



ARMY LISTS

THE WARRING STATES AND HAN DYNASTY

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The lists are divided into three sections, Maximus, Magna and Pacto. Within each section are the following lists:

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Xiongnu	250 BCE to 155 CE		

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: ¼ to ¾ 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 ¼ to ¾ 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.

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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 Oin 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 influenced reached as far as Vietnam where the Chinese influenced Triệu dynasty was replaced with more direct rule.

The Han Dynasty was interrupted in 9CE 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 25CE. 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
Yuehzhi	Yueh-chih

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MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

	Army Co	mmander	Sub-ge	eneral	Ally general			
Type of 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 Lac (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	Any Instinctive			TERRAIN		Mountains, Coastal, Jungle		
Internal Allied Gener	ALS	0-1 Any Instinctive			САМР		Unfortified or Flexible;	Poor or Av	rerage	
	ТүрЕ									
	TRAINING AN	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	O PTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG Size	
Axemen and spearmen	INFANTRY	Average	Unskilled		_	53	Melee Expert (16),	18	6,8,9	
Axemen and speamen	Tribal Loose	Protected	Javelin	-	-	00	Shoot & Charge (6)	96	0,0,9	
Archers	INFANTRY	Average	Experienced		_	48	Combat Shy (-14)	16	6,8	
Alchers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	72		
Replace archers with crossbowmen (from 257	INFANTRY	Average	Experienced			53	Combat Shy (-14)		6,8	
BCE)	Tribal Loose	Unprotected	Crossbow	_		00	Compatibility (-14)	Any	0,0	
Shieldless skirmishers	INFANTRY	Average	Experienced	_		29	Combat Shy (-4)	0	6,9	
Silicialess skilllisliels	Skirmisher	Unprotected	Javelin	-	-	49	Compatibility (-4)	18	- 0,9	

Changes from last version

New list

EARLY WARRING STATES



475 TO 355 B€E

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, Mo	untains	
Internal Allied Genera	ALS 0-	1 Any Professional			Самр		Fortified or Unfortified	; Poor or Ave	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Che - chariots	CHARIOTS	Average	Experienced		Melee Expert	133	Shoot & Charge (10)	0	4,6
Circ - Charlots	Formed Loose	Protected	Crossbow		Ivicice Expert	100	Shoot & Charge (10)	12	-1, 0
	CHARIOTS	Average	Experienced				Shoot & Charge (10),	0	
Regrade chariots	Formed Loose	Protected	Crossbow	Short Spear	Melee Expert	143	Devastating Chargers (13)	8	4,6
Classical transmish ::	INFANTRY	Average	-	I C		91	Integral Shooters (6),	8	6,8
Close fighters with ji	Formed Flexible	Protected	-	Long Spear	-	91	Combat Shy (-22)	32	0,8
Unarada haat alaga fightara	INFANTRY	Superior	-	Long Chang		128	Integral Shooters (8),	0	6,8
Upgrade best close fighters	Formed Flexible	Protected	-	Long Spear	-	120	Combat Shy (-31)	12	0,0
Conscripts with ji	INFANTRY	Poor	-	Long Spear		49	Integral Shooters (4),	12	6,8
Conscripts with Ji	Tribal Flexible	Protected	-	Long Spear	-	47	Combat Shy (-13)	48	0,0
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	0	6,8
Clossoowilleli	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	J9	Combat Sify (-14)	12	0,0
Upgrade best crossbowmen	INFANTRY	Average	Skilled	_	_	79	Combat Shy (-14)		6
	Formed Loose	Unprotected	Crossbow			//	Combat Sily (-14)	Up to half	
Hu barbarians	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
Tu varvarians	Skirmisher	Unprotected	Bow		_	07	Collidat Sily (-4)	8	4,0
Upgrade Hu barbarians	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow		Carraorian	, 0	(-4)	All or none	1,0
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
	Skirmisher	Unprotected	Bow		Comfout only	10		18	\circ , \circ

EARLY WARRING STATES



Notes

All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

MIDDLE WARRING STATES



355 TO 278 B€E

HISTORICAL NOTES

This period coves 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-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 BC			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
INTERNAL ALLIED GENERA	ALS	0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or Ave	erage
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	О РТІО NAL	Min	
Name	Formation		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Che - Battle chariots	CHARIOTS		Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	4,6
	Formed Loos	e	Protected	Crossbow	Silere Spear	Triesee Empere	1.0	(13)	8	., =
Heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm		148	Dismountable (5)	0	4,6
Tleavy Cavally	Formed Loos	e	Protected	Crossbow	Ivita i oleanii	-	140	Distributitable (5)	6	4,0
Close fighters with it	INFANTRY		Average	-	Long Spear	_	96	Integral Shooters (6),	8	6,8
Close fighters with ji	Drilled Flexib	le	Protected	-	Long Spear		70	Combat Shy (-22)	32	
Upgrade best close fighters	INFANTRY		Superior	-	Long Spear	_	135	Integral Shooters (8),	0	6,8
	Drilled Flexib	le	Protected	-	Long Spear		100	Combat Shy (-31)	12	
Conscripts with ji	INFANTRY		Poor	-	Long Spear	_	55	Integral Shooters (4),	12	6,8
Conscripts with Ji	Formed Flexib	ole	Protected	-	Long Spear		00	Combat Shy (-13)	48	
Regrade conscripts with	INFANTRY		Poor	-	Polearm		56	Integral Shooters (4),		6,8
polearms	Formed Flexib	ole	Protected	-	1 Olealiii	-	30	Combat Shy (-13)	Any	0,0
Crossbowmen	INFANTRY		Average	Experienced			63	Combat Shy (-14)	0	6,8
Crossoowinen	Drilled Loos	е	Unprotected	Crossbow			00	Combat Sily (-14)	18	
Upgrade best crossbowmen	INFANTRY		Average	Skilled			83	Combat Shy (-14)		6,8
opgiade dest crossbowineir	Drilled Loos	е	Unprotected	Crossbow	-	-	03	Combat Sily (-14)	Up to half	0,0
Conscript crossbowmen	INFANTRY		Poor	Experienced			44	Combat Shy (-9)	12	6,8
Conscript crossoowmen	Formed Loos	e	Unprotected	Crossbow		<u> </u>	'1'1	Collidat Sily (-9)	32	
Wuqiujiu - clubmen	INFANTRY		Superior	-		Melee Expert	79		0	6,8
vv uqrujtu - ciuoiiieii	Formed Flexib	ole	Unprotected	-	-	Meice Exheir	13	-	8	0,0

MIDDLE WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced	<u>.</u>	_	57	Combat Shy (-4)	0	4,6
Light cavally of 11d	Skirmisher	Unprotected	Bow		_	07	Goineat bity (1)	24	1,0
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
Opgrade light cavally of Tid	Skirmisher	Unprotected	Bow	<u>-</u>	CalitaUllali	73	Combat Sily (-4)	Up to half	4,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	132		0	2,3
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicades	132	-	4	2,3
Skirmighing archara	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
kirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Sny	40	-	18	0,9

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

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, Ziying, 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, Mo	untains	
INTERNAL ALLIED GENERA	ALS	0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or Ave	erage
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	ſ	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Che - Chariots	CHARIOTS	S	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	4,6
	Formed Loo	se	Protected	Crossbow		ı		(13)	8	,
Heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm	_	148	Dismountable (5)	0	4,6
Ticavy cavally	Formed Loo		Protected	Crossbow	Ivita i Olcaiiii		140	Distributitable (b)	6	4,0
Close fighters armed with ji	INFANTRY		Average	-	Polearm	Devastating Chargers	92	Integral Shooters (6)	8	6,8
,	Formed Loo		Protected	-					24	- / -
Elite close fighters armed	INFANTRY		Superior	-	Polearm	Devastating Chargers	129	Integral Shooters (8)	4 40	6,8
with ji	Formed Loo		Protected	-					Up to half	,
Crossbowmen	INFANTRY		Average	Experienced	_	-	80	Combat Shy (-22)	0	6,8
	Formed Loo		Protected	Crossbow					12	<i>'</i>
Elite missile troops	INFANTRY		Average	Skilled	_	-	100	-		6
Ente impone d'oop	Formed Loo		Protected	Crossbow			100		Up to half	Ü
Conscript close fighters	INFANTRY		Average	-	Polearm	Devastating Chargers	82	Combat Shy (-22)	12	6,8
	Tribal Loos		Protected	-				• • •	48	
Conscript missile troops	INFANTRY		Average	Experienced	_	-	53	Combat Shy (-14)	12	6,8
	Tribal Loos	е	Unprotected	Crossbow					32	
REGRADE CONSCRIPT TROC	PS AS A MIXE	D Tu	UG of 1/3 close fi	GHTERS, 2/3 MIS	SILE TROOPS					
Class Galatana	INFANTRY	7	Average	-	Polearm		82	C - m-1 - + C1 (22)		6,9
Close fighters	Tribal Flexib	le	Protected	-	roleam	-	82	Combat Shy (-22)	All or none	0,9
Missile troops	INFANTRY	7	Average	Experienced			53	Combat Shy (-14)		
iviissue noops	Tribal Loos	e	Unprotected	Crossbow	-	-	JS	Compatibility (-14)		_

QIN



								7	
Conscripted levies	INFANTRY	Poor	-		Devastating Chargers	24	Combat Shy (-9)	0	8,9,10
Conscripted levies	Tribal Loose	Unprotected	-		Devastating Chargers	24	Combat Sily (-7)	20	0,7,10
Light cavalry or Hu	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
Light cavalry or Hu	Skirmisher	Unprotected	Bow	-	-	57	Combat Sify (-4)	18	4,0
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
Upgrade light cavalry or Hu	Skirmisher	Unprotected	Bow	-	Cantaonan	70	Combat Sily (-4)	All or none	4,0
Archara	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Archers	Skirmisher	Unprotected	Bow	-	Combat sily	40	-	18	0,9

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.

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 Huiwenchose 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, Mo	untains	
Internal Allied Genera	ALS	0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or Ave	rage
	Түре									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	О рті 0 NAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Che - Chariots	CHARIOT	īS.	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	4,6
	Formed Lo	ose	Protected	Crossbow				(13)	8	., -
Heavy cavalry	CAVALR'		Average	Experienced	Mtd Polearm	_	148	Dismountable (5)	0	4,6
	Formed Loc		Protected	Crossbow	TVICG T OTCAITII		140	Distributitable (b)	6	7,0
Close fighters armed with ji	INFANTR Drilled Flex		Average Protected	-	Polearm	-	97	Integral Shooters (6)	8 32	6,8
Elite close fighters armed	INFANTR		Superior	-					0	
with ji	Drilled Flex		Protected	-	Polearm	-	136	Integral Shooters (8)	8	6,8
Crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22)	0	6,8
Crossoowinen	Drilled Loc	se	Protected	Crossbow	-	-	0.0	Combat Sny (-22)	16	0,0
Elite missile troops	INFANTR	Y	Average	Skilled			105			6,8
Litte imssite doops	Drilled Loc	se	Protected	Crossbow	-	-	100	-	Up to half	0,0
Conscript close fighters	INFANTR		Poor	-	Polearm	_	56	Integral Shooters (4),	12	6,8
	Formed Flex		Protected	-	1 Olcailli	_	00	Combat Shy (-13)	48	
Conscript missile troops	INFANTR	Y	Poor	Experienced			44	Combat Shy (-9)	12	6,8
Conscript missile troops	Formed Lo	ose	Unprotected	Crossbow	-	-	44	Collidat Sily (-9)	32	0,0
REGRADE CONSCRIPT TROG	OPS AS A MIX	ED T	uG of 1/3 close fi	GHTERS, 2/3 MIS	SILE TROOPS					
Cl. C. L.	INFANTR	Y	Poor	-	D 1		5 /	C 1 (12)		60
Close fighters	Formed Flex	ible	Protected	-	Polearm	-	56	Combat Shy (-13)	All or none	6,9
Missile troops	INFANTR	Y	Poor	Experienced			44	Combat Shy (-9)		
iviissiie uoops	Formed Lo	ose	Unprotected	Crossbow	-	-	44	Collidat Sily (-9)		

LATER WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced	_	<u>_</u>	57	Combat Shy (-4)	0	4,6
Light cavally of 11d	Skirmisher	Unprotected	Bow	_		07	Combat Sity (-4)	24	-1, 0
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
Opgrade light cavally of Fid	Skirmisher	Unprotected	Bow	-	CalitaUllali	73	Collidat Sily (-4)	Up to half	4,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	132		0	2,3
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicades	132	-	4	2,3
Archara	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Archers	Skirmisher	Unprotected	Bow	-	Combat Sny	40	-	18	0,9

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

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 SUB-GENERALS		Any Instinctive			Dates Terrain		315 BCE to 300 CE Mountains			
		Any Instinctive								
Internal Allied Genera	LS 0-3	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Avera	age	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Mŧn		
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Cavalry	CAVALRY	Average	Experienced	Short Spear	<u>_</u>	135	Melee Expert (23)	0	4,6	
Cavany	Formed Flexible	Protected	Bow	Short Spear		100	Meice Expert (20)	18	-1, 0	
Upgrade cavalry	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	4,6	
Opgiaue cavally	Formed Flexible	Protected	Bow	Short Spear	-	170		6	4,0	
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	Integral Shooters (8),	0	6	
Dest illiantly	Tribal Loose	Protected	-				Combat Shy (-31)	18		
I C	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6),	24	6,8,9	
Infantry	Tribal Loose	Protected	-			37	Combat Shy (-22)	108	0,0,9	
Foot archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	6,8	
1.00t archers	Tribal Loose	Unprotected	Bow			10		12		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40		0	6,9	
Skiillisiillig alcheis	Skirmisher	Unprotected	Bow			40	<u>-</u>	18	0,9	
Lesser Yuezhi contingen	ит (from 184 те	221 CE)								
TT 1	CAVALRY	Average	Experienced	C1 . C	м 1 г.	1.40	-	0	1.6	
Heavy cavalry	Formed Loose	Protected	Bow	Short Spear	Melee Expert	148		6	4,6	
T : 1	CAVALRY	Average	Experienced			94	C 1 - + C1 (10)	6*	16	
Lighter cavalry	Formed Flexible	Unprotected	Bow	-	-	94	Combat Shy (-18)	24	4,6	
I I., d . 1:	CAVALRY	Average	Skilled			120	C			
Upgrade ligher cavalry	Formed Flexible	Unprotected	Bow	-	-	129	Combat Shy (-18)	Up to half	-	
Chirmiching horse probers	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	16	
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-		Combat Shy (-4)	6	4,6	

