

Invincible!

"One sole sun in the sky: One sole sovereign on Earth." -- Temujin

Game Overview

You live in the twelfth and thirteenth century. You have been born in the harsh, unforgiving lands of Mongolia, but you are blessed because you are a member of the Imperial Khanate, a leader of the invincible Mongol Horde. Armies and cities fall almost at will to your sweeping cavalry. Your army can destroy almost any resistance. You are a member of the vastest Empire in the world. The only difficulty is the fact that like all political and military establishments, personal politics result in the demise of institutions and armies. Your job is to root out the bad apples as it were and rise to power, perhaps even becoming the fierce "Ruler from Ocean to Ocean" of the Mongols and the world -- the Genghis Khan.

Use your wits and resources to garner support in your attempt to lead your clan and the Horde itself into victory over all the world. Build up friendships, betray trusted companions, spy out their secrets, lead your forces into combat, feast on the wine of conquered enemies and build your renown. Most of all, ensure the victory of the Mongols over all who would challenge them, proclaim your dominance. Reinforce the fear of the nations. Make the world tremble as they cry in terror about your invading forces -- "Invincible!"

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Character Modes

The Modes describe the different ways in which the Players utilize their Khans in managing the Horde. They are arranged into four types in order to best illustrate how they appropriate their skills and strengths. Each Mode has a number of points, called a score or rating, which allow him to perform tasks that fall under each category. Character Modes and their points can be found on the Character Cards. Modal Points can be increased by spending Honor, but they may never exceed ten points per Mode.

Companion:

Khans depend on their abilities to make friends, gain trust and convince others of their dependability. The Companion Mode is used to express the strength of a Khan's perceived worth, including his reputation (aside from Honor), his competent associates (who make him look good), etc. When Khans are attacked by one another, they are actually attacking their opponent's Companion points (i.e. trying to ruin a reputation, destroying friends of the Khan, physically

attacking the Khan, etc.) Khans can spend their Companion points, transferring them to Informer, thus activating some of their eyes and ears to perform necessary tasks -- even getting behind the scenes to help protect the Khan's interests. If Companion points are equal to zero (or below) the Khan can take no further actions until they are increased to at least one.

Accuser:

This Mode best describes the attacking ability of each Khan. Politically, that is between clans, Khans often accuse one another of heinous crimes in order to gain the moral authority to attack one another. Khans use their Accuser points to directly attack their opponent's Companion score.

Informer:

Whenever facing trouble it is nice to have some inside information to help guide the way. The Mongols are well known for having extremely active information networks to gather news about their enemies and their friends. A Khan may use his Informer points to help fend off an attack. Simply put, a player declares how many Informer points he will use to defend his Khan's Companion points against an attack.

Leader:

This Mode describes the innate ability of the Khan to lead his forces, in battle as well as in training, and his knowledge of his people's resources and how they are best used. Because a Khan's leadership is so versatile he can spend Leader points to increase any of the other Modes -- Companion, Informer or Accuser.

All points spent are one-for-one. Transferring two points from Companion to Informer would increase the latter by two.

Honor

Each character begins the game with a set amount of Honor. Throughout the game, the characters' Honor will vary, increasing and decreasing depending on the characters' actions. Honor is the lifeblood of the Mongols. A leader with Honor is to be praised and appreciated. One with no Honor should be left for the dogs.

Honor, however, is ephemeral. The tides of battle can give and take away a Khan's Honor as quickly as the ocean's waves beat the sands.

War is not the only stealer of Honor, mistakes made in dealing with others can lead to a loss of Honor as well as incompetence in taking care of one's minions.

