Strategy &Tactics

KHAN:
The Rise of the Mongols

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THE RISE OF THE
MONGOL EMPIRE, A.D. 1206 – 1295

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[1.0] INTRODUCTION

KHAN is a wargame simulating the rise of the Mongol empire. From their origins as a minor nomadic tribe, the Mongols in the 13ᵗʰ century swept across Eurasia, conquering several of the prominent empires of the age and establishing a vast empire that stretched from China to Russia and the Middle East. The game has several scenarios, representing the initial Mongol explosion out of Central Asia, the later campaigns of consolidation in the era of Kublai Khan, and a grand scenario representing the entire era.

KHAN is a two-player game. The Mongol player controls the forces of the Mongols themselves, as well as their various subject peoples. The Kingdoms player controls various independent states and rebels who are opposed to the Mongols. The Mongol player, representing a single, centralized empire, has more direct control over his forces. The Kingdoms player, representing a range of sometimes competing powers, will find the game system causes various subordinate forces to enter and exit from his control at different times. Both players' forces are represented by military units and stratagem markers. Players must use a combination of military strength and cunning strategy to expand their power or defend their independence.

The rules are divided into two parts, the Standard Rules and the Optional Rules. The latter can be used at the players' discretion to enhance game realism and complexity. The KHAN rules are part of the same series as the CHARLEMAGNE (S&T #189), XENOPHON (S&T #203) and BELISARIUS (S&T #210) games. Changes in the system will be noted and can be used to update the prior games' rules; however, rules specific to each game (such as the Combat Results Tables) remain unique.

[2.0] COMPONENTS

2.1 THE MAP

The game map shows Eurasia as it was during the 13th century. A hexagonal grid has been superimposed on the map to regularize the position and movement of the playing pieces. When setting up and playing the game, the cardboard playing pieces are placed within the individual hexagons. The hexagons are termed "hexes" in the rules.

2.11 Regions. The map is further divided into political-geographical areas called "regions," representing the political divisions of those times.

2.12 Region Control Chart. The Region Control Chart is used to record and display information about each region. That information includes:

Name. The historic name for the region.

Levy. The number of units the player controlling the region receives at no cost in treasury points each turn.

Control. A region may be on one of three states of control: empire, kingdom or neutral.

Civilization. This is a general classification of a region's underlying religion, culture, etc.

2.13 Additionally, regions are grouped into five major "civilizations." That's indicated by a distinctive color for the region title on the map and which is also used as the background color on the units of that civilization, as follows: Steppes (white), Sinic (yellow), Indies (blue), Moslem (green), and Christendom (red).

2.14 Peripheral Areas. Unlike some of the other games in the series, there are no off-map areas in KHAN.

2.2 Tables and charts are used to conduct and record certain game functions.

• **Combat Results Tables** (CRTs) are used to resolve combat. There are two CRTs: Assault and Mobile, each representing a different tactical approach to combat.

• **Colonization Table** is used to establish colonies.

• **Diplomacy Table** is used to resolve diplomacy attempts, which allow a player to gain control of a region bloodlessly as well as to conduct various types of subversive and intelligence operations.

• **Events Table** is used to generate random events, including revolts.

• **Kuriltai Table** is used to replace the Great Khan after he dies.

• **Operations Points Track** provides the cost for each of the operations in the game. It is also a convenient place to keep track of operations points expended by a force.

• **Pillage Table** is used to loot and devastate hexes.

• **Revolt Table** is used to resolve revolt attempts when called for by the Events Table.

• **Stratagem Chart** explains the functions of each type of stratagem marker.

• **Terrain Effect Chart** shows the various types of terrains and their effects on play.

• **Treasury Points Chart** deals with the game's basic unit of "currency." This shows the number of treasury points needed to build and maintain units and perform other game functions. Players keep track of their actual number of Treasury Points on a piece of paper.

• **Turn/Phase Chart** is used to determine the current turn, and to record which particular phase of a turn is currently taking place.

2.3 PLAYING PIECES

Examine the sheet of die cut cardboard playing pieces. There are three types of playing pieces: combat units, stratagems, and markers.

2.31 Combat Units (or simply "units") represent various types of military forces.

The front side of non-Mongol combat units (solid color) represents their Mongol-controlled status. The reverse sides (striped) show the unit in their Kingdom status. Units can switch control in the course of a game, and this is reflected by flipping the unit to the appropriate side to show which player controls it. The reverse (black on white background) of actual Mongol units represents those forces units in a state of civil war. Note that since there are only two sides to unit-counters, but three different unit statuses (Mongol, Kingdoms and neutral), it may be necessary for players to maintain common facing orientations among all the units they control in crowded areas of the map.

Combat Strength   Operations Points
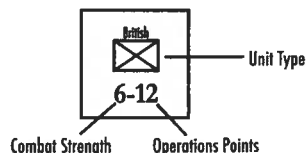
Mongol controlled: black	Christian controlled: red
Sinic controlled: yellow	Moslem controlled: green
Indies controlled: Blue	

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Combat Unit Types:

Leader. A great leader, his council of war, plus guard troops.

Toumen. A Mongolian combined-arms cavalry army.

Elite Army. A highly trained force capable of fighting the Mongols more or less on their own terms.

Field Army. A combined-arms force built around professional cavalry and infantry.

Feudal Array. Forces raised by various forms of vassalage, as well as local troops.

Nomad. Mobile horse-archer peoples.

Engineers. Siege troops as well as "hi-tech" weapons for the era, such as rockets and other early gunpowder weapons.

Elephant. Large animals that tend to run amok on the battlefield and the men who attempt to control them.

Fleet. A concentration of naval power.

Unit Titles

Keshig. Mongolian elite guard unit.

Military Orders: Christian elite units (Hosp. & Temp).

Ghazi: Muslim elite unit.

Mameluke: Muslim elite unit.

Shogun: Sinic elite unit.

Unit Abbreviations

Abba – Abbasid Caliphate	Kwrz – Khwarizim
Ayyub – Ayyubid Sultanate	Nan C – Nan Chou
Byzan – Byzantine	Novgo – Novgorod
Ghur - Ghurids	Russ – Russian
Hosp – Hospitalers	Sho - Shogunate
KK – Kara Khitai	Temp – Templars
Teuton – Teutonic Knights	

2.32 Stratagems (also referred to as "stratagem markers") are used to conduct various types of special political and military actions. Players pay for, or otherwise draw, stratagem markers during the course of the game. Possession of stratagems will give the players varying advantages as explained on the Stratagem Chart, as well as generate certain game actions.

2.33 Game Markers are used to record various game functions or changes in the status of various hexes on the map.

• **Colony.** Indicates a hex that contains a newly established colony.

• **Control.** Indicates which player controls a particular region (place on the Region Control Chart). Note: players will need to make up their own control markers for the game. They can use spare counters, etc.

• **Garrison Destroyed.** Indicates a city garrison that has been destroyed.

• **Great Khan.** This represents the Mongol leader who is currently the supreme ruler.

• **Khanate Capital.** The subordinate capitals established during the rise of the Mongol Empire. There are five of these markers in the game: Golden Horde Chagadai, Ilkhanate, White Horde and Yuan.

• **Operations Points.** Indicates how many operations points a force currently has available.

• **Phase.** Indicates the current phase in the sequence of play.

• **Pillage.** Indicates a hex has been pillaged.

• **Public Works.** Represents the construction of palaces, aqueducts, temples, grain storehouses, and other facilities that benefit the general populace.

• **Turn.** Indicates the current turn.

2.4 EXPLANATION OF GAME TERMS

Belligerent. A force or region controlled by either player, as opposed to being neutral.

Colonization. An operation that allows a player to establish colonies.

Combat. An Operation used to destroy enemy units.

Combat Strength. A quantification of a force's ability to engage in combat, based on the unit's training, equipment and leadership.

Control. Status of a region and its forces, when a player can use its forces and treasury. A region may be in one of three states of control: Mongolian, Kingdom or Neutral.

Displacement. Moving a unit out of a hex as a result of changes in control.

Diplomacy. An attempt by a player to gain control of a region by diplomatic or subversive means.

Enemy. All regions and units controlled by the opposing player.

Force. One or more units which conduct Operations together.

Functional City. A city or colony that's not pillaged. All cities on the map are considered to be functional unless they are pillaged.

Friendly. All regions and units controlled by a player.

Garrison. The inherent defense force of a city or colony. They are not represented by units, but are considered to be inherent to all city hexes and colony markers.

Identity. For military units this represents either the region of origin (for example, "Chin") or elite status. For leaders, this is the historic name.

Kingdoms. The player in the game who controls all anti-Mongol regions and forces in the game.

Levy. Units received for a region at no cost in treasury points. They represent formations that owe feudal service.

Mercenaries. Units received for a region for which players must pay treasury points. This category also includes the regular troops of a state, but the term "mercenary" is used for consistency throughout the game system.

Mongol. The player in the game who controls all Mongol-controlled regions and forces in the game. Note this term includes not only the "Mongolian" region, but also all regions and forces that become Mongol-controlled over the course of the game.

Movement. The moving of units across the map.

Neutral. A region not controlled by either player.

Non-Phasing Player. The player who is not the phasing player.

Occupy. To have a friendly unit in a hex.

Operation. Movement, combat, pillage, colonization.

Operations Value (or Operations Points). This is a quantification of the ability of a force to conduct various military actions: movement, combat, etc.

Phase. A distinct part of a game turn.

Phasing Player. The player whose turn is occurring.

Pillage. An operation used to destroy cities or colony markers and thereby gain loot.

Pool, The. Any large-mouth, opaque container that's used to hold stratagem markers (must be provided by the players).

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Region. One of the geographically distinct areas on the map. Each region has its own forces, as indicated by the names on the units.

Stratagems. Markers representing various military and political actions.

Treasury Point. The basic monetary unit of the game.

Unit. A playing piece representing a leader or military formation.

Zone of Control (ZOC). The six hexagons surrounding a unit.

2.5 GAME SCALE

Each game turn represents five years. Each hex is approximately 100 miles across. Each military unit represents 10,000 – 100,000 troops, plus pack animals, camp followers, bureaucrats, etc. Each leader represents a single great person or cadre of generals and officials, plus an elite bodyguard.

2.6 DIE

Players will need one six sided die (plural, "dice") to play the game. The die is used for various randomized game functions.

Die Roll Modifier. Certain game charts require a die roll modifier. A positive die roll modifier is a number added to the result rolled on a die. For example, a die roll modifier of "+1," added to a rolled result of "3," would give a final outcome of "4." A negative die roll modifier is subtracted from the result rolled on a die. For example, a die roll modifier of "-1" would reduce the number rolled by one. If more than one die roll modifier applies to a game function, the cumulative total is applied.

[3.0] SEQUENCE OF PLAY

3.1 Each game turn consists of the following phases:

a. First Player Turn.

[1] **Random Events Phase.** The first player rolls on the Random Events Table to determine which event will occur this player turn.

[2] **Diplomacy Phase.** The first player conducts diplomacy in order to change the control status of neutral and enemy regions.

[3] **Taxation Phase.** The first player collects treasury points.

[4] **Recruiting Phase.** The first player may expend treasury points to recruit new units, purchase stratagem markers, remove pillaged markers and (optional rules) build public works.

[5] **Levy Phase.** The first player determines which units he can raise via levy (at no cost in treasury points), then places them on the map.

[6] **Operations Phase.** The first player conducts operations with his forces. The first player designates one force at a time, determines the number of operations points he will expend for it, then expends them to conduct movement, combat, pillage and/or colonization. After a player has completed all operations for a particular force, he may then conduct operations with his other forces, one at a time. The player may also expend stratagem markers to accomplish certain military and political activities. (Optional rules: during the operations phase, the enemy player may conduct "reaction.")

[7] **Provisioning Phase.** The player checks all friendly forces on the map to determine if they can forage. He expends treasury points to maintain units that can't forage. Units not provisioned are disbanded.

[8] **Kuriltai Phase** (Mongol only). If the Mongol player turn is in progress, and the Mongol player has no Great Khan on the map, he may call a Kuriltai (see rule 35.0).

b. Second Player Turn. The second player conducts the steps described above.

[1] Random Events Phase

[2] Diplomacy Phase

[3] Taxation Phase

[4] Recruiting Phase

[5] Levy Phase

[6] Operations Phase.

[7] Provisioning Phase

[8] Kuriltai Phase (Mongol only)

c. End of turn. Players mark the passage of one year. Play continues until the end of the scenario or one player capitulates.

[4.0] CONTROL

4.1 A region may be in one of three states:

(1) **Mongol controlled.** The region is controlled by the Mongolian player.

(2) **Kingdom controlled.** The region is controlled by the Kingdom player.

(3) **Neutral.** The region is not controlled by either player.

4.11 The control status of a region is indicated by placing its control marker in the appropriate space on the Region Control chart.

4.12 Mongolia. The Mongolian player always controls Mongolia. It may never be neutral or Kingdom controlled.

4.2 EFFECTS OF CONTROL

When a player controls a region, the following occur:

(1) **Units.** The player gains control of the units bearing that region's name.

Mongol controlled units are placed face up.

Kingdom controlled units are placed reverse side up.

Neutral units are indicated by rotating them 180 degrees so their top edge faces the southern edge of the map; they may otherwise have either side up.

(2) **Levy.** The player gains levy units each friendly levy phase for that region. So, for example, if a player controls the Crusader States Region, he may conduct operations with all Crusader States units and receives the Crusader States levy of one free unit per turn.

4.3 NEUTRALS

Regions not controlled by either player are neutral. They enter play when something happens that will trigger belligerency.

4.31 Effects of Neutrality.

(1) The units of a neutral region are not controlled by either player; neither player may conduct operations with a neutral region's units.

(2) Neutral regions do not receive reinforcements.

(3) Neutral units may not collect or expend treasury points or conduct any other game action.

(4) Players may freely enter and move through neutral areas without triggering belligerency. A belligerent force may not enter a hex containing a neutral unit. (Exception: see the random event "Region Resists.")

(5) A player who occupies a city or colony in a neutral region may collect treasury points without violating neutrality.

(6) Neutral units have no zones of control and do not require provisioning or maintenance.

4.4 BELLIGERENCY

4.41 Neutrals enter into belligerency in the following circumstances:

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(1) **Events**. If triggered by a "Region Resists" or "Revolt" event.

(2) **Diplomacy**. As a result of certain diplomacy outcomes (see the Diplomacy Table).

(3) **Taxation**. If a player attempts to raise taxes in a neutral region, the other player gains control of that region.

(4) **Combat**. If one player's belligerent units attack neutral units, the other player gains control of that region.

(5) **Pillage or Colonization** (Optional Rules). If one player conducts pillage or colonization operations in a neutral region, the other player immediately gains control of that region.

•Note merely moving units into a neutral region doesn't trigger its belligerency. A player must conduct one of the actions listed above in order to trigger belligerency. Why can you enter neutral regions without triggering belligerency? That represents the loose political situation at the time. It was not uncommon for armies to wander through territories and then simply move on. Also see the Revolt Table, however, which provides a die roll modifier for neutrals that have belligerents in their territory.

4.42 At the instant a region's neutrality is violated, it becomes a belligerent. Move its control marker to the space on the Region Control Chart corresponding to the player gaining control of it.

4.5 REVERSION TO NEUTRALITY

Regions may return to neutral status as a result of diplomacy or the "Revolt" event.

4.51 When a region returns to neutral status, its control marker is placed in the neutral space. Reversion to neutrality has the following effects:

(1) All units of the region inside that region remain in place.

(2) All units of the region outside that region are immediately removed from play. EXCEPTION: units that occupy cities or colonies outside their region are not eliminated; they remain in those cities or colonies. If such units are subsequently attacked, they and their region are restored to belligerency.

(3) If newly neutral units are stacked with belligerent units due to (1) or (2) above, those newly neutral units are eliminated.

(4) If there are any belligerent units in a region that has turned neutral, they may remain in that region. If, however, they subsequently conduct any action that would trigger belligerency, the region returns to belligerency. Remember, mere occupation of a neutral does not trigger belligerency. That represents recognition of conquered territory. Belligerent units that become neutral continue to occupy captured cities, reflecting their conquest of new territories.

4.52 A neutral region and its units remain neutral until belligerency is triggered again.

4.6 DEFECTION

A player may gain control of a region belonging to another player via diplomacy (see the Diplomacy Table). If that occurs, move the region's control marker to the appropriate space. The player gains control of all of that region's forces, regardless of location (that is, those units are not eliminated for being outside their own region). If the region's units are stacked with formerly friendly forces, those units (of the newly controlled region) are eliminated instead.

