

THE THREE KINGDOMS



AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

THE THREE KINGDOMS

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

FRIENDLY AND SCENARIO GAMES

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

HISTORICAL INTRODUCTION

The Three Kingdoms (220 to 280 CE) was the tripartite division of China between the states of Wei, Shu, and Wu, following the Han dynasty. The head of each state claimed to be the legitimate emperor succeeding the Han dynasty. To distinguish the states from other historical states with similar names they are generally known as the Cao Wei, Shu Han and Dong (or Eastern) Wu. The authoritative historical record of the era is the “Records of the Three Kingdoms” by Chen Shou with later annotations by Pei Songzhi.

The period was one of the bloodiest in Chinese history. On 11 December 220 Cao Pi ascended the imperial throne as the Emperor of Wei. On 15 May 221 Liu Bei responded by proclaiming himself Emperor of Han (his state would become Shu Han). Sun Quan recognised Cao Pi but was effectively ruler of the state of Wu and by 222 had declared independence. By the end of 221, Shu had invaded Wu but Liu Bei died in 223 and an alliance between the two states was established. In 227 the Shu attacked the Wei but the death of the Shu leader Zhuge Liang halted the invasion. The Wu were under pressure from the north but expanded successfully in the south.

Meanwhile the Wei had captured the northeastern territory of Liaodong (part of present day Manchuria) with the assistance of Goguryeo (one of the Three Kingdoms of Korea). This led to the depopulation of Liaodong and the northern part was seized by the Xianbei. Goguryeo came into conflict with the Wei and was devastated. The Chinese were also contacted by the Wa people of Japan at this time.

In 263 the Wei launched an attack against the Shu. They seized the capital Chengdu and forced the emperor Liu Shan to surrender. This was the end of the state of Shu. The following year the Wei emperor abdicated in favour of Sima Yan who established the Jin dynasty. The Wu state was in steady decline from 252 onwards. A Jin invasion led to the capture of Wu by 280.

The Jin dynasty is divided into two periods. The Western Jin (256 to 316 CE) was a successor state to Cao Wei and had reunited China by 280. The unity was short-lived as the state was weakened by political turmoil and internal conflicts. From 291 to 306 there was devastating civil wars leading to the invasions of the Five Barbarians (the Xiongnu, Jie, Xianbei, Di, and Qiang). The capital was captured in 311 and the remnants of the Jin court fled east, re-establishing a capital in 318 at Jiankang (the Eastern Jin state). In the north, the Five Barbarians established numerous kingdoms, leading to the period being known as the Sixteen Kingdoms.

For the next 270 years China was ruled by a series of local regimes, mostly led by barbarian elites in the north and native Chinese in the south. Due to fierce competition among the states and internal political instability, the kingdoms of this era were mostly short-lived. From 376 to 383, the Former Qin briefly unified northern China, but its collapse led to even greater political fragmentation. The Sixteen Kingdoms is considered to be one of the most chaotic periods in Chinese history. The collapse of the Western Jin Dynasty and the rise of barbarian regimes in China during this period resembles the decline and fall of the Western Roman Empire amidst invasions by the Huns and Germanic tribes in Europe, which also occurred in the 4th to 5th centuries. These Sixteen Kingdoms (with ethnicity of the rulers) were:

- Former Zhao 304 to 329 (Xiongnu)
- Cheng Han 304 to 347 (Ba)
- Later Zhao 319 to 350 (Jie tribe of the Xiongnu)
- Former Liang 320 to 376 (Chinese)
- Former Yan 337 to 370 (Xianbei)
- Former Qin 351 to 394 (Di)
- Later Qin 384 to 417 (Qiang)
- Later Yan 384 to 407 (Xianbei)
- Western Qin 385 to 400 and 409 to 431 (Xianbei)
- Later Liang 386 to 403 (Di)
- Northern Liang 397 to 439 (Xiongnu)
- Southern Liang 397 to 414 (Xianbei)
- Southern Yan 398 to 410 (Xianbei)
- Western Liang 400 to 421 (Chinese)
- Xia 407 to 431 (Xiongnu)
- Northern Yan 407 to 436 (Chinese)

The Northern Dynasties (with ethnicity) were:

- Northern Wei 386 to 535 (Tuoba clan of the Xianbei)
- Eastern Wei 535 to 550 (Tuoba clan of the Xianbei)
- Western Wei 535 to 557 (Tuoba clan of the Xianbei)
- Northern Qi 550 to 577 (Chinese/Xianbei)
- Northern Zhou 577 to 581 (Tuoba clan of the Xianbei)

The succession in the south was:

- Eastern Jin 317 to 420
- Liu Song 420 to 479
- Southern Qi 479 to 502
- Liang 502 to 557

- Chen 557 to 589

The Three Kingdoms of Korea should not be confused with the Chinese Three Kingdoms. The name refers to the three kingdoms of Baekje, Silla and Goguryeo, which was later known as Goryeo, from which the name Korea is derived. The period starts in 57 BCE and ends when Silla forces expelled Tang Chinese protectorate armies from the peninsula in 676 CE.

Goguryeo emerged on the north and south banks of the Yalu (Amrok) River. At the beginning, the state was located on the border with China; it gradually expanded into Manchuria and destroyed the Chinese Lelang commandery in 313. Goguryeo was a highly militaristic state. The state was at its zenith in the fifth century when it dominated both Chinese Manchuria and the Korean peninsula.

Baekje was a member of was a loose confederacy of Mahan statelets that existed from around the 1st century BCE in the southern Korean peninsula. Baekje absorbed or conquered the other statelets and, at its peak in the 4th century, controlled most of the western Korean peninsula. It was a naval power and exported continental culture to Japan. In the late 5th century, under attack from Goguryeo, the capital of Baekje was moved south.

Silla was the smallest and weakest of the Three Kingdoms of Korea, but it used cunning diplomatic means to make opportunistic pacts and alliances with the more powerful Korean kingdoms. The southern peninsula was a loose confederacy of chiefdoms. The kingdom annexed these chiefdoms. Goguryeo and Baekje responded by forming an alliance so the Silla made a pact with the Tang Chinese. After the conquest of Goguryeo and Baekje in by the Tang, the Silla kingdom drove the Tang forces out of the peninsula, capturing Baekje in 660 CE and Goguryeo in 668 CE. This ended the Three Kingdoms period in Korea.

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 many names and terms used in these lists.

Pinyin	Wade-Giles	Pinyin	Wade-Giles	Pinyin	Wade-Giles
Di	Ti	Qiang	Ch'inag	Xiongnu	Hsiung-nu
Jin	Chin/Ts'in	Qin	Ch'in	Yan	Yen
Qi	Ch'i	Xianbei	Hsien-pei	Zhou	Chao



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

NOTES

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

WU - THREE KINGDOMS



199 TO 280 CE

HISTORICAL NOTES

Sun Ce established the Wu state in around 199 CE. His brother Sun Quan turned to the aborigines of the southeast, whom the Chinese collectively called the "Shanyue". A collection of successes against the rebellious tribesmen culminated in the victory of 224 CE. In that year, Zhuge Ke ended a three-year siege of Danyang with the surrender of 100,000 Shanyue. Of these, 40,000 were drafted as auxiliaries into the Wu army. Meanwhile, Shu was also experiencing troubles with the indigenous tribes of their south. The southwestern Nanman peoples rose in revolt against Shu authority, captured and looted cities in Yi Province. Zhuge Liang, recognizing the importance of stability in the south, ordered the advance of the Shu armies in three columns against the Nanman. He fought a number of engagements against the chieftain Meng Huo, at the end of which Meng Huo submitted. A tribesman was allowed to reside at the Shu capital Chengdu as an official and the Nanman formed their own battalions within the Shu army.

In the times of Zhuge Liang's northern offensives, the state of Wu had always been on the defensive against invasions from the north. The area around Hefei was the scene of many bitter battles and under constant pressure from Wei after the Battle of Red Cliffs. Warfare had grown so intense that many of the residents chose to migrate and resettle south of the Yangtze River. After Zhuge Liang's death, attacks on the southern Huai River region intensified but nonetheless, Wei could not break through the line of the river defences erected by Wu, which included the Ruxu fortress.

TROOP NOTES

Troop quality varied enormously in this period, with many troops being of poor quality. The bow started to replace the crossbow as the preferred infantry missile weapon.

HISTORICAL ENEMIES

Chinese Dominated Vietnam; Eastern Han; Shu - Three Kingdoms; Wei - Three Kingdoms

WU - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional			DATES		199 CE to 280 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Fortified or Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4,6	
	Formed Loose	Protected	Bow					12		
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6	
	Formed Flexible	Unprotected	Bow					12		
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	6,8	
	Formed Flexible	Protected	-					8		
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	0	6,8	
	Drilled Flexible	Protected	-					16		
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	6,8	
	Drilled Flexible	Protected	-					8		
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Crossbow					12		
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	6	
	Drilled Loose	Protected	Crossbow					6		
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Bow					12		
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	6	
	Drilled Loose	Protected	Bow					6		
Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	6,8	
	Drilled Flexible	Protected	-					8		

WU - THREE KINGDOMS



Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	6	6,8
	Formed Flexible	Protected	-					48	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	12	6,8
	Formed Loose	Unprotected	Crossbow					32	
Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					32	
Tribal auxiliaries	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	132	-	0	2,3
	Skirmisher	Unprotected	Light Art					4	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

NOTES

All infantry except tribal auxiliaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

SHU - THREE KINGDOMS



208 TO 263 CE

HISTORICAL NOTES

Liu Bei was a Han warlord who came to prominence towards the end of the Han dynasty. In 223 CE, Liu Shan rose to the throne of Shu following his father's defeat and death. From 224 to 225, during his southward campaigns, Zhuge Liang conquered the southern territories up to Lake Dian in Yunnan. In 227, Zhuge Liang transferred his main Shu armies to Hanzhong, and opened up the battle for the northwest with Wei. The next year, he ordered Zhao Yun to attack from Ji Gorge as a diversion while Zhuge himself led the main force to Mount Qi. The vanguard Ma Su suffered a tactical defeat at Jieting and the Shu army was forced to withdraw. In the next six years Zhuge Liang attempted several more offensives, but supply problems limited the capacity for success. In 234 he led his last great northern offensive, reaching the Battle of Wuzhang Plains south of the Wei River. Due to the death of Zhuge Liana, the Shu army was forced once again to withdraw, but were pursued by Wei. The Shu forces began to withdraw; Sima Yi deduced Zhuge Liang's demise and ordered an attack. Shu struck back almost immediately, causing Sima Yi to second guess and allow Shu to withdraw successfully.

TROOP NOTES

Troop quality varied enormously in this period, with many troops being of poor quality.

