

FORGOTTEN REALMS
GAMEFOLIO

The Great Khan Game

by Tom Wham and Richard Hamblen

For 2 or more players
Ages 10 and Up



Advanced Dungeons & Dragons®
2nd Edition



THE GREAT KHAN GAME

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Printed in the U.S.A.

ISBN 0-88038-721-1
Stock No. 1044
1044xxx1901

The Whamite Isles

In a far-away corner of the Forgotten Realms there is a region known as the Whamite Isles. It is filled with prosperous nations. They are bound by a common heritage, but cursed by constant conflict. Into this world step you, the player, as you attempt to build a fortune and an empire. Your tools will be diplomacy, political manipulation, and, unfortunately, war.

The Great Khan Game is basically a card game. There is a deck of 164 assorted cards. Each nation consists of 6 to 11 cards, depicting the leaders, people, armies, navies, castles, and other inhabitants therein. Players are dealt a hand and then, in turn, draw cards from the deck and meld cards, face up, on the table.

Other cards bring events, such as revolts, earthquakes, or rich merchants bearing gold. There are also cards representing mercenary armies, fleets, and leaders, and special magical items.

During his turn, a player can launch political coups and/or wars in order to take countries from other players. Pieces representing military units do not move around the board as in many other wargames. Armies are represented by cards and wars are resolved by simple dice rolls.

The game proceeds until the "Shuffle the Deck" card is drawn from the deck. At this time the Shuffle card is removed and a card called the "Historian" is inserted. The deck and all discards are then shuffled together. Play continues until the Historian card is drawn. At that moment, time freezes on his typewritten pages and the game ends. Players total their treasuries and the value of the countries they control. The player with the greatest net worth is the winner.

Learning to Play the Great Khan Game

The Great Khan Game is a fairly simple game to play. However, it probably is quite unlike any other game you have ever played. For this reason, it may seem a bit more complex at first glance than it really is.

The best way to learn how to play The Great Khan Game is to carefully read these rules. Also pay close attention to the illustrated examples of play which are scattered through the book. Don't worry about trying to remember everything. Then gather together some friends, sit down, and play the game. As questions arise, refer to the rule book for the answers.

Expect your first game to move rather slowly, and don't be surprised if you make more than a few mistakes. But by the time everyone has taken three or four turns, it should all seem a lot clearer. The Great Khan Game gets more interesting the more times you play it, so a little bit of perseverance will be repaid manyfold.

After you've played the game once or twice and have mastered the rules, you're ready for the Advanced Rules. These are presented at the end of the Standard Rules. The Advanced Rules add more cards to the game.

Inventory of Game Parts

Your copy of the Great Khan Game should include the following:

- 164 playing cards
- 1 game map
- 1 rule book
- 1 sheet of 120 die-cut playing pieces

The Playing Pieces

The 120 playing pieces are of two types: control markers and gold pieces.

The six sets of control markers are used to show who controls various countries. Each player takes one set of markers. When a player melds enough cards to control a country, he places one of his markers on the map in that country.

The numbered markers represent the gold in each player's treasury. The different values are used to make change. Keep the bank in orderly piles near the deck for use by players as they earn and spend gold during the game.

The Cards

The heart of the Great Khan Game is the cards. Each nation consists of six to eleven, representing the places and characters there. These are called "Nation Cards."

Cards representing various admirals, generals, armies, fleets, and privateers who work for pay are called "Mercenary Cards." Such cards can be melded as part of any nation. Mercenaries are only used in the Advanced Game.

"Special Cards" include non-aligned castles, magical items, and siege equipment. These special cards can usually be melded as part of any country. Special cards are used only in the Advanced Game.

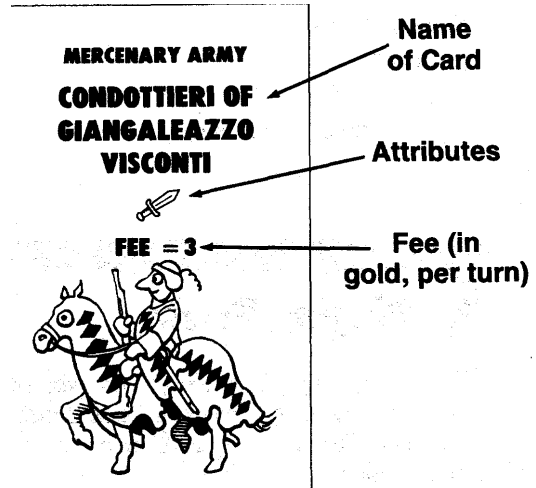
Finally, there are "Event Cards." These must be read and acted upon immediately as they are drawn. They can never be kept in a player's hand.

Two other cards—"Battle Cards"—summarize the dice rolls that are made during battles. These are for reference only; they are never part of the deck.

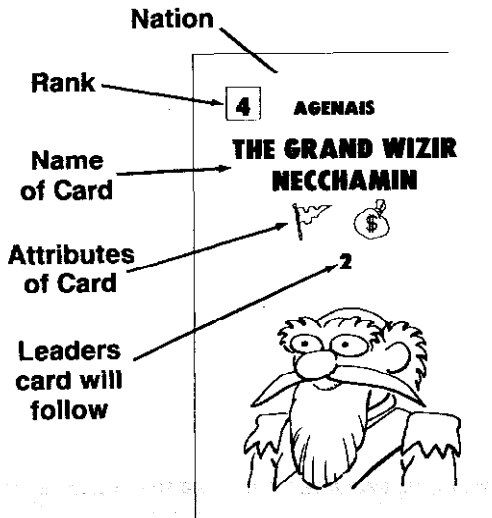
Card Symbols

Printed on all cards are one or more symbols indicating the type, value, and strength of the card.

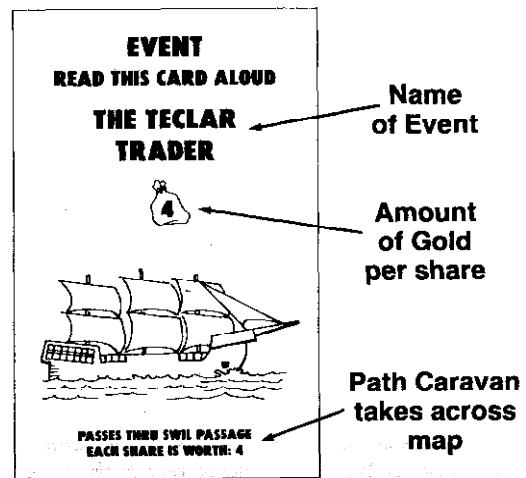
-  **Flag** (political power)
-  **Sword** (military power)
-  **Castle** (defensive power)
-  **Ship** (naval power)
-  **Pirate Ship** (black sail, steals gold)
-  **Gold Mine** (wealth)
-  **Special Card**
-  **Money Bag** (brings wealth)
-  **Crystal Ball** (magic)



SAMPLE MERCENARY CARD



SAMPLE NATION CARD



SAMPLE EVENT CARD

The Meld

The central concept of The Great Khan Game is that of the meld, and melding cards.

A meld is a set of cards which have been grouped together. Each meld represents the ruling power of a country: Its king, emperor, president, or what-have-you, plus the military units, politicians, and citizens that support him and, in some cases, major fortifications that he controls.

Certain restrictions and rules apply to the melding, or combining, of cards:

- The first (or top) card of a meld must have one or more flags. Flags represent political power. This first card is the leader of the country. For example, in Graubunden, cards 1 (Queen Francis XII), 2 (Doddernick), 3 (Comte Franklin DuStein), 4 (Duke Drac D'ula), and 8 (Grottbus) all have flags and can be played as the first card of a Graubunden meld.
- Every card melded to that leader must be from the same country and must follow that leader. A card follows a particular leader if it has that leader's ID number printed on it. For example, assume Comte Franklin DuStein is the leader of Graubunden. DuStein is Graubunden card number 3. Cards 4 (Duke Drac D'ula), 5 (the Royal Horse Corps), 7 (Mr. Peabody's Pit), and 8 (Grottbus, the Mountain Village) will follow card number 3, so they can be melded to DuStein. Cards 1 (Queen Francis XII), 2 (Doddernick), and 6 (the Filbrick Gold Mine) cannot be melded to DuStein because they don't list card 3 as a leader.

As cards are melded to the leader, slide them under the leader's card from the top so that you can read the important information on the melded cards: country, name, ID number, flags, swords, castles, moneybags, and valid leaders. Thus, as cards are melded, you build an orderly file arranged behind the leader.

If you have cards that can't be melded immediately, hold them in your hand. You may find a use for them later. Also, you don't have to meld every card that can be melded. Sometimes it's wiser to save a few cards in reserve, especially if they have political power (flags) but no military power (swords, ships, and castles). A lot of the game's strategy involves deciding which cards to meld and which cards to save.

If another player already controls a country (has melded cards from that country), you cannot meld any cards from that country unless you are attempting a political coup; see *Political Coups*.

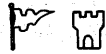
Note that, although a single card with only one flag constitutes a legal meld, such a country has no defense and can easily be captured by any other player with military power.

As a general rule, once cards have been melded to the table, they cannot be picked up and placed back in a player's hand. Cards can be removed from a meld and returned to the hand under the following circumstances:

- An Event card disaster renders a country leaderless;
- A leader is killed while attacking another country (the player may be able to reorganize his melded cards to maintain control of the country);
- The player melds a different card to be the leader of a country and certain cards (often the old leader) will not follow the new leader.

In the above cases, the remaining cards, or the cards which will not follow a new leader, can be returned to

8 GRAUBÜNDEN
GROTTBUSS
(THE MOUNTAIN VILLAGE)



1,3,4

5 GRAUBÜNDEN
**THE ROYAL
HORSE CORPS**



1,2,3,4

4 GRAUBÜNDEN
DUKE DRAC D'ULA

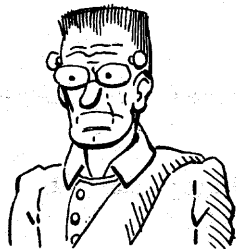


1,3

3 GRAUBÜNDEN
**COMTE FRANKLIN
DUSTEIN**



4



Two legal melds—
Graubunden and Veldergauttland.

8 VELDERGAUTTLAND
TRIBE FLEBERT



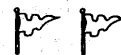
1,2,3,4,5

4 VELDERGAUTTLAND
OBLART NOBLES



1,2,3

1 VELDERGAUTTLAND
KING FAELRUD



Prepare for Play

Place the map in the center of the table. Punch out and distribute a set of colored markers to each player. The gold pieces are punched out and placed near the board for use during the game. Each player starts with three gold pieces in his treasury.

Sort through the cards (all players can help). Pull out the following: All mercenaries (14 cards); all special cards (eight cards with stars); and the Historian card. Set aside the special cards and the mercenary cards; place the Historian card face up in the center of the map. The remaining cards form the Basic Game deck. (Mercenaries and special cards are used with the Advanced Rules.)

Everyone now rolls two dice. The high roller is the dealer.

