

Differences in Sulieman the Magnificent and Kulikovo: The Golden Horde

	Suleiman the Magnificent	Kulkovo, the Golden Horde
Missile Fire Eligible Units	Archer Infantry: "A" Musket Infantry: "M" (No return fire) Mounted Archers: "A"	Bowman Infantry: "B" Crossbow Infantry: "C" (No return fire) Mounted Archers: "L"
Shock Combat	"A" cavalry ONLY may retreat before shock from mounted units (roll for disordered). No leader bonuses	"L" cavalry ONLY may retreat before shock from mounted units (roll for disordered).
Leader abilities & Restrictions	Suleiman may activate all center formation units. Achmed may only activate LEVY infantry in the center formation while Suleiman lives Hungarian Leaders only give a combat bonus if stacked with a charging HC.	Leader stacked with or adjacent to Overall Commander has its activation value increased by one.
Moving a Standard	May never move (and Suleiman's is an off-map box).	May move, but roll for each adjacent retired unit (4+ is eliminated).
Special Rules	14.3 Starting Restrictions 15.1.1 Suleiman's Center (off board) 15.1.2 Antatolian Wing (Off board) 15.2 Optional Hungarian Reinforcements	15.2 Ambush Regiment 15.4 Heroic Combat (Who starts?)
Flight Level Adjustments	Overall Commander = 3 HC = 3 MC = 3 LC or AK = 2 Leader = 2 Infantry = 2 Retired unit = 1 Rallied out of Retirement = -1 Artillery = 0	Overall Commander = 5 Standard = 3 H = 3 M = 2 L = 2 Leader = 1 Infantry = 1 Retired unit = 1 Rallied out of Retirement = -1
Victory Levels	Ottomans = 65 Hungarians = 45 <u>Hungarians with optional rules:</u> +10 if Transylvanians show up +5 if Slovonians show up +7 if the Mixed Contingent shows up	Russians = 60 Mongols = 55