Devil's Horsemen

The Mongols—13th Century

THE BATTLES OF:
The Indus (The Khwarazmian Persians; 1221)
The Kalka (The Russians; 1223)
Liegnitz (Eastern Europe; 1241)
Ayn Jalut (The Mamluks; 1260)

SCENARIO BOOKLET
Simple GBoH Rules

The information provided here contains the necessary information to adapt Devil’s Horsemen game to the Simple GBoH rules. The individual Simple GBoH scenario descriptions follow the same format: Deployment, the Formation Charts, Seizure Ratings, and Reduced Side availability for each side, Army Withdrawal levels, and the Scenario special rule modifications.

Deployment

Simple GBoH uses the original deployments in all scenarios with one important exception: the player may place his leaders in any hex with a unit that the leader is eligible to command per the Formation Chart.

Formation Charts

Both players have a Formation Chart that describes the overall organizational capabilities of that army. Each row of the chart lists the units in the Formation and their leader that are eligible for activation in a single Player Turn. If more than one type of unit is given for a single Formation, all units of those types must activate unless the phrase “and/or” appears in that Formation entry. In this case, the player can activate any combination of the unit types listed. However, if a given type is activated, all units of that type must activate. Formations without a Formation Commander are treated as Auxiliaries. Leaders eligible to use Turn Seizure are listed in the Formation Chart with a number to the right of the slash (/) indicating the number of attempts that that Commander may make per game. Although some leaders command more than one Formation, each has one Turn Seizure rating applicable for the entire game, regardless of which Formation they choose to activate after seizing the turn.

Seizure Ratings

Leaders eligible to use Turn Seizure are listed with the number of attempts they are allowed to make per game.

Reduced Side

Units that have a Reduced strength side are listed for each player.

Army Withdrawal Levels

Simple GBoH retains the same withdrawal levels as the original game. They are repeated here for the players’ convenience.

Competitive Play

The various Competitive Play options provided for the standard game may be used with the Simple GBoH rules.

Devil’s Horsemen Special Rules

The following special rules are applicable to all battles included in the Devil’s Horsemen game.

Cavalry Pursuit: Rule 7.6 Cavalry Pursuit is not used in TDH.

Impetuosity: If the target of a Hit and Run Tactics missile fire attack is infantry, and the infantry suffers a Hit, the player for that infantry rolls the die.
- If the DR is the same as or lower than the printed TQ, nothing happens.
- If the DR is higher than the printed TQ, that unit must move forward one hex if there is no unit in that hex. If it can’t, for any reason, move forward, it doesn’t, with no further penalty.

Aggression Reaction: If the target of a Hit and Run Tactics missile fire attack unit is a HC of any type, undertake the same DR as in Impetuosity. However, the DR is higher, that HC must immediately move a maximum of four MP toward the firing unit by the most direct path and Shock Attack the firing unit (maybe). Such a reaction/charge is treated as part of the firing unit’s movement/turn, and the resultant shock (only the HC and firing unit are considered) is resolved before anything else happens.
- C-armed LC may retreat up to two hexes when so counter-charged. This retreat is conducted before the HC advances.
- Knights and European HC add two (+2) to their DR.

Size: All units are considered to have the same Size. Therefore, in a Shock attack, if the attacker has more units than the defender, the Shock DRM is +2. If the defender has more units than the attacker, the Shock DRM is –2.

Feigned Retreat: Eligible Light Cavalry (see scenario rules) may use this modified version of Retreat Before Combat rule (Simple 7.41–7.44) when attacked by other cavalry regardless of the MA differential. Such eligible may not use Retreat Before Shock against other cavalry. Light Cavalry without the Feigned Retreat ability use RBS per the standard rules. Heavy Cavalry may not use RBS against other cavalry. A unit may not use Feigned Retreat if it began the player turn in an enemy ZOC or had an enemy unit in its ZOC. The Feigned Retreat is performed as follows:

1. The defending unit retreats per Simple GBoH 7.42 and 7.43 with the exception that it may not enter an enemy ZOC and at the end of the retreat the unit is faced in the direction of its retreat.

2. If all the defenders have retreated, the attacking player rolls the die comparing the roll to the attacking unit’s FR Reaction Rating given in the scenario setup instructions. If the there is more than one attacking cavalry unit, the owning player picks which must pursue. If a unit is stacked with a leader, subtract one (–1) from the die roll.
- If the DR is the same as or lower than the FR Reaction Rating, the attacking unit advances per Simple GBoH, 7.44. The retreating unit may return to its original facing.
- If the DR is higher than the FR Reaction Rating, the attacking unit uses the same rule but MUST advance into the vacated hex and MUST continue it’s advance along the path of retreat until an enemy unit or ZOC intervenes, or it moves within two hexes (one intervening hex) of the retreating unit. If there were more than one defender, the pursuing player picks the path and unit to pursue. The other retreating units ignore step #3.

PLAY NOTE: There is no pursuit unless all the defenders have retreated.

3. If the advancing unit is able to move within two hexes with a vacant hex in between, the retreating unit then rolls the die and compares the roll to its TQ rating.
- If the die roll is the same as or lower, the retreated unit immediately reverses its facing and may immediately either fire its missiles at the pursuer from its current hex, or move forward one hex.
adjacent to the pursuer and either fire its missiles or Shock attack. The pursuing unit may not react in any way (Fire, Retreat Before Shock, etc.).

• if the above die roll is higher than the retreating units TQ, the pursuing unit may immediately move adjacent to the retreating unit and either fire at the retreating unit or conduct a (Flank) Shock attack. The defending unit may not react in any way (Fire, Retreat Before Shock, etc.).

PLAY NOTE: All Shock Attacks in ‘3’ are part of the Feigned Retreat and only involve those units. Any other adjacent units are ignored. The Shock attack is resolved immediately before going on to other units. The Moving modifier applies to all Shock combat associated with Feigned Retreat.

**Missile Fire**: The Simple GBoH Missile Range and Results Chart is not used. Instead use the corresponding chart and the Fire vs. Armor chart from the standard rules. All standard GBoH modifiers apply. Special Simple GBoH modifiers are listed on the table. In addition, the following changes to Simple GBoH rules apply to DH:

**LOS**: Composite Bow units may use either Arched or Direct Fire. Crossbows may use only Direct Fire. LOS is blocked by combat units when using Direct Fire. Exception: Friendly units adjacent to the firing unit never block LOS. LOS is never blocked by combat units when using Arched Fire. (Simple GBoH 7.13).

**Shower Fire**: Units capable of Shower Fire are so indicated on the counter. Units capable of Shower fire cannot use Hit & Run Tactics.

**Weapons System DRM Matrix**: The following special modifiers adjust the Frontal attacks table:

- Cat HC vs. All foot: +3
- LC, MI, and LI vs. Cat HC: –3
- HC, KN vs. Cat HC: –1

**Dismounted Cavalry**: All cavalry units with a Dismounted side on the reverse of there counters can Dismount. Such units may mount/dismount as their sole action when activated provided that they are not within four hexes of any enemy unit or within range and LOS of an enemy missile unit.

**Engaged**: Units that begin a player turn in an enemy ZOC or have an enemy unit in their ZOC are considered Engaged. Engaged may not use missile fire of any kind and this includes Reaction Fire per 7.21. Engaged units may not be the target of Missile Fire.

**Horse Archers**: All composite bow armed cavalry may fire at any time during movement and are exception to 7.11.

---

The Scenarios are presented in chronological order. The size of each scenario, and its relative playability and balance, are listed within that battle’s instructions.

**Competitive Play**

For competitive play, we suggest using the Rout Point Bid method to determine who plays the favored side in the scenario. Each side secretly writes their bid (in Army rout point equivalents) down and then simultaneously reveal the amounts. The winner of the bid plays the side of his choice and reduces his army rout level by the bid amount.

**Mongol Tumen Substitution**

The counter mix includes three Mongol tumen of lesser quality #6-#8, parts of which are used in the Kalka scenario. These lesser quality tumen can be used to replace higher quality tumen to aid the non-Mongol player in the other three scenarios (the Kalka River scenario has its own method). For each substitution, reduce the Mongol Withdrawal Level by the number of Rout Points given in the chart below.

<table>
<thead>
<tr>
<th>Tumen #6</th>
<th>Tumen #7</th>
<th>Tumen #8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tumen #1</td>
<td>11</td>
<td>13</td>
</tr>
<tr>
<td>Tumen #2</td>
<td>9</td>
<td>11</td>
</tr>
<tr>
<td>Tumen #3</td>
<td>7</td>
<td>10</td>
</tr>
<tr>
<td>Tumen #4</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>Tumen #5</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>

EXAMPLE: At Liegnitz, the players decide to handicap the Mongol player by having him use Tumens #6 and #7 rather than #1 and #2. The Mongol Withdrawal Level is by 22 from 160 to 138.

**The Indus River**

The Mongols, under Genghis Khan, vs the Khwarazmians, under Shah Jalal ad-Din

Modern-day NW Pakistan; 24 November, 1221

**Historical Background**

Genghis Khan, ostensibly, had no plans on conquering what was known then as the Transoxiana region – today, Afghanistan and Eastern Iran, southeast of the Caspian Sea – and, at the time, was a very wealthy, fertile area under the sway of the pezzo novante Khwarazmians, a classic Turkish-Persian tribe, led by the aggressive, grandiose, and rather self-delusional Khawarzmshah, Mohammad Jalal ad-Din.

What Genghis did seem to want was some nice trade relations with the Khwarazmshah, thus using that country as a buffer zone for the Mongol steppes. To that end, he sent some trade ambassadors to Mohammad to see what could be arranged.

The Khwarazmians, however, had seen this gambit once too often. It was a favorite Mongol trick to lower the guard of the country
while using the ambassadors as spies. Ignoring both diplomacy and the old Discretion over Valor, Mohammad had the ambassadors executed rather summarily. Genghis was not amused, and what was set in motion rocked the rest of the world for centuries.

**Game Length**
This is one of the two Big games in the box. Given the large size of the armies involved, playing time will probably exceed six hours.

**Game Map and Terrain Notes**
The Indus map is used here. The River and Mountain hexes* may not be entered. However, see the rules for Mongol Flanking maneuver.

*A River Hex is any hex containing at least 75% river—all other river/shore hexes are considered clear terrain. A Mountain hex is any hex containing at least 75% mountain terrain.

**Mongol Army**
The Mongols use all the units in Tumen #s 1 through 5. The #3 tumen will not deploy on the map. See the rules for the Mongol Flanking maneuver.

