#### The Three Types

Date.13/06/2020 Pg, 600

There are three types of cases where progress for the conqueror may also lead for the enemy - risky acquisitions, wrong acquisition and doubt about it is risky or wrong.

Risky acquisition is of three types -

- i. [Gain of] wealth
- ii. [Gain of] dharma
- iii. [Gain of] pleasure

{of these it is better to achieve one mentioned Earlier in list than one later ,i.}

Wealth is like a tree; Its roots are dharma and the fruit is pleasure Achieving that kind of wealth which further promotes dharma, produces more wealth and gives more pleasure is the achievement of all gains (sarvarthasiddhi)

Wrong acquisition is [also] of three kinds -

- i. [Loss of] wealth
- ii. Adharma
- iii. Misery

(of these it is better to  $\underline{counteract}$  one mentioned Earlier in list than one later,i. )

Doubt is also of three kinds

iv. Are the consequences of an action [Example a campaign] gain of loss of wealth, gain or loss of dharma, pleasure or misery?

The types of <u>risky acquisitions</u> are given below:

Type Example

An acquisition which helps the enemy if it is not captured first [by the conqueror]	When one neighbour is in a calamity and all other neighbors covert his wealth, [The enemy may seize if the conqueror does not do so]
An acquisition which can be retaken by enemies	That which an enemy wants and, by its very nature, is easily acquired by him.
An acquisition which involves and expenses	When a gain acquired in the front losses prompts an [interior] revolt in the rear or an attack by the enemy in the rear; or when a gain, acquired by sacrificing an ally or breaking a treaty, angers the circle of States.

#### Wrong acquisition;

Wrong acquisition is that which gives rise to fear [of danger] from one's own people or from enemies.

### <u>Doubts</u>

The types of  $\underline{\text{Doubtful Cases}}$  are given below.

<u>Type</u> <u>Example</u>

It is a risky acquisition or not?	Encouraging a friend of enemy.
It is a wrong acquisition or not?	Inciting enemy troops with money or honours.
It is a risky acquisition or a wrong acquisition?	Seizing the land of strong neighbour.
It is a wrong acquisition or a risky acquisition?	Going on a joint campaign by merging forces with those of a more
	powerful king.

In these cases, the conqueror shall choose course of action which favours to risky acquisition. Immediate and future consequences

[Both risky acquisition and wrong acquisition can either have long-term consequences or none; the long term consequences can either be risky acquisition or wrong acquisition. Thus there are six possibilities.]

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Pg,635- 643

The Terrain most suited to the type of force should be chosen for the battle. It is better to allow it to withdraw than perish In a frontal battle. It should not be allowed to be sandwiched between a frontal enemy and an enemy-in-the-rear nor be completely encircled.

"An archer letting off an arrow may or may not kill a single man, but A wise man using his intellect can kill even reaching unto the very womb."

Raksha - Protection of state from external aggression.

*Prakasayudha* is open warfare, specifying time and place I.e set piece battle.

#### Excellent army

The best infantry is that which consists of men of same qualities as described for the army (as a whole).

[The best horses and elephants are those with good pedigree, strength, youthfulness, vitality, loftiness, speed, mettle, good training, stamina, lofty mien, obedience, auspicious marks, and good conduct]

The soldiers shall be men of tested loyalty, strong, not adverse to a long expedition, skilled in handling all weapons, possessed of endurance and with the experience of any battles.

'maula-bhrita-sreni-mitra-amitra-atavi'

#### Calamities to the Fort

The calamities which affect adversely [the efficient functioning of ]the army are:

- i. not given due honors;ii. not paid;iii. not healthy;
- iv. tired after a long march;
- v. exhausted after a battle;
- vi. depleted in strength;
- vii. having suffered a setback;
- viii. after defeat in a frontal battle;
- ix. having to fight in an unsuitable terrain;
- x. having to fight in an unsuitable season;
- xi. low in morale;
- xii. abandoned by its commander;
- xiii. having women in it;
- xiv. with traitors in it;
- xv. an angry one;
- xvi. a disunited one;
- xvii. one which has run away [from battle];
- xviii. a dispersed one;
- xix. one fighting alongside another;
- xx. one absorbed in another force;
- xxi. one obstructed;
- xxii. one encircled;
- xxiii. one cutoff from supplies;
- xxiv. one cut off from reinforcements;
- xxv. one demobilised and dispersed;
- xxvi. one threatened [also] by an army in the rear;
- xxvii. one without leaders

An <u>Unhonoured Army</u> will fight if honoured with money; not so a dishonoured army which holds resentment in its heart.

An *Unpaid army* will fight if paid immediately, but not so a *sick army*, which is unfit to fight.

An <u>Army newly arrived</u> in a region will fight if mixed with experienced troops, it learns about the region from others; not so an <u>army tired after a long march.</u>

An <u>Exhausted army</u> will fight after refreshing itself by bathing, eating and sleeping but not so a <u>depleated</u> army, having been reduced in fighting men and draught animals.

An <u>army repulsed</u> will fight is rallied by heroic men; not so an <u>army defeated after a frontal attack</u> since it would have lost many of its brave men.

