

THE WARRING STATES AND HAN DYNASTY



AUTHORISED ARMY LISTS FOR

MORTEM
ET GLORIAM



ARMY LISTS

THE WARRING STATES AND HAN DYNASTY

Edited by Richard Jeffrey-Cook. Contributions from Simon Hall, Simon Clarke and Nik Gaukroger. Front image by Simon Clarke.

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where **allies** are allowed, they must conform to the following rules:

1. An ally must be a minimum of 2 and a maximum of 4 UGs.
2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an **internal ally** is allowed, and no contingent is specified they must conform to the following rules:

1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: $\frac{1}{4}$ to $\frac{3}{4}$ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has $\frac{1}{4}$ to $\frac{3}{4}$ Skilled.
5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Poor quality TuGs in Pacto must start with 2 or 3 elements. TuGs downgraded from Average quality must start with 2 elements, except where they are already allowed 3 elements. Poor quality SuGs or Average quality downgraded to Poor may start with 1, 2 or 3 elements.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry, characteristics, and which ally if appropriate. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at www.mortem-et-gloriam.co.uk. Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

FRIENDLY AND SCENARIO GAMES

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

HISTORICAL INTRODUCTION

China was nominally ruled by the Zhou dynasty from 1046 to 256 BCE. The Eastern Zhou period is so named after the capital was moved from Haojing to Luoyi in 771 BCE. It consists of two phases, the Spring and Autumn period and the Warring States period. These lists cover the “Warring States” period and the subsequent Qin (221 to 206 BCE) and Han dynasty (206 BCE to 220 CE).

Seven states dominated the Warring States period. These were:

- The State of Qin – in the far west.
- The Three Jins – north-east of Qin on the Shanxi plateau.
- Qi – located in the east of China on the Shandong peninsular.
- Chu – located in the south of China.
- Yan – located in the north-east, centered on modern-day Beijing.

Minor states included:

- Yue – on the south-east coast near Shanghai. It was annexed by the Chu in 334 BCE.
- Sichuan – in the far south-west. This area was conquered by the Qin.
- Zhongshan: between the Yan and the Zhao. It was annexed by the Zhao in 296 BCE.

At the start of the Warring States period, the six clans of the state of Jin in the Spring and Autumn period had been reduced to four – the Zhi, Zhao, Han, and Wei clans. By about 450s BCE the Zhi clan was the most dominant. In 453 BCE the Zhao, Han and Wei clans combined to annihilate the Zhi clan. The three remaining clans were so balanced that none could get the upper hand over the others. In 403 BCE they agreed a division, known as the “three Jins”. They were recognised by king Weilie of the Eastern Zhou dynasty.

In 370 BCE the leader of the Wei died without naming a successor. As a result the Zhao from the north and Han from the south invaded Wei. However the leaders fell into disagreement and king Hui was able to ascend the throne of Wei. Meanwhile a King Wei of the Qi launched successful attacks against the Zhao and Wei. In 344 BCE king Hui of Wei and king Wei of Qi recognised themselves as “kings”, in effect declaring their independence from the Zhou court. From this point on, rulers did not even pretend to be vassals of the Zhou dynasty.

During the period from 340 BCE the Qin became increasingly aggressive. The Qin attacked a weakened Wei state and after a significant victory captured large parts of Wei territory. The Wei relied on the Qi for protection. The Qin prime minister Fan Sui, initiated an aggressive expansionist

policy. The Han were attacked and the city of Xinzheng taken in 230 BCE. The Zhao surrendered in 228 BCE and the Yan in 226 BCE. The Wei city of Daliang was taken in 225 BCE and the Chu surrendered in 223 BCE. In 221 BCE they deposed the Zhou dynasty remnants and conquered the Qi.

The Qin dynasty was the first imperial dynasty of China lasting from 221 to 206 BCE named for its heartland of Qin, in modern-day Gansu and Shaanxi, and its founding emperor named Qin Shi Huang. During his reign his generals expanded the size of the Chinese state: adding lands in the south and conquering the Ordos loop from the nomadic Xiongnu. He is now best known for creating the Terracotta Army that guarded his city-sized mausoleum. He died in 210 BCE.

After his death the Qin dynasty quickly collapsed. A popular revolt broke out in 209 BCE. Chu rebels defeated the imperial forces. The Chu leader was betrayed by Liu Bang who declared himself Emperor Gaozu of the new Han Dynasty in 202 BCE. Despite the short duration of the Qin dynasty, it was very influential on the structure of future dynasties.

Spanning over four centuries, the Han period is considered a golden age in Chinese history. The Han Empire was divided into areas directly controlled by the central government using an innovation inherited from the Qin known as commanderies, and a number of semi-autonomous kingdoms. These kingdoms gradually lost all vestiges of their independence, particularly following the Rebellion of the Seven States in 154 BCE.

The Xiongnu, a nomadic steppe confederation defeated the Han in 200 BCE. Emperor Wu launched several military campaigns against them. The ultimate Han victory in these wars eventually forced the Xiongnu to accept vassal status as Han tributaries. These campaigns expanded Han sovereignty into the Tarim Basin of Central Asia, divided the Xiongnu into two separate confederations, and helped establish the vast trade network known as the Silk Road, which reached as far as the Mediterranean world. The territories north of Han's borders were quickly overrun by the nomadic Xianbei confederation.

Emperor Wu also launched successful military expeditions in the south, annexing Nanyue in 111 BCE and Dian in 109 BCE, and in the Korean Peninsula where the Xuantu and Lelang Commanderies were established in 108 BCE. Chinese influence reached as far as Vietnam where the Chinese influenced Triêu dynasty was replaced with more direct rule.

The Han Dynasty was interrupted in 9 CE when the Wang Mang, who had been appointed as regent in 6 CE, declared himself emperor. Wang Mang's rule known as the Xin Dynasty ultimately failed due to massive flooding of the Yellow River resulting in it splitting into two new branches. The floods dislodged many peasant farmers who were recruits for various rebel groups. In 23 CE one mob forced its way into the palace and killed Wang Mang.

A rebel group known as the Red Eyebrows assassinated the next emperor but the Empire was restored by Emperor Guangwu who seized power in 25 CE. For the next 11 years he waged war to reunite the Empire. The period between the foundation of the Han dynasty and Wang Mang's reign is

known as the Western Han dynasty. During this period the capital was at Chang'an (modern Xi'an). From the reign of Guangwu the capital was moved eastward to Luoyang. The era from his reign until the fall of Han is known as the Eastern Han dynasty.

During the turbulent reign of Wang Mang, the Han lost control over the Tarim Basin, which was conquered by the Northern Xiongnu. Between 73 CE and 89 CE the Han reconquered the area by defeating the Xiongnu and contacted the Kushan empire. The period was the high point of the dynastic house. Subsequent reigns were increasingly marked by eunuch intervention in court politics and their involvement in the violent power struggles of the imperial consort clans.

Daoist religious uprisings in 184 CE known as the Yellow Turban Rebellion and Five Pecks of Rice Rebellion weakened central authority. The governor of Yan province Cao Cao seized control of the emperor in 200 CE. When Cao Cao was defeated at the Battle of Red Cliffs in 208 CE, China was divided into three spheres of influence. In 220 CE Cao Cao's son, Cao Pi forced the last Han ruler to abdicate and the period known as the Three Kingdoms had begun.

CHINESE NAMES AND TERMS

There are currently two systems for the transliteration of Chinese into English, the Wade-Giles system and the Pinyin system. Pinyin is the newer system and has been adopted in these army lists. Many works however use Wade-Giles and the following table lists the transliteration of names and terms used in these lists.

Pinyin	Wade-Giles
Di	Ti
Jin	Chin/Ts'in
Qiang	Ch'inag
Qin	Ch'in
Xianbei	Hsien-pei
Xiongnu	Hsiung-nu
Yuehchi	Yueh-chih



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1600	1400	n/a	n/a	800	700
Talented	1150	900	850	700	650	600
Competent	700	550	600	450	300	250
Mediocre	400	250	400	250	100	50

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.
No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

BAIYUE

497 TO 110 BCE

HISTORICAL NOTES

The Baiyue (or One Hundred Yue) were the tribes that lived in the mountainous and coastal regions of Southern China and Northern Vietnam. It includes the states of Minyue and Âu Lạc (Luoyue) and Âu Việt (Ouyue), but excludes Nanyue which has its own list. It would take five successive military excursions before the Qin finally defeated the Yue in 214 BC. The Qin army was unfamiliar with the jungle terrain and was defeated and nearly annihilated by the southern Yue tribes' guerrilla tactics, suffering casualties of over 10,000 men in addition to the death of a Qin commander. Chinese domination was brief, and the collapse of the Qin dynasty led the Yue tribes to regain their independence. Between 135 BCE and 111 BCE the Han sent further expeditions that secured Chinese control of the area.

TROOP NOTES

The crossbow was introduced from China.

HISTORICAL ENEMIES

Early Warring States; Middle Warring States; Qin; Later Warring States; Nanyue; Western Han

BAIYUE



ARMY COMMANDER		1	Any Instinctive		DATES		497 to 110 BCE								
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Mountains, Coastal, Jungle								
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Flexible; Poor or Average								
TYPE															
TRAINING AND QUALITY SHOOTING SKILL MELEE MANDATORY BASE OPTIONAL MIN															
NAME FORMATION PROTECTION WEAPONRY WEAPONRY CHARACTERISTICS PTS CHARACTERISTICS MAX UG SIZE															
Axemen and spearmen		INFANTRY		Average		Unskilled		- - 53		Melee Expert (16),		18		6,8,9	
		Tribal Loose		Protected		Javelin				Shoot & Charge (6)		96			
Archers		INFANTRY		Average		Experienced		- - 48		Combat Shy (-14)		16		6,8	
		Tribal Loose		Unprotected		Bow				72					
Replace archers with crossbowmen (from 257 BCE)		INFANTRY		Average		Experienced		- - 53		Combat Shy (-14)				6,8	
		Tribal Loose		Unprotected		Crossbow				Any					
Shieldless skirmishers		INFANTRY		Average		Experienced		- - 29		Combat Shy (-4)		0		6,9	
		Skirmisher		Unprotected		Javelin				18					

CHANGES FROM LAST VERSION

New list

EARLY WARRING STATES

475 TO 355 BCE

HISTORICAL NOTES

The rulers of Jin had been steadily losing political powers since the middle of the 6th century BCE. This allowed other clans to gain fiefs and military authority, and decades of internecine struggle led to the establishment of four major families, the Han, Zhao, Wei and Zhi. The Battle of Jinyang (453 BCE) saw the allied Han, Zhao and Wei destroy the Zhi family and their lands were distributed among them. In 403 BCE, the Zhou court under King Weilie officially recognized Zhao, Wei and Han as immediate vassals, thereby raising them to the same rank as the other warring states.

From before 405 until 383 the three Jins were united under the leadership of Wei and expanded in all directions. The most important figure was Marquess Wen of Wei (445–396). In 408–406 he conquered the State of Zhongshan to the northeast on the other side of Zhao. At the same time he pushed west across the Yellow River to the Luo River taking the area of Xihe.

The growing power of Wei caused Zhao to back away from the alliance. In 383 it moved its capital to Handan and attacked the small state of Wey. Wey appealed to Wei which attacked Zhao on the western side. Being in danger, Zhao called in Chu. As usual, Chu used this as a pretext to annex territory to its north, but the diversion allowed Zhao to occupy a part of Wei. This conflict marked the end of the power of the united Jins and the beginning a period of shifting alliances and wars on several fronts.

In 376 BCE, the states of Han, Wei and Zhao deposed Duke Jing of Jin and divided the last remaining Jin territory between themselves, which marked the final end of the Jin state.

In 370 BCE, Marquess Wu of Wei died without naming a successor, which led to a war of succession. After three years of civil war, Zhao from the north and Han from the south invaded Wei. On the verge of conquering Wei, the leaders of Zhao and Han fell into disagreement about what to do with Wei, and both armies abruptly retreated. As a result, King Hui of Wei was able to ascend the throne of Wei.

By the end of the period Zhao extended from the Shanxi plateau across the plain to the borders of Qi. Wei reached east to Qi, Lu and Song. To the south, the weaker state of Han held the east-west part of the Yellow River valley, surrounded the Zhou royal domain at Luoyang and held an area north of Luoyang called Shangdang.

TROOP NOTES

During this period the emphasis in accounts of battles changes from archery duels between charioteers to massed infantry combat. The most popular weapons were varieties of dagger-axes that came in various lengths from 9 to 18 feet. Swords and armour begin to appear, although swords were mostly bronze. The crossbow was invented around 500 BCE but only starts to make an appearance on the battlefield in the 4th century BCE.