**Mongol Deployment**
All units face west

**The Mongol Vanguard**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 LC[a]; Van Noyan</td>
<td>Anywhere in the 2300 row</td>
</tr>
</tbody>
</table>

**The Mongol Right Wing (Tumen #2)**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Cataphracted and HC</td>
<td>2039–2049 (odd hexes only); 1940-1948 (even hexes only)</td>
</tr>
<tr>
<td>All LC[a]</td>
<td>1840-1848, 1740-1748, 1640-1648 (even hexes only)</td>
</tr>
<tr>
<td>Jagatai, Kutuku</td>
<td>In any of above hexes</td>
</tr>
</tbody>
</table>

**The Mongol Center (Tumen #1 and 4)**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Cataphracted and HC</td>
<td>2016–2036 (even hexes only); 1917-1935 (odd hexes only)</td>
</tr>
<tr>
<td>All LC[a]</td>
<td>1816-1836, 1716-1736, 1618-1634 (even hexes only)</td>
</tr>
<tr>
<td>Genghis Khan [OC], LC Noyan #1</td>
<td>In any of above hexes</td>
</tr>
</tbody>
</table>

**The Mongol Left Wing (Tumen #5)**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Cataphracted and HC</td>
<td>2005–2013 (odd hexes only); 1904-1912 (even hexes only)</td>
</tr>
<tr>
<td>All LC[a]</td>
<td>1803-1813, 1703-1713, 1605-1611 (odd hexes only)</td>
</tr>
<tr>
<td>Ogotai, Tului</td>
<td>In any of above hexes</td>
</tr>
</tbody>
</table>
Standards for Genghis and the other commanders are placed where desired. Any unit an use Genghis Kahn’s standard as its Retreat goal.

a = Take 2 LC from each Tumen (#1–#5) for the Vanguard. To allow for easier command identification, the Mongol player may use substitute LC counters with the same TQ from any Tumen not in play.

**Replacement Leaders**

Genghis Khan, Ogotai, and Jagatai are replaced by HC Noyan #1–#3 respectively. If Genghis Khan is eliminated, his replacement is placed with any Center Wing Mongol HC at the next Rally Phase. Kutuku and Tului are replaced by LC Noyan #3–#4 respectively.

The replacement Noyan can only command units of the indicated types from their respective wings. All Mongol Noyan (including Bela and the above) are replaced per 4.43.

**Khwarazmian Army**

The Khwarazmian army is color coded by wing as follows:

* CENTER: All Cat HC; HC #1, 4–9, 34–42, and 67–70
* RIGHT WING: HC #2, 10–21, 43–54, and 71–81
* LEFT WING: HC #3, 22–33, 55–66, and 82–92
* LIGHT CAVALRY: #1–10

**Khwarazmian Deployment**

All units face east

**The Khwarazmian Left Wing**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 HC</td>
<td>3636 to 3650, even-numbered hexes only</td>
</tr>
<tr>
<td>3 HC</td>
<td>3749–3751</td>
</tr>
<tr>
<td>3 HC</td>
<td>3734–3736</td>
</tr>
<tr>
<td>10 Dismounted HC</td>
<td>3738–3747</td>
</tr>
<tr>
<td>12 HC</td>
<td>3937–3948</td>
</tr>
</tbody>
</table>

Saif-ad-din Iqhraq; Hv Cav #3 In any of the above hexes

**The Khwarazmian Center**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 Cataphracted HC[a]; Shah Jalal ad-Din[OC]</td>
<td>3624–3629, 3724–3729</td>
</tr>
<tr>
<td>4 HC</td>
<td>3622–3623, 3630–3631</td>
</tr>
<tr>
<td>4 HC</td>
<td>3722–3723, 3730–3731</td>
</tr>
<tr>
<td>12 HC</td>
<td>3821–3832</td>
</tr>
<tr>
<td>Hv Cav #1</td>
<td>In any of the above hexes</td>
</tr>
</tbody>
</table>

**The Khwarazmian Right Wing**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 HC</td>
<td>3604 to 3618, even-numbered hexes only</td>
</tr>
<tr>
<td>3 HC</td>
<td>3702–3704</td>
</tr>
<tr>
<td>3 HC</td>
<td>3717–3719</td>
</tr>
<tr>
<td>10 Dismounted HC</td>
<td>3706–3715</td>
</tr>
<tr>
<td>12 HC</td>
<td>3905–3916</td>
</tr>
</tbody>
</table>

Emir Timur Malik[c] Hv Cav #2 In any of the above hexes

**The Khwarazmian Light Cavalry**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 LC; Lt Cav</td>
<td>4332–4340, 4432–4440; even-numbered hexes only</td>
</tr>
</tbody>
</table>

**Design Note:** We were unable to determine the names of many of the subordinate Khwarazmian commanders. Sorry.

Standards are placed where desired.

**Replacement Leaders**

Shah Jalalad-Din, Saif-ad-din Iqhraq, and Emir Timur Malik may not be replaced. All other Khwarazmian leaders are replaced per 4.43.

a = The Khwarazmian army is the least “accessible” of the armies in the game. The Khwarazmians were typical of the Indo-Turkish armies of the era, so we have used that information, along with a typical tactical deployment that does coincide with what information we did have. Estimated numbers for the Khwarazmians at this battle range from 30,000 to 50,000. We have gone with c. 40,000.

b = The Shah’s Elite Guard

c = Timur Malik is something of a hero in Mongolian folklore, the Mongolians prizing courage above almost anything.

**Mongol Reinforcements: The Right Wing Flanking Maneuver**

Shah Jalal felt that his army had a fairly good defensive position, his right anchored by the Indus, his left by a small range of mountains and difficult terrain. Cagey ole Genghis had different ideas, though. Before the start of the battle, he sent one tumen to the rear of his right, into the mountains. They picked their way carefully along the narrow paths and treacherous cliffs to emerge, rather shockingly for the Khwarazmians, on their denuded left wing, much of which had been moved over to support Malik’s attack on the Mongol left.

To simply allow the Mongols to do just what they did would not be very interesting, though. If alone because the Khwarazmian player would know it’s coming. So we’ve put a little sizzle into this Mongolian Steak.

At the start of the game, during deployment, the Mongol player puts 4 numbered markers, one each of 1/2, 3/4, 5/6, and 7/8. He then, blindly and randomly draws one of these, keeping it as “proof”, returning the others to the general pool (so that the Khwarazmian doesn’t know what has been selected. The Tumen assigned to this
is #3, minus the 2 LC removed for the vanguard. They are led by Bela Noyan and LC Noyan #2.

**Counter Result**

<table>
<thead>
<tr>
<th>DR</th>
<th>Mongol Flanking Tumen may enter through any hex along the specified edge</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td>Mongol Flanking Tumen may enter through any hex along the north edge (1053–4853)</td>
</tr>
<tr>
<td>3/4</td>
<td>Mongol Flanking Tumen may enter through any hex along the south edge (1001–4801)</td>
</tr>
<tr>
<td>5/6</td>
<td>Mongol Flanking Tumen may enter through any hex along the east edge (the 1000 row)</td>
</tr>
<tr>
<td>7/8</td>
<td>Mongol Flanking Tumen may enter through any of the hexes listed above, Mongol’s choice.</td>
</tr>
</tbody>
</table>

Only one such group may be used, and the choice must be made before play starts.

Although they are normally not usable, Mongol flanking units pay 2 MP and 1 TQ to enter through either a Mountain or river hex. Once having so used these hexes, they may not use them again.

Having determined where the flanking maneuver will enter, starting with the second turn of the game the Mongol may try to bring the flanking units of Tumen #3 into play. To do this, when it would be LC Noyan #2’s normal activation turn, he rolls the die:

- If the DR is the same as or lower than the Turn number, the units may enter
- If the DR is higher than the turn, no units may enter.

Both Bela Noyan and LC Noyan #2 can automatically issue Line Commands on turn of entry.

**EXAMPLE:** For the 4th turn of play, the Mongol would need a die roll of 0–4 to bring in his flanking force.

**DESIGN NOTE:** This is obviously a play balancing mechanic. Players who want to make it less of one may use a DR equal to or lower than the leader’s Activation rating.

### Leaders and Lines

#### The Mongols

- **Genghis** is the Overall Commander, as well as commander for the Mongol Center. He may issue a Line command to the Center HC and Center LC (each is a separate Line), however, Genghis and LC Noyan #1 may not both issue a LC Line Command in the same turn. Genghis may issue Individual Orders to any Mongol unit.

- **LC Noyan #1** commands the Center LC and may issue a Line command to the Center LC. LC Noyan #1 and Genghis may not both issue a LC Line Command in the same turn. LC Noyan #1 may issue Individual Orders only to the LC in Tumen #1 and Tumen #4.

- **Jagatai** is the commander of the Mongol Right Wing. He may issue Line commands with out a die roll. Jagatai may issue a Line commands to the Right Wing HC and Right Wing LC (each is a separate Line), however, Jagatai and Kutuku may not both issue a LC Line Command in the same turn. Jagatai may issue Individual Orders only to Right Wing units.

- **Kutuku** commands the Right Wing LC and may issue a Line command to the Right Wing LC. If he is within Jagatai’s command range, no die roll is necessary. Kutuku and Jagatai may not both issue a LC Line Command in the same turn. Kutuku may issue Individual Orders only to Right Wing LC.

- **Ogotai** is the commander for the Mongol Left Wing. He may issue Line commands with out a die roll. Ogotai may issue a Line commands to the Left Wing HC and Left Wing LC (each is a separate Line), however Ogotai and Tului may not both issue a LC Line Command in the same turn. Ogotai may issue Individual Orders only to Left Wing units.

- **Tului** commands the Left Wing LC and may issue a Line command to the Left Wing LC. If he is within Ogotai’s command range, no die roll is necessary. Tului and Ogotai may not both issue a LC Line Command in the same turn. Tului may issue Individual Orders only to the Left Wing.

- **Bela Noyan** is the commander of the flanking force – Tumen #3. He may issue Line commands with out a die roll. Bela may issue a Line command to either the Tumen #3 HC or LC. Bela Noyan may issue Individual Orders only to Mongol units in Tumen #3.

- **LC Noyan #2** commands the flanking force Tumen #3 LC and may issue a Line command to this Tumen’s LC. If he is within Bela’s command range, no die roll is necessary. LC Noyan #2 and Bela may not both issue a LC Line Command in the same turn. LC Noyan #2 may issue Individual Orders only to the LC in Tumen #3.

- **Van Noyan** commands the Mongol Vanguard. He may issue a Line command to the LC in the Vanguard. Van Noyan may issue Individual Orders only to the LC in the Vanguard.

#### The Khwarazmians

- **Shah Jalal ad-Din** is the Overall Commander, as well as commander for the Khwarazmian Center. He may issue a Line command to any one Line from the Center, however, Shah Jalal ad-Din and HV Cav #1 may not both issue a Line Command to the same Line in the same turn. He may issue Individual Orders to any Khwarazmian unit.