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

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



1	Any Instinctive			DATES		300 BCE to 150 BCE			
0-	2 Any Instinctive			TERRAIN		Plains, Mountains			
LS 0-	1 Any Instinctive			Самр		Unfortified or Mobile	; Poor or Aver	rage	
ТүрЕ									
TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
CAVALRY	Superior	-	Long Spear	Shove	199	-	0	4,6	
Tribal Close	ArmHrs/F Armoured	-		SHOVE			6	4,0	
CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-	0	4,6	
Formed Loose	Protected	Bow					18	4,0	
CAVALRY	Average	Experienced	-	-	9/	Combat Shy (18)	16	4,6	
Formed Flexible	Unprotected	Bow			74	Collidat Sily (-10)	80	4,0	
CAVALRY	Average	Skilled	_	-	129	Combat Shy (-18)		4,6	
Formed Flexible	Unprotected	Bow					Up to half	4,0	
CAVALRY	Average	Experienced	-		57	Combat Shy (-4)	0	4,6	
Skirmisher	Unprotected	Bow		-			12	4,0	
CAVALRY	Average	Experienced		Cantabrian	72	C		4,6	
Skirmisher	Unprotected	Bow	-	CairlaUllall	73	Compatibility (-4)	All or none	+,0	
	TYPE TRAINING AND FORMATION CAVALRY Tribal Close CAVALRY Formed Loose CAVALRY Formed Flexible CAVALRY Formed Flexible CAVALRY Skirmisher CAVALRY	O-2 Any Instinctive TYPE TRAINING AND CAVALRY Tribal Close CAVALRY Formed Loose CAVALRY Formed Flexible CAVALRY Average Unprotected CAVALRY Average Skirmisher Unprotected Average Variable Var	O-2 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY CAVALRY Superior - Tribal Close ArmHrs/F Armoured - CAVALRY Average Experienced Formed Loose Protected Bow CAVALRY Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Experienced Skilled Formed Flexible Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced	O-2 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL MELEE FORMATION PROTECTION WEAPONRY WEAPONRY CAVALRY Superior - Tribal Close ArmHrs/F Armoured - CAVALRY Average Experienced Formed Loose Protected Bow CAVALRY Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Skilled CAVALRY Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced	Any Instinctive O-1 Any Instinctive TYPE TRAINING AND FORMATION CAMP O-2 Any Instinctive CAMP CAMP TYPE TRAINING AND PROTECTION WEAPONRY CAYALRY Superior CAVALRY Superior Tribal Close ArmHrs/F Armoured CAVALRY Average Experienced Formed Loose Protected Bow CAVALRY Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Experienced Skilled Formed Flexible CAVALRY Average Experienced Skilled Formal Flexible CAVALRY Average Experienced Cantabrian	O-2 Any Instinctive O-1 Any Instinctive O-1 Any Instinctive CAMP	O-2	O-2 Any Instinctive TERRAIN Plains, Mountains Unfortified or Mobile; Poor or Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Skilled CAVALRY	

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

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		Any Instinctive			DATES		295 BCE to 176 CE			
SUB-GENERALS	0-3	Any Instinctive		TERRAIN		Standard, Mountains				
INTERNAL ALLIED GENER	CALS 0-2	Any Instinctive			САМР		Unfortified; Poor or Av	rerage		
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Мах	UG Size	
Best cavalry	CAVALRY	Superior	-	Short Spear		126		0	4,6	
Dest cavally	Formed Loose	Protected	-	Short Spear	-	120	-	6	4,0	
Cavalry	CAVALRY	Average	-	Short Spear		90		6	4,6	
Cavally	Formed Loose	Protected	-	Short Spear	-	90	-	18	4,0	
DIAN TRIBES AT ANY DAT	E									
Ave and Dagger Ave man	INFANTRY	Average	-	Polearm	-	82	-	12	6,8	
Axe and Dagger-Axe men	Tribal Flexible	Protected	-					48	0,8	
Pikemen	INFANTRY	Average	-	Pike		77		12	6	
I IKEIIIEII	Tribal Close	Protected	-		-	//	-	48	0	
Crossbowmen	INFANTRY	Average	Experienced	_	-	53	Combat Shy (-14)	0	6,8	
Crossoowinen	Tribal Loose	Unprotected	Crossbow				Comoat Sily (-14)	16	0,0	
ONLY DIAN KINGDOM BE	FORE 82 BCE									
Arra and Dagger Arra man	INFANTRY	Average	-	Polearm	-	92	-	12	6,8	
Axe and Dagger-Axe men	Formed Flexible	Protected	-	roleann				48	0,0	
Pikemen	INFANTRY	Average	-	Pike		87	-	12	6	
rikeillell	Formed Close	Protected	-	rike	-			48	0	
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	0	6,8	
Clossoowillell	Formed Loose	Unprotected	Crossbow	-		39	Compat Sny (-14)	16	0,0	
Horse archers	CAVALRY	Average	Experienced			57	Combat Shy (1)	0	4,6	
House alcheis	Skirmisher	Unprotected	Bow	-	-	57	Combat Shy (-4)	12	4,0	
Regrade horse archers	CAVALRY	Average	Experienced	_	Cantabrian	73	Combat Shy (-4)		4,6	
Regrade horse archers	Skirmisher	Unprotected	Bow	-	Cantabrian	/3	Combat 511y (-4)	All or none	e 7 ,0	

DIAN TRIBES



Javelinmen	INFANTRY	Average	Experienced		29	Combat Shy (-4)	0	6,9	
	Skirmisher	Unprotected	Javelin				9	0,9	
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	ny 40	-	0	6,9	
	Skirmisher	Unprotected	Bow	- Combat sny	40		9	0,9	
Cavalry influenced by Saka (from 200 BCE)									
Dogrado host cavalra	CAVALRY	Superior	Experienced		147	-		4,6	
Regrade best cavalry	Formed Loose	Protected	Bow		14/		All or none	4,0	
Regrade cavalry	CAVALRY	Average	Experienced		115	-		4,6	
	Formed Loose	Protected	Bow	-	110		All or none	7,0	

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

X10NGNU



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		Any Instinctive			DATES		250 BCE to 155 CE			
SUB-GENERALS	0-2	-2 Any Instinctive			TERRAIN		Plains			
Internal Allied Genera	0-1	Any Instinctive			САМР		Unfortified or Mobile; Poor or Average			
	ТүрЕ									
	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	4,6	
	Formed Loose	Protected	Bow	Short Spear		101	Wielee Expert (02)	6	-1, 0	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	-	6	4,6	
Treavy Cavarry	Formed Loose	Protected	Bow	Short Spear		120		24	4,0	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	-		4,6	
	Formed Loose	Protected	Bow					Up to half	4,0	
Lighter cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	16	4,6	
Lighter cavalry	Formed Flexible	Unprotected	Bow) -1	Combat Sily (-10)	80	4,0	
Upgrade ligher cavalry	CAVALRY	Average	Skilled		-	129	Combat Shy (-18)		4,6	
	Formed Flexible	Unprotected	Bow			127	Comoat bily (10)	Up to half	4,0	
Foot archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	6,8	
1 Oot archers	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	12		
Tribal auxiliaries	INFANTRY	Average	-		Devastating Chargers	60	Combat Shy (-22)	0	6,8,9	
Titoai auxiliaries	Tribal Loose	Protected	-		Devastating Chargers			27	0,0,7	
Levy	INFANTRY	Average	-	Short Spear		38	Combat Shy (-14)	0	8,9,10	
Levy	Tribal Loose	Unprotected	-	Short Spear	-	30	Combat Sily (-14)	10	0,9,10	
Subject Di infantry	INFANTRY	Average	-	Short Spear		57		0	6,8,9	
Subject Di infantry	Tribal Loose	Protected	-	Short Spear		07		48	0,0,7	
Skirmishing horse archers	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6	
	Skirmisher	Unprotected	Bow		<u>-</u>	3/	Combat Sny (-4)	24	4,0	
Upgrade Skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6	
archers	Skirmisher	Unprotected	Bow	-	Calitauliali	/ J	Collidat 311y (-4)	Up to half	4,0	

XIONGNU

M	ORTEM
E.T	GLORIAM

Subject Di archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.0
	Skirmisher	Unprotected	Bow	-	Compatibility	40	-	18	6,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	18	0,9

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

NANYUE



207 TO 111 BCE

HISTORICAL NOTES

In 207 BCE, Qin warlord Zhao Tuo (Triệu Đà in Vietnamee) 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		Any			DATES TERRAIN		207 BCE to 111 BCE Standard, Coastal, Jungle			
SUB-GENERALS	0-3	Up to 1 Any Profession	Instinctive							
INTERNAL ALLIED GENERA	0-1	Hill tribe ally - Any In		Самр		Unfortified; Poor or Average				
	ТүрЕ									
	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	1,160 1 01001111		1,0		6	1,0	
Chinese style close fighters	INFANTRY	Average	-	Polearm	-	97	_	6	6,8	
	Drilled Flexible	Protected	-	1 Oledilli				18		
Chinese style missile troops	INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	8	6,8	
	Drilled Loose	Protected	Crossbow					36	<u> </u>	
Garrison Chinese close style	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	6,8	
close fighters	Formed Flexible	Protected	-				Goineat Bily (10)	18	0,0	
Garrison Chinese close style	INFANTRY	Poor	Experienced	_	-	44	Combat Shy (-9)	0	6,8	
missile troops	Formed Loose	Unprotected	Crossbow			, ,	Goiniout Biry (7)	36	<u> </u>	
Bolt shooters behind	ARTILLERY	Average	Experienced	_	Barricades	132	_	0	2,3	
fortifications	Skirmisher	Unprotected	Light Art		Danneades	102		4	2,0	
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow					18	<u> </u>	
HILL TRIBESMEN										
Δ 1	INFANTRY	Average	Unskilled			53	Melee Expert (16),	18**	(00	
Axemen and spearmen	Tribal Loose	Protected	Javelin	-	-	53	Shoot & Charge (6)	48	6,8,9	
A 1	INFANTRY	Average	Experienced			40	C 1 . C1 / (14)	16**	6.0	
Archers	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	36	6,8	
Replace archers with	INFANTRY	Average	Experienced			53	Combat Chy (14)		6,8	
crossbowmen	Tribal Loose	Unprotected	Crossbow	-	-	33	Combat Shy (-14)	Any	- 0,8	
Shieldless skirmishers	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9	
SHIEIGIESS SKIIIIIISHEIS	Skirmisher	Unprotected	Javelin	-	-	47	Compat 311y (-4)	18	- 0,5	

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.



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; Tri**ệ**u Dynasty Vietnam; Western Han; Han Rebels



ARMY COMMANDER		1	Any Professional			DATES		206 BCE to 23 CE		
Sub-Generals		0-3	Any Professional			TERRAIN		Coastal, Mountains, F	orest	
INTERNAL ALLIED GEN	ERALS	0-1	Any Professional			Самр		Fortified or Unfortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Men	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
STANDING ARMY TR	00 РS									
Heavy cavalry	CAVALR'	Y	Average	Experienced	Mtd Polearm	Shoot & Charge	168	Dismountable (5)	0	4,6
rieavy Cavally	Drilled Loc	ose	Protected	Crossbow	IVIII I Olealiii	SHOOL & Charge	100	Distilouitable (3)	16	4,0
Close fighters with ji	INFANTR	Y	Average	-	Polearm		97	Caltrops (20)	0	6,8
Close lighters whili ji	Drilled Flex	ible	Protected	-	1 Olcallii	-	71	Cardops (20)	16	0,0
Crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22),	0	6,8
Clossoomilieli	Drilled Loc	ose	Protected	Crossbow	-	-	00	Caltrops (20)	18	0,0
REGRADE STANDING AR	MY TROOPS AS A	XIM A	ED TUG OF 1/3 CLO	SE FIGHTERS, 2/3	MISSILE TROO	PS				
Class Galatana	INFANTR	Y	Average	-	Polearm		97	Combat Shy (-22),		6,9
Close fighters	Drilled Flex	ible	Protected	-	roleam	-	9/	Caltrops (20)	All or none	0,9
Missile troops	INFANTR	Y	Average	Experienced			85	Combat Shy (-22),		
iviissiie noobs	Drilled Loc	ose	Protected	Crossbow	<u> </u>	-	00	Caltrops (20)		



CONSCRIPT ARMY TROO	эps								
Conscript heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	4*	4,6
	Formed Loose	Unprotected	Crossbow					16	 ,0
Upgrade conscript heavy	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		4,6
cavalry	Formed Loose	Protected	Crossbow					All or none	, 0
Conscript close fighters with	INFANTRY	Average	-	Polearm		92	Combat Shy (-22),	6**	6,8
ji	Formed Flexible	Protected	_			<i>9 L</i>	Caltrops (20)	24	
Conscript crossbowmen	INFANTRY	Average	Experienced		_	59	Combat Shy (-14),	12**	6,8
Conscript crossbownien	Formed Loose	Unprotected	Crossbow	- -			Caltrops (13)	24	
REGRADE CONSCRIPT ARMY	TROOPS AS A MIX	ED TUG OF 1/3 CLO	SE FIGHTERS, 2/	3 MISSILE TROOF	PS				
Conscript close fighters	INFANTRY	Average	-	Polearm	_	92	Combat Shy (-22),		6.9
Conscript close lighters	Formed Flexible	Protected	_			<i>9 L</i>	Caltrops (20)	All or none	
Conscript missile troops	INFANTRY	Average	Experienced			59	Combat Shy (-14),		
Conscript missile doops	Formed Loose	Unprotected	Crossbow	-	-	J9 	Caltrops (13)		



OTHER TROOPS								<u> </u>	
Battle chariots (before 100	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	•	4,6
BCE)	Formed Loose	Protected	Crossbow	Bifort openi	Tyleree Expere	110	(13)	6	1,0
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	4,6
1 forse archers	Formed Flexible	Unprotected	Bow	- 	-	7 1	Collidat Sily (-10)	18	4,0
Upgrade horse archers	CAVALRY	Average	Experienced	_	_	125	Combat Shy (-28)		4,6
— pgrade norse areners	Formed Flexible	Protected	Bow	_	_	120	Combat Sily (-20)	All or none	4,0
Dependent state cavalry	CAVALRY	Average	Experienced	_	_	94	Melee Expert (15)	0	4,6
(from 141 BCE)	Formed Flexible	Unprotected	Bow		_	74	Wielee Expert (10)	18	7,0
Conscript close fighters with	INFANTRY	Average	-	Long Spear		91	Combat Shy (-22)	0	6,8
mao	Formed Flexible	Protected	-	Long Spear		71	Combat 311y (-22)	8	0,0
Conscript close fighters with	INFANTRY	Average	-	Short Spear		77	Combat Shy (-22)	0	6.8
yan	Formed Flexible	Protected	-	31101t Spear	-	//	Collidat Sily (-22)	8	0,0
Convict labour troops	INFANTRY	Poor	-			20	Combat Shy (-9)	0	8,9,10
Convict labour troops	Tribal Loose	Unprotected	-	· -	-	20	Collidat Sily (-9)	10	0,9,10
Stand mounted bolt shooters	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2,3
Stand modified boit shooters	Skirmisher	Unprotected	Light Art	· -	-	110	Darricades (10)	4	2,3
Claimpaighing angle and	INFANTRY	Average	Experienced		Cambat Chi	40		0	6.9
Skirmishing archers	Skirmisher	Unprotected	Bow	· -	Combat Shy	40	-	18	0,9

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 Trung Sisters led a successful revolt against Han Governor Su Dung (Vietnamese: Tô Định) and recaptured 65 states. Trung 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 Trung Sisters committed suicide to avoid capture. To this day, the Trung Sisters are revered in Vietnam as the national symbol of Vietnamese women.

Learning a lesson from the Tr**u**ng 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 Chi 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 **Ấ**p). It later became a powerful kingdom, Champa, stretching from Quảng Bình to Phan Thi**ế**t (Bình Thu**ậ**n).