HISTORICAL ENEMIES

Chinese Nomadic Barbarians; Baiyue; Early Warring States

EARLY WARRING STATES



ARMY COMMANDER		1	Any Professional		DATES		475 BCE to 355 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - chariots	CHARIOTS	Average	Experienced	-	Melee Expert	133	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Crossbow					12	
Regrade chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4,6
	Formed Loose	Protected	Crossbow					8	
Close fighters with ji	INFANTRY	Average	-	Long Spear	-	91	Integral Shooters (6), Combat Shy (-22)	8	6,8
	Formed Flexible	Protected	-					32	
Upgrade best close fighters	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8), Combat Shy (-31)	0	6,8
	Formed Flexible	Protected	-					12	
Conscripts with ji	INFANTRY	Poor	-	Long Spear	-	49	Integral Shooters (4), Combat Shy (-13)	12	6,8
	Tribal Flexible	Protected	-					48	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					12	
Upgrade best crossbowmen	INFANTRY	Average	Skilled	-	-	79	Combat Shy (-14)		6
	Formed Loose	Unprotected	Crossbow					Up to half	
Hu barbarians	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					8	
Upgrade Hu barbarians	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

EARLY WARRING STATES



NOTES

All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

MIDDLE WARRING STATES



355 TO 278 BCE

HISTORICAL NOTES

This period covers the Wars of Wei. King Hui of Wei (370 to 319 BCE) set about restoring the state. Between 362 and 359 BCE he exchanged territories with Han and Zhao in order to make the boundaries of the three states more rational. In 364 BCE Wei was defeated by Qin at the Battle of Shimen and was only saved by the intervention of Zhao. Qin won another victory in 362 BCE. In 361 BCE the Wei capital was moved east to Daliang to be out of the reach of Qin.

In 354 BCE, King Hui of Wei started a large-scale attack on Zhao. By 353 BCE, Zhao was losing badly and its capital, Handan, was under siege. The State of Qi intervened. The famous Qi strategist, Sun Bin the great-great-great-grandson of Sun Zi (author of the Art of War), proposed to attack the Wei capital while the Wei army was tied up besieging Zhao. In 341 BCE, Wei attacked Han. Qi allowed Han to be nearly defeated and then intervened. The generals from the Battle of Guiling met again (Sun Bin and Tian Ji versus Pang Juan), by using the same tactic, attacking Wei's capital. Sun Bin feigned a retreat and then turned on the overconfident Wei troops and decisively defeated them at the Battle of Maling. After the battle all three of the Jin successor states appeared before King Xuan of Qi, pledging their loyalty. In the following year Qin attacked the weakened Wei. Wei was devastatingly defeated and ceded a large part of its territory in return for truce. With Wei severely weakened, Qi and Qin became the dominant states in China.

Towards the end of the Warring States period, the Qin state became disproportionately powerful compared to the other six states. In 318 BCE all states except Qi launched a joint attack on Qin. The attack was not successful.

King Hui of Qin died in 311 BCE, followed by prime minister Zhang Yi one year later. The new monarch, King Wu, reigned only four years before dying without legitimate heirs. Conflicts ensued throughout 307 BCE before a son of King Hui by a concubine could be established as King Zhao, who in stark contrast to his predecessor went on to rule for an unprecedented 53 years.

TROOP NOTES

The number of crossbowmen increases during the 4th century BCE. Cavalry appear in increasing numbers and the importance of the chariot was further reduced.

HISTORICAL ENEMIES

Chinese Nomadic Barbarians; Baiyue; Middle Warring States; Qin; Later Warring States; Qiang; Yuezhi; Dian Tribes

MIDDLE WARRING STATES



ARMY COMMANDER		1	Any Professional		DATES		355 BCE to 278 BCE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - Battle chariots		CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4,6
		Formed Loose	Protected	Crossbow					8	
Heavy cavalry		CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4,6
		Formed Loose	Protected	Crossbow					6	
Close fighters with ji		INFANTRY	Average	-	Long Spear	-	96	Integral Shooters (6), Combat Shy (-22)	8	6,8
		Drilled Flexible	Protected	-					32	
Upgrade best close fighters		INFANTRY	Superior	-	Long Spear	-	135	Integral Shooters (8), Combat Shy (-31)	0	6,8
		Drilled Flexible	Protected	-					12	
Conscripts with ji		INFANTRY	Poor	-	Long Spear	-	55	Integral Shooters (4), Combat Shy (-13)	12	6,8
		Formed Flexible	Protected	-					48	
Regrade conscripts with polearms		INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)		6,8
		Formed Flexible	Protected	-					Any	
Crossbowmen		INFANTRY	Average	Experienced	-	-	63	Combat Shy (-14)	0	6,8
		Drilled Loose	Unprotected	Crossbow					18	
Upgrade best crossbowmen		INFANTRY	Average	Skilled	-	-	83	Combat Shy (-14)		6,8
		Drilled Loose	Unprotected	Crossbow					Up to half	
Conscript crossbowmen		INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	12	6,8
		Formed Loose	Unprotected	Crossbow					32	
Wuqiujiu - clubmen		INFANTRY	Superior	-	-	Melee Expert	79	-	0	6,8
		Formed Flexible	Unprotected	-					8	

MIDDLE WARRING STATES



Light cavalry or Hu	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	57	Combat Shy (-4)	0 24	4,6
Upgrade light cavalry or Hu	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	73	Combat Shy (-4)	Up to half	4,6
Bolt shooters behind fortifications	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Barricades	132	-	0 4	2,3
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 18	6,9

NOTES

Chariots and wuqiujiu club men cannot both be used.
Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.
All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

QIN



335 TO 206 BCE

HISTORICAL NOTES

Over the course of the Warring States period, the Qin state had evolved to become the most powerful of the seven major states in China. In 238 BCE, Ying Zheng came to the throne of Qin after eliminating his political rivals Lü Buwei and Lao Ai. With help from Li Si, Wei Liao and others, Ying Zheng formulated a plan for conquering the other six major states and unifying China. The plan, which focuses on annexing each state individually, is based on "allying with distant states and attacking nearby ones", one of the Thirty-Six Stratagems. Its key steps were: ally with Yan and Qi; hold down Wei and Chu; conquer Han and Zhao.

In 221 BCE, after the conquest of Qi, Ying Zheng proclaimed himself "Qin Shi Huang" ("First Emperor of Qin") and established the Qin dynasty. The Qin Empire was divided into 36 prefectures, with Xianyang as its capital. Qin Shi Huang created a centralised state and empire that would become the bedrock of future Chinese dynasties. Although the Qin dynasty lasted for 15 years only, its influence on Chinese history lasted for centuries to come.

In 209 BCE, during the reign of Qin Er Shi, Qin Shi Huang's son and successor, Chen Sheng and Wu Guang started an uprising in Dazexiang to overthrow the Qin dynasty due to the Qin government's brutal and oppressive policies. Although the revolt was crushed by imperial forces, several other rebellions also started consecutively all over China over the next three years. The last Qin ruler, Ziyang, surrendered to a rebel force led by Liu Bang in 206 BCE, bringing an end to the Qin dynasty. Several of the rebel forces claimed to be restoring the former states that were annexed by Qin and numerous pretenders to the thrones of the former states emerged. In 206 BCE, Xianyang was occupied and sacked by the forces of Xiang Yu, a descendant of the Chu general Xiang Yan.

TROOP NOTES

On the battlefield Qin troops were "dreaded for their berserk charges, throwing off their armour and charging helmetless and barefoot, brandishing their halberds". This was encouraged by a system which simply rewarded men for the number of enemy heads they cut off!

HISTORICAL ENEMIES

Chinese Nomadic Barbarians; Baiyue; Middle Warring States; Later Warring States; Qiang; Yuezhi; Dian Tribes; Xiongnu

QIN



ARMY COMMANDER		1	Any Professional		DATES		335 BCE to 206 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		

QIN



Conscripted levies	INFANTRY	Poor	-	-	Devastating Chargers	24	Combat Shy (-9)	0	8,9,10
	Tribal Loose	Unprotected	-					20	
Light cavalry or Hu	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					18	
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

NOTES

Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

If conscript troops are regraded, then a minimum of 24 bases and a maximum of 48 bases must be taken.

OPTIONAL SPECIAL RULE: Applies to Qin close fighters with the Devastating Chargers characteristic, either all or none. When they declare a charge they become Unprotected but gain the Fleet of Foot and Melee Expert characteristics (and can declare the charge at skirmish movement distance). They remain this way for the rest of the game. If using this rule, it must be notified to your opponent when the UGs are deployed. It is recommended to use a marker (perhaps some discarded armour) to indicate which TuGs have charged. In a multi-round tournament if this option is used it must apply to all games.

CHANGES FROM LAST VERSION

Optional rule clarified.

LATER WARRING STATES

316 TO 202 BCE

HISTORICAL NOTES

This list covers the enemies of Qin.

In 279 BCE General Bai Qi of Qin attacked the Chu from Qin's new territory in Sichuan to the west of Chu. The capital of Ying was captured and Chu's western lands on the Han River were lost. The effect was to shift Chu significantly to the east.

Zhao had been much strengthened by King Wuling of Zhao. In 307 BCE he enlarged his cavalry by copying the northern nomads. In 306 BCE he took more land in the northern Shanxi plateau and in the next year he defeated the northeastern border state of Zhongshan. The following year he pushed far to the northwest and occupied the east-west section of the Yellow River in the north of the Ordos Loop. His successor, King Huiwen chose able servants and expanded against the weakened Qi and Wei. In 296 BCE his general Lian Po defeated two Qin armies.

In 269 BCE Fan Sui became chief advisor to Qin. He advocated authoritarian reforms, irrevocable expansion and an alliance with distant states to attack nearby states (the twenty-third of the Thirty-Six Stratagems). His maxim "attack not only the territory, but also the people" enunciated a policy of mass slaughter that became increasingly frequent. After Chu was defeated, the remaining great powers were Qin in the west and Zhao in the north-center. There was little room for diplomatic manoeuvre and matters were decided by war. In 265 BCE King Zhaoxiang of Qin made the first move by attacking the weak state of Han which held the Yellow River gateway into Qin. He moved northeast across Wei territory to cut off the Han exclave of Shangdang north of Luoyang and south of Zhao. The Han king agreed to surrender Shangdang, but the local governor refused and presented it to King Xiaocheng of Zhao. Zhao sent out Lian Po who based his armies at Changping and Qin sent out general Wang He. Lian Po was too wise to risk a decisive battle with the Qin army and remained inside his fortifications. Qin could not break through and the armies were locked in stalemate for three years. The Zhao king decided that Lian Po was not aggressive enough and sent out Zhao Kuo who promised a decisive battle. At the same time Qin secretly replaced Wang He with the notoriously violent Bai Qi. When Zhao Kuo left his fortifications, Bai Qi used a Cannae manoeuvre, falling back in the center and surrounding the Zhao army from the sides. After being surrounded for 46 days, the starving Zhao troops surrendered in September 260 BCE. It is said that Bai Qi had all the prisoners killed and that Zhao lost 400,000 men.

TROOP NOTES

The invention of the crossbow and the better organisation of infantry formations led to a further decline in the importance of the chariot.

HISTORICAL ENEMIES

Chinese Nomadic Barbarians; Baiyue; Middle Warring States; Qin; Later Warring States; Qiang; Yuezhi; Dian Tribes; Western Han

LATER WARRING STATES



ARMY COMMANDER		1	Any Professional		DATES		316 BCE to 202 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4,6
	Formed Loose	Protected	Crossbow					8	
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4,6
	Formed Loose	Protected	Crossbow					6	
Close fighters armed with ji	INFANTRY	Average	-	Polearm	-	97	Integral Shooters (6)	8	6,8
	Drilled Flexible	Protected	-					32	
Elite close fighters armed with ji	INFANTRY	Superior	-	Polearm	-	136	Integral Shooters (8)	0	6,8
	Drilled Flexible	Protected	-					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	
Elite missile troops	INFANTRY	Average	Skilled	-	-	105	-		6,8
	Drilled Loose	Protected	Crossbow					Up to half	
Conscript close fighters	INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	12	6,8
	Formed Flexible	Protected	-					48	
Conscript missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	12	6,8
	Formed Loose	Unprotected	Crossbow					32	
REGRADE CONSCRIPT TROOPS AS A MIXED TUQ OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS									
Close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)		6,9
	Formed Flexible	Protected	-					All or none	
Missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)		
	Formed Loose	Unprotected	Crossbow						

LATER WARRING STATES



Light cavalry or Hu	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	57	Combat Shy (-4)	0 24	4,6
Upgrade light cavalry or Hu	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	73	Combat Shy (-4)	Up to half	4,6
Bolt shooters behind fortifications	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Barricades	132	-	0 4	2,3
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 18	6,9

NOTES

Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.
 If conscript troops are regraded, then a minimum of 24 bases and a maximum of 48 bases must be taken.
 All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

QIANG



315 BCE TO 300 CE

HISTORICAL NOTES

The Qiang are said to be the progenitor of both the modern Qiang and the Tibetan people and lived a nomadic lifestyle. They are first mentioned in the 17th century BCE. Various Qiang tribes are mentioned including the Chuo Chiang, "Brown Onion", "White Horse" and "Yellow Ox" Qiang. Some groups were called Ma Qiang (Horse-Qiang) or Duo Ma Qiang (Many-Horse-Qiang) suggesting they may have bred horses.

TROOP NOTES

Little is known about Qiang warfare.

HISTORICAL ENEMIES

Chinese Nomadic Barbarians; Middle Warring States; Qin; Later Warring States; Qiang; Dian Tribes; Xiongnu; Western Han; Eastern Han; Southern Xiongnu; Shu - Three Kingdoms; Wei - Three Kingdoms; Xianbei Kingdoms; Tuyuhun

QIANG



ARMY COMMANDER	1	Any Instinctive	DATES	315 BCE to 300 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

Lesser Yuezhi Contingent (from 184 to 221 CE)									
Name	Type	Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min	Uq Size
	Training and Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	Bow					18	
Upgrade cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	4,6
	Formed Flexible	Protected	Bow					6	
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	Integral Shooters (8), Combat Shy (-31)	0	6
	Tribal Loose	Protected	-					18	
Infantry	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6), Combat Shy (-22)	24	6,8,9
	Tribal Loose	Protected	-					108	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Lesser Yuezhi Contingent (from 184 to 221 CE)									
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-	0	4,6
	Formed Loose	Protected	Bow					6	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	6*	4,6
	Formed Flexible	Unprotected	Bow					24	
Upgrade ligher cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		
	Formed Flexible	Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	

ALLIES

Xiongnu (before 155 CE)

QIANG



NOTES

A command may not contain more than one TuG of best infantry.