The dealer deals six cards to each player. If five or six people are playing, deal eight cards to each player. Beginning with the person to the dealer's left, players now examine their hands and return all Event cards to the dealer. No player can begin the game with an Event card in his hand. The dealer replaces these cards with new ones from the top of the deck.

Once all events have been returned to the dealer, he shuffles them back into the deck. The Historian card is now placed face up by the deck to start the discard pile. The dealer turns up the top card from the deck and places it on the discard pile. If this card is an event, it is ignored.

The game is ready to begin. The dealer goes first. Play proceeds clockwise around the table.

Sequence of Play

The Great Khan Game is played in sequential turns, called player turns. The player currently taking his turn is called the "active player." All other players are called "passive players." During his or her turn, the active player performs game functions in the order listed below (these steps are explained in more detail on the following three pages):

1. Collect gold
2. Pay for extra cards
3. Draw extra cards
4. Play events (if any)
5. Meld cards
6. Execute political coups
7. Make war
8. Final rearrangement (or meld)
9. Discard

1. Collect Gold

The active player collects two gold pieces from the bank for each country he controls and three gold pieces for each melded gold mine in his hand. If a player has no melded countries or gold mines, he collects one gold piece anyway (welfare).

2. Pay for Extra Cards

Before taking his normal card draw (either two cards from the deck or the top card from the discard pile), the active player can choose to buy additional cards with gold. The player must specify where the extra cards will come from: the deck, the discard pile, or both.

Buying one card costs two gold. Buying a second card costs four more gold. Buying a third card costs eight more gold (14 gold total for three cards). Double the price for each additional card added to the purchase.

3. Draw Cards

Once the active player has specified how many extra cards he wants to buy and paid the bank for them, all cards are drawn from the deck and/or the discard pile. First, the active player draws either the top two cards from the deck or the top card from the discard pile. Then the player draws any cards he purchased.

4. Play Events

Event cards drawn from the deck must be read aloud immediately and implemented in the order in which they were drawn. Once all events have been taken care of (and the good or bad news dispensed among the players), the active player draws one card from the deck to replace each of the events that he drew. If more events are drawn, they too are executed and then replaced.

5. Meld Cards

The active player may now meld cards to gain control of one or more countries, or add cards to countries that he already controls. A country can only be controlled if the proper cards are melded, face up, on the table in front of a player.

Cards which do not follow the leader of a country cannot be melded. They can, however, be saved in the hand for later use.

A country cannot be melded by the active player if another player already controls that country and has an equal or greater number of flags showing (see *Political Coups*).

6. Execute Political Coups

The active player may be able to meld a government containing more political power (flags) than the government of a country currently held by another player.

The active player can attempt one coup per turn. To execute a coup, the active player melds cards which form an alternate government for the target country.

The player who controls the country can respond by playing any additional cards from his hand to increase the number of flags in the target country. If the target player can equal or exceed the number of flags melded by the active player, the coup fails.

If the target player is unable, through additional meld, to equal or exceed the number of flags in the alternate government, the coup succeeds.

7. Make War

The active player can use his melded swords and ships to attack any one other country. Attacking forces can be drawn from any or all of the countries controlled by the active player. The defending (or target) country can only defend with its own forces.

Once a military campaign has been declared, the active player removes all attacking cards from his melds and lines them up on the table. Their original order doesn't matter (but remember who the leaders were). The passive player now places all melded cards of the target country on the table. Note that cards with no military power (cards with no swords, castles, or ships) can be placed on the table behind

the main line of cards; they have no effect on the outcome of the battle.

Battles are fought in a series of rounds, during which each side rolls one die for each sword or ship symbol present. Losses are removed after each round of battle.

If the active player manages to eliminate all the defending swords, castles, and ships in the target country, he has conquered it. The remaining melded cards of that country (if any) are captured by the active player, who can place them in his hand or immediately meld them. He may also add cards from his hand to the new meld.

If a country being attacked has no swords, castles, or ships, the attacking player need only march at least one sword into the country to capture the melded cards.

Unlike a victim of a political coup, the defender against a military attack cannot meld cards from his hand to improve the target country's defenses prior to the battle.

8. Final Rearrangement

When the active player's forces return from a military campaign, regardless of success or failure, he has one final opportunity to meld cards from his hand to the table. Cards cannot be taken from the meld and placed in his hand unless a country has lost all possible leaders in the recent war (making it no longer a valid meld).

If the active player melds a new leader into a currently melded country and other cards in that meld won't follow that leader, those cards can be placed back into the player's hand.

9. Discard

If the active player has any cards in his hand, he must discard one to the top of the discard pile. If the player has no cards remaining in his hand, no discard is required. This ends the player's turn and play proceeds to the player on the left.

Start-of-Game Restrictions

Since war and combat are the most complex parts of the game, no war is allowed until all players have finished their second turn. Simply skip that portion of each player's turn until then. Political coups are allowed.

Gold

The economy of the Whamite Isles is based on gold. Provided with the game is a set of markers used to represent this wealth. During the game, gold markers are kept near the playing area in a bank which pays out and receives gold according to the needs of the game. If the bank runs out of gold, the owner of the game can make additional gold on bits of paper or cardboard (or use real coins instead).

All players begin the game with three gold pieces. At the beginning of a player turn, the active player receives two gold pieces for each country and three gold pieces for each gold mine he has melded. Additional gold is brought into the game through the Event cards in the form of trading ships or caravans arriving from other lands.

Caravans and Traders

When any caravan or trader appears, all players with any moneybags showing among their melded countries receive one share (listed on the Event card) per moneybag melded. Also, control of the pirate kingdoms (Klocbarn, Swil, the Beastly Brigands, and Chi, Chu, and Wu), Zagrus, the Walled City (Al-Ubaid), and the independent fortress of Ratlarbig along the trade routes may entitle their owners to additional shares of the treasure.

For example, if a caravan passes through Zagrus to the Walled City, the players controlling these two places each receive a share of the gold. If a trader passes through Lennahc Hsilgne, the players controlling Ratlarbig and the Klocbarn Pirates would each get a share.

Pirates and Pirate Ships: A player who controls a pirate kingdom earns a share if treasure passes his way. He also earns an additional share of treasure for each melded pirate ship in the kingdom. Thus, for example, the player controlling Klocbarn with both ships melded receives three shares of any treasure passing through Lennahc Hsilgne.

The Beastly Brigands and Swil earn treasure when a trader passes through Swil Passage. The Klocbarn Pirates earn a share when a trader passes through Lennahc Hsilgne.

Shares: It is important to note that all shares received from a caravan or trader are equal to the amount specified on the Event card, no matter how many shares are given out.

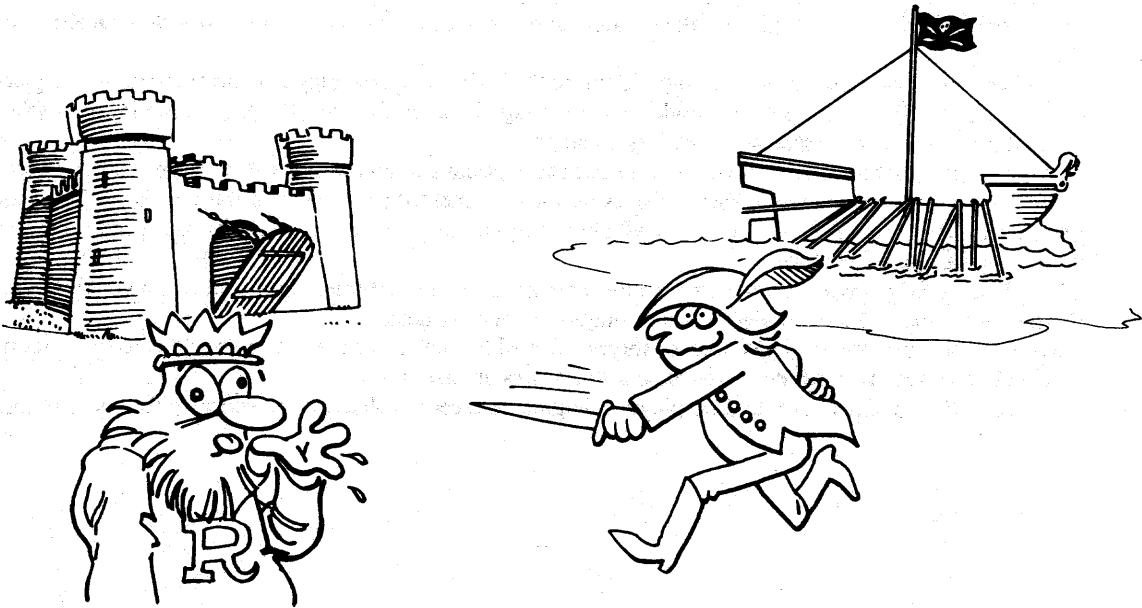
If a caravan or trader arrives and no player is eligible to receive a share, there will be public mourning.

Buying Cards

Gold can be used to buy extra cards (see *Pay for Extra Cards* in the Sequence of Play). The first extra card purchased in a turn costs two gold, the second costs four gold, the third costs eight, and so on. The price doubles with each extra card purchased. Specify whether buying from the deck, the discard pile, or both. Event cards don't count against the number of cards drawn.

Determining the Winner

This is perhaps the most important use for gold in the game. When the Historian card is drawn, each country melded by a player is valued at 30 gold. This is added to the accumulated treasuries of the players, and the richest player is the winner. You must carefully weigh the cost of buying additional cards against the ultimate goal of winning the game.



The Draw

The cards in the Great Khan Game should be organized into two groups: the Deck and the Discard Pile. The deck is kept in one stack, face down, near the map. The discard pile is kept, face up, adjacent to the deck as one neat stack.

The active player is entitled to a free draw of either the top two cards from the deck or the top card from the discard pile. Prior to the free draw, the active player must state whether he is purchasing extra cards and from where (discards, deck, or both). The top few cards in the discard pile can be examined at this time.

Extra cards can be purchased from either pile. For each player, each turn, the first extra card purchased costs two gold. The second costs four gold, the third costs eight gold, and so on. Each additional card costs twice as much as the one before. A player can purchase as many cards as he can afford.

After purchases (if any) have been announced and paid for, the active player draws the cards. If a player is purchasing cards from both decks, draw from the discard pile before drawing from the deck. Once any card has been drawn, the player cannot decide to buy more or fewer cards.

If any Event cards are drawn, enact them immediately and draw new cards to replace them.

When purchasing from the discard pile, you must buy the top card. If the card you want is the third one down, you must buy the two cards on top of it (costing two and four gold, respectively) and then you can buy the third card (for eight gold).

For example, assume that Jim has 10 gold. He wants the second card down in the discard pile. He states that his free draw will be from the deck (so he gets two new cards) and he will purchase two cards from the discard pile. The first extra card drawn costs two gold and the second costs four gold for a total of six gold. He does not have enough money to buy another card because it would cost eight gold and he has only four left.

If Jim had wanted the third card down in the discard pile, he could have gotten it by taking his free draw from the discard pile instead of the deck. His two purchases from the discard pile then would have reached the third card.