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, Jung	le	
Internal Allied Genera	ALS	0-1	Hill tribe ally - Any I	nstinctive		Самр		Unfortified; Poor or Av	erage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Мах	UG Size
Elephants	ELEPHAN	ΓS	Average	-		Shove	240		0	2,3,4
Liephants	Tribal Loo	se	Protected	-	-	SHOVE	240	_	4	2,0,4
Chinese style heavy cavalry	CAVALR'	Y	Average	Experienced	Mtd Polearm		148	Dismountable (5)	0	4,6
	Formed Lo	ose	Protected	Crossbow	IVIII I Olealiii	-	140	Distilloulitable (5)	12	4,0
Chinese style close fighters	INFANTR	Y	Average	-	Polearm		97	Caltrops (20)	0	6,8
	Drilled Flex	ible	Protected	-	1 Olcailli		71	Caluops (20)	12	0,0
Chinese style missile troops	INFANTR	Y	Average	Experienced			85	Combat Shy (-22),	0	6,8
	Drilled Loc	se	Protected	Crossbow	_		00	Caltrops (20)	24	0,0
Garrison Chinese style close	INFANTR	Y	Poor	-	Polearm		56	Combat Shy (-13),	6	6,8
fighters	Formed Flex	ible	Protected	-	1 Olcailli		30	Caltrops (12)	24	0,0
Garrison Chinese style	INFANTR	Y	Poor	Experienced			44	Combat Shy (-9)	12	6,8
missile troops	Formed Lo	ose	Unprotected	Crossbow	_		7-7	Collidat Sily (-7)	48	0,0
Bolt shooters behind	ARTILLER	Y	Average	Experienced		Barricades	132		0	2,3
fortifications	Skirmishe	r	Unprotected	Light Art		Dallicaces	102	<u>-</u>	4	۷,0
Chinese style archers	INFANTR	Y	Average	Experienced	_	Combat Shy	40		0	6,9
Cimiese style arcticls	Skirmishe	r	Unprotected	Bow	-	Compatibily	40	-	9	0,7

CHINESE DOMINATED VIETNAM



HILL TRIBESMEN								
Axemen and spearmen	INFANTRY	Average	Unskilled	_	53	Melee Expert (16),	18*	6,8,9
Axemen and speamien	Tribal Loose	Protected	Javelin		55	Shoot & Charge (6)	96	0,0,9
Archere	INFANTRY	Average	Experienced		48	Combat Shy (-14)	16*	6,8
Archers	Tribal Loose	Unprotected	Bow			Combat Sily (-14)	48	0,0
Replace archers with	INFANTRY	Average	Experienced		53	Combat Shy (-14)		6,8
crossbowmen	Tribal Loose	Unprotected	Crossbow		00	Combat Sily (-14)	Any	0,0
Shieldless skirmishers	INFANTRY	Average	Experienced		29	Combat Shy (-4)	0	6,9
Simeraress skirlingilers	Skirmisher	Unprotected	Javelin		49	Compatibility (-4)	18	0,9

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

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



		Any			DATES		17 CE to 205 CE		
Sub-Generals	0-2	Any			TERRAIN		Coastal, Mountains, Fo	rest	
Internal Allied Genera	1 -3	Any			САМР		Fortified or Unfortified;	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	0	4,6
	Formed Loose	Protected	Crossbow	IVICA I OICAIIII	51100t & Charge	100	Dismoditable (b)	6	-1, 0
Horse archers	CAVALRY	Average	Experienced	_	<u>_</u>	125	Combat Shy (-28)	0	4,6
	Formed Flexible	Protected	Bow	_		120	Comoat 511y (-20)	18	4,0
Dependent state cavalry	CAVALRY	Average	Experienced	_	<u>_</u>	94	Melee Expert (15)	0	4,6
	Formed Flexible	Unprotected	Bow			<i>y</i> 1	Tviciec Expert (10)	12	1,0
Close fighters with ji	INFANTRY	Average	-	Polearm	<u>_</u>	92	Combat Shy (-22),	6	6,8
	Formed Flexible	Protected	-	1 Olcaliii		74	Caltrops (20)	24	0,0
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14),	8	6,8
	Formed Loose	Unprotected	Crossbow	_	_	07	Caltrops (13)	24	
Convict labour troops	INFANTRY	Poor	-	_	<u>_</u>	20	Combat Shy (-9)	0	8,9,10
	Tribal Loose	Unprotected	-	_	_	20	Combat Sity (-7)	10	0,7,10
Peasant rebels	INFANTRY	Average	-	_	Devastating Chargers	39	Combat Shy (-14)	18	9,10
- Casant redeis	Tribal Loose	Unprotected	-	_	Devastating Chargers	07	Combat Sily (-14)	90	<i></i>
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow			70		18	0,7

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



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



ARMY COMMANDER	1	Any Professional			DATES		25 CE to 208 CE		
SUB-GENERALS	0-	3 Any Professional			TERRAIN		Coastal, Mountains, Fo	rest	
INTERNAL ALLIED GENERA	LS 0-	1 Any Professional			САМР		Fortified or Unfortified	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
STANDING ARMY									
Yueji guard cavalry	CAVALRY	Superior	Experienced	Mtd Polearm	Shoot & Charge	206	Dismountable (7)	0	4,6
i deji guaru cavany	Formed Loose	Protected	Crossbow	IVIII I Olealiii	SHOOL & Charge	200	Distiloultable (7)	12	4,0
Fubing	INFANTRY	Superior	-	Polearm		136	Caltrops (28)	0	6,8
Tubling	Drilled Flexible	Protected	-	1 Olealiii	-	130	Caluops (20)	12	0,0
Sheseng	INFANTRY	Average	Skilled			105	Caltrops (20)	0	6,8
Sileseilg	Drilled Loose	Protected	Crossbow	-	-	100	Caluops (20)	8	0,0
Standing army close fighters	INFANTRY	Average	-	Polearm		97	Caltrops (20)	0	6,8
with ji	Drilled Flexible	Protected	-	1 Olealiii	-	27	Caluops (20)	18	0,0
Standing army crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22),	0	6,8
	Drilled Loose	Protected	Crossbow		<u> </u>		Caltrops (20)	16	



VOŁUNTEER ARMY									
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	0	4,6
	Formed Loose	Unprotected	Crossbow	IVILLA I OICAIIII	Jiloot & Charge	11/	Distillutitable (b)	6	٦,∪
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		4,6
opgrade licavy cavally	Formed Loose	Protected	Crossbow	IVILLE I OTEATITI	Jiloot & Charge	100	Distiloullable (0)	All or none	7,0
Close fighters with man	INFANTRY	Average	-	Long Spear	_	91	Combat Shy (-22)	0	6,8
Close fighters with mao	Formed Flexible	Protected	-	Long Spear	-	21	Collidat Sily (-22)	8	0,0
Close fighters with yan	INFANTRY	Average	-	Short Spear		77	Combat Shy (-22)	0	6,8
Close lighters with yan	Formed Flexible	Protected	-	Short Spear	-	//	Compatibily (-22)	8	0,0
Class fighters with ii	INFANTRY	Average	-	Polearm		92	Combat Shy (-22),	6*	6,8
Close fighters with ji	Formed Flexible	Protected	-	roleann	-	92	Caltrops (20)	24	0,8
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14),	12*	6,8
CIOSSOOMIIIGII	Formed Loose	Unprotected	Crossbow	-	-	39	Caltrops (13)	24	0,0



OTHER TROOPS									
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	4,6
1 loise archers	Formed Flexible	Unprotected	Bow	-	-	24	Collidat Sily (-10)	18	4,0
Upgrade horse archers	CAVALRY	Average	Experienced	_	_	125	Combat Shy (-28)		4,6
	Formed Flexible	Protected	Bow	_	_	120	Contoat Sity (-20)	All or none	4,0
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	Short Spear	_	135	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	Bow	Short Spear	_	100	Tviciec Expert (20)	18	7,0
Dependent state cavalry	CAVALRY	Average	Experienced			94	Melee Expert (15)	0	4,6
Dependent state cavany	Formed Flexible	Unprotected	Bow		<u>-</u>) +	Tyletee Expert (10)	12	4,0
Convict labour troops	INFANTRY	Poor	-			20	Combat Shy (-9)	0	8,9,10
Convict labour troops	Tribal Loose	Unprotected	-			20	Collidat Sily (-7)	10	0,7,10
Tribal auxiliaries	INFANTRY	Average	-		Devastating Chargers	60	Combat Shy (-22)	0	6,8,9
i iioai auxiiiaiies	Tribal Loose	Protected	-	-	Devastating Chargers	00	Collidat Sily (-22)	18	0,0,9
Stand mounted bolt shooters	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2,3
Stand modified bolt shooters	Skirmisher	Unprotected	Light Art	-	-	110	Dallicades (10)	4	2,3
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
	Skirmisher	Unprotected	Bow	· <u>-</u>	Collidat Sily	40	<u>-</u>	18	0,9

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

Βυγεο



ARMY COMMANDER SUB-GENERALS	1	Any Instinctive			DATES		49 CE to 34/ CE			
	0-3	Any Instinctive			TERRAIN		Standard, Forest			
ALS					САМР		Unfortified or Flexible	; Poor or Aver	age	
ТүрЕ										
TRAINING AN	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min		
Formation	4	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
CAVALRY	(Superior	Experienced	Short Spear		161		0	4,6	
Formed Loo	se	Protected	Bow	Short Spear		101		18	4,0	
CAVALRY	7	Average	Experienced	Short Spear		125		12	4,6	
Formed Loo	se	Protected	Bow	Short Spear		120		48	4,0	
INFANTRY	Y	Average	Experienced			18	Combat Shy (14)	0	6,8	
Tribal Loos	se	Unprotected	Bow			40	Combat Sily (-14)	16		
CAVALRY	<i>[</i>	Average	Experienced			57	Combat Shy (1)	0	4,6	
Skirmishe	r	Unprotected	Bow	-	-	37	Collidat Sily (-4)	12	4,0	
CAVALRY	7	Average	Experienced		Cantabrian	73	Combat Shy (1)		4,6	
Skirmishe	r	Unprotected	Bow	-	CalitaUllali	7.0	Comoat 311y (-4)	All or none	7,0	
INFANTRY	Y	Average	Experienced	_	Combat Shy	40	_	0	69	
	TYPE TRAINING AN FORMATION CAVALRY Formed Loc CAVALRY Formed Loc INFANTR' Tribal Locs CAVALRY Skirmishe CAVALRY Skirmishe	ALS	TYPE TRAINING AND CAVALRY FORMATION CAVALRY Formed Loose CAVALRY Formed Loose Tribal Loose CAVALRY	TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY CAVALRY Superior Experienced Formed Loose Protected Bow CAVALRY Average Experienced Formed Loose Protected Bow INFANTRY Average Experienced Tribal Loose Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow	TYPE TRAINING AND QUALITY SHOOTING SKILL MELEE FORMATION PROTECTION WEAPONRY WEAPONRY CAVALRY Superior Experienced Bow Formed Loose Protected Bow CAVALRY Average Experienced Short Spear Formed Loose Protected Bow INFANTRY Average Experienced Tribal Loose Unprotected Bow CAVALRY Average Experienced Short Spear Experienced Experienced Bow CAVALRY Average Experienced Skirmisher Unprotected Bow	ALS O-3 Any Instinctive TYPE TRAINING AND FORMATION F	ALS TYPE TRAINING AND CAMP TYPE TRAINING AND PROTECTION Experienced Formed Loose Formed Loose Formed Loose Formed Loose Formed Loose Frotected Formed Loo	O-3 Any Instinctive Terrain CAMP CAMP Unfortified or Flexible TYPE TRAINING AND FORMATION	ALS O-3 Any Instinctive TERRAIN CAMP CAMP Unfortified or Flexible; Foor or Average Experienced Short Spear Firibal Loose INFANTRY Average CAVALRY Average Experienced CAVALRY Average Experienced Short Spear AND AND ATORY MANDATORY MANDAT	

Bow

Combat Shy

40

ALLIES

Skirmishers

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

Skirmisher

Unprotected

Notes

Buyeo may be taken as allies until 400 CE.

CHANGES FROM LAST VERSION

SOUTHERN XIONGNU



50 TO 303 €E

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 Genera	1 0-1	Any			Самр		Unfortied; Poor or Ave	erage	
	ТүрЕ								
	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	4,6
Dest cavally	Formed Loose	Protected	Bow	Short Spear		101	Wielee Lapert (02)	8	, 0
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	_	6	4,6
	Formed Loose	Protected	Bow	Short Spear		120		36	-1, 0
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	_		0
	Formed Loose	Protected	Bow	Bilore Spear	TVICICE Expert	1 10		Up to half	
Lighter cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	4,6
Ingitter cuvality	Formed Flexible	Unprotected	Bow			<i>,</i> ,	Goillout Billy (10)	36	
Upgrade ligher cavalry	CAVALRY	Average	Skilled	_	-	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow			127	Goillout Billy (10)	Up to half	1,0
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm	_	56	Combat Shy (-13)	0	6,8
	Formed Flexible	Protected	-	1 Glearin			Goineat Bify (10)	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				Goillout Billy (1)	12	1,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmisher	Unprotected	Bow		Gairaonan			All or none	1,0
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

XIANBEI



90 TO 300 €E

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 GENERA	1.5 0-1	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Avera	age
	ТүрЕ								
	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	Short Spear		170	Wielee Expert (52)	6	4,0
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear		125		6	4,6
Treavy Cavally	Formed Loose	Protected	Bow	Short Spear	-	120	-	24	4,0
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148			4,6
Opgrade heavy cavally	Formed Loose	Protected	Bow	Short Spear	Meice Expert	140	-	Up to half	4,0
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	24	4,6
Tioise archers	Formed Flexible	Unprotected	Bow	<u>-</u>	-	24	Collidat Sily (-10)	80	4,0
Upgrade horse archers	CAVALRY	Average	Skilled	_		129	Combat Shy (-18)		0
Opgrade noise archers	Formed Flexible	Unprotected	Bow	<u>-</u>		127	Compatibily (-10)	Up to half	
Defecting Han close fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	0	6,8
Defecting Fight close righters —	Formed Flexible	Protected	-	TOTEATTT	-	30	Collidat Sily (-13)	8	0,0
Defecting Han missile troops	INFANTRY	Poor	Experienced	_		44	Combat Shy (-9)	0	6,8
Detecting Fian missile doops	Formed Loose	Unprotected	Crossbow	<u>-</u>		77	Compatibility (-7)	16	
Foot archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow	<u>-</u>		40	Comoat sily (-14)	12	
Skirmishing horse archers	CAVALRY	Average	Experienced	_		57	Combat Shy (-4)	0	4,6
Skirmisming noise archers	Skirmisher	Unprotected	Bow	<u>-</u>		07	Compatibility (-4)	12	4,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmisher	Unprotected	Bow		Calitauliali	/ U	Compat 511y (-4)	All or none	4 ,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
ZKIIIIIIIII –	Skirmisher	Unprotected	Bow	-	Compatibily	40	-	18	0,5

XIANBEI



Notes

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

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

	Army Co.	mmander	Sub-ge	eneral	Ally general		
Type of 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 Gener	ALS	0-1 Any Instinctive			Самр		Unfortified or Flexible;	Poor or Av	erage	
	ТүрЕ									
	TRAINING AN	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE	
Avaman and chaarman	INFANTRY	Average	Unskilled		_	53	Melee Expert (16),	12	4,6	
xemen and spearmen	Tribal Loose	Protected	Javelin		-	00	Shoot & Charge (6)	64	4,0	
Archers	INFANTRY	Average	Experienced		- 4	10	Combat Shy (-14)	8	1	
Alcheis	Tribal Loose	Unprotected	Bow	-		40	Comoat sily (-14)	48		
Replace archers with	INFANTRY	Average	Experienced			53	Combat Shy (-14)		1	
rossbowmen (from 257 CE)	Tribal Loose	Unprotected	Crossbow	-	-	00	Contoat Sily (-14)	Any	7	
Shialdlass skirmishars	INFANTRY	Average	Experienced			30	Combat Shy (1)	0	16	
hieldless skirmishers	Skirmisher	Unprotected	Javelin	_	-	52	32 Combat Shy (-4)	12	4,6	

