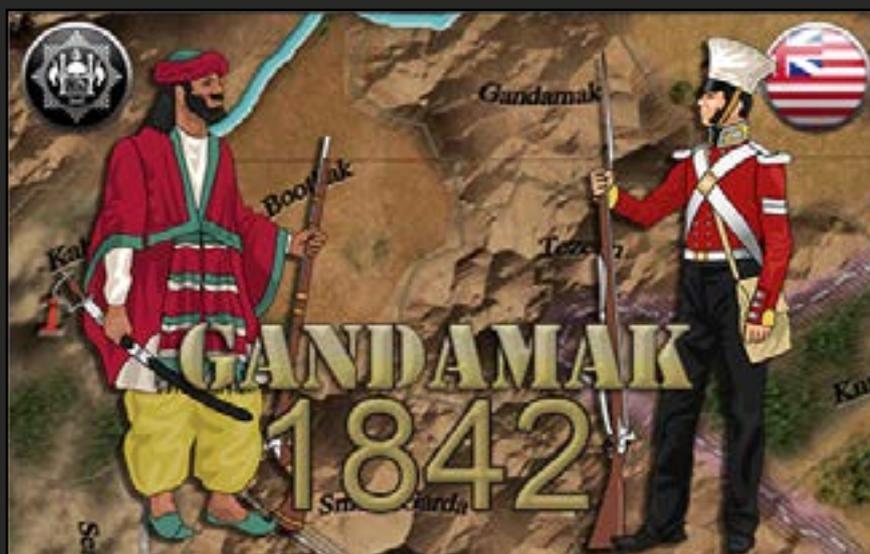


# GANDAMAK 1842



## INTRODUCTION

**Gandamak 1842**, the first Anglo-Afghan war depicts the attempt of the British Empire to vassalize Afghanistan. The British must capture Kabul to install there a puppet sovereign and maintain him in power. The Afghan player must repel the invaders by isolating their garrisons and pushing the various tribes into rebellion. Terrain and supply lines will play a major role in this conflict.

Gandamak 1842 lasts 16 turns, each of 3 months, between January 1839 and December 1842. One player controls the British East India Company forces and its allies. The second leads the various Afghan tribes and the Baluchi rebels.

The **British** enjoy numerical and qualitative superiority at start, but supply issues and diplomatic problems will cause a great amount of hardships in this rough country.

His **Afghan** opponent has lots of troops to mobilize, all expert mountain guerrillas.

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

## DURATION

Average duration: 2h00.

Favored side: Afghan.

Most difficult to play: none.

Game lasts 16 turns (between January 1839 and December 1842), each turn being equivalent to 3 months.

The Afghan player always plays before the **British player**.



## FORCES

The **British player** controls the **East India Company army (oranges)**, **British regulars (red)** and the **Shah Shuja pretender (light pink)** units.

The **Afghan player** controls the **Afghan (grey)** and **Baluchis (blue)** units.

## MAPBOARD

The map shows eastern Afghanistan and the western part of the British Indian Empire, as well as an off-map box showing Baluchistan and some tribal zones. The Afghans may never enter British India, the British never the tribal zone.



## VICTORY

### IMMEDIATE VICTORY

- one of the players reaches or exceeds 20 VP at the end of his turn.

### END GAME VICTORY

The player with most VP at the end of the game wins.

### **Bonus VP**

- The **British player** earns 1 VP for the first time he takes control of the following cities: Kabul / Kandahar / Jelalabad / Ghazni / Kerat.
- The **Afghan player** earns 1 VP for each East India Company combat unit he eliminates.
- The **Afghan player** earns 2 VP for each British Regular combat unit he eliminates.

### **Regular VP (Cards)**

- The **British** and the **Afghan** players each earn 2 VP per turn for as long as their respective pretender is in Kabul (via card play), i.e. Shah Shuja for the former and Dost Muhamad for the latter.

### **PV fin de partie**

- The **British** and the **Afghan** players each earn 3 VP at the end of the game for the control of Kabul.
- The **British** and the **Afghan** players each earn 1 VP at the end of the game for the control of the following cities: Kandahar / Jelalabad / Ghazni / Kerat.

# SPECIAL RULES

## ECONOMIC PHASE :

Every even turn (turns 2, 4, 6...), players receive an economic phase where they can maintain their forces and purchase new units or cards.

### **Cost of purchase for units and extra cards**

- All Afghan or Baluch cavalry or infantry unit, supply wagons: \$1
- Extra Card, all Artillery, British or Shujah Cavalry, British Regulars: \$3
- All other units: \$2

## SUPPLY SOURCES

- **Britannique** : Peshawar / Shikarpur / Kabul when controlled (until a card cancels this one).

NB: Shah Shuja are always in supply

- **Afghan** : all Afghan units are always in supply.
- **Baluchistan** : all their units are always in supply in Kalat.



## DOST MUHAMAD

The Afghan leader 'Dost Muhamad' had an exceptional survival capacity even in the worst instances. Even if eliminated once (false alert), he will come back into play.

## MOVEMENT LIMITS

The **units and leaders of Baluchistan** may never leave their home box.

The **units and leaders of the Afghans** may never enter British India.

## WINTERS

In the January turns of each year (1,5,9 et 13), all units inside Afghanistan suffer an automatic movement penalty of 1; In addition, the roads there cease to be functional (i.e. the usual cost of 0.5 is now the normal move cost, based on terrain).

## GUERRILLAS AND CAMOUFLAGE

The **units and leaders of the Afghans** may camouflage, stay and move hidden and can only be attacked when detected. But they can't attack unless they reveal themselves (and will need a leader to attack). They cannot change control of regions when they are hidden.

The may co-exist (if hidden and un-detected) with enemy units within the same region, but can't take control of those regions while hidden (they must reveal themselves to do so, and with a leader).