A Lesser Yuezhi contingent must be commanded by an ally general. Troops marked * are only compulsory if the contingent is taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

YUEZHI



300 TO 150 BCE

HISTORICAL NOTES

The Yuezhi were a group of nomads living on the steppes in the western part of modern Gansu. By the late 3rd century BCE the Yuezhi were so powerful that the Xiongnu monarch Touman sent his eldest son Modu as a hostage to the Yuezhi. After a major defeat by the Xiongnu in the 2nd century they split into at least two groups. The first group known as the Greater Yuezhi migrated north west where they displaced Saka tribes. This led to the invasions of Bactria that destroyed the Graeco-Bactrian kingdom. A clan within the Yuezhi subsequently ruled Bactria and created the Kushan Empire. A second group known as the Lesser Yuezhi migrated south into Tibet, but some are reported to have settled with the Qiang.

TROOP NOTES

The existence of Cataphracts is hypothetical but might have been acquired from the Saka.
The Yuezhi were described as initially fiercer than the Xiongnu.

HISTORICAL ENEMIES

Later Saka; Middle Warring States; Qin; Later Warring States; Yuezhi; Xiongnu; Western Han

YUEZHI



ARMY COMMANDER	1	Any Instinctive	DATES	300 BCE to 150 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cataphracts	CAVALRY		Superior	-	Long Spear	Shove	199	-	0	4,6
	Tribal Close		ArmHrs/F Armoured	-					6	
Heavy cavalry	CAVALRY		Average	Experienced	Short Spear	Melee Expert	148	-	0	4,6
	Formed Loose		Protected	Bow					18	
Lighter cavalry	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	16	4,6
	Formed Flexible		Unprotected	Bow					80	
Upgrade ligher cavalry	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible		Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow					12	
Upgrade Skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher		Unprotected	Bow					All or none	

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

DIAN TRIBES



295 BCE TO 176 CE

HISTORICAL NOTES

The Dian were a group of tribes that inhabited the Dian Lake plateau in northern Yunnan. The Dian Kingdom was annexed by the Han under the reign of Emperor Wu of Han in 109 BCE. The king of Dian hoped for assistance against rival tribes and was left as the local ruler until rebellions during the rule of Emperor Zhao in 86 and 83 BCE led to the Han conquering the area, reaching all the way to modern-day Burma. Dian tribes to the west resisted Chinese attempts at expansion and triggered rebellions in 42 to 45 CE and 176 CE.

TROOP NOTES

Chinese stories suggest a Chu army settled in the region and may have established the Dian Kingdom.

Dian infantry used exceptionally long spears.

Some Dian art shows similarities to Scythian art, resulting in speculation that a Saka tribe may have migrated to this area after being expelled by the Yuezhi in the 2nd century BCE.

HISTORICAL ENEMIES

Middle Warring States; Qin; Later Warring States; Qiang; Dian Tribes; Xiongnu; Western Han; Eastern Han

DIAN TRIBES



ARMY COMMANDER		1	Any Instinctive		DATES		295 BCE to 176 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average		

TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Short Spear	-	126	-	0	4,6
	Formed Loose	Protected	-					6	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	6	4,6
	Formed Loose	Protected	-					18	
DIAN TRIBES AT ANY DATE									
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm	-	82	-	12	6,8
	Tribal Flexible	Protected	-					48	
Pikemen	INFANTRY	Average	-	Pike	-	77	-	12	6
	Tribal Close	Protected	-					48	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Crossbow					16	
ONLY DIAN KINGDOM BEFORE 82 BCE									
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm	-	92	-	12	6,8
	Formed Flexible	Protected	-					48	
Pikemen	INFANTRY	Average	-	Pike	-	87	-	12	6
	Formed Close	Protected	-					48	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					16	

Horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	

DIAN TRIBES



Javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
CAVALRY INFLUENCED BY SAKA (FROM 200 BCE)									
Regrade best cavalry	CAVALRY	Superior	Experienced	-	-	147	-		4,6
	Formed Loose	Protected	Bow					All or none	
Regrade cavalry	CAVALRY	Average	Experienced	-	-	115	-		4,6
	Formed Loose	Protected	Bow					All or none	

NOTES

The army must either represent the Dian Kingdom or Dian tribes. Only the Dian Kingdom before 82 BCE can have more than one sub-general.

CHANGES FROM LAST VERSION

None.

XIONGNU



250 BCE TO 155 CE

HISTORICAL NOTES

The Xiongnu were a confederation of nomadic peoples who inhabited the eastern Asian Steppe from the 3rd century BCE to the late 1st century CE. Chinese sources report that Modu Chanyu, the supreme leader after 209 BCE, founded the Xiongnu Empire. After their previous overlords, the Yuezhi, migrated into Central Asia during the 2nd century BCE, the Xiongnu became a dominant power on the steppes of north-east Central Asia, centred on an area known later as Mongolia. Between 129 BCE and 119 BCE the Chinese inflicted a series of defeats on the Xiongnu. As a result of these battles the Chinese controlled the strategic region from the Ordos and Gansu corridor to Lop Nor. They succeeded in separating the Xiongnu from the Qiang peoples to the south. The defeats also destabilised the Xiongnu and reduced the threat to the Han Chinese. The power of the Xiongnu increased after the death of Ban Chao in 102 CE. The emperors of subsequent dynasties were never again able to reach so far west.

TROOP NOTES

The Xiongnu seem to have fought as typical nomadic horsemen.

HISTORICAL ENEMIES

Qin; Qiang; Yuezhi; Dian Tribes; Xiongnu; Western Han; Eastern Han; Southern Xiongnu; Xianbei

XIONGNU



ARMY COMMANDER		1	Any Instinctive		DATES		250 BCE to 155 CE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6	
	Formed Loose	Protected	Bow					6		
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	6	4,6	
	Formed Loose	Protected	Bow					24		
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		4,6	
	Formed Loose	Protected	Bow					Up to half		
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	16	4,6	
	Formed Flexible	Unprotected	Bow					80		
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6	
	Formed Flexible	Unprotected	Bow					Up to half		
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow					12		
Tribal auxiliaries	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0	6,8,9	
	Tribal Loose	Protected	-					27		
Levy	INFANTRY	Average	-	Short Spear	-	38	Combat Shy (-14)	0	8,9,10	
	Tribal Loose	Unprotected	-					10		
Subject Di infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8,9	
	Tribal Loose	Protected	-					48		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6	
	Skirmisher	Unprotected	Bow					24		
Upgrade Skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6	
	Skirmisher	Unprotected	Bow					Up to half		

XIONGNU



Subject Di archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

NANYUE

207 TO 111 BCE

HISTORICAL NOTES

In 207 BCE, Qin warlord Zhao Tuo (Triệu Đà in Vietnamese) established his own independent kingdom in present-day Guangdong/Guangxi area called Nanyue. In 196 BCE, Zhao Tuo paid obeisance to the Emperor Gaozu of Han but by 183 BCE was strong enough to declare himself Emperor. In 179 BCE he conquered the neighbouring kingdom of Âu Lạc in the Red River delta. Nanyue maintained independence until conquered by Emperor Wu in 111 BCE.

This period is controversial as on one side, some Vietnamese historians consider Triệu's rule as the starting point of the Chinese domination, since Triệu Đà was a former Qin general, whereas others consider it still an era of Vietnamese independence as the Triệu family in Nam Việt were assimilated to local culture.

TROOP NOTES

Nanyue armies of this period were heavily influenced by the Chinese approach to warfare. Horses struggled to cope with the climate and disease, so numbers of cavalry were limited.

HISTORICAL ENEMIES

Baiyue; Western Han

NANYUE



ARMY COMMANDER		1	Any		DATES		207 BCE to 111 BCE		
SUB-GENERALS		0-3	Up to 1 Any Professional, remainder Any Instinctive		TERRAIN		Standard, Coastal, Jungle		
INTERNAL ALLIED GENERALS		0-1	Hill tribe ally - Any Instinctive		CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chinese style heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4,6
	Formed Loose	Protected	Crossbow					6	
Chinese style close fighters	INFANTRY	Average	-	Polearm	-	97	-	6	6,8
	Drilled Flexible	Protected	-					18	
Chinese style missile troops	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	8	6,8
	Drilled Loose	Protected	Crossbow					36	
Garrison Chinese close style close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	6,8
	Formed Flexible	Protected	-					18	
Garrison Chinese close style missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Crossbow					36	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	132	-	0	2,3
	Skirmisher	Unprotected	Light Art					4	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
HILL TRIBESMEN									
Axemen and spearmen	INFANTRY	Average	Unskilled	-	-	53	Melee Expert (16), Shoot & Charge (6)	18**	6,8,9
	Tribal Loose	Protected	Javelin					48	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	16**	6,8
	Tribal Loose	Unprotected	Bow					36	
Replace archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		6,8
	Tribal Loose	Unprotected	Crossbow					Any	
Shieldless skirmishers	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					18	

NANYUE



NOTES

All Chinese style infantry may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

A hill tribe ally general may only command hill tribe troops. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked ** only apply if a hill tribe ally general is taken.

CHANGES FROM LAST VERSION

Renamed list. Adjusted infantry numbers.

WESTERN HAN



206 BCE TO 23 CE

HISTORICAL NOTES

The Han dynasty was the second imperial dynasty of China (206 BCE–220 CE), preceded by the Qin dynasty (221–206 BCE) and succeeded by the Three Kingdoms period (220–280 CE). Spanning over four centuries, the Han period is considered a golden age in Chinese history. It was founded by the rebel leader Liu Bang, known posthumously as Emperor Gaozu of Han, and briefly interrupted by the Xin dynasty (9–23 CE) of the former regent Wang Mang. This interregnum separates the Han dynasty into two periods: the Western Han or Former Han and the Eastern Han or Later Han. This list covers both the Western Han and Xin dynasties.

TROOP NOTES

At the beginning of the Han dynasty, every male commoner aged twenty-three was liable for conscription into the military. The minimum age for the military draft was reduced to twenty after Emperor Zhao's (87–74 BC) reign. Conscripted soldiers underwent one year of training and one year of service as non-professional soldiers. The year of training was served in one of three branches of the armed forces: infantry, cavalry or navy. The year of active service was served either on the frontier, in a king's court or under the Minister of the Guards in the capital. A small professional (paid) standing army was stationed near the capital. All mounted armies date from the reign of Wudi. Artillery was developed from the crossbow. It had been used in defensive positions before the Han, but the Han appear to have developed a range of bolt shooters including some mounted on a pair of chariots.

HISTORICAL ENEMIES

Baiyue; Later Warring States; Qiang; Yuezhi; Dian Tribes; Xiongnu; Triệu Dynasty Vietnam; Western Han; Han Rebels

WESTERN HAN



ARMY COMMANDER		1	Any Professional		DATES		206 BCE to 23 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains, Forest		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
STANDING ARMY TROOPS									
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	168	Dismountable (5)	0	4,6
	Drilled Loose	Protected	Crossbow					16	
Close fighters with ji	INFANTRY	Average	-	Polearm	-	97	Caltrops (20)	0	6,8
	Drilled Flexible	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	6,8
	Drilled Loose	Protected	Crossbow					18	
REGRADE STANDING ARMY TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS									
Close fighters	INFANTRY	Average	-	Polearm	-	97	Combat Shy (-22), Caltrops (20)		6,9
	Drilled Flexible	Protected	-					All or none	
Missile troops	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)		
	Drilled Loose	Protected	Crossbow						

WESTERN HAN



CONSCRIPT ARMY TROOPS									
Conscript heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	4*	4,6
	Formed Loose	Unprotected	Crossbow					16	
Upgrade conscript heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		4,6
	Formed Loose	Protected	Crossbow					All or none	
Conscript close fighters with ji	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22), Caltrops (20)	6**	6,8
	Formed Flexible	Protected	-					24	
Conscript crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)	12**	6,8
	Formed Loose	Unprotected	Crossbow					24	
REGRADE CONSCRIPT ARMY TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS									
Conscript close fighters	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22), Caltrops (20)		6,9
	Formed Flexible	Protected	-					All or none	
Conscript missile troops	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)		
	Formed Loose	Unprotected	Crossbow						

WESTERN HAN



OTHER TROOPS

Battle chariots (before 100 BCE)	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4,6
	Formed Loose	Protected	Crossbow					6	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow					18	
Upgrade horse archers	CAVALRY	Average	Experienced	-	-	125	Combat Shy (-28)		4,6
	Formed Flexible	Protected	Bow					All or none	
Dependent state cavalry (from 141 BCE)	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0	4,6
	Formed Flexible	Unprotected	Bow					18	
Conscript close fighters with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)	0	6,8
	Formed Flexible	Protected	-					8	
Conscript close fighters with yan	INFANTRY	Average	-	Short Spear	-	77	Combat Shy (-22)	0	6,8
	Formed Flexible	Protected	-					8	
Convict labour troops	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0	8,9,10
	Tribal Loose	Unprotected	-					10	
Stand mounted bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

NOTES

If Standing Army close fighters and crossbowmen are regraded as mixed TuGs then the minimum number of bases is 0 and the maximum number is 27. If Conscript Army close fighters and crossbowmen are regraded, the minimum number of bases is 18 and the maximum number is 36. If any close fighters and crossbowmen are regraded then all must be regraded in both armies.