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, Mo	untains	
Internal Allied Genera	ALS 0-	1 Any Professional			САМР		Fortified or Unfortified	; Poor or Ave	erage
	ТүрЕ								
	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		Melee Expert	133	Shoot & Charge (10)	0	1
Circ - charlots	Formed Loose	Protected	Crossbow		Wielee Expert	100	Shoot & Charge (10)	8	
	CHARIOTS	Average	Experienced				Shoot & Charge (10),	0	
Regrade chariots	Formed Loose	Protected	Crossbow	Short Spear	Melee Expert	143	Devastating Chargers (13)	4	4
Class fighters with ii	INFANTRY	Average	-	I C		91	Integral Shooters (6),	4	1
Close fighters with ji	Formed Flexible	Protected	-	Long Spear	-	91	Combat Shy (-22)	24	4
Upgrade best close fighters	INFANTRY	Superior	-	Long Spear		128	Integral Shooters (8),	0	1
opgiade best close lighters	Formed Flexible	Protected	-	Long Spear	-	120	Combat Shy (-31)	8	4
Conscripts with ji	INFANTRY	Poor	-	Long Spear	_	49	Integral Shooters (4),	8	4
Conscripts with Ji	Tribal Flexible	Protected	-	Long Spear		47	Combat Shy (-13)	32	
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	4
Crossoowinen	Formed Loose	Unprotected	Crossbow			07	Combat Sily (-14)	8	-
Upgrade best crossbowmen	INFANTRY	Average	Skilled	_	_	79	Combat Shy (-14)		4
	Formed Loose	Unprotected	Crossbow	_	_	/ /	Combat Sity (-14)	Up to half	
Hu barbarians	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow			7.0	Compatibily (1)	4	,
Upgrade Hu barbarians	CAVALRY	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow		Garraorian		Confiduciony (1)	All or none	,
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmisher	Unprotected	Bow		Comfout Diffy			12	1,0

EARLY WARRING STATES



Notes

All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

MIDDLE WARRING STATES



ARMY COMMANDER	1	Any Professional			DATES		355 BCE to 278 BCE		
SUB-GENERALS	0-	3 Any Professional			TERRAIN		Standard, Coastal, Mou	ıntains	
Internal Allied Genera	ALS 0-	1 Any Professional			САМР		Fortified or Unfortified	; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Che - Battle chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	4
	Formed Loose	Protected	Crossbow	Silote Spear	1.10100 211p 010	1.0	(13)	4	·
Heavy cavalry	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	Mtd Polearm	-	148	Dismountable (5)	0 4	4
	INFANTRY	Average	-	T 0		0.6	Integral Shooters (6),	4	
Close fighters with ji	Drilled Flexible		-	Long Spear	-	96	Combat Shy (-22)	24	4
I I a sun de le cet el cee fi ele teur	INFANTRY	Superior	-	I C		135	Integral Shooters (8),	0	4
Upgrade best close fighters	Drilled Flexible	Protected	-	Long Spear	-	155	Combat Shy (-31)	8	4
Conscripts with ji	INFANTRY	Poor	-	Long Spear		55	Integral Shooters (4),	8	4
Conscripts with ji	Formed Flexible	Protected	-	Long Spear	-	00	Combat Shy (-13)	32	4
Regrade conscripts with	INFANTRY	Poor	-	Polearm		56	Integral Shooters (4),		4
polearms	Formed Flexible	Protected	-	Toleann		50	Combat Shy (-13)	Any	
Crossbowmen	INFANTRY	Average	Experienced	<u>_</u>	_	63	Combat Shy (-14)	0	4
Ciossoowilleli	Drilled Loose	Unprotected	Crossbow	_		00	Combat Sily (-14)	12	
Upgrade best crossbowmen	INFANTRY	Average	Skilled			83	Combat Shy (-14)		4
	Drilled Loose	Unprotected	Crossbow	_	_	00	Combat Sily (-14)	Up to half	
Conscript crossbowmen	INFANTRY	Poor	Experienced	_		44	Combat Shy (-9)	8	4
Conscript crossoowinen	Formed Loose	Unprotected	Crossbow				Collidat only (-7)	24	
Wuqiujiu - clubmen	INFANTRY	Superior	-		Melee Expert	79		0	4
vv aqrajia - ciaonicii	Formed Flexible	Unprotected	-	-	INICIEC TYPEIT	1)	-	4	7

MIDDLE WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1
Light Cavally of Tiu	Skirmisher	Unprotected	Bow	_		7.0	Combat Sily (-4)	16	7
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
	Skirmisher	Unprotected	Bow	<u>-</u>	Calitatilali	00	Combat sify (-4)	Up to half	4
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	2
fortifications	Skirmisher	Unprotected	Light Art	<u>-</u>	Dallicades	102	-	2	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	-	- Combat Sny	30		12	4,0

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

QIN



ARMY COMMANDER		1	Any Professional			DATES		335 BCE to 206 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
INTERNAL ALLIED GENERA	LS	0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or Ave	erage
	ТүрЕ									
	TRAINING AI	ID I	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	1	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	MAX	UG SIZE
Che - Chariots	CHARIOT	S	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	4
	Formed Loc	se	Protected	Crossbow	F			(13)	4	
Heavy cavalry	CAVALRY Formed Loc		Average Protected	Experienced Crossbow	Mtd Polearm	-	148	Dismountable (5)	0 4	4
Close fighters armed with ji	INFANTR Formed Loc		Average Protected	-	Polearm	Devastating Chargers	92	Integral Shooters (6)	4 16	4
Elite close fighters armed with ji	INFANTR' Formed Loc		Superior Protected	-	Polearm	Devastating Chargers	129	Integral Shooters (8)	Up to half	4
Crossbowmen	INFANTR' Formed Loc		Average Protected	Experienced Crossbow	_	-	80	Combat Shy (-22)	0 8	4
Elite missile troops	INFANTR' Formed Loc		Average Protected	Skilled Crossbow	_	-	100	-	Up to half	4
Conscript close fighters	INFANTR' Tribal Loos		Average Protected	-	Polearm	Devastating Chargers	82	Combat Shy (-22)	8 32	4
Conscript missile troops	INFANTR' Tribal Loos		Average Unprotected	Experienced Crossbow	_	-	53	Combat Shy (-14)	8 24	4
REGRADE CONSCRIPT TROO	PS AS A MIXI	ED T	·	GHTERS, 2/3 MIS	SILE TROOPS					
Close fighters	INFANTR' Tribal Flexib		Average Protected	-	Polearm	-	82	Combat Shy (-22)	All or none	6
Missile troops	INFANTR Tribal Loos		Average Unprotected	Experienced Crossbow	-	-	53	Combat Shy (-14)		

QIN



Conscripted levies	INFANTRY	Poor	-		Devastating Chargers	24	Combat Shy (-9)	0	4,6
Conscripted levies	Tribal Loose	Unprotected	-	Devastating Chargers		24	Collidat Sily (-9)	14	4,0
Light cavalry or Hu	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	
	Skirmisher	Unprotected	Bow	-		70	Combat sily (-4)	12	4
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced	- Cantabrian		86	Combat Shy (-4)		1
	Skirmisher	Unprotected	Bow			00	Collidat Sily (-4)	All or none	-1
Archers	INFANTRY	Average	Experienced	- Combat Shy		50		0	4,6
	Skirmisher	Unprotected	Bow			50	-	12	4,0

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 ruile clarified.

LATER WARRING STATES



ARMY COMMANDER		1	Any Professional			DATES		316 BCE to 202 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
INTERNAL ALLIED GENERA	ALS	0-1	Any Professional			Самр		Fortified or Unfortified	; Poor or Ave	rage
	ТүрЕ									
	TRAINING AI	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	О рті 0 NAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Che - Chariots	CHARIOT	S	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	4
	Formed Loc	se	Protected	Crossbow	F			(13)	4	
Heavy cavalry	CAVALRY		Average	Experienced	Mtd Polearm	_	148	Dismountable (5)	0	4
11cavy cavany	Formed Loc		Protected	Crossbow	TVICE I OTCUTTI		1 10	Distributiusie (6)	4	,
Close fighters armed with ji	INFANTR' Drilled Flexi		Average Protected	-	Polearm	-	97	Integral Shooters (6)	4 24	4
Elite close fighters armed with ji	INFANTR' Drilled Flexi		Superior Protected	- -	Polearm	-	136	Integral Shooters (8)	0 4	4
Crossbowmen	INFANTR'		Average	Experienced	_	_	85	Combat Shy (-22)	0	4
	Drilled Loo		Protected	Crossbow				Goineac Biry (22)	12	·
Elite missile troops	INFANTR Drilled Loo		Average Protected	Skilled Crossbow	-	-	105	-	Up to half	4
Conscript close fighters	INFANTR' Formed Flex		Poor Protected	- -	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	8 32	4
Conscript missile troops	INFANTR' Formed Loc	Y	Poor	Experienced Crossbow	-	-	44	Combat Shy (-9)	8 24	4
REGRADE CONSCRIPT TROG			Unprotected		SH E TRAARS				24	
MEGRADE CONSCRIPT TROO	INFANTR		Poor	iqii eks, 2/3 Mis	SILE TROOFS					
Close fighters	Formed Flex		Protected	-	Polearm	-	56	Combat Shy (-13)	All or none	6
Missile troops	INFANTR		Poor	Experienced	-	-	44	Combat Shy (-9)		
;	Formed Loc	ose	Unprotected	Crossbow				, , ,		

LATER WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced			Comb	Combat Shy (-4)	0	1
Light cavally of 11d	Skirmisher	Unprotected	Bow		7(Como	at 311y (-4)	16	-
Upgrada light cayalry or Hu	CAVALRY	Average	Experienced	Cantal	orian 86	Comb	2+ Shy (1)		1
Upgrade light cavalry or Hu	Skirmisher	Unprotected	Bow	- Cantabrian)11a11 O(Collid	Combat Shy (-4)	Up to half	'1
Bolt shooters behind	ARTILLERY	Average	Experienced	Barries	ades 16	?		0	2
fortifications	Skirmisher	Unprotected	Light Art	- Barricades	aues 10	<i>Z</i> .	-	2	4
Archers	INFANTRY	Average	Experienced	Caralas Clar)		0	4,6
	Skirmisher	Unprotected	Bow	- Combat Shy	t Shy 50)	-	12	4,0

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

QIANG



ARMY COMMANDER	1	Any Instinctive			DATES		315 BCE to 300 CE				
Sub-Generals	0-3	1 Any Instinctive			TERRAIN		Mountains				
INTERNAL ALLIED GENER	RALS 0-3	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Aver	age		
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min			
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Cavalry	CAVALRY	Average	Experienced	Short Spear		135	Melee Expert (23)	0	4		
Cavally	Formed Flexible	Protected	Bow	Short Spear	-	100	Meiee Expert (23)	12	4		
Upgrade cavalry	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	4		
Opgrade cavally	Formed Flexible	Protected	Bow	Short Spear	-	1/3	Meiee Expert (32)	4	4		
Best infantry	INFANTRY	Superior	-	Short Spear		80	Integral Shooters (8),	0	4		
Dest illiality	Tribal Loose	Protected	-	Short Spear	-	00	Combat Shy (-31)	12	4		
Infantor	INFANTRY	Average	-	Chart Crans		57	Integral Shooters (6),	16	4,6		
nfantry	Tribal Loose	Protected	-	Short Spear	-	37	Combat Shy (-22)	72	4,0		
Foot archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4		
root archers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Collidat Sily (-14)	8	4		
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6		
Skiiiiisiiiig aicheis	Skirmisher	Unprotected	Bow	<u>-</u>	Combat sny	50	-	12	4,0		
Lesser Yuezhi conting	ент (from 184 т	ο 221 CE)									
I I	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148		0	4		
Heavy cavalry	Formed Loose	Protected	Bow	Short Spear	ivielee Expert	140	-	4	4		
Lighton operators	CAVALRY	Average	Experienced			94	Combat Shy (-18)	4*	4		
Lighter cavalry	Formed Flexible	Unprotected	Bow	<u>-</u>	-	94	Combat Sny (-10)	16	. 4		
Upgrade ligher cavalry	CAVALRY	Average	Skilled			129	Combat Shy (-18)		4		
	Formed Flexible	Unprotected	Bow	<u>-</u>		149		Up to half	- 4		
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4		
okimingining morse archers	Skirmisher	Unprotected	Bow	- -	-	70	Combat Shy (-4)	4	4		
ALLIES											

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

YUEZHI



ARMY COMMANDER		1 Any Instinctive			DATES		300 BCE to 150 BCE		
Sub-Generals		-2 Any Instinctive			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	ALS	-1 Any Instinctive			САМР		Unfortified or Mobile	; Poor or Aver	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	OPTIONAL	Men	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
	CAVALRY	Superior	-					0	
Cataphracts	Tribal Close	ArmHrs/F Armoured	-	Long Spear	Shove	199	-	4	4
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148		0	4
Heavy Cavally	Formed Loose	Protected	Bow	31101t Spear	Meiee Expert	140		12	- 4
Lighter cavalry	CAVALRY	Average	Experienced			94	Combat Shy (19)	12	4
Lighter Cavally	Formed Flexib	e Unprotected	Bow	<u>-</u>	-	94	Combat Shy (-18)	56	- 4
Upgrade ligher cavalry	CAVALRY	Average	Skilled			129	Combat Shy (-18)		4
Opgrade ligher cavally	Formed Flexib	e Unprotected	Bow	<u>-</u>	-	149	Combat Sily (-10)	Up to half	- 4
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	4
Skillinstillig Holse archers	Skirmisher	Unprotected	Bow	<u>-</u>	-	70	Collidat Sily (-4)	8	- 4
I Ingrada Skirmishing haras	CAVALRY	Average	Experienced						
Jpgrade Skirmishing horse rchers	Skirmisher	Unprotected	Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	4

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

DIAN TRIBES



_		Any Instinctive Any Instinctive Any Instinctive			DATES TERRAIN CAMP		295 BCE to 176 CE Standard, Mountains Unfortified; Poor or Average												
											ТүрЕ								
											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	-	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	- 4										
Pikemen	INFANTRY	Average	-	Long Spear	-	76	-	8	4										
	Tribal Close	Protected	-					32	4										
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	4										
	Tribal Loose	Unprotected	Crossbow					12	-										
ONLY DIAN KINGDOM BEF	ORE 82 BCE																		
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm	-	92	-	8	4										
	Formed Flexible	Protected	-					32	4										
Pikemen	INFANTRY	Average	-	Long Spear	-	86	-	8	4										
	Formed Close	Protected	-					32	4										
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	- 4										
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	- Combat S	Compatibility	50		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

XIONGNU



ARMY COMMANDER	1	Any Instinctive			DATES		250 BCE to 155 CE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Plains		
Internal Allied Genera	ALS 0-1	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Avera	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	4
Desi cavally	Formed Loose	Protected	Bow	Short Spear		101	Wielee Lapert (02)	4	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear		125		4	4
Ticavy cavally	Formed Loose	Protected	Bow	31101t Spear		120		16	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	_		4
	Formed Loose	Protected	Bow	Short Spear	Ividice Expert	140	_	Up to half	
Lighter cavalry	CAVALRY	Average	Experienced	<u>_</u>	_	94	Combat Shy (-18)	12	4
Lighter cavalry	Formed Flexible	Unprotected	Bow	_		74	Combat Sify (-10)	56	
Upgrade ligher cavalry	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		4
——————————————————————————————————————	Formed Flexible	Unprotected	Bow	_		127	Combat Sify (-10)	Up to half	
Foot archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	4
1 oot archers	Tribal Loose	Unprotected	Bow	_		70	Combat Sify (-14)	8	
Tribal auxiliaries	INFANTRY	Average	-	_	Devastating Chargers	60	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	-		Devastating Chargers	00	Comoat Sity (22)	18	1,0
Levy	INFANTRY	Average	-	Short Spear	_	38	Combat Shy (-14)	0	4,6
Levy	Tribal Loose	Unprotected	-	Short Spear			Combat Sify (-14)	6	-1, 0
Subject Di infantry	INFANTRY	Average	-	Short Spear	_	57	_	0	4,6
	Tribal Loose	Protected	-	Short Spear		07		32	1,0
Skirmishing horse archers	CAVALRY	Average	Experienced	_		70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow			, 0	Collidat Sily (-4)	16	<u>'</u>
Upgrade Skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		4
archers	Skirmisher	Unprotected	Bow		Cantaonan		Collidat 511y (-4)	Up to half	

