemy.
7. Two players are not allowed to use Diyastras on each other if they are inside a special event [pink or blue] box. They can fight each other only in case of other empty blocks.

Special Events

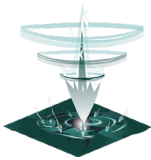There are few special events on the board. The following will be the effect on players.
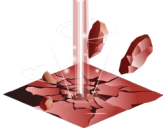
Block 78

Ghatotkach falls on **Kuru** Army.

Kaurava soldier surrenders one chance.

No special action for Pandava soldiers,

token stays on the same spot till next move.

Block 80

Ashwatthama's **Narayan-Astra.**

Pandava soldier surrenders on chance.

No special action for Kaurava soldiers,

token stays on the same spot till next move.

Block 97

Game over for **Kaurava soldiers.**

No special action for Pandava soldiers,

token stays on the same spot till next move.

Block 99

Game over for **Pandava soldier.**

No special action for Kaurava soldiers,

token stays on the same spot till next move.

Special Situations/ FAQ:

1. What happens if a Kaurava soldier lands at 4?
   [First Pandava favourable block]
   The player goes back to the starting point.

2. What happens if a Pandava soldier lands at 8?
   [First Kaurava favourable block]
   The player goes back to the starting point.

3. What happens to a Pandava soldier at 97?
   [Last Pandava favourable block]
   Pandava soldier stays there till the next chance. In the next chance if the player gets 4 or more than 4 he/she stays on the same spot.

4. What happens to a Kaurava soldier at 99?
   [Last Kaurava favourable block]
   Kaurava soldier stays there till the next chance. In the next chance the player needs exactly 1 in the next dice throw to win else he/she keeps on throwing the dice till he/she gets 1.

5. How to reach the end point?
    While closer to the end point player, if the player gets a bigger number than required to reach the end point, he/she stays put and cannot move.

6. What happens when there are more than one player on any block and another incoming player attacks with a Divyastra?
    Divyastra would affect only the enemy soldiers. If there are more than one enemy players any of them an decide to counter the Divyastra thus nullifying the impact of the Divyastra for all the players. [They can mutually discuss and decide who will counter].

7. Does a player need to get any special number on the dice, like 1 or 6, to start?
    No. Player will move according to whatever number they get on the first throw.

Victory Condition

Player reaching the end point depicting the throne first wins. In case nobody is able to reach the end point and die before that, the player surviving till the end wins.

Set Up

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The Board

The board is an illustrative depiction of the 18 days battle of Mahabharata which took place on the terrains of Kurukshetra. Favorable events for both the teams, namely Pandavas and Kauravas, have been plotted throughout the board.

Following are the events favorable for Pandavas -

Block 4 | Day 1
Bhima loves to **fight elephants.**
Not a good day for the Kalinga army.

Block 11 | Day 3
Arjuna is cornered by multiple warriors,
his father's weapon **[Aindrastra]** is
always reliable.

Block 19 | Day 4
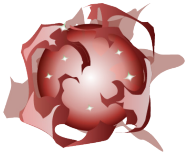**Arjuna fires Agneyastra** at Kaurava
army. Burning a bunch of them.

Block 27 | Day 6
Like father like son. **Abhimanyu fires
Varunastra** at Kaurava troops.

Block 32 | Day 7
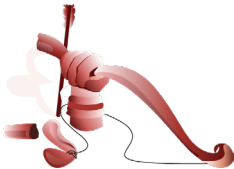Arjuna's Naga son **Iravan uses Nagastra.** His favourite.

Block 37 | Day 8
Ghatotkacha's Rakshasi maya is too much for Kaurava to handle.

Block 46 | Day 10
Shikhandi leads the charge.
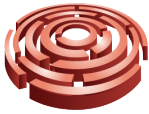**Fires Agneyastra** at Kaurava army.

Block 50 | Day 10
Bhishma succumbs to **Arjuna's arrows.**
Total chaos in Kaurava army.

Block 55 | Day 11
When **Yudhishthira** is cornered by Drona, he **uses Brahmastra.**

Block 62 | Day 13
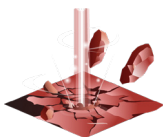**Abhimanyu enters Chakravyuha.**
Bad day for Kaurava army.