HISTORICAL ENEMIES

Qiang; Wu - Three Kingdoms; Wei - Three Kingdoms

SHU - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional	DATES		208 CE to 263 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Mountains, Jungle			
INTERNAL ALLIED GENERALS		0-1	Any Professional	CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4,6
	Formed Loose	Protected	Bow					12	
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow					12	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	6,8
	Formed Flexible	Protected	-					8	
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	0	6,8
	Drilled Flexible	Protected	-					16	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	6,8
	Drilled Flexible	Protected	-					8	
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	6	6,8
	Drilled Loose	Protected	Crossbow					12	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	6
	Drilled Loose	Protected	Crossbow					6	
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Bow					12	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	6
	Drilled Loose	Protected	Bow					6	
Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	6,8
	Drilled Flexible	Protected	-					8	

SHU - THREE KINGDOMS



Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	6	6,8
	Formed Flexible	Protected	-					48	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	12	6,8
	Formed Loose	Unprotected	Crossbow					32	
Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					32	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	132	-	0	2,3
	Skirmisher	Unprotected	Light Art					4	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

ALLIES

Qiang allies - Later Qiang allies

Di allies

NOTES

All infantry can use the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

WEI - THREE KINGDOMS



208 TO 316 CE

HISTORICAL NOTES

Cao Cao was a Han warlord who controlled the emperor. After Cao's defeat at the naval Battle of Red Cliffs in 208 the Eastern Han kingdom split into the three kingdoms. Cao Cao dominated the north which became the Wei kingdom. In 226 CE, Sima Yi successfully defended Xiangyang against an offensive from Wu; this battle was the first time he had command in the field. In 227, Sima Yi was appointed to a post at Chang'an where he managed the military affairs along the Han River.

In 238, Sima Yi was dispatched to command a military campaign against Gongsun Yuan of Manchuria, resulting in Sima Yi's capture of his capital Xiangping and massacre of his government. Between 244 and 245, General Guanqiu Jian was dispatched to invade Goguryeo and severely devastated that state. The north-eastern frontier of Wei was now secured from any possible threats.

The Western Jin (265 to 316 CE) was a successor state to the Wei. It reunited China in 280 CE but quickly fell into a succession crisis, civil war and an invasion by the "Five Barbarians" that inaugurated the "Sixteen Kingdoms" era.

TROOP NOTES

The constant warfare in the north meant that the Wei probably had the strongest armies within China at this time.

HISTORICAL ENEMIES

Qiang; Buyeo; Southern Xiongnu; Xianbei; Shu - Three Kingdoms; Wu - Three Kingdoms; Wei - Three Kingdoms; Xianbei Kingdoms; Goguryeo Korean

WEI - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional			DATES		208 CE to 316 CE			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Fortified or Unfortified; Poor or Average			
TYPE											
NAME		TRAINING AND FORMATION		QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Heavy cavalry		CAVALRY		Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4,6
		Formed Loose		Protected	Bow					12	
State light cavalry		CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
		Formed Flexible		Unprotected	Bow					12	
Tribal auxiliary cavalry		CAVALRY		Average	Experienced	-	-	94	Melee Expert (15)	0	4,6
		Formed Flexible		Unprotected	Bow					12	
Volunteers		INFANTRY		Superior	-	Polearm	-	129	-	0	6,8
		Formed Flexible		Protected	-					8	
Elite close fighters with ji		INFANTRY		Average	-	Polearm	-	97	-	6	6,8
		Drilled Flexible		Protected	-					16	
Upgrade elite close fighters		INFANTRY		Superior	-	Polearm	-	136	-	0	6,8
		Drilled Flexible		Protected	-					8	
Re-equip elite close fighters with mao (only in 211 CE)		INFANTRY		Average	-	Long Spear	-	96	-		6,8
		Drilled Flexible		Protected	-					All or none	
Upgrade elite close fighters with mao (only in 211 CE)		INFANTRY		Superior	-	Long Spear	-	135	-	0	6,8
		Drilled Flexible		Protected	-					8	
Elite crossbowmen		INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
		Drilled Loose		Protected	Crossbow					12	
Upgrade elite crossbowmen		INFANTRY		Average	Skilled	-	-	105	Combat Shy (-22)	0	6
		Drilled Loose		Protected	Crossbow					6	

WEI - THREE KINGDOMS



Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Bow					12	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	6
	Drilled Loose	Protected	Bow					6	
Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	6,8
	Drilled Flexible	Protected	-					8	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	6	6,8
	Formed Flexible	Protected	-					48	
Upgrade conscript close fighters with mao	INFANTRY	Poor	-	Long Spear	-	55	-		6,8
	Formed Flexible	Protected	-					All or none	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	12	6,8
	Formed Loose	Unprotected	Crossbow					32	
Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					32	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	132	-	0	2,3
	Skirmisher	Unprotected	Light Art					4	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

ALLIES

Qiang allies - Later Qiang allies

Di allies

Tuaba Xianbei allies - Xianbei (only from 304 to 314 CE)

NOTES

All infantry can use the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Adjusted start date. Restricted long spear. Added Xianbei allies.

GAYA CONFEDERACY

249 TO 412 CE

HISTORICAL NOTES

The Gaya or Kaya Confederacy emerged from the earlier Byeonhan confederacy. It consisted of a number of small city-states occupying an area between the Baekje and Silla kingdoms. Myths surrounding the foundation of the Gaya confederacy speak of six main states. Goryeo Saryak lists five states, Gwumgwan Gaya, Goryeong Gaya, Biwha Gaya, Ara Gaya and Seongsan Gaya.

The Gaya Confederacy disintegrated under pressure from Goguryeo between 391 CE and 412, although the last Gaya polities remained independent until they were conquered by Silla in 562, as punishment for assisting Baekje in a war against Silla.

TROOP NOTES

The Gaya seem to have few full time soldiers. Cavalry charged with spears rather than use the bow.

HISTORICAL ENEMIES

Baekje Korean; Goguryeo Korean; Silla Korean

GAYA CONFEDERACY



ARMY COMMANDER	1	Any Instinctive	DATES	249 CE to 412 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY		Average	-	Long Spear	-	115	Combat Shy (-28)	0	4,6
	Formed Loose		Protected	-					12	
Spearmen	INFANTRY		Average	-	Polearm	-	92	Combat Shy (-22)	6	6,8
	Formed Flexible		Protected	-					48	
Crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14)	6	6,8
	Formed Loose		Unprotected	Crossbow					24	
Provincial archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose		Unprotected	Bow					24	
Militia spearmen	INFANTRY		Poor	-	Polearm	-	32	-	0	6,8
	Tribal Flexible		Unprotected	-					32	
Militia archers	INFANTRY		Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose		Unprotected	Bow					32	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	

ALLIES

Baekje Korean allies (from 249 CE)

Silla Korean allies (from 375 CE)

Kofun allies - Yamato Era Japanese

GAYA CONFEDERACY



NOTES

Only one external ally may be taken.
This list can be taken as an ally from 412 to 562 CE.

CHANGES FROM LAST VERSION

None.

BAEKJE KOREAN



249 TO 663 CE

HISTORICAL NOTES

Baekje was founded as a member of the Mahan confederacy. Two sons of the founder of Goguryeo are recorded to have fled a succession conflict, to establish Baekje around the present Seoul area.

Baekje absorbed or conquered other Mahan chiefdoms and, at its peak in the 4th century CE, controlled most of the western Korean peninsula.

Baekje was once a great military power on the Korean Peninsula, especially during the time of Geunchogo, but was critically defeated by Gwanggaeto the Great and declined.

In the late 5th century, under attack from Goguryeo, the capital of Baekje was moved south to Ungjin (present-day Gongju) and later further south to Sabi (present-day Buyeo).

TROOP NOTES

Korean cavalry were equipped with spears. Infantry was a mix of spearmen and archers.

Archers might wear armour under their outer garments.

HISTORICAL ENEMIES

Buyeo; Gaya Confederacy; Goguryeo Korean; Silla Korean; Tang China - Northern; Yamato Era Japanese

BAEKJE KOREAN



ARMY COMMANDER	1	Any	DATES	249 CE to 663 CE
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND								
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6
	Formed Loose	Protected	Bow					6	
Upgrade guard cavalry to cataphracts (from 400 CE)	CAVALRY	Superior	-	Long Spear	Shove	218	-		4,6
	Formed Close	ArmHrs/F Armoured	-					All or none	
Nomad cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	Bow					6	
NOBLE CAVALRY COMPRISING 1/2 FRONT RANK NOBLES AND 1/2 REAR RANK FOLLOWERS:									
Front rank nobles	CAVALRY	Superior	-	Long Spear	-	161	-	0	4,6
	Formed Loose	Protected	-					6	
Rear rank followers	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	=	
	Formed Loose	Protected	-					=	

Provincial spearmen	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22)	6	6,8
	Formed Flexible	Protected	-					36	
Provincial crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					18	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					18	
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	-	8	6,8
	Tribal Flexible	Unprotected	-					32	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Bow					32	

BAEKJE KOREAN



Scout cavalry	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

ALLIES

Gaya Confederacy allies (before 533 CE)

Silla Korean allies (from 375 CE)

Goguryeo Korean allies (from 375 CE)

Kofun allies - Yamato Era Japanese

NOTES

Provincial and militia spearmen can be combined with archers or crossbowmen containing 1/3 spearmen into TUGs of 6 or 9. If mixed formations are used, then all spearmen, crossbowmen and archers must be in mixed formations.

Minima and maxima apply to the nobles. An equal number of followers must be taken.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Provincial crossbowmen protected.

XIANBEI KINGDOMS



284 TO 436 CE

HISTORICAL NOTES

During the 3rd century CE the Xianbei tribes fragmented and during the Sixteen kingdoms period established six significant empires, the Former Yan (281-370), Western Yan (384-394), Later Yan (384-407), Southern Yan (398-410), Western Qin (385-430) and Southern Liang (397-414). This list also covers the Northern Yan (409-436) which was ruled by a Han Chinese emperor.

TROOP NOTES

The Xianbei may have introduced fully armoured horsemen to China. Chinese troops might be conscripted into the army.

HISTORICAL ENEMIES

Qiang; Buyeo; Southern Xiongnu; Xianbei; Wei - Three Kingdoms; Xianbei Kingdoms; Tuyuhun; Later Qiang; Di; Later Xiongnu; Goguryeo Korean; Southern Dynasties; Rouran Khaganate

XIANBEI KINGDOMS



ARMY COMMANDER		1	Any		DATES		284 CE to 436 CE			
SUB-GENERALS		0-2	Any		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Fortified or Unfortified; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4,6	
	Formed Loose	Protected	-					6		
Upgrade best cavalry to cataphracts	CAVALRY	Superior	-	Long Spear	Shove	218	-		4,6	
	Formed Close	ArmHrs/F Armoured	-					All or none		
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	6	4,6	
	Formed Loose	Protected	-					24		
Upgrade heavy cavalry to cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		4,6	
	Formed Close	ArmHrs/F Armoured	-					All or none		
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	12	4,6	
	Formed Flexible	Unprotected	Bow					80		
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6	
	Formed Flexible	Unprotected	Bow					Up to half		
Replace horse archers with chained archers (only Former Yan from 337 to 370 CE)	CAVALRY	Superior	Experienced	-	-	119	-	0	4,6	
	Tribal Close	Protected	Bow					24		
Chinese trained close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	6,8	
	Formed Flexible	Protected	-					12		
Chinese trained crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	6	6,8	
	Formed Loose	Unprotected	Crossbow					24		

XIANBEI KINGDOMS



Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

ALLIES

Former Qin allies - Di (only in 369 CE)

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Restricted chained archers.

TUYUHUN



284 TO 634 CE

HISTORICAL NOTES

After the disintegration of the Xianbei state, nomadic groups were led by their khagan, Tuyuhun, founded a new kingdom by defeating Qiang tribes. The empire was expanded by defeating the Western Qin and Zia kingdoms. The Empire stretched to include the Tarim Basin, Tibet, Gansu and other parts of China. The Tuyuhun Empire came to a gradual decline and was increasingly caught in the conflict between China and Tibet. In 634 CE the Tibetans defeated the Tuyuhan who became scattered.