XIONGNU

T	ADADAM
L	OVIEW
Bar	GLORIAM

Subject Di archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	-	Compatibility	50	-	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	-	- Combat Sny		-	12	4,0

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

NANYUE



Any

12

4,6

Combat Shy (-4)

32

ARMY COMMANDER	1	Any			DATES		207 BCE to 111 BCE		
SUB-GENERALS	0-3	B Up to 1 Any Professi	onal, remainder Any	/ Instinctive	TERRAIN		Standard, Coastal, Jung	le	
INTERNAL ALLIED GENERA	ALS 0-	Hill tribe ally - Any I	nstinctive		САМР		Unfortified; Poor or Ave	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT 0 RY	BASE	O PTIONAL	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	INFANTRY	Poor	-	Polearm	_	56	Combat Shy (-13)	0	4
close fighters	Formed Flexible	Protected	-	1 Olcariii			Combat Sily (10)	12	,
Garrison Chinese close style	INFANTRY	Poor	Experienced	_		44	Combat Shy (-9)	0	4
missile troops	Formed Loose	Unprotected	Crossbow	_	_	77	Compatibily (-7)	24	7
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	2
fortifications	Skirmisher	Unprotected	Light Art	- -	Dallicaues	102	- '	2	4
Skirmishers	INFANTRY	Average	Experienced		CambatChy	50		0	4,6
SKIIIIISIIEIS	Skirmisher	Unprotected	Bow	-	Combat Shy	30	- '	12	4,0
HILL TRIBESMEN									
Δ 1	INFANTRY	Average	Unskilled			۲۵.	Melee Expert (16),	12**	1.6
Axemen and spearmen	Tribal Loose	Protected	Javelin	-	-	53	Shoot & Charge (6)	64	4,6
Λ 1	INFANTRY	Average	Experienced			40	C 1 - + C1 / 4 / \	8**	4
Archers	Tribal Loose	Unprotected	Bow		=	48	Combat Shy (-14)	40	4
Replace archers with	INFANTRY	Average	Experienced			53	Combat Chr. (11)		4
crossbowmen	Tribal Loose	Unprotected	Crosshow	-	-	55	Combat Shy (-14)	Any	4

Crossbow

Experienced

Javelin

Unprotected

Average

Unprotected

crossbowmen

Shieldless skirmishers

Tribal Loose

INFANTRY

Skirmisher

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

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 GEN	ERALS	0-1	Any Professional			Самр		Fortified or Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING AN	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
Name	Formation	M	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
STANDING ARMY TR	. 00РS										
Hanry cavalay	CAVALRY	7	Average	Experienced	Mtd Polearm	Shoot & Charge	168	Dismountable (5)	0	4	
leavy cavalry	Drilled Loo	se	Protected	Crossbow	Ivita i oleanii	II SHOOL & CHAIGE	100	Distilountable (3)	12	4	
Close fighters with ji	INFANTR	Y	Average	-	Polearm		97	Caltrops (20)	0	4	
Close lighters whili ji	Drilled Flexi	ble	Protected	-	Polearm	-	<i></i>	Caluops (20)	12	7	
Crossbowmen	INFANTR'	Y	Average	Experienced			85	Combat Shy (-22),	0	1	
Clossoomillell	Drilled Loo	se	Protected	Crossbow	-	-	00	Caltrops (20)	12	4	
REGRADE STANDING AR	MY TROOPS AS A	MIX	ED TUG OF 1/3 CLO	SE FIGHTERS, 2/3	MISSILE TROO	PS					
Class fields	INFANTR'	Y	Average	-	Polearm		97	Combat Shy (-22),		6	
Close fighters	Drilled Flexi	ble	Protected	-	roleam	-	9/	Caltrops (20)	All or none	0	
Missile troops	INFANTR'	Y	Average	Experienced			85	Combat Shy (-22),			
lissile troops	Drilled Loo	se	Protected	Crossbow	- -	-	ඊ ට	Caltrops (20)			

WESTERN HAN



CONSCRIPT ARMY TROO	Э PS								
Conscript heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	4*	1
	Formed Loose	Unprotected	Crossbow			11/		16	
Upgrade conscript heavy	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		1
cavalry	Formed Loose	Protected	Crossbow			100	Distributitable (3)	All or none	
Conscript close fighters with	INFANTRY	Average	-	Polearm		92	Combat Shy (-22),	4**	1
ji	Formed Flexible	Protected	_	roleann	- -	94	Caltrops (20)	16	
Conscript crossbowmen	INFANTRY	Average	Experienced		-	59	Combat Shy (-14),	8**	1
Conscript crossbownien	Formed Loose	Unprotected	Crossbow	- -		Jy	Caltrops (13)	16	4
REGRADE CONSCRIPT ARMY	Y TROOPS AS A MIX	ED TUG OF 1/3 CLO	SE FIGHTERS, 2/	3 MISSILE TROOF	PS				
Conscript close fighters	INFANTRY	Average	-	Polearm		92	Combat Shy (-22),		6
Conscript crose righters	Formed Flexible	Protected	_	I OIEAIIII	-	94	Caltrops (20)	All or none	
Conscript missile troops	INFANTRY	Average	Experienced			59	Combat Shy (-14),		
	Formed Loose	Unprotected	Crossbow	_	-	J9 	Caltrops (13)		

WESTERN HAN



OTHER TROOPS									
Battle chariots (before 100	CHARIOTS	Average	Experienced	C1 C	Malas Essassit	1.40	Shoot & Charge (10), Devastating Chargers	~	4
BCE)	Formed Loose	Protected	Crossbow	Short Spear	Melee Expert	143	(13)	4	4
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1
1101Se archers	Formed Flexible	Unprotected	Bow	-	-	2 4	Combat Sify (-10)	12	4
Upgrade horse archers	CAVALRY	Average	Experienced	_	_	125	Combat Shy (-28)		4
opgrade noise archers	Formed Flexible	Protected	Bow	<u>-</u>		120	Combat 311y (-20)	All or none	7
Dependent state cavalry	CAVALRY	Average	Experienced			94	Melee Expert (15)	0	1
	Formed Flexible	Unprotected	Bow	- -	-	7 4	Meiee Expert (10)	12	4
Conscript close fighters with	INFANTRY	Average	-	Long Spear		91	Combat Shy (-22)	0	1
mao	Formed Flexible	Protected	-	Long Spear	-	91	Collidat Sily (-22)	4	4
Conscript close fighters with	INFANTRY	Average	-	Short Spear		77	Combat Shy (-22)	0	4
yan	Formed Flexible	Protected	-	Short Spear	-	//	Combat 311y (-22)	4	4
Convict labour troops	INFANTRY	Poor	-			20	Combat Shy (-9)	0	4,6
Convict labour doops	Tribal Loose	Unprotected	-	-	-	20	Combat Sily (-9)	6	4,0
Stand mounted halt shooters	ARTILLERY	Average	Experienced			1.16	Parriandos (16)	0	2
Stand mounted bolt shooters	Skirmisher	Unprotected	Light Art	-	-	146	6 Barricades (16)	2	·
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy 50	50	0	4,6	
	Skirmisher	Unprotected	Bow	-		30	-	12	4,0

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, Jung	le	
INTERNAL ALLIED GENERA	ALS 0	-1 Hill tribe ally - Any l	Instinctive		САМР		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Elephants	ELEPHANTS	Average	-		Shove	240		0	2,3
Liephants	Tribal Loose	Protected	-	<u>-</u>	SHOVE	240	-	3	
Chinese style heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm		148	Dismountable (5)	0	4
Similese style licary carally	Formed Loose	Protected	Crossbow	Ivita i oleanii		140	Distributitable (5)	8	
Chinese style close fighters	INFANTRY	Average	-	Polearm	_	97	Caltrops (20)	0	4
	Drilled Flexible	Protected	-	1 Olealili			Calu Ops (20)	8	
Chinese style missile troops	INFANTRY	Average	Experienced	<u>.</u>	_	85	Combat Shy (-22),	0	4
	Drilled Loose	Protected	Crossbow	_	_	00	Caltrops (20)	16	-
Garrison Chinese style close	INFANTRY	Poor	-	Polearm	_	56	Combat Shy (-13),	4	4
fighters	Formed Flexibl	e Protected	-	1 Oleanin	_		Caltrops (12)	16	
Garrison Chinese style	INFANTRY	Poor	Experienced	_	_	44	Combat Shy (-9)	8	4
missile troops	Formed Loose	Unprotected	Crossbow	_	_	77	Comoat Sily (-7)	32	-
Bolt shooters behind	ARTILLERY	Average	Experienced	_	Barricades	162	_	0	2
fortifications	Skirmisher	Unprotected	Light Art		Darricades	102		2	4
Chinese style archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	46
Chinese style archers	Skirmisher	Unprotected	Bow	-	Combat Shy	50	-	6	4,6

CHINESE DOMINATED VIETNAM



HILL TRIBESMEN									
Axemen and spearmen	INFANTRY	Average	Unskilled			53	Melee Expert (16),	12*	4,6
Axemen and speamen	Tribal Loose	Protected	Javelin	-	-	00	Shoot & Charge (6)	64	4,0
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	8*	1
	Tribal Loose	Unprotected	Bow	-	-	70		32	4
Replace archers with	INFANTRY	Average	Experienced			53	Combat Shy (-14)		1
crossbowmen	Tribal Loose	Unprotected	Crossbow	-	-	00	Compatibility (-14)	Any	4
Shieldless skirmishers	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	<u>-</u>	-	52	Combat Shy (-4)	12	4,0

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

HAN REBELS



ARMY COMMANDER	1	Any			DATES		17 CE to 205 CE		
SUB-GENERALS	0-2	Any			TERRAIN		Coastal, Mountains, Fo	rest	
Internal Allied Genera	ALS 1-3	Any			САМР		Fortified or Unfortified;	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	0	4
	Formed Loose	Protected	Crossbow	IVICA I OICAIIII	51100t & Charge	100	Dismoditable (b)	4	
Horse archers	CAVALRY	Average	Experienced	_	_	125	Combat Shy (-28)	0	4
Torse archers	Formed Flexible	Protected	Bow	_	_	120	Comoat Sily (-20)	12	
Dependent state cavalry	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0	4
	Formed Flexible	Unprotected	Bow			<i>y</i> 1	Tviciee Expert (10)	8	<u>'</u>
Close fighters with ji	INFANTRY	Average	-	Polearm	_	92	Combat Shy (-22),	4	4
	Formed Flexible	Protected	-	1 Olcaliii	-	72	Caltrops (20)	16	<u>'</u>
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14),	4	4
	Formed Loose	Unprotected	Crossbow	_	_	07	Caltrops (13)	16	
Convict labour troops	INFANTRY	Poor	-			20	Combat Shy (-9)	0	4,6
	Tribal Loose	Unprotected	-			20	Combat Sity (-7)	6	4,0
Peasant rebels	INFANTRY	Average	-		Devastating Chargers	39	Combat Shy (-14)	12	6
- Casairt icocis	Tribal Loose	Unprotected	-	_	Devastating Chargers	07	Combat Sily (-14)	60	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
OKIIIII0IICI3	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	12	4,∪

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

EASTERN HAN



ARMY COMMANDER		1	Any Professional			DATES		25 CE to 208 CE		_
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains, Fo	rest	
Internal Allied Genera	ALS	0-1	Any Professional			САМР		Fortified or Unfortified;	Poor or Av	rerage
	ТүрЕ									
	TRAINING AN	ND .	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	1	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
STANDING ARMY										
Yueji guard cavalry	CAVALRY	7	Superior	Experienced	Mtd Polearm	Shoot & Charge	206	Dismountable (7)	0	1
	Formed Loc	se	Protected	Crossbow			200		8	4
Fubing	INFANTR	Y	Superior	-	Polearm		136	Caltrops (28)	0	1
1 dolling	Drilled Flexi	ble	Protected	-	1 Olcallii		150	Cardops (20)	8	— 4
Sheseng	INFANTR'	Y	Average	Skilled			105	Caltrops (20)	0	1
Jileselig	Drilled Loo	se	Protected	Crossbow	_		100	Card Ops (20)	4	
Standing army close fighters	INFANTR	Y	Average	-	Polearm		97	Caltrops (20)	0	1
with ji	Drilled Flexi	ble	Protected	-	1 Olcallii		<i>)</i> /	Cardops (20)	12	-
Standing army crossbowmen	INFANTR	Y	Average	Experienced	_	_	85	Combat Shy (-22),	0	4
	Drilled Loo	se	Protected	Crossbow	-	-	00	Caltrops (20)	12	7

EASTERN HAN



VOLUNTEER ARMY									
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	0	
	Formed Loose	Unprotected	Crossbow	Ivita i olcanni	Jiloot & Charge	11/	Distribultable (5)	4	-
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		1
	Formed Loose	Protected	Crossbow	Ivita i olcanni	Jiloot & Charge	100	Distribultable (5)	All or none	-
Close fighters with man	INFANTRY	Average	-	Long Spear	_	91	Combat Shy (-22)	0	1
Close fighters with mao	Formed Flexible	Protected	-	Long Spear	_	71	Controat only (-22)	4	
Close fighters with yan	INFANTRY	Average	-	Short Spear		77	Combat Shy (-22)	0	1
Close lighters with yall	Formed Flexible	Protected	-	Short spear	-	//	Compat Sily (-22)	4	4
Class fightoms with ii	INFANTRY	Average	-	Polearm		92	Combat Shy (-22),	4*	
Close fighters with ji	Formed Flexible	Protected	-	rolealiii	-	92	Caltrops (20)	16	4
Cracahayyman	INFANTRY	Average	Experienced			59	Combat Shy (-14),	8*	1
Crossbowmen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	39	Caltrops (13)	16	4

EASTERN HAN



OTHER TROOPS									
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1
1 lorse archers	Formed Flexible	Unprotected	Bow	-	-	24	Collidat Sily (-10)	12	4
Upgrade horse archers	CAVALRY	Average	Experienced	_	_	125	Combat Shy (-28)		4
opgrade noise archers	Formed Flexible	Protected	Bow	<u>-</u>		120	Collidat Sily (-20)	All or none	7
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	Short Spear		135	Melee Expert (23)	0	1
	Formed Flexible	Protected	Bow	Short Spear		100	Tviciec Expert (20)	12	7
Dependent state cavalry	CAVALRY	Average	Experienced	_		94	Melee Expert (15)	0	1
Dependent state cavalry	Formed Flexible	Unprotected	Bow) 1	Tviciec Expert (10)	8	7
Convict labour troops	INFANTRY	Poor	-			20	Combat Shy (-9)	0	4,6
Convict labour troops	Tribal Loose	Unprotected	-			20	Collidat Sily (-7)	6	4,0
Tribal auxiliaries	INFANTRY	Average	-		Devastating Chargers	60	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	-		Devastating Chargers	00	Collidat Sily (-22)	12	4,0
Stand mounted bolt shooters	ARTILLERY	Average	Experienced			146	Barricades (16)	0	2
Stand mounted bolt shooters	Skirmisher	Unprotected	Light Art	-	-	140	Dallicades (10)	2	2
Skirmiching archare	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
kirmishing archers	Skirmisher	Unprotected	Bow	-	- Combat Sny		-	12	→,∪

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.