- **HV Cav #1** may issue a Line command to a non-Cataphracted Heavy Cavalry Line from the Center formation, however, HV Cav #1 and Shah Jalal ad-Din may not both issue a Line Command to the same Line in the same turn. He may issue Individual Orders to any non-Cataphracted HC unit in the Center formation. If Shah Jalal ad-Din is eliminated, this leader may issue orders/Line Commands to Cataphracted HC as well.

- **Saif-ad-din Iqhraq** is the commander for the Left Wing. He may issue Line commands with out a die roll. Saif-ad-din Iqhraq may issue a Line Command to any one Line from that wing, however, Saif-ad-din Iqhraq and HV Cav #3 may not both issue a Line Command to the same Line in the same turn. He may issue Individual Orders only to Left Wing units.

- **HV Cav #3** may issue a Line command to any one line from the Left Wing, however, HV Cav #3 and Saif-ad-din Iqhraq may not both issue a Line Command to the same Line in the same turn. If
he is within Saif-ad-din Iqhraq’s command range, no die roll is necessary. He may issue Individual Orders only to Left Wing units.

- **Emir Timur Malik** is the commander for the Right Wing. He may issue Line commands with out a die roll. Emir Timur Malik may issue a Line Command to any one Line from that wing, however, Emir Timur Malik and HV Cav #2 may not both issue a Line Command to the same Line in the same turn. He may issue Individual Orders only to Right Wing units.

- **HV Cav #2** may issue a Line command to any one line from the Right Wing, however, HV Cav #2 and Emir Timur Malik may not both issue a Line Command to the same Line in the same turn. If he is within Emir Timur Malik’s command range, no die roll is necessary. He may issue Individual Orders only to Right Wing units.

- **Lt Cav** is the commander for the Light Cavalry. He may issue a Line command to the Light Cavalry. He may issue Individual Orders only to the LC.

---

**Simple GBoH Version**

**Indus River (24 November, 1221)**

Deploy both armies as indicated in the standard rules. Standards are not used.

**Playing Time:** Four hours

**Balance:** Even

**Indus River Formation Charts**

**Mongol Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vanguard Noyan</td>
<td>Vanguard – LC deployed in the 2300 hex row</td>
</tr>
<tr>
<td>Jagatai /2[a]</td>
<td>Right Wing HC and/or LC[b]</td>
</tr>
<tr>
<td>Genghis [OC] /4</td>
<td>Center HC and/or LC[b]</td>
</tr>
<tr>
<td>Ogotai /3[a]</td>
<td>Left Wing HC and/or LC[b]</td>
</tr>
<tr>
<td>Kutuku /1</td>
<td>Right Wing LC</td>
</tr>
<tr>
<td>LC Noyan #1</td>
<td>Center LC</td>
</tr>
<tr>
<td>Tului /1</td>
<td>Left Wing LC</td>
</tr>
<tr>
<td>Bela Noyan /1[a]</td>
<td>Flanking Tumen HC and/or LC[b]</td>
</tr>
<tr>
<td>LC Noyan #2</td>
<td>Flanking Tumen LC</td>
</tr>
</tbody>
</table>

For all Formations, a contiguous line may have one intervening vacant hex between each unit.

a = The Mongol player may use a successful Seizure to activate the LC Commander of the associated wing if that leader is within the wing commander’s Command Range.

b = The Mongol player may either put the Heavy Cavalry or Light Cavalry In Command if he activates the entire Formation. The other group is automatically Out of Command.

**Khwarizmian Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shah Jalal-ad-Din [OC] /3</td>
<td>Cataphracted HC</td>
</tr>
<tr>
<td>Hv Cav #1</td>
<td>Center non-Cataphracted HC</td>
</tr>
<tr>
<td>Emir Timur Malik / 2[a]</td>
<td>Right Wing</td>
</tr>
<tr>
<td>Hv Cav #2</td>
<td>Right Wing Dismounted HC</td>
</tr>
<tr>
<td>Saif-ad-din Iqhraq /2[a]</td>
<td>Left Wing</td>
</tr>
<tr>
<td>Hv Cav #3</td>
<td>Left Wing Dismounted HC</td>
</tr>
<tr>
<td>Lt Cav</td>
<td>Light Cavalry</td>
</tr>
</tbody>
</table>

For all Formations, a contiguous line may have one intervening vacant hex between each unit.

- **Khwarizmian Units with Reduced Side:** None

**Army Withdrawal Levels**

**Mongols:** 300 Rout Points (375 Rout Points after the Flanking Force enters)

**Khwarizmian:** 250 Rout Points

**Special Rules**

**Initiative:** The Mongols go first. There is no die roll

**Mongol Reinforcements:** Use the standard scenario rule. However, the Mongol player rolls on every other Mongol player turn to see if the reinforcements arrive. They arrive on a DR of 0. The Mongol player receives a –1 DRM for each roll already made. The formation may enter on the turn of activation. The Mongol player may activate an on map formation normally on the player turn of entry.

**Leaders and Lines:** Ignore.

**Feigned Retreat Reaction Ratings:**

- Khwarazmian Cataphracted HC: 2
- Khwarazmian HC: 3
- Khwarazmian LC: 6

**Retreat Edge:** Ignore.

**Khwarazmian Cavalry:** Some Khwarazmian cavalry are capable of Shower Fire as indicated on the units
The Khwarazmian Lines are:
- Cataphracted Heavy cavalry (Mounted or Dismounted)
- Heavy Cavalry (Mounted)
- Heavy cavalry (Dismounted)
- Light Cavalry

Feigned Retreat Reaction Ratings
Khwarazmian Cataphracted HC: 2
Khwarazmian HC: 3
Khwarazmian LC: 6

Khwarazmian Cavalry Tactics
Some Khwarazmian cavalry are capable of Shower Fire as indicated on the units. Khwarazmian cavalry is not subject to Uncontrolled Aggression.

Retreat Edge
If units have to use a retreat Edge, for the Mongols it is the western (river) edge of the map, for the Khwarazmian, the eastern edge of the map.

Withdrawal Levels
The Mongols will initiate Mongol Withdrawal Reaction (12.2) when they reach
- 300 Rout Points (before the Flank Force enters the map)
- 375 Rout Points (after the Flank Force enters the map)
The Khwarazmians will withdraw when they reach 250 Rout Points.

TQ Levels

<table>
<thead>
<tr>
<th>Player</th>
<th>TQ Pts</th>
<th>Rout Ratio</th>
<th>Quality Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mongol</td>
<td>941</td>
<td>40%</td>
<td>1.68</td>
</tr>
<tr>
<td>Khwarazmians</td>
<td>701</td>
<td>36%</td>
<td>1.54</td>
</tr>
</tbody>
</table>

Play Balance
This is, yet again, another battle where an excellent Mongol army has attained better field position, which they did not have in the battle of Parwan against the same army. They are also superior numerically (not by much, and that superiority is actually off field). But the Khwarazmians are, essentially, an almost entirely heavy cavalry army, which does make up for some of that deficit. The Indus was one of the great, overwhelming Mongol victories, which reflects the above. As such, we would say that the Mongols will win most of the time. Again, you can balance this by bidding for Mongol Rout Points or substituting some of the original tumen with tumen of lower quality. The balance can also change depending on what Genghis’ right wing flanking maneuver does in the game.

The Kalka River
The Mongols, under Subudei, vs. a Coalition of Russians, under several Princes named Mstsislav
Modern-day Eastern Ukraine; 31 May, 1223

Historical Background
With the fall of Khwarazmians at The Indus, Genghis Khan controlled all of what was called the Transoxiana, modern day Afghanistan, Iran, and surrounding areas. Genghis now took the opportunity to send most of his army, under the command of his son, Subudei, to see what the Mongols could do to stretch out the borders of their steppe empire, to the west … the first of the great Mongol “Reconnaissance in Force”.

Game Maps
The Kalka East and the blank/western maps are used, Kalka (the Mongol section) to the east, the other (The Russian section), to the west. You’ll need a 3’ x 4’ surface for this. Overlay the 10xx hex row on the West (Blank Map) on the 48xx hex row of the East (Kalka River) map.

Terrain Notes
The exact location of the battle, like others herein, is open to question. We used the map in David Nicolle’s book on the battle. The many pictures of the river in that book show that the river, itself, was not a major obstacle – what is thought to be the Kalka is more a large stream than a river—but that the banks on each side were steep enough to be a minor obstacle. Moreover, those on the western side, in the center, were not only somewhat steeper, but rather tangled. Thus those western bank hexes are treated as Steep Embankment terrain.

Game Length
This is one of the two Big games. It uses two maps and lots of space, and sports a five Tumen Mongol Army plus allies, and an even bigger Russian army, almost 300 counters in play. (The Mongol Withdrawal Level is over 400 Rout Points!!) The game lends itself to multi-player involvement, and playing time, for the Standard game (not the Simple GBoH) version is at about 7–8 hours.

Mongol Army
The Mongols use the following Mongol counters:
- All Cataphracted and HC units in Tumen #1 thru 5
- HC units #1–3 from Tumen #6; HC #1–6 from Tumen #7, and HC #1–5 from Tumen #8
- LC units #1–14 from Tumen #1 thru #5

HISTORICAL NOTE: As far as Europe was concerned, this was one of the greatest Mongol armies ever assembled. Not only did it contain hardened, veteran troops, but the usual 3-2 ratio of LC to HC had shifted so that there were, probably, equal numbers of each. Several sources indicate there may have even been more HC than LC.

Mongol Deployment
All Mongol units deploy on the (eastern) Kalka River map. All units face in whatever direction the player wishes; towards the Russians would be helpful.
The Mongol Right Wing

Unit/Leader: 9 LC[a]; Van Noyan
Hexes: Anywhere in the 4500 row

The Mongol Center

Unit/Leader: All Cataphracted and HC from Tumen #2; HC #1–5 from Tumen #8; 13 LC from Tumen #2; Jebei, LC Noyan #1
Hexes: Within 4 hexes of 2248 from Tumen #2; HC #1–5 from Tumen #8; 13 LC from Tumen #2; Jebei, LC Noyan #1

The Mongol Left Wing

Unit/Leader: All Cataphracted and HC from Tumen #4 and #5; HC #4–6 from Tumen #7; HC #1–3 from Tumen #6; Tsugyr Khan
Hexes: Row 1: 2905 to 1910 (straight), with hexes 2607, 2209 empty; Row 2: 2904 to 1909 (straight), with hexes 2606, 2208 empty; Row 3: 2804 to 1809 (straight), with hexes 2505, 2207, and 2107 empty

12 LC from Tumen #4

12 LC from Tumen #5; Teshi Khan

12 LC from Tumen #3; LC Noyan #2

1421–32, 1221–32

12 LC from Tumen 1; Polskinia

Row 1: 2203 to 1805, straight; Row 2: 2102 to 1704 straight

Replacement Leaders

Subudei, Jebei, and Tsugyr Khan are replaced by HC Noyan #1-#3 respectively. If Subudei is eliminated, his replacement is placed with any Mongol HC at the end of the next Rally Phase. Polskinia may not be replaced.
The replacement Noyan can only command units of the indicated types from their respective wings. All Mongol Noyan (including the above) are replaced per 4.43.

a = The Mongol player takes 2 LC from Tumen #1, #3–#5 and 1 LC from Tumen #2 for deployment in the Vanguard. To allow for easier command identification, the Mongol player may use substitute LC counters with the same TQ from any Tumen not in play.

b = The Brodniki are the forerunners of the famous Don Cossacks. Here they are rather rough-hewn Light cavalry.