Minimum marked * apply only if conscript army troops are used.

Minimums ** do not apply from 141 BCE if the army consists entirely of cavalry and chariots.

All infantry may use the Barricades characteristic.

Heavy cavalry dismount as Drilled Loose, Protected, Polearm of the same quality. Conscript heavy cavalry dismount as Formed Loose, Polearm of the same protection and quality.

CHANGES FROM LAST VERSION

Reclassified conscript cavalry and horse archers.

CHINESE DOMINATED VIETNAM



111 BCE TO 544 CE

HISTORICAL NOTES

In 111 BCE, Han troops invaded Nam Việt and established new territories, dividing Vietnam into Giao Chỉ, now the Red River delta; Cửu Chân from modern-day Thanh Hóa to Hà Tĩnh; and Nhật Nam, from modern-day Quảng Bình to Huế. While governors and top officials were Chinese, the original Vietnamese nobles (Lạc Hầu, Lạc Tướng) from the Hồng Bàng period still managed in some of the highlands.

In 40 CE, the Trưng Sisters led a successful revolt against Han Governor Su Dung (Vietnamese: Tô Định) and recaptured 65 states. Trưng Trắc became the Queen. In 43 CE, Emperor Guangwu of Han sent his famous general Ma Yuan with a large army to quell the revolt. After a long, difficult campaign, Ma Yuan suppressed the uprising and the Trưng Sisters committed suicide to avoid capture. To this day, the Trưng Sisters are revered in Vietnam as the national symbol of Vietnamese women.

Learning a lesson from the Trưng revolt, the Han and other successful Chinese dynasties took measures to eliminate the power of the Vietnamese nobles. The Vietnamese elites were educated in Chinese culture and politics. A Giao Chỉ prefect, Shi Xie, ruled Vietnam as an autonomous warlord for forty years and was posthumously deified by later Vietnamese emperors. Nearly 200 years passed before the Vietnamese attempted another revolt. In 225 another woman, Triệu Thị Trinh, popularly known as Lady Triệu (Bà Triệu), led another revolt which lasted until 248. Once again, the uprising failed and Triệu Thị Trinh threw herself into a river.

At the same time, in present-day Central Vietnam, there was a successful revolt of Cham nations in 192. Chinese dynasties called it Lin-Yi (Lin village; Vietnamese: Lâm Ấp). It later became a powerful kingdom, Champa, stretching from Quảng Bình to Phan Thiết (Bình Thuận).

TROOP NOTES

Vietnamese armies of this period were heavily influenced by the Chinese approach to warfare. Horses struggled to cope with the climate and disease, so numbers of cavalry were limited.

HISTORICAL ENEMIES

Eastern Han; Wu - Three Kingdoms; Southern Dynasties

CHINESE DOMINATED VIETNAM



ARMY COMMANDER	1	Any	DATES	111 BCE to 544 CE
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Coastal, Jungle
INTERNAL ALLIED GENERALS	0-1	Hill tribe ally - Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Elephants	ELEPHANTS		Average	-	-	Shove	240	-	0	2,3,4
	Tribal Loose		Protected	-					4	
Chinese style heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4,6
	Formed Loose		Protected	Crossbow					12	
Chinese style close fighters	INFANTRY		Average	-	Polearm	-	97	Caltrops (20)	0	6,8
	Drilled Flexible		Protected	-					12	
Chinese style missile troops	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	6,8
	Drilled Loose		Protected	Crossbow					24	
Garrison Chinese style close fighters	INFANTRY		Poor	-	Polearm	-	56	Combat Shy (-13), Caltrops (12)	6	6,8
	Formed Flexible		Protected	-					24	
Garrison Chinese style missile troops	INFANTRY		Poor	Experienced	-	-	44	Combat Shy (-9)	12	6,8
	Formed Loose		Unprotected	Crossbow					48	
Bolt shooters behind fortifications	ARTILLERY		Average	Experienced	-	Barricades	132	-	0	2,3
	Skirmisher		Unprotected	Light Art					4	
Chinese style archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					9	

CHINESE DOMINATED VIETNAM



HILL TRIBESMEN

Axemen and spearmen	INFANTRY	Average	Unskilled	-	-	53	Melee Expert (16),	18*	6,8,9
	Tribal Loose	Protected	Javelin	-	-		Shoot & Charge (6)	96	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	16*	6,8
	Tribal Loose	Unprotected	Bow	-	-			48	
Replace archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		6,8
	Tribal Loose	Unprotected	Crossbow	-	-			Any	
Shieldless skirmishers	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin	-	-			18	

NOTES

A hill tribe ally general can only command hill tribesmen. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked * only apply if a hill tribe ally general is taken.

All Chinese style troops may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

CHANGES FROM LAST VERSION

None.

HAN REBELS



17 TO 205 CE

HISTORICAL NOTES

The Red Eyebrows or Chimei was one of the two major agrarian rebellion movements against Wang Mang's short-lived Xin dynasty, the other being Lülin. It was so named because the rebels painted their eyebrows red. The rebellion, initially active in the modern Shandong and northern Jiangsu regions, eventually led to Wang Mang's downfall by draining his resources, allowing Liu Xuan (Emperor Gengshi), leader of the Lülin, to overthrow Wang and temporarily re-establish an incarnation of the Han dynasty. The Red Eyebrows later overthrew Emperor Gengshi and placed their own Han descendant puppet, teenage Emperor Liu Penzi, on the throne, who ruled briefly until the Chimei leaders' incompetence in ruling the territories under their control (which matched their brilliance on the battlefield) caused the people to rebel against them, forcing them to retreat and attempt to return home. When their path was blocked by the army of Liu Xiu's (Emperor Guangwu) newly established Eastern Han regime, they surrendered to him.

The Yellow Turban Rebellion, also translated as the Yellow Scarves Rebellion, was a peasant revolt in China against the Han dynasty. The uprising broke out in the year 184 during the reign of Emperor Ling. It took 21 years until the uprising was suppressed in the year 205. The rebellion, which got its name from the colour of the cloths that the rebels wore on their heads, marked an important point in the history of Taoism due to the rebels' association with secret Taoist societies.

TROOP NOTES

Rebel armies under charismatic leaders attracted large numbers of followers.

HISTORICAL ENEMIES

HAN REBELS



ARMY COMMANDER	1	Any	DATES	17 CE to 205 CE
SUB-GENERALS	0-2	Any	TERRAIN	Coastal, Mountains, Forest
INTERNAL ALLIED GENERALS	1-3	Any	CAMP	Fortified or Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	0	4,6
	Formed Loose		Protected	Crossbow					6	
Horse archers	CAVALRY		Average	Experienced	-	-	125	Combat Shy (-28)	0	4,6
	Formed Flexible		Protected	Bow					18	
Dependent state cavalry	CAVALRY		Average	Experienced	-	-	94	Melee Expert (15)	0	4,6
	Formed Flexible		Unprotected	Bow					12	
Close fighters with ji	INFANTRY		Average	-	Polearm	-	92	Combat Shy (-22), Caltrops (20)	6	6,8
	Formed Flexible		Protected	-					24	
Crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)	8	6,8
	Formed Loose		Unprotected	Crossbow					24	
Convict labour troops	INFANTRY		Poor	-	-	-	20	Combat Shy (-9)	0	8,9,10
	Tribal Loose		Unprotected	-					10	
Peasant rebels	INFANTRY		Average	-	-	Devastating Chargers	39	Combat Shy (-14)	18	9,10
	Tribal Loose		Unprotected	-					90	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	

NOTES

The Rebels must either be Red Eyebrow 17 to 24 CE or Yellow Turban 184 to 205 CE.

A Han Rebel army must have more Poor elements than Average elements. This can be achieved by downgrading troops. UGs cannot mix Average and Poor elements.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

CHANGES FROM LAST VERSION

None.

EASTERN HAN



25 TO 208 CE

HISTORICAL NOTES

The Eastern Han, also known as the Later Han, formally began on 5 August 25 CE, when Liu Xiu became Emperor Guangwu of Han. From the reign of Guangwu the capital was moved eastward to Luoyang. Emperor Zhang's reign (75 to 88 CE) was viewed as the high point of the dynastic house. The empire restored control over the Tarim basin and made contact with the Kushan empire. Subsequent reigns were increasingly marked by eunuch intervention in court politics and their involvement in the violent power struggles of the imperial consort clans. Imperial authority was also seriously challenged by large Daoist religious societies which instigated the Yellow Turban Rebellion and the Five Pecks of Rice Rebellion. Following the death of Emperor Ling (r. 168 to 189 CE), the palace eunuchs suffered wholesale massacre by military officers, allowing members of the aristocracy and military governors to become warlords and divide the empire. When Cao Pi, King of Wei, usurped the throne from Emperor Xian, the Han dynasty ceased to exist. This list ends in 208 CE when the empire had divided into three spheres of influence.

TROOP NOTES

During the Eastern Han, conscription could be avoided if one paid a commutable tax. The Eastern Han court favoured the recruitment of a volunteer army. The volunteer army comprised the Southern Army, while the standing army stationed in and near the capital was the Northern Army.

HISTORICAL ENEMIES

Qiang; Dian Tribes; Xiongnu; Chinese Dominated Vietnam; Han Rebels; Eastern Han; Buyeo; Southern Xiongnu; Xianbei; Shu - Three Kingdoms; Wei - Three Kingdoms

EASTERN HAN



ARMY COMMANDER	1	Any Professional	DATES	25 CE to 208 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Coastal, Mountains, Forest
INTERNAL ALLIED GENERALS	0-1	Any Professional	CAMP	Fortified or Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND FORMATION								
STANDING ARMY									
Yueji guard cavalry	CAVALRY	Superior	Experienced	Mtd Polearm	Shoot & Charge	206	Dismountable (7)	0	4,6
	Formed Loose	Protected	Crossbow					12	
Fubing	INFANTRY	Superior	-	Polearm	-	136	Caltrops (28)	0	6,8
	Drilled Flexible	Protected	-					12	
Sheseng	INFANTRY	Average	Skilled	-	-	105	Caltrops (20)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Standing army close fighters with ji	INFANTRY	Average	-	Polearm	-	97	Caltrops (20)	0	6,8
	Drilled Flexible	Protected	-					18	
Standing army crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	6,8
	Drilled Loose	Protected	Crossbow					16	

EASTERN HAN



VOLUNTEER ARMY									
Heavy cavalry	CAVALRY Formed Loose	Average Unprotected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	0 6	4,6
Upgrade heavy cavalry	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	All or none	4,6
Close fighters with mao	INFANTRY Formed Flexible	Average Protected	- -	Long Spear	-	91	Combat Shy (-22)	0 8	6,8
Close fighters with yan	INFANTRY Formed Flexible	Average Protected	- -	Short Spear	-	77	Combat Shy (-22)	0 8	6,8
Close fighters with ji	INFANTRY Formed Flexible	Average Protected	- -	Polearm	-	92	Combat Shy (-22), Caltrops (20)	6* 24	6,8
Crossbowmen	INFANTRY Formed Loose	Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14), Caltrops (13)	12* 24	6,8

EASTERN HAN



OTHER TROOPS

Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0 18	4,6
	Formed Flexible	Unprotected	Bow						
Upgrade horse archers	CAVALRY	Average	Experienced	-	-	125	Combat Shy (-28)		4,6
	Formed Flexible	Protected	Bow					All or none	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0 18	4,6
	Formed Flexible	Protected	Bow						
Dependent state cavalry	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0 12	4,6
	Formed Flexible	Unprotected	Bow						
Convict labour troops	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0 10	8,9,10
	Tribal Loose	Unprotected	-						
Tribal auxiliaries	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0 18	6,8,9
	Tribal Loose	Protected	-						
Stand mounted bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0 4	2,3
	Skirmisher	Unprotected	Light Art						
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0 18	6,9
	Skirmisher	Unprotected	Bow						

ALLIES

Wuhuan or similar allies - Xiongnu (to 85 CE)

Xianbei allies (from 49 CE)

Southern Xiongnu allies (from 50 CE)

NOTES

Allies may be used together.

Minimums * do not apply if they army consists entirely of cavalry.

All infantry except tribal auxiliaries may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Polearm of the same protection and quality.

CHANGES FROM LAST VERSION

Adjusted allies. Adjusted end date. Reclassified conscript cavalry and horse archers.

BUYEO



49 TO 347 CE

HISTORICAL NOTES

Buyeo was a kingdom in Manchuria, north of the Korean peninsula. The Buyeo state became a vassal of Eastern Han in 49 CE. It was an agricultural state and useful to the Chinese as an ally against the Xianbei. It was weakened by a Xianbei invasion in 285, by a Goguryeo attack before 347 and an invasion of the Former Yan in 347. Goguryeo and Baekje absorbed most of the Buyeo state and both considered themselves as successors to Buyeo.

TROOP NOTES

The Buyeo army was a cavalry aristocracy that could be supported by foot archers. Buyeo warriors are described as having shields and bows. Forts were described as round and resembling prisons!