Block 68 | Day 14
Arjuna fires Aindrastra.
Nobody can stop him now.

Block 75 | Day 14
Satyaki comes for Arjuna aid.
Fires Vishoshanastra.

Block 78 | Night 14
Giant **Ghatotkacha falls on you.**
Kaurava soldiers skip a chance.

Block 82 | Day 16
It's Arjuna vs Karna. **Arjuna fires Varunastra.**

Block 87 | Day 17
It's **Bhima vs Elephants** again.
Bhima always wins.

Block 93 | Day 18
Mama Shalya is the commander. Nephews **Nakula-Sahadev lead the attack.**

Block 97 | Day 18
With nobody to command them, **Game over** for **Kaurava soldiers.**

Following are the events favorable for Kauravas-

Block 8 | Day 2
Bhishma leads the charge. There is no warrior like Bhishma.

Block 15 | Day 3
Bhishma fires Sammohanastra to end the day. Day belongs to the Kaurava.

Block 24 | Day 5
Guru **Dronacharya** brings out his arsenal. **Fires Vayavyastra.**

Block 30 | Day 6
Rakshasa on Kaurava side, **Alambusha uses his maya.**

Block 35 | Day 7
Alambusha strikes again. This time with **Sammohanastra.**

Block 42 | Day 9
Bhishma leads the charge.
Strikes with **Aindrastra.**

Block 48 | Day 10
Bhishma knows it's his **last day.** But he will take as many with him as he can.

Block 52 | Day 11
Drona has to capture Yudhisthira.
What better **weapon** than **Indrajal.**

Block 58 | Day 12
Drona loves his Divyastras. This time it's **Agneyastra.** Fire all over.

Block 67 | Day 14
Bhagdutta tries to stop Arjuna. Would his **Shailastra** be countered?

Block 73 | Day 14
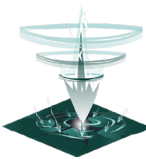**Kritavrama** tries to stop Satyaki.
Fires Vayavyastra.

Block 76 | Night 14
Drona allows the battle into the night.
Fires Raudrastra at foot soldiers.

Block 80 | Day 15
Drona has fallen. Angry **Ashwatthama
fires Narayanastra.** Pandava soldiers
skip one chance.

Block 85 | Day 16
Karna Vs Arjuna. **Karna fires Nagastra.**

Block 89 | Day 17
Karna's last day. He **fires Bhargavastra.**
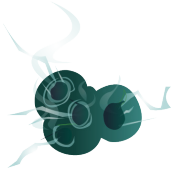
Block 95 | Day 18
Commander **Shalya tries to rally Kaurava troops** one last time.

Block 99 | Night 18
Ashwatthama attacks the Panchal camp **at night.** Game over for Pandava soldiers.

Warrior Insignia's (Pandava)

Yudhishthira

Bhima

Abhimanyu

Ghatotkacha

Arjuna

Nakula Sahadeva

Shikhandi

Satyaki

Iravan

Warrior Insignia's (Kaurava)

Bhishma

Drona

Shalya

Karna

Ashwatthama

Kritavarma

Bhagdatta

Alambusha

Tokens

Kauravas

Players choosing these tokens will be playing as Kauravas.

Narayani Sena
Kritavarma

Hastinapur
Duryodhan

Madra
Shalya

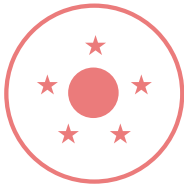### Anga
Karna

Pandavas

Players choosing these tokens will be playing as Pandavas.