4.7 REVOLT

One of the more critical random events is "Revolt," representing regions radically realigning their allegiance.

4.71 When a "Revolt" event occurs, certain regions will be designated to make a "Revolt Check." The player rolls once on the Revolt Table for each designated region, applying die roll modifiers as indicated. The player rolls for each region regardless of who controls them. The outcomes are applied individually for each region. Make one die roll for each region in a designated civilization; some regions may revolt and others might not, depending on modified die roll outcomes.

4.72 Results will be either "no effect" (no change in control), reversion to neutrality, or change of a neutral region to Kingdoms player control. Note that a region will never shift into Mongol control as a result of revolt.

[5.0] OCCUPATION

5.1 Occupation of city or colony hexes gives the player taxation revenue. That's received regardless of whether the player controls the region. A player may also place reinforcements in occupied hexes under certain circumstances (see 11.0).

It is important to understand the distinction between "Control" (rule 4.0) and "Occupation" (rule 5.0). Control means a player has the loyalties of the people or ruling elite of a region, and therefore may use its units and gain its levy. Occupation means a player has units physically inside of a hex and, if a city or colony, can therefore receive income for it. A player may, for example, occupy all the cities in a region, but unless that region's control marker is in that player's space on the Control Chart, he still does not "control" it, and therefore would not control its forces or be able to place levy units for it. Conversely, if a player controls a region but doesn't occupy its cities, he may not collect tax revenues from them; however, he could still levy units in it.

[6.0] RANDOM EVENTS

6.1 Roll two dice. Treat one die as the "10s" digit, and the other as the "ones" digit, to produce a number between 11 and 66. Find the appropriate number on the table and apply the result. (Example: the player rolls a "1" and a "2"; that causes event "12" to come into play, "Forces Rally.")

6.2 Some events apply to both players (for example, "Plague"). Others apply to just the phasing player. Unless otherwise specified, an event may occur more than once per game. It's recommended players read the Random Events Table prior to play, as some of the events will have major effects.

[7.0] THE MONGOL PLAYER

7.1 Mongolian units are always controlled by the Mongol player. They have a "Kingdoms" side, but those sides are used only in the optional rules when there is Mongol civil war.

7.2 Note the Kingdoms player will oversee a shifting coalition of regions as the game progresses. It's possible there may be times in the game where he controls no regions. The Kingdoms player may control any region(s) except Mongolia.

[8.0] STRATAGEMS

8.1 THE POOL

At the start of play, the players place all stratagem markers in an opaque container, referred to as "the pool." When instructed by the rules to pick stratagem markers, a player picks the designated number at random. Once markers are picked, the player may look at them. Unless otherwise instructed, the player does not have to show his stratagem markers to the enemy.

8.2 GAINING STRATAGEMS

A player gains stratagem markers as follows: 1) the scenario rules will designate how many stratagem markers each player starts with; 2) certain random events will give a player stratagem mark-

ers; 3) during the friendly treasury phase, the player may purchase additional stratagem markers at the cost designated on the Treasury Points Chart; 4) certain combat results will award stratagem markers; 5) the Mongol player gains a number of stratagem markers equal to his Great Khan's leadership rating at no cost.

8.3 A player may accumulate up to 15 stratagem markers. If some game event would occur that gives him more than 15, he must return a sufficient number to the pool prior to picking the new ones, or he not draw what would otherwise be the excess over 15.

8.4 USING STRATAGEM MARKERS

The Stratagem Chart gives the details for play of each type of stratagem.

8.41 Each stratagem may be used at certain times in the game turn, as explained on the Stratagem Chart. Certain stratagem markers may even be played during the enemy player turn, if indicated on the chart.

8.42 Stratagem markers that are played are returned to the pool, unless otherwise indicated on the chart.

8.43 A player may play any number of stratagems in a turn. Playing a stratagem is not considered an operation and costs no operations points.

8.5 LOSING STRATAGEM MARKERS

Certain game functions call for a player to lose stratagem markers. They include: 1) certain random events call for a player to lose a specified number of stratagems; 2) certain combat results will call for a player to lose a specified number of stratagems; 3) at the instant the Great Khan leader is eliminated for any reason, the Mongol player loses all his stratagems. He may pick more Stratagems normally afterward.

8.51 Procedure for Losing Stratagems. The player picks the designated number of stratagem markers at random (without looking) from those he has in his possession and returns them to the pool. If a player is instructed to lose all his stratagem markers, he simply returns all he has at that moment to the pool. If a player is required to lose stratagem markers, but currently has none, there is no effect then or later.

[9.0] DIPLOMACY

9.1 DIPLOMACY ATTEMPT PROCEDURE.

(1) The phasing player designates which region is his target for diplomacy.

(2) He places the stratagem markers he will use for the diplomacy attempt face down in front of him (minimum of one).

(3) The non-phasing player places face down in from of him the number of stratagem markers he will use to defend against the diplomacy attempt. (He is not required to place any markers.)

(4) Both players simultaneously reveal their stratagem markers.

(5) Subtract the non-phasing player's total diplomacy value from the phasing player's total diplomacy value. That gives the "diplomacy differential."

(6) Find the column on the Diplomacy Table corresponding to the diplomacy differential just calculated.

(7) Determine any modifiers to the differential. Those are added to or subtracted from the differential number, not the coming die roll. That gives the actual column to be used when reading the table.

(8) Roll a die and immediately apply the result.

9.2 Diplomacy is not an operation; it doesn't involve the expenditure of operations points.

9.3 Stratagem markers used in diplomacy are returned to the pool on being used.

9.4 A player may make any number of diplomacy attempts in a turn, as long as he has diplomacy markers available. He may designate the same region more than once per turn. The player does not have to have any units in a region in order to attempt diplomacy there; however, note that occupation of all cities and colonies in a region will give a modifier to the diplomacy differential; see the Diplomacy Chart. If a region has no cities or colonies, then the player, by first building a colony in the region gains that modifier.

9.5 The non-phasing player may defend neutral as well as friendly regions from enemy diplomacy attempts. He does so by expending agent markers, which reduces the diplomacy differential.

9.6 Note that under certain circumstances units in a region may be affected by diplomacy results; see the Diplomacy Table. Also note that while the Mongolia region's loyalty may never be shifted, it may still be designated in order to gain results against units in it.

9.7 DISPLACEMENT

Under certain circumstances, units will be displaced. Displacement occurs when a region changes sides or enters into neutrality while its forces are stacked with formerly friendly forces. For example, suppose the Mongol player controls both the Cumans and the Georgians and has a stack containing a unit from both regions. Due to diplomacy the Cumans become neutral. That would require the Cuman unit to be displaced.

9.71 Displacement Procedure. Units that remain loyal to the phasing player always stay in place. Other units, whether they become enemy belligerents or neutral, are immediately moved to an adjacent hex. That move is made by the non-phasing player, and must be into an otherwise playable hex. It may be into or through zones of control.

[10.0] TREASURIES, TAXATION & TREASURY POINTS

10.1 COLLECTION OF TREASURY POINTS (TAXATION)

10.11 Players receive treasury points for the following.

(1) Occupying cities or colonies: treasury points received are listed on the Treasury Chart.

(2) Trade Routes: see the optional trade routes rule.

(3) Pillage: see the optional pillage rule.

10.12 To gain treasury points fore cities or colonies, the player must physically occupy them with one or more friendly units. Simply controlling a taxed region is not enough. A player can collect treasury points from cities or colonies he occupies even though he does not control the region in which they're located.

10.121 Pillaged cities (optional rules) provide no treasury points.

10.13 A player may accumulate unexpended treasury points from turn to turn.

10.2 RAISING TAXES

A player may attempt to increase the number of treasury points he will gain via taxation by using the Raising Taxes Table.

10.21 The player simply declares he's raising taxes, rolls a die on the Raising Taxes Table and immediately applies that result.

10.22 The player chooses to raise taxes on a region by region basis. The result affects all friendly occupied cities and colonies in a region. For example, the player might choose to raise taxes in the Sung region, but then also decide not to do so in the Ch'in region. All tax increases for a player turn must be announced before the first one is resolved.

10.3 Expending Treasury Points

A player may expend treasury points at various times in the game turn. Players expend treasury points for the following (also see the Treasury Point Expenditure Table).

10.31 Building mercenary units (friendly recruiting phase). Certain units can be built by expending treasury points (see the reinforcement rule).

10.32 Buying stratagem markers (friendly recruiting phase). A player may pick stratagem markers from the pool during the friendly recruiting phase by expending a designated number of treasury points.

10.33 Provisioning (friendly provisioning phase). The players may expend treasury points to maintain units in hexes in excess of the foraging limit. See the provisioning rule.

10.34 Colonization (friendly operations phase) attempts require the expenditure of treasury points in order to be initiated. See the colonization rule.

10.35 Place public works markers (friendly recruiting phase). If a player has a unit in a city or colony hex, he may place public works there by expending the designated number of treasury points.

10.36 Removing pillage markers (friendly recruiting phase). If a player has a unit in a pillaged hex, he may remove the marker by expending the designated number of treasury points.

10.37 Trades. Players may freely trade treasury points with each other; see 23.0, player negotiations.

[11.0] REINFORCEMENTS

11.1 Levies

Each region controlled by a player provides levy units each friendly levy phase. Those units are received at no cost in treasury points.

11.11 Procedure. Each friendly levy phase, the player may place levied units in every region he controls. The levied units must be placed in the same region as the name on their counters. The number and type of levied units for a region that may be brought onto the map are indicated on the Region Control Chart under the "Levy" column. For example, a player who controls the Cumans region would receive two units per turn there via levy.

11.12 The levy value of a region is reduced by one for a region with no enemy units within its borders. Its full value is used only when it has one or more enemy units located within its borders. For example, the Cumans region would have a levy value of two, as shown on the chart, if there were a stack of enemy units within its borders; however, that levy value would be reduced to one if that stack of enemy units were eliminated or move out. Regions reduced to a levy value of zero may still levy one unit on even-numbered turns. Regions that start with a levy value of zero never receive units via levy.

11.121 Units raised by levy are placed on any hex in that region. No more than one levy unit maybe placed per hex per levy phase. There may be other friendly units in the hex receiving the new levy unit. Levied fleets may be placed on coastal hexes, not just ports. Note that levied units may be placed in desert hexes.

11.13 Restrictions. A levied unit may not be placed in a hex containing an enemy or neutral unit, an enemy zone of control, or a pillaged marker. A player may place levied units only in the region of the same nationality as the levy unit in question. For example, Sung levy units must be placed in the Sung region.

11.131 Field armies, engineers and leaders may not be raised via levy. All other unit types, including fleets, may be raised by levy. Field armies and engineers may only be recruited. Leaders are received via stratagem marker play and random events. Note that Keshig, military order, Ghazi and Shogun units are received only via stratagem marker play or random events. Also note levy units, unlike mercenaries, don't have to be placed in a hex containing a city or colony. They may be placed in any hex in their region within the restrictions above. If no such hex is available, the player does not receive the levy units. Levied units represent forces at large, which come primarily from the rural populace. In the case of levied fleets, those units represent already existing civilian shipping converted to military use.

11.2 Recruiting Mercenaries

A player may also raise new units by expending treasury points, which is called "recruiting." Recruiting occurs in the friendly recruiting phase. Units raised by recruiting are referred to as "mercenaries."

11.21 The player pays the appropriate treasury point cost for the mercenary units he wants to recruit. He then places those units on any friendly occupied city or colony in the same region as the name(s) on the mercenary unit(s). See the Treasury Charts for units that may be recruited and the costs involved.

11.22 Restrictions.

11.221 A player may recruit only units belonging to regions he controls. He may place newly recruited units of a region only in friendly occupied city and colony hexes of the same region. For example, the Mongol player has control of the Sung kingdom. He may recruit Sung kingdom units, placing them only in Sung kingdom cities or colonies. As a further example, say the Mongol player lost control of the Sung kingdom due to enemy diplomacy. Even though the Mongols occupy all cities in the Sung kingdom, he may not recruit any Sung kingdom units; though he still could collect taxes for any Sung kingdom cities he occupied.

11.222 A player may not place recruited mercenary units in a region that does not contain friendly occupied cities or colonies, or whose cities have all been pillaged, or colonies (if any) all destroyed. For example, say the Kingdoms player controls the Sung kingdom, but the Mongol player's units occupy all Sung cities. The Kingdoms player therefore has no place to enter recruited Sung mercenary units; however, he could still place his levy units on qualified non-city hexes in the Sung kingdom.

11.223 No more than one recruited unit may be placed per hex per recruiting phase. There may be other friendly units in such hexes at the time. And remember, since enemy zones of control don't extend into a friendly occupied city or colony hexes, the player could place recruited units in friendly occupied cities adjacent to enemy units.

11.224 A player may not place recruits in pillaged hexes.

11.225 In addition to the above, a player may place mercenary units on leaders as long as they are in the same region as the unit's origin. A maximum of one unit may be placed per hex (not per leader) in that manner. The hex may be pillaged. The leader must be of the same region as the units, which must also belong to that region. Such placement may be conducted in addition to any units placed in cities or via levy.

Design Note. *The rule above is a new addition to the game system.*

11.3 Stratagem Markers

Certain stratagem markers will allow the placement of additional units; see the Stratagem Marker Chart for explanations.

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11.4 Random Events

Certain random events cause placement of additional units; see the Random Events Chart for explanations.

11.5 Neutrals units may never be chosen as reinforcements.

11.6 Limits

The number of units in the counter mix is an absolute limit. Players may not levy or recruit more units than are available within the counter mix for a particular region.

11.61 Units eliminated for any reason may be reintroduced into play as reinforcements, including leaders. Exception: a leader who was Great Khan may never be replaced.

11.62 A player may place levy units in the same hex he placed a recruit unit in the same turn. Units generated by stratagem markers or random events may also be placed in hexes in which levy and recruit units were placed in the same turn, and vice versa. The reinforcement restriction of one unit per hex applies only within each specific phase.

11.63 Fleet Construction. Mercenary fleets may be placed only in port hexes. Fleets received by other game actions (for example, by levy) may be placed on any non-pillaged coastal hex of the appropriate area.

11.7 Leaders are received only via stratagem markers and random events; see the leader rules for details. Leaders may never be received as levies or mercenaries.

11.8 Note that since a player may recruit only units from regions he controls, there never will be a situation in which both players simultaneously control units from the same region. The one exception is Mongol units in a state of civil war.

[12.0] SPECIAL UNIT RECRUITMENT

12.1 Recruiting

Keshig and Elite Army units may be recruited only by playing the "Elite Unit" stratagem marker. Such units are placed according to the instructions on the Stratagem Marker Chart. They may never be levied or recruited as mercenaries, nor may they be received by random events or the play of other stratagem markers

12.2 Keshigs are always controlled by the Mongol player. They may never enter a state of Mongol civil war, and they also prevent Mongol units stacked with them from entering a state of civil war.

12.3 Elite Armies have both a Mongol and Kingdoms side. They are placed on the side of the player who recruited them. Once on the map, they never switch sides. If eliminated, they may be recruited by the other player if the "Elite Unit" stratagem marker is played.

12.31 Hospitallars and Templars are Christian units; Mamluks and Ghazis are Muslim; the Shogun unit is Sinic.

12.4 Costs

While received at no cost, all those unit types are provisioned normally, and the player must pay any maintenance costs for them as if they were normal units. Note Teutonic Knights are treated as standard regional units, not as military order units.

[13.0] FORCES

13.1 Stacking

A player may have a maximum of 10 units in a hex. The stacking limit may never be exceeded at any time in the game turn. Units may not be placed, moved or retreated into a hex in excess of that stacking limit. If the stacking limit in a hex is ever found to be exceeded, the owning player must immediately eliminate the excess units (his choice).

13.11 Leaders count for stacking.

13.12 Friendly, neutral, and enemy units may not stack together.

13.13 Intermixing Units in Stacks.

13.131 The Mongol player may stack units from different regions in the same hex if, and only if, there is at least one Mongol unit in the same hex. If for some reason a force with more than one region's units doesn't contain a Mongol unit (for example, due to combat or dropping off units), that force must immediately cease any operations it may be conducting, and the player must immediately rearrange the units into adjacent hexes such that no more than one region's units are in a stack. Such units may be moved one hex, but not into enemy or neutral units, enemy zones of control or prohibited terrain. Any units that can't be so moved are eliminated instead by the Mongol player.