Notes on the Cards

The Bandit Kingdom: If one player controls Zagrus but another player holds Zagrus cards 7 and 9 (the Dark Wanderers and the Quattary Depression), cards 7 and 9 can be melded to form the Bandit Kingdom. The Bandit Kingdom is not a normal melded country and you do not collect gold for it at the beginning of your turn. Its principal function is to steal gold.

The owner of the bandit kingdom collects half of all gold shares that pass through Zagrus on the way to the Walled City. All other players collect half their normal gold when a caravan arrives this way. For example, a caravan arrives in Al-Ubaid with a value of six gold per share. Bolgor and Agenais are melded with one

moneybag each, and Al-Ubaid is melded with two moneybags. The Bandit Kingdom is in play. Bolgor and Agenais are entitled to one share each and Al-Ubaid is entitled to three shares (two for the moneybags, one for controlling the Walled City when the caravan arrives). The Bandit Kingdom steals three gold from each share, so Bolgor receives three gold, Agenais receives three gold, Al-Ubaid receives nine gold, and the Bandits receive 15 gold.

The Dark Wanderers can be used in a war any time they are melded, either as part of Zagrus or the Bandit Kingdom. The Bandit Kingdom can be attacked, but only by passing through Zagrus (the Quattary Depression, where the bandits hide out, is in the middle of the desert). Anyone wishing to attack the Bandit Kingdom must get permission from the owner of Zagrus.

The Missing Nobles of Penbroc are a dubious lot, who function as though they had two flags and two swords until the going gets tough. Whenever a political coup is declared in Penbroc, the player who controls the Missing Nobles must roll one die; if the result is a 1, 2, or 3, the missing nobles have no flags and are worthless in the fight. Immediately before rolling dice to determine hits in the first round of a battle, also roll one die for the missing nobles; if the result is 4, 5, or 6, they have no swords and are worthless in the fight (they cannot attack or take hits).

Drawing Event Cards

When you draw cards from the deck, do not look at them immediately. Instead, place them face down in a small draw pile on the table. Then, pick up the top card and look at it. If it is not an Event card, place it in your hand. If it is an Event card, place it face up on the table and read it aloud. Carry out the event and then put the Event card on the top of the discard pile. Before looking at your next card, draw the top card off the deck (to replace the Event card) and slip it under what's left of your draw pile. Continue checking cards one at a time until you've added the correct number of cards to your hand.

Freezing the Deck: When an Event card is discarded, it is placed on the top of the discard pile. This "freezes" the discard pile from that point down. An Event card cannot be drawn or purchased from the discard pile, nor can any cards beneath it.

Explanations of Event Cards

Caravan and Traders: Ten of the Event cards are caravan or trader cards. What happens when one of these cards is drawn is explained in detail under *Gold*

Assassin: You can eliminate any melded person on the board (but not a group, such as the Missing Nobles). If there is no melded person, disregard the assassin. If the only melded person is yours, you must kill one of your own cards. Any card killed by the assassin is placed face up at the bottom of the discard pile.

Black Plague: When this dread disease strikes, everyone must roll two dice for each card he has melded. If the result is a 7, the card dies of the plague (place it face up at the bottom of the discard pile). The plague plays no favorites. Every player must roll for every card—even inanimate objects such as gold mines.

Gold Devalued: The bankers of the world goofed. All players except the poorest lose one-fourth of their accumulated gold (round fractions up). The poorest player loses nothing.

A Shift in Loyalties: Take any one melded card from any player and add it to your hand or your meld. If there are no melded cards besides your own, take the top card from the deck.

Earthquake: Destroys all castles in one country of your choice. If you are the only player with castles, you must destroy your own. If there are no castles melded, ignore this card.

Peasant Revolt: Angry peasants assault the holdings of the player with the most melded countries. If there is a tie, roll dice: highest roll gets the revolt. If there are no melded countries, there is no revolt.

A peasant force of two cards, each with one sword, attacks each of the player's countries. (Use upside down control markers to represent the peasants). If the revolt strikes you, have the player on your left roll dice for the peasants. Each peasant attack is fought as a separate war (determine battle length, roll dice, apply hits, etc.)

If the peasants capture a country, the captured cards are placed at the bottom of the discard pile and that country becomes independent.

Benevolent Old Fat Wise Man: This strange figure wanders in from Far Vandmeer and gives 10 gold to each player who has no melded countries. If everyone has countries, he gives the gold to the player with the smallest number of melded cards. Moneybags, pirates, and such do not get shares of this.

Rare Disease: Any melded leader of your choice falls ill and dies. Unlike the assassin event, disease can kill an individual or a group, as long as the card is a leader (the top card of a meld). If no other player has a melded country, you must kill one of your own leaders. If there are no melded countries, ignore this card.

Shuffle the Deck: Remove this card from the deck (place it out of the way), shuffle the discards and the remaining deck together to form a new deck, and receive three gold pieces for your service.

The Historian: At the beginning of the game this card starts the discard pile. It enters play when the Shuffle the Deck card is drawn. When the Historian is drawn, the game ends. See *Winning the Game*.

Remember that when you draw an Event card, it must be read aloud immediately and its effects carried out. When that is done, the Event card is discarded (freezing the discard pile) and you draw a replacement from the deck for each Event card you drew.

Political Coups

Upon examining his hand, the active player may find that he can create an alternative government with more political power (flags) than one currently melded by another player. If so, the active player can try a political coup. Only one coup can be attempted by a player in his turn.

To stage a coup, the active player melds the cards which form the alternate government of the target country. This alternate government must contain more political power (flags) than the original government.

Response: The player who controls the target country has a chance to meld cards from his hand to the target country to increase the number of flags in the chosen country (the new cards must, of course, follow the country's leader). If he can meld cards that increase the number of flags in the target country so it equals or exceeds the number of flags in the alternate government, the coup fails.

If the coup fails, the active player must surrender all the cards of his alternate government to the legitimate controller of the country.

If the owner of the country is unable to stop the coup, he must surrender all of his melded cards in that country to the active player.

Alternate governments and governments reinforced by additional melds to resist a coup must always be governments that could stand on their own. They must be legal melds (see *The Meld*).

Cards collected after a coup (successful or otherwise) can be placed in the new owner's hand or melded immediately. Melded cards invalidated by a new leader (one they don't follow) must be returned to the owner's hand.

For example, Richard currently controls Zagrus with Prince Mehtmid (one flag) as his leader and the Zagrusti Tribe (one flag, one sword) as his only follower. It is Tom's turn. In the draw, Tom obtains a Zagrus card which, when added to the cards in his hand, allows him to meld an alternate government in Zagrus. It consists of Caliph Oznan (two flags) and the Council of Tribal Chieftains (one flag). Tom lays his cards on the table and declares a coup.

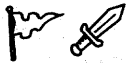
Richard's government has only two flags total. Tom's alternate government has a total of three flags. Unless Richard is holding and melds the Tribe Jewhar (one flag, one sword) to equal the number of flags in the alternate government, the coup succeeds.


It turns out that Richard does not have the needed card. The coup is a success and Richard turns over his two cards to Tom who immediately melds them all, giving him a Zagrus of four cards. The new Zagrus has five flags and one sword; it is politically strong, but is a pushover to a military assault.


Coup Example


Richard's government with 2 flags.



Tom's alternate government with 3 flags.

5 ZAGRUS
**THE ZAGRUSTI
TRIBE**

1,2,4

2 ZAGRUS
PRINCE MEHTMID

1



4 ZAGRUS
**THE COUNCIL OF
TRIBAL CHIEFTAINS**

1

1 ZAGRUS
**CALIPH OZKAN
(THE GREAT)**



Tom's government is more powerful politically, and so wins the coup.

War

The active player can, on his turn, use his melded swords and ships to attack any one other country. The attacking forces can be drawn from any or all of the countries controlled by the active player. Only cards with swords and ships can attack. Cards that only have flags, or that have only special, non-combat effects, stay behind in their country (with the other melds in front of the player). In other words, the attacking force doesn't have to be a legal meld, so long as its country is a legal meld.

For example, Jim controls Penbroc. His Penbroc meld consists of King Ralph MCVI, the Palace Guard, the Poorer Nobles, and the People. Jim wants to attack Bolgor. Only two of his cards have swords: the Palace Guard and the People. He can send either or both of them to attack Bolgor. In any case, King Ralph and the Poorer Nobles cannot attack, so they are left behind in Penbroc.

The defending (or target) country can only defend with its own forces. Unlike the target of a political coup, the defender against a military attack cannot meld cards from his hand to improve the target country's defenses prior to the battle.

Getting to the War

Attacking cards must be able to get to the target country somehow. While nothing actually moves on the map, the attacking player must be able to show how his armies are traveling from their home countries to the country under attack. Attacks can be launched five ways.

Land Assault: Made by swords only. The attacking forces attack across their own border into a neighboring target country. An attack from Bolgor into Graubunden is a land assault.

Overland Assault: Made by swords only, attacking a country that does not abut the attackers' home country. The attackers must march through one or more intervening countries to reach the target country. Swords marching to battle in this way can pass freely through countries controlled by the active player. They can march through countries controlled by other players only if those other players give their permission. No army can ever march through a neutral country (one that isn't controlled by any player). For example, Jim wants to attack the Cold Desert with his army from Penbroc. He has three options: march through Veldergauttland; march through Bolgor; or march through Graubunden and Inter Mierionydd. Richard controls Penbroc and he refuses to let Jim's troops in. Veldergauttland is neutral, so Jim can't march through it. Tom, who controls Graubunden, agrees to let Jim's army march through to Inter Mierionydd, which Jim also controls. Thus, Jim has an overland route to the Cold Desert.

Amphibious Assault: Made by swords, carried by ships to the target country. Each ship can carry one other card, regardless of the number of swords on either card (a card bearing two ships can carry two other cards). If the target country has any fleets, they must be defeated in naval combat before the land battle can take place.

If, for example, Jim had one or two ships in his Penbroc meld, he could have circumvented his earlier problem by loading his armies on the ships, sailing to the Cold Desert, and making an amphibious assault. Unfortunately, Penbroc has no ships among its cards, so this was not an option.

Naval Assault: Made by ships against the ships of a target country. A naval assault serves only to destroy enemy fleets, as ships alone cannot attack swords or castles or capture cards.

Aerial Assault: Made by Bolgor's Imperial Air Corps. The Imperial Air Corps can fly anywhere on the map and attack, unimpeded by terrain (rivers, mountains, or seas). It can attack any other units, land or naval. It can cross unfriendly territory without the owner's permission, and even neutral territory, to reach its target. It cannot carry any passengers.

Combined Assaults: It is permissible to combine these types of assaults during an attack, marching some forces overland while sending others by sea. (For example, an attack against Penbroc from Bolgor and Agenais would be a combined land/amphibious assault.) It is also possible to transport cards from one country using ships from another country. Individual cards can even combine several types of movement to reach their target. A card from Bolgor, for example, could march through Penbroc, board the Agenais fleet, and sail to Veldergauttland (thus avoiding the penalty for crossing the mountains). Players must use the map and their imaginations to trace the routes used by attacking forces to reach their destinations. The active player is required to show how each attacking sword or ship reaches the target country.



