

GENGHIS 1207



INTRODUCTION

Genghis 1207 recounts the first of the great Mongol conquests organized by the fearsome Genghis Khan in the early 13th century. The goal of the Mongol nomads is to destroy the powerful Chinese empire of the Jin dynasty and the kingdom of Western Xia. These sedentary empires rely on their vast armies and technological advances to resist the terrifying invaders.

Genghis 1207 is a campaign played over 27 turns, each representing one year between 1207 and 1234. It is designed for 2 players: one representing the Mongol nomads, potentially allied with the Southern Song Chinese, facing the Northern Chinese empires, the powerful Jin, as well as other surrounding kingdoms (Xixia, Tibet, Korea) in northern China.

- The Mongols are not very numerous, but they are particularly effective and destructive, led by excellent strategists. Their Song allies in the south can provide them with effective support.
- The **Jin** armies and fortresses are very numerous, and their ability to rebuild troops is impressive. Diplomatic uncertainties can also work in their favor.

The event cards will allow you to renew the games with a set of varied diplomatic, military, political, or economic fluctuations.

DURATION

Average Duration: 4h00

Favored Side: none

Most difficult side to play: Jin

The game lasts 27 turns (between 1207 and 1234 AD), each turn being roughly a year.

The Mongols play first, followed by the **Jin**.



FORCES

The Mongols player controls the units of the Mongols (gris sombre), **Rebels (violet)** and **Song (dark red)**.

The **Jin player** controls the units of the **Jin (tan)**, **Xixia (light green)**, **Khitan (yellow)**, **Tibet (light red)**, **Korea (argile)** and Ongguts (light blue).

MAPBOARD

The game board represents the Jin Empire (center, north, and northeast), the southern part of Mongol territory (northwest), most of the Xixia Kingdom (west-central), part of Tibet (southwest), the northern Song Empire (southeast), and the Kingdom of Korea (east).



Depending on declarations of war and peace, certain territories may be opened or closed to play.



VICTORY

IMMEDIATE VICTORY

Victory is achieved automatically if

- The Mongols player controls all the cities of **Jin** and **Xixia**
- A player reaches 30 VP.

Otherwise, the player with the largest amount of VP at the end of the game wins the scenario.

VP BONUS:

For the Mongols player

+1 VP: each city taken from **Jin**, **Xixia**, **Tibet** and **Korea**

For the **Jin player**

+2 VP: each city taken to the **Song**.

VP AT END OF GAME:

For the **Jin player**

+2 VP: each city still controlled by **Jin**, **Xixia**, **Tibet** and **Korea**

SPECIAL RULES

ECONOMIC PHASE

On all even-numbered turns (turns 2, 4, 6, etc.), players have an income and maintenance phase to purchase and maintain their troops. Some units can only be purchased when cards allow it.

Purchase cost of additional units and cards:

- Levied infantry / Revolt / Militia / Han / Logistics: \$1
- Mercenary units / Artillery / Cavalry (excluding Mongol cavalry) / War junks / Cards: \$3
- All other units (including non-guard Mongol cavalry): \$2

Troops can be recruited in certain regions of their nations.

CARDS DRAW

Each player draws one card per turn.

SUPPLY

Supply rules are not used in this scenario.

DIPLOMACY

At the start of the game, the Mongol player must choose between going to war against the Xixia Kingdom or the Jin Empire. Depending on their choice, the selected territory will be open to Mongol forces, and the other will be temporarily closed.

From turn 6 onwards, the Mongol player can go to war against the other territory at any time. Jin units can only leave their territory to enter the Song Empire if it is at war.

TIBET, XIXIA & KOREA

These territories are linked to diplomatic fluctuations managed by cards.

The Mongol player may or may not go to war against these states, depending on his interests.



Korean, Xixia, and Tibetan units (except mercenaries) can never leave their territory.

SONG EMPIRE

The Jin player has 3 initial income points linked to the vassalization of the Song Empire. Through the use of cards, the Mongol player can end this tribute. At that point, the Jin player may potentially go to war against the Song Empire in an attempt to reestablish this tribute.



Song units cannot leave their territory, except when at war with the Jin Empire, to enter neighboring Jin regions.