HISTORICAL ENEMIES

Eastern Han; Xianbei; Wei - Three Kingdoms; Baekje Korean; Xianbei Kingdoms; Goguryeo Korean

BUYEO



ARMY COMMANDER	1	Any Instinctive	DATES	49 CE to 347 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best cavalry	CAVALRY		Superior	Experienced	Short Spear	-	161	-	0	4,6
	Formed Loose		Protected	Bow					18	
Cavalry	CAVALRY		Average	Experienced	Short Spear	-	125	-	12	4,6
	Formed Loose		Protected	Bow					48	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					16	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher		Unprotected	Bow					All or none	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	

ALLIES

Eastern Han allies (before 221 CE except from 111 to 120 CE and 167 to 174 CE)

NOTES

Buyeo may be taken as allies until 400 CE.

CHANGES FROM LAST VERSION

None.

SOUTHERN XIONGNU



50 TO 303 CE

HISTORICAL NOTES

In 50 CE a confederation of eight Xiongnu tribes became tributary vassals of Han China. Chinese and Xiongnu formed mixed settlements known as the Southern Xiongnu. Relationships between the Chinese and Xiongnu were tense and the communities did not integrate. As the Han empire collapsed the Xiongnu were drawn into the rebellions. The Xiongnu were reorganised into five hordes.

TROOP NOTES

The Southern Xiongnu armies could include infantry drawn from Chinese communities.

HISTORICAL ENEMIES

Qiang; Xiongnu; Eastern Han; Southern Xiongnu; Xianbei; Wei - Three Kingdoms; Xianbei Kingdoms; Tuyuhun

SOUTHERN XIONGNU



ARMY COMMANDER		1	Any		DATES		50 CE to 303 CE		
SUB-GENERALS		0-2	Any		TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortied; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6
	Formed Loose	Protected	Bow					8	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	6	4,6
	Formed Loose	Protected	Bow					36	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		0
	Formed Loose	Protected	Bow					Up to half	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow					36	
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	6,8
	Formed Flexible	Protected	-					16	
Chinese crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Crossbow					32	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

SOUTHERN XIONGNU



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

XIANBEI



90 TO 300 CE

HISTORICAL NOTES

The Xianbei were proto-Mongols residing in what became today's eastern Mongolia, Inner Mongolia, and Northeast China. Along with the Xiongnu, they were one of the major nomadic groups in northern China during the Han Dynasty and subsequent dynastic periods. They eventually established their own northern dynasties, including the Northern Wei founded in the 4th century CE by the Tuoba clan.

The Book of the Later Han records a memorial submitted in 177 CE: Ever since the Xiongnu ran away, the Xianbei have become powerful and populous, taking all the lands previously held by the Xiongnu and claiming to have 100,000 warriors. ... Refined metals and wrought iron have come into the possession of the Xianbei rebels. Han deserters also seek refuge and serve as their advisers. Their weapons are sharper and their horses are faster than those of the Xiongnu.

TROOP NOTES

The Xianbei supplanted the Xiongnu but their style of nomadic warfare appears to have been very similar.

HISTORICAL ENEMIES

Xiongnu; Eastern Han; Buyeo; Southern Xiongnu; Xianbei; Wei - Three Kingdoms; Xianbei Kingdoms; Tuyuhun

XIANBEI



ARMY COMMANDER		1	Any Instinctive		DATES		90 CE to 300 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best cavalry	CAVALRY	Superior	Skilled	Short Spear	-	196	Melee Expert (32)	0	4,6
	Formed Loose	Protected	Bow					6	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	6	4,6
	Formed Loose	Protected	Bow					24	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		4,6
	Formed Loose	Protected	Bow					Up to half	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	24	4,6
	Formed Flexible	Unprotected	Bow					80	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		0
	Formed Flexible	Unprotected	Bow					Up to half	
Defecting Han close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	6,8
	Formed Flexible	Protected	-					8	
Defecting Han missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Crossbow					16	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

XIANBEI



NOTES

This army may be taken as allies after the end date.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1280	1120	n/a	n/a	640	560
Talented	920	720	680	560	520	480
Competent	560	440	480	360	240	200
Mediocre	320	200	320	200	80	40

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.
No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Magna are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

BAIYUE



ARMY COMMANDER		1	Any Instinctive		DATES		497 to 110 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Mountains, Coastal, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Axemen and spearmen	INFANTRY	Average	Unskilled	-	-	53	Melee Expert (16), Shoot & Charge (6)	12	4,6
	Tribal Loose	Protected	Javelin					64	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow					48	
Replace archers with crossbowmen (from 257 BCE)	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		4
	Tribal Loose	Unprotected	Crossbow					Any	
Shieldless skirmishers	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	

CHANGES FROM LAST VERSION

New list.

EARLY WARRING STATES



ARMY COMMANDER		1	Any Professional		DATES		475 BCE to 355 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - chariots	CHARIOTS	Average	Experienced	-	Melee Expert	133	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Crossbow					8	
Regrade chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4
	Formed Loose	Protected	Crossbow					4	
Close fighters with ji	INFANTRY	Average	-	Long Spear	-	91	Integral Shooters (6), Combat Shy (-22)	4	4
	Formed Flexible	Protected	-					24	
Upgrade best close fighters	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8), Combat Shy (-31)	0	4
	Formed Flexible	Protected	-					8	
Conscripts with ji	INFANTRY	Poor	-	Long Spear	-	49	Integral Shooters (4), Combat Shy (-13)	8	4
	Tribal Flexible	Protected	-					32	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					8	
Upgrade best crossbowmen	INFANTRY	Average	Skilled	-	-	79	Combat Shy (-14)		4
	Formed Loose	Unprotected	Crossbow					Up to half	
Hu barbarians	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Upgrade Hu barbarians	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

EARLY WARRING STATES



NOTES

All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

MIDDLE WARRING STATES



ARMY COMMANDER		1	Any Professional	DATES		355 BCE to 278 BCE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional	CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Che - Battle chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4
	Formed Loose	Protected	Crossbow					4	
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4
	Formed Loose	Protected	Crossbow					4	
Close fighters with ji	INFANTRY	Average	-	Long Spear	-	96	Integral Shooters (6), Combat Shy (-22)	4	4
	Drilled Flexible	Protected	-					24	
Upgrade best close fighters	INFANTRY	Superior	-	Long Spear	-	135	Integral Shooters (8), Combat Shy (-31)	0	4
	Drilled Flexible	Protected	-					8	
Conscripts with ji	INFANTRY	Poor	-	Long Spear	-	55	Integral Shooters (4), Combat Shy (-13)	8	4
	Formed Flexible	Protected	-					32	
Regrade conscripts with polearms	INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)		4
	Formed Flexible	Protected	-					Any	
Crossbowmen	INFANTRY	Average	Experienced	-	-	63	Combat Shy (-14)	0	4
	Drilled Loose	Unprotected	Crossbow					12	
Upgrade best crossbowmen	INFANTRY	Average	Skilled	-	-	83	Combat Shy (-14)		4
	Drilled Loose	Unprotected	Crossbow					Up to half	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8	4
	Formed Loose	Unprotected	Crossbow					24	
Wuqiujiu - clubmen	INFANTRY	Superior	-	-	Melee Expert	79	-	0	4
	Formed Flexible	Unprotected	-					4	

MIDDLE WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					16	
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					Up to half	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2
	Skirmisher	Unprotected	Light Art					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

NOTES

Chariots and wuqiujiu club men cannot both be used.

Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

QIN



ARMY COMMANDER		1	Any Professional			DATES		335 BCE to 206 BCE			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Fortified or Unfortified; Poor or Average			

NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - Chariots		CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4	
		Formed Loose	Protected	Crossbow					4		
Heavy cavalry		CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4	
		Formed Loose	Protected	Crossbow					4		
Close fighters armed with ji		INFANTRY	Average	-	Polearm	Devastating Chargers	92	Integral Shooters (6)	4	4	
		Formed Loose	Protected	-					16		
Elite close fighters armed with ji		INFANTRY	Superior	-	Polearm	Devastating Chargers	129	Integral Shooters (8)		4	
		Formed Loose	Protected	-					Up to half		
Crossbowmen		INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4	
		Formed Loose	Protected	Crossbow					8		
Elite missile troops		INFANTRY	Average	Skilled	-	-	100	-		4	
		Formed Loose	Protected	Crossbow					Up to half		
Conscript close fighters		INFANTRY	Average	-	Polearm	Devastating Chargers	82	Combat Shy (-22)	8	4	
		Tribal Loose	Protected	-					32		
Conscript missile troops		INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	8	4	
		Tribal Loose	Unprotected	Crossbow					24		
REGRADE CONSCRIPT TROOPS AS A MIXED TUQ OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS											
Close fighters		INFANTRY	Average	-	Polearm	-	82	Combat Shy (-22)		6	
		Tribal Flexible	Protected	-					All or none		
Missile troops		INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)			
		Tribal Loose	Unprotected	Crossbow							

QIN



Conscripted levies	INFANTRY	Poor	-	-	Devastating Chargers	24	Combat Shy (-9)	0	4,6
	Tribal Loose	Unprotected	-					14	
Light cavalry or Hu	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					12	
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

NOTES

If conscript troops are regraded, then a minimum of 16 bases and a maximum of 32 bases must be taken.

Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

OPTIONAL SPECIAL RULE: Applies to Qin close fighters with the Devastating Chargers characteristic, either all or none. When they declare a charge they become Unprotected but gain the Fleet of Foot and Melee Expert characteristics (and can declare the charge at skirmish movement distance). They remain this way for the rest of the game. If using this rule, it must be notified to your opponent when the UGs are deployed. It is recommended to use a marker (perhaps some discarded armour) to indicate which TuGs have charged. In a multi-round tournament if this option is used it must apply to all games.

CHANGES FROM LAST VERSION

Optional rule clarified.

LATER WARRING STATES



ARMY COMMANDER		1	Any Professional		DATES		316 BCE to 202 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4
	Formed Loose	Protected	Crossbow					4	
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4
	Formed Loose	Protected	Crossbow					4	
Close fighters armed with ji	INFANTRY	Average	-	Polearm	-	97	Integral Shooters (6)	4	4
	Drilled Flexible	Protected	-					24	
Elite close fighters armed with ji	INFANTRY	Superior	-	Polearm	-	136	Integral Shooters (8)	0	4
	Drilled Flexible	Protected	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
Elite missile troops	INFANTRY	Average	Skilled	-	-	105	-		4
	Drilled Loose	Protected	Crossbow					Up to half	
Conscript close fighters	INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	8	4
	Formed Flexible	Protected	-					32	
Conscript missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8	4
	Formed Loose	Unprotected	Crossbow					24	
REGRADE CONSCRIPT TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS									
Close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)		6
	Formed Flexible	Protected	-					All or none	
Missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)		
	Formed Loose	Unprotected	Crossbow						

LATER WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					16	
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					Up to half	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2
	Skirmisher	Unprotected	Light Art					2	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

NOTES

If conscript troops are regraded, then a minimum of 18 bases and a maximum of 36 bases must be taken.
Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.
All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

QIANG



ARMY COMMANDER	1	Any Instinctive	DATES	315 BCE to 300 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

Type									
	Training and	Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min	
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max	Uq Size
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0	4
	Formed Flexible	Protected	Bow					12	
Upgrade cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	4
	Formed Flexible	Protected	Bow					4	
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	Integral Shooters (8), Combat Shy (-31)	0	4
	Tribal Loose	Protected	-					12	
Infantry	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6), Combat Shy (-22)	16	4,6
	Tribal Loose	Protected	-					72	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Lesser Yuezhi Contingent (from 184 to 221 CE)									
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-	0	4
	Formed Loose	Protected	Bow					4	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	4*	4
	Formed Flexible	Unprotected	Bow					16	
Upgrade ligher cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	

ALLIES

Xiongnu (before 155 CE)

QIANG



NOTES

A command may not contain more than one TuG of best infantry.

A Lesser Yuezhi contingent must be commanded by an ally general. Troops marked * are only compulsory if the contingent is taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

YUEZHI



ARMY COMMANDER	1	Any Instinctive	DATES	300 BCE to 150 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cataphracts	CAVALRY		Superior	-					0	
	Tribal Close		ArmHrs/F Armoured	-	Long Spear	Shove	199	-	4	4
Heavy cavalry	CAVALRY		Average	Experienced					0	
	Formed Loose		Protected	Bow	Short Spear	Melee Expert	148	-	12	4
Lighter cavalry	CAVALRY		Average	Experienced					12	
	Formed Flexible		Unprotected	Bow	-	-	94	Combat Shy (-18)	56	4
Upgrade ligher cavalry	CAVALRY		Average	Skilled						
	Formed Flexible		Unprotected	Bow	-	-	129	Combat Shy (-18)	Up to half	4
Skirmishing horse archers	CAVALRY		Average	Experienced					0	
	Skirmisher		Unprotected	Bow	-	-	70	Combat Shy (-4)	8	4
Upgrade Skirmishing horse archers	CAVALRY		Average	Experienced						
	Skirmisher		Unprotected	Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	4

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

DIAN TRIBES



ARMY COMMANDER		1	Any Instinctive		DATES		295 BCE to 176 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Short Spear	-	126	-	0	4
	Formed Loose	Protected	-					4	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	4	4
	Formed Loose	Protected	-					12	
DIAN TRIBES AT ANY DATE									
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm	-	82	-	8	4
	Tribal Flexible	Protected	-					32	
Pikemen	INFANTRY	Average	-	Long Spear	-	76	-	8	4
	Tribal Close	Protected	-					32	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Crossbow					12	
ONLY DIAN KINGDOM BEFORE 82 BCE									
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm	-	92	-	8	4
	Formed Flexible	Protected	-					32	
Pikemen	INFANTRY	Average	-	Long Spear	-	86	-	8	4
	Formed Close	Protected	-					32	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					12	

Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	

DIAN TRIBES



Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
CAVALRY INFLUENCED BY SAKA (FROM 200 BCE)									
Regrade best cavalry	CAVALRY	Superior	Experienced	-	-	147	-		4
	Formed Loose	Protected	Bow					All or none	
Regrade cavalry	CAVALRY	Average	Experienced	-	-	115	-		4
	Formed Loose	Protected	Bow					All or none	

NOTES

The army must either represent the Dian Kingdom or Dian tribes. Only the Dian Kingdom before 82 BCE can have more than one sub-general.