Setting Up the Battle

Once a military campaign has been declared, the active player takes all the attacking cards from his meld and lays them out, side by side, on the table. Their specific arrangement is unimportant. Then the defending player does the same thing with all the cards that are melded in the defending country. Defending cards with no military power (no swords, castles, or ships) can be placed behind the other cards or at one end of the line; they have no effect on the outcome of the battle.

The Battle Sequence

There are two types of battles: naval and land. If both sides have ships present, then a naval battle must be fought before any land battle can be resolved. When the naval battle is over (or if there was no naval battle), the land battle is fought.

Both naval and land battles are fought in a series of rounds. During a round, each side gets to attack by rolling dice, and make saving throws for cards that were hit by attacks. Losses are removed after each round of battle.

Everything that happens during a round of battle is simultaneous, so there is no advantage in rolling the dice first or second.

The sequence of action within a battle round is:

1. The attacker rolls dice for his attacks.
2. The defender makes saving throws for his cards which were hit.
3. The defender removes cards that failed their saving throws.
4. The defender rolls dice for his attacks.
5. The attacker makes saving throws for his cards which were hit.
6. The attacker removes cards which failed their saving throws.
7. The attacker decides whether he wants to (or must) withdraw.
8. If the attacker did not withdraw, start the next round at step 1 again.

Attacking

Each round, both the attacker and the defender get to roll one die for every ship (naval battle) or sword (land battle) they have in the fight. The defender also gets one die per castle.

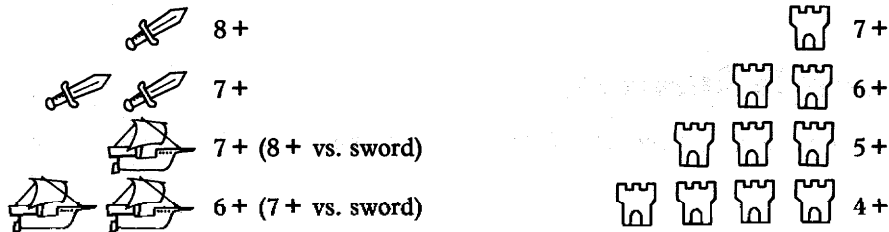
Every roll of 5 or 6 is a hit (a castle is hit only by a roll of 6; see *Castles*). These attacks are not directed against specific enemy cards, however. The player who is being “shot at” gets to choose which of his cards are hit. Hits must be apportioned evenly (i.e., no card can be hit twice until all cards are hit once).

Each hit affects an enemy card, not just a sword or ship. A card with three swords is just as easy to hit as a card with one sword.

Saving Throws

Each card that has been hit in battle is allowed a saving throw. The owning player rolls two dice. If the number rolled equals or exceeds the saving throw number for that card, the hit is canceled and the card survives. If the card fails its saving throw, it is eliminated. Eliminated cards are buried at the bottom of the discard pile.

Each card's saving throw number is determined by how many swords, ships, or castles it has:



Some cards have both swords and ships. These cards make saving throws according to the type of battle they're fighting: use their ship saving throws in naval battles and their sword saving throws in land battles.

Also, ships have two saving throws: one vs. other ships and one vs. swords. This is because ships can sometimes be attacked in land battles (see *Ships in Land Combat*).

All of this information is summarized on two Battle cards. Players can refer to these cards during battles.

Casualties

Cards that are eliminated in battle are placed at the bottom of the discard pile at the end of that round.

Defending cards that are hit and eliminated still get to attack during that round. All attacks are considered simultaneous.

Retreat

The attacker can retreat from a battle at the end of any round. He simply announces that he is retreating and moves his surviving cards back to his meld.

In a land battle, the attacker is sometimes forced to retreat if the battle lasts too many rounds; see *Land Battle Duration*.

Naval Combat

Players must fight a naval battle anytime an amphibious or naval assault is launched against a country that has a navy.

Only ships and the Bolgor Imperial Air Corps can fight in a naval combat. Swords and castles have no effect in naval battles.

Naval Battle Duration

A naval battle continues until one side or the other has no more ships left, or until the attacker decides to retreat.

Passengers

If ships are carrying swords as passengers into a naval battle, you must indicate beforehand which ships are carrying which passengers. Slide the transported cards under the cards which are transporting them, but leave the illustrations showing.

If a card that is carrying passengers is eliminated in naval combat, all of its passengers are eliminated, too. Passengers cannot debark from their transporting ships until the naval battle is over.

Land Combat

Land combat is fought between swords and castles. Occasionally, ships may also become involved in land combat.

Land Battle Duration

Unlike a naval battle, a land battle lasts only a limited number of rounds.

Before the battle begins, determine how many rounds the battle will last. If the defender has no castles, roll one die. If the defender has at least one castle, roll two dice. The result is the maximum number of rounds that can be fought.

If the attacker has not eliminated all defending swords and castles by the end of the last round, the war

ends and the attacker must retreat. Of course, the attacker always has the option of retreating at the end of any round.

Castles

Besides determining how long a land battle can last, castles can protect defending swords. The defender must decide, even before determining how long the battle will last, whether his sword cards are inside or outside his castles (if he has any). If they are inside the castles, no defending sword card can be hit until all castle cards are eliminated. If the swords are outside the castle, no defending castle cards can be hit until all the defending swords are eliminated. This restriction applies no matter how many hits are inflicted on the defending force; if, for example, a single castle is protecting three swords and the castle is hit three times in the first battle round, all of the hits are absorbed by the castle, even if it fails its first saving throw.

Castles are also harder to hit than swords. A roll of 6 is needed to hit a castle.

All of the defending country's swords and castles get to attack, even though only a portion of them are exposed to enemy attacks.

Castles cannot move or make offensive attacks against neighboring countries. (Thus, your castles can never be involved in a battle during your turn; they get involved only during other players' turns, when your countries are attacked.)

Terrain Effects

Mountains and rivers have an effect on combat. Any attacking cards that marched across a river or over a mountain range to enter the target country must subtract 1 from their attack dice rolls (so they need 6s to hit). The river or mountain must have been crossed immediately before entering the country that is under attack. Thus, an army marched from Penbroc into Bolgor must subtract 1 from its attack rolls. If it had instead marched across the river into Graubunden and then into Bolgor, there would be no penalty.

Note that this makes it impossible for cards which crossed mountains or a river to hit a castle.

Ships in Land Combat

Ships can participate (somewhat) in land combat if the attacker came over land. A defending ship in this sort of battle cannot roll its die to attack. It can absorb hits, however. If the time limit is reached and the ship is still intact, the defender wins the battle even if all the rest of his cards were eliminated.

Ships can never, under any circumstances, attack swords.

Conquest

If the attacking player eliminates all the defending swords, castles, and ships in the target country before the time limit expires, he wins the battle and conquers the country. Any remaining melded cards of that country are captured by the active player, who can place them in his hand or immediately meld them. He can also add cards from his hand to the new meld at the same time.

If the defending country had no defenses (no castle, sword, or ship cards), then there is no battle. The country surrenders as soon as any player marches at least one sword into the country. The capturing player takes all the melded cards from that country and can either meld them immediately or place them in his hand. If he melds them, he can add cards from his hand to the new meld at the same time.

Example of a War

Tom has marched two cards from Penbroc overland to the Cold Desert and sent two more cards to attack it by sea. Richard, who owns the Cold Desert, is defending with the Reindeer Herd and The People (one sword each). Richard rolls only one die for battle duration because he has no castles and the result is a 2. The battle will last two rounds.

Tom's two Penbroc cards marched overland through Graubunden and then Inter Mierionydd, crossing the mountain range between Inter Mierionydd and the Cold Desert. They must add one to their combat die rolls. Tom has a total of four swords attacking Richard's two defending swords. The Cold Desert has no ships so there is no naval battle.

Richard rolls two dice, getting a 4 and a 5. The 4 is a miss and the 5 is a hit. Tom rolls two dice, needing 6s to hit (the two cards from Penbroc). The results are 1 and 3, both misses. Tom rolls two more dice (the attackers who came by sea) and gets a 5 and a 6: two hits. Tom has taken one hit, Richard has taken two.

Tom puts his hit on the People of Penbroc (they need a 6 to hit anyway, so if they are eliminated he hasn't lost much). He rolls two dice for a saving throw and the result is a 7. A card with one sword saves on an 8 or better, so the People of Penbroc are eliminated. Tom puts the card at the bottom of the discard pile.

Richard must roll a saving throw for both of his cards (he suffered two hits). He rolls a 7 for the People and an 8 for the Reindeer Herd. The People of the Cold Desert are eliminated, but the Herd survives. The battle continues to the second and final round.

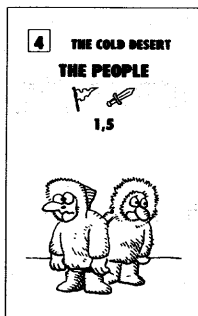
Richard is now rolling only one die (for the Reindeer Herd) and Tom is rolling one die for a 6 (the Palace Guard of Penbroc) and two dice for 5s and 6s (the cards which came by sea). Richard rolls and misses. Tom rolls two hits and one miss.

Richard must now make two saving throws for the Reindeer Herd. If it survives, he wins the battle; Tom's army must retire at the end of this round. Richard rolls a 9 (OK) and a 7 (failure). The Reindeer are eliminated. All the defending forces are eliminated and Tom wins the war. Unfortunately, it is a war of annihilation. Tom has killed the only cards that Rich had melded for the Cold Desert. There are no cards remaining to be captured. At least, Richard will receive no gold at the beginning of his turn for controlling the Desert (but neither will Tom; the Desert is now uncontrolled).

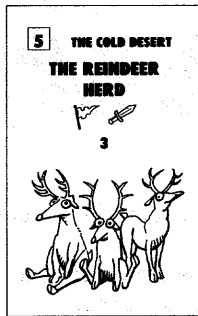
If Tom had attacked a country with a navy, such as Veldergautland, there could have been a naval battle preceding the land battle.

