



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: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
- 5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

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

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

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

FRIENDLY AND SCENARIO GAMES

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

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HISTORICAL INTRODUCTION

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 Lui Bei died in 223 and an alliance between the two states was established. In 227 the Shu attacked the Wei bur rhe 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 remants 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.

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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

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MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

Notes

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

Wu - Three Kingdoms



199 TO 280 €E

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, J	ungle	
Internal Allied Genera	ALS	0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or Av	rerage
	ТүрЕ									
	TRAINING AN	ID O	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	O PTIONAL	Min	
Name	Formation	ī	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALRY	7	Average	Experienced	Short Spear		125	Melee Expert (23)	4	4,6
	Formed Loo	se	Protected	Bow	Short Spear		120	Wielee Expert (20)	12	4,0
State light cavalry	CAVALRY	7	Average	Experienced	<u>_</u>	_	94	Combat Shy (-18)	0	4,6
	Formed Flexi		Unprotected	Bow			74	Combat Sily (-10)	12	-1, 0
Volunteers	INFANTRY		Superior	-	Polearm	_	129	_	0	6,8
VOIGITECTS	Formed Flexi		Protected	-	1 Glearin		127		8	
Elite close fighters with ji	INFANTR'		Average	-	Polearm	_	97	_	0	6,8
	Drilled Flexi		Protected	-	1 Glearin				16	
Upgrade elite close fighters	INFANTR'		Superior	-	Polearm	_	136	_	0	6,8
	Drilled Flexi		Protected	-	1 Glearin		100		8	
Elite crossbowmen	INFANTRY		Average	Experienced	_	_	85	Combat Shy (-22)	0	6,8
	Drilled Loo		Protected	Crossbow				Comoat Sity (22)	12	0,0
Upgrade elite crossbowmen	INFANTRY		Average	Skilled	_	<u>-</u>	105	Combat Shy (-22)	0	6
	Drilled Loo		Protected	Crossbow			100	Goineat Bity (22)	6	
Elite archers	INFANTR'		Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
Three dreffers	Drilled Loo		Protected	Bow				Goineat Bity (22)	12	
Upgrade elite archers	INFANTR'		Average	Skilled	_	<u>-</u>	95	Combat Shy (-22)	0	6
- Polade elle diellele	Drilled Loo		Protected	Bow					6	
Spearmen	INFANTRY		Average	-	Long Spear	<u>-</u>	96	_	0	6,8
	Drilled Flexi	ble	Protected	-	Long Opean		, ,		8	

WU - THREE KINGDOMS



INFANTRY	Poor	-	Polarrm		56	Combat Shy (12)	6	6,8
Formed Flexible	Protected	-	TOTEATTT	-	50	Compatibility (-13)	48	0,0
INFANTRY	Poor	Experienced			11	Combat Shy (9)	12	6,8
Formed Loose	Unprotected	Crossbow		_	77	Combat Sify (-7)	32	0,0
INFANTRY	Poor	Experienced			30	Combat Shy (9)	0	6,8
Formed Loose	Unprotected	Bow			37	Combat Sify (-7)	32	
INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	6,8,9
Tribal Loose	Protected	Javelin	31101t Spear	-	00	Combat Shy (-22)	18	0,0,9
ARTILLERY	Average	Experienced		Barricadas	122		0	2,3
Skirmisher	Unprotected	Light Art	- -	Dallicades	102	-	4	2,0
INFANTRY	Average	Experienced			40	Combat Shir (1)	0	6,9
Skirmisher	Unprotected	Crossbow	-	-	49	Combat Sify (-4)	18	0,9
INFANTRY	Average	Experienced		Combat Shy	C1 40		0	6,9
Skirmisher	Unprotected	Bow	- -	Combat Shy		-	9	_ 0,9
	Formed Flexible INFANTRY Formed Loose INFANTRY Formed Loose INFANTRY Tribal Loose ARTILLERY Skirmisher INFANTRY Skirmisher INFANTRY	Formed Flexible INFANTRY Poor Formed Loose Unprotected INFANTRY Poor Formed Loose Unprotected INFANTRY Average Tribal Loose ARTILLERY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Average Skirmisher Unprotected INFANTRY Average Average	Formed Flexible INFANTRY Poor Experienced Formed Loose Unprotected Crossbow INFANTRY Poor Experienced Formed Loose Unprotected Bow INFANTRY Average Unskilled Tribal Loose Protected Javelin ARTILLERY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced	Formed Flexible INFANTRY Poor Experienced Formed Loose Unprotected Crossbow INFANTRY Poor Experienced Formed Loose Unprotected Bow INFANTRY Average Unskilled Tribal Loose Protected Javelin ARTILLERY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced	Formed Flexible Protected - Experienced Formed Loose Unprotected Crossbow INFANTRY Poor Experienced Formed Loose Unprotected Bow INFANTRY Average Unskilled Short Spear - Skirmisher Unprotected Light Art INFANTRY Average Experienced Formisher Unprotected Crossbow INFANTRY Average Experienced Formisher Unprotected Crossbow	Formed Flexible INFANTRY Poor Experienced Formed Loose Unprotected Crossbow INFANTRY Poor Experienced Formed Loose Unprotected Bow INFANTRY Average Unskilled Tribal Loose Protected Javelin ARTILLERY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Combat Shy 40	Formed Flexible INFANTRY Poor Experienced Formed Loose Unprotected Crossbow INFANTRY Poor Experienced Formed Loose Unprotected Bow INFANTRY Average Fribal Loose ARTILLERY Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Combat Shy (-4) Combat Shy (-9) Combat Shy (-9) Shoot & Charge (6), Combat Shy (-22) ARTILLERY Average Experienced Combat Shy (-4)	Formed Flexible Protected - Folearm - 56 Combat Shy (-13) 48 INFANTRY Poor Experienced 44 Combat Shy (-9) 32 INFANTRY Poor Experienced - 39 Combat Shy (-9) 32 INFANTRY Poor Experienced Bow - 39 Combat Shy (-9) 32 INFANTRY Average Unskilled Short Spear - 60 Shoot & Charge (6), 0 Tribal Loose Protected Javelin Short Spear - 60 Shoot & Charge (6), 0 Combat Shy (-22) 18 ARTILLERY Average Experienced Barricades 132 - 0 Skirmisher Unprotected Light Art Barricades 132 - 4 INFANTRY Average Experienced - 49 Combat Shy (-4) 18 INFANTRY Average Experienced - 49 Combat Shy (-4) 18 INFANTRY Average Experienced - 40 Combat Shy (-4) 18

Notes

All infantry except tribal auxilaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