Βυγεο



ARMY COMMANDER	1	Any Instinctive	Any Instinctive			DATES		49 CE to 347 CE			
Sub-Generals	0-	3 Any Instinctive			TERRAIN		Standard, Forest				
Internal Allied Gener	ALS				САМР		Unfortified or Flexible	rage			
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT 0 RY	BASE	O PTIONAL	Min			
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	_	161	<u>_</u>	0	4		
	Formed Loose	Protected	Bow	Short Spear		101		12	7		
Cavalry	CAVALRY	Average	Experienced	Short Spear		125		8	1		
Cavalry	Formed Loose	Protected	Bow	Bilore Bpear		120		32	7		
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	4		
7 Heriers	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	12	7		
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1		
	Skirmisher	Unprotected	Bow	<u>-</u>	-	70	Comfoat Sify (-4)	8	4		
Ungrada ckirmichina horca	CAVALRY	Average	Experienced								
Upgrade skirmishing horse archers	Skirmisher	Unprotected	Bow	- -	Cantabrian	86	Combat Shy (-4)	All or none	4		
Ckirmiahara	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6		
Skirmishers	Skirmisher	Unprotected	Bow	<u>-</u>	- Combat Shy	50	-	12	4,0		

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

SOUTHERN XIONGNU



ARMY COMMANDER	1	Any			DATES		50 CE to 303 CE		
Sub-Generals	0-2	Any			TERRAIN		Standard, Plains		
Internal Allied Genera	0-1	Any			САМР		Unfortied; Poor or Ave	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	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	4
Dest cavally	Formed Loose	Protected	Bow	Short Spear	-	101	Melee Expert (32)	4	4
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear		125		4	4
Heavy Cavally	Formed Loose	Protected	Bow	Short Spear	-	120	-	24	4
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148			4
Opgrade neavy cavally	Formed Loose	Protected	Bow	Short Spear	Meiee Expert	140	- -	Up to half	4
Lighter cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	4
Ligitter Cavalry	Formed Flexible	Unprotected	Bow	<u>-</u>	-	7 4	Combat sily (-10)	24	4
Upgrade ligher cavalry	CAVALRY	Average	Skilled			129	Combat Shy (-18)		4
Opgrade ligher cavalry	Formed Flexible	Unprotected	Bow	- -	-	149	Compatibility (-10)	Up to half	4
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	0	4
Chinese close lighters with Ji	Formed Flexible	Protected	-	roleann	-	30	Comoat sny (-15)	12	4
Chinese crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	0	4
Cilliese crossbowilleii	Formed Loose	Unprotected	Crossbow	- -	-	44	Combat Sily (-9)	24	4
Chirminhing horse and are	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	4
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Sily (-4)	8	4
I In and a altimatiching have	CAVALRY	Average	Experienced						
Upgrade skirmishing horse archers	Skirmisher	Unprotected	Bow	- -	Cantabrian	86	Combat Shy (-4)	All or none	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4.6

Bow

Combat Shy

50

Skirmishing archers

Skirmisher

Unprotected

SOUTHERN XIONGNU



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

XIANBEI



ARMY COMMANDER 1 Any Inst		Any Instinctive	y Instinctive				90 CE to 300 CE			
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERA	0-1	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Avera	age	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	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	Short Spear		170	Wielee Expert (02)	4	-	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear		125		4	4	
Treavy Cavarry	Formed Loose	Protected	Bow	Short Spear	-	120	-	16		
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148			4	
	Formed Loose	Protected	Bow	Short Spear	Wielee Expert	140		Up to half	-	
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	16	4	
1101SE dICHEIS	Formed Flexible	Unprotected	Bow	<u>-</u>	-	7 4	Comoat sily (-10)	56		
Upgrade horse archers	CAVALRY	Average	Skilled			129	Combat Shy (-18)		4	
opgrade noise archers	Formed Flexible	Unprotected	Bow			127	Controat Sity (-10)	Up to half	-	
Defecting Han close fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	0	4	
	Formed Flexible	Protected	-	TOICAIIII		30	Controat Sity (-13)	4		
Defecting Han missile troops	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	0	4	
	Formed Loose	Unprotected	Crossbow	_		77	Combat Sity (-7)	12		
Foot archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	Λ	
	Tribal Loose	Unprotected	Bow	<u>-</u>		40	Comoat sily (-14)	8	-	
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	4	
	Skirmisher	Unprotected	Bow	_		70	Combat Sily (-4)	8		
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		4	
archers	Skirmisher	Unprotected	Bow	_	Carraorian		Comfout only (-4)	All or none	г	
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	4,6	
ONITHIBITEIS	Skirmisher	Unprotected	Bow	_	Compatibily	00	-	12	7,0	

XIANBEI



Notes

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

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

	Army Co.	mmander	Sub-ge	neral	Ally general		
Type of 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 GENER	ALS	0-1	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Axemen and spearmen	INFANTR	Y	Average	Unskilled			53	Melee Expert (16),	6	1,2
Axemen and speamen	Tribal Loo	se	Protected	Javelin	-	-	00	Shoot & Charge (6)	Min Max	1,2
Archers	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	4	1,2
Archers	Tribal Loo	se	Unprotected	Bow	-	-	40	Compatibility (-14)	24	1,2
Replace archers with	INFANTR	Y	Average	Experienced			53	Combat Shy (-14)		1,2
crossbowmen	Tribal Loo	se	Unprotected	Crossbow	-	-	<i>J</i> 3	Compatibility (-14)	Any	1,2
Shieldless skirmishers	INFANTR	Y	Average	Experienced			32	Combat Shy (-4)	0	1,2
SHIEIGIESS SKIIIIIISHEIS	Skirmishe	r	Unprotected	Javelin	-	-	34	Compat Sily (-4)	6	— 1,Z
CHANGES FROM LAST	VERSION									

NT 1.

New list.

EARLY WARRING STATES



ARMY COMMANDER	1	Any Professional			DATES	DATES			
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Moi	ıntains	
Internal Allied Genera	ALS 0-1	Any Professional							
	ТүрЕ								
	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		Melee Expert	133	Shoot & Charge (10)	0	1,2
Che - chanots	Formed Loose	Protected	Crossbow	-	Meiee Expert	155	Shoot & Charge (10)	4	1,4
	CHARIOTS	Average	Experienced				Shoot & Charge (10),	0	
Regrade chariots				Short Spear	Melee Expert	143	Devastating Chargers		1,2
	Formed Loose	Protected	Crossbow				(13)	4	
Class fighters with ii	INFANTRY	Average	-	I and Char		91	Integral Shooters (6),	2	1,2
Close fighters with ji	Formed Flexible	Protected	-	Long Spear	-	91	Combat Shy (-22)	12	1,2
Upgrade best close fighters	INFANTRY	Superior	-	I and Char		128	Integral Shooters (8),	0	1,2
Opgrade dest close lighters	Formed Flexible	Protected	-	Long Spear	-	120	Combat Shy (-31)	4	1,2
Conscripts with ji	INFANTRY	Poor	-	Long Spear		49	Integral Shooters (4),	3	2,3
Conscripts with Ji	Tribal Flexible	Protected	-	Long Spear	-	47	Combat Shy (-13)	16	2,3
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	0	1,2
Crossoowinen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	Jy	Compatibility (-14)	4	1,2
Upgrade best crossbowmen	INFANTRY	Average	Skilled			79	Combat Shy (-14)		1,2
Opgrade Dest crossoowinen	Formed Loose	Unprotected	Crossbow			//	Combat Sily (-14)	Up to half	1,2
Hu barbarians	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1,2
Tiu dardarians	Skirmisher	Unprotected	Bow			70	Combat Sily (-4)	4	1,2
Upgrade Hu barbarians	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow		Cantaonan		(-1)	All or none	1,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50		0	1,2
ominibility arcticis	Skirmisher	Unprotected	Bow		Comfout only			6	1,4

EARLY WARRING STATES



Notes

All infantry UGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

MIDDLE WARRING STATES



ARMY COMMANDER		1	Any Professional			DATES		355 BCE to 278 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mou	ıntains	
Internal Allied Genera	ALS	0-1	Any Professional							
	ТүрЕ									
	TRAINING AN	Ι D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	ī	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Che - Battle chariots	CHARIOT	S	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	1,2
One Battle charles	Formed Loo	se	Protected	Crossbow	Short Spear	Tricles Hapere	110	(13)	4	1,2
Heavy cavalry	CAVALRY	7	Average	Experienced	Mtd Polearm		148	Dismountable (5)	0	1,2
Heavy Cavally	Formed Loo	se	Protected	Crossbow	IVIIII I Olealiii	-	140	Distributitable (3)	2	1,2
Close fighters with ji	INFANTR'	Z	Average	-	Long Spear		96	Integral Shooters (6),	2	1,2
Close lighters with Ji	Drilled Flexil	ole	Protected	-	Long Spear	-	90	Combat Shy (-22)	12	1,2
Upgrade best close fighters	INFANTRY	<u> </u>	Superior	-	Long Spear		135	Integral Shooters (8),	0	1,2
Opgrade dest close lighters	Drilled Flexil	ole	Protected	-	Long Spear	-	130	Combat Shy (-31)	4	1,2
Conscripts with ji	INFANTR'	Z	Poor	-	Long Spear		55	Integral Shooters (4),	3	2,3
Conscripts with ji	Formed Flexi	ble	Protected	-	Long Spear	-	00	Combat Shy (-13)	16	2,0
Regrade conscripts with	INFANTR'	Z	Poor	-	Polearm		56	Integral Shooters (4),		2,3
polearms	Formed Flexi	ble	Protected	-	1 Oleanin	-	50	Combat Shy (-13)	Any	2,0
Crossbowmen	INFANTR'	Z	Average	Experienced			63	Combat Shy (-14)	0	1,2
Crossoowinen	Drilled Loos	se	Unprotected	Crossbow	-	-	03	Collidat Sily (-14)	6	1,2
Upgrade best crossbowmen	INFANTR?	<u> </u>	Average	Skilled			83	Combat Shy (-14)		1,2
Opgrade best crossbowillen	Drilled Loos	se	Unprotected	Crossbow	-	-	03	Collidat Sily (-14)	Up to half	1,2
Conscript crossbowmen	INFANTR?	Z	Poor	Experienced			44	Combat Shy (-9)	3	2,3
Conscript crossoowmen	Formed Loo	se	Unprotected	Crossbow		<u> </u>	44	Compatibility (-9)	12	∠,∪
Wuqiujiu - clubmen	INFANTR:	Z	Superior	-		Melee Expert	79		0	1,2
vv uqrujiu - ciubinien	Formed Flexi	ble	Unprotected	-	-	Meiee Expelt	/ 7	-	4	1,4

MIDDLE WARRING STATES



Light cavalry or Hu	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1,2
Light cavally of 11u	Skirmisher	Unprotected	Bow			70	Compatibility (-4)	8	1,4
Upgrada light cayalry or Hu	CAVALRY	Average	Experienced	Canta	hrian	86	Combat Shy (-4)		1.2
Upgrade light cavalry or Hu	Skirmisher	Unprotected	Bow	- Cantabrian	aUllall	00	Combat Sify (-4)	Up to half	1,2
Bolt shooters behind	ARTILLERY	Average	Experienced	Porri	cades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	- Daille	caues	102	-	2	1,2
Skirmishing archers	INFANTRY	Average	Experienced	Comb	at Shy	50		0	1,2
Skiiiiisiiiig aicheis	Skirmisher	Unprotected	Bow	- Collid	at Sily	50	-	6	1,4

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

QIN



ARMY COMMANDER		1 Any Professional			DATES		335 BCE to 206 BCE		
SUB-GENERALS	()-3 Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS)-1 Any Professional							
	Түре								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Мах	UG Sizi
Che - Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	1,2
Circ Charlots	Formed Loos	Protected	Crossbow	Short Spear	Tvicice Expert	110	(13)	4	1,2
Heavy cavalry	CAVALRY Formed Loos	Average Protected	Experienced Crossbow	Mtd Polearm	-	148	Dismountable (5)	0 2	1,2
Close fighters armed with ji	INFANTRY Formed Loos	Average Protected	-	Polearm	Devastating Chargers	92	Integral Shooters (6)	2 8	1,2
Elite close fighters armed with ji	INFANTRY Formed Loos	Superior Protected	-	Polearm	Devastating Chargers	129	Integral Shooters (8)	Up to half	1,2
Crossbowmen	INFANTRY Formed Loos	Average Protected	Experienced Crossbow	_	-	80	Combat Shy (-22)	0 4	1,2
Elite missile troops	INFANTRY Formed Loos	Average Protected	Skilled Crossbow	_	-	100	-	Up to half	1,2
Conscript close fighters	INFANTRY Tribal Loose	Average Protected	-	Polearm	Devastating Chargers	82	Combat Shy (-22)	4 16	1,2
Conscript missile troops	INFANTRY Tribal Loose	Average Unprotected	Experienced Crossbow	-	-	53	Combat Shy (-14)	4 12	1,2
REGRADE CONSCRIPT TROG	PS AS A MIXEI	TuG of 1/2 close	FIGHTERS, 1/2 MISS	SILE TROOPS					
Close fighters	INFANTRY Tribal Flexible	Average	Experienced Crossbow	Polearm	-	102	Combat Shy (-22)	All or none	2
Missile troops	INFANTRY Tribal Loose	Average Unprotected	Experienced Crossbow	-	-	53	Combat Shy (-14)		

QIN

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TA	V	51/		A) CA	
Har		10	RI	AL	ΛŤ

								7	
Conscripted levies	INFANTRY	Poor	-		Devastating Chargers	24	Combat Shy (-9)	0	2,3
Conscripted levies	Tribal Loose	Unprotected	-	-	Devastating Chargers	24	Collidat Sily (-9)	8	2,0
Light cavalry or Hu	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1,2
Light Cavally of Fiu	Skirmisher	Unprotected	Bow	-	- -	70	Collidat Sily (-4)	6	1,4
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
Opgrade light cavally of 11d	Skirmisher	Unprotected	Bow	-	Calitatiiali	00	Combat Sily (-4)	All or none	1,4
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Archers	Skirmisher	Unprotected	Bow	-	Combat sily	50	-	6	$1, \angle$

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, Mo	untains	
Internal Allied Gener,	ALS 0	-1 Any Professional							
	ТүрЕ	,							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Siz
Che - Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	0	1,2
Circ Charlow	Formed Loose	Protected	Crossbow	briore opear	Tvicice Expere	110	(13)	4	1,2
Heavy cavalry	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	Mtd Polearm	-	148	Dismountable (5)	0 2	1,2
Close fighters armed with ji	INFANTRY Drilled Flexible	Average Protected	-	Polearm	-	97	Integral Shooters (6)	2 12	1,2
Elite close fighters armed with ji	INFANTRY Drilled Flexible	Superior Protected	-	Polearm	-	136	Integral Shooters (8)	0 4	1,2
Crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	_	-	85	Combat Shy (-22)	0 6	1,2
Elite missile troops	INFANTRY Drilled Loose	Average Protected	Skilled Crossbow	_	-	105	-	Up to half	1,2
Conscript close fighters	INFANTRY Formed Flexibl	Poor e Protected	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	3 16	2,3
Conscript missile troops	INFANTRY Formed Loose	Poor Unprotected	Experienced Crossbow	-	-	44	Combat Shy (-9)	3 12	2,3
REGRADE CONSCRIPT TROC	OPS AS A MIXED	•	FIGHTERS, 2/3 MIS	SILE TROOPS					
Close fighters	INFANTRY Formed Flexibl	Poor	-	Polearm	-	56	Combat Shy (-13)	All or none	3
Missile troops	INFANTRY Formed Loose	Poor	Experienced Crossbow	-	-	44	Combat Shy (-9)		