Round 1

Richard's
defending cards

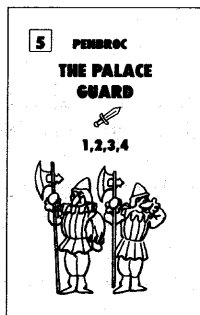


attack roll = 4
saving roll = 7
eliminated

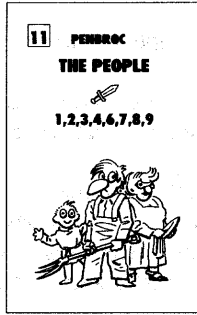


attack roll = 5
saving roll = 8
OK

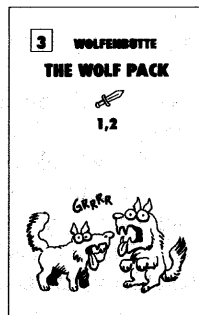
Tom's
attacking cards



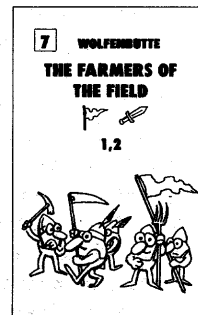
attack roll = 1



attack roll = 3
saving roll = 7
eliminated

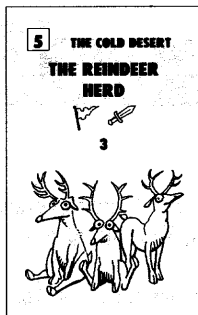


attack roll = 5

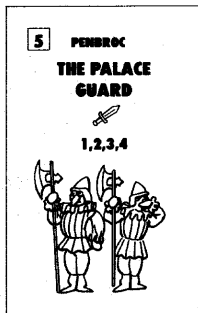


attack roll = 6

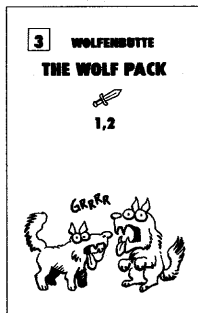
Round 2



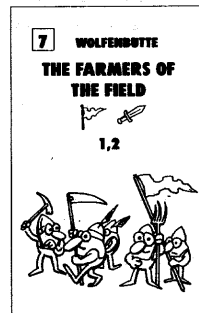
attack roll = 3
saving roll = 9
OK 46 :OK
saving roll = 7
eliminated



attack roll = 6



attack roll = 2



attack roll = 5

Rearranging the Meld

You can move cards from your hand into a meld only at the following times:

- On your turn, after you've drawn new cards;
- On your turn, after a successful coup;
- On your turn, after a war;
- On another player's turn, in response to an attempted coup.

Once you have melded a card to the table, you may not place it back in your hand unless something happens to the country, making the card an invalid meld. This can occur as a result of deaths in battle or various deadly Event cards (Plague, for example).

If you meld a new leader to a country and some of the previously played cards do not follow the new leader, they can be returned to your hand. If, as a result of war or other disaster, a country is no longer a valid meld (it must have a leader with at least one flag), you may return the cards to your hand.

You cannot take a valid meld from the table and put it back in your hand just because it is weak or you fear it is about to be attacked.

Alliances and Selling and Trading Cards

Players may not trade, buy, or sell cards with one another. Cards can only be purchased from the deck and the discard pile. You may not loan gold to other players. You can, of course, discard nice things for the next player to pick up, but that is up to you.

Players may form alliances, but you can use only your own forces on your turn to attack, and only the cards melded to a country can defend that country. You may allow the forces of an ally to march through your kingdoms on their way to a war.

The Magic of Isle Broddick

Isle Broddick is a magical place. It grants mystical powers to whoever controls it.

If you control Isle Broddick at the beginning of your turn and it is led by the sorcerer, his apprentice, or the wizard, you can use the Magic of Broddick. There are six magic spells available. Which ones you can use are determined by the number of flags on the leader card.

If Broddick is led by the Wizard of Broddick (with three flags), you can use any spell. If Broddick is led by the Sorcerer Silidon (with two flags), you can use spells 1 through 4. If Broddick is led by the Sorcerer's Apprentice (with one flag), you may only use spells 1 and 2. If the sorcerer and his apprentice are together (with a total of three flags), all six spells can be used. No other inhabitants of Broddick can use magic.

Spell 1—Imp: An imp flies to the hand of the player of your choice and steals a card. Draw one card randomly from any player's hand.

Spell 2—Spell of Illusion: This spell deludes your enemies. Pick any one country you control. All of its military symbols (swords and ships or pirate ships, but not castles) are doubled for this turn (your player turn only). Thus a card with one sword rolls two attacks, a card with two swords rolls four attacks, etc. Ships can carry twice as many passengers and roll twice the normal dice. Each card takes hits normally, however; a single failed saving throw eliminates the card, and the card makes its saving throws according to its actual, printed number of swords or ships.

Spell 3—Storm: The howling gale summoned by this spell causes all melded ship cards (including your own) to make a saving throw. Any card that fails its saving throw is eliminated.

Spell 4—Poison Cloud: A noxious cloud descends on the country of your choice. Each melded card in that country must make a saving throw or be eliminated. All cards save vs. the cloud on a roll of 7 or better.

Spell 5—Poem of Power: Roll one die. The result is the number of cards you can draw from the deck (not the discard pile) before your normal draw!

Spell 6—Lead to Gold: Roll one die. Then roll a number of dice equal to the result of the first roll. Total the spots from the second roll and collect that much gold!

The Magic of Broddick is used at the very beginning of your turn, before you even collect your gold. You will discover that any player who is able to use the Magic of Broddick becomes very unpopular very quickly!

The Crystal Ball (card number 11 in Broddick) has two functions, depending on who is the leader of Isle Broddick. If the wizard is the leader and the Crystal Ball is melded, you can look at one other player's hand before casting your spell for the turn. If the sorcerer is the leader, he can cast spells 1 through 5. If the apprentice is the leader, he can cast spells 1 through 3. (If the sorcerer is the leader and the apprentice is melded to him, the crystal ball has the same effect as it has for the wizard.)

Table Rules

Meld your cards in neat rows so that all players can see who is the leader and who are the followers in each country you control. Your gold must be kept on the table, visible to all (you may, however, stack it to hide the exact amount).

When rolling dice, any dice that fall off the table must be re-rolled. If a die lands on something and rests at an angle, there is a test to see if it must be re-rolled. If another die can be placed on top of the tipped die so that it doesn't fall off, it is a valid roll. Otherwise, it is a cocked die and must be rolled again.

How to Win

The game ends the moment the Historian card is drawn from the deck. The player who drew the card cannot finish his or her turn. At this time everyone totals his holdings. Each country under a player's control is worth 30 gold. This is added to the player's accumulated gold. The richest player wins.

Note that Ratlarbig, the Privateers of Wu, Chu, and Chi, and the Bandit Kingdom, although melded separately, do not count as countries for scoring purposes. Their only value is during the game when caravans and traders arrive.

The Advanced Game

Once you have played the basic version of the Great Khan Game, you are ready for the additional fun and complexity of the Advanced Rules. These let you play with the entire deck of cards, including the mercenary and special cards. All rules of play are the same, with the following exceptions.

Special Cards

The cards marked with a star are not part of any one country. Unless a card states otherwise, you can meld them as part of any country you control. They will follow any leader.

Ratlarbig is a mighty fortress guarding Lennahc Hsilgne. You can meld it as an independent fortress or as a part of Zagrus. As an independent fortress, it does not count as a normal melded country and you do not collect gold for it at the beginning of your turn.

Melded independently, Ratlarbig can be attacked by other countries. If it is melded as part of Zagrus it is worth four castles in battle and it cannot be attacked alone (all of Zagrus must be attacked at the same time).

Whoever owns Ratlarbig collects a share of treasure when a trader passes through Lennahc Hsilgne.

Gruscastle is an ancient fortress that borders on three countries. It can be melded as a part of Penbroc, Graubunden, or Bolgor. It will follow any leader.

The Great Sword of Vandmeer is a magical sword. It can be given to any card with one or more sword symbols. Turn the sword card sideways and put it under the card that is using it. The bearer of the sword adds two to its die when rolling for a hit in battle. If the bearer is killed, the sword is not discarded, but is set aside. Whoever wins the war gets the sword (the defender wins if the attacker retreats or the time limit is reached and the attacker must go home).

Crawford Codragon is a docile dragon who will work for any master. He can be assigned to any legal meld. His ability to fly anywhere is quite handy (he never pays any penalty for crossing mountains or rivers prior to attacking, just like the Imperial Air Corps of Bolgor).

The Crown of Power can be worn by the leader of any country. Turn the crown sideways and put it under the leader's card. The wearer of the crown has his flags doubled (a two-flag leader becomes a four-flag leader, for example). Once donned, the crown cannot be removed. If the leader dies, the crown is discarded to the bottom of the discard pile.

The Nebelshield was fashioned centuries ago by the Nebelungen of Broddick. It is a magical shield which can be held by any card with one sword symbol on it. Turn the shield sideways and put it under the bearer's card. The bearer of the shield can add two to the result of all saving throws made during a battle. If the bearer of the shield is killed, the shield card is set aside and goes to the winner of the war, just like the Great Sword of Vandmeer. If the Nebelungen have the shield, add three to their saving throws.

The Sea Demon is never melded. It is played directly from your hand, any time you want. After any player has declared war and is moving ships or armies by sea, you can spring this monster on him. The demon attacks like three ships (roll three dice for hits) and defends like two castles (saves on a roll of 6 or better, but can still be hit with a roll of 5 or 6).

If the attacking player's fleets survive the demon, they can continue with their planned offensive. The demon card is placed at the bottom of the discard pile after it is used. If the demon is killed, remove it from play for the remainder of the game.

The Ram is a siege engine that can be assigned to any country. When used in an attack vs. a castle, it attacks like three swords (roll three dice). When attacking a castle, it defends as two castles (saves on a roll of 6 or better). The Ram cannot be used to attack swords or ships.

If the Ram is attacked at home, it acts like a ship in a land battle. If it is there, it must be killed for the attacker to win the war, but it does not roll any attack dice.

Mercenaries

There are two types of mercenaries in the game: leaders (both generals and admirals) and fighters (armies and fleets). You can assign a mercenary to any country.

Printed on the card is the fee the mercenary charges to work for you. This fee is paid at the beginning of your turn. You do not pay this fee unless the card was part of one of your melds at the beginning of the turn (it must have been melded in a previous turn). In effect, mercenaries will work for you for one turn for free. If you do not pay a mercenary, it is immediately discarded to the top of the discard pile. This does not count as your discard for the turn.

In war, mercenary armies and fleets fight normally for you. Generals and admirals add their bonus to all units under their command. The bonus is added when rolling to hit the opponent. Admirals only add their bonus to ships and pirate ships. Generals only add their bonus to swords and castles.

An admiral is killed if all ships under his command are eliminated in battle. A general is killed if all forces under his command (swords and castles) are eliminated.

If it is your turn and your forces are returning from a war, you can reassign your mercenaries as you see fit. You cannot return the mercenaries to your hand, however, unless the country they were assigned to is no longer a valid meld.

Wu, Chu, and Chi: The Privateers of Wu, Chu, and Chi are special mercenary pirate fleets. You can assign them to a country or you can put them on patrol off their home islands. If on patrol, put a control marker on the island. While on patrol, each ship earns a share of treasure when a trader goes through Swil Passage. They can be attacked while on patrol and they do not count as a melded country. If you manage to get all three of them together working for one country, they are worth one extra ship in a naval battle (roll four attack dice instead of three).

Optional Rules

These rules can be used, at your discretion, with either the Basic or the Advanced Rules.

Prisoners

In battle, a card that is hit more than once surrenders unless it makes all of its saving throws. A card which surrenders is placed behind the captor's side of the battle. After the battle ends, the winner gets all captured cards from both sides. If a land battle ends with both sides intact and holding each other's prisoners (because the time limit ran out), the players can exchange prisoners at whatever rate they agree upon.