SHU - THREE KINGDOMS



208 TO 263 €E

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



		1	Any Professional			DATES		208 CE to 263 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Mountains, J	ungle	
Internal Allied Gener	ALS	0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or A	verage
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALF	Υ	Average	Experienced	Short Spear		125	Melee Expert (23)	4	4,6
Ticavy cavally	Formed Lo	ose	Protected	Bow	Short Spear		120	Meice Expert (20)	12	4,0
State light cavalry	CAVALF	Υ	Average	Experienced			94	Combat Shy (-18)	0	4,6
State light cavally	Formed Fle	xible	Unprotected	Bow	-	-	2 4	Collidat Sily (-10)	12	4,0
Volunteers	INFANTI	RY	Superior	-	Polearm	_	129	_	0	6,8
	Formed Fle	xible	Protected	-	1 Oleanni		127		8	
Elite close fighters with ji	INFANT	RY	Average	-	Polearm		97		0	6,8
Litte close righters with ji	Drilled Flex	kible	Protected	-	1 Oleanni		<i>)</i> /		16	
Upgrade elite close fighters	INFANTI	RY	Superior	-	Polearm	_	136	_	0	6,8
	Drilled Flex	kible	Protected	-	1 Oleanin		100		8	
Elite crossbowmen	INFANTI	RY	Average	Experienced			85	Combat Shy (-22)	6	6,8
Ente crossoowmen	Drilled Lo	ose	Protected	Crossbow	<u>-</u>	-	00	Combat 311y (-22)	12	- 0,0
Upgrade elite crossbowmen	INFANT	RY	Average	Skilled			105	Combat Shy (-22)	0	6
	Drilled Lo	ose	Protected	Crossbow			100	Controat Jily (-22)	6	
Elite archers	INFANTI	RY	Average	Experienced			80	Combat Shy (-22)	0	6,8
Elite dichers	Drilled Lo	ose	Protected	Bow	<u>-</u>	-	00	Combat 311y (-22)	12	- 0,0
Upgrade elite archers	INFANTI	RY	Average	Skilled			95	Combat Shy (-22)	0	6
opgrade ente areners	Drilled Lo	ose	Protected	Bow		-	<i></i>	Controat only (-22)	6	
Spearmen	INFANTI	RY	Average	-	Long Spear		96		0	6,8
Speammen	Drilled Flex	kible	Protected	-	rong spear	-	70	-	8	- 0,0

SHU - THREE KINGDOMS



Conscript close fighters with	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	6	6,8
ji	Formed Flexible	Protected	-	Tolcallii		30	Collidat Sily (-13)	48	
Conscript crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	12	6,8
Conscript crossbownien	Formed Loose	Unprotected	Crossbow	-	-	44	Combat Sily (-9)	32	0,0
Conscript archard	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	6,8
Conscript archers	Formed Loose	Unprotected	Bow	-	-	39	Combat Sily (-9)	32	0,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	132		0	2,3
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicaues	132	-	4	4,3
Foot crossbowmen	INFANTRY	Average	Experienced			49	Combat Shy (-4)	0	6,9
root crossoowinen	Skirmisher	Unprotected	Crossbow	-	-	47	Combat 311y (-4)	18	0,9
Foot archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
root attiets	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	9	0,9

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, Mo	untains	
Internal Allied Gener	ALS	0-1	Any Professional			САМР		Fortified or Unfortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	OPTIONAL	Min	
Name	FORMATIO	ÐΝ	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heavy cavalry	CAVALE	Υ	Average	Experienced	Short Spear		125	Melee Expert (23)	4	4,6
Ticavy cavally	Formed Lo	ose	Protected	Bow	Short Spear		120	Tviciec Expert (20)	12	4,0
State light cavalry	CAVALE	Υ	Average	Experienced			94	Combat Shy (-18)	0	4,6
	Formed Fle	xible	Unprotected	Bow) 1	Combat Sily (-10)	12	-1, 0
Tribal auxiliary cavalry	CAVALE	Υ	Average	Experienced	_	_	94	Melee Expert (15)	0	4,6
noal auxiliary cavairy	Formed Fle	xible	Unprotected	Bow	_) T	Tviciec Expert (10)	12	-1, 0
Volunteers	INFANTI	RY	Superior	-	Polearm	_	129	_	0	6,8
Volunteers	Formed Fle		Protected	-	1 Oleanin		127	_	8	0,0
Elite close fighters with ji	INFANTI	RY	Average	-	Polearm	_	97	<u>.</u>	6	6,8
Litte close righters with ji	Drilled Flex	kible	Protected	-	Toleann		<i>)</i> /	<u>-</u>	16	
Upgrade elite close fighters	INFANTI	RY	Superior	-	Polearm		136		0	6,8
opgrade ente close righters	Drilled Flex	kible	Protected	-	1 Oleann	-	130	-	8	0,0
Re-equip elite close fighters	INFANTI	RY	Average	-	Long Spear		96			6,8
with mao (only in 211 CE)	Drilled Flex	kible	Protected	-	Long Spear		70		All or none	0,0
Upgrade elite close fighters	INFANTI	RY	Superior	-	Long Spear		135		0	6,8
with mao (only in 211 CE)	Drilled Flex	kible	Protected	-	Long Spear	-	100	-	8	0,0
Elite crossbowmen	INFANTI	RY	Average	Experienced			85	Combat Shy (-22)	0	6,8
Litte Clossbowilleli	Drilled Lo	ose	Protected	Crossbow	-	-	00	Compatibily (-22)	12	0,0
Upgrade elite crossbowmen	INFANTI	RY	Average	Skilled		<u> </u>	105	Combat Shy (-22)	0	6
Obstage effic crossoomilien	Drilled Lo	ose	Protected	Crossbow	-	-	100	Compatibily (-22)	6	U

WEI - THREE KINGDOMS



Elite archers	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
Little archers	Drilled Loose	Protected	Bow	<u>-</u>		00	Collidat Sily (-22)	12	
Upgrade elite archers	INFANTRY	Average	Skilled			95	Combat Shy (-22)	0	6
	Drilled Loose	Protected	Bow	<u>-</u>		70	Combat Sily (-22)	6	
Spearmen	INFANTRY	Average	-	Long Spear		96		0	6,8
Speamen	Drilled Flexible	Protected	-	Long Spear	-	90	-	8	0,0
Conscript close fighters with	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	6	6,8
ji	Formed Flexible	Protected	-	roleann	-	30	Combat Sily (-15)	48	0,0
Upgrade conscript close	INFANTRY	Poor	-	Long Spear		55			6,8
fighters with mao	Formed Flexible	Protected	-	Long Spear	-	00	-	All or none	0,0
Conscript crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	12	6,8
Conscript crossbowinen	Formed Loose	Unprotected	Crossbow	- -	-	44	Collidat Sily (-9)	32	0,0
Conscript archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	6.8
Conscript archers	Formed Loose	Unprotected	Bow	<u>-</u>	-	39	Collidat Sily (-9)	32	0,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	132		0	2,3
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicades	132	-	4	2,3
Foot crossbowmen	INFANTRY	Average	Experienced			49	Combat Shy (-4)	0	6.9
root crossoowillell	Skirmisher	Unprotected	Crossbow	<u>-</u>	-	47	Compatibility (-4)	18	0,9
Foot archers	INFANTRY	Average	Experienced		Combat Chy	40		0	6.9
root archers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Shy	40	-	9	0,9