CHANGES FROM LAST VERSION

None.

XIONGNU



ARMY COMMANDER		1	Any Instinctive		DATES		250 BCE to 155 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
TRAINING AND QUALITY SHOOTING SKILL MELEE MANDATORY BASE OPTIONAL MIN									
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					4	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	4	4
	Formed Loose	Protected	Bow					16	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		4
	Formed Loose	Protected	Bow					Up to half	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	12	4
	Formed Flexible	Unprotected	Bow					56	
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Tribal auxiliaries	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	-					18	
Levy	INFANTRY	Average	-	Short Spear	-	38	Combat Shy (-14)	0	4,6
	Tribal Loose	Unprotected	-					6	
Subject Di infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	4,6
	Tribal Loose	Protected	-					32	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					16	
Upgrade Skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					Up to half	

XIONGNU



Subject Di archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

NANYUE



ARMY COMMANDER		1	Any		DATES		207 BCE to 111 BCE		
SUB-GENERALS		0-3	Up to 1 Any Professional, remainder Any Instinctive		TERRAIN		Standard, Coastal, Jungle		
INTERNAL ALLIED GENERALS		0-1	Hill tribe ally - Any Instinctive		CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chinese style heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4
	Formed Loose	Protected	Crossbow					4	
Chinese style close fighters	INFANTRY	Average	-	Polearm	-	97	-	4	4
	Drilled Flexible	Protected	-					12	
Chinese style missile troops	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	4	4
	Drilled Loose	Protected	Crossbow					24	
Garrison Chinese close style close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	4
	Formed Flexible	Protected	-					12	
Garrison Chinese close style missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Crossbow					24	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2
	Skirmisher	Unprotected	Light Art					2	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
HILL TRIBESMEN									
Axemen and spearmen	INFANTRY	Average	Unskilled	-	-	53	Melee Expert (16), Shoot & Charge (6)	12**	4,6
	Tribal Loose	Protected	Javelin					64	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8**	4
	Tribal Loose	Unprotected	Bow					40	
Replace archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		4
	Tribal Loose	Unprotected	Crossbow					Any	
Shieldless skirmishers	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	

NANYUE



NOTES

Troops marked * are only compulsory if any Chinese style troops are chosen.

All Chinese style infantry may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

A hill tribe ally general may only command hill tribe troops. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked ** only apply if a hill tribe ally general is taken.

CHANGES FROM LAST VERSION

None.

WESTERN HAN



ARMY COMMANDER		1	Any Professional		DATES		206 BCE to 23 CE				
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains, Forest				
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average				
STANDING ARMY TROOPS											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
STANDING ARMY TROOPS											
Heavy cavalry		CAVALRY		Average	Experienced	Mtd Polearm	Shoot & Charge	168	Dismountable (5)	0	4
		Drilled Loose		Protected	Crossbow					12	
Close fighters with ji		INFANTRY		Average	-	Polearm	-	97	Caltrops (20)	0	4
		Drilled Flexible		Protected	-					12	
Crossbowmen		INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	4
		Drilled Loose		Protected	Crossbow					12	
REGRADE STANDING ARMY TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS											
Close fighters		INFANTRY		Average	-	Polearm	-	97	Combat Shy (-22), Caltrops (20)		6
		Drilled Flexible		Protected	-					All or none	
Missile troops		INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)		
		Drilled Loose		Protected	Crossbow						

WESTERN HAN



CONSCRIPT ARMY TROOPS

Conscript heavy cavalry	CAVALRY Formed Loose	Average Unprotected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	4* 16	4
Upgrade conscript heavy cavalry	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	All or none	4
Conscript close fighters with ji	INFANTRY Formed Flexible	Average Protected	- -	Polearm	-	92	Combat Shy (-22), Caltrops (20)	4** 16	4
Conscript crossbowmen	INFANTRY Formed Loose	Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14), Caltrops (13)	8** 16	4

REGRADE CONSCRIPT ARMY TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS

Conscript close fighters	INFANTRY Formed Flexible	Average Protected	- -	Polearm	-	92	Combat Shy (-22), Caltrops (20)	All or none	6
Conscript missile troops	INFANTRY Formed Loose	Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14), Caltrops (13)		

WESTERN HAN



OTHER TROOPS

Battle chariots (before 100 BCE)	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	4
	Formed Loose	Protected	Crossbow					4	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					12	
Upgrade horse archers	CAVALRY	Average	Experienced	-	-	125	Combat Shy (-28)		4
	Formed Flexible	Protected	Bow					All or none	
Dependent state cavalry (from 141 BCE)	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0	4
	Formed Flexible	Unprotected	Bow					12	
Conscript close fighters with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)	0	4
	Formed Flexible	Protected	-					4	
Conscript close fighters with yan	INFANTRY	Average	-	Short Spear	-	77	Combat Shy (-22)	0	4
	Formed Flexible	Protected	-					4	
Convict labour troops	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0	4,6
	Tribal Loose	Unprotected	-					6	
Stand mounted bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

NOTES

Minimum marked * apply only if conscript army troops are used.

Minimums ** do not apply from 141 BCE if the army consists entirely of cavalry and chariots.

If Standing Army close fighters and crossbowmen are regraded as mixed TuGs then the minimum number of bases is 0 and the maximum number is 18. If Conscript Army close fighters and crossbowmen are regraded, the minimum number of bases is 12 and the maximum number is 24. If any close fighters and crossbowmen are regraded then all must be regraded in both armies.

All infantry may use the Barricades characteristic.

Heavy cavalry dismount as Drilled Loose, Protected, Polearm of the same quality. Conscript heavy cavalry dismount as Formed Loose, Polearm of the same protection and quality.

CHANGES FROM LAST VERSION

Reclassified conscript cavalry and horse archers.

CHINESE DOMINATED VIETNAM



ARMY COMMANDER		1	Any		DATES		111 BCE to 544 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal, Jungle		
INTERNAL ALLIED GENERALS		0-1	Hill tribe ally - Any Instinctive		CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Elephants	ELEPHANTS	Average	-	-	Shove	240	-	0	2,3
	Tribal Loose	Protected	-					3	
Chinese style heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	4
	Formed Loose	Protected	Crossbow					8	
Chinese style close fighters	INFANTRY	Average	-	Polearm	-	97	Caltrops (20)	0	4
	Drilled Flexible	Protected	-					8	
Chinese style missile troops	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	4
	Drilled Loose	Protected	Crossbow					16	
Garrison Chinese style close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13), Caltrops (12)	4	4
	Formed Flexible	Protected	-					16	
Garrison Chinese style missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8	4
	Formed Loose	Unprotected	Crossbow					32	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2
	Skirmisher	Unprotected	Light Art					2	
Chinese style archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

CHINESE DOMINATED VIETNAM



HILL TRIBESMEN

Axemen and spearmen	INFANTRY	Average	Unskilled	-	-	53	Melee Expert (16),	12*	4,6
	Tribal Loose	Protected	Javelin	-	-		Shoot & Charge (6)	64	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8*	4
	Tribal Loose	Unprotected	Bow	-	-			32	
Replace archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		4
	Tribal Loose	Unprotected	Crossbow	-	-			Any	
Shieldless skirmishers	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	-	-			12	

NOTES

A hill tribe ally general can only command hill tribesmen. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked * only apply if a hill tribe ally general is taken.

All Chinese style troops may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

CHANGES FROM LAST VERSION

None.

HAN REBELS



ARMY COMMANDER	1	Any	DATES	17 CE to 205 CE
SUB-GENERALS	0-2	Any	TERRAIN	Coastal, Mountains, Forest
INTERNAL ALLIED GENERALS	1-3	Any	CAMP	Fortified or Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	0	4
	Formed Loose		Protected	Crossbow					4	
Horse archers	CAVALRY		Average	Experienced	-	-	125	Combat Shy (-28)	0	4
	Formed Flexible		Protected	Bow					12	
Dependent state cavalry	CAVALRY		Average	Experienced	-	-	94	Melee Expert (15)	0	4
	Formed Flexible		Unprotected	Bow					8	
Close fighters with ji	INFANTRY		Average	-	Polearm	-	92	Combat Shy (-22), Caltrops (20)	4	4
	Formed Flexible		Protected	-					16	
Crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)	4	4
	Formed Loose		Unprotected	Crossbow					16	
Convict labour troops	INFANTRY		Poor	-	-	-	20	Combat Shy (-9)	0	4,6
	Tribal Loose		Unprotected	-					6	
Peasant rebels	INFANTRY		Average	-	-	Devastating Chargers	39	Combat Shy (-14)	12	6
	Tribal Loose		Unprotected	-					60	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	

NOTES

The Rebels must either be Red Eyebrow 17 to 24 CE or Yellow Turban 184 to 205 CE.

A Han Rebel army must have more Poor elements than Average elements. This can be achieved by downgrading troops. UGs cannot mix Average and Poor elements.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

CHANGES FROM LAST VERSION

None.

EASTERN HAN



ARMY COMMANDER		1	Any Professional		DATES		25 CE to 208 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains, Forest			
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE		QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION									
STANDING ARMY										
Yueji guard cavalry	CAVALRY		Superior	Experienced	Mtd Polearm	Shoot & Charge	206	Dismountable (7)	0	4
	Formed Loose		Protected	Crossbow					8	
Fubing	INFANTRY		Superior	-	Polearm	-	136	Caltrops (28)	0	4
	Drilled Flexible		Protected	-					8	
Sheseng	INFANTRY		Average	Skilled	-	-	105	Caltrops (20)	0	4
	Drilled Loose		Protected	Crossbow					4	
Standing army close fighters with ji	INFANTRY		Average	-	Polearm	-	97	Caltrops (20)	0	4
	Drilled Flexible		Protected	-					12	
Standing army crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	4
	Drilled Loose		Protected	Crossbow					12	

EASTERN HAN



VOLUNTEER ARMY									
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	0	4
	Formed Loose	Unprotected	Crossbow					4	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		4
	Formed Loose	Protected	Crossbow					All or none	
Close fighters with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)	0	4
	Formed Flexible	Protected	-					4	
Close fighters with yan	INFANTRY	Average	-	Short Spear	-	77	Combat Shy (-22)	0	4
	Formed Flexible	Protected	-					4	
Close fighters with ji	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22), Caltrops (20)	4*	4
	Formed Flexible	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)	8*	4
	Formed Loose	Unprotected	Crossbow					16	

EASTERN HAN



OTHER TROOPS

Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0 12	4
	Formed Flexible	Unprotected	Bow						
Upgrade horse archers	CAVALRY	Average	Experienced	-	-	125	Combat Shy (-28)		4
	Formed Flexible	Protected	Bow					All or none	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0 12	4
	Formed Flexible	Protected	Bow						
Dependent state cavalry	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0 8	4
	Formed Flexible	Unprotected	Bow						
Convict labour troops	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0 6	4,6
	Tribal Loose	Unprotected	-						
Tribal auxiliaries	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0 12	4,6
	Tribal Loose	Protected	-						
Stand mounted bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0 2	2
	Skirmisher	Unprotected	Light Art						
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0 12	4,6
	Skirmisher	Unprotected	Bow						

ALLIES

Wuhuan or similar allies - Xiongnu (to 85 CE)

Xianbei allies (from 49 CE)

Southern Xiongnu allies (from 50 CE)

NOTES

Allies may be used together.

Minimums * do not apply if they army consists entirely of cavalry.

All infantry except tribal auxiliaries may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Polearm of the same protection and quality.

CHANGES FROM LAST VERSION

Adjusted allies. Adjusted end date. Reclassified conscript cavalry and horse archers.

BUYEO



ARMY COMMANDER	1	Any Instinctive	DATES	49 CE to 347 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION								
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	-	0	4
	Formed Loose	Protected	Bow					12	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	8	4
	Formed Loose	Protected	Bow					32	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

ALLIES

Eastern Han allies (before 221 CE except from 111 to 120 CE and 167 to 174 CE)

NOTES

Buyeo may be taken as allies until 400 CE.

CHANGES FROM LAST VERSION

None.