After the war is over, any prisoners that you cannot immediately meld must be placed in your hand. Prisoners must be melded if possible.

Varied Game Length

Few people ever complain about *The Great Khan Game* being too short, but if you want a longer game, do not remove the Shuffle Deck card when it comes up. Do shuffle the Historian card into the deck. If the Shuffle card comes up before the Historian, reshuffle again. Continue doing this until the Historian turns up.

For a shorter game, set a time limit. If you don't want to know exactly when the game will end, you can still shorten the game by randomly removing a portion of the deck and placing it beneath the Historian in the discard pile. Shuffle the remaining deck, including the Shuffle card.

Following is a list of all cards in The Great Khan Game. Use this as a reference during the game or to recreate lost or damaged cards.

The codes used are: F = Flag; C = Castle; S = Sword; N = Ship (navy); P = Pirate Ship; \$ = Money Bag; G = Gold Mine; B = Crystal Ball.

Agenais

1. Inwhar III, Emperor: F F
2. Empress Zelina: F; 1
3. The Imperial Guard S; 1, 2
4. The Grand Wizir: F \$; 2
5. The Fleet: N; 1, 2, 6
6. The Monks of Nabbach: F S; 1, 2, 4
7. The Monastery Nabbach: C; 1, 2, 4, 6

Bolgor

1. Czar Ferdinand II: F \$
2. Princess Annya: F; 1, 5
3. The Gruusboatmen: F S; 1, 4
4. Prince Nicholas: F; 1, 2
5. Disputin: F
6. The Imperial Air Corps: S N; 1, 2, 4, 5
7. The Imperial Army: S S; 1, 2, 3, 4, 5
8. The Serfs: S; 1, 2, 4, 5

The Cold Desert

1. Nonook (the Whale Killer): F; 5
2. Umgook (the Tusk Eater): F; 1, 5
3. Ma-Onya (the Large Lady): F; 1, 2, 5
4. The People: F S; 1, 5
5. The Reindeer Herd: F S; 3
6. The Huts in the Hills: C; 1, 2, 3, 4

Graubunden

1. Queen Francis XII: F
2. Doddernick (Finance Minister): F \$; 1
3. Comte Franklin duStein: F; 4
4. Duc Drac D'Ula: F; 1, 3
5. The Royal Horse Corps: S; 1, 2, 3, 4
6. The Filbrik Gold Mine: C G; 1, 2, 4
7. Mr. Peabody's Pit: G; 1, 2, 3
8. Grottbuss (the Mountain Village): F C; 1, 3, 4

Inter Mierionydd

1. Bucket (the Archbishop): F F
2. Ziplocbagation (the Bishop): F; 1
3. The First Order (monks): S \$; 1, 2
4. The Monks of the Mount: F S; 1, 3
5. Canot (the Cardinal): F; 2
6. The Clan Nordor: S; 1, 2, 3, 5
7. The Mier Clan: S; 1, 2, 4, 5
8. The Castle on the Mount: F C C; 1, 2, 4

Isle Broddick

1. The Wizard of Broddick: F F F
2. The Sorcerer Silidon: F F
3. The Sorcerer's Apprentice: F; 2
4. The Nebelungen: F S; 1, 2, 3, 5
5. Fafnolt, the Giant: F S
6. The Trolls: F \$; 1, 2, 3, 5
7. The Shepherds of the Slope: F; 1, 2, 3, 5
8. The Faire Fleet: N; 1, 2
9. The Tower*: C; 1, 2, 3, 4, 5, 6
*C C if led by 1, 2, or 3
10. The Crater: C C; 1, 2, 3, 4, 5, 6
11. The Crystal Ball*: B; 1, 2, 3
*improves magic ability of 1, 2, and 3

Kloccbarn (pirate kingdom)

1. Black Dan: F
2. Brown Dort: F
3. The Swabbies: F S; 1, 2
4. The Sea Grover: P; 1, 2, 3
5. The Flying Dingbat: P; 1, 2, 3
6. The Klocckodyle: S; 1

Land of the Beastly Brigands (pirate kingdom)

1. Badmuddin the Bald: F F
2. The Thugs: S; 1
3. Blikwik the Beast: F; 1
4. The Bloody Buggers: F S; 1, 3
5. Beastboats: P; 1, 3, 4
6. The Black Cave: F C; 1, 3, 4

Penbroc

1. King Fnerb: F
2. King Tmosic: F
3. King Ralph MCVI: F
4. Queen Sweetsia: F; 1, 2, 3
5. The Palace Guard: S; 1, 2, 3, 4
6. Prince Ralph MCVII: F; 3, 4
7. The Wealthy Noblemen: F S \$; 2, 3, 6
8. The Missing Nobles*: F F or S S; 1, 2, 4, 6
*Roll 1, 2, 3 = F F; 4, 5, 6 = S S
9. The Poorer Nobles: F; 1, 3, 4, 6, 8
10. Castle Tmos: C; 1, 2, 3, 4, 8, 9
11. The People: S; 1, 2, 3, 4, 5, 7, 8, 9

Swil (pirate kingdom)

1. Swil Swillis (the Mighty Sword): F S
2. Smee (the Brains Behind it All): F S
3. Swillissaire Swipers: F S; 1, 2
4. Squat Squadron: P P; 1, 2, 3
5. Second Sail: P; 1, 2, 3
6. Swillissaire Schloss: F C; 1, 2, 3

Veldergauttland

1. King Faelrud: F F
2. Queen Nata: F; 1
3. Prince Firshner: F; 1, 2
4. Oblart Nobles: F S N; 1, 2, 3
5. Edgar the Pretender: F
6. Phaelbart Nobles: F S N; 1, 2, 5
7. Tribe Quintax: N; 1, 2, 3, 5, 6
8. Tribe Flebert: N; 1, 2, 3, 4, 5
9. Brothers of the Sword: S S; 1, 2, 3
10. The Great Fleet: N N; 1, 2, 3, 4, 5, 6

The Walled City

1. Anndoquat the Sardar: F F \$
2. Anndoquat's Bodyguard: S; 1
3. Felquish the Merchant: F \$; 4
4. Dandarnab the Trader: F \$; 3
5. Count Clannano: F; 1
6. The Cardic Legion: S; 1, 3, 5
7. The Neddick Legion: S; 1, 4
8. The Gate of Ododeng: F C C; 2, 3, 4, 5, 10
9. The South Citadel: C; 1, 5, 10
10. The Loyal People: F S; 1, 3, 4, 5

Wolfenbutte

1. Rolf the Rough: F F
2. Richard the Wrinkled: F; 1
3. The Wolf Pack: S; 1, 2
4. The Guild: F \$; 1, 2
5. The Wearwall: C C; 1, 2, 4, 7
6. Castle Kloock: C C; 1, 4, 7
7. The Farmers of the Field: F S; 1, 2

Zagrus

1. Caliph Oznan: F F
2. Prince Mehtmid: F; 1
3. The Camel Corps: S; 1, 2
4. The Council of Tribal Chieftains: F; 1
5. The Zagrusti Tribe: F S; 1, 2, 4
6. Tribe Jewhar: F S; 1, 2, 4
7. The Dark Wanderers*: S S; 1, 4
8. The Ships of War: N; 1, 2, 4
9. The Quattary Depression*: C; 1, 2, 3, 4, 5, 6, 7
*Cards 7 & 9 can form the Bandit Kingdom

Event Cards

The Phoenetians: 2 gold thru Lennahc Hsilgne.
Zomez Merchant: 2 gold thru Swil Passage.
The Boat of Moltar: 4 gold thru Lennahc Hsilgne.
The Teclar Trader: 4 gold thru Swil Passage.
The Crandar Caravan: 6 gold across Zagrus to Al-Ubaid.
The Caravan of Nesde: 6 gold across Zagrus to Al-Ubaid.
The Carrack: 6 gold; 1, 2 = Lennahc Hsilgne; 3, 4 = Swil Passage; 5, 6 = Zagrus/Al-Ubaid.
The Smardese Fleet: 6 gold; 1, 2 = Lennahc Hsilgne; 3, 4 = Swil Passage; 5, 6 = Zagrus/Al-Ubaid.
The Vandmeer Fleet: 8 gold, route of player's choice.
The Mission of the Great Khan: 10 gold, route of player's choice.

Assassin: kill any melded person (not a group).

Black Plague: Roil dice for every melded card;

7 = dies of plague.

Gold Devalued: All but the poorest player lose one-fourth of their gold.

Shift in Loyalties: Steal any melded card.

Earthquake: Destroys all castles in one country.

Peasant Revolt: Peasants (two swords) attack each country belonging to the player with the most melded countries.

Benevolent Old Fat Wise Man: Gives 10 gold to all players without melded countries, or to poorest player.

Rare Disease: Kill any melded leader (individual or group).

Shuffle the Deck: remove this card, shuffle deck and discard pile together to form new deck; player receives 3 gold.

Historian: Freezes history and ends the game.

Special Cards

Ratlarbig*: C C C.

*C C C C if melded with Zagrus.

Gruuscastle: C C (must be melded with Bolgor, Penbroc, or Graubunden).

The Great Sword of Vandmeer: can be used by any sword, adds 2 to attack rolls.

Crawford Codragon: S S (can fly).

The Crown of Power: can be worn by any leader, doubles the leader's flags.

The Nebelshield: can be held by any card, adds 2 to the card's saving rolls (+3 if held by Nebelungen).

The Sea Demon: never melded, played to attack moving ships.

The Ram: attacks castles like three swords (see rules).