One of the most salient characteristics of the Mongols was a strict sense of honor and loyalty, and respect for these qualities in others, even opponents. When Temuchin* was still struggling for power, and at a low point in his fortunes, he was wounded in a skirmish. While riding away, he and his band were overtaken by a lone horseman, who rode up and announced that he had fired the arrow that had wounded Temuchin. Temuchin could kill him if he chose, but if not, he would become Temuchin's loyal follower. Temuchin commented on the man's courage and integrity, accepted the offer, and conferred on him the name Jebei, The Arrow. It was a good choice. Jebei became one of Genghis Khan's greatest generals, led the invasion of Persia, and led the great exploratory raid around the Caspian Sea.

The Mongols
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* Temuchin is an alternate spelling of Temujin, the first official Genghis Khan of the Mongol Horde

Honor may never rise above ten, but it may go below zero. If ever a character has negative Honor, he loses one Companion point per Turn until either his Honor is zero or higher, or his Companion score equals zero..

Further information concerning gaining and losing Honor will be detailed later.

Actions

The Khans accomplish tasks and battle through performing actions. These actions can be summed up as battle (those performed in war and politics), and assistance (those actions used to help others whether in politics, war or in the everyday).

Battle Actions

Khans take actions to engage in battle, pursue fighting and flee or stop war. Any of these actions can be performed during battle;

although they may not be performed concurrently. Some actions can only be performed before or after others.

Ambush -- Instead of choosing to Defend, a Khan may choose to Ambush his opponent by spending Informer points. If successful, the attacking Khan loses Companion points instead of Accuser points. If unsuccessful, the ambushing Khan loses two Companion points in addition to those lost from the battle.

Assign Points -- Assigning points can only be used after an attack has been made and defended. Points can be transferred or assigned as described in the Character Modes section.

Attack Khan -- This action is used to initiate battle with a specific Khan. Attack Khan can only be used in Accuser Mode.

Attack Mongol Enemy -- This action is used to initiate combat against a Mongol Enemy.

Cooperate -- This action can only be used when attacking a Mongol Enemy. A Khan may choose to cooperate with the Genghis Khan or attacking Khan which would add all of his Modal points to the other for purposes of the battle with the Mongol Enemy only (during the turn). However, if a Khan cooperates, he may not perform any other Battle Actions for the rest of the turn.

Defend -- By spending Informer points, a Khan may defend himself from an accusation from another Khan.

Pursue -- A Khan may choose to Pursue a fleeing Khan by spending one Honor. If he pursues, he engages his rival Khan by attacking in Accuser mode and battle proceeds as normal.

Retreat -- A Khan may choose to retreat after an attack and defense have been made. If he so chooses, he loses no further Modal points but loses one Honor.

Spend Honor -- A Khan may spend one Honor (if he has any remaining) at any time during battle in order to gain permanently 1d6 to any Mode so designated.

Sue for Peace -- This action may be used by a Khan at any point during battle to end conflict. To Sue for Peace a Khan offers to give one Wine and one Honor to the opposing Khan. If accepted the suit for peace is not concluded until the following Turn, when the Khan who sued for peace gives his Wine and Honor to his previous opponent. Some Khans have been known to dishonor their agreements, thus saving themselves from transferring one Honor and one Wine to their opposing Khan, but losing one Honor and creating a true enemy in the opposing Khan.

Withdraw -- A Khan may withdraw his troops from the field without retreating or suing for peace. If the opposing Khan also withdraws, then no battle is engaged and no Honor is lost. If the opposing Khan pursues battle, then the withdrawing Khan loses one Honor and battle is continued. If both Khans Withdraw, then no Honor is lost.

Assistance Actions

These actions can be performed outside of battle -- some during battle, but mostly they are for use outside of combat.

Accept Assistance -- This action notifies the other players that the character has accepted the assistance offered by other Khans.

Assign Points -- Assigning points outside of battle can be done at any time. Points can be transferred or assigned as described in the Character Modes section.

Assist Khan -- Although usable primarily in battle, this action is generally not used by the attacking or defending Khan, since others are assisting the Khans who are engaged in battle. A Khan may transfer any Modal Points to another Khan at will incurring only the loss of those points transferred. Likewise, a Khan may make a gift of Wine to another through the Assist Khan action. Honor may not be transferred from one Khan to another with the Assist Khan action.