LATER WARRING STATES



Light appealmy on Live	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1.2
Light cavalry or Hu	Skirmisher	Unprotected	Bow	-	-	70	Comoat sny (-4)	8	1,2
Upgrade light cavalry or Hu	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1.2
	Skirmisher	Unprotected	Bow	-	Cantaonan			Up to half	1,2
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	_	Dailicaucs	102		2	1,2
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	1,2

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

QIANG



ARMY COMMANDER		Any Instinctive			DATES		315 BCE to 300 CE		
Sub-Generals	0.1	Any Instinctive			_				
	0-1	<u>'</u>			TERRAIN		Mountains		
INTERNAL ALLIED GENERA	1.5 0-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Average	Experienced	Short Spear	_	135	Melee Expert (23)	0	1,2
Cavany	Formed Flexible	Protected	Bow	Short Spear		100	Tvicice Expert (20)	6	1,2
Upgrade cavalry	CAVALRY	Superior	Experienced	Short Spear	_	175	Melee Expert (32)	0	1,2
opgrade cavarry	Formed Flexible	Protected	Bow	Shore Spear		170	Tvicice Expert (02)	2	1,2
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	Integral Shooters (8),	0	1,2
Dest infaira y	Tribal Loose	Protected	-	Shore Spear		00	Combat Shy (-31)	6	1,2
Infantry	INFANTRY	Average	-	Short Spear	_	57	Integral Shooters (6),	6	1,2
	Tribal Loose	Protected	-				Combat Shy (-22)	36	1,2
Foot archers	INFANTRY	Average	Experienced	-	_	48	Combat Shy (-14)	0	1,2
1 Oot archers	Tribal Loose	Unprotected	Bow		_		Contout Sity (11)	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	_	0	1,2
Skiiilisiiliig archeis	Skirmisher	Unprotected	Bow				-	6	1,2
LESSER YUEZHI CONTINGE	NT (FROM 184 ТО	221 CE)							
TT 1	CAVALRY	Average	Experienced	C1 . C	М 1 Г	1.40		0	1.0
Heavy cavalry	Formed Loose	Protected	Bow	Short Spear	Melee Expert	148	-	2	1,2
Liahtar anyalm	CAVALRY	Average	Experienced			94	Combat Chry (10)	2*	1.0
Lighter cavalry	Formed Flexible	Unprotected	Bow	-	-	94	Combat Shy (-18)	8	1,2
I Imarada liahar aszzaluz	CAVALRY	Average	Skilled			129	Combat Chry (10)		
Upgrade ligher cavalry	Formed Flexible	Unprotected	Bow		<u>-</u>	149	Combat Shy (-18)	Up to half	
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Skillinstillig Horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	2	1,4

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

YUEZHI



ARMY COMMANDER	1	Any Instinctive			DATES		300 BCE to 150 BCE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Genera	ALS 0-1	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
Cataphracts	CAVALRY	Superior	-	Long Spear	Shove	199		0	1,2
Сагаринасы	Tribal Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	199	-	2	1,4
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148		0	1,2
	Formed Loose	Protected	Bow		Melee Expert	140		6	1,2
Lighter cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	4	1,2
Ligittei Cavaliy	Formed Flexible	Unprotected	Bow	-	-	7 4	Collidat Sily (-10)	28	1,2
Upgrade ligher cavalry	CAVALRY	Average	Skilled			129	Combat Shy (-18)		1,2
Opgrade ligher cavally	Formed Flexible	Unprotected	Bow	-	-	129	Combat Sily (-10)	Up to half	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1.2
Skillinshing horse archers	Skirmisher	Unprotected	Bow	-	-	70	Compatibility (-4)	4	1,2
Upgrade Skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow	-	Cantaunan		Compatibility (-4)	All or none	1,4
Notes									

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

DIAN TRIBES



ARMY COMMANDER	1	Any Instinctive			DATES		295 BCE to 176 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Gener	ALS 0-2	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Ркотестіон	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
Best cavalry	CAVALRY	Superior	-	Short Spear		126		0	1,2
Dest cavally	Formed Loose	Protected	-	31101t Spear	-	120	-	2	1,2
Cavalry	CAVALRY	Average	-	Short Spear		90		2	1,2
Cavally	Formed Loose	Protected	-	31101t Spear	-	90	-	6	1,2
DIAN TRIBES AT ANY DATE	Ξ								
Ava and Dagger Ave men	INFANTRY	Average	-	Polearm		82		4	1,2
Axe and Dagger-Axe men	Tribal Flexible	Protected	-	1 Olealiii	<u>-</u>	02	-	16	
Pikemen	INFANTRY	Average	-	Long Spear		76		4	1,2
	Tribal Close	Protected	-			70		16	1,2
Crossbowmen	INFANTRY	Average	Experienced	_	_	53	Combat Shy (-14)	0	1,2
Crossoowinen	Tribal Loose	Unprotected	Crossbow	_			Combat Sily (-14)	6	1,2
ONLY DIAN KINGDOM BEF	FORE 82 BCE								
Axe and Dagger-Axe men	INFANTRY	Average	-	Polearm		92		4	1,2
The alla Dagger-The Illeli	Formed Flexible	Protected	-	1 Olealiii	-	94	-	16	1,2
Pikemen	INFANTRY	Average	-	Long Spear		86		4	2
1 IKCIIICII	Formed Close	Protected	-	Long Spear	_	00	-	16	
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	1,2
Grossoowinen	Formed Loose	Unprotected	Crossbow			07	Comoat Sily (11)	6	1,2
Horse archers	CAVALRY	Average	Experienced			70	Combat Shy (1)	0	1,2
LIOISE GICHEIS	Skirmisher	Unprotected	Bow	-	-	/0	Combat Shy (-4)	4	_ 1 <i>,</i> ∠
Regrade horse archers	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
regiane moise archers	Skirmisher	Unprotected	Bow	-	Cantaunan	00	Compat 311y (-4)	All or none	2,∠

DIAN TRIBES



Javelinmen	INFANTRY	Average	Experienced	_		32	Combat Shy (-4)	0	1.2
	Skirmisher	Unprotected	Javelin	<u>-</u>		02	Combat Sily (-4)	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1 2
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Controat Sily	00		4	1,4
CAVALRY INFLUENCED BY	S АҚА (FROM 200	BCE)							
Regrade best cavalry	CAVALRY	Superior	Experienced			147			1.2
Regiate Dest Cavally	Formed Loose	Protected	Bow	-	-	14/	-	All or none	1,4
Regrade cavalry	CAVALRY	Average	Experienced	_		115			1.2
Tegrade cavally	Formed Loose	Protected	Bow	<u>-</u>	_	110	_	All or none	1,2

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

XIONGNU



ARMY COMMANDER	1	Any Instinctive			DATES		250 BCE to 155 CE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Plains		
Internal Allied Genera	ALS 0-1	Any Instinctive							
	ТүрЕ								
	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
Desi cavarry	Formed Loose	Protected	Bow	Short Spear		101	Wielee Expert (02)	2	1,2
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	_	2	1,2
Ticavy cavally	Formed Loose	Protected	Bow	Short Spear		120		8	1,2
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	_		1,2
——————————————————————————————————————	Formed Loose	Protected	Bow	Short Spear	Ividice Expert	140	_	Up to half	1,2
Lighter cavalry	CAVALRY	Average	Experienced	-	_	94	Combat Shy (-18)	4	1,2
	Formed Flexible	Unprotected	Bow			7 7	Combat Sily (-10)	28	1,2
Upgrade ligher cavalry	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow			127	Combat Sity (10)	Up to half	1,2
Foot archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow			10	Combat Sity (11)	4	1,2
Tribal auxiliaries	INFANTRY	Average	-	_	Devastating Chargers	60	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	-		Devastating Chargers		Goillout Billy (22)	10	1,2
Levy	INFANTRY	Average	-	Short Spear	_	38	Combat Shy (-14)	0	1,2
Levy	Tribal Loose	Unprotected	-				Combat bily (11)	4	1,2
Subject Di infantry	INFANTRY	Average	-	Short Spear	_	57	_	0	1,2
	Tribal Loose	Protected	-	Bhort Bpear		07		16	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow			7.0		8	1,2
Upgrade Skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow		Gairaonan	00	Goillout Dily (1)	Up to half	1,4

XIONGNU

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ET	GLORIAN	H

Subject Di archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	6	1,4

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Nanyue



© Simon Hall

ARMY COMMANDER		1	Any			DATES		207 BCE to 111 BCE		
SUB-GENERALS		0-3	Up to 1 Any Professi	onal, remainder Any	Instinctive	TERRAIN		Standard, Coastal, Jung	le	
Internal Allied Genera	ALS	0-1	Hill tribe ally - Any Iı	nstinctive						
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chinese style heavy cavalry	CAVALR	Y	Average	Experienced	Mtd Polearm		148	Dismountable (5)	0	1,2
	Formed Lo	ose	Protected	Crossbow	Ivita i oleanii		140	Disilioulitable (5)	2	1,2
Chinese style close fighters	INFANTE		Average	-	Polearm		97		2	1,2
Chinicse style close lighters	Drilled Flex		Protected	-	1 Olcaliii	-)	-	6	1,2
Chinese style missile troops	INFANTE		Average	Experienced	_	_	85	Combat Shy (-22)	2	1,2
	Drilled Lo		Protected	Crossbow	_	_	00	Contoat Sity (-22)	12	1,2
Garrison Chinese close style	INFANTE		Poor	-	Polearm	_	56	Combat Shy (-13)	0	2,3
close fighters	Formed Flex		Protected	-	1 Olcaiiii			Combat Sify (-10)	6	2,0
Garrison Chinese close style	INFANTE		Poor	Experienced	_	_	44	Combat Shy (-9)	0	2,3
missile troops	Formed Lo		Unprotected	Crossbow					12	
Bolt shooters behind	ARTILLEF		Average	Experienced	_	Barricades	162	<u>-</u>	0	1,2
fortifications	Skirmishe		Unprotected	Light Art		Darricages	102		2	1,2
Skirmishers	INFANTE		Average	Experienced	_	Combat Shy	50	_	0	1,2
	Skirmishe	er	Unprotected	Bow		Goineacony			6	1,2
HILL TRIBESMEN										
A 1	INFANTE	Υ	Average	Unskilled			<i>-</i>	Melee Expert (16),	6**	1.0
Axemen and spearmen	Tribal Loc	se	Protected	Javelin	-	-	53	Shoot & Charge (6)	16	1,2
A 1	INFANTE	Υ	Average	Experienced			40	C 1 (1 (14)	4**	1.0
Archers	Tribal Loc	se	Unprotected	Bow	-	-	48	Combat Shy (-14)	12	1,2
Replace archers with	INFANTE	Υ	Average	Experienced			52	Combat Chry (14)		1.2
crossbowmen	Tribal Loc	se	Unprotected	Crossbow	-	-	53	Combat Shy (-14)	Any	1,2
Shieldless skirmishers	INFANTR	Υ	Average	Experienced			32	C 1 + C1 / 4)	0	1.0
Silielaless skimilishers	Skirmishe	er	Unprotected	Javelin	-	-	32	Combat Shy (-4)	6	1,2

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, F	orest	
Internal Allied Gen	ERALS	0-1	Any Professional							
	Түрв									
	Training an	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	OPTIONAL	Men	
Name	Formation	1	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
STANDING ARMY TR	00 РS									
Heavy cavalry	CAVALRY	[Average	Experienced	Mtd Polearm	Shoot & Charge	168	Dismountable (5)	0	1,2
Ticavy cavally	Drilled Loo	se	Protected	Crossbow	Ivita i oleanii	51100t & Charge	100	Distribultable (b)	6	1,2
Close fighters with ji	INFANTRY	Y	Average	-	Polearm		97	Caltrops (20)	0	1,2
Close lighters whili ji	Drilled Flexi	ble	Protected	-	Tolcalli	-	71	Cardops (20)	6	1,2
Crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22),	0	1,2
Clossoomillell	Drilled Loo	se	Protected	Crossbow	-	-	00	Caltrops (20)	6	1,2
REGRADE STANDING AR	ΜΥ ΤROOPS AS A	MIX	ED TUG OF 1/2 CLO	SE FIGHTERS, 1/2	MISSILE TROO	PS				
Class fields	INFANTR	Y	Average	Experienced	Polearm		117	Combat Shy (-22),		2
Close fighters	Drilled Flexi	ble	Protected	Crossbow	Polearm	-	11/	Caltrops (20)	All or none	<i>L</i>
Missile troops	INFANTR	Y	Average	Experienced			85	Combat Shy (-22),		
iviissiie noobs	Drilled Loo	se	Protected	Crossbow	- -	-	00	Caltrops (20)		

WESTERN HAN



CONSCRIPT ARMY TROO	эps								
Conscript heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	4*	1,2
	Formed Loose	Unprotected	Crossbow			11/		16	1,4
Upgrade conscript heavy	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		1,2
cavalry	Formed Loose	Protected	Crossbow	IVITA I OTCAIIII		100		All or none	1,4
Conscript close fighters with	INFANTRY	Average	-	Polearm		92	Combat Shy (-22),	2**	1,2
ji	Formed Flexible	Protected	-	I OICAIIII		<i>7</i> Δ	Caltrops (20)	8	1,4
Conscript crossbowmen	INFANTRY	Average	Experienced		_	59	Combat Shy (-14),	4**	1,2
Conscript crossbowings	Formed Loose	Unprotected	Crossbow				Caltrops (13)	8	1,4
REGRADE CONSCRIPT ARMY	TROOPS AS A MIX	ED TUG OF 1/2 CLO	se fighters, 1/	2 MISSILE TROOF	PS				
Conscript close fighters	INFANTRY	Average	Experienced	Polearm	_	112	Combat Shy (-22),		2
Conscript close righters =	Formed Flexible	Protected	Crossbow			114	Caltrops (20)	All or none	
Conscript missile troops	INFANTRY	Average	Experienced			59	Combat Shy (-14),		
Conscript missile troops	Formed Loose	Unprotected	Crossbow		-	J9	Caltrops (13)		