Mercenaries

Augustin Bambolozzi (general): fee 4, bonus + 2

Max von Bumbleburg (general): fee 2, bonus + 1

Carl Doenuts (admiral): fee 4, bonus + 2

Oliver Hazardous (admiral): fee 2, bonus + 1

The Sniss Mercenaries: S S; fee 5

The Condottieri of Sforza: S; fee 3

The Fnebish Army: S; fee 3

The Condottieri of Visconti: S; fee 3

The Salvation Army: S; fee 3

The USS Maine: N N; fee 5

The Fnebish Armada: N; fee 3

Privateers of Wu: P; fee 3

Privateers of Chu: P; fee 3

Privateers of Chi: P; fee 3



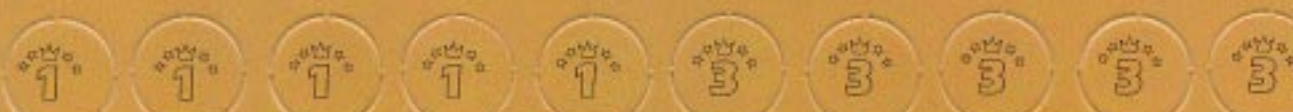


The Great Khan Game

'MANDA & JEFF DEE 1989

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1044XXX02701



1 ISLE BRODDICK

THE WIZARD OF BRODDICK



2 ISLE BRODDICK

THE SORCERER SILIDON



3 ISLE BRODDICK

SORCERER'S APPRENTICE



4 ISLE BRODDICK

THE NEBELUNGEN



1,2,3,5



5 ISLE BRODDICK

FAFNOLT, THE GIANT



6 ISLE BRODDICK

THE TROLLS



1,2,3,5



7 ISLE BRODDICK

SHEPHERDS OF THE WESTERN SLOPE



1,2,3,5



8 ISLE BRODDICK

THE FAIRE FLEET

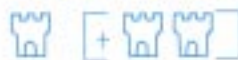


1,2



9 ISLE BRODDICK

THE TOWER



1,2,3,4,5,6

SPECIAL:
WORTH



IF LED BY 1,2, or 3



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



10 ISLE BRODDICK

THE CRATER



1,2,3,4,5,6



11 ISLE BRODDICK

THE CRYSTAL BALL



1,2,3



1 AGENAIS

**INWHAR III,
EMPEROR**



2 AGENAIS

EMPRESS ZELINA



1



3 AGENAIS

**THE IMPERIAL
GUARD**



1,2



4 AGENAIS

**THE GRAND WIZIR
NECCHAMIN**



2



5 AGENAIS

THE FLEET



1,2,6



6 AGENAIS

**THE MONKS
OF NABBACH**



1,2,4



7 AGENAIS

**THE MONASTERY
NABBACH**



1,2,4,6



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
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Khan
Game



The
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Game



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Khan
Game



The
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Khan
Game



The
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Khan
Game



1 BEASTLY BRIGANDS

BADMUDDIN THE BALD



2 BEASTLY BRIGANDS

THE THUGS



1



3 BEASTLY BRIGANDS

BLIKWIK THE BEAST



1



4 BEASTLY BRIGANDS

THE BLOODY BUGGERS



1,3



5 BEASTLY BRIGANDS

BEASTLBOATS



1,3,4



6 BEASTLY BRIGANDS

THE BLACK CAVE



1,3,4



1 BOLGOR

CZAR FERDINAND



2 BOLGOR

PRINCESS ANNYA



1,5



3 BOLGOR

GRUSBOATMEN



1,4



NOTE: THE GRUSBOATMEN MAY NOT LEAVE THE RIVER AND MAY ONLY BE USED IN BATTLE IN BOLGOR, PENBROC, OR GRAUBUNDEN.

The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
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Khan
Game



The
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Khan
Game



The
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Game



The
Great
Khan
Game



The
Great
Khan
Game



4 BOLGOR

PRINCE NICHOLAS



1,2



5 BOLGOR

DISPUTIN



6 BOLGOR

THE IMPERIAL
AIR CORPS



1,2,4,5



SPECIAL: MAY FLY ANYWHERE TO ATTACK

7 BOLGOR

THE IMPERIAL
ARMY



1,2,3,4,5



8 BOLGOR

THE SERFS



1,2,4,5



1 THE COLD DESERT

NONOOK

(THE WHALE KILLER)



5



2 THE COLD DESERT

UMGOOK

(THE TUSK EATER)



1,5



3 THE COLD DESERT

MA-ONYA

(THE LARGE LADY)



1,2,5



4 THE COLD DESERT

THE PEOPLE



1,5



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
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The
Great
Khan
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The
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The
Great
Khan
Game



The
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Khan
Game



The
Great
Khan
Game



5 THE COLD DESERT

**THE REINDEER
HERD**



3



6 THE COLD DESERT

**THE HUTS IN
THE MOUNTAINS**



1,2,3,4



1 GRAUBÜNDEN

QUEEN FRANCIS XII



2 GRAUBÜNDEN

**DODDERNICK
(FINANCE MINISTER)**



1



3 GRAUBÜNDEN

**COMTE FRANKLIN
DUSTEIN**



4



4 GRAUBÜNDEN

DUKE DRAC D'ULA



1,3



5 GRAUBÜNDEN

**THE ROYAL
HORSE CORPS**

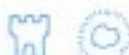


1,2,3,4



6 GRAUBÜNDEN

**THE FILBRIK
GOLD MINE**



1,2,4



SPECIAL: GOLD MINE PRODUCES
3 EXTRA GOLD AT BEGINNING OF TURN

7 GRAUBÜNDEN

**MR. PEABODY'S
PIT
(GOLD MINE)**



1,2,3



SPECIAL: GOLD MINE PRODUCES
3 EXTRA GOLD AT BEGINNING OF TURN

The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



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Game



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Game



The
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Khan
Game



The
Great
Khan
Game



8 GRAUBÜNDEN

GROTTBUSS

(THE MOUNTAIN VILLAGE)



1,3,4



1 INTER MIERIONYDD

BUCKET

(THE ARCHBISHOP)



2 INTER MIERIONYDD

ZIPLOCBAGRATION

(BISHOP)



1



3 INTER MIERIONYDD

THE FIRST ORDER



1,2



4 INTER MIERIONYDD

THE MONKS OF THE MOUNT



1,3



5 INTER MIERIONYDD

CANOT
(THE CARDINAL)



2



6 INTER MIERIONYDD

THE CLAN NORDOR



1,2,3,5



7 INTER MIERIONYDD

THE MIER CLAN



1,2,4,5



8 INTER MIERIONYDD

THE CASTLE ON THE MOUNT



1,2,4



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
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Game



The
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Game



The
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Khan
Game



The
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Khan
Game



The
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Khan
Game



1 KLOCKBARN
BLACK DAN



2 KLOCKBARN
BROWN DORT



3 KLOCKBARN
THE SWABBIES



4 KLOCKBARN
THE SEA GROVER



1,2,3



5 KLOCKBARN
**DER FLIEGENDE
DINGBAT**



1,2,3



6 KLOCKBARN
THE KLOCKKODYLE



1



1 PENBROC
KING FINERB



2 PENBROC
KING TMOŠIC III



3 PENBROC
KING RALPH MCVI



The
Great
Khan
Game



The
Great
Khan
Game



The
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Game



The
Great
Khan
Game



4 PENBROC

QUEEN SWEETSIA



5 PENBROC

**THE PALACE
GUARD**



6 PENBROC

**PRINCE RALPH
MCVII**



7 PENBROC

**THE WEALTHY
NOBLEMEN**



8 PENBROC

**THE MISSING
NOBLES**



**SPECIAL:
OWNER MUST ROLL DIE AT
MOMENT OF COUP OR BATTLE
TO DETERMINE
WHAT THESE GUYS ARE!!**

1,2,3 =  

4,5,6 =  

9 PENBROC

**THE POORER
NOBLES**



10 PENBROC

CASTLE TMOS



11 PENBROC

THE PEOPLE



1 SWILSSAIRE SWIPERS

**SWIL SWILLIS
(THE MIGHTY SWORD)**



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
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The
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The
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Khan
Game



The
Great
Khan
Game



**2 SWILISSAIRE SWIPERS
SMEE (THE BRAINS)**



**3 SWILISSAIRE SWIPERS
SWILISSAIRE
SLICERS**



1,2



**4 SWILISSAIRE SWIPERS
SQUAT SQUADRON**



1,2,3



**5 SWILISSAIRE SWIPERS
SECOND SAIL**



1,2,3



**6 SWILISSAIRE SWIPERS
SWILISSAIRE
SCHLOSS**



1,2,3



**1 VELDERGAUTTLAND
KING FAELRUD**



**2 VELDERGAUTTLAND
QUEEN NATA**



1



**3 VELDERGAUTTLAND
PRINCE FIRSHNER**



1,2



**4 VELDERGAUTTLAND
OBLART NOBLES**



1,2,3



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
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The
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The
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The
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The
Great
Khan
Game



5 VELDERGAUTTLAND

**EDGAR THE
PRETENDER**



6 VELDERGAUTTLAND

**PHAELBART
NOBLES**



1,2,5



7 VELDERGAUTTLAND

TRIBE QUINTAX



1,2,3,5,6



8 VELDERGAUTTLAND

TRIBE FLEBERT



1,2,3,4,5



9 VELDERGAUTTLAND

**BROTHERS OF THE
SWORD**



1,2,3



10 VELDERGAUTTLAND

THE GREAT FLEET



1,2,3,4,5,6



1 THE WALLED CITY

**ANNDQUAT
THE SARDAR**



2 THE WALLED CITY

**ANNDQUAT'S
PERSONAL
BODYGUARD**



1



3 THE WALLED CITY

**FELQUISH THE
MERCHANT**



4



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
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Khan
Game



4 THE WALLED CITY

DANDARNAB THE TRADER



3



5 THE WALLED CITY

COUNT CLANNANO



1



6 THE WALLED CITY

THE KARDIC LEGION



1,3,5



7 THE WALLED CITY

THE NEDDIC LEGION



1,4



8 THE WALLED CITY

THE GATE OF ODENDOG



1,3,4,5,10



9 THE WALLED CITY

THE SOUTH CITADEL



1,5,10



10 THE WALLED CITY

THE LOYAL PEOPLE



1,3,4,5



1 WOLFENBUTTE

ROLF THE ROUGH



2 WOLFENBUTTE

RICHARD THE WRINKLED



1



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
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The
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The
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The
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Khan
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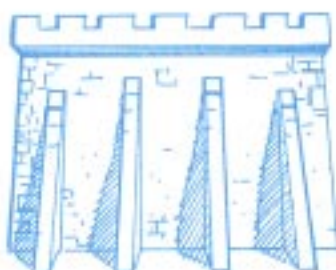
3 WOLFENBUTTE
THE WOLF PACK



4 WOLFENBUTTE
THE GUILD



5 WOLFENBUTTE
THE WEARWALL



6 WOLFENBUTTE
CASTLE KLOCKCK



7 WOLFENBUTTE
**THE FARMERS OF
THE FIELD**



1 ZAGRUS
**CALIPH OZKAN
(THE GREAT)**



2 ZAGRUS
PRINCE MEHTMID



3 ZAGRUS
THE CAMEL CORPS



4 ZAGRUS
**THE COUNCIL OF
TRIBAL CHIEFTAINS**



The
Great
Khan
Game



The
Great
Khan
Game



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Khan
Game



The
Great
Khan
Game



**GRAND ADMIRAL
KARL
DOENUTS**

FEE 4 +2



★ **RATLARBIG
THE GUARDIAN OF
LENNANC HSILGNE**



INDEPENDENT. MAY BE MELDED ALONE FOR A SHARE OF ALL TREASURE PASSING THRU LENNANC HSILGNE, OR AS PART OF ZAGRUS - IF SO, ADD ONE CASTLE

★ **THE CROWN
OF POWER**



MAY BE WORN BY ANY (INDIVIDUAL, NOT GROUP) LEADER. DOUBLES POLITICAL VALUE

(P X 2)

**ADMIRAL
OF THE PUCE
OLIVER HAZERDOUS**

FEE 2 +1



★ **THE SEA DEMON**



THIS CARD IS NOT MELDED AS PART OF A COUNTRY. IT MAY BE PLAYED FROM THE HAND ANY TIME FLEETS ARE MOVING AT SEA TO ATTACK.