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 Baejke 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 Sub-Generals		1	Any Instinctive			DATES		249 CE to 412 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal, Moi	untains	
Internal Allied Gene	RALS	0-3	Any Instinctive			САМР		Unfortified or Flexible;	Poor or Av	rerage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALR	Y	Average	-	Long Spear		115	Combat Shy (-28)	0	4,6
Cavally	Formed Lo	ose	Protected	-	Long Spear	_	110	Combat Sify (-20)	12	4,0
Sparman	INFANTE	Υ	Average	-	Polearm		92	Combat Shy (-22)	6	6,8
pearmen	Formed Flex	xible	Protected	-	1 Oleann		94	Combat Sify (-22)	48	0,0
Crossbowmen	INFANTE	Υ	Average	Experienced			59	Combat Shy (-14)	6	6,8
CIOSSOOWIIICII	Formed Lo	ose	Unprotected	Crossbow	_	_	07	Combat Sify (-14)	24	0,0
Provincial archers	INFANTE	Υ	Average	Experienced			54	Combat Shy (-14)	0	6,8
1 TOVITICIAI ATCITCIS	Formed Lo	ose	Unprotected	Bow		<u>-</u>	04	Combat Sily (-14)	24	
Militia spearmen	INFANTE	Ϋ́	Poor	-	Polearm	_	32	_	0	6,8
Tymina spearmen	Tribal Flexi	ible	Unprotected	-	1 Olcaiiii	_	02		32	
Militia archers	INFANTE	Υ	Poor	Experienced			35	Combat Shy (-9)	0	6,8
Ivilliua arcifers	Tribal Loc	se	Unprotected	Bow	-	-	00	Combat Sily (-7)	32	0,0
Skirmishing archers	INFANTE	RΥ	Average	Experienced	_	Combat Shy	40		0	6,9
okiminishing archers	Skirmish	er	Unprotected	Bow			-1 0	-	18	6,9

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, Mc	untains	
Internal Allied Gener	ALS 0-1	Any			Самр		Unfortified; Poor or A	verage	
	ТүрЕ	•			_				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M(in	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	_	161	Melee Expert (32)	0	4,6
Guara cavany	Formed Loose	Protected	Bow	Short Spear	_	101	Tviciec Expert (02)	6	-1, 0
Upgrade guard cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218	_		4,6
cataphracts (from 400 CE)	Formed Close	ArmHrs/F Armoured	-	Long open	BHOVE	210		All or none	1,0
Nomad cavalry	CAVALRY	Average	Experienced	Short Spear	_	135	Melee Expert (23)	0	4,6
1 voinad cavany	Formed Flexible	Protected	Bow	onore opear		100	Tylefee Expert (20)	6	1,0
Noble cavalry compris	ing 1/2 Front ra	NK NOBLES AND 1/2	REAR RANK FOLI	LOWERS:					
Front rank nobles	CAVALRY	Superior	-	Long Spear		161		0	4,6
TIOIIL IAIIK HOUSES	Formed Loose	Protected	-	Long Spear	-	101	-	6	4,0
Rear rank followers	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	=	
icai falik followers	Formed Loose	Protected	-	Long Spear	-	110	Combat Sily (-20)	=	
D	INFANTRY	Average	-	Polearm		00	C 1 (C1 (22)	6	6.0
Provincial spearmen	Formed Flexible	Protected	-	roleam	-	92	Combat Shy (-22)	36	6,8
Provincial crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
1 TOVITICIAI CIOSSOOWITIEII	Formed Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	18	0,0
Provincial archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	6,8
1 TOVILICIAL ATCHERS	Formed Loose	Unprotected	Bow	-	-	J4	Combat Sily (-14)	18	
Militia fighters	INFANTRY	Poor	-	Polearm		32		8	6,8
1viiiida iigiiteis	Tribal Flexible	Unprotected	-	1 Olcailli		02		32	
Militia archers	INFANTRY	Poor	Experienced		_	35	Combat Shy (-9)	0	6,8
ivinitia arciicis	Tribal Loose	Unprotected	Bow	-	-	30	Combat sily (-9)	32	0,0

BAEKJE KOREAN

M	ORTEM
ET	GLORIAM

Scout cavalry	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	16
	Skirmisher	Unprotected	Bow	-		J/	Combat Shy (-4)	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
	Skirmisher	Unprotected	Bow	-	Combat sny	40	-	18	0,9

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	(-2 Any			TERRAIN		Standard, Coastal, Mc	untains	
INTERNAL ALLIED GENERA	ALS	-1 Any	Any		САМР		Fortified or Unfortified; Poor or Average		
	ТүрЕ	,							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Best cavalry	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-	Charging Lancer	_	17/	Tviciec Expert (02)	6	7,0
Upgrade best cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218	_		4,6
cataphracts	Formed Close	ArmHrs/F Armoured	-		SHOVE	210		All or none	- ,0
Heavy cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	6	4,6
	Formed Loose	Protected	-	Charging Lancer		100	Meice Expert (20)	24	4,0
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156	_		4.6
cataphracts	Formed Close	ArmHrs/F Armoured	-		Bilove	100		All or none	: 7,0
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	12	4,6
1 1015C arcticis	Formed Flexib	e Unprotected	Bow	_		24	Compatibily (-10)	80	4,0
Upgrade horse archers	CAVALRY	Average	Skilled			129	Combat Shy (-18)		4,6
Opgrade noise archers	Formed Flexib	e Unprotected	Bow	-	-	129	Collidat Sily (-10)	Up to half	4,0
Replace horse archers with chained archers (only Former	CAVALRY	Superior	Experienced	_	_	119	_	0	4,6
Yan from 337 to 370 CE)	Tribal Close	Protected	Bow			117		24	1,0
Chinese trained close fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (12)	0	6,8
Cimicse damed close lighters	Formed Flexib	e Protected	-	1 Olealili	<u>-</u>	20	Combat Shy (-13)	12	
Chinese trained	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	6	6,8
crossbowmen	Formed Loos	Unprotected	Crossbow	_ <u>-</u>	-	44	Collidat Sily (-9)	24	- 0,0