13.132 Kingdoms. The Kingdoms player may never stack units from different regions in the same hex.

13.133 Revolting Mongol units may stack with non-Mongol units in the same manner as described in 13.131.

13.14 If some game action would cause some units in a stack to become enemy controlled or revert to neutrality while there are still loyal units in the same hex, all such newly converted enemy or neutral units are eliminated. Units that remained friendly are not affected. For exceptions to this rule, see the "Alliance" stratagem.

13.2 Operations

A player may have more than one force in a hex at the same time, but remember the overall stacking limit is calculated per hex, not per force(s) in a hex.

13.21 A force may not pick up additional friendly units in the course of an operation. A force may drop off units, but the dropped off units may not conduct any further operations in that player turn.

13.22 All units in a force conduct operations together. When attacking, all units in a friendly force must participate in the attack.

13.23 A player may always reorganize his forces at the beginning of each of his player turns. For example, if a player had three units in a hex, he could organize them into a single three-unit force, or a two-unit and one-unit force, or three one-unit forces. Show force composition within a hex by the use of discreet stacks.

[14.0] OPERATIONS

14.1 The phasing player designates a force to conduct operations. He determines the number of operations points it will receive for that operations phase (see 14.2 below). He then conducts operations with that force, deducting the appropriate amount of assigned operations points as he does so. When the force runs out of operations points, or the player decides not to conduct any more operations with the force, he designates another friendly force (if he desires) and conducts operations with it. The player continues that procedure until he has used all his forces or decides not to conduct any further operations for that turn.

14.2 Operations Points Determination

For each friendly force that will conduct operations, the player must first determine the number of operations points it will have. The following are added together to determine the number of operations points received by the force under consideration: 1) the operations point value of the unit in the force with the lowest operations point value; plus 2) the leader-modified result of a die roll. If you have a friendly leader in the force, double the number rolled for a one-star leader, and triple the number for a two-star leader. If no leader is in the force, use the face value of the die roll. For example, if a force contains a one-star leader (operations point value of 24), a garrison unit (operations point value of eight) and

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a field army unit (operations point value of 20). The player rolls a die; the number rolled is three. The presence of the one-star leader doubles that die roll result to six. That six is added to the lowest operations point value unit (the garrison unit's eight) to give a final total of 14.

14.22 The number of operations points an operating force has available is recorded on the Operations Points Index and is adjusted downward as that force expends them.

14.23 **Naval Operations.** When conducting naval operations, use the operations value of the fleet unit with the single lowest operations factor in the force; don't consider the operations point values of transported units.

14.3 Each operation costs a certain number of operations points; see the Operations Points Chart. The player designates an operation to be performed, then expends the appropriate number of points. When a force reaches zero operations points, it may conduct no more operations that turn.

14.31 A force must have sufficient operations points available to conduct an operation. If it doesn't, it may not conduct the operation.

14.4 A player does not have to expend all the operations points available to a force prior to ceasing operations with that force for the turn. Unused operations points may not be accumulated or transferred from one force, phase or turn to another force, phase or turn.

[15.0] ZONES OF CONTROL

15.1 Extent of Zones of Control

15.11 All units have zones of control.

15.12 Land unit zones of control don't extend into all-sea hexes or across all-sea hex sides.

15.13 Naval unit zones of control don't extend into all-land hexes or across all-land hex sides.

15.14 Land units being transported by naval units have no zones of control.

15.1 Zones of control do extend into hexes containing enemy units; they aren't negated by the presence of enemy units.

15.12 **City/Colony Exception:** Friendly zones of control never extend into cities or colonies occupied by enemy or neutral units. Belligerent units inside cities and colonies do have zones of control that extend outside the city or colony.

15.13 Neutral units don't have zones of control. The instant a region becomes belligerent, all its units gain zones of control.

15.2 Movement

A force must stop its movement when it first enters an enemy zone of control. It may continue moving only if it eliminates or retreats all enemy units exerting a zone of control into the hex in which it was forced to stop. Note that may occur in the same operations phase; so a force could move, destroy an enemy force, move again and enter a new enemy zone of control, eliminate the enemy unit exerting that new ZOC, continue moving, etc., as long as the force had sufficient operations points to expend.

15.21 A force may never move directly from one enemy zone of control to another.

15.22 A force that starts its operations already in an enemy zone
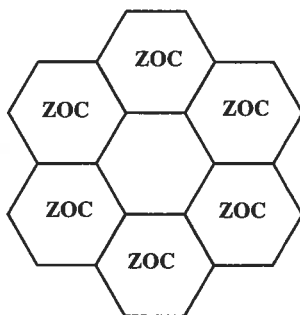
of control may exit that zone of control as long as it does not enter an adjacent zone of control.

15.3 Combat Effects

15.31 A unit is not forced to engage in combat simply because it is in an enemy zone of control.

15.32 A force may not retreat into an enemy zone of control. If a force has no other choice but to retreat into an enemy zone of control, it is eliminated in place instead. Remember, friendly units don't negate enemy zones of control, unless those friendly units occupy a city or colony hex.

15.4 **Pillage & Colonization** (optional rules). A force may not conduct pillage or colonization while it is in an enemy zone of control.

[16.0] MOVEMENT

16.1 A force moves from hex to contiguous hex. Each hex entered costs the amount of operations points designated on the Terrain Effects Chart.

16.2 Special Terrain

16.21 **Land Trade Routes.** Units moving directly along land trade routes pay 1/2 operation point to enter each such hex instead of the normal terrain cost. They may also cross river hex sides at no extra cost.

16.22 **Rivers.** It costs two extra operations points to cross river hex sides. That operations point cost is in addition to any cost to enter the hex on the other side of the river.

16.23 **Straits.** Land units may cross all-sea hex sides if they move across straits hex sides, paying two extra operations points to cross such hex sides. That operations point cost is in addition to any cost to enter the hex on the other side of the strait. A force may not cross a strait if either side of it is in an enemy zone of control. Note that movement across straits designated on the map (for example, the Hellespont) is considered land, not naval, movement; however, naval units can move along straits as if they were normal coastal hexes.

16.3 Prohibited Terrain

16.31 Units may never enter hexes containing enemy or neutral units.

16.32 Land units may not enter all-sea hexes or cross all-sea hex sides unless moving via naval transport or across a strait.

16.33 Naval units may not enter all-land hexes or cross all-land hex sides. Naval units may enter coastal hexes.

16.34 Units may enter hexes containing markers (for example: pillage, colony).

16.4 A force may not pick up additional units as it marches. A force may drop off units as it moves. Dropped off units may not conduct any further operations that player turn.

16.5 **Zones of Control.** Units must stop upon entering an enemy zone of control. Units may not move directly from one enemy zone of control to another.

16.6 **Naval Movement.** Strictures for movement of fleet units and the naval transport of land units are covered in the naval operations rule.

16.7 Forced March

A player may have a force that has otherwise completed its operations for a player turn conduct additional operations via play of a "Forced March" stratagem marker.

16.71 Expend the "Forced March" marker. After playing the marker, but before initiation of that operation, the player rolls a

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die. On a result of one through three, he must eliminate one unit of his choice from that force; on a result of four through six, no losses are taken.

16.72 A force may conduct a forced march at any time after completion of its first operations. For example, a force can conduct its normal operations, then a forced march, then another force could conduct its operations, and then the first force could conduct another forced march (provided another "Forced March" stratagem marker was available for expenditure).

16.73 A player may reorganize the units in a hex into a new force before performing a forced march. For example, a player marches a force into a hex already containing other friendly units. He then plays a "Forced March" marker. He may form a new force to conduct that forced march from any combination of units in that hex, including those newly moved in and/or the units that were there previously.

16.84 There is no limit to the number of forced marches a force may conduct in the course of a turn, other than the limit imposed by the number of "Forced March" markers a player has available to expend. Forced marches could, theoretically, be used to move a force across the entire map in a single turn.

[17.0] COMBAT

Combat occurs when phasing forces attack an adjacent defending non-phasing force.

17.1 COMBAT PROCEDURE

17.11 For each combat, the players must rigidly follow the sequence below:

(1) The attacker declares which attacking force will attack which defending force, immediately expending the required number of operations points.

(2) Reveal all units in the attacking and defending forces.

(3) The defender has the option to withdraw or stand.

(4) The attacker chooses which of the two CRTs he wants to use to resolve the combat: Assault or Mobile.

(5) Determine the combat odds. Include the effects of leaders, terrain and stratagem markers.

(6) Roll a die and cross-index the number rolled with the appropriate odds column. That will give a "combat result," which is applied immediately.

17.12 Once an attack has been declared, it must go through to conclusion. The attacker may not cancel an attack if he finds the defender has greater strength than he imagined; the defender may attempt to avoid combat through withdrawal (see below).

17.2 ATTACKING

17.21 Units may attack only in their own side's operations phase. **Exception:** see the optional reaction rule.

17.22 Attacking units must be adjacent to the units they are attacking.

17.23 Attacking is always voluntary.

17.24 The attacker may attack only with units in the particular force conducting operations; he may not include other friendly units that might be in the same hex but are not part of that force. All units in a single force must be involved in the attack. The attacker may drop off units from the attacking force prior to the combat; but once he's done so those units may not participate in combat or other operations that phase.

17.25 A force may conduct more than one combat per operations phase, as long as there are sufficient operations points to expend. It's possible for a single force to move, attack, move again, conduct

other operations, etc., any number of times in a phase, as long as it has sufficient operations points to pay all the involved costs. That allows a single force to attack a single enemy hex more than once per phase, again, assuming it has and expends the needed operations points for each attack.

17.26 An attacking force may attack only a single adjacent enemy occupied hex. It may not attack more than one enemy occupied hex at the same time.

17.27 No more than one single attacking force may be involved in a particular combat. If the player has more than one force adjacent to a single enemy occupied hex, only one force at a time may attack it. The number, or potential number, of enemy forces in the hex being attacked has no bearing. All the enemy units in a hex being attacked are attacked as if they were one force (which they may well be) for the purposes of resolving that combat.

17.28 Units may not attack into hexes they could not normally enter. For example, land units may not attack across an all sea hex sides.

17.3 DEFENDING

All defending units in a hex must be attacked as one combined defense strength. The defender may never withhold any of his units from combat (exception: see "Withdrawal" below). A given hex may be attacked more than once per operations phase.

17.4 REVEALING UNITS

The instant an attack is declared, the attacker and defender each show each other all the units in their respective forces. The attacker may not cancel the combat, even if the attack turns out to be at poor odds.

17.5 WITHDRAWAL

During the designated portion of the combat sequence, the defender has the option to withdraw or stand. If the defender announces he will stand, the combat proceeds to the determination of combat odds. If the defender chooses withdrawal (and he must fulfill the prerequisites for doing so), he may immediately move his force, within the following specifications:

17.51 **Withdrawal Prerequisites.** In order to withdraw, each player picks any one unit in his involved force and rolls a die. Both players add their die roll result to their selected unit's operations point value. If the attacker's modified total is equal to or greater than the defender's, the defender must stand. If the defender's modified total is greater than the attacker's, the force may withdraw.

17.52 All defending units in a hex must withdraw or stand together. Land units embarked on fleets withdraw along with those fleets.

17.53 **EXCEPTION:** If a force contains both disembarked land units and naval units, or naval units plus embarked land units, the player may withdraw all naval units, or all naval units plus their embarked land units, and all land units separately by both land and sea (two stacks, maximum). The defender still makes only one die roll, which is applied to both stacks. Disembarked units may not embark to withdraw.

17.54 **Withdrawal Procedure.** The defending player immediately rolls a die and must move his force that number of hexes. That movement costs no operations points. The withdrawal must be into hexes the force could normally enter via movement. The withdrawing player must withdraw the total number of hexes indicated. If unable to do so, the withdrawing force is eliminated in place instead. While withdrawal is not movement per se, withdrawal may not be into otherwise forbidden hexes or into enemy zones of control.

17.55 **EXCEPTION:** A defending force that withdraws into a city or colony may, at the owning player's option, ignore the remainder

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of a withdrawal requirement. A force must withdraw at least one hex before it can end its withdrawal. That is, a force that begins its withdrawal in a city or colony would have to fall back at least one hex.

17.56 By withdrawing, combat is avoided; however, the attacker still expends the operations points for that combat. Upon the completion of a withdrawal, the attacking player may continue conducting operations with his attacking force by expending more operations points. The phasing force may move adjacent to the force that withdrew and attack it again, and the enemy force may again attempt withdrawal, etc.

17.57 Withdrawal costs no operations points for the non-phasing player. A withdrawn force may conduct operations normally in its side's following operations phase.

17.58 **Restrictions**. A force may not withdraw into a hex, or cross a hex side, containing any of the following: 1) an enemy or neutral force; 2) an enemy zone of control; 3) across a river, strait or into a rough hex except via a land trade route hex side; and 4) terrain otherwise prohibited to the withdrawing units.

17.58 **Counterattack**. If at least 50 percent of the defending combat factors are leaders, toumen and/or nomads, and he achieved a successful withdrawal, the withdrawing player may, instead of withdrawing, conduct a counterattack.

(1) The defender temporarily becomes the attacker, and immediately launches an attack against the former attacker (now temporarily treated as defender). That combat is resolved normally, except neither player gains any advantage for terrain. The new attacker may choose either CRT, if normally qualified. If any of the original attacking force survives, it may continue operations normally.

(2) There is no limit on the number of counterattacks a single force may conduct in a turn. Note the original defender (the force conducting the counterattack) may not conduct any other operations after its counterattack is completed (at least not until their own side's next turn).

17.6 CHOOSING THE CRT

There are two CRTs: Assault and Mobile. The attacker always chooses which CRT will be used in each combat.

17.61 **Prerequisites**. The player must expend the designated number of operations points to use each CRT. Using the Assault CRT costs four operations points; using the Mobile CRT costs eight operations points.

17.62 In order to use the Mobile CRT, at least 50 percent of the attacking strength points must be leaders, toumens, elite armies or nomads.

17.63 The player may choose any table he is qualified to use. For example, even if the player has 50 percent toumen units, he could still choose the Assault CRT.

17.7 DETERMINING COMBAT ODDS

17.71 Combat odds are determined as follows.

(1) Total the combat strengths of all attacking units. Include the effects of leaders and military stratagem markers.

(2) Total the combat strengths of all defending units.

(3) Multiply the combat strength of each side for the effects of leaders, terrain, and advantage stratagem markers.

(4) Divide the attacker's total combat strength by the defender's total combat strength.

(a) If the attacker's strength is greater than the defender's, any remainders are rounded down, and that's the ratio used to determine which odds column will be used. For example, if

the attacker has 14 combat strength points, and the defender has five, the combat odds would be 14 divided by five, which equals 2.8:1. Drop the remainder to get a final odds of 2:1 (read as "two to one").

(b) If the defender's combat strength is greater than the attacker's, round up any rem,ainder.

For example, if the defender has 10 combat strength points and the attacker six, the combat odds would be 1:1.67, which be rounded up to 1:2.

17.72 Odds less than 1:3 are treated as 1:3. Odds greater than 4:1 are treated as 4:1.

17.73 The 1.5:1 column is used when the attacker has at least 50 percent more strength than the defender, but less than twice as much. For example, the attacker has seven strength points and the defender four.

17.74 Multipliers. Both the attacker and defender may multiply the strength of their forces according to the following.

(1) **Leaders**. If a force includes a friendly one-star leader, double the strength of that force. If a force includes a friendly two-star leader, triple the strength of that force. A given force may be multiplied for only one leader (owner's choice as to which leader to use for the multiplier). That is, more than one leader in a force has no additional effect.

(2) **Terrain**. The defender multiplies the strength of his force for terrain in the hex it occupies. If defending in a city or colony, rough, pass or marsh, or behind a river hex side, the defender's strength is doubled. The defender receives only one doubling for defensive terrain, even if more than one might apply. For example, a unit defending in a city behind a river would still only be doubled, not tripled.

(3) **Military Advantage**. Each player can play one military advantage stratagem marker per combat (attacker declares first, then defender). A military advantage doubles the force's strength for both attack and defense.

(4) A player may multiply a single force's strength once each for leaders, terrain (defense only), or military advantage. If using one of those, the force is doubled; if using two, the force is tripled; if using three, the force is quadrupled. If a force would be tripled by a leader, or for defending in Constantinopolis, it may receive only one more multiplication (to quadrupling). A force may never be more than quadrupled in a single combat

17.8 Application of Combat Results. Combat results are applied immediately as they occur. Combat results are applied in the order given under the particular result.

17.9 RETREAT AFTER COMBAT

Certain combat results call for one side to retreat. That's another special form of movement that takes place without the expenditure of operations points. The player designated to retreat moves his involved force the number of hexes indicated by the result. The CRTs give specifications for retreat. Note that units may not retreat into certain terrain types: see the instructions on how to retreat adjacent to the CRTs.