Feast -- This action can be used outside of battle by spending Wine. Each Khan requires the use of one Wine to acquire its benefit. When feasting, Khans may not make any other action (unless attacked) that turn (aside from Assign Points, Assist Khan, Request Transfer, Spend Honor or Submit.)

Refuse Assistance -- This action informs others that the Khan has refused assistance from another character.

Request Transfer -- A submitted Khan may requests to transfer his allegiance to the Genghis Khan at any time outside of battle.

Spend Honor -- A Khan may spend one Honor (if he has any remaining) at any time in order to gain permanently 1d6 to any Mode so chosen.

Submit -- A Khan may choose to Submit himself to the authority of any other Khan at any time. If a Khan is reduced to zero Companion in battle (but retains Honor) then he must Submit to the conquering Khan. A submitted Khan relinquishes all control over his Character Modes to his ruling Khan, as well as one Wine. The character's remaining Wine and Honor still remain under control of the submitted Khan. If the ruling Khan is defeated, then his submitted Khans must submit to the new Khan.

A submitted Khan may be bought from a ruling Khan by the Genghis Khan. The Genghis Khan pays two Wine to the ruling Khan to secure the submitted Khan's subservience. Upon transfer of the submitted Khan, the Genghis Khan loses one Leader point.

Hand Signals

Declaring Actions in Invincible! is somewhat different from most games. Instead of speaking their actions, players must use hand signals to express their desires. Talking is allowed while making hand signals, but hand signals are required. If someone chooses not to use hand signals, then his character's Honor should be reduced by one for each infraction -- after one warning. The Mongols punished violations of law quickly and decisively. Remember to keep your hands moving.

Accept Assistance -- Hands upright together in front of face, in a prayerful look, head bowed towards offering Khans

Ambush -- Right hand held in fist with left hand covering the fist.

Assign Points -- Character Mode symbols are described below. Show the symbol first and then hold up fingers on right hand to show how many points you are spending -- maximum of five at one time.

Companion Mode -- Right hand stretched out forward with palm upward

Accuser Mode -- Point right hand forward with index and middle fingers

Informer Mode -- Touch right temple with right index finger, other fingers in fist

Leader Mode -- Right hand formed in fist, thumb facing self

Assist Khan -- Point at Khan after showing Character Mode or Wine sign

Attack Khan -- Point at Khan after showing Accuser sign

Attack Mongol Enemy -- Right hand stretched out above head, bring hand down in axe-chopping motion.

Cooperate -- Right hand extended towards Genghis Khan or Khan as if shaking hands

Defend -- Right hand held in front of body hand upward with fingers together and palm facing outward.

Feast -- Both hands stretched outward on either side

Pursue -- Right fist with index finger and middle finger kept out, moving them back and forth as though running

Refuse Assistance -- Both hands held out in front of chest in "X" form

Request Transfer -- Point to Genghis Khan with right index finger, then point to self, then place both hands with fingers outstretched, palms down on table.

Retreat -- Right fist with thumb up -- point over right shoulder

Spend Honor -- Right fist over left breast

Submit -- Both hands stretched forward palms upward

Sue for Peace -- Hands linked together in front of chest with fingers interlocked

Withdraw -- Both hands held out, palms upward, fingers waving together towards chest

Time

Time Keeps Turning

The game runs in Turns. Each turn is the amount of time it takes for

each Player to declare and do an action, and the time it takes to finish up a turn -- such as rolling to determine the chance of having to face a Mongol Enemy.

Within each Turn, each Player declares his actions beginning with the Genghis Khan and proceeding clockwise.

Once all actions have been declared, the fun begins. The players must then use hand signals (accompanied with speech if desired) to delineate play of the game -- again the Genghis Khan goes first, followed by the other characters. Important Note: Just because a particular action was declared, Players are not required to fulfill them. If a player says he is getting ready to have a Feast, but instead attacks another Khan, that is an acceptable and desirable part of the game. (Misinformation is a great form of warfare.)