TROOP NOTES

The Tuyuhan followed the martial tradition of the Xianbei, a mix of cataphracts and horse archers.

HISTORICAL ENEMIES

Qiang; Southern Xiongnu; Xianbei; Xianbei Kingdoms; Tuyuhun; Later Qiang; Rouran Khaganate; Early Tibetan

TUYUHUN



ARMY COMMANDER	1	Any Instinctive	DATES	284 CE to 634 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	6	4,6
	Formed Loose	Protected	-							
Upgrade best cavalry to cataphracts	CAVALRY	Superior	-	Long Spear	Shove	218	-	All or none	6	4,6
	Formed Close	ArmHrs/F Armoured	-							
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	6	24	4,6
	Formed Loose	Protected	-							
Upgrade heavy cavalry to cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-	All or none	6	4,6
	Formed Close	ArmHrs/F Armoured	-							
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	12	80	4,6
	Formed Flexible	Unprotected	Bow							
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)	Up to half	6	4,6
	Formed Flexible	Unprotected	Bow							
Qiang infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	24	6,8
	Tribal Loose	Protected	-							
Upgrade Qiang infantry	INFANTRY	Superior	-	Short Spear	-	80	-	Up to half	6	6,8
	Tribal Loose	Protected	-							
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	12	6,8
	Tribal Loose	Unprotected	Bow							
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	12	4,6
	Skirmisher	Unprotected	Bow							
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)	All or none	6	4,6
	Skirmisher	Unprotected	Bow							
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	18	6,9
	Skirmisher	Unprotected	Bow							

TUYUHUN



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

LATER QIANG

300 TO 550 CE

HISTORICAL NOTES

The Qiang were one of the non-Han Chinese peoples that overran northern China during the Jin Dynasty and the Sixteen Kingdoms period. The Later Qin (384 to 417 CE), also known as Yao Qin, was a state of Qiang ethnicity of the Sixteen Kingdoms during the Jin dynasty in China.

TROOP NOTES

The Qiang may have adapted their fighting techniques from the Xianbei.

HISTORICAL ENEMIES

Xianbei Kingdoms; Tuyuhun; Later Qiang; Di; Later Xiongnu; Southern Dynasties

LATER QIANG



ARMY COMMANDER		1	Any Instinctive (Any from 384 CE to 417 CE)		DATES		300 CE to 550 CE		
SUB-GENERALS		0-2	Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates)		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average		

LATER QIANG



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow	-	-			12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow	-	-			12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow	-				All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow	-				18	

NOTES

* Minimums apply if any Professional generals or Chinese troops are taken and do not apply to allied contingents. They may only be used between 384 and 417 CE (Later Qin).
A command may not contain more than one TuG of best infantry.

CHANGES FROM LAST VERSION

None.

DI



300 TO 550 CE

HISTORICAL NOTES

The Di were an ancient ethnic group that lived in western China, and are one of the non-Han Chinese peoples that overran northern China during the Jin Dynasty and the Sixteen Kingdoms period. The tribe of Di was originally from the southern part of Gansu Province. Its leader was Fu Jian, who founded the Former Qin Kingdom (351 to 394 CE). He established his capital in Chang'an. In 370, Fu Jian conquered the Kingdoms of Former Yan and Former Liang. He then embarked upon a plan to conquer southern China which was under the Eastern Jin Dynasty. He met the Jin's main forces at the Fei River in Anhui. the battle is known as the Battle of Fei River. Fu Jian's campaign to conquer the south ended in disaster and his empire fell apart. In 394 the Kingdom of Former Qin was conquered by the Kingdom of Later Qin.

TROOP NOTES

Di armies were probably similar to the armies of the Qiang.

HISTORICAL ENEMIES

Xianbei Kingdoms; Later Qiang; Di; Later Xiongnu; Southern Dynasties; Rouran Khaganate; Northern Dynasties; Western Wei and Northern Zhou

DI



ARMY COMMANDER		1	Any Instinctive (Any from 351 CE to 403 CE)		DATES		300 CE to 550 CE		
SUB-GENERALS		0-2	Any from 351 CE to 403 CE (0-1 Any Instinctive at other dates)		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average		

DI



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

NOTES

* Minimums apply if any Professional generals or Chinese troops are taken and do not apply to allied contingents. They may only be used between 351 and 394 CE (Former Qin) or 386 to 403 CE (Later Liang).

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

CHANGES FROM LAST VERSION

None.

LATER XIONGNU



304 TO 439 CE

HISTORICAL NOTES

This list covers the Former Zhao (304-329), Later Zhao (319-350), Northern Liang (397-439) and Xia (407-431) kingdoms. It also covers the Former Liang (320-376) and Western Liang (400-421) which were ruled by Han Chinese emperors.

As the Three Kingdoms in China declined, the Xiongnu aristocracy in the Southern Xiongnu kingdom set its sights on greater things. In 304 CE, Liu Yuan became Chanyu of the Five Hordes. In 308, declared himself emperor and founded the Han Zhao Dynasty. In 311, his son and successor Liu Cong captured Luoyang, and with it the Emperor Huai of Jin China. In 316, the Emperor Min of Jin China was captured in Chang'an. Both emperors were humiliated as cupbearers in Linfen before being executed in 313 and 318. North China came under Xiongnu rule while the remnants of the Jin dynasty survived in the south at Jiankang.

In 318, after suppressing a coup by a powerful minister in the Xiongnu-Han court (in which the Xiongnu-Han emperor and a large proportion of the aristocracy were massacred), the Xiongnu prince Liu Yao moved the Xiongnu-Han capital from Pingyang to Chang'an and renamed the dynasty as Zhao. However, the eastern part of north China came under the control of a rebel Xiongnu-Han general of Jie ancestry named Shi Le. Liu Yao and Shi Le fought a long war until 329, when Liu Yao was captured in battle and executed. Chang'an fell to Shi Le soon after, and the Xiongnu dynasty was wiped out. North China was ruled by Shi Le's Later Zhao dynasty for the next 20 years. However, the "Liu" Xiongnu remained active in the north for at least another century.

The northern Tiefu branch of the Xiongnu gained control of the Inner Mongolian region in the 10 years between the conquest of the Tuoba Xianbei state of Dai by the Former Qin empire in 376, and its restoration in 386 as the Northern Wei. After 386, the Tiefu were gradually destroyed by or surrendered to the Tuoba, with the submitting Tiefu becoming known as the Dugu. Liu Bobo, a surviving prince of the Tiefu fled to the Ordos Loop, where he founded a state called the Xia (thus named because of the Xiongnu's supposed ancestry from the Xia dynasty) and changed his surname to Helian. The Helian-Xia state was conquered by the Northern Wei in 428-31, and the Xiongnu thenceforth effectively ceased to play a major role in Chinese history, assimilating into the Xianbei and Han ethnicities.

TROOP NOTES

During this period the Xiongnu appear to have adopted the horse armour used by the Xianbei.

HISTORICAL ENEMIES

Xianbei Kingdoms; Later Qiang; Di; Later Xiongnu; Southern Dynasties; Rouran Khaganate

LATER XIONGNU



ARMY COMMANDER		1	Any		DATES		304 CE to 439 CE			
SUB-GENERALS		0-2	Any		TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortified or Mobile; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry		CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6
		Formed Loose	Protected	Bow					8	
Upgrade best cavalry as cataphracts		CAVALRY	Superior	-	Long Spear	Shove	218	-		4,6
		Formed Close	ArmHrs/F Armoured	-					Any	
Heavy cavalry		CAVALRY	Average	Experienced	-	-	115	-	6	4,6
		Formed Loose	Protected	Bow					36	
Upgrade heavy cavalry to cataphracts		CAVALRY	Average	-	Long Spear	Shove	156	-		4,6
		Formed Close	ArmHrs/F Armoured	-					Any	
Lighter cavalry		CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
		Formed Flexible	Unprotected	Bow					36	
Upgrade lighter cavalry		CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6
		Formed Flexible	Unprotected	Bow					Up to half	
Chinese trained close fighters		INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	6,8
		Formed Flexible	Protected	-					12	
Chinese trained crossbowmen		INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	6	6,8
		Formed Loose	Unprotected	Crossbow					24	
Skirmishing horse archers		CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
		Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers		CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
		Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers		INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
		Skirmisher	Unprotected	Bow					18	

LATER XIONGNU



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

GOGURYEO KOREAN



313 TO 668 CE

HISTORICAL NOTES

Goguryeo emerged on the north and south banks of the Yalu (Amrok) River, in the wake of Gojoseon's fall. The first mention of Goguryeo in Chinese records dates from 75 BCE in reference to a commandery established by the Chinese Han dynasty. Evidence indicates Goguryeo was the most advanced, and likely the first established, of the three kingdoms. Goguryeo, eventually the largest of the three kingdoms, had several capitals in alternation: two capitals in the upper Yalu area, and later Nangrang (Lelang in Chinese) which is now part of Pyongyang. At the beginning, the state was located on the border with China; it gradually expanded into Manchuria and destroyed the Chinese Lelang commandery in 313 CE. The cultural influence of the Chinese continued as Buddhism was adopted as the official religion in 372.

Goguryeo was a highly militaristic state; it was a powerful empire and one of the great powers in East Asia. The state was at its zenith in the fifth century, during the rule of King Gwanggaeto the Great and his son King Jangsu, and particularly during their campaign against China in Manchuria. For the next century or so, Goguryeo was the dominant nation in Chinese Manchuria and the Korean peninsula. Goguryeo eventually occupied the Liaodong Plains in Manchuria and today's Seoul area. Gwanggaeto achieved a loose unification of the Three Kingdoms of Korea.

Goguryeo controlled not only Koreans but also Chinese and Tungusic tribes in Manchuria and North Korea. After the establishment of the Sui Dynasty and later the Tang Dynasty in China, the state continued to aggress China and Korean Silla and Baekje until conquered by allied Silla–Tang forces in 668. Most of its territory was absorbed by Tang Dynasty China and the territory of former Baekje was absorbed by Korean Silla.

TROOP NOTES

Goguryeo was able to hire nomadic tribesmen as mercenaries. The extensive border with China and Manchuria influenced the fighting style used.