XIANBEI KINGDOMS



Skirmishing horse archers	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
Skirmsning noise archers	Skirmisher	Unprotected	Bow	-		07	Contract 511y (-4)	12	7,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4.6
archers	Skirmisher	Unprotected	Bow	-	Cantaunan	7.0	Collidat Sily (-4)	All or none	4,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
	Skirmisher	Unprotected	Bow	-	Combat shy		-	18	0,9

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 General	s 0-1	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Avera	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	M [IN	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best cavalry	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	0	4,6
Desi cavany	Formed Loose	Protected	-	Charging Lancer	_	17/	Tviciec Expert (02)	6	-1, 0
Upgrade best cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218	_		4,6
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	210		All or none	, -
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	6	4,6
	Formed Loose	Protected	-	Charging Lancer		100	Tviciee Expert (20)	24	1,0
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156	_		4,6
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long open	BIIOVE	100		All or none	1,0
Horse archers	CAVALRY	Average	Experienced		_	94	Combat Shy (-18)	12	4,6
Horse archers F	Formed Flexible	Unprotected	Bow				Gomeway (10)	80	.,.
Upgrade horse archers	CAVALRY	Average	Skilled		_	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow			127	Combat bily (10)	Up to half	1,0
Qiang infantry	INFANTRY	Average	-	Short Spear	_	57	_	0	6,8
	Tribal Loose	Protected	-	вноге вреш				24	
Upgrade Qiang infantry	INFANTRY	Superior	-	Short Spear	_	80	_		6,8
	Tribal Loose	Protected	-	вноге вреш				Up to half	
Foot archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow				Gomeway (11)	12	
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow				Comoat Siry (1)	12	1,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmisher	Unprotected	Bow		Gairaonan	, 0		All or none	1,0
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow			10		18	· , ,

TUYUHUN



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

LATER QIANG



300 TO 550 €E

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



1	Any Instinctive (Any f	rom 384 CE to 417	CE)	DATES		300 CE to 550 CE			
0-2	Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates)			TERRAIN		Standard, Mountains			
1.5 0-3	Any Instinctive			САМР		Fortified or Unfortified;	Fortified or Unfortified; Poor or Average		
ТүрЕ									
TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min		
FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
CAVALRY	Average	Experienced			115		6	4,6	
Formed Loose	Protected	Bow	_		110		32	-1, 0	
CAVALRY	Average	-	Long Spear	Shove	156	_		4,6	
Formed Close	ArmHrs/F Armoured	-	Long Spear	Shove	100		Any	7,0	
INFANTRY	Superior	-	Short Spear	_	80		0	6,8,9	
Tribal Loose	Protected	-	Short Spear		00		18	0,0,7	
INFANTRY	Average	-	Short Spaar		57		18	6,8,9	
Tribal Loose	Protected	-	Short Spear	-	J/	-	72	- 0,0,9	
INFANTRY	Poor	-	D 1	-	E.C	Integral Shooters (4),	8*	6,8	
Formed Flexible	Protected	-	Polearm		30	Combat Shy (-13)	24	0,8	
INFANTRY	Average	-	D . 1		07	1. 1.01	6.0		
Drilled Flexible	Protected	-	Polearm	-	9/	Integral Shooters (0)	8	6,8	
INFANTRY	Average	-	I C		O1	C 1 C1 (22)		6,8	
Formed Flexible	Protected	-	Long Spear	-	91	Combat Sny (-22)	Any	- 0,8	
INFANTRY	Poor	Experienced			4.4	C 1 C1 (0)	8*	6.0	
Formed Loose	Unprotected	Crossbow	-	-	44	Combat Sny (-9)	12	6,8	
INFANTRY	Average	Experienced			05	Combat Chy (22)	0	6.0	
Drilled Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	8	6,8	
INFANTRY	Poor	Experienced			20	C 1 + C1 (O)	0	6.0	
Formed Loose	Unprotected	Bow	-	-	39	Combat Shy (-9)	12	6,8	
	TRAINING AND FORMATION CAVALRY FORMED LOOSE CAVALRY FORMED CLOSE INFANTRY Tribal LOOSE INFANTRY Tribal LOOSE INFANTRY Tribal LOOSE INFANTRY Formed Flexible INFANTRY Drilled Flexible INFANTRY Formed Flexible INFANTRY Formed Flexible INFANTRY Formed LOOSE INFANTRY Drilled LOOSE INFANTRY Drilled LOOSE INFANTRY	O-2 Any from 384 CE to 4 dates) TYPE TRAINING AND QUALITY FORMATION PROTECTION CAVALRY Average Formed Loose Protected CAVALRY Average Formed Close ArmHrs/F Armoured INFANTRY Superior Tribal Loose Protected INFANTRY Average Tribal Loose Protected INFANTRY Average Tribal Loose Protected INFANTRY Average Tribal Loose Protected INFANTRY Poor Formed Flexible Protected INFANTRY Average INFANTRY Average Formed Flexible Protected INFANTRY Poor Formed Flexible Protected INFANTRY Average Formed Loose Unprotected INFANTRY Poor Formed Loose Protected INFANTRY Poor Formed Loose Protected INFANTRY Poor Formed Loose Protected INFANTRY Poor	Any from 384 CE to 417 CE (0-1 Any Ins dates) O-3 Any Instinctive TYPE TRAINING AND FORMATION CAVALRY Average Formed Loose Formed Close Formed Close INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Average Formed Flexible INFANTRY Average Formed Flexible INFANTRY Average Formed Flexible INFANTRY Average Formed Flexible INFANTRY Average Formed Loose INFANTRY Average Experienced INFANTRY Average Formed Loose INFANTRY Average Experienced Crossbow INFANTRY Average Experienced	dates dat	O-2 Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates) O-3 Any Instinctive TYPE TRAINING AND FORMATION FORMATION CAVALRY FORMATION CAVALRY FORMATION FO	O-2 Any from 384 CE to 417 CE (O-1 Any Instinctive at other dates) Terrain O-3 Any Instinctive CAMP	Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates)	O-2 Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates) CAMP Standard, Mountains Fortified or Unfortified; Poor or Average CAVALRY Average Protected Crossbow Cavalry Protected Cavalry Characteristics Protected Cavalry Caval	

LATER QIANG

T		U D	4 6		<u>л</u>
L	V	57/			41
Res		80	RI	ATA	/

Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
7 deficis	Tribal Loose	Unprotected	Bow			10	Combat Sily (-14)	12	0,0
Skirmishing horse archers	CAVALRY	Average	Experienced		-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow	- -		07		12	4,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4.6
archers	Skirmisher	Unprotected	Bow	-	Calilabilali	/3	Compat Sny (-4)	All or none	4,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6.0
	Skirmisher	Unprotected	Bow		Combat Sny			18	6,9

Notes

CHANGES FROM LAST VERSION

None.