17.91 **Cities & Colonies**. A unit defending in, or attacking out of, a city or colony may, at the owning player's option, ignore a retreat result. A force that retreats into a city or colony may stop its retreat in that hex.

17.92 An attacking force that retreats may resume conducting operations at the conclusion of the retreat (depending only on the continued availability of operations points).

17.93 **Advance After Combat**. If an attacker succeeds in clearing all defending units from the attacked hex, then he may, at his

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option, move his attacking force into the defender's former hex. Units may be left behind, but they are considered to have been dropped off and are no longer part for the force. That advance costs no operations points and may even be made into or through enemy zones of control. Units may not advance into otherwise prohibited terrain (which might otherwise occur in amphibious situations). An advance after combat is made to a maximum of one hex, regardless of the number of hexes the defender retreated (though, of course, the force could continue moving after the advance by expending operations points normally). Note that this is a change to the system and should henceforth be used in all games in the series.

[18.0] GARRISONS

Each city hex has an intrinsic defense strength of "1." That is called its garrision.

18.1 Garrisons are automatically controlled by the player who controls the region in which a city or colony is located. If control changes, the player gaining control of the region gains control of all garrisons in it. A garrison is friendly to all units on its side.

18.11 If a garrison changes control and there are belligerent units in the same hex, place a garrison destroyed marker. The occupying units are not displaced.

18.12 See 6.0 for effects on other units in the hex at the instant control changes. For example, the Mongol player controls the Russian States region. A Mongol unit occupies the Russian city of Moscow. Then, as a result of diplomacy, the Russian States region becomes Kingdoms controlled. Place a garrison destroyed marker in the Moscow hex and the Mongol unit remains in Moscow.

18.2 A garrison may defend by itself; and if other friendly units are in the city or colony, add the strength of the garrison to that defense. A garrison is doubled on defense by the city; so, effectively, its defense strength is two. Remember, garrisons may never attack.

18.21 Any combat result that would cause all units in a defending hex to be retreated or eliminated causes the destruction of any garrison in that hex. Place a garrison destroyed marker in the hex. The Garrison is considered eliminated. Enemy units may now enter the hex. If a combat results causes a choice of units to be destroyed, the owning player may select the garrison to be destroyed, placing the marker appropriately. Note that since units in cities are immune from retreat, garrisons don't have to worry about retreating; however, see the "Terror" stratagem, which would force a garrison to retreat if the battle is lost, and thereby be destroyed instead.

18.22 Once a "Garrison Destroyed" marker has been placed in a hex, that garrison is no longer considered to be in the hex. A "Garrison Destroyed" marker may be removed only by the player who controls the state occupying the hex paying the appropriate cost. A player who occupies a city or colony with a "Garrison Destroyed" marker, but who does not control that state, may not remove the marker. A "Garrison Destroyed" marker may also be removed by levy, counting as one unit per "Garrison Destroyed" marker removed in a region.

18.23 Since garrisons may not attack, they are never affected by combat results inflicted on friendly units attacking out of their hex.

18.3 A garrison is always in supply. It does not count against forage limits for other units in the hex.

18.4 Garrisons have no zones of control.

18.5 Garrisons count for stacking as one unit. Any friendly unit may stack with a garrison, not just units of the same region. This is an exception to normal force stacking rules. For example, a Russian States unit could stack in Warsaw if both were controlled by the same player.

19.0 NAVAL OPERATIONS

19.1 Fleets may be placed only in ports, coast or all-sea hexes. They may never enter all-land hexes or cross all-land hex sides.

19.2 Fleets conduct operations in the same manner as land units. Fleets in coastal and port hexes may conduct colonization and pillage. They may also attack enemy naval units in adjacent sea and coastal hexes, and enemy land units on adjacent coastal hexes.

19.21 A fleet can be part of a force with land units. For example, a stack of land units and a fleet can move along the coast (not naval transport), and attack enemy units in adjacent coastal hexes using the combined land and fleet combat factors.

19.3 Fleets on coastal or port hexes block enemy movement like normal units. Enemy land units on a port or coastal hex block movement into the hex by friendly fleet units.

19.4 Fleet zones of control don't block movement of land units; land unit zones of control don't block the movement of fleets.

19.5 NAVAL TRANSPORT

Land units may be transported by fleets. Both the fleet and the land force must start in the same port or coastal hex. The fleet picks up the land units and then moves. This is indicated by placing the land units under the fleet units.

19.51 **Capacity.** Each fleet can transport up to three land units. Leaders count for purposes of fleet capacity.

19.52 **Operations Points Cost.** A force using naval transport uses the transporting fleet's operations points value to determine the total operations points value. There is no operations points cost to embark or debark land units from a fleet.

(1) A force that starts its sea movement from a friendly port pays one operations point per sea hex entered.

(2) A force that starts its sea movement in coastal hex without a port pays two operations points per sea hex entered.

19.53 Embarked land units count against forage and stacking limits.

19.54 **Debarking.** At any point in a naval operation, the force using naval transport may debark (exit the fleet) if it is on a coastal or port hex. Place the land units on top of the fleet units to indicate that. The debarked unit(s) may conduct no further operations that phase. The fleet(s) may continue conducting operations.

19.55 A force may stay embarked on a fleet at the end of its operations.

19.6 NAVAL COMBAT

19.61 Fleets may attack adjacent enemy units, both in all-sea and coastal and port hexes. Combat is conducted exactly as land combat.

19.62 Fleets may attack enemy land units located on adjacent port or coastal hexes. They may attack through an all-sea hex side or through a contiguous coastal hex side. Additionally, fleets on port or coastal hexes may be attacked by enemy land units. Fleets on all-sea hexes may not be attacked by enemy land units on coastal or port hexes.

19.63 Embarked land units on a fleet may conduct combat, both attack and defense, as part of that fleet's force. The land units may conduct combat against both enemy land units and enemy fleets. They don't have to disembark to conduct combat.

19.64 Land units embarked on fleets have no zone of control.

19.7 PROVISIONING

Fleets must be provisioned like land units. They count against a hex's forage value. Land units being transported by a fleet must be also be provisioned. Note that all-sea hexes have forage values

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of zero; so a fleet at sea must be provisioned in order to survive. Coastal and port hexes count as the forage value of their land part, even for naval units.

19.8 Leaders apply their modifiers normally to fleets.

19.9 TRANSIT

Naval units may move around the southern tip of India and or Malaya by moving off the designated hex and paying an additional seven movement points. The units then appear on the designated hex on the other side of the respective peninsula. Units must end back on the map; they may not remain in the transit box at the end of an operation. (If for some reason they do, they are eliminated.)

[20.0] FORAGING & PROVISIONING

20.1 Forage. Each hex on the map can support a designated number of units via forage (see the Terrain Effects Chart). Units beyond that number must be provisioned or disbanded.

20.2 Provisioning. Each unit has a specific provisioning cost in treasury points (see the charts). Paying the provisioning cost is up to the owning player, but if a player fails to pay the appropriate provisioning cost for a unit, the unit must be disbanded.

20.3 Disbanding. If a player lacks sufficient treasury points to pay for provisioning a unit (or should he desire not to provision the unit), the player must remove the unit from the map.

20.4 Pillaged hexes have their foraging value reduced to zero.

20.5 Leaders are affected by provisioning requirements.

20.6 Fleets must be provisioned; they count against a hex's forage value.

20.7 Neutral units do not need to be provisioned and are not affected by foraging.

20.8 Desert Dwellers. Desert hexes provide a forage value of one, but only to Nomad units of the same region and leaders of any regions. For example, one Arabian Nomad unit could forage in a desert hex in Arabia, but not in Khwarizm.

[21.0] LEADERS & THE GREAT KHAN

21.1 DEPLOYMENT

Leaders may be received as part of initial deployment. All leaders not part of an initial deployment—and who are not stated by the scenario to be otherwise not available—are available as reinforcements. The combat strength of all leader units is one. The operations point allowance of all leader units is 24.

21.2 If a player rolls an appropriate random event, or picks a "Leader Arises" stratagem marker, he immediately selects (he may deliberately choose, not pick at random) any available leader, and then place him on the map atop any friendly unit.

21.21 A Mongol leader may be placed on any Mongol-controlled unit.

21.22 A Kingdoms leader may be placed only on a unit of his own region.

21.2 Leaders are treated exactly as other combat units, with the following additional special capabilities.

21.21 Operations

(1) A lone-star leader doubles the operations die roll for a force. For example, if the player rolls a two, the final outcome would be four additional operations points.

(2) A two-star leader triples the operations die roll for a force. For example, if the player rolls a two, the final outcome would be six additional operations points.

21.22 Combat

(1) A one-star leader doubles the combat strength of all units in the same force. That includes his own strength and that of other leaders.

(2) A two-star leader triples the combat strength of all units in the same force. That includes his own strength and that of other leaders.

21.23 Leader Nationality

Every leader has a specific nationality, and all are affected by diplomacy results against their own region. For example, Alexander Nevsky is a Novgorod leader. If Novgorod is converted from Kingdoms to Mongol control, the Mongol player also gains control of Alexander Nevsky.

21.3 LEADER ELIMINATION

Leaders can be eliminated by any game function that would eliminate other units. An eliminated leader may be returned to play by rolling the appropriate random event or playing the appropriate stratagem marker. That represents the rise of a successor or another member of a dynasty.

21.4 MONGOL GREAT KHAN

(1) Scenarios will designate one Mongol leader as the "Great Khan." Place the Great Khan marker atop that leader counter. The Great Khan marker remains on that leader until he's eliminated, at which time the marker is removed from play. In the optional rules, the Mongol player can use the Kuriltai Table to designate a new Great Khan, but don't worry about that when playing with just the standard rules.

(2) During each Mongol recruiting phase, the Mongol player receives a number of stratagem markers equal to the Great Khan's leadership rating for free (in addition to others he has purchased).

(3) If the Great Khan is involved in combat, any stratagem markers the Mongol player would gain or lose as a result of that combat are doubled.

(3) At the instant the Great Khan is eliminated, for any reason, the Mongol player must immediately return to the pool all the stratagem markers then in his possession. He may pick new stratagem markers normally afterward, even if he has not replaced the Great Khan, but he would not receive them for point two above until he had replaced the Great Khan.

(4) The Great Khan, and Mongol units stacked with him, never enter a state of civil war. Non-Mongol units stacked with the Great Khan may revolt, which causes them to be eliminated.

(5) When the Great Khan is eliminated, his marker is placed aside. In the basic game it may not be used again, but the optional rules allow for his replacement.

[22.0] INTELLIGENCE & FOG OF WAR

In the standard game, players may freely examine enemy stacks.

22.1 A player may examine an opponent's stratagem markers and treasury points as a result of diplomacy or stratagem marker play. Otherwise, he may not examine the enemy's stratagem markers or treasury points.

22.2 A player may voluntarily reveal his stratagem markers and treasury points at any time.

[23.0] PLAYER NEGOTIATIONS

23.1 Players may negotiate any of the following.

(1) Restore a region they control to neutrality.

(2) Trade treasury points and stratagem markers.

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(3) Agree to move units out of cities, colonies or regions during the current game turn.

(4) Not initiate any combat for the turn.

(5) End the game. (If players do that, immediately total up victory points.)

(6) Other agreements players find acceptable, as long as they don't violate any game rules.

23.2 VIOLATING AGREEMENTS

Agreements should be in writing. If a written agreement is broken, the other player rolls two dice and picks at random that number of stratagem markers from the Pool.

[24.0] VICTORY CONDITIONS

24.1 Victory Points are awarded according to the scenario instructions.

24.2 LEVELS OF VICTORY

80+:   **Imperial Victory** (Your empire will last forever.)

60-79: Triumphant Victory (Your conquests will last a century.)

40-59: Stalemate (Console yourself at the hippodrome.)

20-39: Decline (You are on a downward slope.)

0-19:   Collapse (Another "fall" is upon the world.)

24.3 It's possible for both players to gain a level of victory. In that case, the player with the higher VP total wins.

OPTIONAL RULES

Players may use the following optional rules to enhance play balance and realism.

[25.0] REACTION

25.1 Whenever the phasing player has completed operations with one of his forces, the non-phasing player has the opportunity to declare "Reaction!" prior to the phasing player's conducting operations with his next force. In order to conduct reaction, the non-phasing player must expend one forced march stratagem, which allows a designated non-phasing force to conduct operations that may include any types of operations. On completion of the non-phasing player's reaction operation, the phasing player resumes his own operations, and the non-phasing player may conduct another reaction after that, etc.

25.2 Each non-phasing force may conduct only one reaction per turn, and they may not make forced marches. Reaction forces may conduct operations normally in their own player turn of the same game turn.

[26.0] PILLAGE OPERATIONS

26.1 Pillage is an operation. Pay the appropriate number of operations points, total the number of units in the force (including both land and naval units as well as leaders), and use the appropriate column. Each unit counts as one point for purposes of pillage.

26.11 Neither terrain, leaders nor military advantage stratagems multiply strength for pillage.

26.2 Restrictions. A force may not conduct pillage if it is in: 1) an enemy zone of control; 2) a hex that already has a pillaged marker; or 3) an all-sea hex. Note, though, players may pillage in a region he otherwise controls.

26.3 Effects of Pillage Markers. See charts.

26.4 Duration of Pillage. A player may remove a pillaged marker at the end of any friendly treasury phase, but only after all treasury points have already been collected for that phase. He must have at least one friendly unit in the hex. The player expends the number of treasury points indicated on the Treasury Points Chart, then

removes the pillaged marker.

26.5 Removing a pillaged marker restores to normal any city or port in the hex, and restores the normal forage value of the hex. It does not restore destroyed colony markers.

26.6 Don't confuse pillage with garrison destroyed.

[27.0] COLONIZATION OPERATIONS & COLONIES

27.1 Colonization is an operation. Pay the appropriate number of operations points; total the number of colonization points in the force (including leaders), and use the appropriate column. See the Colonization Table for determining the number of colonization points.

27.12 A player must pay the designated cost in treasury points to initiate a colonization attempt. Those points are lost regardless of whether the colonization succeeds.

27.2 Colonization Restrictions. A force may not conduct colonization if it is in: 1) an enemy zone of control; 2) a city hex; 3) a hex that already has a colony marker; 4) a hex adjacent to a city or colony marker; 5) a hex that has a pillaged marker; or 6) a desert hex.

27.3 EFFECTS OF COLONIZATION

27.31 A colony marker acts as a printed city. Colonies are considered friendly to whichever player currently occupies them.

27.32 Exception: a colony marker may be eliminated if a player conducts a pillage operation in the hex.

27.33 A colony located on a coastal hex is also a port.

27.34 A colony doesn't become a trade city if on a trade route; it is treated as a standard city.

27.4 A colonization has no nationality *per se*. Should the enemy player gain control of the hex, then he gains the benefits of the colony.

27.5 Destruction of Colonies. Once placed on the map, a colonization marker may be removed only by a successful pillage operation in its hex.

27.6 Players may make more colonization markers than are provided in the counter mix.

27.7 A successful colonization operation in a hex requires the player to eliminate one unit in the colonizing force; that represents settling the land with soldier-colonists.

[28.0] PUBLIC WORKS MARKERS

28.1 Public works markers are created in the friendly recruiting sub-phase. A player must have at least one unit in a city or colony if he wants to create a public works marker there. Expend the designated number of treasury points and place a public works marker in the city or colony.

28.2 There may be no more than one public works marker per hex. A public works marker may not be placed with an already existing public works marker.

28.3 EFFECTS OF PUBLIC WORKS MARKERS

(1) A public works marker increases the printed taxation value of a city or colony by one point.

(2) If all city and colony hexes in a region have a public works marker in them, that may provide a die roll modifier for revolt (see the Revolt Table).

(3) Friendly occupied public works may also provide victory points at the end of the game.

28.4 A public works marker has no nationality. If the enemy player gains control of a hex containing such a marker, he gains

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the benefits of it.

28.5 Destruction of Public Works Markers. Once placed on the map, a public works marker may be removed only by a successful pillage operation in its hex. The marker is then removed from the map.

28.6 Players may make more public works markers than are provided in the counter mix.

[29.0] SYSTEM MODIFICATIONS

29.1 LIMITED INTELLIGENCE

Players may not examine enemy stacks unless one of the following conditions pertain.

(1) At the moment combat is declared. A player may not, however, call off an attack once declared.

(2) If a D1 result occurs on the Diplomacy Table, all enemy forces in the targeted region may be examined (once).