HISTORICAL ENEMIES

Buyeo; Wei - Three Kingdoms; Gaya Confederacy; Baekje Korean; Xianbei Kingdoms; Goguryeo Korean; Rouran Khaganate; Silla Korean; Pre Dynastic Khitan; Gokturk; Sui China; Tang China - Northern

GOGURYEO KOREAN



ARMY COMMANDER		1	Any			DATES		313 CE to 668 CE		
SUB-GENERALS		0-3	Any			TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any			CAMP		Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
SonBae cavalry		CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	4,6
		Formed Loose	Protected	-					6	
Regrade SonBae cavalry		CAVALRY	Superior	-	Long Spear	Shove	218	-		4,6
		Formed Close	ArmHrs/F Armoured	-					All or none	
Other cataphracts		CAVALRY	Average	-	Long Spear	Shove	156	-	4	4,6
		Formed Close	ArmHrs/F Armoured	-					12	
Malgal cavalry		CAVALRY	Average	Experienced	-	Melee Expert	109	-	0	4,6
		Formed Flexible	Unprotected	Bow					12	
Armoured halbardiers		INFANTRY	Average	-	Polearm	-	92	-	0	6,8
		Formed Flexible	Protected	-					12	
Armoured spearmen		INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
		Formed Flexible	Protected	-					12	
Armoured swordsmen		INFANTRY	Average	-	-	Melee Expert	86	-	0	*
		Formed Flexible	Protected	-					8	
Armoured archers		INFANTRY	Average	Experienced	-	Combat Shy	53	-	0	6,8
		Formed Loose	Protected	Bow					8	
Militia fighters		INFANTRY	Poor	-	Polearm	-	32	-	8	6,8
		Tribal Flexible	Unprotected	-					32	
Militia archers		INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	8	6,8
		Tribal Loose	Unprotected	Bow					32	

GOGURYEO KOREAN



REGRADE MILITIA AS A MIXED TUĞ OF 1/3 FIGHTERS, 2/3 ARCHERS

Militia fighters	INFANTRY	Poor	-	Polearm	-	32	Combat Shy (-9)		6,9
	Tribal Flexible	Unprotected	-					All or none	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)		
	Tribal Loose	Unprotected	Bow						

Scout cavalry	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0 6	4,6
	Skirmisher	Unprotected	Bow						
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0 18	6,9
	Skirmisher	Unprotected	Bow						

ALLIES

Buyeo allies (before 400 CE)
 Gaya Confederacy allies (before 550 CE)
 Baekje Korean allies (before 550 CE)
 Silla Korean allies (before 550 CE)

NOTES

*Armoured swordsmen can replace bases of halbardiers, spearmen and archers. No more that 2 bases of swordsmen can be added per TuG and the maximum bases for those units size cannot be exceeded.
 Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

SOUTHERN DYNASTIES



317 TO 589 CE

HISTORICAL NOTES

The Eastern Jin (317 to 420 CE) was established when Sima Rui moved the capital to Jiankang (modern Nanjing). The Jin were succeeded by a series of short-lived dynasties: Liu Song (420 to 479 CE), Southern Qi (479 to 502), Liang (502 to 557) and Chen (557 to 589). Because all of these dynasties had their capital at Jiankang except Liang, they are sometimes grouped together with Eastern Wu and Eastern Jin as the Six Dynasties. The rulers of these short-lived dynasties were generals who seized and then held power for several decades but were unable to securely pass power of rule onto their heirs to continue their dynasty successfully. Emperor Wu of Liang (502 to 549) was the most notable ruler of his age, being a patron of the arts and of Buddhism.

Under the later waning leadership of the Chen dynasty, the southern Chinese were unable to resist the military power amassed in the north by Yang Jian, who declared himself Emperor Wen of Sui and invaded the south.

TROOP NOTES

Elephants were used by the Liang dynasty against the Western Wei.

Mu-ping were volunteers.

100 war wagons with large crossbows were used by Liu Yu in 416 CE against the Northern Wei. Carts were also used to create instant fortifications.

HISTORICAL ENEMIES

Chinese Dominated Vietnam; Xianbei Kingdoms; Later Qiang; Di; Later Xiongnu; Southern Dynasties; Northern Dynasties; Western Wei and Northern Zhou; Sui China; Rebel Vietnam

SOUTHERN DYNASTIES



ARMY COMMANDER		1	Any Professional			DATES		317 CE to 589 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Fortified or Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Elephants (Liang only)	ELEPHANTS	Average	-	-	-	Shove	240	-	0	2,3
	Tribal Loose	Protected	-	-	-	-	-	-	3	
Heavy cavalry	CAVALRY	Average	-	-	Long Spear	Shove	156	-	4	4,6
	Formed Close	ArmHrs/F Armoured	-	-	-	-	-	-	8	
State light cavalry	CAVALRY	Average	Experienced	-	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow	-	-	-	-	-	12	
Volunteers	INFANTRY	Superior	-	-	Polearm	-	129	-	0	6,8
	Formed Flexible	Protected	-	-	-	-	-	-	8	
Guard close fighters with ji	INFANTRY	Superior	-	-	Polearm	-	136	-	0	6
	Drilled Flexible	Protected	-	-	-	-	-	-	6	
Guard crossbowmen	INFANTRY	Superior	Experienced	-	-	-	111	Combat Shy (-31)	0	6
	Drilled Loose	Protected	Crossbow	-	-	-	-	-	6	
Mu-ping close fighters with ji	INFANTRY	Average	-	-	Polearm	-	97	-	0	6,8
	Drilled Flexible	Protected	-	-	-	-	-	-	12	
Mu-ping crossbowmen	INFANTRY	Average	Experienced	-	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow	-	-	-	-	-	12	
Mu-ping archers	INFANTRY	Average	Experienced	-	-	-	80	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Bow	-	-	-	-	-	12	
Swordsmen and archers	INFANTRY	Average	-	-	-	Melee Expert	86	Integral Shooters (6)	0	6,8
	Formed Flexible	Protected	-	-	-	-	-	-	16	
Spearmen and archers	INFANTRY	Average	-	-	Short Spear	-	77	Integral Shooters (6)	0	6,8
	Formed Flexible	Protected	-	-	-	-	-	-	8	
Conscript close fighters with ji	INFANTRY	Poor	-	-	Polearm	-	56	Combat Shy (-13)	8	6,8
	Formed Flexible	Protected	-	-	-	-	-	-	24	

SOUTHERN DYNASTIES



Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8	6,8
	Formed Loose	Unprotected	Crossbow					18	
Conscript archers	INFANTRY	Poor	Experienced	-	-	51	Combat Shy (-13)	0	6,8
	Formed Loose	Protected	Bow					18	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	132	-	0	2,3,4
	Skirmisher	Unprotected	Light Art					4	
Wagons with large crossbows (in 416 CE only)	BATTLE WAGONS	Average	Experienced	-	-	190	-	0	2,3,4
	Tribal Loose	Protected	Light Art					8	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

NOTES

Bolt shooters behind fortifications cannot be used with Wagons.
All infantry except tribal auxiliaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

ROURAN KHAGANATE



330 TO 555 CE

HISTORICAL NOTES

The Rouran were a confederation led by Xianbei people who remained in the Mongolian steppes after most Xianbei migrated south to Northern China. They were first noted as having defeated the Tiele and establishing an empire extending all the way to the Hulun (an alliance in eastern Inner Mongolia). The Hephthalites may have been vassals of the Rouran in the 4th century. The name Rouran was used by the Northern Wei as a derogatory term when they waged war against the Rouran. The power of the Rouran was broken by an alliance of Göktürk, the states of Northern Qi, Northern Zhou, and Central Asian tribes in 552 or 555 CE.

TROOP NOTES

The Rouran do not appear to have adopted the widespread use of horse armour.

HISTORICAL ENEMIES

Hephthalite; Xianbei Kingdoms; Tuyuhun; Di; Later Xiongnu; Goguryeo Korean; Rouran Khaganate; Northern Dynasties; Western Wei and Northern Zhou; Gokturk

ROURAN KHAGANATE



ARMY COMMANDER	1	Any Instinctive	DATES	330 CE to 555 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	4	4,6
	Formed Loose		Protected	Bow					12	
Heavy cavalry	CAVALRY		Average	Experienced	Short Spear	Melee Expert	148	-	6	4,6
	Formed Loose		Protected	Bow					24	
Light cavalry	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	16	4,6
	Formed Flexible		Unprotected	Bow					80	
Upgrade light cavalry	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible		Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher		Unprotected	Bow					All or none	

ALLIES

Gokturk allies

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

SILLA KOREAN

356 TO 935 CE

HISTORICAL NOTES

Silla was the smallest and weakest of the Three Kingdoms of Korea, but it used cunning diplomatic means to make opportunistic pacts and alliances with the more powerful Korean kingdoms, and eventually Tang China, to its great advantage.

Renamed from Saro to Silla in 503 CE, the kingdom annexed the Gaya confederacy (which in turn had absorbed Byeonhan earlier) in the first half of the 6th century. Goguryeo and Baekje responded by forming an alliance. To cope with invasions from Goguryeo and Baekje, Silla deepened its relations with the Tang Dynasty, with her newly gained access to the Yellow Sea making direct contact with the Tang possible. After the conquest of Goguryeo and Baekje with her Tang allies, the Silla kingdom drove the Tang forces out of the peninsula and occupied the lands south of Pyongyang.

TROOP NOTES

The Silla adopted similar tactics to the other Korean states. Hwarang were nobles' sons who were trained in military schools. They might be included in any of the cavalry units and weren't necessarily horse archers.

HISTORICAL ENEMIES

Gaya Confederacy; Baekje Korean; Goguryeo Korean; Silla Korean; Tang China - Northern; Balhae Korean; Goryeo Korean

SILLA KOREAN



ARMY COMMANDER		1	Any		DATES		356 CE to 935 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortified; Poor or Average		

TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chong cavalry	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-					6	
Regrade Chong cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	-		4,6
	Formed Close	ArmHrs/F Armoured	-					All or none	
Hwarang cavalry	CAVALRY	Superior	Experienced	-	Melee Expert	138	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	
Regular cavalry	CAVALRY	Average	-	Short Spear	-	90	Combat Shy (-28)	4	4,6
	Formed Loose	Protected	-					6	
Spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8,9
	Formed Flexible	Protected	-					24	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	53	-	0	6,8
	Formed Loose	Protected	Bow					24	
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	-	8	6,8,9
	Tribal Flexible	Unprotected	-					32	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	8	6,8
	Tribal Loose	Unprotected	Bow					32	
REGRADE MILITIA AS A MIXED TUG OF 1/3 FIGHTERS, 2/3 ARCHERS									
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	Combat Shy (-9)		6,9
	Tribal Flexible	Unprotected	-					All or none	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)		
	Tribal Loose	Unprotected	Bow						

SILLA KOREAN



Scout cavalry	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0 6	4,6
	Skirmisher	Unprotected	Bow						
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0 18	6,9
	Skirmisher	Unprotected	Bow						
ONLY FROM 671 CE									
Exiled Goguryeo	CAVALRY	Average	-	Long Spear	Shove	156	-	0 6	4,6
	Formed Close	ArmHrs/F Armoured	-						
Exiled Baekje	CAVALRY	Average	-	Long Spear	Shove	156	-	0 6	4,6
	Formed Close	ArmHrs/F Armoured	-						
Exiled Malgal	CAVALRY	Average	Experienced	-	Melee Expert	109	-	0 6	4,6
	Formed Flexible	Unprotected	Bow						
Red Banner spearmen	INFANTRY	Average	-	Pike	-	92	-	0 16	8
	Drilled Close	Protected	-						

ALLIES

Gaya Confederacy allies (before 533 CE)

Baekje Korean allies (before 550 CE)

Goguryeo Korean allies (before 550 CE)

Tang allies - Tang China - Northern (from 660 to 670 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

NORTHERN DYNASTIES



439 TO 577 CE

HISTORICAL NOTES

This list covers the Northern Wei (439-535), Eastern Wei (535-550) and Northern Qi (550-577).

With the fall of the Northern Liang in 439 CE, Emperor Taiwu united northern China, ending the Sixteen Kingdoms period and beginning the Northern and Southern dynasties period with their southern rivals, the Liu Song.

As conflict swelled in the north between successive leaders, Gao Huan took control of the east and Luoyang (holding Emperor Xiaojing of Eastern Wei as a puppet ruler) by 534, while his rival Yuwen Taitook control of the west and the traditional Chinese capital of Chang'an by 535. Eventually, Gao Huan's son Gao Yang forced the Eastern Wei emperor to abdicate in favour of his claim to the throne, establishing the Northern Qi dynasty (551 to 577).

TROOP NOTES

At this time the nomadic peoples were becoming de-tribalised. They retained their nomadic style of fighting.