^{*} 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.

DI



300 TO 550 €E

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

Dī



ARMY COMMANDER	1	Any Instinctive (Any f	from 351 CE to 403	CE)	DATES		300 CE to 550 CE			
Sub-Generals	0-	2 Any from 351 CE to 4 dates)	` ,			TERRAIN		Standard, Mountains		
Internal Allied Genera	1LS 0-	3 Any Instinctive			Самр		Fortified or Unfortified; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT 0 RY	BASE	OPTIONAL	Min		
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sızı	
Cavalry	CAVALRY	Average	Experienced	_	_	115	_	6	4,6	
Cavany	Formed Loose	Protected	Bow	_	_	110	_	32	7,0	
Regrade cavalry as cataphracts	CAVALRY Formed Close	Average ArmHrs/F Armoured	-	Long Spear	Shove	156	-	Any	4,6	
Best infantry	INFANTRY Tribal Loose	Superior Protected	-	Short Spear	-	80	-	0 18	6,8,9	
Infantry	INFANTRY Tribal Loose	Average Protected	-	Short Spear	-	57	_	18 72	6,8,9	
CHINESE TROOPS										
Chinese close fighters with ji	INFANTRY Formed Flexible	Poor Protected	-	Polearm	-	56	Integral Shooters (4), Combat Shy (-13)	8* 24	6,8	
Replace close fighters	INFANTRY Drilled Flexible	Average Protected	-	Polearm	-	97	Integral Shooters (6)	0	6,8	
Replace ji with mao	INFANTRY Formed Flexible	Average Protected	-	Long Spear	-	91	Combat Shy (-22)	Any	6,8	
Chinese crossbowmen	INFANTRY Formed Loose	Poor Unprotected	Experienced Crossbow	-	-	44	Combat Shy (-9)	8* 12	6,8	
Replace crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0	6,8	
Chinese archers	INFANTRY Formed Loose	Poor Unprotected	Experienced Bow	-	-	39	Combat Shy (-9)	0 12	6,8	

$\mathbf{D}\mathbf{I}$

T /		7
TA	OKIEN	l
BIT	GLORIAN	

								7	
Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	6,8
Archers	Tribal Loose	Unprotected	Bow	<u>-</u>		40	Combat Sify (-14)	12	0,0
Skirmishing horse archers	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow	-	-	37		12	4,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmisher	Unprotected	Bow	-	Calitabilali	/3		All or none	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow	-	Collidat Sily	40		18	0,9

Notes

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

CHANGES FROM LAST VERSION

None.

^{*} 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).

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 GENERA	0-1	Any			Самр		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M(IN	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	_	161	Melee Expert (32)	0	4,6
	Formed Loose	Protected	Bow	Short Spear		101	Tviciec Expert (02)	8	1,0
Upgrade best cavalry as	CAVALRY	Superior	-	Long Spear	Shove	218	_		4,6
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long open	Bilove	210		Any	1,0
Heavy cavalry	CAVALRY	Average	Experienced	_	_	115	_	6	4,6
	Formed Loose	Protected	Bow			110		36	1,0
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156	_		4,6
cataphracts	Formed Close	ArmHrs/F Armoured	-	20118 2 Pear				Any	.,.
Lighter cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow			<i>,</i> ,	Goineat Billy (10)	36	1,0
Upgrade lighter cavalry	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow			127	Goineat Bily (10)	Up to half	1,0
Chinese trained close fighters	INFANTRY	Poor	-	Polearm	_	56	Combat Shy (-13)	0	6,8
	Formed Flexible	Protected	-	1 Oleanin			Goinout bily (10)	12	
Chinese trained	INFANTRY	Poor	Experienced	_	_	44	Combat Shy (-9)	6	6,8
crossbowmen	Formed Loose	Unprotected	Crossbow			, ,	Comoat Sily (7)	24	
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow			07	Comoat Sily (1)	12	1,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmisher	Unprotected	Bow		Canaonan	, 0	Goillout 511y (-4)	All or none	1,0
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
	Skirmisher	Unprotected	Bow		Comoat only	10		18	0,7

LATER XIONGNU



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

GOGURYEO KOREAN



313 **TO 668 €E**

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, Mc	ountains	
INTERNAL ALLIED GENE	crals 0-1	Any			САМР		Unfortified; Poor or A	verage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
SonBae cavalry	CAVALRY	Superior	-	Chart Crass		126	Melee Expert (32)	0	4,6
Solidae Cavally	Formed Loose	Protected	-	Short Spear	-	120	Meiee Expert (52)	6	- 4,0
Regrade SonBae cavalry	CAVALRY	Superior	-	Long Spear	Shove	218			4,6
Regiate Solidae Cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	210	-	All or none	- 4, 0
Other cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	_	4	4,6
	Formed Close	ArmHrs/F Armoured	-	Long Spear	Shove	100	_	12	7,0
Malgal cavalry	CAVALRY	Average	Experienced	_	Melee Expert	109	_	0	4,6
Triangar cavarry	Formed Flexible	Unprotected	Bow		Tviciec Expert	107		12	1,0
Armoured halbardiers	INFANTRY	Average	-	Polearm	_	92	_	0	6,8
7 Hilloured Halbardielb	Formed Flexible	Protected	-	1 Olcailli		, , ,		12	0,0
Armoured spearmen	INFANTRY	Average	-	Long Spear		91		0	6,8
7 dinoured speamen	Formed Flexible	Protected	-	Long Spear		71		12	0,0
Armoured swordsmen	INFANTRY	Average	-		Melee Expert	86		0	*
Alliouled Swoldsillell	Formed Flexible	Protected	-	<u>-</u>	Meiee Expert	00	-	8	
Armoured archers	INFANTRY	Average	Experienced		Combat Shy	53		0	6,8
Allioured archers	Formed Loose	Protected	Bow	<u>-</u>	Compatibility	00	-	8	0,0
Militia fighters	INFANTRY	Poor	-	Polearm		32		8	6,8
	Tribal Flexible	Unprotected	<u>-</u>	I OICAIIII	<u>-</u>	J <u>Z</u>	<u> </u>	32	0,0
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	8	6,8
IVIIIIUA AICIIEIS	Tribal Loose	Unprotected	Bow	-	-	30	Compatibility (-9)	32	- 0,0