**Russian Army and Deployment**

All Russian units that start the game on the map deploy on the Western, “blank” map. All units face in whatever direction the player wishes.

**The Polovtsians**

The Polovtsians are acting as screening force and wing defense for the Russian army.

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 HC, 18 LC; Khan Yuran</td>
<td>1522-29, 1818-21, 1833–36, 2619, 2621, 2635, 2637, 4018, 4020, 4036, 4038</td>
</tr>
</tbody>
</table>

**The Volhynians**

The Volhynians are acting as vanguard for the Russian army, generally, and the Galicians particularly. They are treated as part of the Galician command.

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>All HC and LC; Prince Daniil Romanovich</td>
<td>1925-29, 2026–30</td>
</tr>
</tbody>
</table>

**The Galicians**

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>All HC; Prince Mstislav Mstislavich</td>
<td>2323-2332</td>
</tr>
<tr>
<td>MI #s 11–20</td>
<td>2523-2532</td>
</tr>
<tr>
<td>LI #s 1–10</td>
<td>2623-2632</td>
</tr>
<tr>
<td>MI #s 1–10</td>
<td>2723-2732</td>
</tr>
<tr>
<td>Yuri Domamerich, Derzikhray Volodislavich</td>
<td>With any infantry unit</td>
</tr>
<tr>
<td>All LC, Mstislav of Lutsk</td>
<td>2923-2932</td>
</tr>
</tbody>
</table>

**The Chernigovs**

This army also included a large force of cavalry from Kursk, and troops from Putivl’ and Turbetsk … wherever they are/were.

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Kursk Cavalry; Prince Oleg</td>
<td>3526-28, 3627-29</td>
</tr>
<tr>
<td>All Chernigov HC; Prince Mstislav Svyatoslavich</td>
<td>3826-28</td>
</tr>
<tr>
<td>Chernigov MI #s 8–10, Vladimir MI #s 1–4</td>
<td>4025–31</td>
</tr>
</tbody>
</table>

**Replacement Leaders**

The Volhynian, Galician, Chernigov, and Kiev contingents each have one replacement leader that can be used as a substitute for any one leader in that contingent (this includes the Overall Commander). If the Overall Commander is eliminated, his replacement is placed with any unit in that contingent at the end of the next Rally Phase, otherwise the leader is brought into play by per 4.53. The replacement leader assumes the same command restrictions as the leader he replaced. If the replacement leader is already in play, no further replacements can be made.

a = The Polovtsians, whose cavalry forces were often the equal of the Mongols, in quality, if not in quantity, often had field artillery – giant crossbows and mangonels – plus fire weapons. But here they are acting in a vanguard, wing defense capacity and the likelihood of them bringing along any of the above is very slim. The Polovtsians, fabled in Borodin’s opera “Prince Igor” (the music for which is the score for the Broadway show “Kismet”) were also known as Kipchaqs and Cumans, and figure mightily (by their non-presence) in the Mongol vs. Hungarian Battle of Mohi, 1241.

b = The real leader of the western Polovtsians was Khan Kotai, a well-liked commander and the father-in-law of Prince Mstislav Mstislavich of Galicia. For political reasons – not fully explained – the Russians had him removed and Khan Yuran substituted. Polovtsian reaction was not positive and, although they performed quite well in the opening stages of the battle, they did not appear to be firmly committed to the Russians as allies at the end.

d = The Russian Army has four leaders named Mstislav.

e = The Galician Army is deployed in standard Russian format for this period, as is the Chernigov army. The Heavy Cavalry – the Old Guard – led, followed by the block of infantry. Within the infantry, the poorly equipped levies comprised the front line, protecting the archers who would fire behind this line, over their heads. The better infantry was in the back line, prepared to move through to protect against cavalry charges. The Light cavalry – Young Guard – was in the rear, from which it could emerge as protection.

f = This was the small force sent by Grand Prince Yury of Vladimir-Suzdal, under his nephew, Prince Vasil’ko Konstantinovich of Rostov.

g = We found his title, but not his name.

**Russian Reinforcements**

The Kiev Army, was dragging its heels to the rear. At the start of each turn after the first, the Russian player rolls one die.

- If the die is odd, Kiev army may enter through any hexes along the western edge of the West/Blank map (4800 row).
- If the die is even, Kiev stays off map.
If the Kiev army has not entered by turn 5, it automatically enters that turn. The Kiev army consists of all units designated as Kiev, plus leaders Grand Prince Mstislav Romanovich, his son, Vsevolod, his son-in-law, Prince Andrei, and Svyatoslav of Shumsk.

PLAY NOTE: Keeping the Kievian army off the map is not going to help you avoid losing, because of the unusual Russian Withdrawal mechanic. See below. Historically, Grand Prince Mstislav Romanovich did dawdle before entering the battle, right into the teeth of a full-blown disaster.

Leaders and Lines

The Mongols

- **Subudei** is the Overall Commander, as well as commander of the Mongol Center. He may issue a Line command to the Center HC and Center LC (each is a separate Line), however, Subudei and LC Noyan #2 may not both issue a LC Line Command in the same turn. Subudei may issue Individual Orders to any Mongol unit.

- **Jebei** is the commander of the Mongol Right Wing. He may issue Line commands with out a die roll. Jebei may issue a Line commands to the Right Wing HC and Right Wing LC (each is a separate Line), however, Jebei and LC Noyan #1 may not both issue an LC Line Command in the same turn. He may issue orders to any unit in the Right Wing.

- **The LC Noyan #1 and #2** command the LC in their respective wings. They may issue a Line Command to all LC in their wing. If they are within their wing commanders range, no die roll is necessary. They may issue Individual Orders only to the LC in their respective wings.

- **The Van Noyan** may issue orders/Line Command to only LC in the Vanguard.

- **Tsugyr Khan** commands the Left Wing Heavy cavalry. He may issue Line commands with out a die roll. Tsugyr Khan may issue orders or a Line Command to the Left Wing HC.

- **Teshi Khan** commands the Left Wing Light Cavalry. He may issue Line commands with out a die roll. Teshi Khan may issue orders or a Line Command to the Left Wing LC, except for the Brodniki.

- **Polskinia** commands all Brodniki. He may issue Line commands with out a die roll. Polskinia may issue orders or a Line Command to all Brodniki units.

The Russians

The Russian Army has multiple Overall Commanders. Each contingent/army is operating separately, as below. See the special rules on activating commands. Each command listed below is a separate “Line” — usually MI, LI, HC and LC.

- **Khan Yuran** is the Overall Commander of any Polovtsians within his command Range. Polovtsian LC not within his range – usually those assigned to wing defense for the various armies – can be commanded by that army’s LC commander. He may issue orders or a Line command only to Polovtsian units.

- **Grand Prince Mstislav Romanovich** is the Overall Commander of the combined Galician-Volhynian Army. He may be used by any of the Galician-Volhynian leaders to allow a Line command without a die roll. He may issue Individual Orders to any Galician-Volhynian unit but may only issue a Line command to the Galician HC. Yuri Domamerich and Derzikhray Volodislavich command the Galician army, with MI and LI being separate Lines, and Mstislav of Lutsk commands the Galician LC plus any Polovtsian LC within range. These leaders may issue Individual Orders only to units in their command.

- **Prince Mstislav Mstislavich** is the Overall Commander of the Chernigov Army, which includes units from Kursk and Vladimir. He may be used by any of the Chernigov leaders to allow a Line command without a die roll. He may issue Individual Orders to any unit he commands but may only issue a Line command to the Chernigov HC. Prince Olgy commands all Kursk units. Prince Vasil’ko of Rostov commands the infantry, with MI and LI being separate Lines, and the Prince of Smolensk commands Chernigov LC, including any Polovtsian LC within range. These leaders may issue Individual Orders only to units in their command.

- **Prince Daniil Romanovich** is the commander of all Volhynian units. He may issue orders or a Line command only to Volhynian units. All Volhynian units can comprise a Line.

- **Prince Mstislav Svyatoslavich** is the Overall Commander of the combined Galician-Volhynian Army. He may be used by any of the Galician-Volhynian leaders to allow a Line command without a die roll. He may issue Individual Orders to any Galician-Volhynian unit but may only issue a Line command to the Galician HC. Yuri Domamerich and Derzikhray Volodislavich command the Galician army, with MI and LI being separate Lines, and Mstislav of Lutsk commands the Galician LC plus any Polovtsian LC within range. These leaders may issue Individual Orders only to units in their command.

Command and Activation

The size of the battle, the staggered position and arrival of the Russians, and the fractured Russian command and its inherent problems, requires a somewhat different approach to command activation.

To understand what’s going on here it helps to get a little insight into how what is known as Kiev Rus’ worked, politically. Essentially, and simplistically, Rus was a loose confederation, each area based on a city (e.g., Kiev) and ruled by a Prince. The Prince of Kiev was considered the top position, and was thus known as Grand Prince. Occasionally, two principalities claimed to be powerful enough to have Grand Princes, as we have here. Several families comprised the Short list of candidates for ruling, a list often shortened by internecine homicide on a grand scale. What made it even more interesting was that, when one of the princes died, it became a case of “Clean Cup, Move On” (that’s from The Mad Hatter’s Tea Party in “Alice in Wonderland” for those scratching their heads.) Each of these principalities had some sort of ranking as to importance and worth, and everyone “below” a recent dead prince’s holding often, but not always, moved up a notch.
As you can guess by this point, it all made for some not too convivial relationships. And this lack of togetherness was at its height for The Kalka. There was virtually no cooperation between the three main armies—Galicia, Chernigov and Kiev—and the large force of Vladimir-Suzdal never even showed up, except for a token group.

In this battle, Activation, Momentum, and Trump is by Command, not individual leader. Each army has four Commands each with an Activation Rating that is used to determine the order of activation (akin to using the Initiative Rating). If player wants to Trump, he uses the Command Activation rating for the roll. If a player wants to use Momentum, he uses the Initiative Rating of that Command’s senior leader for the roll. In each case, the entire Command activates; the individual leaders have no Activation, Trump, or Momentum ability of their own. Within a given command, the various Lines and Leaders may be activated in whatever order the player wishes.

**PLAY NOTE:** One of the design reasons for this mechanic is the large number of leaders (22) rattling around the board. This tends to speed things up a tad.

