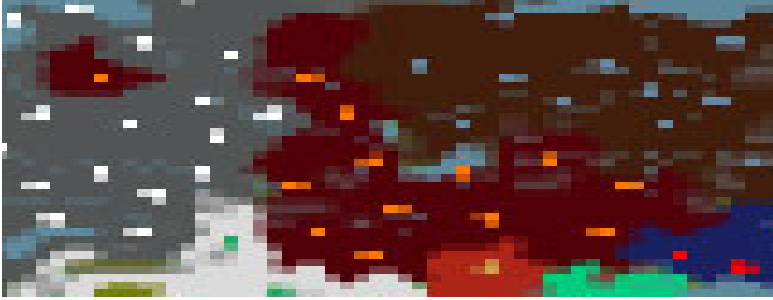


The Mongol Empire (oh ya)

Historical Name: The Mongol Empire, The Mongols

Civ 5 name: Mongolia, The Mongols

The Mongol Empire and neighboring nations (clockwise - Yakutia, Korea, Vietnam, China, Tibet, Sibir Khanate)



UA: Conquest of the World

Units have extra strength against cities during golden ages, and they are extended upon capturing a city. Gain +1 Happiness per internal trade route, increased to +2 during golden ages

UU: Keshik

Replaces Knight. +1 movement and ranged, being unable to Melee but able to fire from 2 tiles away. Combat with these will generate Great Generals faster, while the unit simultaneously gets a 50% boost to XP earned from combat. The Knight's penalty to attacking Cities is gone, while they retain the ability to move after attacking.

UGG: Khan

A normal Great General except with Enhanced Medic and 5 movement. (Also have historically accurate names)

Demographic Data:

Due to the new method of receiving Info-Adict information all information on Mongolia is available. This makes the demographics population data completely accurate and allows much more data to be collected and displayed.

Total cities: 14

Total pop: 171*

Average pop = 12.2*

Total Civ pop = 23,340,000

Average City pop = 1,667,142.86

*City pop might be inaccurate

All cities are shown at their last observed population

Cities	Pop	Civ 5 pop	Religion	Origin
Karakorum	21	5,037,000	Akatt-u	founded
Hisa	17	2,787,000	Akatt-u	founded
Turfan	17	2,787,000	Akatt-u	founded
Beshbalik	17	2,787,000	Akatt-u	founded
Kazan	15	1,963,000	Akatt-u	founded
Almarikh	13	1,315,000	Akatt-u	founded
Otrar	13	1,315,000	Akatt-u	founded
Tiflis	11	823,000	Akatt-u	founded
Hovd	11	823,000	Akatt-u	founded
Rutog	10	337,000	Akatt-u	captured (puppet)
New Sarai	7	232,000	Akatt-u	founded
Tabris	7	232,000	Akatt-u	founded
Ulaanbaatar	6	150,000	Akatt-u	founded
Sanchu	6	150,000	Akatt-u	founded (recaptured)

Multiple demographic values for Mongolia and surrounding nations

	The Mongols	Yakutia	Korea	Vietnam	China	Tibet	Sibir
Population	23,340,000	57,888,000	11,318,000	48,182,000	6,000	5,607,000	77,004,000
Gold per turn	351	973	76	505	-29	-42	806
Gold stored	23422	152828	19009	96127	1639	49064	117139
Happiness	125	111	125	154	39	61	10
Production	645.4	1106.4	270.9	738	8	106	1563.5
Social policies	24	30	21	27	23	23	25
Techs	47	54	57	53	35	45	53
Military manpower	67,052	82,140	25,324	48,148	400	7,658	59,108
Cities	14	24	7	20	1	4	51

Mongol Technological Progress:

Tech Count: 47

- Ancient Era
 - All confirmed
- Classical Era
 - All confirmed
- Medieval Era
 - Chivalry = Guilds + Civil Service, confirmed
 - Physics = Metal Casting confirmed
 - Machinery
 - Steel
- Renaissance Era
 - Chemistry = Gunpowder Confirmed
 - Likely many more
- Industrial Era
 - Gatling guns + Industrialisation confirmed

Notable current units: Keshiks, Crossbowman, Cannon, Musketmen, Gatling gun.

Notable next techs:

Mongol Culture:

Total Policies = 24

Honor: 5

The Mongols went Honor thankfully, the bonus to Khans and Xp will really help our Keshiks. Gold from kills is also good. Honor was really the best choice for us.

Tradition: 3*

The effectiveness of these policies rely depends on whether Genghis went aristocracy or oligarchy, with oligarchy being by far the best choice due to the powerful policies that it unlocks.

Liberty: 2*

Finishing this tree would be extremely useful as it would benefit our 11 city wide empire immensely.

*Actual policies taken are unknown, it is very likely that both tradition and liberty have been filled out, we just do not know.

Mongol Diplomacy: (out of date)

Friends with:

Burma

Sri Lanka

Afghanistan

Persia

Korea

Finland

Israel

Kimberly

Tibet

Armenia

Denouncing:

Sparta

Vietnam

At war with:

Neighboring nations going clockwise:

Yakutia

Korea

Vietnam

China

Tibet

Sibir

Have open border agreements with every neighboring nation except for China and maybe vietnam. You can do it Genghis.

MILITARY:

Notable current units: **Keshiks**, Crossbowman, Musketmen, Cannon

Very large military, larger than many of it's neighbours