Bow

Tribal Loose

Unprotected

GOGURYEO KOREAN



REGRADE MILITIA AS A MI	хер ТиG о г 1/3 г	ighters, 2/3 archi	ERS						
Militia fighters	INFANTRY	Poor	-	Polearm		32	Combat Shy (-9)		6,9
ivilitia figitiers	Tribal Flexible	Unprotected	-					All or none	
Militia archers	INFANTRY	Poor	Experienced	<u>_</u>	_	35	Combat Shy (-9)		
Ivillida archers	Tribal Loose	Unprotected	Bow						
Scout cavalry	CAVALRY	Average	Experienced	_	_	57	Cantabrian (16),	0	4,6
Scout cavally	Skirmisher	Unprotected	Bow				Combat Shy (-4)	6	4,0
Foot archers	INFANTRY	Average	Experienced		Combat Shir	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	18	6,9

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

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, Ju	ıngle	
INTERNAL ALLIED GENERA	0-1	Any Professional			САМР		Fortified or Unfortified;	Poor or Av	/erage
	ТүрЕ	•							
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Elephants (Liang only)	ELEPHANTS	Average	-		Shove	240		0	2,3
Elephants (Liang only)	Tribal Loose	Protected	-	<u>-</u>	SHOVE	240	-	3	2,0
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156		4	4,6
Treavy cavally	Formed Close	ArmHrs/F Armoured	-	Long Spean	SHOVE	150	-	8	- 4,0
State light cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	4,6
State light cavally	Formed Flexible	Unprotected	Bow	<u>-</u>	-	24	Collidat Sily (-10)	12	4,0
Volunteers	INFANTRY	Superior	-	Polearm		129		0	6,8
Volunteers	Formed Flexible	Protected	-	TOTEATTT	-	129	-	8	- 0,0
Guard close fighters with ji	INFANTRY	Superior	-	Polearm		136		0	6
Guard close lighters with ji	Drilled Flexible	Protected	-	1 Oleann	-	130	-	6	_ 0
Guard crossbowmen	INFANTRY	Superior	Experienced			111	Combat Shy (-31)	0	6
Guard Crossbownnen	Drilled Loose	Protected	Crossbow	<u>-</u>	-	111	Compatibility (-51)	6	
Mu-ping close fighters with	INFANTRY	Average	-	Polearm		97		0	6,8
ji	Drilled Flexible	Protected	-	1 Oleann	-	97	-	12	
Mu ning graghayyman	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
Mu-ping crossbowmen	Drilled Loose	Protected	Crossbow	<u>-</u>	-	0.0	Comoat sily (-22)	12	- 0,0
NA	INFANTRY	Average	Experienced			80	Camalage Class (22)	0	6,8
Mu-ping archers	Drilled Loose	Protected	Bow	-	-	80	Combat Shy (-22)	12	- 0,8
Swordsmen and archers	INFANTRY	Average	-		NA -1 T	86	Internal Charten (6)	0	6,8
Swordsmen and archers	Formed Flexible	Protected	-	-	Melee Expert	80	Integral Shooters (6)	16	- 0,8
C	INFANTRY	Average	-	Clarate Caraca		77	Internal Charter (6)	0	6.0
Spearmen and archers	Formed Flexible	Protected	-	Short Spear	-	77	Integral Shooters (6)	8	6,8
Conscript close fighters with	INFANTRY	Poor	-	D . 1		E6	C 1 C1 (4 0)	8	6.0
ji	Formed Flexible	Protected	-	Polearm	-	56	Combat Shy (-13)	24	6,8

SOUTHERN DYNASTIES



Conscript crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	8	6,8
Conscript crossoowinen	Formed Loose	Unprotected	Crossbow	-	-	44	Combat Sily (-9)	18	0,0
Conscript archers	INFANTRY	Poor	Experienced			51	Combat Shy (-13)	0	6,8
Conscript archers	Formed Loose	Protected	Bow	-	-	51	Combat Sily (-13)	18	0,0
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	6,8,9
	Tribal Loose	Protected	Javelin	Short Spear		00	Combat Shy (-22)	18	0,0,7
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	132		0	2,3,4
fortifications	Skirmisher	Unprotected	Light Art	<u>-</u>	Darricades	102	-	4	2,0,4
Wagons with large	BATTLE WAGONS	Average	Experienced		_	190		0	2,3,4
crossbows (in 416 CE only)	Tribal Loose	Protected	Light Art	<u>-</u>	-	190	-	8	2,0,4
Foot archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
root archers	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	40	-	9	0,9
Foot crosshovemen	INFANTRY	Average	Experienced			49	Combat Shy (-4)	0	6,9
Foot crossbowmen	Skirmisher	Unprotected	Crossbow			47	Combat Sily (-4)	9	0,9

Notes

Bolt shooters behind fortifications cannot be used with Wagons.

All infantry except tribal auxilaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

ROURAN KHAGANATE



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 GENER	ALS	0-1	Any Instinctive			САМР		Unfortified or Mobile	; Poor or Aver	rage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Y	Superior	Experienced	Short Spear		161	Melee Expert (32)	4	4,6
Inonies	Formed Loc	ose	Protected	Bow	Short Spear	-	101	Meiee Expert (32)	12	4,0
Heavy cavalry	CAVALRY	Y	Average	Experienced	Short Spear	Melee Expert	148		6	4,6
Ticavy cavally	Formed Loc	ose	Protected	Bow	Short Spear	Wielee Expert	140		24	4,0
Light cavalry	CAVALRY	Y	Average	Experienced			94	Combat Shy (-18)	16	4,6
Light Cavally	Formed Flex	ible	Unprotected	Bow	-	-	2 4	Combat Sily (-10)	80	4,0
Upgrade light cavalry	CAVALRY	Y	Average	Skilled			129	Combat Shy (-18)		4,6
Opgrade light cavally	Formed Flex	ible	Unprotected	Bow	-	-	149	Combat Sily (-10)	Up to half	4,0
Skirmishing horse archers	CAVALRY	Y	Average	Experienced			57	Combat Shy (-4)	0	4,6
Skillinstillig Horse archers	Skirmishe	er	Unprotected	Bow	-	-	37	Combat Sily (-4)	12	4,0
Upgrade skirmishing horse	CAVALR	Y	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmishe	r	Unprotected	Bow		CalilaUllall	/3	Combat Sily (-4)	All or none	2 4,0
A										