**Russian Command Activation**
- Polovtsians: 3
- Galicians (includes Volhynians): 5
- Chernigov (includes Kursk): 6
- Kiev: 7

**Mongol Command Activation**
- Vanguard: 4
- Right Wing: 6
- Center: 7
- Left Wing (includes Brodniki): 6

**EXAMPLE:** Therefore, following 5.12 the Order of Activation is Polovtsians, Mongol Vanguard, Galicians/Volhynians, then a die roll to see if Chernigov/Kursk or the Mongol Left/Right Wings go next, etc. If the Russian player wishes to attempt Momentum with the Galicians, he rolls against Prince Mstislav Mstislavich’s Initiative Rating of 5. If the Mongol player attempts a Trump with his Center, he would roll against the Command Activation Rating which is 7.

**Russian Command Control (Optional Rule)**
Russian troops not part of their Prince’s Guard – meaning all the infantry and, occasionally, some of the light Cavalry, tended to have a mind of their own. (What else is new?). Allegiance was very ephemeral.

Therefore, when the Russian player wishes to move any Infantry Line, or any Line that has any cavalry with a TQ of ‘5’ or less, he rolls the die.
- If the die roll is higher than the Initiative Rating of the leader issuing that Line Command, the units in that line will not move. They will fire and do anything else.
- If that die roll is the same as or lower, movement is allowed.

**DESIGN NOTE:** This is an optional rule best used by those players seeking as much history and atmosphere as is possible from the game. It tends to help the Mongols, who probably don’t need any help.

**Russian Cavalry Tactics**
Russian LC may not use Harassment & Dispersal tactics. Russian heavy cavalry are NOT affected by Uncontrolled Aggression. Polovtsian LC may NOT use Feigned Retreat though they may use Harassment & Dispersal.

**Feigned Retreat Reaction Ratings**
- Russian HC: 3
- Russian LC: 6
- Polovtsian HC: 5
- Polovtsian LC: 8
- Mongol HC: 8
- Mongol LC: 9

**Retreat Edge**
If units have to use a retreat Edge, for the Mongols it is the eastern edge of the Kalka River map, for the Russians, the western edge of the Western/blank map.

**Withdrawal Levels**
The Mongols will initiate Mongol Withdrawal Reaction (12.2) when they reach 425 Rout Points.

The Russians use a somewhat different system, with each separate command having its own Rout Point and Flight Level. When a separate command reaches its Flight Level, all of its units, wherever they are, are removed from the game. Such Flight incurs a number of Withdrawal Points, which are then used to determine Victory.
- The Polovtsians will Flee when they reach 55 Rout Points. Polovtsian Flight incurs 1 Withdrawal Point.
- The Galician-Volhynians will Flee when they reach 120 Rout Points. Galician Flight incurs 3 Withdrawal Points.
- The Chernigovs will Flee when they reach 70 Rout Points. Chernigov Flight incurs 2 Withdrawal Points.
- The Kievans will Flee when they reach 80 Rout Points. Kievan Flight incurs 3 Withdrawal Points.

The Russians will Withdraw, in toto, when they have incurred at least 6 Withdrawal Points.

**HISTORICAL NOTE:** While the early flight of certain sections/commands of the Russian army led to their defeat, the Russian army did not “withdraw”, per se. As was their usual tactic, they withdrew into a huge lager of wagons and tried to fend off disaster. It didn’t work.

**TQ Levels**

<table>
<thead>
<tr>
<th>Player</th>
<th>TQ Pts</th>
<th>Rout Ratio</th>
<th>Quality Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mongol</td>
<td>1007</td>
<td>42%</td>
<td>1.40</td>
</tr>
<tr>
<td>Russians</td>
<td>891</td>
<td>36%</td>
<td>1.30</td>
</tr>
</tbody>
</table>

**Play Balance**
The Mongols are the favorites here, probably by about 2 to 1. This is a great Mongol Army, with a great commander (Subudei). The Russians, who have some very good units, are fractured and out of position.
Kalka River (31 May, 1223)
Deploy both armies as indicated in the standard rules. Standards are not used.

Playing Time: A bit over four hours
Balance: Mongols favored

Kalka River Formation Charts

Mongol Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vanguard Noyan</td>
<td>Vanguard – LC deployed in the 4500 hex row</td>
</tr>
<tr>
<td>Jebei /3</td>
<td>Right Wing HC and/or LC (a)</td>
</tr>
<tr>
<td>Subudei [OC] / 3</td>
<td>Center HC and/or LC (a)</td>
</tr>
<tr>
<td>Tsugyr Khan /2</td>
<td>Left Wing HC</td>
</tr>
<tr>
<td>LC Noyan #1</td>
<td>Right Wing LC</td>
</tr>
<tr>
<td>LC Noyan #2</td>
<td>Center LC</td>
</tr>
<tr>
<td>Teshi Khan /2</td>
<td>Left Wing LC</td>
</tr>
<tr>
<td>Polskinia /1</td>
<td>Brodniki</td>
</tr>
</tbody>
</table>

For all Formations, a contiguous line may have one intervening vacant hex between each unit.

\(a\) = The Mongol player may either put the Heavy Cavalry or Light Cavalry In Command if he activates the entire Formation. The other group is automatically Out of Command.

Mongol Units with Reduced Side: None

Russian Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Khan Yuran /1</td>
<td>Polovtsians</td>
</tr>
<tr>
<td>Pr. Daniil /2</td>
<td>Volhynians</td>
</tr>
<tr>
<td>Pr. Mstislavich [OC] / 2 (a)</td>
<td>Galician HC</td>
</tr>
<tr>
<td>Y. Domamerich</td>
<td>Galician MI</td>
</tr>
<tr>
<td>D. Volodislavich</td>
<td>Galician LI</td>
</tr>
<tr>
<td>Mstislav of Lutsk</td>
<td>Galician LC (b)</td>
</tr>
<tr>
<td>Pr. Oleg</td>
<td>Kursk Cavalry</td>
</tr>
<tr>
<td>Pr. Svyatoslavich [OC] / 2 (a)</td>
<td>Chernigov HC</td>
</tr>
<tr>
<td>Pr. Vasil”ko of Rostov</td>
<td>Chernigov, Vladimir, Putivl, and Tubetsk MI and/or LI (b)</td>
</tr>
<tr>
<td>Pr. of Smolensk</td>
<td>Chernigov LC (b)</td>
</tr>
<tr>
<td>Pr. Romanovich [OC] /3 (a)</td>
<td>Kiev HC</td>
</tr>
<tr>
<td>Vsevold /1</td>
<td>Kiev HC or Kiev LC</td>
</tr>
<tr>
<td>Pr. Andrei or</td>
<td>Kiev MI</td>
</tr>
<tr>
<td>Svятослав of Shumsk</td>
<td>Kiev LI</td>
</tr>
</tbody>
</table>

For all Formations, a contiguous line may have one intervening vacant hex between each unit.

Each Russian OC can activate any/all Formations under their Command provided that the respective Commanders are within the OC’s Command Range. Formations activated in this way are considered Out of Command. See Multiple Formations (4.15).

\(a\) = Prince Mstislavich is the Overall Commander for the four Galician and the Volhynian formations. He can use his Seizure rating with any of these leaders if they are within his Command Range.

\(b\) = The Russian player may also activate any Polovtsian LC within the designated leader’s Command Range along with the listed Formation.

\(c\) = The Russian player may either put the MI or LI In Command if he activates the entire Formation. The other group is automatically Out of Command.

\(d\) = Prince Svyatoslavich is the Overall Commander for the three Chernigov and the Kursk formations. He can use his Seizure rating with any of these leaders if they are within his Command Range.

\(e\) = Grand Prince Romanovich is the Overall Commander for the four Kiev formations. He can use his Seizure rating with any of these leaders if they are within his Command Range.

Russian Units with Reduced Side: None

Army Withdrawal Levels

Mongols: 425 Rout Points.
Russians: 6 Withdrawal Points
Polovtsians: 55 Rout Points (1 Withdrawal Point)
Galician-Volhynians: 120 Rout Points (3 Withdrawal Points)
Chernigov: 70 Rout Points (2 Withdrawal Points)
Kiev: 80 Rout Points (3 Withdrawal Pints)

Special Rules

Terrain: The Kalka River cost is +1(h); the Rough Embankments are +2(h); subtract one (−1) from the Shock DR if the defender is Shock attacked through Kalka River hex sides

Russian Reinforcements: Use the standard scenario rule. Start rolling at the beginning of the fifth Russian player turn. The Kievans automatically enter on the tenth Russian player turn. All formations may enter on the turn of activation, but are all units are considered Out of Command. The Russian player may activate an on map formation normally on the player turn of entry.

Leaders and Lines: Ignore.
Command Activation: Ignore.
Russian Command Control: Ignore.

Russian Cavalry Tactics: Mongol, Brodniki, and Polovtsian LC (only) may use Hit & Run Tactics. Russian HC are not affected by Aggression.

Feigned Retreat Reaction Ratings:

<table>
<thead>
<tr>
<th>Russian HC</th>
<th>Russian LC</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>Polovtsian HC</td>
<td>Polovtsian LC</td>
</tr>
<tr>
<td>5</td>
<td>8</td>
</tr>
<tr>
<td>Mongol HC</td>
<td>Mongol LC</td>
</tr>
<tr>
<td>8</td>
<td>9</td>
</tr>
</tbody>
</table>

Retreat Edge: Ignore.
Withdrawal Levels: Use standard scenario rule.
For more competitive play, players can try one or more of the following approaches:

**Russian Preparedness:** If the player’s agree, they can play as if the Russians were in somewhat better shape:
- The Russians may all deploy, as the player wishes on the Western/blank map.
- The Command Activation mechanics still apply, but the Russians now use a total (standard) Withdrawal mechanic of 325 Rout Points for Withdrawal.

**Tumen Substitution:** This approach assumes the Mongols fielded a lower quality army. The Mongol player makes the following substitutions:
- Substitute the Cataphracted and HC units in Tumen #1 thru #5 with those from for Tumen #4 thru #8. Note that you will have four less HC to deploy.
- Substitute HC units #1–3 from Tumen #6 with HC units #1–3 from Tumen #1
- Substitute HC units #1–6 from Tumen #7 with HC units #1–6 from Tumen #2
- Substitute HC units #1–5 from Tumen #8 with HC units #1–5 from Tumen #3
- Substitute LC units #1–14 from Tumen #1 thru #5 with the LC from Tumen #4 thru #8

The Mongols will initiate Mongol Withdrawal Reaction (12.2) when they reach 370 Rout Points.

**Rout Bid Method:** Players can always bid Rout Points (Mongolian) to balance play.

---

### Liegnitz

The Mongol Baraunghar, or Right Wing Reconnaissance in Force, under Princes Baidar and Kadan, vs. an Eastern European Coalition, under Henry the Pious, Duke of Silesia

**Modern-day Poland; 9 April, 1241**

#### Historical Background

"From the Fury of the Tartars, oh Lord, Deliver Us"

Liegnitz marks the westernmost penetration of the Mongols, but the battle was not meant as an effort to seize and capture, but a renaissance in force and a ruse, to draw the north-eastern Europeans away from Hungary and possibly linking up with the large Hungarian army, under King Bela.