An army [made to fight] in an <u>Unsuitable season</u> will do so if provided will do so if provided with suitable vehicles, weapons. An army cannot fight in <u>unsuitable terrain</u> because its movements will be impeded and cannot undertake raids

A <u>despondent army</u> will fight if its hopes and fulfilled, but not an army <u>Abandoned by its chief</u>.

An <u>army with women [accompanying it]</u> will fight if women are separated from it. Not so an <u>army with</u> <u>traitors</u> and enemies in it.

An <u>angry man</u> [whose officers are provoked by some reason] will fight if their resentment is overcome by conciliation and similar means; not so a <u>disunited army</u> whose members are estranged from each other.

[A defeated army may take refuge in one state or be scattered in many states.] An <u>Army staying together</u> and taking refuge with an ally or in a fortress will fight if persuaded by diplomatic and conciliatory tactics. It is more dangerous try to collect together <u>a scattered army</u>

[In the case of a joint expedition, one's own army may be merged completely into another.] An <u>army fighting</u> <u>alongside</u> can fight the enemy separately because it will have its own positions and possibilities of mounting independent attacks. An <u>army completely integrated with another</u> has no independence of movement.

An <u>obstructed army</u> can fight the [enemy] obstruction by choosing another direction for attacks; not so an encircled army, being obstructed from all sides.

An <u>army with its supply of grain cut off</u> can fight the [enemy] if grain is brought from elsewhere; it can also subsist on [locally available] animals and vegetables, but an <u>army cut off from reserves of men</u> cannot fight being bereft of reinforcements.

An <u>army kept dispersed in one's own land</u> can be collected together in case of trouble, being disbanded in one's own territory; not so an <u>army dispersed in the land of an ally</u>, being far removed in place and [requiring] time [to collect and move it.]

An <u>Army full of traitors</u> will [still] fight if offered by trustworthy commanders who can isolate the traitorous units; not so <u>an army with a hostile army in the rear</u> being frightened of an attack from behind.

An <u>army with a denuded capital city behind it.</u> Will fight after it is fully mobilised with the support of the citizens; not so an <u>army cut off from its leaders</u> being without king or commander.

An <u>army whose commander is dead</u> will fight under a new commander; not as a <u>blind [leaderless] army</u>.

The means of preventing calamities to an army are removal of vices and defects, reinforcements of troops, entrenching oneself in a strong [defensible] place, reaching over the enemy [to secure allies or to attack him from the rear] and making a treaty with one who can help [in counteracting the calamity]

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Pg, 224

The following are means of increasing the wealth of state:

- ensuring the prosperity of state activities [and enterprises];
- continuing well tried [and successful] policies;
- eliminating theft;
- keeping strict control over government employees;
- increasing agriculture production;
- promoting trade;
- avoiding troubles and calamities;
- reducing [tax] exemptions and remissions; and
- increasing cash incomes.

Obstruction, misuse of government property and false accounting for government servants lead to reduction of wealth.

Pg, 745

#### Artisans, Craftsmen And Professional Services

Over one hundred and twenty separate professions are listed in the 'Arthashashtra.' Some categories being more detailed than others.

- Farmers, who must have been the most numerous, are mentioned only five times in the text. Labourers are called *'karmaka* or *karmanta* in general but the category also listed *vishti* those providing their labour free in lieu of fines. *Karu* (artisan) and *karushilpi* (artisan and craftsmen) Experts in any profession are termed *tajjata Kushala* is used in the special sense of an expert acting as arbitrator. The term vaidehaka for trader or merchant, occurs in may places, both for a genuine trader and for a clandestine agent disguised as one'

Artist/ Sculptor	Shilpi	{1.18.12}
Barber	Napita	
Basketmaker	Medaka	{2.24.3}
Carpenter	kuttaka	{2.24.3}
Engineers	Vardhaki	{5.3.12,,10.1.1.17}
Goldsmith	Suvarnakara,	
	Kanchanakaru	
Leather worker	Charmakara	{2.13.3,4.1.26,5.2.48}
Potter	Ayaskara	
Rope Maker	Rajjuvartaka	{2.24.3}
Smith/blacksmith	karmara	{2.24.3}
Tailor	Tunnavaya	{4.1.25}
Maker of Straps and bindings	Varmakara	{4.1.14-18}
Washerman	Rajaka	{4.1.8-13}
Weaver	Tantuvaya	

## Entertainers

Lists (*nata-nartaka-gayana-vadaka-vgjivana-kushilava-plavaka-saubhika,charna*) are in {2.27.25} and {1.12.9} upto *kushilava* 

Entertainers in general - Kushilava -  $\{1.18.12, 2.27.25, 3.13.30, 4.1.58\}$ . Actresses, in general - Rangopajivi Independent prostitute? - Iupajivi, one who lives by her beauty.

Where verse reference is not given in the third column of the table below See  $\{1.12.9\}$  or  $\{2.27.25\}$ .