ALLIES

Gokturk allies

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



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, Mo	untains	
Internal Allied Gene	RALS 0-	1 Any			Самр		Unfortified; Poor or Av	verage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chong cavalry	CAVALRY	Superior	-	Short Spear	_	126	Melee Expert (32)	0	4,6
Shorig cavalry	Formed Loose	Protected	-	Short Spear		120	Wielee Expert (02)	6	-1, 0
Regrade Chong cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	_		4,6
regrade Chong cavalry	Formed Close	ArmHrs/F Armoured	-	Long Spear	Silove	210		All or none	1, 0
Hwarang cavalry	CAVALRY	Superior	Experienced	<u>_</u>	Melee Expert	138	_	0	4,6
Tivalalig Cavally	Formed Flexible	Unprotected	Bow		Wielee Expert	100		6	4,0
Regular cavalry	CAVALRY	Average	-	Short Spear		90	Combat Shy (-28)	4	4,6
regular cavalry	Formed Loose	Protected	-	Short Spear		70	Controat 511y (-20)	6	4,0
Spearmen	INFANTRY	Average	-	Long Spear		91		0	6,8,9
pearmen	Formed Flexible	Protected	-	Long Spear	-	91		24	0,0,9
Archers	INFANTRY	Average	Experienced		Combat Shy	53		0	6,8
Alcheis	Formed Loose	Protected	Bow	-	Collidat Sily	00	-	24	0,0
Militia fighters	INFANTRY	Poor	-	Polearm		32		8	6,8,9
viiittia ligitteis	Tribal Flexible	Unprotected	-	1 Olealili	-	34	-	32	0,0,9
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	8	6,8
.VIIIIud dicileis	Tribal Loose	Unprotected	Bow	-	-	30	Compatibility (-9)	32	0,0
REGRADE MILITIA AS A I	MIXED TUG OF 1/3	FIGHTERS, 2/3 ARCHI	ERS						
N A:1:4:5 C: -1-4-4-	INFANTRY	Poor	-	Polearm		32	Camalant Char (0)		6,9
Militia fighters	Tribal Flexible	Unprotected	-	roleamn	-	52	Combat Shy (-9)	All or none	5 0,9
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)		
viiiua aicileis	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)		_

SIŁŁA KOREAN



Scout cavalry	CAVALRY	Average	Experienced	_		57	Cantabrian (16),	0	4,6
Scout cavally	Skirmisher	Unprotected	Bow	-	-	37	Combat Shy (-4)	6	4,0
Foot archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Combat sny	40	-	18	0,9
ONLY FROM 671 CE									
Exiled Goguryeo	CAVALRY	Average	-	I on a Choor	Shorro	156		0	4,6
Extled Gogulyeo	Formed Close	ArmHrs/F Armoured	-	Long Spear Shove	SHOVE	150	-	6	4,0
Exiled Baekje	CAVALRY	Average	-	Long Spear	Shove	156		0	4,6
	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		6	4,0
Exiled Malgal	CAVALRY	Average	Experienced		Melee Expert	109		0	4,6
Exiled Ivialgal	Formed Flexible	Unprotected	Bow	_	Melec Expert	107		6	4,0
Red Ranner spearmen	INFANTRY	Average	-	Pike	_	92		0	8
Red Banner spearmen	Drilled Close	Protected	-	TIKE	-	94	-	16	O

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

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, Mo	untains	
Internal Allied Gener	0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	M(in	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	4,6
	Drilled Close CAVALRY	ArmHrs/F Armoured	-	- /				6	
Heavy cavalry	Formed Close	Average ArmHrs/F Armoured	-	Long Spear	Shove	156	-	12 30	4,6
	CAVALRY	Armenis/F Armoured Average	- Experienced					0	
Tribal auxiliary cavalry	Formed Flexible	Unprotected	Bow	_	-	94	Combat Shy (-18)	24	4,6
Upgrade tribal auxiliary	CAVALRY	Average	Skilled			100	C 1 01 (40)		1.6
cavalry	Formed Flexible	Unprotected	Bow	_	=	129	Combat Shy (-18)	Up to half	4,6
V7.1	INFANTRY	Superior	-	D . 1		100		0	
Volunteers	Formed Flexible	Protected	-	Polearm	-	129	-	8	6,8
Levy fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	6	6,8
Levy lighters	Formed Flexible	Protected	-	I Oleanin	-	50	Combat Sily (-13)	48	0,0
Levy crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	0	6,8
Levy Clossbowilleli	Formed Loose	Unprotected	Crossbow	· <u>-</u>	-	44	Collidat Sily (-9)	8	0,0
Levy archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	6,8
Levy archers	Formed Loose	Unprotected	Bow	- -		37	Compacing (-7)	16	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	6,8,9
Tiloai auxiliary liliariuy	Tribal Loose	Protected	Javelin	Short Spear	_	00	Combat Shy (-22)	16	0,0,7
Bolt shooters behind	ARTILLERY	Average	Experienced	_	Barricades	132	_	0	2,3,4
fortifications	Skirmisher	Unprotected	Light Art		Darricades	102		4	2,0,1
Foot archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	_	Comoat ony	70		9	<u> </u>

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

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 Gener	RALS	0-1 Any Professional			САМР		Fortified or Unfortified	l; Poor or Ave	erage
	ТүрЕ								
	TRAINING AN	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Guard cavalry	CAVALRY Drilled Clos	Superior ArmHrs/F Armoured	-	Long Spear	Shove	237	-	0 6	4,6
Heavy cavalry	CAVALRY Formed Clos	Average e ArmHrs/F Armoured	-	Long Spear	Shove	156	-	8 24	4,6
Tribal auxiliary cavalry	CAVALRY Formed Flexib	Average Unprotected	Experienced Bow	-	-	94	Combat Shy (-18)	0 18	4,6
Upgrade tribal auxilary cavalry	CAVALRY Formed Flexib	O O	Skilled Bow	_	-	129	Combat Shy (-18)	Up to half	4,6
Volunteers	INFANTRY Formed Flexib		-	Polearm	-	129	-	0	6,8
Levy fighters	INFANTRY Formed Flexib		-	Polearm	-	56	Combat Shy (-13)	12 48	6,8
Levy archers	INFANTRY Formed Loos		Experienced Bow	-	-	39	Combat Shy (-9)	0 24	6,8
Upgrade levy fighters as xiang bing	INFANTRY Formed Flexib	O O		Short Spear	-	77	Combat Shy (-22)	Any	6,8
Upgrade archers as xiang bing	INFANTRY Formed Loos		Experienced Bow	-	-	54	Combat Shy (-14)	Any	6,8