#### Terrain Notes

The exact location of the battle is open to question. We used the map in Waclaw Korta’s article on the battle. Other than the slight dip of the ground towards the small stream running across the map, the terrain is otherwise unremarkable, flat, and excellent for cavalry oriented tactics. It does not appear, in any sources, that there were any features which the Europeans could use to anchor their flanks, thus rendering them very susceptible to Mongol maneuvers.

#### Game Length

Liegnitz is one of the “small” battles in the box. It uses only a half map, and the Mongol army contains only two tumen, or about 20,000 men. As such, it should play in one sitting.

#### Mongol Baraunghar

The Mongol units come from Tumen 1, 2, and 3 as follows:

- Select eight (8) LC from Tumen 3 for Vanguard
- Remove from play seven (7) LC from Tumen 1 and 2 in any combination that have the same TQ as those added from Tumen 3.
- The remaining Tumen 3 units are not used.

All units face South and are mounted.

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 LC; Vanguard Noyan</td>
<td>1905–1919, Odd-numbered hexes only</td>
</tr>
<tr>
<td>11 HC</td>
<td>1603–1623, Odd-numbered Hexes only</td>
</tr>
<tr>
<td>11 HC</td>
<td>1502–1522, Even-numbered hexes only</td>
</tr>
<tr>
<td>9 LC</td>
<td>1404–1420, Even-Numbered hexes only</td>
</tr>
<tr>
<td>9 LC</td>
<td>1304–1320, Even-Numbered hexes only</td>
</tr>
<tr>
<td>2 Rocket Artillery</td>
<td>Anywhere in the 1200 hex row</td>
</tr>
<tr>
<td>Prince Baidan,</td>
<td>Anywhere the Mongol player wishes</td>
</tr>
<tr>
<td>Prince Kaidan,</td>
<td>Standards for Baidan and Kaidan</td>
</tr>
<tr>
<td>HC Noyan #1,</td>
<td></td>
</tr>
<tr>
<td>LC Noyan #1;</td>
<td></td>
</tr>
</tbody>
</table>

#### Replacement Leaders

Mongol Noyan are replaced per 4.43. Prince Baidan and Prince Kaidan may not be replaced.
The Eastern European Christian Army of Henry the Pious
All units face North; all cavalry starts Mounted.

Unit/Leader | Hexes
--- | ---
6 Teutonic HC Knights; Poppo | 3323–3328
3 Oppeln HC | 3321–2, 3422
7 Oppeln MI | 3424–3427, 3524–3526
Mieceslaw | With any Oppeln unit
3 Silesian HC-Knights, 1 Templar HC-Knights, 1 Templar LC, 1 Hospitaller LC, Henry | 3215–3221
7 Silesian MI | 3315–3319, 3416–19
2 Moravian MI | 3310–13
4 Greater Poland HC, Sudislaw | 3410–14, 3510–14
10 Greater Poland MI | 3403–3408
12 Goldberg Miner LI, Boleslaw | 3303–3308, 3403–3408
4 Hamburger, 2 Franks, Coleslaw | Anywhere (To Go)
Standards for Henry, Poppo, Mieceslaw, Sudislaw and Boleslaw | Anywhere the Eastern European player wishes

Replacement Leaders
There are no Eastern European replacement leaders.

DESIGN NOTE: We’ve given the Eastern Europeans closed to 25,000 men in game terms. Numerical information on their numbers is scant and often spurious. Polish sources state they had only 10,000, but that sounds rather like the Krakow Spin Doctor at work; other sources say the two armies were about even, numerically. Most of the Euros are fairly poor troops – those Goldberg Miners were just that, locals with pitchforks and a fervent wish to be elsewhere—so numbers don’t matter much. On the other hand, those Teutonic Knights can wreak much havoc.

Polish Archers?
Most sources indicate that the Eastern Euros had no missile capability. Polish sources say there were contingents of archers. Basically, we have gone with the non-Polish sources, as the latter can be a bit fanciful … some of them insist they won the battle (even thought there was no one left alive to celebrate. Oh well, as the old canard goes, it all depends on whose ox is being gored.).

If you wish to Go Polish, we’ve provided 3 Polish LI-Archer units. You may use these B-armed archers to replace any 3 MI on the map when deploying.

Crossbow Units
The crossbow was a weapon both feared and admired by Europeans. It was considered so devastating – its heavy bolts could pierce plate armor at some distance – that it was “outlawed” for intra-Christian warfare. However, such units did exist, including several “professional” mounted crossbow units. We have conjectured that the very military-oriented Knights of Christ contingents would have these, if, alone, to “fight the infidel” (which meant anyone who didn’t follow their particular beliefs). It is known that both the Templars and Hospitallers had small LC contingents, so we have made these mounted Crossbowmen.

Crossbow units are restricted as to when they may fire, because of the infernal difficulty inherent in re-loading the weapon, especially on horseback. In essence, they may fire twice in a single turn, whether it is when activated or as Reaction. Use the “Crossbow Fired” markers to indicate their usage.

Harassment and Dispersal Tactics
Only Mongol LC can use this tactic.

Leaders and Lines
The Mongols: The Mongols start the game deployed in their quintessential, checkerboard, six line formation: front vanguard of LC, 2 front lines of HC behind which stood 3 lines of LC, ready to open the battle by riding through the spaces created by this checkerboard deployment, and, having completed their missile/harassment task, ride back through those openings to allow the HC to complete the battle with a heavy coup de main.

Mongol Overall Command: The Mongol Baraunghar has two tumen, and two (Overall) Commanders. Baidar and Kaidan can be used by any one subordinate Leader within their Range to automatically issue Line Commands.

Line and Command Eligibility
- The Vanguard Noyan may issue orders/Line Commands only to Tumen 3 units.
- The HC Noyan may issue orders/Line Commands to any HC unit and only HC units.
- The LC Noyan may issue orders/Line Commands to any LC unit from Tumen 1 and/or Tumen 2.

At the start of the scenario, the Mongol player assigns one of his two Tumen to Baidar and the other to Kaidan. That leader may issue orders/Line Commands only to units in his assigned Tumen. Units in the assigned Tumen use that leader’s Standard for Retreat purposes. Baidar and Kaidan can issue a Line Command to activate any/all units in their Tumen, unless either the HC and/or LC Noyan issued a Line Command or order to any unit in that Tumen. Furthermore, Baidar and Kaidan cannot issue a Move/Fire order if the HC/LC Noyan issue orders/Line Commands to their respective types. They may use all others orders or perform a Standard Rally no matter what the HC/LC Noyan do.

EXAMPLE: On the first game turn the Mongol player uses his HC and LC Noyans to activate HC and LC units from both Tumens. When Kaidar and Baidar activate, they can’t use their Line Command ability, nor can they issue any Move/Fire orders. They can, however, remove hits, perform leader, rallies, etc.

Eastern Europeans: Henry’s ad hoc army is essentially a collection of contingents which may or may not follow Henry’s leader—
Simple GBoH Version

**Liegnitz (9 April, 1241)**
Deploy both armies as indicated in the standard rules. Standards are not used.

**Playing Time:** Two hours  
**Balance:** Mongols heavily favored.

### Mongol Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baidan [OC] / 3</td>
<td>Tumen 1 HC and/or Tumen 1 LC[^a]</td>
</tr>
<tr>
<td>Kaidan [OC] / 3</td>
<td>Tumen 2 HC and/or Tumen 2 LC[^a]</td>
</tr>
<tr>
<td>Vanguard Noyan</td>
<td>Tumen 3</td>
</tr>
<tr>
<td>LC Noyan</td>
<td>Tumen 1 HC and/or Tumen 2 LC</td>
</tr>
<tr>
<td>HC Noyan</td>
<td>Tumen 1 HC and/or Tumen 2 HC</td>
</tr>
</tbody>
</table>

**Note:** For all Formations, a contiguous line may have one intervening vacant hex between each unit.

[^a]: The Mongol player may either put the Heavy Cavalry or Light Cavalry In Command if he activates the entire Formation. The other group is automatically Out of Command.

Both Baidan and Kaidan are Overall Commanders. They may use a successful Seizure to activate either themselves or one of the three Noyan.

### Mongol Units with Reduced Side: None

### Eastern European Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poppo /1</td>
<td>Teutonic Knights</td>
</tr>
<tr>
<td>Henry [OC] / 3</td>
<td>Silesian, Templar, Hospitaller Cavalry and/or Silesian, Moravian MI[^a]</td>
</tr>
<tr>
<td>Sudislaw</td>
<td>Greater Poland cavalry and/or Greater Poland MI[^a]</td>
</tr>
<tr>
<td>Boleslaw</td>
<td>Goldberg Miner LI</td>
</tr>
<tr>
<td>Mieczeslaw</td>
<td>Oppelin Cavalry and/or Oppelin MI[^a]</td>
</tr>
<tr>
<td>Wenceslas /2[^b]</td>
<td>Bohemian Cavalry</td>
</tr>
</tbody>
</table>

For all Formations, a contiguous line may have one intervening vacant hex between each unit.

[^a]: The Eastern European player may either put the cavalry or infantry In Command if he activates the entire Formation. The other group is automatically Out of Command.  
[^b]: Henry may not use a successful Seizure to activate the Bohemians.

### Army Withdrawal Levels

**Mongols:** 160 Rout Points.  
**East Europeans:** 110 Rout Points [135 if the reinforcements enter]

### Special Rules

- **The Mongols go first. There is no die roll**
- **Polish Archers:** Use the standard scenario rule.
- **Crossbow Units:** These units may either move or fire when activated, not both.
- **Harassment and Dispersal Tactics:** Only Mongol LC can use Hit and Run Tactics.
- **Leaders and Lines:** Ignore.
- **Feigned Retreat Reaction Ratings:**
  - Mounted Knights: 2  
  - European HC: 3  
  - European LC: 6

### Aggression:
Whenever a Formation containing a Knight or European HC unit is activated, and if any of those units are within six (6) Movement Points of an enemy unit, and there are no intervening friendly mounted units, the player, before actually moving such units, rolls the die and consults the Chivalry Aggression (C-A) Rating of the lowest rated KN/HC unit in the Formation as given in the scenario.

- **If that die roll is greater than the C-A Rating, each and every Knight or European HC units in the Formation must move up to their full Movement Allowance towards the nearest enemy unit to them and move adjacent to that unit. Out of Command units may move adjacent to enemy units. When there is more than one possible target for such a charge, the moving player determines the target. However, if there is more than one target, the target chosen must be, if possible, one not already being so attacked.**
- **If the die roll is the same as or lower than the C-A Rating, the units may be moved normally**

If there are intervening friendly infantry units, the moving cavalry will move through them to the target. There is no cost in Cohesion Hits to the moving unit, however, the infantry unit must undergo an immediate TQ Check. If the DR is higher than the TQ, the unit takes a number of Hits equal to the difference.