(3) The player conducts a scouting operation. Scouting costs the designated number of operations points. The scouting force must be adjacent to an enemy force, pay the cost, and then examine the enemy force. Each scouting attempt affects only one enemy stack and, of course, you can conduct any number of scoutings as long as you expend the required operations points each time.

29.2 MULTICULTURE STACKS

Units from different regions may stack together if controlled by the same player, as long as they are from the same civilization, or if they are stacked with a Mongolia region unit. For example, Sung and Ch'in units may stack together if both are controlled by the Kingdoms player; however, Sung and Delhi Sultanate units could not.

29.3 LAST STANDS

Defending units entirely surrounded by enemy and/or neutral units, zones of control, and/or terrain such that they would not be able to retreat have their combat strengths multiplied by two for the defense. That's an additional multiplier (still a maximum of x4 for all multipliers combined), and it doesn't apply to units defending in cities. Armies that were surrounded tended to make desperate last stands, and it was not uncommon for an attacker to allow a defender a gap through which to retreat in order to avoid a bloodbath on both sides.

[30.0] BLOCKADE

30.1 Blockade occurs whenever a player has a force adjacent to an enemy occupied city. It remains in effect until the force is no longer adjacent to an enemy force in the city.

30.2 Any kind of unit may cause a blockade to go into effect, including leaders, fleets, etc.

30.3 Blockade is not an operation. Note the blockaded city or colony doesn't have to be surrounded by enemy units or zones of control for a blockade to go into effect. This rule reflects the limits of cities to collect taxes and resources when enemy forces are in the vicinity.

30.4 EFFECTS OF BLOCKADE

(1) The blockaded city or colony has its forage value reduced to one (and still to zero if pillaged).

(2) Trade and treasure cities have their income reduced to one treasury point.

[31.0] ENGINEERS

31.1 Movement. Reduce terrain cost by one for any movement into land hexes that cost more than one to enter.

31.2 ATTACKING CITIES OR COLONIES

If a force containing one or more engineers is attacking an enemy city or colony, double the attacker's strength (in addition to other multiplications). The defender still retains his right not to retreat from a city or colony, and the attacker still may not use the Mobile CRT, even if the attacking force contains engineers.

[32.0] TRADE ROUTES

32.1 Normally, a trade city has an income of one treasury point. But a trade city connected to another trade city by a trade route increases its treasury point income as follows:

(1) If connected to one other trade city, it provides two treasury points.

(2) If connected to two other trade cities, it provides three treasury points.

(3) If connected to three or more other trade cities, it provides four treasury points.

32.2 To be connected to another trade city, it must be able to trace a path of contiguous trade route hexes of any length to another trade city. Each trade city in the network provides its full value to other cities in the network. For example: if a player has two trade cities connected to each other, he receives two treasury points for each.

32.21 Restrictions:

(1) Trade routes can be by land or sea, or any combination of and sea.

(2) All cities in the network must be functional (non-pillaged).

(3) Trade route hexes may not be blocked by enemy units or zones of control. Land units don't affect the tracing of sea trade routes. Naval units and their ZOCs do affect the tracing of land routes through coastal hexes. Neutral units do not affect trade routes.

(4) The presence of a friendly unit in a trade route hex containing an enemy zone of control doesn't negate that ZOC for purposes of this rule.

[33.0] KARAKORUM & KURILTAIS

33.1 BUILDING THE GREAT CAPITAL

The Mongol player may build the great capital on the city of Karakorum in Mongolia. That's done by having a Mongol unit occupy Karakorum during a friendly recruiting phase and paying the cost in treasury points.

33.2 KARAKORUM & STRATAGEMS

33.21 If the Great Khan is in the Great Capital, the extra stratagem markers he receives for being the Great Khan are SELECTED by the Mongol player (that is, the player sorts though the pool and deliberately picks the markers he wants). Karakorum may not be in a pillaged state. For example, Genghis Khan is in the Great Capital. The Mongol player could select two markers from the pool for free for that reason.

33.3 Kuriltais & Great Khan Replacement. If the Great Khan has been eliminated for any reason, the Mongol player may select a new Great Khan by calling a Kuriltai (great assembly) at Karakorum.

33.31 Procedure

(1) Kuriltais are conducted during the Kuriltai phase. A Kuriltai may be called only if there is no Great Khan on the map, and can be called only by the Mongol player in his own turn. The Mongol

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player must have at least one Mongol leader (Mongolia region, not controlled non-Mongols) on Karakorum, and Karakorum may not be in a pillaged state. No more than one Kuriltai may be called per turn (and the Mongol player is not required to call one). Mongol leaders in a state of civil war don't qualify if in Karakroum.

(2) Consult the Kuriltai Table. Roll a die and add to it the die roll modifiers, which are based on the number of leaders in Karakroum. Kuriltai results include the selection of a new Great Khan and possibly civil war.

33.4 DESTROYING THE GREAT CAPITAL

The Great Capital marker is destroyed when the hex it occupies is successfully pillaged (it remains on the map if otherwise enemy occupied). The instant that the Great Capital marker is destroyed, all special effects for it are cancelled. A destroyed Great Capital may be rebuilt later in the game.

[34.0] KHANATES & MONGOL CIVIL WARS

34.1 PLACING A KHANATE CAPITAL

Capitals may be placed by scenario instructions. If they are not placed according to scenario instructions, they may be built during the friendly recruiting phase. Pay the cost in treasury points and fulfill the other conditions listed in this rule. A Khanate capital that has been destroyed may be rebuilt. They are placed as follows.

(1) They must be placed in a city hex containing at least one Mongol unit. The hex may not be in a pillaged state.

(2) They may be placed only in a region that's Mongol controlled.

(3) They may not be placed in Mongolia or a region that already has a Khanate capital.

(4) They may not be placed in a region adjacent to a region that has another Khanate capital. They may be placed adjacent to Mongolia.

(5) Players need not place the Khanate capitals in regions corresponding to their historic placement. The names on the markers are for historical interest only. For example, the Ilkanate marker could be placed in, say, the Sung region.

34.2 Khanates. There can be up to five Khanates in the game: Golden Horde, Chagadai, White Horde, Ilkanate, Yuan. Each Khanate consists of the region in which the Khanate capital is placed and all adjacent regions. Note that in some cases Khanates will overlap. There is no additional effect if more than one Khanate overlaps into the same region. For purposes of this rule, adjacency is defined as having a common land border; ignore seas.

34.3 EFFECTS OF KHANATE CAPITALS

The region containing a Khanate capital and all regions adjacent to it are considered to be part of that Khanate.

(1) The amount of taxes the Mongol player collects from a region are halved unless he has a Khanate capital in or adjacent to it. The Mongol player may raise taxes, but any multiplier he receives as a result of raising taxes is halved.

(2) If the Mongol player has a Mongol leader in a Khanate capital, he receives a number of extra stratagem markers each stratagem phase (at no cost) equal to that leader's rating (picked at random). A maximum of one leader per Khanate capital may apply his leadership rating for that purpose. If the Mongol Great Leader is in the Khanate capital, that player knowingly selects from the pool a number of stratagems equal to his leadership rating.

(3) The Mongol player may recruit Mongolia region toumen units

on a Khanate marker as follows: the Mongol player may recruit one toumen per Khanate marker during each Mongolian recruiting phase. It is placed on the Khanate marker by paying the appropriate amount of treasury points and in accordance with normal rules for recruiting mercenaries. The region itself doesn't have to be Mongol controlled.

(4) Die roll modifiers to various game tables for Khanate effects are listed adjacent to the tables themselves.

(5) The Mongolia region is never affected by Khanate markers.

34.4 KHANATES & CIVIL WARS

34.51 If a random event calls for a Khanate to go into a state of civil war, flip the Khanate capital and all Mongol units in that region and all adjacent regions so their civil war sides are up. That includes all units in the same region as the Khanate capital and all adjacent regions, even if the adjacent regions are also adjacent to another (non-civil warring) Khanate capital. That also includes Mongol units in Mongolia.

34.512. Civil war status Mongol units are controlled by the Kingdoms player.

34.52 Civil wars may be triggered either by random events or by Kuriltai results. They may not be initiated by diplomacy. Civil war affects only Mongol units in the designated regions; they don't affect non-Mongol units.

34.512 Exceptions

(1) The Great Khan and guard units are not affected by civil war, nor are units stacked with them.

(2) If the Great Khan is stacked with a Khanate marker, and that Khanate is supposed to go into civil car, it doesn't do so, and all Mongol units in that Khanate remain loyal.

(3) If a Guard unit is on a Khanate capital that goes into civil war, that unit is displaced to an adjacent hex and the civil war goes into effect. For example, suppose the Golden Horde goes into civil war. Flip the Golden Horde capital to its civil war side. All Mongol units in and adjacent to the region of the Golden Horde capital are flipped to their civil war sides (noting only the exceptions above).

34.53 Should a Khanate in a state of civil war receive another civil war result, there is no additional effect: it remains in civil war, and loyal units in the region are not further affected.

34.54 Mongol units in a state of civil war may leave their Khanate. They are not converted back to their loyal side by so doing. Mongol units that enter a Khanate in a state of civil war after the event has been triggered remain loyal.

34.55 Ending Civil Wars

34.551 A Khanate in civil war remains in that state until either of the following occur: 1) the Khanate capital is pillaged, and hence is removed from the map; or 2) the Mongol player conducts a successful diplomacy attempt against the Khanate; see below.

34.552 If either of those events occur, all Mongol units in civil war status in the warring Khanate's provinces (the same and adjacent regions) are flipped to their loyal side, as well as the Khanate capital marker if still on the map. If stacked with other Kingdoms units, the Mongol units are moved into one adjacent hex per stack. If no playable adjacent hex exists, the Mongol units are eliminated instead.

Note that Mongol units that might have been involved in the civil war originally, but moved to non-adjacent regions, are not flipped back to their loyal side.

34.56 Diplomacy. The Mongol player may designate a Khanate marker in a state of civil war for Diplomacy. A result of D2 or D3

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causes that Khanate to return to loyalty (see the Diplomacy Table for full results).

34.57 Khanates are never neutral: they are either loyal (Mongol controlled) or in civil war status (Kingdoms player controlled).

34.58 Note that diplomatically designating a Khanate marker is not the same as targeting the region in which it is located. A player could designate both in the same turn with separate diplomatic attacks, but not combine them.

34.59 Note that the regions that compose a Khanate are not shifted in loyalty due to civil war. Yes, that can create some confused situations, but that's how it was.

34.6 Recruiting. The Kingdoms player may build toumens on a Mongol capital in a state of civil war by expending the appropriate treasury points and in accordance with other rules of recruiting mercenaries.

34.7 Destroying & Replacing Khanate Capitals. A Khanate capital marker is destroyed, and removed from the map, when the hex it occupies is successfully pillaged (they otherwise remain on the map if enemy occupied). The instant a Khanate capital marker is destroyed, all special effects for it are cancelled. A destroyed Khanate capital may be rebuilt later in the game.

[35.0] PLAYERS' NOTES

• **The system.** KHAN is another game using the **CHARLEMAGNE-XENOPHON-BELISARIUS** system; however, it covers much greater spatial and time scales. The players are fighting for control of the entire Eurasian landmass.

• **The situation.** The Mongols have several advantages in the game, owing to their central direction so that player can choose some of the Stratagems for his "Great Khan." On the other hand, once the Great Khan is dead, the Mongols must stop and regroup. Many other Mongol advantages are built into the system, mainly through their being able to gain more stratagem markers. The death of the Great Khan, will, however, allow the Kingdoms player to catch up if he can get his own house in order.

• **Diplomacy.** This is the "secret weapon" of the Kingdoms player. By causing regions to defect from the Mongols, you gain control of some of those armies. That is the sure way to change the balance of power in the game.

• **Random Events.** You must read the Random Events Table before playing your first game, because certain events will radically alter the situation by undermining the stronger player's position.

• **Revolt Table.** The outcomes here favor the Kingdoms player. That represents the historic centrifugal forces causing regions to fight against the Mongols' centralizing power. In game terms, this Kingdoms advantage is balanced by the Mongol Empire's greater resources.

• **Stratagem Markers.** Players should note that several game events will cause them to lose stratagem markers; so it's not wise to try to hold on to too many for too long.

• **Recruiting.** The difference between levies and mercenaries reflects the nature of recruiting in this era. Levies represent feudal forces and other such traditional formations, while mercenaries are professional armies. Differences in levy rates reflect overall state organization. For example, the Chinese have a relatively low level of levy but, because of their high city income, they can recruit more mercenaries.

• **Control** represents a range of factors, from vassalage to alliance. Given the game scale, I didn't want to refine this any further, as it would have created more complexity than it was worth. The shifts in control also represent various local wars, allowing players to fight, for example, the crusades that took place in that century.

• **Forced March** is a way to concentrate forces in a single turn. Use normal operations to move several separate forces into a hex; then use a forced march to move the newly concentrated force.

• **Combat Results Tables.** Each combat represents the outcome of an entire campaign. There are no odds at which the attacker can be assured of a bloodless victory, as historically there were too many swings in fortune to allow for that in the game.

• **Special Rules.** KHAN covers a much longer time than the previous games in the series; so there had to be some provision for replacement of the Great Khan, establishment of Khanates, and so forth. Those rules also allow for the periodic ebbs and flows that occurred during the historic Mongol offensives.

KHAN SCENARIOS

Players decide who will play each side, then set up forces in the order given in the scenario instructions. Begin play on the designated turn and continue through to the end of game.

1. **Unit Placement.** Units are placed anywhere in the region of the same name unless otherwise stated. Players must initially place at least one unit in each city. Units may not be initially placed in excess of a hex's forage limit. (Exception: a pillaged hex may have one unit placed in it.)

2. If there is a discrepancy with a region's control status listed below and the chart, the scenario information has precedence.

SCENARIO 1:
STORM FROM THE EAST

This scenario covers the era of Genghis Khan.

S.1.1 **Scenario length.** 1206-1210 through 1226-1230 (five turns).

S.1.2 **Player Order:** Mongol player is first player, Kingdoms player is second player. The Kingdoms player sets up first.

S.1.3 **Stratagem Pool.** Place all stratagem markers in an opaque container.

S.1.4 **Kingdoms Deployment** (set up first)

(1) Treasury. Start with 10 treasury points.

(2) Stratagem Markers. The Kingdoms player picks two stratagem markers from the pool.

(3) Initial Control and Units (place in region, all units are of named region):

Xi Xia: 1 x Field Army, 1X Nomad, 1 x Feudal Array.

Uighurs: 2 x Nomad.

S.1.5 **Neutral Deployment** (set up second; neutral units set up by Kingdoms player)

(1) Neutral Regions and Neutral Units (place in region, all units are of named region):

Tartary: 2 x Nomad.
Kara Khitai: 1 x Feudal Array, 2 x Nomad.
Cumans: 1 x Feudal Array, 2 x Nomad.
Ch'in Empire: 2 x Field Army, 6 x Feudal Array, 1 x Engineer, 1 x Fleet.
Sung Empire: 1 x Field Army, 4 x Feudal Array, 1 x Engineer, 1 x Fleet.
Nanchau: 2 x Feudal Array.
Tibet: 2 x Feudal Array.
Korea: 2 x Feudal Array
Japan: 2 x Field Army, 2 x Feudal Array.
Hindu States: 1 x Elephant, 2 x Feudal Array.
Mien: 1 x Elephant, 1 x Feudal Array.
Khmer: 1 x Feudal Array.
Vietnam: 2 x Feudal Array.

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Seljuks: 1 x Field Army, 2 x Nomad.

Ayyubid Sultanate: 2 x Field Army, 2 x Feudal Array, 1 x Nomad, 1 x Fleet (may also place units in Jerusalem).

Abbasid Caliphate: 1 x Field Army, 1 x Feudal Array.

Ismailis: 2 x Feudal Array.

Arabia: 1 x Nomad.

Khwarizm: 2 x Field Army, 2 x Feudal Array, 2 x Nomad, 1 x Engineer, Leader *Jalal al-Din*.

Ghurids: 1 x Field Army, 1 x Nomad.

Delhi Sultanate: 2 x Field Army, 2 x Feudal Array, 1 x Elephant.

Britannia: 1 x Field Army, 1 x Feudal Array, 1 x Fleet.

France: 1 x Field Army, 2 x Feudal Array.

The Empire: 1 x Field Army, 3 x Feudal Array, 1 x Fleet.

Papacy: 1 x Feudal Array.

Venice: 1 x Field Army, 2 x Fleet (1 x Fleet must be placed in Constantinople).