Infantry were regarded of little assistance.

HISTORICAL ENEMIES

Di; Southern Dynasties; Rouran Khaganate; Northern Dynasties; Pre Dynastic Khitan; Gokturk

NORTHERN DYNASTIES



ARMY COMMANDER		1	Any Professional	DATES		439 CE to 577 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional	CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					6	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	12	4,6
	Formed Close	ArmHrs/F Armoured	-					30	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow					24	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	6,8
	Formed Flexible	Protected	-					8	
Levy fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	6	6,8
	Formed Flexible	Protected	-					48	
Levy crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Crossbow					8	
Levy archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					16	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					16	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	132	-	0	2,3,4
	Skirmisher	Unprotected	Light Art					4	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

NORTHERN DYNASTIES



ALLIES

Nomad allies - Pre Dynastic Khitan
Rouran Khaganate allies (before 550 CE)
Gokturk allies (from 555 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

WESTERN WEI AND NORTHERN ZHOU



535 TO 581 CE

HISTORICAL NOTES

This list covers the Western Wei (535-557) and Northern Zhou (557-580).

Yuwen Tai's son Yuwen Jue seized the throne of power from Emperor Gong of Western Wei, establishing the Northern Zhou dynasty (557 to 580). The Northern Zhou dynasty was able to defeat and conquer Northern Qi in 577, reunifying the north. However, this success was short-lived, as the Northern Zhou was overthrown in 581 by Yang Jian, who became Emperor Wen of Sui. With greater military power and morale, along with convincing propaganda that the Chen dynasty ruler Chen Shubao was a decadent ruler who had lost the Mandate of Heaven, the Sui Dynasty was able to effectively conquer the south. After this conquest, the whole of China entered a new golden age of reunification under the centralization of the short-lived Sui dynasty and succeeding Tang dynasty.

TROOP NOTES

This period sees the introduction of more effective infantry. The xiang bing developed into the fubing of Tang armies. Cavalry tactics remained the same at this time.

HISTORICAL ENEMIES

Di; Southern Dynasties; Rouran Khaganate; Pre Dynastic Khitan; Gokturk

WESTERN WEI AND NORTHERN ZHOU



ARMY COMMANDER		1	Any Professional	DATES		535 CE to 581 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Mountains, Plains			
INTERNAL ALLIED GENERALS		0-1	Any Professional	CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					6	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	8	4,6
	Formed Close	ArmHrs/F Armoured	-					24	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow					18	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	6,8
	Formed Flexible	Protected	-					8	
Levy fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	12	6,8
	Formed Flexible	Protected	-					48	
Levy archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					24	
Upgrade levy fighters as xiang bing	INFANTRY	Average	-	Short Spear	-	77	Combat Shy (-22)		6,8
	Formed Flexible	Protected	-					Any	
Upgrade archers as xiang bing	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		6,8
	Formed Loose	Unprotected	Bow					Any	

WESTERN WEI AND NORTHERN ZHOU



REPLACE XIANG BING WITH MIXED FORMATIONS, 1/2 CLOSE FIGHTERS, 1/2 ARCHERS

Close fighters	INFANTRY	Average	Experienced	Short Spear	-	92	Combat Shy (-22)	0	6,8
	Formed Flexible	Protected	Bow					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	=	
	Formed Loose	Unprotected	Bow					=	

Levy crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Crossbow					8	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					16	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	132	-	0	2,3,4
	Skirmisher	Unprotected	Light Art					4	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

ALLIES

Nomad allies - Pre Dynastic Khitan

Rouran Khaganate allies (before 550 CE)

Gokturk allies (from 555 CE)

NOTES

The maxima for close fighters in a mixed formation is for close fighters only. An equal number of archers must be taken.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

NOTES

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

WU - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional		DATES		199 CE to 280 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4
	Formed Loose	Protected	Bow					8	
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					8	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	4
	Formed Flexible	Protected	-					4	
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	0	4
	Drilled Flexible	Protected	-					12	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	4
	Drilled Flexible	Protected	-					4	
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					8	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					8	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					4	
Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	4
	Drilled Flexible	Protected	-					4	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	4	4
	Formed Flexible	Protected	-					32	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8	4
	Formed Loose	Unprotected	Crossbow					24	

WU - THREE KINGDOMS



Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					24	
Tribal auxiliaries	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2
	Skirmisher	Unprotected	Light Art					2	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

NOTES

All infantry except tribal auxiliaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

SHU - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional		DATES		208 CE to 263 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4
	Formed Loose	Protected	Bow					8	
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					8	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	4
	Formed Flexible	Protected	-					4	
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	0	4
	Drilled Flexible	Protected	-					12	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	4
	Drilled Flexible	Protected	-					4	
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	4	4
	Drilled Loose	Protected	Crossbow					8	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					8	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					4	
Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	4
	Drilled Flexible	Protected	-					4	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	4	4
	Formed Flexible	Protected	-					32	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8	4
	Formed Loose	Unprotected	Crossbow					24	

SHU - THREE KINGDOMS



Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					24	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2
	Skirmisher	Unprotected	Light Art					2	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

ALLIES

Qiang allies - Later Qiang allies

Di allies

NOTES

All infantry can use the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

WEI - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional		DATES		208 CE to 316 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4
	Formed Loose	Protected	Bow					8	
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					8	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0	4
	Formed Flexible	Unprotected	Bow					8	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	4
	Formed Flexible	Protected	-					4	
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	4	4
	Drilled Flexible	Protected	-					12	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	4
	Drilled Flexible	Protected	-					4	
Re-equip elite close fighters with mao (only in 211 CE)	INFANTRY	Average	-	Long Spear	-	96	-		4
	Drilled Flexible	Protected	-					All or none	
Upgrade elite close fighters with mao (only in 211 CE)	INFANTRY	Superior	-	Long Spear	-	135	-	0	4
	Drilled Flexible	Protected	-					4	
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					8	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					8	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					4	

WEI - THREE KINGDOMS



Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	4
	Drilled Flexible	Protected	-					4	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	4	4
	Formed Flexible	Protected	-					32	
Upgrade conscript close fighters with mao	INFANTRY	Poor	-	Long Spear	-	55	-		4
	Formed Flexible	Protected	-					All or none	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8	4
	Formed Loose	Unprotected	Crossbow					24	
Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					24	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2
	Skirmisher	Unprotected	Light Art					2	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

ALLIES

Qiang allies - Later Qiang allies

Di allies

Tuaba Xianbei allies - Xianbei (only from 304 to 314 CE)

NOTES

All infantry can use the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Adjusted start date. Restricted long spear. Added Xianbei allies.

GAYA CONFEDERACY



ARMY COMMANDER	1	Any Instinctive	DATES	249 CE to 412 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION								
Cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					8	
Spearmen	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22)	4	4
	Formed Flexible	Protected	-					32	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Crossbow					16	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					16	
Militia spearmen	INFANTRY	Poor	-	Polearm	-	32	-	0	4
	Tribal Flexible	Unprotected	-					24	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					24	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

ALLIES

Baekje Korean allies (from 249 CE)

Silla Korean allies (from 375 CE)

Kofun allies - Yamato Era Japanese

GAYA CONFEDERACY



NOTES

Only one external ally may be taken.
This list can be taken as an ally from 412 to 562 CE.

CHANGES FROM LAST VERSION

None.

BAEKJE KOREAN



ARMY COMMANDER	1	Any	DATES	249 CE to 663 CE
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Guard cavalry	CAVALRY	Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	161	Melee Expert (32)	0 4	4
Upgrade guard cavalry to cataphracts (from 400 CE)	CAVALRY	Formed Close	Superior ArmHrs/F Armoured	- -	Long Spear	Shove	218	-		4
Nomad cavalry	CAVALRY	Formed Flexible	Average Protected	Experienced Bow	Short Spear	-	135	Melee Expert (23)	0 4	4
NOBLE CAVALRY COMPRISING 1/2 FRONT RANK NOBLES AND 1/2 REAR RANK FOLLOWERS:										
Front rank nobles	CAVALRY	Formed Loose	Superior Protected	- -	Long Spear	-	161	-	0 4	4
Rear rank followers	CAVALRY	Formed Loose	Average Protected	- -	Long Spear	-	115	Combat Shy (-28)	= =	

Provincial spearmen	INFANTRY	Formed Flexible	Average Protected	- -	Polearm	-	92	Combat Shy (-22)	4 24	4
Provincial crossbowmen	INFANTRY	Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 12	4
Provincial archers	INFANTRY	Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	0 12	4
Militia fighters	INFANTRY	Tribal Flexible	Poor Unprotected	- -	Polearm	-	32	-	4 24	4
Militia archers	INFANTRY	Tribal Loose	Poor Unprotected	Experienced Bow	-	-	35	Combat Shy (-9)	0 24	4

BAEKJE KOREAN



Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

ALLIES

Gaya Confederacy allies (before 533 CE)

Silla Korean allies (from 375 CE)

Goguryeo Korean allies (from 375 CE)

Kofun allies - Yamato Era Japanese

NOTES

Provincial and militia spearmen can be combined with archers or crossbowmen containing 1/3 spearmen into TUGs of 6. If mixed formations are used, then all spearmen, crossbowmen and archers must be in mixed formations.

Minima and maxima apply to the nobles. An equal number of followers must be taken.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Provincial crossbowmen protected.

XIANBEI KINGDOMS



ARMY COMMANDER		1	Any		DATES		284 CE to 436 CE			
SUB-GENERALS		0-2	Any		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Fortified or Unfortified; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4	
	Formed Loose	Protected	-					4		
Upgrade best cavalry to cataphracts	CAVALRY	Superior	-	Long Spear	Shove	218	-		4	
	Formed Close	ArmHrs/F Armoured	-					All or none		
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4	
	Formed Loose	Protected	-					16		
Upgrade heavy cavalry to cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		4	
	Formed Close	ArmHrs/F Armoured	-					All or none		
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	8	4	
	Formed Flexible	Unprotected	Bow					56		
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4	
	Formed Flexible	Unprotected	Bow					Up to half		
Replace horse archers with chained archers (only Former Yan from 337 to 370 CE)	CAVALRY	Superior	Experienced	-	-	119	-	0	4	
	Tribal Close	Protected	Bow					16		
Chinese trained close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	4	
	Formed Flexible	Protected	-					8		
Chinese trained crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	4	4	
	Formed Loose	Unprotected	Crossbow					16		

XIANBEI KINGDOMS



Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

ALLIES

Former Qin allies - Di (only in 369 CE)

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Restricted chained archers.