SOUTHERN XIONGNU



ARMY COMMANDER		1	Any		DATES		50 CE to 303 CE		
SUB-GENERALS		0-2	Any		TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortied; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					4	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	4	4
	Formed Loose	Protected	Bow					24	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		4
	Formed Loose	Protected	Bow					Up to half	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					24	
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	4
	Formed Flexible	Protected	-					12	
Chinese crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Crossbow					24	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

SOUTHERN XIONGNU



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

XIANBEI



ARMY COMMANDER		1	Any Instinctive		DATES		90 CE to 300 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best cavalry	CAVALRY	Superior	Skilled	Short Spear	-	196	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					4	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	4	4
	Formed Loose	Protected	Bow					16	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		4
	Formed Loose	Protected	Bow					Up to half	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	16	4
	Formed Flexible	Unprotected	Bow					56	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Defecting Han close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	4
	Formed Flexible	Protected	-					4	
Defecting Han missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Crossbow					12	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

XIANBEI



NOTES

This army may be taken as allies after the end date.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	640	560	n/a	n/a	320	280
Talented	460	360	340	280	260	240
Competent	280	220	240	180	120	100
Mediocre	160	100	160	100	40	20

CAMPS

Camps are not included in Pacto games.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

BAIYUE



ARMY COMMANDER		1	Any Instinctive		DATES		497 to 110 BCE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Mountains, Coastal, Jungle			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive							
TYPE										
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Axemen and spearmen	INFANTRY		Average	Unskilled	-	-	53	Melee Expert (16),	6	1,2
	Tribal Loose		Protected	Javelin				Shoot & Charge (6)	32	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose		Unprotected	Bow					24	
Replace archers with crossbowmen	INFANTRY		Average	Experienced	-	-	53	Combat Shy (-14)		1,2
	Tribal Loose		Unprotected	Crossbow					Any	
Shieldless skirmishers	INFANTRY		Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Javelin					6	
CHANGES FROM LAST VERSION										

New list.

EARLY WARRING STATES



ARMY COMMANDER		1	Any Professional		DATES		475 BCE to 355 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional						
TYPE									
TRAINING AND									
QUALITY									
SHOOTING SKILL									
MELEE									
MANDATORY									
BASE									
OPTIONAL									
MIN									
MAX									
UG SIZE									
NAME									
FORMATION									
PROTECTION									
WEAPONRY									
WEAPONRY									
CHARACTERISTICS									
PTS									
CHARACTERISTICS									
MAX									
UG SIZE									
Che - chariots	CHARIOTS	Average	Experienced	-	Melee Expert	133	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Regrade chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Close fighters with ji	INFANTRY	Average	-	Long Spear	-	91	Integral Shooters (6), Combat Shy (-22)	2	1,2
	Formed Flexible	Protected	-					12	
Upgrade best close fighters	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8), Combat Shy (-31)	0	1,2
	Formed Flexible	Protected	-					4	
Conscripts with ji	INFANTRY	Poor	-	Long Spear	-	49	Integral Shooters (4), Combat Shy (-13)	3	2,3
	Tribal Flexible	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					4	
Upgrade best crossbowmen	INFANTRY	Average	Skilled	-	-	79	Combat Shy (-14)		1,2
	Formed Loose	Unprotected	Crossbow					Up to half	
Hu barbarians	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade Hu barbarians	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

EARLY WARRING STATES



NOTES

All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

MIDDLE WARRING STATES



Army Commander		1	Any Professional		Dates		355 BCE to 278 BCE		
Sub-Generals		0-3	Any Professional		Terrain		Standard, Coastal, Mountains		
Internal Allied Generals		0-1	Any Professional						
Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Che - Battle chariots	Chariots	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Heavy cavalry	Cavalry	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Close fighters with ji	Infantry	Average	-	Long Spear	-	96	Integral Shooters (6), Combat Shy (-22)	2	1,2
	Drilled Flexible	Protected	-					12	
Upgrade best close fighters	Infantry	Superior	-	Long Spear	-	135	Integral Shooters (8), Combat Shy (-31)	0	1,2
	Drilled Flexible	Protected	-					4	
Conscripts with ji	Infantry	Poor	-	Long Spear	-	55	Integral Shooters (4), Combat Shy (-13)	3	2,3
	Formed Flexible	Protected	-					16	
Regrade conscripts with polearms	Infantry	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)		2,3
	Formed Flexible	Protected	-					Any	
Crossbowmen	Infantry	Average	Experienced	-	-	63	Combat Shy (-14)	0	1,2
	Drilled Loose	Unprotected	Crossbow					6	
Upgrade best crossbowmen	Infantry	Average	Skilled	-	-	83	Combat Shy (-14)		1,2
	Drilled Loose	Unprotected	Crossbow					Up to half	
Conscript crossbowmen	Infantry	Poor	Experienced	-	-	44	Combat Shy (-9)	3	2,3
	Formed Loose	Unprotected	Crossbow					12	
Wuqiujiu - clubmen	Infantry	Superior	-	-	Melee Expert	79	-	0	1,2
	Formed Flexible	Unprotected	-					4	

MIDDLE WARRING STATES



Light cavalry or Hu	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 8	1,2
Upgrade light cavalry or Hu	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	Up to half	1,2
Bolt shooters behind fortifications	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Barricades	162	-	0 2	1,2
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	1,2

NOTES

Chariots and wuqiujiu club men cannot both be used.
Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.
All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

QIN



ARMY COMMANDER		1	Any Professional			DATES		335 BCE to 206 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional							

	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Che - Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	1,2	
	Formed Loose	Protected	Crossbow					2		
Close fighters armed with ji	INFANTRY	Average	-	Polearm	Devastating Chargers	92	Integral Shooters (6)	2	1,2	
	Formed Loose	Protected	-					8		
Elite close fighters armed with ji	INFANTRY	Superior	-	Polearm	Devastating Chargers	129	Integral Shooters (8)		1,2	
	Formed Loose	Protected	-					Up to half		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Elite missile troops	INFANTRY	Average	Skilled	-	-	100	-		1,2	
	Formed Loose	Protected	Crossbow					Up to half		
Conscript close fighters	INFANTRY	Average	-	Polearm	Devastating Chargers	82	Combat Shy (-22)	4	1,2	
	Tribal Loose	Protected	-					16		
Conscript missile troops	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	4	1,2	
	Tribal Loose	Unprotected	Crossbow					12		
REGRADE CONSCRIPT TROOPS AS A MIXED TUG OF 1/2 CLOSE FIGHTERS, 1/2 MISSILE TROOPS										
Close fighters	INFANTRY	Average	Experienced	Polearm	-	102	Combat Shy (-22)		2	
	Tribal Flexible	Protected	Crossbow					All or none		
Missile troops	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)			
	Tribal Loose	Unprotected	Crossbow							

QIN



Conscripted levies	INFANTRY	Poor	-	-	Devastating Chargers	24	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	-					8	
Light cavalry or Hu	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					6	
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

NOTES

If conscript troops are regraded, then a minimum of 8 bases and a maximum of 16 bases must be taken.

Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

OPTIONAL SPECIAL RULE: Applies to Qin close fighters with the Devastating Chargers characteristic, either all or none. When they declare a charge they become Unprotected but gain the Fleet of Foot and Melee Expert characteristics (and can declare the charge at skirmish movement distance). They remain this way for the rest of the game. If using this rule, it must be notified to your opponent when the UGs are deployed. It is recommended to use a marker (perhaps some discarded armour) to indicate which TuGs have charged. In a multi-round tournament if this option is used it must apply to all games.

CHANGES FROM LAST VERSION

Optional rule clarified.

LATER WARRING STATES



ARMY COMMANDER		1	Any Professional		DATES	316 BCE to 202 BCE				
SUB-GENERALS		0-3	Any Professional			TERRAIN	Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional							

NAME	TYPE		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Che - Chariots	CHARIOTS		Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	1,2
	Formed Loose		Protected	Crossbow					4	
Heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	1,2
	Formed Loose		Protected	Crossbow					2	
Close fighters armed with ji	INFANTRY		Average	-	Polearm	-	97	Integral Shooters (6)	2	1,2
	Drilled Flexible		Protected	-					12	
Elite close fighters armed with ji	INFANTRY		Superior	-	Polearm	-	136	Integral Shooters (8)	0	1,2
	Drilled Flexible		Protected	-					4	
Crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose		Protected	Crossbow					6	
Elite missile troops	INFANTRY		Average	Skilled	-	-	105	-		1,2
	Drilled Loose		Protected	Crossbow					Up to half	
Conscript close fighters	INFANTRY		Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	3	2,3
	Formed Flexible		Protected	-					16	
Conscript missile troops	INFANTRY		Poor	Experienced	-	-	44	Combat Shy (-9)	3	2,3
	Formed Loose		Unprotected	Crossbow					12	
REGRADE CONSCRIPT TROOPS AS A MIXED TUQ OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS										
Close fighters	INFANTRY		Poor	-	Polearm	-	56	Combat Shy (-13)		3
	Formed Flexible		Protected	-					All or none	
Missile troops	INFANTRY		Poor	Experienced	-	-	44	Combat Shy (-9)		
	Formed Loose		Unprotected	Crossbow						

LATER WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					8	
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					Up to half	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

NOTES

If conscript troops are regraded, then a minimum of 6 bases and a maximum of 18 bases must be taken.
Heavy cavalry dismount as Formed Loose, Protected, Polearm of the same quality.
All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

QIANG



ARMY COMMANDER	1	Any Instinctive	DATES	315 BCE to 300 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Cavalry	CAVALRY Formed Flexible	Average Protected	Experienced Bow	Short Spear	-	135	Melee Expert (23)	0 6	1,2
Upgrade cavalry	CAVALRY Formed Flexible	Superior Protected	Experienced Bow	Short Spear	-	175	Melee Expert (32)	0 2	1,2
Best infantry	INFANTRY Tribal Loose	Superior Protected	- -	Short Spear	-	80	Integral Shooters (8), Combat Shy (-31)	0 6	1,2
Infantry	INFANTRY Tribal Loose	Average Protected	- -	Short Spear	-	57	Integral Shooters (6), Combat Shy (-22)	6 36	1,2
Foot archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 4	1,2
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	1,2
LESSER YUEZHI CONTINGENT (FROM 184 TO 221 CE)									
Heavy cavalry	CAVALRY Formed Loose	Average Protected	Experienced Bow	Short Spear	Melee Expert	148	-	0 2	1,2
Lighter cavalry	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	-	-	94	Combat Shy (-18)	2* 8	1,2
Upgrade ligher cavalry	CAVALRY Formed Flexible	Average Unprotected	Skilled Bow	-	-	129	Combat Shy (-18)	Up to half	
Skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Cantabrian (16), Combat Shy (-4)	0 2	1,2

ALLIES

Xiongnu (before 155 CE)

QIANG



NOTES

A command may not contain more than one TuG of best infantry.

A Lesser Yuezhi contingent must be commanded by an ally general. Troops marked * are only compulsory if the contingent is taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

YUEZHI



ARMY COMMANDER	1	Any Instinctive	DATES	300 BCE to 150 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Cataphracts	CAVALRY Tribal Close	Superior ArmHrs/F Armoured	- -	Long Spear	Shove	199	-	0 2	1,2
Heavy cavalry	CAVALRY Formed Loose	Average Protected	Experienced Bow	Short Spear	Melee Expert	148	-	0 6	1,2
Lighter cavalry	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	-	-	94	Combat Shy (-18)	4 28	1,2
Upgrade lighter cavalry	CAVALRY Formed Flexible	Average Unprotected	Skilled Bow	-	-	129	Combat Shy (-18)	Up to half	1,2
Skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 4	1,2
Upgrade Skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	1,2

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

DIAN TRIBES



ARMY COMMANDER		1	Any Instinctive		DATES		295 BCE to 176 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Short Spear	-	126	-	0	1,2
	Formed Loose	Protected	-					2	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	2	1,2
	Formed Loose	Protected	-					6	
DIAN TRIBES AT ANY DATE									
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm	-	82	-	4	1,2
	Tribal Flexible	Protected	-					16	
Pikemen	INFANTRY	Average	-	Long Spear	-	76	-	4	1,2
	Tribal Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Crossbow					6	
ONLY DIAN KINGDOM BEFORE 82 BCE									
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm	-	92	-	4	1,2
	Formed Flexible	Protected	-					16	
Pikemen	INFANTRY	Average	-	Long Spear	-	86	-	4	2
	Formed Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					6	

Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	

DIAN TRIBES



Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
CAVALRY INFLUENCED BY SAKA (FROM 200 BCE)									
Regrade best cavalry	CAVALRY	Superior	Experienced	-	-	147	-		1,2
	Formed Loose	Protected	Bow					All or none	
Regrade cavalry	CAVALRY	Average	Experienced	-	-	115	-		1,2
	Formed Loose	Protected	Bow					All or none	

NOTES

The army must either represent the Dian Kingdom or Dian tribes. Only the Dian Kingdom before 82 BCE can have more than one sub-general.

CHANGES FROM LAST VERSION

None.