WESTERN HAN



OTHER TROOPS										
Battle chariots (before 100	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	143	Shoot & Charge (10), Devastating Chargers	~	1,2	
BCE)	Formed Loose	Protected	Crossbow	Short Spear	Merce Expert	140	(13)	2	1,2	
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1,2	
1 101sc arcticis	Formed Flexible	Unprotected	Bow			74	Combat Sily (-10)	6	1,4	
Upgrade horse archers	CAVALRY	Average	Experienced	_	_	125	Combat Shy (-28)		1,2	
opgrade noise archers	Formed Flexible	Protected	Bow	_	_	120	Collibat 511y (-20)	All or none	1,2	
Dependent state cavalry	CAVALRY	Average	Experienced			94	Melee Expert (15)	0	1,2	
(from 141 BCE)	Formed Flexible	Unprotected	Bow	-		74	Meice Expert (10)	6	1,4	
Conscript close fighters with	INFANTRY	Average	-	Long Spaar		91	Combat Shy (-22)	0	1,2	
mao	Formed Flexible	Protected	-	Long Spear	-	71	Combat 311y (-22)	4	1,4	
Conscript close fighters with	INFANTRY	Average	-	Short Spear		77	Combat Shy (-22)	0	1,2	
yan	Formed Flexible	Protected	-	3Hort Spear	-	//	Collidat Sily (-22)	4	1,4	
Convict labour troops	INFANTRY	Poor	-			20	Combat Shy (-9)	0	2,3	
Convict labour troops	Tribal Loose	Unprotected	-	· -	-	20	Combat Sily (-9)	4	2,3	
Stand mounted bolt shooters	ARTILLERY	Average	Experienced			146	Barricades (16)	0	1,2	
Stand mounted boit shooters	Skirmisher	Unprotected	Light Art	-	-	140	Danicades (10)	2	1,2	
Chirmaich in a prob ara	INFANTRY	Average	Experienced		Cambat Chi	50		0	1.0	
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	6	1,2	

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 pretection 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, Jung	;le	
Internal Allied Genera	0-1	Hill tribe ally - Any I	nstinctive						
	ТүрЕ								
	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
Elephants	Tribal Loose	Protected	-	<u>-</u>	SHOVE	240	-	2	1,2
Chinese style heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm		148	Dismountable (5)	0	1,2
	Formed Loose	Protected	Crossbow	IVIII I Oleanin	-	140	Distribulitable (0)	4	1,4
Chinese style close fighters	INFANTRY	Average	-	Polearm		97	Caltrops (20)	0	1,2
	Drilled Flexible	Protected	-	1 Oleanni		<i>)</i> /	Cardops (20)	4	1,2
Chinese style missile troops	INFANTRY	Average	Experienced	<u>.</u>	_	85	Combat Shy (-22),	0	1,2
	Drilled Loose	Protected	Crossbow			00	Caltrops (20)	8	1,2
Garrison Chinese style close	INFANTRY	Poor	-	Polearm	_	56	Combat Shy (-13),	2	2,3
fighters	Formed Flexible	Protected	-	1 Oleanin			Caltrops (12)	8	2,0
Garrison Chinese style	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	3	2,3
missile troops	Formed Loose	Unprotected	Crossbow			77	Collidat Sily (-7)	16	2,0
Bolt shooters behind	ARTILLERY	Average	Experienced	<u>.</u>	Barricades	162	_	0	1,2
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicaucs	102	<u>-</u>	2	1,4
Chinese style archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Cillicae style arcticis	Skirmisher	Unprotected	Bow	-	Compatibily	50	-	4	1,4

CHINESE DOMINATED VIETNAM



HILL TRIBESMEN									
Axemen and spearmen	INFANTRY	Average	Unskilled			53	Melee Expert (16),	6*	1,2
Axemen and speamen	Tribal Loose	Protected	Javelin				Shoot & Charge (6)	32	1,2
Archere	INFANTRY	Average	Experienced			48	Combat Shy (-14)	4*	1,2
Archers	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	16	1,4
Replace archers with	INFANTRY	Average	Experienced			53	Combat Shy (-14)		1,2
crossbowmen	Tribal Loose	Unprotected	Crossbow					Any	1,4
Shieldless skirmishers	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Silicidiess skiillisliels	Skirmisher	Unprotected	Javelin	-	-	34	Compatibily (-4)	6	1,2

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

HAN REBELS



ARMY COMMANDER		1	Any			DATES		17 CE to 205 CE		
SUB-GENERALS		0-2	Any			TERRAIN		Coastal, Mountains, Fo	rest	
Internal Allied Gene	RALS	1-3	Any							
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sızı
Heavy cavalry	CAVALE	Υ	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)	0	1,2
Ticavy cavally	Formed Lo	ose	Protected	Crossbow	Ivita i olcaiiii	SHOOL & Charge	100	Distribuitable (b)	2	1,2
Horse archers	CAVALE	Υ	Average	Experienced			125	Combat Shy (-28)	0	1,2
1 1018e dicileis	Formed Fle	xible	Protected	Bow	-	-	120	Combat Sily (-20)	6	1,2
Dependent state cavalry	CAVALE	Υ	Average	Experienced			94	Melee Expert (15)	0	1,2
Dependent state cavalry	Formed Fle	xible	Unprotected	Bow	_		74	Wielee Expert (10)	4	1,2
Close fighters with ji	INFANTI	RY	Average	-	Polearm		92	Combat Shy (-22),	2	1,2
Close lighters which ji	Formed Fle	xible	Protected	-	1 Olcailli		72	Caltrops (20)	8	1,2
Crossbowmen	INFANTI	RY	Average	Experienced			59	Combat Shy (-14),	2	1,2
Clossoowillen	Formed Lo	ose	Unprotected	Crossbow	_		07	Caltrops (13)	8	1,2
Convict labour troops	INFANTI	RY	Poor	-			20	Combat Shy (-9)	0	2,3
Convict labour troops	Tribal Loc	ose	Unprotected	-	_		20	Combat Sity (-7)	4	2,0
Peasant rebels	INFANTI	RY	Average	-		Devastating Chargers	39	Combat Shy (-14)	6	2,3
1 Casalle ICOCIS	Tribal Loc	ose	Unprotected	-	_	Devastating Chargers	07	Combat Sily (-14)	30	2,0
Skirmishers	INFANTI	RY	Average	Experienced	_	Combat Shy	50	_	0	1,2
OMITITIONICI 9	Skirmish	er	Unprotected	Bow	-	Combat Sily	50	-	6	1,4

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

EASTERN HAN



ARMY COMMANDER		1 Any Professional			DATES		25 CE to 189 CE		
SUB-GENERALS	0	-3 Any Professional			TERRAIN		Coastal, Mountains, Fo	rest	
INTERNAL ALLIED GENERA	1LS 0	-1 Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	М ах	UG SIZE
STANDING ARMY									
Yueji guard cavalry	CAVALRY	Superior	Experienced	Mtd Polearm	Shoot & Charge	206	Dismountable (7)	0	1,2
rueji guara cavany	Formed Loose	Protected	Crossbow	Ivita Foleanii	Shoot & Charge	200	Dismountable (7)	4	1,2
Fubing	INFANTRY	Superior	-	Polearm		136	Caltrops (28)	0	1,2
rubing	Drilled Flexible	Protected	-	1 Olealiii	-	130	Caldops (20)	4	1,2
Charana	INFANTRY	Average	Skilled			105	Caltrops (20)	0	1,2
Sheseng	Drilled Loose	Protected	Crossbow	-	-	100	Caldops (20)	4	1,2
Standing army close fighters	INFANTRY	Average	-	Polearm		97	Caltrops (20)	0	1,2
with ji	Drilled Flexible	Protected	-	1 Olealiii	-	97	Caluops (20)	6	1,2
Standing army crosshourman	INFANTRY	Average	Experienced			85	Combat Shy (-22),	0	1.2
tanding army crossbowmen	Drilled Loose	Protected	Crossbow	<u>-</u>	-	85	Caltrops (20)	6	1,2

EASTERN HAN



VOLUNTEER ARMY										
Heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	117	Dismountable (3)	0	1,2	
	Formed Loose	Unprotected	Crossbow	Ivita i olcanni	Jiloot & Charge	117	Distilloulitable (b)	2	1,2	
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Mtd Polearm	Shoot & Charge	158	Dismountable (5)		1,2	
Opgrade neavy cavally	Formed Loose	Protected	Crossbow	IVILU I Olealili	SHOOL & Charge	150	Distilloulitable (0)	All or none	1,2	
Close fighters with man	INFANTRY	Average	-	Long Spear	_	91	Combat Shy (-22)	0	1,2	
Close fighters with mao	Formed Flexible	Protected	-	Long Spear		91	Compatibility (-22)	4	1,2	
Close fighters with yan	INFANTRY	Average	-	C1 C		77	Combat Shy (-22)	0	1,2	
Close lighters with yah	Formed Flexible	Protected	-	Short Spear	-	//	Compatibility (-22)	4	1,4	
Class (infrass socials ::	INFANTRY	Average	-	Polearm		92	Combat Shy (-22),	4*	1.0	
Close fighters with ji	Formed Flexible	Protected	-	roleam	-	92	Caltrops (20)	8	1,2	
Crassharren	INFANTRY	Average	Experienced			59	Combat Shy (-14),	4*	1.0	
Crossbowmen	Formed Loose	Unprotected	Crossbow	-	-	39	Caltrops (13)	8	1,2	

EASTERN HAN



OTHER TROOPS									
Horse archers	CAVALRY	Average	Experienced		_	94	Combat Shy (-18)	0	1,2
1 1013C arcticis	Formed Flexible	Unprotected	Bow	_	_	74	Collibat Sily (-10)	6	1,2
Upgrade horse archers	CAVALRY	Average	Experienced	_		125	Combat Shy (-28)		1,2
opgrade noise archers	Formed Flexible	Protected	Bow	_		120	Combat Sily (-20)	All or none	1,2
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	Short Spear	_	135	Melee Expert (23)	0	1,2
Tiloai auxiliary Cavally	Formed Flexible	Protected	Bow	Siloit Spear	-	100	Tylelee Expert (23)	6	1,4
Dependent state cavalry	CAVALRY	Average	Experienced	_	<u>_</u>	94	Melee Expert (15)	0	1,2
Dependent state cavalry	Formed Flexible	Unprotected	Bow			74	Tvicice Expert (10)	4	1,2
Convict labour troops	INFANTRY	Poor	-	<u>_</u>	<u>_</u>	20	Combat Shy (-9)	0	2,3
Convict labour troops	Tribal Loose	Unprotected	-	_		20	Combat Sify (-7)	4	2,0
Tribal auxiliaries	INFANTRY	Average	-	_	Devastating Chargers	60	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	-	_	Devastating Chargers		Collidat Sily (-22)	6	1,2
Stand mounted bolt shooters	ARTILLERY	Average	Experienced			146	Barricades (16)	0	1,2
	Skirmisher	Unprotected	Light Art			140	Darricaucs (10)	2	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skirmishing archers	Skirmisher	Unprotected	Bow	- -	Combat Shy		<u>-</u>	6	1,4

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 Genera	ALS									
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Mŧn	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Best cavalry	CAVALRY	•	Superior	Experienced	Short Spear		161		0	1,2
Dest cavally -	Formed Loo	se	Protected	Bow	Short Spear	-	101	-	6	1,2
Carralar	CAVALRY	•	Average	Experienced	Short Spear		125		4	1,2
Cavalry	Formed Loo	se	Protected	Bow	Short Spear		120	-	16	1,2
Archers	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	1,2
Alcheis	Tribal Loos	е	Unprotected	Bow	-	-	40	Combat Sily (-14)	6	1,2
Skirmishing horse archers	CAVALRY		Average	Experienced			70	Combat Shy (-4)	0	1,2
Skiiillisiillig noise archeis	Skirmisher		Unprotected	Bow	-	-	70	Combat Sily (-4)	4	1,∠
Upgrade skirmishing horse	CAVALRY		Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher		Unprotected	Bow	-	Cantaonan	00	Combat Shy (-4)	All or none	1,∠ e
Clairmaigh ara	INFANTRY	7	Average	Experienced		CambatChy	50		0	1.0
kirmishers	Skirmisher		Unprotected	Bow	-	Combat Shy	50	-	6	1,2
ATTIES										

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

SOUTHERN XIONGNU



ARMY COMMANDER	1	Any			DATES		50 CE to 303 CE		
SUB-GENERALS	0-2	Any			TERRAIN		Standard, Plains		
Internal Allied Genera	0-1	Any							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Мах	UG Size
Best cavalry	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	1,2
Dest cavally	Formed Loose	Protected	Bow	Short Spear	-	101	Melee Expert (32)	4	1,2
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear		125		2	1,2
Treavy cavally	Formed Loose	Protected	Bow	Short Spear	-	120	-	12	1,∠
Upgrade heavy cavalry	CAVALRY	Average	Experienced	Short Spear	Melee Expert	148	_		1,2
	Formed Loose	Protected	Bow	Short Spear	Wielee Expert	140	_	Up to half	1,2
Lighter cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow			<i>)</i> 1	Comoat Sily (10)	12	1,2
Upgrade ligher cavalry	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow			127	Comoat Sily (10)	Up to half	1,2
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm	_	56	Combat Shy (-13)	0	2,3
Chinese close righters with ji	Formed Flexible	Protected	-	1 Olcaiiii			Combat Sily (-10)	6	2,0
Chinese crossbowmen	INFANTRY	Poor	Experienced	_	_	44	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Crossbow			, ,	Comoat Siry (7)	12	2,0
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow	_		70	Combat Sily (-4)	4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow		Cantaonan		Comoat 511y (-4)	All or none	1,4
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2
ommining arcticis	Skirmisher	Unprotected	Bow	_	Comoat only	00	-	6	1,4

SOUTHERN XIONGNU



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

XIANBEI



ARMY COMMANDER		1	Any Instinctive			DATES		90 CE to 300 CE		
SUB-GENERALS	(0-2	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Genera	ALS	0-1	Any Instinctive							
	ТүрЕ									
	TRAINING ANI	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best cavalry	CAVALRY		Superior	Skilled	Short Spear	_	196	Melee Expert (32)	0	1,2
	Formed Loos	e	Protected	Bow	onore opear	_	170	Tviciee Expert (02)	2	1,2
Heavy cavalry	CAVALRY		Average	Experienced	Short Spear	_	125	_	2	1,2
Ticavy cavally	Formed Loos	e	Protected	Bow	Short Spear		120		8	1,2
Upgrade heavy cavalry	CAVALRY		Average	Experienced	Short Spear	Melee Expert	148	_		1,2
	Formed Loos	e	Protected	Bow	Short Spear	Meice Expert	140		Up to half	1,2
Horse archers	CAVALRY		Average	Experienced			94	Combat Shy (-18)	6	1,2
1 101se archers	Formed Flexib	ole	Unprotected	Bow) 1	Combat Sily (-10)	28	1,2
Upgrade horse archers	CAVALRY		Average	Skilled	_	_	129	Combat Shy (-18)		1,2
	Formed Flexib	ole	Unprotected	Bow	_	_	127	Comoat Sily (-10)	Up to half	1,2
Defecting Han close fighters	INFANTRY	,	Poor	-	Polearm		56	Combat Shy (-13)	0	2,3
Defecting Fran close righters	Formed Flexib	ole	Protected	-	1 Olcallii		30	Combat Sily (-13)	4	2,0
Defecting Han missile troops	INFANTRY		Poor	Experienced			44	Combat Shy (-9)	0	2,3
	Formed Loos	e	Unprotected	Crossbow	_	_	7-7	Combat Sify (-7)	6	2,0
Foot archers	INFANTRY		Average	Experienced			48	Combat Shy (-14)	0	1,2
1 Oot archers	Tribal Loose	2	Unprotected	Bow			40	Combat Sily (-14)	4	1,2
Skirmishing horse archers	CAVALRY		Average	Experienced			70	Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Bow	_		70	Combat Sily (-4)	4	1,2
Upgrade skirmishing horse	CAVALRY		Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher		Unprotected	Bow		Cantaonan			All or none	1,4
Skirmishers	INFANTRY		Average	Experienced	_	Combat Shy	50	_	0	1,2
JKIIIII3IICI3	Skirmisher		Unprotected	Bow	_	Comoat only	00	_	6	1,4

XIANBEI



Notes

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

CHANGES FROM LAST VERSION