TUYUHUN



ARMY COMMANDER	1	Any Instinctive	DATES	284 CE to 634 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY		Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4
	Formed Loose		Protected	-					4	
Upgrade best cavalry to cataphracts	CAVALRY		Superior	-	Long Spear	Shove	218	-		4
	Formed Close		ArmHrs/F Armoured	-					All or none	
Heavy cavalry	CAVALRY		Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose		Protected	-					16	
Upgrade heavy cavalry to cataphracts	CAVALRY		Average	-	Long Spear	Shove	156	-		4
	Formed Close		ArmHrs/F Armoured	-					All or none	
Horse archers	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	8	4
	Formed Flexible		Unprotected	Bow					56	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible		Unprotected	Bow					Up to half	
Qiang infantry	INFANTRY		Average	-	Short Spear	-	57	-	0	4
	Tribal Loose		Protected	-					16	
Upgrade Qiang infantry	INFANTRY		Superior	-	Short Spear	-	80	-		4
	Tribal Loose		Protected	-					Up to half	
Foot archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					8	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher		Unprotected	Bow					All or none	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	

TUYUHUN



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

LATER QIANG



ARMY COMMANDER		1	Any Instinctive (Any from 384 CE to 417 CE)		DATES		300 CE to 550 CE			
SUB-GENERALS		0-2	Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates)		TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cavalry	CAVALRY	Average	Experienced	-	-	115	-	4	4	
	Formed Loose	Protected	Bow					24		
Regrade cavalry as cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		4	
	Formed Close	ArmHrs/F Armoured	-					Any		
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	-	0	4,6	
	Tribal Loose	Protected	-					12		
Infantry	INFANTRY	Average	-	Short Spear	-	57	-	12	4,6	
	Tribal Loose	Protected	-					48		
CHINESE TROOPS										
Chinese Close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	8*	4	
	Formed Flexible	Protected	-					16		
Replace close fighters	INFANTRY	Average	-	Polearm	-	97	Integral Shooters (6)	0	4	
	Drilled Flexible	Protected	-					4		
Replace ji with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)		4	
	Formed Flexible	Protected	-					Any		
Chinese crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8*	4	
	Formed Loose	Unprotected	Crossbow					8		
Replace crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4	
	Drilled Loose	Protected	Crossbow					4		
Chinese archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4	
	Formed Loose	Unprotected	Bow					8		

LATER QIANG



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

NOTES

* Minimums apply if any Professional generals or Chinese troops are taken and do not apply to allied contingents. They may only be used between 384 and 417 CE (Later Qin).
A command may not contain more than one TuG of best infantry.

CHANGES FROM LAST VERSION

None.

DI



ARMY COMMANDER		1	Any Instinctive (Any from 351 CE to 403 CE)			DATES		300 CE to 550 CE		
SUB-GENERALS		0-2	Any from 351 CE to 403 CE (0-1 Any Instinctive at other dates)			TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive			CAMP		Fortified or Unfortified; Poor or Average		
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE	
	FORMATION	PROTECTION	WEAPONRY		CHARACTERISTICS		PTS	CHARACTERISTICS		MAX
Cavalry	CAVALRY	Average	Experienced	-	-	115	-	4	4	
	Formed Loose	Protected	Bow					24		
Regrade cavalry as cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		4	
	Formed Close	ArmHrs/F Armoured	-					Any		
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	-	0	4,6	
	Tribal Loose	Protected	-					12		
Infantry	INFANTRY	Average	-	Short Spear	-	57	-	12	4,6	
	Tribal Loose	Protected	-					48		
CHINESE TROOPS										
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	8*	4	
	Formed Flexible	Protected	-					16		
Replace close fighters	INFANTRY	Average	-	Polearm	-	97	Integral Shooters (6)	0	4	
	Drilled Flexible	Protected	-					4		
Replace ji with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)		4	
	Formed Flexible	Protected	-					Any		
Chinese crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	8*	4	
	Formed Loose	Unprotected	Crossbow					8		
Replace crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4	
	Drilled Loose	Protected	Crossbow					4		
Chinese archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4	
	Formed Loose	Unprotected	Bow					8		

DI



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

NOTES

* Minimums apply if any Professional generals or Chinese troops are taken and do not apply to allied contingents. They may only be used between 351 and 394 CE (Former Qin) or 386 to 403 CE (Later Liang).

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

CHANGES FROM LAST VERSION

None.

LATER XIONGNU



ARMY COMMANDER		1	Any		DATES		304 CE to 439 CE		
SUB-GENERALS		0-2	Any		TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					4	
Upgrade best cavalry as cataphracts	CAVALRY	Superior	-	Long Spear	Shove	218	-		4
	Formed Close	ArmHrs/F Armoured	-					Any	
Heavy cavalry	CAVALRY	Average	Experienced	-	-	115	-	4	4
	Formed Loose	Protected	Bow					24	
Upgrade heavy cavalry to cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		4
	Formed Close	ArmHrs/F Armoured	-					Any	
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					24	
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Chinese trained close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	4
	Formed Flexible	Protected	-					8	
Chinese trained crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	4	4
	Formed Loose	Unprotected	Crossbow					16	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

LATER XIONGNU



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

GOGURYEO KOREAN



ARMY COMMANDER		1	Any	DATES		313 CE to 668 CE			
SUB-GENERALS		0-3	Any	TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any	CAMP		Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
SonBae cavalry	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	4
	Formed Loose	Protected	-					4	
Regrade SonBae cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	-		4
	Formed Close	ArmHrs/F Armoured	-					All or none	
Other cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-	4	4
	Formed Close	ArmHrs/F Armoured	-					8	
Malgal cavalry	CAVALRY	Average	Experienced	-	Melee Expert	109	-	0	4
	Formed Flexible	Unprotected	Bow					8	
Armoured halbardiers	INFANTRY	Average	-	Polearm	-	92	-	0	4
	Formed Flexible	Protected	-					8	
Armoured spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	4
	Formed Flexible	Protected	-					8	
Armoured swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	*
	Formed Flexible	Protected	-					4	
Armoured archers	INFANTRY	Average	Experienced	-	Combat Shy	53	-	0	4
	Formed Loose	Protected	Bow					4	
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	-	4	4
	Tribal Flexible	Unprotected	-					24	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	4	4
	Tribal Loose	Unprotected	Bow					24	

GOGURYEO KOREAN



REGRADE MILITIA AS A MIXED TUĞ OF 1/3 FIGHTERS, 2/3 ARCHERS

Militia fighters	INFANTRY	Poor	-	Polearm	-	32	Combat Shy (-9)		6
	Tribal Flexible	Unprotected	-					All or none	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)		
	Tribal Loose	Unprotected	Bow						

Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

ALLIES

Buyeo allies (before 400 CE)

Gaya Confederacy allies (before 550 CE)

Baekje Korean allies (before 550 CE)

Silla Korean allies (before 550 CE)

NOTES

*Armoured swordsmen can replace bases of halbardiers, spearmen and archers. No more than 1 base of swordsmen can be added per TuG and the maximum bases for those units size cannot be exceeded.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

SOUTHERN DYNASTIES



ARMY COMMANDER		1	Any Professional			DATES		317 CE to 589 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Fortified or Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Elephants (Liang only)	ELEPHANTS	Average	-	-	-	Shove	240	-	0	2
	Tribal Loose	Protected	-	-	-	-	-	-	2	
Heavy cavalry	CAVALRY	Average	-	Long Spear	-	Shove	156	-	4	4
	Formed Close	ArmHrs/F Armoured	-	-	-	-	-	-	4	
State light cavalry	CAVALRY	Average	Experienced	-	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow	-	-	-	-	-	8	
Volunteers	INFANTRY	Superior	-	Polearm	-	-	129	-	0	4
	Formed Flexible	Protected	-	-	-	-	-	-	4	
Guard close fighters with ji	INFANTRY	Superior	-	Polearm	-	-	136	-	0	4
	Drilled Flexible	Protected	-	-	-	-	-	-	4	
Guard crossbowmen	INFANTRY	Superior	Experienced	-	-	-	111	Combat Shy (-31)	0	4
	Drilled Loose	Protected	Crossbow	-	-	-	-	-	4	
Mu-ping close fighters with ji	INFANTRY	Average	-	Polearm	-	-	97	-	0	4
	Drilled Flexible	Protected	-	-	-	-	-	-	8	
Mu-ping crossbowmen	INFANTRY	Average	Experienced	-	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow	-	-	-	-	-	8	
Mu-ping archers	INFANTRY	Average	Experienced	-	-	-	80	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow	-	-	-	-	-	8	
Swordsmen and archers	INFANTRY	Average	-	-	-	Melee Expert	86	Integral Shooters (6)	0	4
	Formed Flexible	Protected	-	-	-	-	-	-	12	
Spearmen and archers	INFANTRY	Average	-	Short Spear	-	-	77	Integral Shooters (6)	0	4
	Formed Flexible	Protected	-	-	-	-	-	-	4	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	-	56	Combat Shy (-13)	4	4
	Formed Flexible	Protected	-	-	-	-	-	-	16	

SOUTHERN DYNASTIES



Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	4	4
	Formed Loose	Unprotected	Crossbow					12	
Conscript archers	INFANTRY	Poor	Experienced	-	-	51	Combat Shy (-13)	0	4
	Formed Loose	Protected	Bow					12	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Wagons with large crossbows (in 416 CE only)	BATTLE WAGONS	Average	Experienced	-	-	190	-	0	2
	Tribal Loose	Protected	Light Art					6	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

NOTES

Bolt shooters behind fortifications cannot be used with Wagons.
All infantry except tribal auxiliaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

ROURAN KHAGANATE



ARMY COMMANDER	1	Any Instinctive	DATES	330 CE to 555 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	4	4
	Formed Loose		Protected	Bow					8	
Heavy cavalry	CAVALRY		Average	Experienced	Short Spear	Melee Expert	148	-	4	4
	Formed Loose		Protected	Bow					16	
Light cavalry	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	12	4
	Formed Flexible		Unprotected	Bow					56	
Upgrade light cavalry	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible		Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher		Unprotected	Bow					All or none	

ALLIES

Gokturk allies

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

SILLA KOREAN



ARMY COMMANDER		1	Any		DATES		356 CE to 935 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chong cavalry	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	4
	Formed Loose	Protected	-					4	
Regrade Chong cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	-		4
	Formed Close	ArmHrs/F Armoured	-					All or none	
Hwarang cavalry	CAVALRY	Superior	Experienced	-	Melee Expert	138	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Regular cavalry	CAVALRY	Average	-	Short Spear	-	90	Combat Shy (-28)	4	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	4,6
	Formed Flexible	Protected	-					16	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	53	-	0	4
	Formed Loose	Protected	Bow					16	
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	-	6	4,6
	Tribal Flexible	Unprotected	-					22	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	4	4
	Tribal Loose	Unprotected	Bow					24	
REGRADE MILITIA AS A MIXED TUG OF 1/3 FIGHTERS, 2/3 ARCHERS									
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	Combat Shy (-9)		6
	Tribal Flexible	Unprotected	-					All or none	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)		
	Tribal Loose	Unprotected	Bow						

SILLA KOREAN



Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0 4	4
	Skirmisher	Unprotected	Bow						
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0 12	4,6
	Skirmisher	Unprotected	Bow						
ONLY FROM 671 CE									
Exiled Goguryeo	CAVALRY	Average	-	Long Spear	Shove	156	-	0 4	4
	Formed Close	ArmHrs/F Armoured	-						
Exiled Baekje	CAVALRY	Average	-	Long Spear	Shove	156	-	0 4	4
	Formed Close	ArmHrs/F Armoured	-						
Exiled Malgal	CAVALRY	Average	Experienced	-	Melee Expert	109	-	0 4	4
	Formed Flexible	Unprotected	Bow						
Red Banner spearmen	INFANTRY	Average	-	Pike	-	92	-	0 12	6
	Drilled Close	Protected	-						

ALLIES

Gaya Confederacy allies (before 533 CE)

Baekje Korean allies (before 550 CE)

Goguryeo Korean allies (before 550 CE)

Tang allies - Tang China - Northern (from 660 to 670 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

NORTHERN DYNASTIES



ARMY COMMANDER		1	Any Professional	DATES		439 CE to 577 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional	CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	8	4
	Formed Close	ArmHrs/F Armoured	-					20	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					16	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	4
	Formed Flexible	Protected	-					4	
Levy fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	4	4
	Formed Flexible	Protected	-					32	
Levy crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Crossbow					4	
Levy archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					12	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