XIONGNU



ARMY COMMANDER		1	Any Instinctive		DATES		250 BCE to 155 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive						
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2
	Formed Loose	Protected	Bow					2	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	2	1,2
	Formed Loose	Protected	Bow					8	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		1,2
	Formed Loose	Protected	Bow					Up to half	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	4	1,2
	Formed Flexible	Unprotected	Bow					28	
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Tribal auxiliaries	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	-					10	
Levy	INFANTRY	Average	-	Short Spear	-	38	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	-					4	
Subject Di infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					16	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					8	
Upgrade Skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					Up to half	

XIONGNU



Subject Di archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

NANYUE



ARMY COMMANDER		1	Any		DATES		207 BCE to 111 BCE			
SUB-GENERALS		0-3	Up to 1 Any Professional, remainder Any Instinctive		TERRAIN		Standard, Coastal, Jungle			
INTERNAL ALLIED GENERALS		0-1	Hill tribe ally - Any Instinctive							
TYPE										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG	SIZE
Chinese style heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	1,2	
	Formed Loose	Protected	Crossbow					2		
Chinese style close fighters	INFANTRY	Average	-	Polearm	-	97	-	2	1,2	
	Drilled Flexible	Protected	-					6		
Chinese style missile troops	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	2	1,2	
	Drilled Loose	Protected	Crossbow					12		
Garrison Chinese close style close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	2,3	
	Formed Flexible	Protected	-					6		
Garrison Chinese close style missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	2,3	
	Formed Loose	Unprotected	Crossbow					12		
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2	
	Skirmisher	Unprotected	Light Art					2		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		
HILL TRIBESMEN										
Axemen and spearmen	INFANTRY	Average	Unskilled	-	-	53	Melee Expert (16), Shoot & Charge (6)	6**	1,2	
	Tribal Loose	Protected	Javelin					16		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4**	1,2	
	Tribal Loose	Unprotected	Bow					12		
Replace archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		1,2	
	Tribal Loose	Unprotected	Crossbow					Any		
Shieldless skirmishers	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Javelin					6		

NANYUE



NOTES

All Chinese style infantry may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

A hill tribe ally general may only command hill tribe troops. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked ** only apply if a hill tribe ally general is taken.

CHANGES FROM LAST VERSION

Renamed list. Adjusted infantry numbers.

WESTERN HAN



ARMY COMMANDER		1	Any Professional		DATES		206 BCE to 23 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains, Forest		
INTERNAL ALLIED GENERALS		0-1	Any Professional						
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
NAME						BASE		OPTIONAL	
						PTS		MIN	
								MAX	
								UG SIZE	
STANDING ARMY TROOPS									
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	168	Dismountable (5)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
Close fighters with ji	INFANTRY	Average	-	Polearm	-	97	Caltrops (20)	0	1,2
	Drilled Flexible	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
REGRADE STANDING ARMY TROOPS AS A MIXED TUG OF 1/2 CLOSE FIGHTERS, 1/2 MISSILE TROOPS									
Close fighters	INFANTRY	Average	Experienced	Polearm	-	117	Combat Shy (-22), Caltrops (20)		2
	Drilled Flexible	Protected	Crossbow					All or none	
Missile troops	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)		
	Drilled Loose	Protected	Crossbow						

WESTERN HAN



CONSCRIPT ARMY TROOPS									
Conscript heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	4*	1,2
	Formed Loose	Unprotected	Crossbow					16	
Upgrade conscript heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		1,2
	Formed Loose	Protected	Crossbow					All or none	
Conscript close fighters with ji	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22), Caltrops (20)	2**	1,2
	Formed Flexible	Protected	-					8	
Conscript crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)	4**	1,2
	Formed Loose	Unprotected	Crossbow					8	
REGRADE CONSCRIPT ARMY TROOPS AS A MIXED TUG OF 1/2 CLOSE FIGHTERS, 1/2 MISSILE TROOPS									
Conscript close fighters	INFANTRY	Average	Experienced	Polearm	-	112	Combat Shy (-22), Caltrops (20)		2
	Formed Flexible	Protected	Crossbow					All or none	
Conscript missile troops	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)		
	Formed Loose	Unprotected	Crossbow						

WESTERN HAN



OTHER TROOPS

Battle chariots (before 100 BCE)	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers (13)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					6	
Upgrade horse archers	CAVALRY	Average	Experienced	-	-	125	Combat Shy (-28)		1,2
	Formed Flexible	Protected	Bow					All or none	
Dependent state cavalry (from 141 BCE)	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0	1,2
	Formed Flexible	Unprotected	Bow					6	
Conscript close fighters with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)	0	1,2
	Formed Flexible	Protected	-					4	
Conscript close fighters with yan	INFANTRY	Average	-	Short Spear	-	77	Combat Shy (-22)	0	1,2
	Formed Flexible	Protected	-					4	
Convict labour troops	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	-					4	
Stand mounted bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

NOTES

If Standing Army close fighters and crossbowmen are regraded as mixed TuGs then the minimum number of bases is 0 and the maximum number is 8. If Conscript Army close fighters and crossbowmen are regraded, the minimum number of bases is 6 and the maximum number is 12. If any close fighters and crossbowmen are regraded then all must be regraded in both armies.

Minimum marked * apply only if conscript army troops are used.

Minimums ** do not apply from 141 BCE if they army consists entirely of cavalry and chariots.

All infantry may use the Barricades characteristic.

Heavy cavalry dismount as Drilled Loose, Protected, Polearm of the same quality. Conscript heavy cavalry dismount as Formed Loose, Polearm of the same protection and quality.

CHANGES FROM LAST VERSION

Reclassified conscript cavalry and horse archers.

CHINESE DOMINATED VIETNAM



ARMY COMMANDER		1	Any		DATES		111 BCE to 544 CE			
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal, Jungle			
INTERNAL ALLIED GENERALS		0-1	Hill tribe ally - Any Instinctive							
TYPE										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Elephants	ELEPHANTS	Average	-	-	Shove	240	-	0	1,2	
	Tribal Loose	Protected	-					2		
Chinese style heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	-	148	Dismountable (5)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Chinese style close fighters	INFANTRY	Average	-	Polearm	-	97	Caltrops (20)	0	1,2	
	Drilled Flexible	Protected	-					4		
Chinese style missile troops	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	1,2	
	Drilled Loose	Protected	Crossbow					8		
Garrison Chinese style close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13), Caltrops (12)	2	2,3	
	Formed Flexible	Protected	-					8		
Garrison Chinese style missile troops	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	3	2,3	
	Formed Loose	Unprotected	Crossbow					16		
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2	
	Skirmisher	Unprotected	Light Art					2		
Chinese style archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					4		

CHINESE DOMINATED VIETNAM



HILL TRIBESMEN

Axemen and spearmen	INFANTRY	Average	Unskilled	-	-	53	Melee Expert (16),	6*	1,2
	Tribal Loose	Protected	Javelin	-	-		Shoot & Charge (6)	32	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4*	1,2
	Tribal Loose	Unprotected	Bow	-	-			16	
Replace archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		1,2
	Tribal Loose	Unprotected	Crossbow	-	-			Any	
Shieldless skirmishers	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin	-	-			6	

NOTES

A hill tribe ally general can only command hill tribesmen. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked * only apply if a hill tribe ally general is taken.

All Chinese style troops may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

CHANGES FROM LAST VERSION

None.

HAN REBELS



ARMY COMMANDER	1	Any	DATES	17 CE to 205 CE
SUB-GENERALS	0-2	Any	TERRAIN	Coastal, Mountains, Forest
INTERNAL ALLIED GENERALS	1-3	Any		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	0	1,2
	Formed Loose		Protected	Crossbow					2	
Horse archers	CAVALRY		Average	Experienced	-	-	125	Combat Shy (-28)	0	1,2
	Formed Flexible		Protected	Bow					6	
Dependent state cavalry	CAVALRY		Average	Experienced	-	-	94	Melee Expert (15)	0	1,2
	Formed Flexible		Unprotected	Bow					4	
Close fighters with ji	INFANTRY		Average	-	Polearm	-	92	Combat Shy (-22), Caltrops (20)	2	1,2
	Formed Flexible		Protected	-					8	
Crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14), Caltrops (13)	2	1,2
	Formed Loose		Unprotected	Crossbow					8	
Convict labour troops	INFANTRY		Poor	-	-	-	20	Combat Shy (-9)	0	2,3
	Tribal Loose		Unprotected	-					4	
Peasant rebels	INFANTRY		Average	-	-	Devastating Chargers	39	Combat Shy (-14)	6	2,3
	Tribal Loose		Unprotected	-					30	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	

NOTES

The Rebels must either be Red Eyebrow 17 to 24 CE or Yellow Turban 184 to 205 CE.

A Han Rebel army must have more Poor elements than Average elements. This can be achieved by downgrading troops. UGs cannot mix Average and Poor elements.

Cavalry dismount as Formed Loose, Protected, Polearm of the same quality.

CHANGES FROM LAST VERSION

None.

EASTERN HAN



ARMY COMMANDER		1	Any Professional		DATES		25 CE to 189 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains, Forest			
INTERNAL ALLIED GENERALS		0-1	Any Professional							
STANDING ARMY										
	TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE	
STANDING ARMY										
Yueji guard cavalry	CAVALRY	Superior	Experienced	Mtd Polearm	Shoot & Charge	206	Dismountable (7)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Fubing	INFANTRY	Superior	-	Polearm	-	136	Caltrops (28)	0	1,2	
	Drilled Flexible	Protected	-					4		
Sheseng	INFANTRY	Average	Skilled	-	-	105	Caltrops (20)	0	1,2	
	Drilled Loose	Protected	Crossbow					4		
Standing army close fighters with ji	INFANTRY	Average	-	Polearm	-	97	Caltrops (20)	0	1,2	
	Drilled Flexible	Protected	-					6		
Standing army crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Caltrops (20)	0	1,2	
	Drilled Loose	Protected	Crossbow					6		

EASTERN HAN



VOLUNTEER ARMY

Heavy cavalry	CAVALRY Formed Loose	Average Unprotected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	0 2	1,2
Upgrade heavy cavalry	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	All or none	1,2
Close fighters with mao	INFANTRY Formed Flexible	Average Protected	- -	Long Spear	-	91	Combat Shy (-22)	0 4	1,2
Close fighters with yan	INFANTRY Formed Flexible	Average Protected	- -	Short Spear	-	77	Combat Shy (-22)	0 4	1,2
Close fighters with ji	INFANTRY Formed Flexible	Average Protected	- -	Polearm	-	92	Combat Shy (-22), Caltrops (20)	4* 8	1,2
Crossbowmen	INFANTRY Formed Loose	Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14), Caltrops (13)	4* 8	1,2

EASTERN HAN



OTHER TROOPS

Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0 6	1,2
	Formed Flexible	Unprotected	Bow						
Upgrade horse archers	CAVALRY	Average	Experienced	-	-	125	Combat Shy (-28)		1,2
	Formed Flexible	Protected	Bow					All or none	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0 6	1,2
	Formed Flexible	Protected	Bow						
Dependent state cavalry	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0 4	1,2
	Formed Flexible	Unprotected	Bow						
Convict labour troops	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0 4	2,3
	Tribal Loose	Unprotected	-						
Tribal auxiliaries	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0 6	1,2
	Tribal Loose	Protected	-						
Stand mounted bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0 2	1,2
	Skirmisher	Unprotected	Light Art						
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0 6	1,2
	Skirmisher	Unprotected	Bow						

ALLIES

Wuhuan or similar allies - Xiongnu (to 85 CE)

Xianbei allies (from 49 CE)

Southern Xiongnu allies (from 50 CE)

NOTES

Allies may be used together.

Minimums * do not apply if they army consists entirely of cavalry.

All infantry except tribal auxiliaries may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Polearm of the same protection and quality.

CHANGES FROM LAST VERSION

Adjusted allies. Adjusted end date. Reclassified conscript cavalry and horse archers.

BUYEO



ARMY COMMANDER	1	Any Instinctive	DATES	49 CE to 347 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest
INTERNAL ALLIED GENERALS				

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	161	-	0 6	1,2
Cavalry	CAVALRY Formed Loose	Average Protected	Experienced Bow	Short Spear	-	125	-	4 16	1,2
Archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 6	1,2
Skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 4	1,2
Upgrade skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	1,2
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	1,2

ALLIES

Eastern Han allies (before 221 CE except from 111 to 120 CE and 167 to 174 CE)

NOTES

Buyeo may be taken as allies until 400 CE.

CHANGES FROM LAST VERSION

None.

SOUTHERN XIONGNU



ARMY COMMANDER		1	Any		DATES		50 CE to 303 CE		
SUB-GENERALS		0-2	Any		TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERALS		0-1	Any						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2
	Formed Loose	Protected	Bow					4	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	2	1,2
	Formed Loose	Protected	Bow					12	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		1,2
	Formed Loose	Protected	Bow					Up to half	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					12	
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	2,3
	Formed Flexible	Protected	-					6	
Chinese crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Crossbow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

SOUTHERN XIONGNU



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

XIANBEI



ARMY COMMANDER		1	Any Instinctive		DATES		90 CE to 300 CE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive							
TYPE										
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best cavalry	CAVALRY		Superior	Skilled	Short Spear	-	196	Melee Expert (32)	0	1,2
	Formed Loose		Protected	Bow					2	
Heavy cavalry	CAVALRY		Average	Experienced	Short Spear	-	125	-	2	1,2
	Formed Loose		Protected	Bow					8	
Upgrade heavy cavalry	CAVALRY		Average	Experienced	Short Spear	Melee Expert	148	-		1,2
	Formed Loose		Protected	Bow					Up to half	
Horse archers	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	6	1,2
	Formed Flexible		Unprotected	Bow					28	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible		Unprotected	Bow					Up to half	
Defecting Han close fighters	INFANTRY		Poor	-	Polearm	-	56	Combat Shy (-13)	0	2,3
	Formed Flexible		Protected	-					4	
Defecting Han missile troops	INFANTRY		Poor	Experienced	-	-	44	Combat Shy (-9)	0	2,3
	Formed Loose		Unprotected	Crossbow					6	
Foot archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher		Unprotected	Bow					All or none	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	

XIANBEI



NOTES

This army may be taken as allies after the end date.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.