ATTACK - 

DEFENDS AS - 

DISCARD AFTER USING.
IF DEMON IS KILLED, REMOVE FROM GAME.

★ **THE RAM**
MAY BE PLAYED WITH ANY
COUNTRY.



1. ATTACKS AS 3 SWORDS VS CASTLES
2. WHILE ATTACKING, DEFENDS AS 2 CASTLES
3. MAY NOT ATTACK SWORDS OR SHIPS
4. IF ATTACKED AT HOME, DEFENDS AS A SHIP

**COLONEL-GENERAL
MAX
VON BUMBLEBURG**

FEE 2 +1



★ **GRUUSCASTLE**

PART OF: PENBROC, BOLGOR



★ **CRAWFORD
CODRAGON**

MAY BE PLAYED AS PART OF
ANY COUNTRY


THE CORDIAL DRAGON



SPECIAL: HE CAN FLY!

The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
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The
Great
Khan
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The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



The
Great
Khan
Game



5 ZAGRUS

THE ZAGRUSTI TRIBE



1,2,4



6 ZAGRUS

TRIBE JEWHAR



1,2,4



7 ZAGRUS

DARK WANDERERS



1,4



SPECIAL: THIS CARD AND #9
MAY BE MELDED TOGETHER TO FORM
THE BANDIT KINGDOM (SEE RULES)

8 ZAGRUS

THE SHIPS OF WAR



1,2,4



9 ZAGRUS

THE QUATTARY DEPRESSION



1,2,4,5,6,7*



*SPECIAL: THIS CARD AND #7
MAY BE MELDED TOGETHER TO FORM
THE BANDIT KINGDOM (SEE RULES)

EVENT

READ THIS CARD ALOUD

THE PHOENETIANS



PASS THRU LENHANC HSELONG
EACH SHARE IS WORTH: 2

EVENT

READ THIS CARD ALOUD

THE CRANDAR CARAVAN



TRAVELS ACROSS ZAGRUS AND THRU THE
WALLED CITY OF AL UBAID
EACH SHARE IS WORTH: 6

EVENT

READ THIS CARD ALOUD

THE HISTORIAN



FREEZES HISTORY AT THIS MOMENT IN TIME!
GAME ENDS! DETERMINE THE WINNER!

EVENT

READ THIS CARD ALOUD

THE BLACK PLAGUE



ALL PLAYERS ROLL 2 DICE FOR EACH MELDED
CARD. ROLL OF 7 = DEATH

The
Great
Khan
Game



The
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Game



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EVENT**READ THIS CARD ALOUD****EARTHQUAKE!**

DESTROYS ALL CASTLES IN THE COUNTRY OF YOUR CHOICE. (IF YOURS IS THE ONLY ONE...TOO BAD!)

EVENT**READ THIS CARD ALOUD****THE GREAT SHIP OF MOLTAR**

PASSES THROUGH LENNAHC HSILOHE
EACH SHARE IS WORTH: 4

EVENT**READ THIS CARD ALOUD****THE CARRACK**

ROLL DIE TO DETERMINE ROUTE ...
1,2 - ZAGRUS/AL-UBAID
3,4 - LENNAHC HSILOHE
5,6 - SWIL PASSAGE
EACH SHARE IS WORTH: 6

EVENT**READ THIS CARD ALOUD****THE MISSION OF THE GREAT KHAN**

PASSES THRU THE ROUTE OF YOUR CHOICE...
•ZAGRUS/AL-UBAID
•LENNAHHC HSILOHE
•SWIL PASSAGE
EACH SHARE IS WORTH: 10
"THE BIG ONE!"

EVENT**READ THIS CARD ALOUD****THE TECLAR TRADER**

PASSES THRU SWIL PASSAGE
EACH SHARE IS WORTH: 4

EVENT**READ THIS CARD ALOUD****THE ASSASSIN**

KILL ANY PERSON (NOT GROUP)
MELDED ON THE BOARD (IF NONE BUT YOURS...KILL YOUR OWN!)

EVENT**READ THIS CARD ALOUD****THE ZOMEZE MERCHANT**

PASSES THRU SWIL PASSAGE
EACH SHARE IS WORTH: 2

EVENT**READ THIS CARD ALOUD****A SHIFT IN LOYALTIES**

ALLOWS YOU TO TAKE ANY CARD
MELDED BY ANOTHER PLAYER AND
ADD IT TO YOUR HAND (OR MELD). IF
NONE, TAKE ONE FREE DRAW FROM
TOP OF THE DECK!

EVENT**READ THIS CARD ALOUD****PEASANT REVOLT**

STRIKES PLAYER WITH THE MOST
MELDED COUNTRIES (ROLL OFF IN CASE
OF TIE). IF NONE, NO REVOLT! A
PEASANT FORCE OF TWO SEPARATE
SWORDS ATTACKS EACH OF THAT
PLAYER'S COUNTRIES. ANY COUNTRY
ELIMINATED OR CAPTURED BY THE
PEASANTS IS DISCARDED!

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EVENT

READ THIS CARD ALOUD

THE VANDMEER FLEET

PASSES THRU THE ROUTE OF YOUR CHOICE...

- ZAGRUS/AL-UBAID
- LENNARC HSELGNE
- SWIL PASSAGE

EACH SHARE IS WORTH: 8

EVENT

READ THIS CARD ALOUD



BENEVOLENT OLD FAT WISE MAN ARRIVES FROM FAR VANDMEER AND GIVES 10 GOLD TO ALL PLAYERS WITHOUT MELDED COUNTRIES. IF NONE, HE GIVES 10 GOLD TO PLAYER WITH SMALLEST NUMBER OF MELDED CARDS.

EVENT

READ THIS CARD ALOUD

THE CARAVAN OF NESDE

PASSES THROUGH ZAGRUS AND THE WALLED CITY
EACH SHARE IS WORTH: 6

EVENT

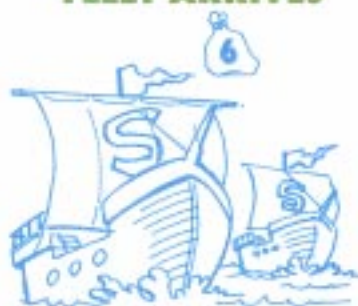
READ THIS CARD ALOUD

GOLD DEVALUED!

ALL PLAYERS, EXCEPT THE POOREST, LOSE 1/4 OF THEIR STORED GOLD. ROUND OFF FRACTIONS UP!

EVENT

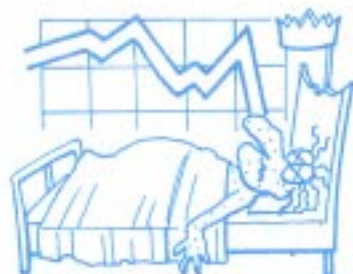
READ THIS CARD ALOUD

THE SMARDESE FLEET ARRIVES

ROLL DIE TO DETERMINE ROUTE:
1,2 - ZAGRUS/AL-UBAID
3,4 - LENNARC HSELGNE
5,6 - SWILL PASSAGE
EACH SHARE IS WORTH: 6

EVENT

READ THIS CARD ALOUD

RARE DISEASE

TAKES THE LIFE (OR LIVES) OF THE LEADER OF ANY COUNTRY (YOUR CHOICE).

EVENT

READ THIS CARD ALOUD

SHUFFLE THE DECK

1. REMOVE THIS CARD
2. ADD THE HISTORIAN
3. SHUFFLE REMAINING DECK AND THE DISCARDS
4. RECEIVE 3 GOLD FOR YOUR SERVICES
5. THANK YOU!

MERCENARY ARMY**THE SNISS MERCENARIES**

FEE = 5

**MERCENARY ARMY****CONDOTTIERI OF GIANGALEAZZO VISCONTI**

FEE = 3



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MERCENARY ARMY

**THE FNEBISH
LEGION**



FEE = 3



MERCENARY ARMY

**CONDOTTIERI OF
FRANCESCO SFORZA**



FEE = 3



MERCENARY ARMY

**THE SALVATION
ARMY**



FEE = 3



MERCENARY FLEET

PRIVATEERS OF WU



FEE = 3



SPECIAL: IF PRIVATEERS OF WU, CHU,
& CHI ARE ALL HELD TOGETHER,
ADD ONE SHIP

MERCENARY FLEET

USS MAINE



FEE = 3



MERCENARY FLEET

**THE FNEBISH
ARMADA**



FEE = 3



MERCENARY FLEET

PRIVATEERS OF CHI



FEE = 3



SPECIAL: IF PRIVATEERS OF WU, CHU,
& CHI ARE ALL HELD TOGETHER,
ADD ONE SHIP

MERCENARY FLEET

**PRIVATEERS OF
CHU**



FEE = 3



SPECIAL: IF PRIVATEERS OF WU, CHU,
& CHI ARE ALL HELD TOGETHER,
ADD ONE SHIP

GENERAL

**FIELD MARSHAL
AUGUSTIN
BAMBULOZZI**

FEE 4

+ 2



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★
**THE GREAT SWORD
 OF VANDMEER**



MAY BE CARRIED ONLY BY CARDS
 WITH ONE SWORD. +2 to hit

★
THE NEBELSHIELD



MAY ONLY BE CARRIED BY CARDS WITH
 ONE SWORD. +2 TO SAVING THROW
 (+3 IF HELD BY THE NEBELUNGER)

















BATTLE CARD

ATTACKING

ROLL 5 OR 6 TO HIT  OR 

ROLL 6 TO HIT 

SAVING THROWS

-  8+
-   7+
-  7+ (8+ VS. SWORD)
-   6+ (7+ VS. SWORD)
-  7+
-   6+
-    5+
-     4+

















BATTLE CARD

ATTACKING

ROLL 5 OR 6 TO HIT  OR 

ROLL 6 TO HIT 

SAVING THROWS

-  8+
-   7+
-  7+ (8+ VS. SWORD)
-   6+ (7+ VS. SWORD)
-  7+
-   6+
-    5+
-     4+

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The Great Khan Game

by Tom Wham and Richard Hamblen

Far Vandmeer . . . Graubunden . . . Veldergauttland . . .
Al-Ubaid (the Walled City) . . . Names that stir the blood and
chill the spine.

These are just a few of the places you can conquer in this
fast-paced game of political intrigue and military struggle.
Meet the Grand Wizir Nechamin, Badmuddin the Bald,
Umgook (the Tusk Eater), Andoquat the Sardar, and dozens of
other power-mad, back-stabbing aristocrats and usurpers.

The *Great Khan Game* is a brilliantly whimsical card game
from the fertile minds of Tom Wham and Richard Hamblen.
Use the armies and political leaders under your control to
attack and conquer your neighbors. Or stage a coup and place
your own puppet on the throne. Connive, manipulate, and
coerce your way to empire!

The *Great Khan Game* includes: one 32-page rule book; one 11"
x 17" full-color map of the Whamite Isles; 120 die-cut
cardboard playing pieces; 162 playing cards; one plastic
storage bag. Players must supply two six-sided dice.

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0-88038-721-1