### European Chivalry Aggression Ratings:

- Teutonic, Templar, and Hospitaller Knights: 2  
- Oppelin, Silesian, and Bohemian HC: 3  
- Greater Poland HC: 4

### Unhorsed Knights:
Any Knight unit that receives a Retreat result from Shock is Unhorsed. Reduce the number of Hits by one and flip the unit to its Dismounted side. Once unhorsed, knights remain on foot for the rest of the battle. Unhorsed Knights are treated as HI, however attacking HC and LN adjust the Weapons System DRM by +5 on all Frontal attacks.

### Mongol Artillery:
Use the standard rule with the exception that the Smoke markers are removed on a die roll of “0” or “1”. This check is made at the conclusion of each player turn. They are activated whenever the Formations belonging to either Kaidan or Baidan are activated.
Reinforcements: At the beginning of each European player turn, that player checks to see if the Bohemians arrive. Roll a die. If the die roll is “0”, the Bohemians immediately enter the game. The Bohemians enter the through any hex along the western edge of the map, from 1532 to 3732 (from the direction of Liegnitz). However, no entrance hex may be more than four hexes from any other entrance hex. The player may then activate any other on map Formation.

Retreat Edge: Ignore.

ship. However, these leaders are not treated as Contingent commanders. The lines are as follows:

Henry: Silesians, Moravians, Templars and Hospitallers
Poppo: Teutonic Knights
Mieczeslaw: Oppelnas
Sudislaw: Greater Poland units
Boleslaw: Goldberg Miners
Wenceslas: Bohemians

The above leaders may issue Individual Orders only to units in their own contingent.

European Overall Command: Henry is the OC here; he can enable all other commanders to automatically issue Line Commands except for King Wenceslas (when/if he arrives). The Bohemians are on their own. King Wenceslas may automatically issue line commands to the Bohemians.

European Aggression Ratings
Knights of Christ HC: 2
Oppeln, Silesian, Bohemian HC: 3
Great Polish HC: 4

Feigned Retreat Reaction Ratings
Mounted Knights: 2
European HC: 3
European LC: 6

Unhorsed Knights

European knights were protected by heavy, chain mail armor, which provided excellent protection but rendered the knights reliant on their mounts for maneuverability. When unhorsed, while still formidable weapons system, their lack of mobility combined with the rather dispiriting happenstance of finding themselves on the ground rather suddenly, rendered them quite different, in terms of capabilities, from what they were when mounted.

Any Knight unit that incurs a Cohesion Hit result of ‘3’ or more changes that ‘3’ result into a ‘2’ plus Unhorsed. Flip the unit to its Dismounted side and place a Disordered marker on it the instant this occurs. Once unhorsed, knights remain on foot for the rest of the battle. Knights can never voluntarily dismount.

Unhorsed (Dismounted) Knights are treated as HI, however attacking HC and LN are Attack Superior. In addition, Disordered Unhorsed Knights:

- may not Shock Attack
- when they are Shock Attacked, the Attacking Player gets a one column shift to the Right on the Shock Resolution table.

Mongol Artillery

HISTORICAL NOTE: In an era approximately 100 years before cannon and gunpowder became commonplace, the Mongols, from their experiences in conquering China, had developed an extensive “artillery” arm, using catapults and ballistae (maximum range about 400 yards) to launch smoke “bombs” (filled with naphtha and other foul, burning stuff) and firecracker-like, but harmless, explosive devices. They also used rockets—again, à la Roman Candles—mostly for effect, although there is no indication rockets were present, or used, at Liegnitz. None of this ever caused casualties, but it did scare the bejeezus out of the locals.

1. Mongol artillery is used when either the Baidar or Kadan is activated and chooses to use Individual Orders (not Line Commands). Mongol artillery may either move or fire; they may not do both in a turn. They may not use Reaction fire.

2. Mongol artillery units may fire three (3) Smoke Bombs in a turn. They may do so into any hex(es) within four (4) hexes. They do not need a LOS to fire. Only one Smoke Bomb may be in any one hex at any one time. They may not fire into any Mongol occupied hex, nor may they fire into any hex which is adjacent to three or more Mongol-occupied hexes.

DESIGN AND HISTORICAL NOTE: Mongol archers also had this capability, but to a much lesser extent. To keep things as simple as possible ... and to keep players from laying down 40+ hexes of smoke ... we have limited this to the artillery.

3. To fire Smoke Bombs, the Mongol simply designates the hex and places a Smoke Marker in the designated hex.

4. Smoke has the following effect:
   - It blocks Line of Sight
   - No European unit within two (2) hexes of a Smoke Marker may use Orderly Withdrawal.
   - No European unit may enter a Smoke hex.
   - If Smoke is fired into a hex occupied by a combat unit(s), that unit suffers 1 Cohesion Hit and, in addition, must Retreat one hex.

5. Smoke lasts two turns … and the smoke markers are so indicated to facilitate such usage. At the end of each turn, remove all Smoke markers that are on their “2nd Turn” side and then flip the 1st Turn markers to their reverse side.

6. Optional Rule: Rockets If you want to have a little fun, give the Mongols Rocket capability. Instead of firing smoke bombs, any one artillery unit—only one per turn—may fire rockets, once, at any hex within nine (9) hexes. He simply designates the target hex and rolls the die, with the following results:

<table>
<thead>
<tr>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Rockets explode, destroying artillery unit</td>
</tr>
<tr>
<td>1–6</td>
<td>Missed (these things were about as reliable as those Goldberg miners)</td>
</tr>
<tr>
<td>7–9</td>
<td>Unit in target hex incurs 2 Cohesion Hits</td>
</tr>
</tbody>
</table>
7. Mongol artillery has no other capability other than to fire smoke bombs (and rockets). They have no facing (all hexes are frontal), and they do not exert a ZOC. They have no combat strength. If a European unit moves adjacent to an artillery unit, and that European unit is not in a Mongol ZOC it is eliminated automatically.

8. Mongol artillery is always In Command; a Command range need not be traced.

**Optional Reinforcements:**

**King Wenceslas and the Bohemians**

Henry was aware that King Wenceslas of Bohemia was approaching with an army said to number 50,000, although that sounds like wishful thinking more than reality. (Must not have been the Feast of Stephen.) Whatever the number, Wenceslas’ army was of considerable size. It was also less than a day’s march away when Henry went out to meet the Mongols.

To add a little “what-if”, spice (and balance) to the game, we’ve made the arrival of Wenceslas’ mounted vanguard, riding to the rescue, a possibility.

The First Time the Mongol Player rolls a ‘9’ when seeking Momentum (5.33), instead of it being an automatic Turn Finished, instead, the Euro Player now rolls the die.

- If he rolls a 7–9, Wenceslas arrives.
- If he rolls a 0–6, it’s treated as a regular Turn Finished.

The Bohemian vanguard, upon being so activated, immediately gets a “free” turn—one activation only; no Momentum or Trumping the turn it arrives. It enters the through any hex along the western edge of the map, from 1028 to 3828 (from the direction of Liegnitz). However, no entrance hex may be more than four hexes from any other entrance hex. At the end of its initial turn of entry, the Euros must place Wenceslas’ Standard.

Starting the next turn, the Bohemians are treated like any other units.

**DESIGN NOTE:** We’ve limited the Bohemians to about 4–5000 mounted men, knights, heavy cavalry, and mounted crossbowmen, as these units would most likely be ahead of the main body of, probably, ill-trained conscript foot. Whatever, 5000 ready-to-rumble Bohemians falling on the Mongol flank could have a major impact on the festivities. All very speculative, to be sure.

**Retreat Edge**

If units have to use a retreat Edge, for the Mongols it is the north edge of the map, for the Euros, the south edge.

**Withdrawal Levels**

The Mongols will initiate Mongol Withdrawal Reaction (12.2) when they reach 160 Rout Points.

The Europeans will Withdraw when they reach 110 Rout Points. If the Bohemians enter the game, the Withdrawal Level instantly rises to 135 Rout Points.

**TQ Levels**

<table>
<thead>
<tr>
<th>Player</th>
<th>TQ Pts</th>
<th>Rout Ratio</th>
<th>Quality Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mongol</td>
<td>399</td>
<td>40%</td>
<td>1.75</td>
</tr>
<tr>
<td>East Europeans</td>
<td>395</td>
<td>34%</td>
<td>1.22</td>
</tr>
</tbody>
</table>

**Play Balance**

This is small, but highly disciplined, Mongol army. The Euros have some very powerful knights, but they are over-matched here. It will be good player who can win with the Euros, but it has been done. Using the Polish archers helps a bit; using Wenceslas helps a lot, and players, may adjust the die roll necessary for Bohemian entry as they wish to allow that balance to shift. Or change the tumen the Mongols use to lower numbers, say, 4 and 5.

**HISTORICAL NOTE:** Several Polish sources insist on treating Liegnitz as a Polish victory. Why? Because, after the battle, the Mongols “ran away”. That the Mongols drove the Euros from the field and killed every soldier they could find, leaving virtually no armed men within miles, does not seem to have been a consideration to the folks who came up with that spin.

‘Ayn Jalut

The Il-Khanid Mongol Rear Guard, under Ketbugha, vs. the Mamluks, under Sultan Qutuz

Modern-day Israel; 3 September, 1260

**Historical Background**

For many years, historians considered Ayn Jalut as one of the ten most decisive battles in history. That ranking, based on recent works and research, has dropped considerably, and, while Ayn Jalut did show the world that a Mongol army could be decisively beaten, while introducing the audience to the aggressiveness of the new Mamluk sultans, the Mongols had lost before, in larger engagements, and the Mongol army at Ayn Jalut was a somewhat rag-tag, rearguard force.

In 1259, a large Mongol army from the Il-Khanid Mongol Horde, under one of their great military leaders, Hulegu, swept across the Euphrates and lit into the Middle East, stopping to rid the area of the Hashashin (the Assassins) for once and for all, a major plus in the eyes of Muslim, Crusader and even what Jews were still around. But, after seizing most of northern Syria, Hulegu’s campaign to expand the Il-Khanid territory ran into the usual Mongol “Halt!” notice: the death of the Great Khan, this time Hulegu’s brother, Monkge Khan.

Hulegu gathered the majority of his urdu and left a small rearguard force of one tumen under Ketbugha, whom Hulegu considered one of his top men. Ketbugha was already in southern Syria, causing havoc among the remnants of the Ayyubid Syrians, and other troops of that recently disintegrated Caliphate. Two factors, though, would bring about the eventual result. Ketbugha’s tumen was not one of the Mongol’s best, and political turmoil in Egypt was about to change the way the wind was blowing: the Mamluks had seized control.