NORTHERN DYNASTIES



ALLIES

Nomad allies - Pre Dynastic Khitan
Rouran Khaganate allies (before 550 CE)
Gokturk allies (from 555 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

WESTERN WEI AND NORTHERN ZHOU



ARMY COMMANDER		1	Any Professional	DATES		535 CE to 581 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Mountains, Plains			
INTERNAL ALLIED GENERALS		0-1	Any Professional	CAMP		Fortified or Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	4	4
	Formed Close	ArmHrs/F Armoured	-					16	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					12	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	4
	Formed Flexible	Protected	-					4	
Levy fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	8	4
	Formed Flexible	Protected	-					32	
Levy archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					16	
Upgrade levy fighters as xiang bing	INFANTRY	Average	-	Short Spear	-	77	Combat Shy (-22)		4
	Formed Flexible	Protected	-					Any	
Upgrade archers as xiang bing	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		4
	Formed Loose	Unprotected	Bow					Any	

WESTERN WEI AND NORTHERN ZHOU



REPLACE XIANG BING WITH MIXED FORMATIONS, 1/2 CLOSE FIGHTERS, 1/2 ARCHERS

Close fighters	INFANTRY	Average	Experienced	Short Spear	-	92	Combat Shy (-22)	0	4
	Formed Flexible	Protected	Bow					8	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	=	
	Formed Loose	Unprotected	Bow					=	

Levy crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Crossbow					4	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

ALLIES

Nomad allies - Pre Dynastic Khitan
Rouran Khaganate allies (before 550 CE)
Gokturk allies (from 555 CE)

NOTES

The maxima for close fighters in a mixed formation is for close fighters only. An equal number of archers must be taken.
Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

WU - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional		DATES		199 CE to 280 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow					4	
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	1,2
	Formed Flexible	Protected	-					4	
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	0	1,2
	Drilled Flexible	Protected	-					6	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	1,2
	Drilled Flexible	Protected	-					4	
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					2	
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					4	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					2	
Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	1,2
	Drilled Flexible	Protected	-					4	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	2	2,3
	Formed Flexible	Protected	-					16	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	3	2,3
	Formed Loose	Unprotected	Crossbow					12	

WU - THREE KINGDOMS



Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					12	
Tribal auxiliaries	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

NOTES

All infantry except tribal auxiliaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

SHU - THREE KINGDOMS



Army Commander		1	Any Professional		Dates		208 CE to 263 CE		
Sub-Generals		0-3	Any Professional		Terrain		Standard, Mountains, Jungle		
Internal Allied Generals		0-1	Any Professional						
	Type								
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow					4	
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	1,2
	Formed Flexible	Protected	-					4	
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	0	1,2
	Drilled Flexible	Protected	-					6	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	1,2
	Drilled Flexible	Protected	-					4	
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	2	1,2
	Drilled Loose	Protected	Crossbow					4	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					2	
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					4	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					2	
Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	1,2
	Drilled Flexible	Protected	-					4	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	2	2,3
	Formed Flexible	Protected	-					16	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	3	2,3
	Formed Loose	Unprotected	Crossbow					12	

SHU - THREE KINGDOMS



Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					12	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

ALLIES

Qiang allies - Later Qiang allies

Di allies

NOTES

All infantry can use the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

WEI - THREE KINGDOMS



ARMY COMMANDER		1	Any Professional		DATES		208 CE to 316 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow					4	
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	1,2
	Formed Flexible	Protected	-					4	
Elite close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	2	1,2
	Drilled Flexible	Protected	-					6	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm	-	136	-	0	1,2
	Drilled Flexible	Protected	-					4	
Re-equip elite close fighters with mao (only in 211 CE)	INFANTRY	Average	-	Long Spear	-	96	-		1,2
	Drilled Flexible	Protected	-					All or none	
Upgrade elite close fighters with mao (only in 211 CE)	INFANTRY	Superior	-	Long Spear	-	135	-	0	1,2
	Drilled Flexible	Protected	-					4	
Elite crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	-	-	105	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					2	
Elite archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					4	
Upgrade elite archers	INFANTRY	Average	Skilled	-	-	95	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					2	

WEI - THREE KINGDOMS



Spearmen	INFANTRY	Average	-	Long Spear	-	96	-	0	1,2
	Drilled Flexible	Protected	-					4	
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	2	2,3
	Formed Flexible	Protected	-					16	
Upgrade conscript close fighters with mao	INFANTRY	Poor	-	Long Spear	-	55	-		2,3
	Formed Flexible	Protected	-					All or none	
Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	3	2,3
	Formed Loose	Unprotected	Crossbow					12	
Conscript archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					12	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

ALLIES

Qiang allies - Later Qiang allies

Di allies

Tuaba Xianbei allies - Xianbei (only from 304 to 314 CE)

NOTES

All infantry can use the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Adjusted start date. Restricted long spear. Added Xianbei allies.

GAYA CONFEDERACY



ARMY COMMANDER	1	Any Instinctive	DATES	249 CE to 412 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	1,2	
	Formed Loose	Protected	-					4		
Spearmen	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22)	2	1,2	
	Formed Flexible	Protected	-					16		
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2	1,2	
	Formed Loose	Unprotected	Crossbow					8		
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2	
	Formed Loose	Unprotected	Bow					8		
Militia spearmen	INFANTRY	Poor	-	Polearm	-	32	-	0	2,3	
	Tribal Flexible	Unprotected	-					12		
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3	
	Tribal Loose	Unprotected	Bow					12		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

ALLIES

Baekje Korean allies (from 249 CE)

Silla Korean allies (from 375 CE)

Kofun allies - Yamato Era Japanese

GAYA CONFEDERACY



NOTES

Only one external ally may be taken.
This list can be taken as an ally from 412 to 562 CE.

CHANGES FROM LAST VERSION

None.

BAEKJE KOREAN



ARMY COMMANDER		1	Any		DATES		249 CE to 663 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any						
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2
	Formed Loose	Protected	Bow					2	
Upgrade guard cavalry to cataphracts (from 400 CE)	CAVALRY	Superior	-	Long Spear	Shove	218	-		1,2
	Formed Close	ArmHrs/F Armoured	-					All or none	
Nomad cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	Bow					2	
NOBLE CAVALRY COMPRISING 1/2 FRONT RANK NOBLES AND 1/2 REAR RANK FOLLOWERS:									
Front rank nobles	CAVALRY	Superior	-	Long Spear	-	161	-	0	2
	Formed Loose	Protected	-					2	
Rear rank followers	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	=	
	Formed Loose	Protected	-					=	

Provincial spearmen	INFANTRY	Average	-	Polearm	-	92	Combat Shy (-22)	2	1,2
	Formed Flexible	Protected	-					12	
Provincial crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					6	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					6	
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	-	2	2,3
	Tribal Flexible	Unprotected	-					12	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow					12	

BAEKJE KOREAN



Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

ALLIES

Gaya Confederacy allies (before 533 CE)

Silla Korean allies (from 375 CE)

Goguryeo Korean allies (from 375 CE)

Kofun allies - Yamato Era Japanese

NOTES

Provincial spearmen can be combined with archers or crossbowmen containing 1/2 spearmen (give the spearmen the same shooting weapon and skill) into TUGs of 2. Militia spearmen can be combined with archers or crossbowmen containing 1/3 spearmen into TUGs of 3. If mixed formations are used, then all spearmen, crossbowmen and archers must be in mixed formations.

Minima and maxima apply to the nobles. An equal number of followers must be taken.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Provincial crossbowmen protected.

XIANBEI KINGDOMS



ARMY COMMANDER		1	Any		DATES		284 CE to 436 CE			
SUB-GENERALS		0-2	Any		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any							
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Best cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2	
	Formed Loose	Protected	-					2		
Upgrade best cavalry to cataphracts	CAVALRY	Superior	-	Long Spear	Shove	218	-		1,2	
	Formed Close	ArmHrs/F Armoured	-					All or none		
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	-					8		
Upgrade heavy cavalry to cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		1,2	
	Formed Close	ArmHrs/F Armoured	-					All or none		
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	4	1,2	
	Formed Flexible	Unprotected	Bow					28		
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2	
	Formed Flexible	Unprotected	Bow					Up to half		
Replace horse archers with chained archers (only Former Yan from 337 to 370 CE)	CAVALRY	Superior	Experienced	-	-	119	-	0	1,2	
	Tribal Close	Protected	Bow					8		
Chinese trained close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	2,3	
	Formed Flexible	Protected	-					4		
Chinese trained crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	2	2,3	
	Formed Loose	Unprotected	Crossbow					8		

XIANBEI KINGDOMS



Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

ALLIES

Former Qin allies - Di (only in 369 CE)

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Restricted chained archers.

TUYUHUN



ARMY COMMANDER		1	Any Instinctive		DATES		284 CE to 634 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive						
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Upgrade best cavalry to cataphracts	CAVALRY	Superior	-	Long Spear	Shove	218	-		1,2
	Formed Close	ArmHrs/F Armoured	-					All or none	
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					8	
Upgrade heavy cavalry to cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		1,2
	Formed Close	ArmHrs/F Armoured	-					All or none	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	4	1,2
	Formed Flexible	Unprotected	Bow					28	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Qiang infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					8	
Upgrade Qiang infantry	INFANTRY	Superior	-	Short Spear	-	80	-		1,2
	Tribal Loose	Protected	-					Up to half	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

TUYUHUN



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

LATER QIANG



ARMY COMMANDER		1	Any Instinctive (Any from 384 CE to 417 CE)			DATES		300 CE to 550 CE	
SUB-GENERALS		0-2	Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates)			TERRAIN		Standard, Mountains	
INTERNAL ALLIED GENERALS		0-3	Any Instinctive						
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Cavalry	CAVALRY	Average	Experienced	-	-	115	-	2	1,2
	Formed Loose	Protected	Bow					12	
Regrade cavalry as cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		1,2
	Formed Close	ArmHrs/F Armoured	-					Any	
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	-	0	1,2
	Tribal Loose	Protected	-					6	
Infantry	INFANTRY	Average	-	Short Spear	-	57	-	6	1,2
	Tribal Loose	Protected	-					24	
CHINESE TROOPS									
Chinese Close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	2*	2,3
	Formed Flexible	Protected	-					8	
Replace close fighters	INFANTRY	Average	-	Polearm	-	97	Integral Shooters (6)	0	1,2
	Drilled Flexible	Protected	-					4	
Replace ji with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)		1,2
	Formed Flexible	Protected	-					Any	
Chinese crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	2*	2,3
	Formed Loose	Unprotected	Crossbow					4	
Replace crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Chinese archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					4	

LATER QIANG



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

NOTES

* Minimums apply if any Professional generals or Chinese troops are taken and do not apply to allied contingents. They may only be used between 384 and 417 CE (Later Qin).
A command may not contain more than one TuG of best infantry.

CHANGES FROM LAST VERSION

None.