Poland: 1 x Field Army, 1 x Feudal Array.

Hungary: 1 x Field Army, 2 x Feudal Array, Leader *Bela*

Norse: 1 x Feudal Array, 1 x Fleet.

Teutonic Knights: 1 x Feudal Array.

Novgorod: 1 x Field Army, 1 x Feudal Array.

Russian States: 2 x Feudal Arrays.

Balkans: 2 x Feudal Arrays.

Byzantine Empire: 1 x Feudal Array (may not deploy in Constantinople).

Georgia: 1 x Field Army, 1 x Feudal Array.

Crusader States: 1 x Field Army, 1 x Feudal Array (may place in Antioch, Acre and Constantinople only).

S.1.6 Mongolian Deployment (set up third)

(1) Treasury. Start with five treasury points.

(2) Stratagem Markers. The Mongol player picks 10 stratagem markers from the pool.

(3) Initial Control and Units (place in region):

Mongolia: 5 x Toumens, Leaders *Genghis Khan (Great Khan), Chagadai, Ogedai, Batu*.

(4) Mongol Capitals: None are placed at the start of the game.

S.1.7 Victory Points

(1) **Mongol**

+2: Each treasure/trade city occupied by an empire force*

+1: Every other city or colony occupied by an empire force*

+5: (optional rules) Each Khanate marker on the map with a loyal Mongol force in the same hex*

+?: The total of Mongol treasury points

+?: The levy value of each region controlled by the Mongol player

(2) **Kingdoms**

+2: Each treasure/trade city occupied by a Kingdoms force*

+1: Every other city or colony occupied by a Kingdoms force*

+2: (optional rules) Each Khanate marker on the map with a Kingdoms force in the same hex*

+5: (optional rules) Each Khanate marker on the map with a civil war Mongolian force in the same hex*

+?: The total of Kingdoms treasury points

+?: The levy value of each region controlled by the Kingdoms player

Notes

(1) *Pillaged cities don't count for victory points.

(2) A force must be belligerent at the end of the game to count for occupation of cities.

(3) See the Region Control Chart for levy values.

S.1.8 Special Rules

(1) Genghis Khan is the Great Khan.

(2) **Fourth Crusade**: Constantinople (in the Byzantine Empire) begins the game pillaged. Venetian and Crusader State units may initially be placed there. Also, Ayyubids may place their units in Jerusalem. That does not trigger belligerency per se.

(3) There is no random events phase in the first player turn of Game Turn 1; roll for random events normally starting with the second player turn of Game Turn 1.

SCENARIO 2: THE GOLDEN HORDE

This scenario covers the era of Genghis' successors, who consolidated the Mongolian empire and continued the conquests into Europe, the Middle East and China

S.2.1 Scenario Length. 1231-1235 through 1256-1260 AD (six turns).

S.2.2 Player Order: Mongol player is the first player, Kingdoms player is the second player. Note the Kingdoms player sets up first.

S.2.3 Stratagem Pool. Place all stratagem markers in an opaque container.

S.2.4 Kingdoms Deployment (set up first)

(1) Treasury. Start with five treasury points.

(2) Stratagem Markers. The Kingdoms player picks four stratagem markers from the pool.

(3) Initial Control and Units (place in region, all units are of named region):

Ch'in Empire: (May set up only south of the Hwang-Ho River): 3 x Field Armies, 3 x Feudal Arrays, 1 x Engineer, 1 x Fleet, Leader *Wan Yen-yi*.

Khwarizm: 1 x Field Army, 1 x Feudal Array, 1 x Nomad, Leader *Jalal al-Din* (deploy south of Nishapur (exclusive).

S.2.5 Neutral Deployment (set up second; neutral units set up by Kingdoms player)

a.   Neutral Regions and Neutral Units (place in region, all units are of named region):

Sung Empire: 2 x Field Army, 5 x Feudal Array, 1 x Engineer, 1 x Fleet.

Nanchau: 2 x Feudal Array.

Tibet: 2 x Feudal Array.

Korea: 2 x Feudal Array

Japan: 2 x Field Army, 2 x Feudal Array.

Hindu States: 1 x Elephant, 2 x Feudal Array.

Mien: 1 x Elephant, 1 x Feudal Array.

Khmer: 1 x Feudal Array.

Vietnam: 2 x Feudal Array.

Seljuks: 1 x Field Army, 2 x Nomad.

Ayyubid Sultanate: 2 x Field Army, 2 x Feudal Array, 1 x Nomad, 1 x Fleet.

Abbasid Caliphate: 1 x Field Army, 2 x Feudal Array.

Ismailis: 2 x Feudal Array.

Arabia: 1 x Nomad.

Delhi Sultanate: 2 x Field Army, 2 x Feudal Array, 1 x Elephant.

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Britannia: 1 x Field Army, 1 x Feudal Array, 1 x Fleet.

France: 2 x Field Army, 2 x Feudal Array, 1 x Fleet, Leader *Louis.*

The Empire: 2 x Field Army, 3 x Feudal Array, 1 x Fleet, Leaders *Frederick, Wenceslas* (1 x Field Army and Leader *Frederick* must be placed in Jerusalem).

Papacy: 1 x Feudal Array.

Venice: 1 x Field Army, 2 x Fleet (1 x Fleet must be placed in Constantinople).

Poland: 1 x Field Army, 1 x Feudal Array.

Hungary: 1 x Field Army, 2 x Feudal Array, Leader *Bela*

Norse: 1 x Feudal Array, 1 x Fleet.

Teutonic Knights: 1 x Field Army.

Novgorod: 1 x Field Army, 1 x Feudal Array, Leader *A. Nevsky.*

Russian States: 1 x Feudal Array.

Balkans: 2 x Feudal Arrays.

Byzantine Empire: 2 x Feudal Array (may not deploy in Constantinople).

Georgia: 1 x Field Army, 1 x Feudal Array.

Crusader States: 1 x Field Army, 1 x Feudal Array (may place in Antioch, Acre, Jerusalem and Constantinople).

S.2.6 Mongolian Deployment (set up third)

(1) Treasury. Start with 15 treasury points.

(2) Stratagem Markers. The Mongol player picks 10 stratagem markers from the pool.

(3) Initial Control and Units (Mongol controlled units may be placed in any Mongol controlled regions, plus in the Ch'in Empire north of the Hwang-Ho River, and in Khwarizm on or north of Nishapur).

Mongolia: 8 x Toumen, 3 x Keshig, Leaders *Ogedai* (Great Khan), *Chagadai, Batu,*

Subedai, Guyuk.

Uighurs: 2 x Toumen, 1 x Nomad.

Tartary: 2 x Toumen, 1 x Nomad.

Kara Khitai: 2 x Toumen, 1 x Nomad.

Cumans: 2 x Nomads.

Xi Xia: 1 x Field Army, 1 x Engineer.

Ghurids: 1 x Field Army.

(4) Mongol Capitals:

    (a) place on Karakorum: Great Capital marker.

    (b) place on Sarai (in Cumans Region): Golden Horde Khanate marker.

    (c) place on Kashgar (in Kara Khitai Region): Chagadai Khanate marker.

S.2.7. Victory Points

a. Mongol

    +2: Each treasure/trade city occupied by a Mongol force*

    +1: Every other city or colony occupied by a Mongol force*

    +5: (optional rules) Each Khanate marker on the map with a loyal Mongol force in the same hex*

    +?: The total of Mongol treasury points

    +?: The levy value of each region controlled by the Mongol player

b. Kingdoms

    +2: Each treasure/trade city occupied by a Kingdoms force*

    +1: Every other city or colony occupied by a Kingdoms force*

    +2: (optional rules) Each Khanate marker on the map with a Kingdoms force in the same hex*

    +5: (optional rules) Each Khanate marker on the map with a civil war Mongolian force in the same hex*

    +?: The total of Kingdoms treasury points

    +?: The levy value of each region controlled by the Kingdoms player

    +?: 50 percent of the levy value of each neutral region**

Notes

(1) *Pillaged cities don't count for victory points.

(2) A force must be belligerent at the end of the game to count for occupation of cities.

(3) See the Region Control chart for levy values.

(4) **The Kingdoms player gets points for neutral regions, reflecting the necessity for the Mongols in this scenario to conquer all.

S.2.8 Special Rules:

(1) Ogedai is the Great Khan. Genghis Khan is permanently removed from play.

(2) The following cities begin the game pillaged: Bokhara, Samarkand, Bolgar.

(3) Fourth and Sixth Crusades: Venetian and Crusader State units may be initially placed in Constantinople. Empire units are initially placed in Jerusalem, as per instructions. This does not trigger belligerency per se.

(4) There is no random events phase in the first player turn of Game Turn 1; roll for random events normally starting with the second player turn of Game Turn 1.

SCENARIO 3: KUBLAI KHAN

This scenario covers the era of Kublai Khan, who ruled the greatest land empire in history. It opens with the Mongol Empire in civil war.

S.3.1 Scenario length. 1261-1265 through 1291-1295 (seven turns).

S.3.2 Player Order: Mongol player is first player; Kingdoms player is second player. Note the Kingdoms player sets up first.

S.3.3 Stratagem Pool. Place all stratagem markers in an opaque container.

S.3.4 Kingdoms Deployment (set up first)

(1) Treasury. Start with 15 treasury points.

(2) Stratagem Markers. The Kingdoms player picks six stratagem markers from the pool.

(3) Initial Control and Units (place in region, all units are of named region):

Kara Khitai: 1 x Toumen, 2 x Nomad.

Cumans: 1 x Feudal Array, 1 x Nomad.

Sung Empire: 2 x Field Army, 6 x Feudal Array, 2 x Engineer, 2 x Fleet.

Ayyubid Sultanate: 3 x Field Army, 2 x Feudal Array, 1 x Nomad, 1 x Fleet,

Leader *Baibars* (May deploy anywhere in Ayyubid Region and Jerusalem).

Elite Armies: 1 x Mamluk unit, controlled by the Kingdoms player, placed

on any city in the Ayyubid Sultanate.

(4) Civil War Status Mongol units:

    In the Kara Khitai Region: 2 x Toumens, Leader *Arik-Buka.*

    In the Cumans Region: 3 x Toumens, Leader *Berke.*

S.2.5 Neutral Deployment (set up second; neutral units set up by

KHAN:

Kingdoms player)

(1) Neutral Regions and Neutral Units (place in region, all units are of named region):

Nanchau: 1 x Field Army, 2 x Feudal Array.

Tibet: 2 x Feudal Array.

Japan: 2 x Field Army, 2 x Feudal Array.

Hindu States: 1 x Elephant, 2 x Feudal Array.

Mien: 1 x Elephant, 2 x Feudal Array.

Khmer: 1 x Feudal Array.

Vietnam: 2 x Feudal Array, Leader *Tran Nhon-Ton*.

Arabia: 1 x Nomad.

Delhi Sultanate: 2 x Field Army, 2 x Feudal Array, 1 x Elephant, Leader *Balban*.

Britannia: 1 x Field Army, 1 x Feudal Array, 1 x Fleet.

France: 1 x Field Army, 2 x Feudal Array, Leader *Louis*.

The Empire: 1 x Field Army, 2 x Feudal Array.

Papacy: 1 x Feudal Array.

Venice: 1 x Field Army, 2 x Fleet.

Poland: 1 x Feudal Array.

Hungary: 1 x Field Army, 2 x Feudal Array, Leader *Bela*

Norse: 1 x Feudal Array, 1 x Fleet.

Teutonic Knights: 1 x Field Army, 1 x Feudal Array.

Novgorod: 1 x Field Army, 1 x Feudal Array.

Balkans: 2 x Feudal Arrays.

Byzantine Empire: 1 x Field Army, 1 x Feudal Array.

Crusader States: 1 x Feudal Array (may place only in Antioch or Acre).

S.2.6 Mongolian Deployment (set up third)

(1) Treasury. Start with 20 treasury points.

(2) Stratagem Markers. The Mongol player picks five stratagem markers from the pool.

(3) Initial Control and Units.

(a) Must deploy in Mongolia, Xi Xia, Ch'in Empire:

Mongolia: 3 x Toumen, 3 x Kishig, Leader *Kublai* (Great Khan).

Uighurs: 2 x Toumen, 1 x Nomad.

Ch'in Empire: (May set up only south of the Hwang-Ho River): 3 x Field

Armies, 3 x Feudal Arrays, 1 x Engineer, 1 x Fleet, Leader *Wan Yen-yi*.

Xi Xia: 1 x Field Army, 1 x Engineer.

Korea: 2 x Feudal Array

(b) Must be deployed in Seljuks, Abbasid Caliphate, Ismailis, Khwarizm, Ghurids, Georgia.

Seljuks: 1 x Field Army, 2 x Nomad.

Abbasid Caliphate: 1 x Field Army, 1 x Feudal Array.

Ismailis: no units.

Khwarizm: 1 x Field Army, 1 x Feudal Array, 1 x Engineer.

Ghurids: 1 x Field Army.

Georgia: 1 x Feudal Array.

Leader: *Hulegu*.

(c) Must be deployed in own Region:

Tartary: 1 x Toumen, 1 x Nomad.

Russian States: 1 x Feudal Array.

(4) Mongol Capitals:

(a) place on Karakorum: Great Capital marker.

(b) Place in Baghdad (in Abbasids Region): Ilkhanate Khanate marker (loyal).

(c) place on Sarai (in Cumans Region): Golden Horde Khanate marker (civil war state)

(d) place on Kashgar (in Kara Khitai Region): Chagadai Khanate marker (civil war state).

S.3.7. Victory Points

a. Mongol

+2: Each treasure/trade city occupied by a Mongol force*

+1: Every other city or colony occupied by a Mongol force*

+1: Every other city or colony occupied by a Mongol force that also has a public works marker*

+5: (optional rules) Each Khanate marker on the map with a loyal Mongol force in the same hex*

+?: The total of Mongol treasury points

+?: 50 percent of the levy value of each region controlled by the Mongol player

b. Kingdoms

+2: Each treasure/trade city occupied by a Kingdoms force*

+1: Every other city or colony occupied by a Kingdoms force*

+2: (optional rules) Each Khanate marker on the map with a Kingdoms force in the same hex*

+5: (optional rules) Each Khanate marker on the map with a civil war Mongol force in the same hex*

+?: The total of Kingdoms treasury points

+?: The levy value of each region controlled by the Kingdoms player

+?: 50 percent of the levy value of each neutral region**

Notes

(1) *Pillaged cities don't count for victory points.

(2) A force must be belligerent at the end of the game to count for occupation of cities.

(3) See the Region Control chart for levy values.

(4) **The Kingdoms player gets points for neutral regions, reflecting the necessity for the Mongols in this scenario to conquer all.

S.2.8 Special Rules:

(1) Kublai Khan is the Great Khan. Genghis Khan and Ogedai are permanently removed from play.

(2) The Golden Horde and Chagadai Khanates are in a state of civil war. All Mongol units in following regions are in a state of civil war: Cumans, Tartary, Kara Khitai, Uighurs.

(3) Recapture of Jerusalem: Ayyubid units may be placed in Jerusalem. This does not trigger Crusader States belligerency.

(4) All cities in the Ismailis region are pillaged.

(5) There is no random events phase in the first player turn of Game Turn 1; roll for random events normally starting with the second player turn of Game Turn 1.

(6) No military order units are deployed.

SCENARIO 4: KHAN!

This scenario covers the entire century of Mongol expansion.

1. Scenario length. 1206-10 through 1291-95 (18 turns).

2. Player Order: Mongol player is the first player; Kingdoms player is the second player. Note the Kingdoms player sets up first.