Vrishni
Satyaki

Matsya
Virat

Panchal
Drupad

Magadha
Sahadeva

Divyastra Cards

Divyastra Cards represent divine weapons which help the players navigate through the board in case they land on an adverse event or happen to be in the same box with an opponent player. There are multiple ways these divyatrsa cards can be distributed among players.
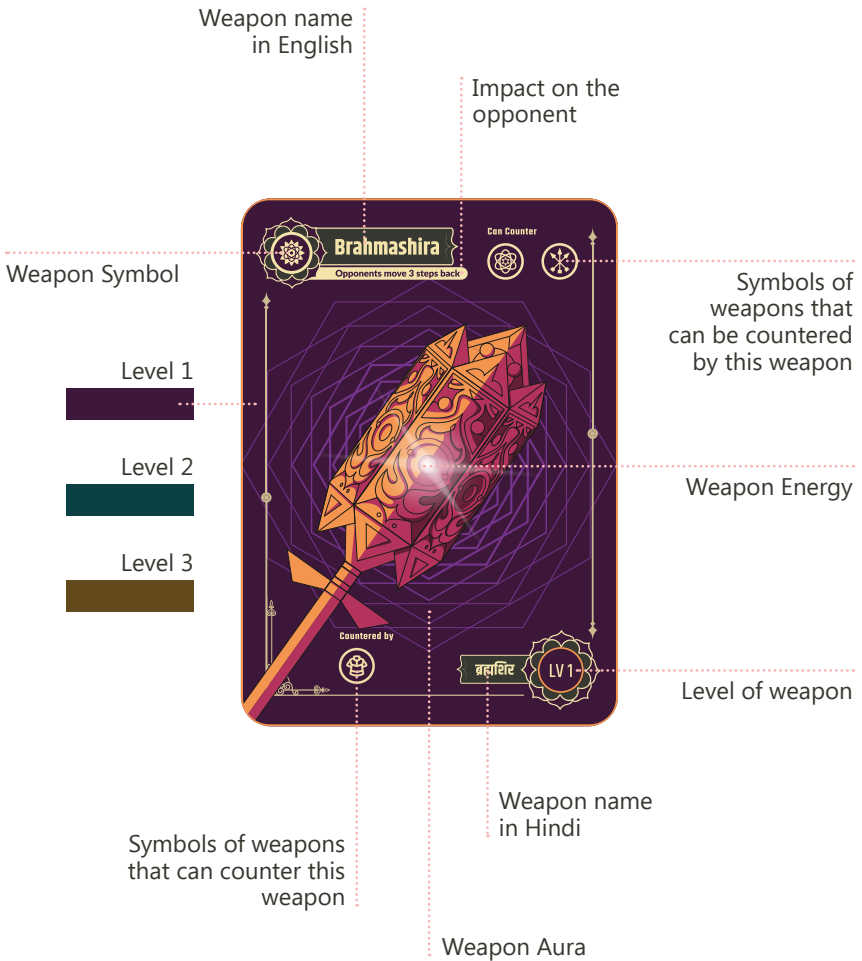
Easy Mode: Players can play the game on the board without using any divyastra cards, i.e. as regular foot soldiers who do not possess any divine weapons.

Hard Mode: Divyastra cards can be distributed at random [For 4 or less players each player gets 11 Divyastras. In the case of 5 or 6 players they get 7 Divyastras each.] at the beginning of the game. Players can use the cards in hand in case they land on a divyastra event box to counter the impact of that divyastra [provided they are in possession of the card that counters the particular divyastra]. They can also use these cards to attack an opponent player if they land on the same box. In such a scenario the opponent player will have the option to use one of the cards in his/her hand to counter it. If the opponent is able to counter it he/she will move from the same position in next move, however if he/she fails to counter it, the player will have to move back on the board as per the mention of the particular Divyastra card.

Players are encouraged to come up with their own variations to make the game more interesting for themselves.

Level 1,2 and 3 are explained further.

Weapon name in English

Impact on the opponent

Weapon Symbol

Can Counter

Brahmashira
Opponents move 3 steps back

Symbols of weapons that can be countered by this weapon

Level 1

Level 2

Level 3

Weapon Energy

Countered by

ब्रह्माशिर

LV 1

Level of weapon

Weapon name in Hindi

Symbols of weapons that can counter this weapon

Weapon Aura

Level 1

Level 1 weapons are the most destructive and belong to tridevas. Weapons in this category cannot be countered by any other weapons except for themselves. For example a Brahmastra can be countered only by a Brahmastra and no other weapon.

Brahmastra

Like a nuclear explosion, this can cause massive destruction all-around.