DI



ARMY COMMANDER		1	Any Instinctive (Any from 351 CE to 403 CE)			DATES		300 CE to 550 CE	
SUB-GENERALS		0-2	Any from 351 CE to 403 CE (0-1 Any Instinctive at other dates)			TERRAIN		Standard, Mountains	
INTERNAL ALLIED GENERALS		0-3	Any Instinctive						
TYPE									
	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	-	-	115	-	2	1,2
	Formed Loose	Protected	Bow					12	
Regrade cavalry as cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		1,2
	Formed Close	ArmHrs/F Armoured	-					Any	
Best infantry	INFANTRY	Superior	-	Short Spear	-	80	-	0	1,2
	Tribal Loose	Protected	-					6	
Infantry	INFANTRY	Average	-	Short Spear	-	57	-	6	1,2
	Tribal Loose	Protected	-					24	
CHINESE TROOPS									
Chinese close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	2*	2,3
	Formed Flexible	Protected	-					8	
Replace close fighters	INFANTRY	Average	-	Polearm	-	97	Integral Shooters (6)	0	1,2
	Drilled Flexible	Protected	-					4	
Replace ji with mao	INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)		1,2
	Formed Flexible	Protected	-					Any	
Chinese crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	2*	2,3
	Formed Loose	Unprotected	Crossbow					4	
Replace crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Chinese archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					4	

DI



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

NOTES

* Minimums apply if any Professional generals or Chinese troops are taken and do not apply to allied contingents. They may only be used between 351 and 394 CE (Former Qin) or 386 to 403 CE (Later Liang).

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

CHANGES FROM LAST VERSION

None.

LATER XIONGNU



ARMY COMMANDER		1	Any		DATES		304 CE to 439 CE				
SUB-GENERALS		0-2	Any		TERRAIN		Plains, Mountains				
INTERNAL ALLIED GENERALS		0-1	Any								
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2		
	Formed Loose	Protected	Bow					4			
Upgrade best cavalry as cataphracts	CAVALRY	Superior	-	Long Spear	Shove	218	-		1,2		
	Formed Close	ArmHrs/F Armoured	-					Any			
Heavy cavalry	CAVALRY	Average	Experienced	-	-	115	-	2	1,2		
	Formed Loose	Protected	Bow					12			
Upgrade heavy cavalry to cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-		1,2		
	Formed Close	ArmHrs/F Armoured	-					Any			
Lighter cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2		
	Formed Flexible	Unprotected	Bow					12			
Upgrade lighter cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2		
	Formed Flexible	Unprotected	Bow					Up to half			
Chinese trained close fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	0	2,3		
	Formed Flexible	Protected	-					4			
Chinese trained crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	2	2,3		
	Formed Loose	Unprotected	Crossbow					8			
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2		
	Skirmisher	Unprotected	Bow					4			
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2		
	Skirmisher	Unprotected	Bow					All or none			
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2		
	Skirmisher	Unprotected	Bow					6			

LATER XIONGNU



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

GOGURYEO KOREAN



ARMY COMMANDER		1	Any		DATES		313 CE to 668 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any						
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
SonBae cavalry	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Regrade SonBae cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	-		1,2
	Formed Close	ArmHrs/F Armoured	-					All or none	
Other cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-	2	1,2
	Formed Close	ArmHrs/F Armoured	-					4	
Malgal cavalry	CAVALRY	Average	Experienced	-	Melee Expert	109	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Armoured halbardiers	INFANTRY	Average	-	Polearm	-	92	-	0	1,2
	Formed Flexible	Protected	-					4	
Armoured spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Formed Flexible	Protected	-					4	
Armoured swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	*
	Formed Flexible	Protected	-					4	
Armoured archers	INFANTRY	Average	Experienced	-	Combat Shy	53	-	0	1,2
	Formed Loose	Protected	Bow					4	
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	-	2	2,3
	Tribal Flexible	Unprotected	-					12	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	2	2,3
	Tribal Loose	Unprotected	Bow					12	

GOGURYEO KOREAN



REGRADE MILITIA AS A MIXED TUĞ OF 1/3 FIGHTERS, 2/3 ARCHERS

Militia fighters	INFANTRY	Poor	-	Polearm	-	32	Combat Shy (-9)		3
	Tribal Flexible	Unprotected	-					All or none	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)		
	Tribal Loose	Unprotected	Bow						

Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

ALLIES

Buyeo allies (before 400 CE)
 Gaya Confederacy allies (before 550 CE)
 Baekje Korean allies (before 550 CE)
 Silla Korean allies (before 550 CE)

NOTES

*Armoured swordsmen can replace bases of halbardiers, spearmen and archers. No more than 1 base of swordsmen can be added per TuG and the maximum bases for those units size cannot be exceeded.
 Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

SOUTHERN DYNASTIES



ARMY COMMANDER		1	Any Professional			DATES	317 CE to 589 CE			
SUB-GENERALS		0-3	Any Professional				TERRAIN	Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-1	Any Professional							
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE	
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Elephants (Liang only)	ELEPHANTS	Average	-	-	Shove	240	-	0	1	
	Tribal Loose	Protected	-					1		
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	2	1,2	
	Formed Close	ArmHrs/F Armoured	-					4		
State light cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2	
	Formed Flexible	Unprotected	Bow					4		
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	1,2	
	Formed Flexible	Protected	-					4		
Guard close fighters with ji	INFANTRY	Superior	-	Polearm	-	136	-	0	1,2	
	Drilled Flexible	Protected	-					2		
Guard crossbowmen	INFANTRY	Superior	Experienced	-	-	111	Combat Shy (-31)	0	1,2	
	Drilled Loose	Protected	Crossbow					2		
Mu-ping close fighters with ji	INFANTRY	Average	-	Polearm	-	97	-	0	1,2	
	Drilled Flexible	Protected	-					4		
Mu-ping crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Crossbow					4		
Mu-ping archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Bow					4		
Swordsmen and archers	INFANTRY	Average	-	-	Melee Expert	86	Integral Shooters (6)	0	1,2	
	Formed Flexible	Protected	-					6		
Spearmen and archers	INFANTRY	Average	-	Short Spear	-	77	Integral Shooters (6)	0	1,2	
	Formed Flexible	Protected	-					4		
Conscript close fighters with ji	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	2	2,3	
	Formed Flexible	Protected	-					8		

SOUTHERN DYNASTIES



Conscript crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	2	2,3
	Formed Loose	Unprotected	Crossbow					6	
Conscript archers	INFANTRY	Poor	Experienced	-	-	51	Combat Shy (-13)	0	2,3
	Formed Loose	Protected	Bow					6	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Wagons with large crossbows (in 416 CE only)	BATTLE WAGONS	Average	Experienced	-	-	190	-	0	1
	Tribal Loose	Protected	Light Art					4	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

NOTES

Bolt shooters behind fortifications cannot be used with Wagons.
All infantry except tribal auxiliaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

ROURAN KHAGANATE



ARMY COMMANDER	1	Any Instinctive	DATES	330 CE to 555 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	2	1,2
	Formed Loose		Protected	Bow					4	
Heavy cavalry	CAVALRY		Average	Experienced	Short Spear	Melee Expert	148	-	2	1,2
	Formed Loose		Protected	Bow					8	
Light cavalry	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	4	1,2
	Formed Flexible		Unprotected	Bow					28	
Upgrade light cavalry	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible		Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher		Unprotected	Bow					All or none	

ALLIES

Gokturk allies

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

SILLA KOREAN



ARMY COMMANDER		1	Any		DATES		356 CE to 935 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any						

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chong cavalry	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Regrade Chong cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	-		1,2
	Formed Close	ArmHrs/F Armoured	-					All or none	
Hwarang cavalry	CAVALRY	Superior	Experienced	-	Melee Expert	138	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Regular cavalry	CAVALRY	Average	-	Short Spear	-	90	Combat Shy (-28)	2	2
	Formed Loose	Protected	-					2	
Spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Formed Flexible	Protected	-					8	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	53	-	0	1,2
	Formed Loose	Protected	Bow					8	
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	-	2	2,3
	Tribal Flexible	Unprotected	-					12	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	2	2,3
	Tribal Loose	Unprotected	Bow					12	
REGRADE MILITIA AS A MIXED TUG OF 1/3 FIGHTERS, 2/3 ARCHERS									
Militia fighters	INFANTRY	Poor	-	Polearm	-	32	Combat Shy (-9)		3
	Tribal Flexible	Unprotected	-					All or none	
Militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)		
	Tribal Loose	Unprotected	Bow						

SILLA KOREAN



Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0 2	1,2
	Skirmisher	Unprotected	Bow						
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0 6	1,2
	Skirmisher	Unprotected	Bow						
ONLY FROM 671 CE									
Exiled Goguryeo	CAVALRY	Average	-	Long Spear	Shove	156	-	0 2	1,2
	Formed Close	ArmHrs/F Armoured	-						
Exiled Baekje	CAVALRY	Average	-	Long Spear	Shove	156	-	0 2	1,2
	Formed Close	ArmHrs/F Armoured	-						
Exiled Malgal	CAVALRY	Average	Experienced	-	Melee Expert	109	-	0 2	1,2
	Formed Flexible	Unprotected	Bow						
Red Banner spearmen	INFANTRY	Average	-	Pike	-	92	-	0 6	3
	Drilled Close	Protected	-						

ALLIES

Gaya Confederacy allies (before 533 CE)

Baekje Korean allies (before 550 CE)

Goguryeo Korean allies (before 550 CE)

Tang allies - Tang China - Northern (from 660 to 670 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

NORTHERN DYNASTIES



ARMY COMMANDER		1	Any Professional		DATES		439 CE to 577 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional						
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	4	1,2
	Formed Close	ArmHrs/F Armoured	-					10	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					8	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	1,2
	Formed Flexible	Protected	-					4	
Levy fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	2	2,3
	Formed Flexible	Protected	-					16	
Levy crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Crossbow					4	
Levy archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					6	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

NORTHERN DYNASTIES



ALLIES

Nomad allies - Pre Dynastic Khitan
Rouran Khaganate allies (before 550 CE)
Gokturk allies (from 555 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

WESTERN WEI AND NORTHERN ZHOU



ARMY COMMANDER		1	Any Professional		DATES		535 CE to 581 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Mountains, Plains		
INTERNAL ALLIED GENERALS		0-1	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	2	1,2
	Formed Close	ArmHrs/F Armoured	-					8	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					6	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Volunteers	INFANTRY	Superior	-	Polearm	-	129	-	0	1,2
	Formed Flexible	Protected	-					4	
Levy fighters	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	3	2,3
	Formed Flexible	Protected	-					16	
Levy archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					8	
Upgrade levy fighters as xiang bing	INFANTRY	Average	-	Short Spear	-	77	Combat Shy (-22)		1,2
	Formed Flexible	Protected	-					Any	
Upgrade archers as xiang bing	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		1,2
	Formed Loose	Unprotected	Bow					Any	

WESTERN WEI AND NORTHERN ZHOU



REPLACE XIANG BING WITH MIXED FORMATIONS, 1/2 CLOSE FIGHTERS, 1/2 ARCHERS

Close fighters	INFANTRY	Average	Experienced	Short Spear	-	92	Combat Shy (-22)	0	2
	Formed Flexible	Protected	Bow					4	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	=	
	Formed Loose	Unprotected	Bow					=	

Levy crossbowmen	INFANTRY	Poor	Experienced	-	-	44	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Crossbow					4	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6), Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Bolt shooters behind fortifications	ARTILLERY	Average	Experienced	-	Barricades	162	-	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

ALLIES

Nomad allies - Pre Dynastic Khitan
Rouran Khaganate allies (before 550 CE)
Gokturk allies (from 555 CE)

NOTES

The maxima for close fighters in a mixed formation is for close fighters only. An equal number of archers must be taken.
Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.