3. Stratagem Pool: place all stratagem markers in an opaque container.

4. Kingdoms Deployment: same as Scenario 1.

5. Neutral Deployment: same as Scenario 1.

6. Mongol Deployment: same as Scenario 1.

7. Victory Points: same as Scenario 3.

8. Special Rules: same as Scenario 1.

36.0 TERRAIN EFFECTS CHART

Type	Movement Cost	Defense Effect	Forage Value	Income	Notes
Clear	1	x1	2	-	Toumens and Nomads count as 1/3 unit for Forage when occupying Clear.
Forest	2	x1	1	-	Attacker may not use the Mobile CRT if defender is in a forest hex.
Swamp	2	x1	0	-	Attacker may not use the Mobile CRT if defender is in a forest hex.
Rough	3	x2	1	-	Attacker may not use the Mobile CRT if defender is in a rough hex.
Tundra	3	x1	0	-	-
Land Trade Rte	O/T	O/T	+1*	-	See rule 33.0. *Add +1 to the forage value of other terrain in the hex.
Naval Trade Rte	O/T	O/T	O/T	-	See rule 33.0.
Desert	2	x1	0 or 1*	-	*1 for nomad units of same region and all leaders; 0 for others.
City	1	x2	3*	1	Enemy ZOCs don't extend into friendly occupied cities. Attacker may not use the Mobile CRT if defender in city hex. Units inside may ignore retreat results. Garrison strength = 1 on defense. *1 if blockaded (see rule 32.0).
Mongol Grt Cap	1	x2	3*	1	Enemy ZOCs don't extend into. Attacker may not use the Mobile CRT if defender in hex. Units inside may ignore retreat results. Garrison strength = 1 on defense. See rule 35.0.
Trade City	1	x2	3*	2**	Enemy ZOCs don't extend into. Attacker may not use the Mobile CRT if defender in hex. Units inside may ignore retreat results. Garrison strength = 1 on defense. *1 if blockaded (see rule 32.0). **Optional rule 33.0 provides variable treasury points per turn.
Treasure City	1	x2	3*	3	Enemy ZOCs don't extend into. Attacker may not use Mobile CRT if defender in hex. Units inside may ignore retreat results. *1" if blockaded (see 32.0). Garrison strength = 1 on defense.
Great Wall	+1	x2	+1*	-	Increase adjacent hexes' forage value by 1 for Ch'in units only. Use other terrain for other regions' units.
Border River/Lake/Strait Hex Side	O/T +2	O/T x2	O/T +1*	-	Defense x2 only if attacker across river. May not retreat/withdraw across. *Increase adjacent hexes' forage value by 1.
Coast	O/T	O/T	O/T	-	-
Port	O/T	O/T	O/T	O/T	-
Sea	1*	x1	0	-	*Naval movement/transport only. Costs 2 per hex if starting in a non-port coastal hex.
Zone of Control	O/T*	O/T	n/a	-	*Units must stop when entering an enemy zone of control. Zones of Control block retreat. Units in enemy ZOC can't conduct Pillage or Colonization.
Colony Marker	O/T	x2	3*	1	Enemy ZOCs don't extend into friendly occupied colonies. Units inside may ignore retreat results. *1 if blockaded (see 32.0). Garrison strength = 1 on defense.
Khanate Capital	same as city in hex				Must be placed on printed city hex. See rule 36.0.
Pillage marker	O/T	O/T	0	-	Negates city/port in hex. Reduces forage and income values to 0.
Public Works Marker	O/T	O/T	0	+1*	*Adds 1 treasury pt. taxation of city/colony in hex.
Naval Transit	+6	not allowed	0	-	Naval movement only. Units must end their movement back on the hexagon part of the map.

Notes

1. Type: type of terrain.

2. Movement Cost: number of operations points it costs to enter the hex or cross the hex side.

3. Defense Effect: multiplication of defender's strength when in this terrain.

4. Forage Value: number of units that can be supported by the hex during provisioning phase.

5. Income: the number of treasury points received for occupying the hex.

6. Notes: special effects for this type of terrain.

7. O/T: Use other terrain in the hex to determine this value.

8. n/a: not applicable.

KHAN:

[43.0] KHAN TREASURY CHARTS TABLE

Income

Gain treasury points for friendly occupied:

*Treasure City: 3

Trade City: 2

*Other Cities: 1

*Colony: 1

*Public Works marker on city or colony: +1 to normal value

*Also the optional trade routes rule.

Costs in Treasury Points

Units	Levy	Recruit*	Provision
Toumen	Yes	4	3
Provisioning cost = "1" if in a clear hex.			
Keshig Toumen	No	4	3
Provisioning cost = "1" if in a clear hex.			
Receive only via *Elite Units* stratagem play.			
Elite Army	No	See note	2
Receive only via *Elite Units* stratagem play.			
Field Army	No	4	2
Nomads	Yes	3	2
Provisioning cost = "1" if in a clear hex.			
Feudal Array	Yes	2	1
Provisioning cost = "2" if outside unit's own region.			
Elephant	Yes	6	1
Engineers	No	3	2
Fleet	Yes	6	3
Leader	No	See note	0
Receive only via designated stratagem marker.			

Markers

Place:

Stratagem	-	2	-
Great Capital	-	10	-
Khanate Capital	-	10	-
Colony	-	5	-
Place only via colonization operation, but must pay cost regardless.			
Public Works	-5	-	

Remove markers:

Garrison Destroyed	-	1	-

Remove Pillage from:

Karakorum	-	5	-
Treasury City	-	9	-
Trade City	-	6	-
Other cities	-	3	-
Other hexes	-	1	-

Notes

1. Levy: "Yes" means unit type can be levied; "No" means it can't be levied.

2. Recruiting costs apply only to mercenaries. Treasury points to recruit levied units is zero. All units pay provisioning costs except as noted.

3. Provisioning cost is paid for units that can't forage in a hex.

[45.0] KHAN PILLAGE OPERATIONS TABLE

Phasing player expends four operations points.

Die Roll	Pillage Strength		
	1	2-3	4+
1	-	-	R
2	-	R	P+R
3	R	P+R	P+R
4	P+R	P+R	P+R
5	P+R	P+R	P+R
6	P+R	P+R	P+R

Pillage Strength

* +1 per each unit in the force.

Leaders do not count for pillage.

Results

P: Pillage

(1) Place a pillaged marker in the hex.

(2) Remove any colony, public works and/or Mongol capital marker in the hex.

(3) If the hex contains a city or a colony marker, the phasing player immediately gains the following number of treasury points:

Treasure or trade city: roll a die and receive treasury points equal to that result.

Other city or colony: receive one treasury point.

R: Reaction. The non-phasing player picks one stratagem marker at random from the pool.

-: No Effect

Effects of Pillage Markers

1) Any city in the hex is ignored while the pillaged marker is in that hex. Treat the hex as clear terrain for all game purposes.

2) If a city hex, reduce the forage value of the hex to zero.

3) If a non-city hex, reduce to zero the forage value of the hex and all adjacent hexes (except cities and hexes adjacent across all-sea hex sides).

4) Any port in the hex is ignored (treat as coast).

5) A player can't place a Mongol capital, colony and/or public works markers in the hex until the Pillaged marker is removed.

6) Any inherent garrison in the hex is destroyed, and no garrison may be rebuilt until the pillage marker is removed.

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[39.0] KHAN REVOLT TABLE

Roll a separate die for each region indicated by the event.

Die Roll	Result
1(-)	No Effect
2	No Effect
3	No Effect
4	Revolt Succeeds
5	Revolt Succeeds
6(+)	Revolt Succeeds

Die roll modifiers (cumulative)

+1: Region is neutral and there is at least one belligerent unit (either side) in it.

+1: There is at least one pillaged marker in the region (never more than +1 regardless of number of pillaged markers).

+1: Optional rules only: the region is Mongol controlled and is not part of a Khanate (that is, it is not in or adjacent to any region with a Khanate marker).

+1: Optional rules only: for a Khanate civil war marker and there is no Great Khan on the map.

-1: All cities and colonies in the region have a public works marker in their hexes (regardless of who occupies them).

Results

No effect: Nothing happens.

Revolt Succeeds (for a Region):

(1) If the region is neutral: the region and all the units of that region become Kingdoms controlled.

(2) If the region is controlled by the Mongol or Kingdoms player: the region and all the units of that region become neutral.

Revolt Succeeds (for a Khanate):

(1) The Khanate marker is flipped to its civil war side.

(2) All Mongol region units in and adjacent to the region in which the Khanate marker is located are flipped to their civil war sides except the Great Khan and Mongol Keshig units and any units stacked with them, which remain loyal.

(3) Units from regions other than Mongolia are not affected.

[40.0] RAISING TAXES TABLE

Die roll is made per region.

Die Roll	Result
1(-)	Rebellion
2	Rebellion
3	Rebellion
4	Rebellion
5	Taxes x 1
6	Taxes x 2
7	Taxes x 2
8	Taxes x 2
9	Taxes x 2
10	Taxes x 3

Die Roll Modifiers (Cumulative)

+1: Player has a one-star leader in the region*

+2: Player has a two-star leader in the region*

+1: Player controls the region.

-1: At least one pillaged marker in the region (regardless of number of pillaged markers).

-1: Optional rules: Mongols checking and do not have a Khanate marker in or adjacent to the region.

*Only one Leader may apply his value per region per turn.

Results:

Rebellion: 1) No taxes are received for the region; and 2) if the region is controlled by the player attempting the tax increase, or is neutral, its control shifts to the enemy player. If the region is already controlled by the enemy player, the enemy player may immediately place a number of units in the region equal to its Levy value, as per the levy rule. This does not affect Khanate markers and Mongol units (that is, it does not trigger a civil war).

Taxes x 1: The player receives the normal taxes for the region.

Taxes x 2: The player receives double the normal taxes for the region.

Taxes x 3: The player receives triple the normal taxes for the region.

Notes

1. Mongolia may never have its taxes raised.

2. Remember, a public works marker increases a city's tax value by one; which is added before any multiplication for successful results.

[46.0] KHAN COLONIZATION OPERATIONS TABLE

Phasing player expends eight operations points and five treasury points.

Die Roll	Colonization Total			
	1	2	3-4	5+
1	R	R	R	R
2	-	-	-	C+R
3	-	-	C	C
4	-	C	C	C
5	C	C	C	C
6	C	C	C	C

Colonization/Pillage Total:

* Each two-star leader in force: +3
* Each one-star leader in force: +2
* Every other unit in the force: +1

Results

C: Colonization

    (1) Place a colony marker in the hex.

    (2) Remove any one unit in the colonizing force.

R: Reaction

The non-phasing player picks a stratagem marker at random from the pool.

-: No effect

Effects of Colonization Markers

    (1) Colonies are treated as printed cities.

    (2) Coastal colonies are ports.

    (3) Colonies are eliminated if their hex is pillaged.

KHAN:

[41.0] KHAN DIPLOMACY TABLE

Die Roll	Diplomacy Differentials					
	0(-)	1	2	3	4	5+
1	R1	R1	R1	R1	R2	R2
2	-	-	-	R1	D1+R1	D1+R1
3	-	-	D1	D1	D1	D2+R1
4	-	D1	D1	D2	D2	D2
5	D1	D1	D2	D2	D2	D3
6	D1	D2	D2	D3	D3	D3

Diplomacy Differential (Cumulative)

+?: Total of phasing player diplomacy values.

+?: Leader value of any one friendly leader in the same region as the attacked region.

+1: Phasing player's units occupy all cities and colonies in the region, pillaged or not.

+1: If Mongol player is conducting diplomacy against Mongolia or a Khanate marker.

-?: Total of non-phasing player diplomacy values.

+?: Leader value of any one enemy leader in the attacked region.

-1: if Kingdoms player is conducing diplomacy against Mongolia or a Khanate marker.

Notes

1. Target is one region or Khanate marker.

2. The phasing player must play at least one stratagem marker with a diplomacy value of "1"or more.

3. Defender may play stratagem markers with diplomacy values, at his option, to reduce the differential.

4. Mongolia's loyalty may never be shifted.

5. Note there are no die roll modifiers to the Diplomacy Table.

[42.0] KHAN OPERATIONS POINTS CHART

For Number of Operations Points for a Force, Total:

+ Operations value of unit with lowest operations value

and one of the following:

+ One die roll if no leader in the force

+ One die roll x 2 for a one-star leader in the force *

+ One die roll x 3 for a two-star leader in the force *

Operations Points Expenditure:

    Enter a hex: see Terrain Effects Chart

    Initiate battle against a non-city/non-colony hex: 3

    Initiate battle against a city/colony hex: 6

    Pillage: 2*

    Colonization: 8*

    Scouting: 2**

Notes.

*Pillage or colonization may not be conducted if the force is in an enemy zone of control.

** Optional Rules only.

Results:

-: No Effect

D1: The phasing player can implement one of the following:

(1) Examine all non-phasing stratagem markers or the current non-phasing treasury total.

(2) Optional rules: examine all concealed units in a region.

D2: The phasing player can implement one of the following:

    (1) implement the effect of D1 or;

    (2) if the region is currently neutral, the phasing player gains control of it or;

    (3) If the region is currently controlled by the non-phasing player, it becomes neutral or;

    (4) Mongols - one stack of civil war units in the region are restored to their loyal status (flip them to their front side).

D3: The phasing player can implement the following:

    Examine all non-phasing stratagem markers or the current non-phasing treasury total. Optional rules: examine all concealed units in a region.

The phasing player can also implement one of the following:

(1) if the region is currently neutral, the phasing player gains control of it or;

(2) If the region is currently controlled by the non-phasing player, it becomes neutral or;

(3) Mongols - one stack of civil war units in the region are restored to their loyal status (flip them to their front side).

(4) Assassination: the phasing player can attempt to assassinate an enemy leader. The player indicates any one stack in the region containing an enemy leader or supreme leader (Great Khan). Roll a die. On a 1-3, the leader is eliminated; a Great Khan is eliminated only on a roll of 1. On other results, the leader is not affected and the enemy player immediately picks one stratagem marker at no cost.

(5) The phasing player gains control of the region, regardless of its current controlstatus. Move the control marker to the phasing player's space on the Region Control Chart or;

(6) One stack of loyal Mongol units in the region goes into civil war. (Flip them to their reverse sides — the stack may not contain the Great Khan or Keshig units.) Non-Mongol units in the hex are displaced.

R1: **Minor Reaction**. The non-phasing player immediately picks one stratagem marker from the pool at no cost.

R2: **Major Reaction**. The non-phasing player immediately picks two stratagem markers from the pool at no cost.

THE RISE OF THE MONGOL EMPIRE

[38.0] KHAN RANDOM EVENTS CHART

11-13 Forces Rally. The phasing player receives, at no cost, any one available unit. Leaders may be received, except Great Khans who were eliminated earlier in the game. Also, elite armies and Keshigs may not be received. The unit must be from a region currently under friendly control. The player places the unit on any hex in the region as if it were a levy, or a hex containing at least one other friendly unit of the same region. (Note the latter doesn't have to be in the region).

14-16 Attrition/Bandits/Desertions/Pirates. The phasing player rolls a die and must eliminate that number of his choice of friendly units from the map. If the die roll is an even number, one of the eliminated units must be a friendly leader (if available).

21 Prosperity. Each player immediately receives a treasury point for every friendly occupied city. (Pillaged cities do not count.)

22 Plague. (1) Roll a die for each region: on a 1-4, nothing happens; on a 5-6, plague strikes in that region. Roll a die for each stack in a plague region, including friendly, enemy and neutral. On a roll of 1-2, all units in a plague-struck stack are eliminated; on a 3-6, the stack is not affected. (2) Roll a die for each unpillaged city and colony in that region: on a roll of 1-2, place a pillage marker in a city or remove a colony marker; on a 3-6, the hex is not affected. Neither player gains any treasury points for doing this. (3) Both players roll a die and must each lose that number of stratagem markers.

23 Troops Demand More Pay. The phasing player must immediately expend two treasury points per hex on the map that contain three or more friendly units (wo points per stack, not per unit). For each such stack the player doesn't pay (or refuses to pay), all friendly units in that stack are eliminated.

24 Corruption. The phasing player rolls a die and checks the result. He must immediately deduct that number of treasury points from his total.

25 Increased Revenues. The phasing player rolls a die and receives the number of treasury points equal to that result.

26 Prester John. If a player controls one or more Christian regions, he picks at random and for free one stratagem marker. Both players may do so if they both control one or more Christian regions.

31-33 Region Resists. If the phasing player has any forces occupying any hex of any neutral regions (including fleets on coastal hexes), the enemy player can choose one of those regions and it immediately comes under his control. (This goes into effect even if the enemy player has units in the region.)

34-36 Balance of Power. If either player controls three or more regions than the other, the player with fewer regions may do one of the following: 1) roll a die and immediately pick that number of stratagem markers at no cost; or 2) shift one neutral region into his control. (The choosing player must declare his choice of option one or two prior to rolling the die.)

41 Alliances Shift. The phasing player can shift any one region's control marker one space in his favor (that is, from enemy control to neutral, or from neutral to friendly control). Immediately implement any effects for the shift.

42 Local War. The player chooses any one neutral region on the map. He rolls one die: on a 1-3, it becomes friendly controlled. The enemy player then designates one neutral region adjacent (via land border) to that first region, if any; and he gains control of that second region. On a 4-6, it becomes enemy controlled. The player then designates one neutral region adjacent (via land border) to that first region, if any; and he gains control of that second region.

43-44 Kingdoms Leaders Dissent. The Kingdoms player rolls a die and loses that number of stratagem markers. This event occurs regardless of whose turn is in progress.

