

MAHAYODHA



RULE BOOK



Maha Yodha in Sanskrit means 'the greatest warrior'. Maha Yodha is a Card Game that brings to life the epic battles and immortal tales from India's mythical past. Your deck of cards has legendary warrior cards along with powerful weapon, action and artifact cards. Your deck signifies your faction and you are its commander. Fight against other factions & use war-craft and clever strategies to lead your faction to victory and emerge as the 'Maha Yodha'.



GAME OBJECTIVE

The primary way to win the game of Maha Yodha is to reduce your opponent's life from 20 to zero. At the beginning of the game, each player starts with 20 life. Each turn as you place warriors, you attack and deal damage to the opponent that is equal to the attacking strength of the warrior less the total Defence of the defender. Beware! If your attacking strength is less than your opponent's defense, you takes damage to his equal to the deficit

KNOW YOUR CARD

TYPES OF CARD

There are 3 types of cards in the game:



WARRIOR



WEAPON



SCROLLS

BASIC CARD DETAILS

Type of card

Attack

Defence

Name of the card
& category

Cards
ability

Trivia



Valour

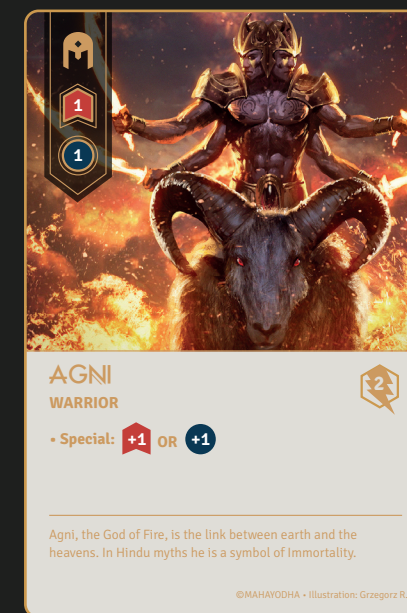
Each card in the game features a Valour cost (lightning icon). That cost is spent in order to place that card onto the battlefield.

TYPES OF CARD



WARRIOR

These cards are used to attack your opponent. They feature an Attack value (red icon) and a Defence value (blue icon). Some Warriors also have special abilities as specified in the card's text. A player can place any number of Warriors to their side of the battlefield, as long as they have enough Valour to spend.



KNOW YOUR CARD



WEAPON

These cards can be assigned to Warrior cards, and provide an additional Attack (red icon) and Defence (blue icon). A player can only place Weapons on the battlefield if they had already placed at least one Warrior on their side of battlefield. Any number of Weapons can be assigned to a single Warrior.

Each Weapon works best when assigned to a specific Warrior. That corresponding Warrior is mentioned on the Weapon's card, and if assigned to that Warrior creates a "combo" which gives the player a special bonus (typically 1 more Valour (+1V) to spend on their turn).

Note: if a Warrior or a Weapon card does not have a red icon or a blue icon, the value of their corresponding attribute (i.e. Attack for red and Defence for blue) is considered 0 for that card.



SCROLLS

These card feature special abilities, as specified in the cards text. Their abilities remain in effect as long as they are on the battlefield.

A player can play scrolls without a warrior. Also he/she can play any number of them provided they have available valour.



GAME SETUP

GAME SETUP

Each player chooses a deck and shuffles it. To decide the first player, toss a coin or roll dice.

The first player decides if he wants to go first or let his/her opponent become the first player.

P1- 1ST TURN:

P1 picks up 6 cards in his/her first turn. Before he/she can deploy cards onto battlefield, he/she must discard one card. In P1's first turn, he may not attack as P2 doesn't have any cards on the table yet. The best strategy is to lay down cards for defense. P1 picks up cards.

P2'S TURN:

P2 picks up 5 cards from the top of the shuffled deck. P2 can attack the defending warriors of P1. P2 deploys according to valour available.



TURN SEQUENCE

PHASES OF A TURN

Each player turn in Maha Yodha has 4 phases:

• RECONCILE

Remove all your active scrolls from the battlefield and place them in the Discard pile. Take the warrior and weapon cards to your hand. If you have more than 5 cards now, then reduce to 5 before playing further. A player may discard multiple cards from his hand in the reconcile phase.

Note : No reconcile phase is necessary in P1's first turn & P2's first turn

• DRAW

Each turn you may draw as many cards to get your hand size up to a maximum of 5 cards. The reconcile phase should have been completed and all discards made before the game can proceed to a draw phase.