Once battle has been engaged; however, the Turn breaks into smaller segments, called rounds. Each round is the amount of time it takes for one Khan attack and another to respond to being attacked -- the rounds may continue until the individual battle has completed (through victory or peace).

Once the battle is completed, the Turn continues until each player has performed his actions and follow-up is completed.

The Genghis Khan

Temujin continued to strengthen his army and his position until he was accepted as leader of all the Mongols. He divided his forces into units of one thousand and then ten thousand men and scattered the tribes into different units so that each individual would develop a loyalty to the army, not to his original tribe. Temujin promoted men of ability, not necessarily the old tribal chieftains, and the grateful new leaders became devoted to him. By 1204, he vanquished the Naiman, his last and most tenacious opponents, and in 1206, an assemblage of the Mongol nobility ratified him as their leader and granted him the title "Genghis Khan," meaning "Oceanic Ruler" or "Fierce Ruler."

Morris Rossabi

Paul Ratchnevsky, Genghis Khan: His Life and Legacy, trans. T. N. Haining (1991).

http://college.hmco.com/history/readerscomp/mil/html/mh_020000_genghiskhan.htm

Becoming Genghis Khan

One person begins the game as Genghis Khan. In order to determine the Genghis Khan (GK for short), each player rolls 1d6. The highest number wins. Persons who tie with the highest roll must reroll until one player alone has highest roll. That player begins the game as GK.

The Privileges of Being the Genghis Khan

- * Begins each Turn
- * Can restore up to three Honor each Turn to any Khan he desires (except himself) with no cost to himself
- * Can purchase a submitted Khan from another Khan for two Wine and the loss of one Leader point.
- * Can call a Horde Feast, requiring each Khan to attend or forfeit one Honor to the GK. The Horde Feast only costs the GK two Wine (instead of one per Khan). In addition, the GK gains one Informer per Khan who declines the Horde Feast.
- * Can assign any loss of Modal points to any Khans who currently are pledged in service but must lose one Honor to do so.
- * The Genghis Khan leads the Mongol Horde against the Mongol Enemies. Any Khan refusing to assist the Genghis Khan against a Mongol Enemy loses one Honor

Battle

Between Khans

To attack, a Khan enters Accuser mode and accuses a fellow Khan. Both Khans then roll 1d6 and add either Accuser points (if attacking) or Informer points (if defending or ambushing) -- the higher number wins the skirmish. Loser loses the difference in Companion points.

The battle may be continued during the Turn until a Khan is defeated (Companion points reach zero), both Khans withdraw, one Khan retreats or one Khan sues for peace.

At the end of battle, whomever wins gains one Wine (if available) from the losing Khan and one Honor. The losing Khan loses one Honor.

Khans can assist one another by assigning Modal points to other Khans

during battle.

Battling Mongol Enemies

Compare the total Modal points of Genghis Khan (including all submitted and cooperating Khans) to the total points of the Mongol Enemy, the higher point total wins.

If the Genghis Khan wins, he gains two Honor and one Wine. Each cooperating Khan gains one Honor. Submitted Khans gain no Honor or Wine.

If the Genghis Khan loses, he loses two Honor and one point from each Mode. Each cooperating Khan loses one Honor. Submitted Khans lose nothing. The Genghis Khan may choose to transfer the Modal point loss to any other Khan at the cost of one Honor per Khan (up to four).

Feasting

A Feast may be had by any Khan who is not engaged in battle. To Feast a Khan must spend one Wine. The Feast rejuvenates the Clan and increases the Modal points to their fullness. Wine may be shared at a feast (costing one Wine per Khan). If Wine is given to another Khan, then the offering Khan gains one permanent point to his Informer (maximum ten).