Impact : **All opponents move 3 steps back.**
Countered by : Brahmashira, Rudrastra, Svarna Kavach

Brahmashira

This is supreme weapon of Brahmadeva, can cause four times more damage than Brahmastra.

Impact : **All opponents move 3 steps back.**
Countered by : Svarna Kavach
Can Counter : Brahmastra, Bhargavastra

Narayanastra

Extremely rare weapon of Shrihari Narayan that can kill anyone trying to counter it.

Impact : **Opponent loses 1 chance.**
Countered by : Svarna Kavach

Bhargavastra

Creates thousands of small arrows to attack many enemy soldiers at once.

Impact : **Opponent moves 3 steps back.**
Countered by : Brahmashira, Svarna Kavach

Svarna Kavach

This armour can protect from every weapon except Narayanastra and Ghatotkacha's fall.

Impact : **Protects from every weapon.**
Can Counter : All weapons

Rudrastra

Astra of Mahadev is extremely destructive and can create multiple wild and fierce animals in the battlefield causing destruction in the enemy line.

Impact	:	**Opponent moves 3 steps back.**
Countered by	:	Svarna Kavach
Can Counter	:	Brahmastra

Level 2

Level 2 weapons are the weapons belonging to Indra and the thirty Gods. These weapons are very destructive and possess the power of their respective deities. These weapons can be countered by any level 1 weapon or some specific level 2 weapons as mentioned on the card.

Agneyastra
Causes balls of fire.

Impact   :   **Opponent moves 2 steps back.**
Countered by :   Varunastra

Varunastra
Causes heavy rain and hailstorm.

Impact   :   **Opponent moves 2 steps back**.
Countered by :   Vayavyastra, Vishoshanastra
Can Counter :   Agneyastra

Vayayvastra
Causes strong winds and heavy storms.

Impact	:	**Opponent moves 2 steps back.**
Countered by	:	Shailastra, Aindrastra
Can Counter	:	Varunastra

Aindrastra
This weapon released powerful arrows at the enemy with great speed.

Impact	:	**Opponent moves 2 steps back.**
Can Counter	:	Vayavyastra

Shailastra
Can create rain of stones.

Impact	:	**Opponent moves 2 steps back.**
Can Counter	:	Vayavyastra

Vishosanastra

This Indra's weapon can make everything dry.

Impact	:	**Defensive weapon**
Can Counter	:	Varunastra

Tvashtastra

This Tvashta's weapon can create an illusion that everyone starts seeing the enemy on everyone else thus killing each other.

Impact	:	**Opponent moves 2 steps back**
Countered by	:	Pragyastra

Level 3

Level 3 weapons are typically non-lethal and are used to create illusions. They can be countered by any level 1 and 2 weapons. They can also be countered by some specific level 3 weapons as mentioned on the card.

Nagastra

Releases many serpents on the enemy.

Impact	:	**Opponents moves 1 steps back**
Countered by	:	Suparnastra

Suparnastra

Garuda devours snakes.

Impact	:	**Defensive Weapon**
Can Counter	:	Nagastra

Sammohanastra
Can create illusions on the battlefield.

Impact : **Opponents moves 1 steps back**
Countered by : Pragyastra

Indrajal
To trap enemy into a net made of metal.

Impact : **Opponent moves 1 step back**
Can Counter : Antardhyan

Antardhyan
This weapon makes the warrior who invokes it invisible.

Impact : **Makes you invisible.**
Countered by : Indrajal
Can Counter : Manavastra

Pramohanastra
This can make the enemy unconscious.

Impact   :   **Opponents moves 1 steps back**
Countered by :   Pragyastra

Pragyastra
This can bring unconscious persons back to consciousness.

Impact   :   **Defensive weapon**
Can Counter   :   Pramohanastra, Sammohanastra, Tvashtastra

Manavastra
This weapon of Manu can throw the opponent many miles away.

Impact   :   **Opponent moves 1 steps back.**
Countered by :   Antardhyan

Sutradhar App

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You can also find many videos around the information and assets used in this board game, watching them would make the experience of playing this game even more enjoyable.

Scan the QR code below to download the Sutradhar app and enjoy the world of ancient India.

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