45 Mongol Leaders Dissent. The Mongol player rolls a die and loses that number of stratagem markers. This event occurs regardless of whose turn is in progress.

46 Great Khan Dies. The Great Khan is eliminated. If no Great Khan is on the map, treat as no event. This event may not occur on the first turn of any scenario (treat as no event).

51-52 Mongol Civil War. Make a revolt check for all Khanates on the map (Golden Horde, White Horse, Ilkhanate, Chagadai, Yuan). This applies only when using the Optional Khanate rule 24.0; otherwise, treat this as no event. A revolt result causes a Khanate to go into a state of civil war (see rule 29.0 for details).

53-54 Revolt (Steppes): Make a revolt check for all Steppe regions (Uighurs, Tartary, Kara Khitai, Cumans).

55-56 Revolt (Sinic): Make a revolt check for all Sinic regions (Chi'in, Sung, Xi Xia, Nanchau, Tibet, Korea Japan).

61-62 Revolt (Indies): Make a revolt check for all Indies regions (Hindu States, Mien, Khmer, Vietnam).

63-64 Revolt (Muslims): Make a revolt check for all Muslim regions (Seljuks, Ayyubid Sultanate, Abbasid Caliphate, Ismailis, Arabia, Khwarizm, Ghurids, Delhi Sultanate).

65-66 Revolt (Christendom): Make a revolt check for all Christendom regions (Britannia, France, The Empire, Papacy, Venice, Poland, Hungary, Norse, Teutonic Knights, Novgorod, Russian States, Balkans, Byzantine Empire, Georgia, Crusader States).

KHAN:

[44.0] KHAN COMBAT RESULTS TABLES

ASSAULT CRT

Die	Combat odds						
Roll	1:3(-)	1:2	1:1	1.5:1	2:1	3:1	4:1+
1	AZ	AZ	AZ	AA	BB	BB	BB
2	AZ	AZ	AA	BB	BB	DD	DD
3	AZ	AA	BB	BB	DD	DD	DD
4	AA	AA	DD	DD	DD	DD	DD
5	AA	BB	DD	DD	DD	DD	DZ
6	BB	DD	DD	DZ	DZ	DZ	DZ

MANEUVER CRT

Attacking force must be made up of 50 percent or more of leader, toumen, elite army and/or nomad strength points.

See Terrain Effects Chart for restrictions.

Die	Combat odds						
Roll	1:3(-)	1:2	1:1	1.5:1	2:1	3:1	4:1+
1	AZ	AZ	AA	AR	AR	AR	AR
2	AZ	AA	AR	DR	DR	DD	DD
3	AA	AA	DR	DR	DD	DD	DD
4	AA	AR	DD	DD	DD	DD	DZ
5	AR	DR	DD	DD	DZ	DZ	DZ
6	DR	DD	DZ	DZ	DZ	DZ	DZ

Combat Strength Multipliers:

(1) Leader in force:

1 modifier: one-star leader (attacker or defender) **OR**

2 modifiers: two-star leader (attacker or defender)

(2) Stratagems:

1 modifier: military advantage stratagem (attacker or defender) **OR**

2 modifiers: gunpowder weapons stratagem and an engineer in the force (attacker or defender) **OR**

1 modifier: gunpowder weapons stratagem and no engineer in the force (attacker or defender)

(3) Terrain (defender only—see the Terrain Effects Chart)

1 modifier

(4) Optional rules: engineers in force (attacking city/colony only)

1 modifier:

* One modifier = strength x 2; two modifiers = strength x 3; three modifiers = strength x 4.

* Maximum is strength x 4, regardless of number of modifiers.

Results:

AA: Attacker Defeated

(1) Eliminate half the attacking strength points.

(2) Attacking player rolls a die and retreats that number of hexes.

(3) Defender picks a stratagem marker from the pool.

AR: Attacker Withdraws

(1) Attacking force retreats one hex.

AZ: Attacker Annihilated

(1) Eliminate all attacking units.

(2) Attacker loses a stratagem marker.

(3) Defender picks two stratagem markers from the pool.

BB: Bloodbath

(1) The force with fewer printed strength points is completely eliminated.

(2) The other force must lose a number of strength points at least equal to the enemy's printed strength.

(3) If both sides have equal printed strengths, both sides are completely eliminated.

(4) No retreats or stratagem marker picks by either player.

(5) If defender is completely eliminated, the attacker may advance after combat.

DD: Defender Defeated

(1) Eliminate half the defending strength points.

(2) Defending player rolls a die and retreats that number of hexes.

(3) Attacker picks a stratagem marker from the pool.

(4) The attacker may advance after combat.

DR: Defender Withdraws

(1) Defending force retreats one hex.

(2) The attacker may advance after combat.

DZ: Defender Annihilated

(1) Eliminate all defending units.

(2) Defender loses a stratagem marker.

(3) Attacker picks two stratagem markers from the pool.

(4) The attacker may advance after combat.

Notes

1. Results are applied in the order given.

2. **Eliminating Units.** Owning player chooses which units will be lost if there is a choice. When extracting losses, always use the printed strength of units (not multiplied strengths). A player may always eliminate a unit (or units) with a higher strength point value than called for in place of another unit (or units).

3. **Retreats.** A force that retreats must retreat a number of hexes as designated. Retreating units are moved by their owner, as follows:

(1) All units in a force must retreat together. A player may not divide a retreating force. (**Exception**: if naval and non-transported land units are in the same retreating force, the naval units may retreat to sea and the land units retreat on land.)

(2) Units may not retreat into any of the following: a) a hex occupied by enemy or neutral units; b) an enemy zone of control; c) into a hex in excess of stacking limits; d) across a river, into rough terrain or into any other terrain it could not normally enter.

(3) If there is no other choice other than to retreat into a prohibited hex, the force is eliminated in place instead. Units may retreat into neutral regions without violating neutrality.

(4) Units in cities or colonies may ignore retreat results at the owning player's option for both attack and defense. Units retreating into a city or colony may stop their retreat in that hex.

(5) Retreat doesn't require the expenditure of operations points.

4. **Advance After Combat.** A force allowed to advance after combat is moved by its owner, as follows:

(1) The advancing force must move into the defender's former hex.

(2) The advance costs no operations points and may be into and through enemy ZOCs.

(3) Units may not advance into otherwise prohibited terrain.

THE RISE OF THE MONGOL EMPIRE

[47.0] KHAN STRATAGEM MARK-ERS CHART

* **Agent**. Play during the diplomacy phase. Each agent marker adds one to the player's differential for one diplomacy attempt as either attacker or defender. See the diplomacy rule.

* **Alliance**. Play any time in the friendly player turn. This marker remains in effect for the remainder of the friendly turn, and once played is not returned to the pool until the end of the player turn regardless of any other game action that occurs. If played by the Kingdoms player, he may create a stack of units containing units from more than one region. For the Mongol player, he may create inter-regional stacks without having a Mongol unit in those forces. This is an exception to rule 13.13; however, at the end of the turn any Kingdoms force that contains units from more than one region, or any Mongol forces that contain units form more than one region without at least one Mongol unit present, are subject to displacement.

* **Bazaar**. Play during any friendly provisioning phase. This automatically provisions all units in one hex at no cost.

* **Crusade**. Play any time in the friendly player turn. This marker remains in effect for the remainder of the friendly turn, and once played is not returned to the pool until the end of the player turn regardless of any other game action that occurs. Roll a die: on a 1-3, nothing happens (return the marker to the pool at the end of the player turn); on a 4-6, implement the following: 1) the phasing player may immediately shift any one neutral Christian region into his control and; 2) he immediately receives a number of units equal to the full levy value for any one Christian region he controls (at no cost), which he places as if they were levy units for that region. He may include field armies in this levy as an exception to the rule, and all this is in addition to normal levy for the turn; and 3) at the end of that player turn, provided the player has at least one Christian unit occupying Jerusalem, and there are no units from non-Christian regions in that hex, he rolls a die and receives that number of stratagem markers at no cost. If he does not fulfill that condition, he loses one die roll worth of stratagem markers.

* **Elite Units**. Play during any friendly recruiting phase. The player may do one of the following, at no cost: 1) replace any one Mongol Toumen with a Keshig unit; 2) replace any one Christian field army with one Templar or Hospitallar unit; 3) replace any one Muslim field army with one Mameluke or Ghazi unit or; 4) replace any one Sinic field army with one Shogun unit.

* **End of Campaign**. (1) If picked as a result of a force winning a combat, the following must occur: the attacking force, whether it won or lost the battle, immediately loses all its remaining operations points. The attacking force may conduct another operation in the same turn only by playing a forced march marker. (2) If picked by any other means than winning a combat, the marker may be retained and played during the enemy operations phase: designate one enemy force and roll a die. That force loses that number of operations points (to a minimum of zero).

* **Envoy**. Play during the diplomacy phase. Each envoy marker adds three to the player's differential for one diplomacy attempt as either attacker or defender. See the diplomacy rule.

* **Forced March**. This may be used in one of two ways: (1) Forced march allows a phasing force that has already completed all of its operations for a turn to conduct another operation. After playing this marker, but before initiation of the forced march operation, the player rolls a die. On a 1-3, he must eliminate one unit from the force, representing attrition, stragglers, etc.; on a 4 –6, no such loss is taken; see rule 16.8. (2) Reaction: a non-phasing force may conduct an operation during the phasing player's operations phase; see optional reaction rule 24.0.

* **Gunpowder Weapons**. Play during any combat, as attacker or defender, in the same manner as a military advantage marker, except if the player has any engineer units in his force, the entire force's combat strength is tripled; otherwise, it's doubled.

* **Hashishin**. This may be played only by a player who controls the Ismailis region and occupies at least one functional city in that region. If picked by an unqualified player, he may keep the marker in order to prevent the other player from playing it, or he may return it to the pool as per normal rules. Play during the diplomacy phase. It adds three to the player's differential for one diplomacy attempt with the following restrictions: 1) it may be used only for diplomatic attacks, not defenses; 2) If the attacker gets a D3 result, he may automatically eliminate any one enemy leader in the targeted region (he does not have to roll the die as per the assassination result). Exception: if the target is the Great Khan, roll another die: on a 1-3, the Great Khan is eliminated; on a 4-5, there is no effect. All other results are applied normally.

* **Jihad**. Play during the diplomacy phase. This adds two to the player's differential for one diplomacy attempt, as either attacker or defender, provided it's conducted against a Muslim region.

* **Kamikaze**. Play at any time. This marker allows the player to reroll any one die roll, friendly or enemy. Exception: may not be used to reroll random event die rolls. Played after the die roll is made, the die is then rolled again. Ignore the original die roll and use the second result.

* **Leader**. Play during any friendly levy phase. May be used in one of two ways: 1) the player gains any one leader not currently in play (the player may replace any eliminated leader, except an eliminated two-star leader). He places the leader on any hex containing at least one other friendly unit of any region. (2) Designate any one enemy leader on the map and roll a die: on a 1-2, that leader is removed from play (disgraced, dies, etc.). If the Great Khan is designated, the leader is eliminated only on a one; on any other result there is no effect

* **Lord of the Skies**. Play during the diplomacy phase. This adds two to the player's differential for one diplomacy attempt, as either attacker or defender, provided the attempt is conducted against a Steppes region.

* **Mandate of Heaven**. Play during the diplomacy phase. This adds two to the player's differential for one diplomacy attempt, as either attacker or defender, provided the attempt is conducted against a Sinic region.

* **Military Advantage**. Play during any combat as attacker or defender. This doubles the strength of all units in one friendly force for that combat.

* **Paper Money**. Play during the friendly treasury phase. This gives the player one extra treasury point per friendly occupied city and/or colony in one region.

* **Papal Intervention**. Play during the diplomacy phase. This adds two to the player's differential for one diplomacy attempt, as either attacker or defender, provided the attempt is conducted against a Christian region.

* **Rally**. This may be played only if the enemy player currently controls three or more regions than the player possessing this marker (that is, only the player with fewer controlled regions can play this marker). The player can do one of the following: 1) play during the friendly treasury phase by rolling three dice, totaling those results and receiving that number of treasury points or; 2) receive one non-elite unit from any friendly region, placed in the same manner as levies.

* **Secret History**. Play during the friendly stratagem phase. The player may do one of the following: 1) the player may select -- not pick at random, but deliberately choose -- any one stratagem marker in the pool in addition to other markers he receives or; 2) the player may trade any one stratagem marker in his possession for any one stratagem marker in the enemy's possession. In that case, the player picks one enemy marker at random and then returns that marker to the pool. The player may not exchange for a marker in the process of being played.

* **Terror**. The attacker may play when attacking a city (play the marker after declaring the attack but prior to rolling the die). The defender must apply any retreat results. That is, ignore the ability of city and colony hexes to negate defender retreat results—other defensive benefits for remain in effect. On completion of the combat, implement the following. (1) if the attacker succeeds in clearing all defenders from the city hex, he must advance after combat into it. After the advance is completed, the city is automatically pillaged at no extra cost in operations points and without having to check the Pillage Table; implement normal pillage effects. (2) If the attacker fails to clear all defenders from the city hex, the defender picks one stratagem marker at no cost.

* **Tolerance**. Play during the diplomacy phase. Only the attacker may play this marker. Each tolerance marker adds two to the player's differential for one diplomacy attempt, as either attacker or defender. When attacking, this negates any R1 or R2 results. A player may not combine a tolerance and an ultimatum marker in the same diplomacy attempt.

* **Treachery**. Play at any time. This negates the play of any one enemy stratagem marker. Treachery is played after the enemy reveals his stratagem, but before it goes into effect. The enemy stratagem is returned to the pool without being implemented. A treachery marker may be negated by the play of another treachery marker, in which case the original stratagem is implemented. Each treachery may negate one stratagem marker for diplomacy. The player playing the treachery marker chooses which stratagem is to be negated. Return the negated marker to the pool prior to the diplomacy attempt. If all attacking diplomacy markers are negated by treachery, the diplomacy attempt is aborted. Additionally, if treachery is used to negate an envoy, tolerance or ultimatum marker, roll a die. On a 1-3, the phasing player receives a free stratagem marker; on a 4-6, the non-phasing player receives a free stratagem marker.

* **Troops Demand More Pay**. If this is picked as a result of a free pick for a successful combat result, it must be played immediately; otherwise, return it to the pool without being implement (and no substitute is picked). The player winning the battle must immediately expend one treasury point for each friendly unit that survived the combat, including leaders. The player must eliminate any unit for which he can't (or chooses not to) pay the treasury point.

* **Trung Sisters**. Play during the diplomacy phase. This adds two to the player's differential for one diplomacy attempt, as either attacker or defender provided the attempt conducted against an Indies region.

* **Ultimatum**. Play during the diplomacy phase. Only the attacker may play this marker. The ultimatum marker adds three to the player's differential for one diplomacy attempt. In addition: 1) treat all D2 and D3 results as D3. D1 remains the same. Also, if the diplomacy results in any R-type result, the defender receives twice the number of stratagem markers he would normally receive. See the diplomacy rule. A player may not combine an ultimatum and a tolerance marker in the same diplomacy attempt.

* **Yasa (Legal Code)**. Play during any random event phase after a revolt event was triggered. This marker negates a revolt result for one region or for one Khanate marker. This is played after the revolt event is triggered, but prior to its die roll on the Revolt Table. This won't negate a civil war.

* **Yeh-lu Chu-ts'ai**. Play at the end of the friendly stratagem phase; the player must occupy a functional Mongol capital (Great Capital or Khanate) in order to play it. The player rolls a die and may pick that number of stratagem markers. Return this marker to the pool after the new markers are picked.

[48.0] KHAN KURILTAI TABLE

Use to select a Great Khan when none is on the map. There must be at least one Mongol leader on the Great Capital to use this table.

Select Great Khan

   1-3 Indecision

   5-6 Civil War

   7-9 Great Khan Coup

   10+ Great Khan Elected

Die Roll Modifiers

+? Total of leadership ratings of all Mongol leaders in Karakorum.

Results

Civil War: Roll a die for each Khanate marker on the map. On a roll of 1-2, that Khanate enters civil war. All Mongol units in that region are flipped to their civil war sides except for Keshing units and units stacked with them. On a 3-6, the Khanate remains loyal.

Indecision: The Mongol player rolls a die and loses that number of stratagem markers.

Great Khan Coup: The Mongol player picks at random one leader from among those in the Karakorum hex. That leader is now the Great Khan.

Great Khan Elected: The Mongol player chooses one leader (his choice) from among those in the Karakorum hex. That leader is now the Great Khan.