The Genghis Khan may call a Mongol Feast. At the Mongol Feast, all Khans are welcome and may partake of the Wine provided by the Genghis Khan at no cost to themselves. Instead, the Genghis Khan spends two Wine for every four Khans present and gains one to Informer for every two Khans present.

Wine can be traded at any time. A character can never have more than ten Wine points at one time.

The Enemy

The Mongol Horde was nigh invincible. In their height, no one could stand up to their onslaught. Some tried to fight. They all lost. Is your Mongol Horde capable of living up to their expectations?

At the end of each Turn, roll to see if a Mongol Enemy is threatening the Mongol Empire.

On a 6, a Mongol Enemy has rebelled or is threatening, roll again to determine type of Enemy.

- 1= band of brigands/Rating = 5
- 2= small town/Rating = 10
- 3= average size town/Rating = 15
- 4= large city/Rating = 25
- 5= capital city/Rating = 40
- 6= opposing army/Rating = 60

If an Enemy has been discovered, the GK can either choose to Attack, enlisting the aid of all the other Khans, or can choose to postpone the suppression of the Mongol Enemy for one Turn; however, if postponed, the chance will arise for another rebellion, increasing the threat. If another threat arises, the GK may choose to attack either or both, but if he chooses to ignore, then he will lose one Honor every Turn after the initial Turn of rebellion for each Mongol Enemy that has rebelled.

If a GK loses to a Mongol Enemy he loses two Honor and one from each Mode.

If a GK has Honor at zero for more than one Turn, he loses his GK title, which at the beginning of the next Turn, transfers to whichever Khan has the greatest Honor. If a tie exists, the Khan with the greatest Companion, Leader, Informer and/or Accuser (in that order) becomes the new Genghis Khan. Make sure to include any points available from subservient Khans.

If a GK ignores a threat for more than one Turn (and loses Honor), any Khan may declare that he will attack the Mongol Enemy. If the Khan wins, he gains the two Honor and one Wine normally accorded to the Genghis Khan (with the GK gaining none), and each subservient Khan gains one Honor. If the Khan loses, he loses no Honor but does lose one from each Mode.

Defeat:

A Khan has been defeated and must leave the game when his Honor and

Companion are both equal to or less than zero at the same time.

Map of Play:

Everyone takes a character card for play.

Choose a Leading Khan

Everyone rolls 1d6, highest number is initial Genghis Khan -- in case of multiple high numbers, roll again until one player has high number.

Declare Actions:

Beginning with GK, players announce intended actions going clockwise.

Take Action:

Players perform their actions in a clockwise direction, GK going first. Players may change their intended actions at this point and choose a different action.

Determine Results:

Players "lick their wounds" and count their losses. GK rolls 1d6 to determine if a group has rebelled or attacked the Horde (6 on a 1d6).

End Game:

The Game ends when one player is accepted as Genghis Khan with all other players submitted to him or out of the game and with that Horde conquering an opposing army (rating 80).

Character Cards:

Character Cards detail the appropriate scores for each khan for the various modes of mongol.

Temujin

Companion: 6

Accuser: 5

Informer: 7

Leader: 9
Honor: 8
Wine: 3

Jabei (The Arrow)

Companion: 4
Accuser: 3
Informer: 8
Leader: 10
Honor: 6
Wine: 6

Jamukha

Companion: 7
Accuser: 3
Informer: 6
Leader: 5
Honor: 9
Wine: 2

Ong

Companion: 4
Accuser: 6
Informer: 6
Leader: 5
Honor: 10
Wine: 7

Semuggan

Companion: 2
Accuser: 10
Informer: 5

Leader: 4
Honor: 3
Wine: 8

Ogadai
Companion: 8
Accuser: 4
Informer: 6
Leader: 7
Honor: 5
Wine: 4

Kublai
Companion: 5
Accuser: 6
Informer: 8
Leader: 8
Honor: 7
Wine: 6

Tamerlane
Companion: 9
Accuser: 2
Informer: 8
Leader: 5
Honor: 3
Wine: 5