Acrobat	Plavaka	
Actor/actress	Nata	
Bard/praise singer	Sutamagadha	{5.3.13}
Conjurer	Saubhika	
Dancer	Talavacara	{3.4.22}
Juggler/clown	Kuhaka	{4.1.65}
Musician	Vadaka	
Prostitute/ Courtesan	Ganika	{2.27}
Prostitute under a Courtesan	Ganikadasi	{2.27}
Reciter of puranas	Pauranika	{13.1.7}
Singer	gayana	

Story teller	Vagjivana, Kathavaka	{1.18.12,3.13.30, 4.8.15}
Trumpeter	Turyakara	{5.3.15}
Wandering Minstrel	charana	{3.4.22,4.1.62,3.13.30}

# Agriculture, Fisheries and Animal Husbandry [2.35.4]

Pindaraka	{2.29.2}
Manthaka	{2.29.2}
Sanka, mukta grahinah	{2.28.5}
Gorakshaka, gopala,	{2.35.4,3.4.22,.13.28,4.515}
	Manthaka Sanka, mukta grahinah

Gopalaka

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Farmer	Karshaka	{2.35.4,3.1.28}
Fishermen	Matsyabandhaka	{3.4.22}
Flower garden watchman	Shandapala	{2.24.28}
Hunter Guard	Lubdhaka	{2.29.2,3.4.22}
Milker	Dohaka	{2.29.2}
Orchard watchman	Vatpala	{2.24.28}

### Jewelers and their assistants

Enamellers Topaniyakaru {2.13.33} Gemsetters Kanchanakaru {2.13.33}	Beadmakers	Pristakaru	{2.13.33}
Gemsetters Kanchanakaru {2.13.33	Blowers	Dhamayakai	{2.13.33}
	Enamellers	Topaniyakaru	{2.13.33}
Gilders, platers Tvashtrakaru {2.13.3	Gemsetters	Kanchanakaru	{2.13.33}
	Gilders, platers	Tvashtrakaru	{2.13.33}

Astrologers, ETC (mainly in 5.3.13; 13.1.7)

Astrologer *Mauhurtika* {10.1.1,10.3.44 13.1.7}

Institutionist Ikshnika
Reader of omens Naimittika
Soothsayer Kartantika
Attendants of above Sachivyakara

# Doctors/Midwives

Physician *Chitisaka*Midwife *Sutika* 

# Workers in Storeholders {2.15.63}

AccountantsSalakapratigrahakaLabourerKarmakaMeasurersMayaka/mapakaSlaveDasaSupervisors ofDayaka/dapaka

receipts and deliveries

SweeperMarjakaWatchmanRakshakaWeighmanDharaka

Shipping (2.28.13)

BailerUtsechakaCaptainSasakaSteermanNiryamaRope and hookDhattarasmigrahaka

handlers

Elephant Handlers {2.32.16-18, 2.2.10}

Attendants Parikarmika
Attendants to Adhorana

riders

Border guardsSainikaCookVidhyapachakaElephant ForestNagavanapala

guard

Expert ridersArohakaFeederYavshikaGrooms,Aupacharika

Decorators

MahoutHastipakaNight guardAupasyakaStable cleanerKutirakshakaTethererPadapashikaTrackerVanacharika

Trainer Ankastha
Veterinary Chikitsaka

Doctor (elephant)

Food Vendors {2.36.8}

BakerAapupikaCooked meat sellerPakvamamsikaDrinking hall attendantsPrapavikaRice VendorAudanikaWine sellerSoundika

Handlers of Horses {2.30,42-44}

Cook *Vidhakapachaka*Expert in poison antidotes *Jangulvicidha* 

FeederYavashikaGroomSutragrahakaMane trimmerKeshakara

Saddler/yoker of

horse to chariotAshvabandhakaStable SuperintendentAshvavhaStall CleanerYogacharya

(maintainence man)

Veterinary Chikitasaka

(horse)doctor

Attendants {3.13.30}

Attendants Aupasthayika {2.32.16}

BarberKalpakaBath attendantSnapakaBed makerAstharka

CleanerCharakaCookParicharakaCook;WaiterSudaralikaShampooerSamvahakaSweeperPamsudhavakaValetPrasthakaWater BearerUdakaparicharaka

Kings attendants {5.3.12,13,17}

Animal breeder Yaniposhaka
Attendant Parikarmaka
Bodyguard Palaka
Charioteer Rathika
Deputy to Purohitapurusha

purohita

Horse Trainer Asvamadhaka
Kings mahout Aryayukta
Labour Foreman Vishtibandh
Miner Sailakanaka
Valet Aupasthayika

# Hunters and Fowlers

HunterLubhaka{3.4.22,10.1.11,etc.}Hunter with houndsSvaganina,vyadha{4.5.15}Snake CatcherSarpagraha{2.24.3}

White collar Workers {5.3.14}

Accoutant Sanjhyayaka {5.3.14}

Clerk	Lekhaka	{5.3.14}
	Defence Services	
Armed personnel	Ayudhiya	{10.3.47}
Army doctor	Chikitsaka	
Technician	Yantrika	
Warrior	Yodha	{10.3.43}