• DEPLOY

After drawing new cards a player may deploy cards in his hand to the battlefield. Each turn a player has 5 valour unless they have COMBO/scrolls affecting the available valour.

• RESOLUTION

Calculate damage dealt.

END OF TURN

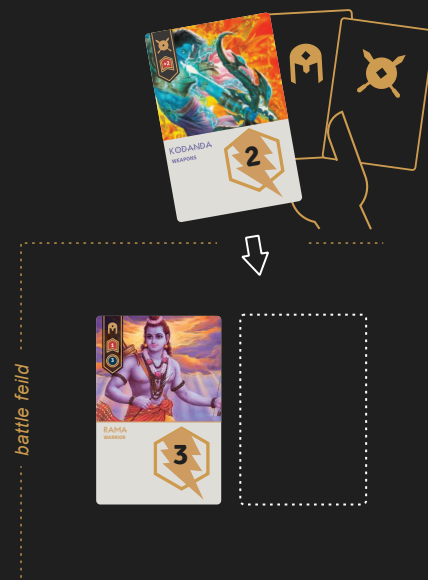
RULES TO REMEMBER

- Each player starts with 20 life
- Player 1 gets to pick 6 cards in their setup phase. Must discard the extra card before playing cards to the battlefield. P1 cannot attack on first turn
- P2 can attack on their first turn. However, they draw only 5 cards in turn 1.
- Game ends when a player reaches 0 life
- During play, when a card from one faction is discarded, it is placed face up in a discard pile of that faction.
- When a player's deck (i.e. the deck of their chosen faction) is depleted, the discard pile is shuffled and placed face down to serve as the new deck for that player.

TURN SEQUENCE

1

On your turn you have 5 Valour which you can spend to place cards from your hand to your side of the battlefield, depending on their Valour cost. With each card that you place, its cost is deducted from your total Valour this turn. You cannot place a card that requires more Valour than you have left at any given time. Note that some cards and some Warrior-Weapon combos and some Scrolls may add Valour to your total.



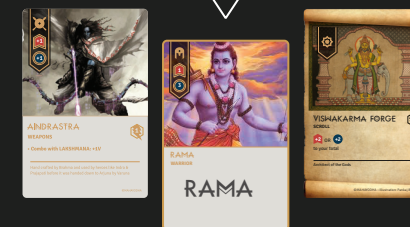
For example: you can start by spending 3 Valour to place RAMA (Warrior) to the battlefield. You now have only 2 Valour remaining. You can then place KODANDA (Weapon), assigning it to RAMA, by spending 1 Valour. Because KODANDA provides a bonus of +1 Valour when combined with RAMA, you now have 2 Valour remaining instead of only 1.

2

Add up your total Attack value from your Warriors, Weapons and Scrolls. If your total Attack is higher than the opponent player's total Defence, you deal the opponent Damage equal to the difference (Attack minus Defence). However, if your total Attack is lower than your opponent's total Defence, you are dealt counter Damage equal to the difference (Defence minus Attack). Note that you can only attack your opponent on your turn if you place at least one Warrior to your side of the battlefield. If you do, you MUST attack at the end of your turn.

TURN SEQUENCE

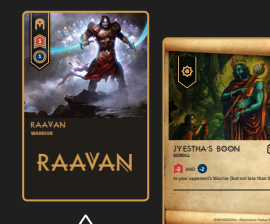
PLAYER 1



2 TOTAL ATTACK
(1+1+2-2)

For example: you have placed RAMA (1 Attack and 3 Defence), AINDRASTRA (+1 Attack and +1 Defence) and a VISHWAKARMA'S FORGE scroll (+2 Attack or +2 Defence). You choose +2 Attack. This brings your total Attack value to 4. Your opponent has RAAVAN (+3 Attack and +1 Defence) on the battlefield, which they have placed on their turn. They also have a JYESTHA'S BOON Scroll! (-2 Attack AND -2 Defence to your opponent) on the battlefield, lowering your total Attack to 2. So you deal 1 Damage to your opponent with your 2 Attack versus their 1 Defence.

1 TOTAL DEFENCE



PLAYER 2



THE GAME

Maha Yodha was designed as a fun and quick 2 player game that also features tactical maneuvering and hand management. Speaking of theme- Maha Yodha is based on Hindu mythology.

The Kickstarter edition of Maha Yodha is the first incarnation of our vision for the Maha Yodha universe.

What's next? New warriors and factions to the card game. Table top RPG featuring minis, Board Games, Collectible miniatures and lots more.