Mamluks were the slave-recruited soldiers that the Fatamid and
Ayyubid dynasties, based in Cairo, prized above any other types. The slaves were mostly Turks. They had been the elite of the Ayyubid (the dynasty founded by Saladin) army for almost a century until the Mamluks seized control of Egypt in 1250.

Terrain Notes
Ayn Jalut is a spring (watering hole) fed by a small stream, in a narrow valley. The valley ground is typical of the Middle East, flat and excellent for cavalry operations. The hills to the right and left are rather Rough, and the Level-3 terrain (Mt. Gilboa) is not usable militarily (and may not be entered) … it is too steep and rocky.

Game Length
This is the smallest, shortest battle in the box, and a good game to sample the system, be ye novice or GBoH grognard. It should take about 3 hours to finish, about an hour longer if it’s your first game with the system.

Mongol Rearguard Deployment
The Mongol units all come from Tumen #5:
Cat HC #2 and #3
HC #4–10
LC #2–16
All units face North

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 Mongol LC[a]; Baydar</td>
<td>Anywhere in the 2200 row</td>
</tr>
<tr>
<td>9 Mongol HC; Ketbigha [OC]</td>
<td>2706-2722, even-numbered hexes</td>
</tr>
<tr>
<td>1 Ayyubid Syrian HC[b]; al-Ashrat Musa</td>
<td>2724</td>
</tr>
<tr>
<td>1 Georgian HC[c]</td>
<td>2704</td>
</tr>
<tr>
<td>1 Armenian HC[d]</td>
<td>2702</td>
</tr>
<tr>
<td>2 Syrian LC</td>
<td>2923, 2925</td>
</tr>
<tr>
<td>10 Mongol LC; LC Noyan #1</td>
<td>2903-2921, odd-numbered hexes</td>
</tr>
<tr>
<td>1 Seljuk LC</td>
<td>2901</td>
</tr>
<tr>
<td>Ketbigha’s Standard</td>
<td>Anywhere</td>
</tr>
</tbody>
</table>

a = Select five LC from Tumen #5 for Baydar’s Command. To allow for easier command identification, the Mongol player may use substitute LC counters with the same TQ from any Tumen not in play.
b = Remnants of the Ayyubid Caliphate; some joined the Mongols, some joined the Mamluks.
c = There is very little information on the Georgian army of this era. As Georgia was a Christian country and hired European mercenaries, we guessed that Georgian troops would tend to be HC, rather than LC.
d = Most likely Cilician Armenians, who controlled the southern coast of Turkey south of the Taurus Mountains. Armenian forces were usually lancer-armed, Cataphracted HC, especially given the availability of iron in their territory.

Replacement Leaders
Ketbigha is replaced by the Hv Cav Noyan #1 leader when eliminated. Place the replacement with any Mongol HC at the next Rally Phase. This replacement is not treated as an Overall Commander. Baydar is replaced by the LC Noyan #2 leader when eliminated. Al-Ashrat Musa may not be replaced. All Mongol Noyan are replaced per 4.43.

Mamluk Deployment
(Most units arrive as Reinforcements)

All units face South

<table>
<thead>
<tr>
<th>Unit/Leader</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Halqa (Mamluk) LC,</td>
<td>Anywhere in 1300 row</td>
</tr>
<tr>
<td>2 Turcoman LC; Baybars</td>
<td></td>
</tr>
</tbody>
</table>

Mamluk Reinforcements
The following Mamluk and Allied units arrive during the first game-turn when their Leaders are activated, in the normal course of Activations:

The Mamluk Guard (Cataphracted HC); 2 Royal Cataphracted HC; 10 Mamluken HC; 17 Halqa (Mamluk); 2 Syrian LC; 1 Bedouin Lancers; 1 Kurd HC; Sultan Qutuz, Prince of Hama (Ayyubid al-Mansur Mohammad); Qutuz’s Standard.
These units may enter through hexes 1012–1026, along the Northern edge of the map.

Mongol units may not enter any hex north of the 13xx hex row during the first game turn.

**Replacement Leaders**
Baybars is replaced by the Repl #1 (HC) and the Prince of Hama replaced Repl #2 (LC) when eliminated. Sultan Qutuz may not be replaced.

*DESIGN NOTE:* As you can see from the counters, Mamluk Halqa LC can Dismount. They actually did this as a standard tactic, Egyptian armies from the Fatamids through the Ayyubids were infantry based, and the Mamluks have pretty much inherited the Ayyubid army. They would use Arched fire in three ranks, or so the Mamluk/Ayyubid manuals (and David Nicolle) state. Whether they did any of this at ‘Ayn Jalut is not mentioned.

---

**‘Ayn Jalut (3 September, 1260)**
Deploy both armies as indicated in the standard rules. The Standards are not used.

**Playing Time:** 1.5 hrs.
**Balance:** Mamluks favored

### Mongolia Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baydar</td>
<td>Vanguard – LC that deploy in 2200 row</td>
</tr>
<tr>
<td>Ketbugha [OC] / 3</td>
<td>Non-Syrian HC and/or Non-Syrian LC [a]</td>
</tr>
<tr>
<td>al-Ashrat Musa [b]</td>
<td>Syrian HC and LC</td>
</tr>
<tr>
<td>LC Noyan</td>
<td>Tumen 5 LC and Seljuk LC</td>
</tr>
</tbody>
</table>

a = The Mongol player may either put the Heavy Cavalry or Light Cavalry In Command if he activates the entire Formation. The other group is automatically Out of Command.

For all Formations, a contiguous line may have one intervening vacant hex between each unit.

The Mongol player may activate the Syrian Formation in conjunction with Ketbugha’s Formation if al-Ashrat Musa is within Ketbugha’s Command Range.

**Mongol Units with Reduced Side:** None

### Mamluk Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baybars /2</td>
<td>Mamluk and Turcomen LC deployed in the 1300 hex row</td>
</tr>
<tr>
<td>Qutuz [OC] / 3</td>
<td>Mamluk HC, Kurd HC, and Bedouin LN</td>
</tr>
<tr>
<td>Hama or Baybars /2</td>
<td>Mamluk, Syrian, and/or Turcomen LC</td>
</tr>
</tbody>
</table>

For all Formations, a contiguous line may have one intervening vacant hex between each unit.

**Mamluk Units with Reduced Side:** None

### Army Withdrawal Levels

**Mongols:** 70 Rout Points.
**Mamluk:** 90 Rout Points.

---

**Special Rules**

**Terraing:** Rough Terrain is 3h for all unit types. Mt. Gilboa is impassable.

**Mamluk Reinforcements:** Use the standard scenario rule. The Mamluk may bring his reinforcements on the map in any player turn. Both formations must be entered in the same player turn and both are treated as Out of Command on the player turn of entry.

**Line and Command Eligibility:** Ignore.

**Harass and Dispersal Tactics:** Only Mongol and Turcomen LC can use Hit and Run Tactics. Mamluk Halqa LC may use Shower fire.

**Feigned Retreat Reaction Ratings:**
- All Heavy Cavalry: 5
- All Light Cavalry: 7

**Syrians:** Use standard scenario rule. The check is made no matter how the formation are activated.

**Retreat Edge:** Ignore.
The Armenians, Georgians, and Seljuks are considered Mongol units for the purposes of Line and Command Eligibility.

All Mongol units use Kebugh’a’s standard as their Retreat Goal. The Syrians and other allies use the Retreat Edge as their Retreat Goal. They may not be rallied by standard.

**Mamluks:**
- **Sultan Qutuz** is the Overall Commander. He may issue Orders to any Mamluk unit. He may activate either all HC as a Line or all LC as a Line (not both) unless a Line command was issued to the Line by another leader in the same turn.
- **Baybars** may issue orders to any unit. He may activate either all HC as a Line or all LC as a Line (not both) unless a Line command was issued to the Line by another leader in the same turn.
- **The Prince of Hama** may issue orders/Line Commands only to LC units only. He may activate all LC as Line unless a Line command was issued to the LC by another leader in the same turn.

HC and LC are each separate lines. The Bedouin LN are considered HC for this purpose.

All Mamluk units use Qutuz’s Standard as their Retreat goal.

**Harass and Dispersal/Shower Fire Tactics**
Mongol and Turcoman (Mamluk) LC can use this tactic. Some Mamluk Halqa LC have Shower Fire capability; see the counters.

**Feigned Retreat Reaction Ratings**
- All Heavy Cavalry (HC): 5
- All Light Cavalry (LC): 7

**al-Asrat Musa and The Ayyubid Syrians**
The desertion of Musa’s Syrians during the battle is considered by many to be the key, telling moment. No reasons are given, but one suspects that these leftover Ayyubids – contingents of Ayyubid Syrians fought on both sides – saw the handwriting on the wall.

Any time the Mongol player wishes to activate Musa and his Syrians, and the Mongols have accumulated more Rout Points than the Mamluks, he must roll the die:
- If the DR is the same as or lower than Musa’s Initiative, they activate
- If the DR is higher than Musa’s Initiative, he and his Syrians are instantly removed from the game, regardless where they are or what is happening to/with them. However, they do not count as Routed units for Victory purposes.

**Retreat Edge**
If units have to use a retreat Edge, for the Mongols it is the South edge of the map, for the Mamluks, the North edge.

**Withdrawal Levels**
The Mongols will initiate Mongol Withdrawal Reaction (12.2) when they reach 75 Rout Points.

The Mamluks will Withdraw when they reach 90 Rout Points.

<table>
<thead>
<tr>
<th>Player</th>
<th>TQ Pts</th>
<th>Rout Ratio</th>
<th>Quality Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mongol</td>
<td>186</td>
<td>40%</td>
<td>1.60</td>
</tr>
<tr>
<td>Mamluks</td>
<td>264</td>
<td>34%</td>
<td>1.69</td>
</tr>
</tbody>
</table>

**Play Balance**
This is a fairly balanced battle, with the Mamluks, who did win, having a slight edge, mostly because they have slightly more troops with slightly better TQ. If you feel the Mongols need some help, use the Mongol units from lower numbered Tumen.

**SOURCES**
- Chambers, James, *The Devil’s Horsemen*
- Nicolle, David, *Armies of Medieval Russia 750-1250* (Osprey)
- Medieval Source Books
  - Arms/Arm Crusades
  - Mongol Warlords
  - Mamluks
- Amitai-Preiss, Reuven, *Mongols and Mamluks, The Mamluk-Ilkhanid War, 1260-1281* (Cambridge University Press; Year Unknown [copy missing some pages])
- Contamine
- Delbruck
- von Donat, Richard,
- Korta, Waclaw,
- Wise, Terrence
- Selby; Chinese Archery
- Curtin’s book
- Great Commanders
- Medieval Archery, (c) 1998, Mark Herman & Richard Berg. Page 3