WESTERN WEI AND NORTHERN ZHOU



REPLACE XIANG BING WIT	н міхер гокматю	ons, 1/2 close figi	HTERS, 1/2 ARCH	ERS						
Close fighters	INFANTRY	Average	Experienced	Short Spear		92	Combat Shy (-22)	0	6,8	
	Formed Flexible	Protected	Bow			72	Comoat only (-22)	12	0,0	
Archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	=		
Aucticis	Formed Loose	Unprotected	Bow		-	J 4	Combat Sily (-14)	=		
Levy crossbowmen	INFANTRY	Poor	Experienced	-		44	Combat Shy (-9)	0	6,8	
	Formed Loose	Unprotected	Crossbow		-	77		8	0,0	
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	6,8,9	
i iloai auxiliai y ililaliu y	Tribal Loose	Protected	Javelin	Short Spear	-	00	Combat Shy (-22)	16	0,0,9	
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	132		0	2,3,4	
fortifications	Skirmisher	Unprotected	Light Art	<u>-</u>	Dailicades	152	-	4		
Foot archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9	
root arcners	Skirmisher	Unprotected	Bow		Compatisny		<u>-</u>	9	0,9	

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



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

Notes

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

Wu - Three Kingdoms



8

24

Combat Shy (-9)

44

ARMY COMMANDER	1	Any Professional			DATES		199 CE to 280 CE			
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains, J	ungle		
Internal Allied Genera	0-1	Any Professional			Самр		Fortified or Unfortified	Poor or Av	verage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min		
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	4	1	
	Formed Loose	Protected	Bow	Short Spear		120	Melec Expert (20)	8	-	
State light cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1	
State light cavally	Formed Flexible	Unprotected	Bow	-	-	24	Combat Sily (-10)	8	4	
Volunteers	INFANTRY	Superior	-	Polearm		129		0	1	
Volunteers	Formed Flexible	Protected	-	1 Oleanni	-	129	-	4	4	
Elita alogo fightora with ii	INFANTRY	Average	-	Polearm		97		0	1	
Elite close fighters with ji	Drilled Flexible	Protected	-	I Oleann	- -	97	-	12	4	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm		136		0	1	
Opgrade ente close lighters	Drilled Flexible	Protected	-	Polearm	-	130	-	4	4	
Elite crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1	
Elite Clossbowilleli	Drilled Loose	Protected	Crossbow	-	- -	00	Collidat Sily (-22)	8	4	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled			105	Combat Shy (-22)	0	1	
Opgrade ente crossoowmen	Drilled Loose	Protected	Crossbow	-	-	100	Collidat Sily (-22)	4	4	
Elite archers	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1	
Ente archers	Drilled Loose	Protected	Bow	-	-	00	Combat Sily (-22)	8	 	
Upgrade elite archers	INFANTRY	Average	Skilled			95	Combat Shy (-22)	0	1	
Opgrade ente archers	Drilled Loose	Protected	Bow	-	-	90	Compatibility (-22)	4	4	
Sparman	INFANTRY	Average	-	Long Spear	<u> </u>	96		0	1	
Spearmen	Drilled Flexible	Protected	-	Toug Shear	<u>-</u>	70	<u>-</u>	4	' 4	
Conscript close fighters with	INFANTRY	Poor	-	Polearm	<u> </u>	56	Combat Shy (-13)	4	1	
ji	Formed Flexible	Protected	-	I OICAIIII	-	50	Compatibily (-13)	32	4	

Experienced

Crossbow

Poor

Unprotected

INFANTRY

Formed Loose

Conscript crossbowmen

Wu - Three Kingdoms



Conscript archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	1
	Formed Loose	Unprotected	Bow	- -	-	39	Combat Sily (-9)	24	4
Tribal auxiliaries	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	4,6
	Tribal Loose	Protected	Javelin	Short Spear	-	00	Combat Shy (-22)	12	4,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	2
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicaues	102		2	4
East crassboyyman	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	4,6
Foot crossbowmen	Skirmisher	Unprotected	Crossbow	<u>-</u>	-	02	Combat Sny (-4)	12	4,0
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	-	Combat Sny	50	-	6	4,0

NOTES

All infantry except tribal auxilaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

Adjusted start date. Removed tribal cavalry.

SHU - THREE KINGDOMS



32

8

24

44

Combat Shy (-9)

ARMY COMMANDER		Any Professional			DATES		208 CE to 263 CE			
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains, J	ungle		
Internal Allied Genera	ALS 0-1	Any Professional			САМР		Fortified or Unfortified	; Poor or A	verage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	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	
Ticavy cavally	Formed Loose	Protected	Bow	Short Spear		120	Tviciec Expert (20)	8	7	
State light cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	4	
State light cavally	Formed Flexible	Unprotected	Bow	<u>-</u>	-	2 4	Combat Sily (-10)	8	- 4	
Volunteers	INFANTRY	Superior	-	Polearm		129		0	4	
VOIUIILEEIS	Formed Flexible	Protected	-	TOTEATTT	-	129	-	4	- 4	
Elita closa fighters with ii	INFANTRY	Average	-	Polearm		97		0	4	
Elite close fighters with ji	Drilled Flexible	Protected	-	TOTEATTT	-	97	-	12	- 4	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm		136		0	4	
Opgrade ente close lighters	Drilled Flexible	Protected	-	TOTEATTT	-	130	-	4	- 4	
Elite crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	4	4	
Little Clossoowilleli	Drilled Loose	Protected	Crossbow	<u>-</u>	-	00	Combat Sily (-22)	8	- 4	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled			105	Combat Shy (-22)	0	4	
opgiade ente crossoowinen	Drilled Loose	Protected	Crossbow	_	-	100	Compatibility (-22)	4	- 4	
Elite archers	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	4	
Elite dictiels	Drilled Loose	Protected	Bow	<u>-</u>	-	00	Compatibility (-22)	8	- 4	
Upgrade elite archers	INFANTRY	Average	Skilled			95	Combat Shy (-22)	0	4	
Opgrade ente archers	Drilled Loose	Protected	Bow	<u>-</u>	-	90	Compatibility (-22)	4	- 4	
Sparman	INFANTRY	Average	-	Long Chess		96		0	4	
Spearmen	Drilled Flexible	Protected	-	Long Spear		90	<u>-</u>	4	<u> </u>	
Conscript close fighters with	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	4	4	
ii	Formed Flevible	Protected	_	1 Olealill	-	50	Collidat Sily (-15)	32	- 4	

Experienced

Crossbow

Formed Flexible

INFANTRY

Formed Loose

Conscript crossbowmen

Protected

Poor

Unprotected

SHU - THREE KINGDOMS



	INFANTRY	Poor	Experienced			0.0	G 1 (1 (0)	0	,
Conscript archers	Formed Loose	Unprotected	Bow	-	-	39	Combat Shy (-9)	24	4
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	2
fortifications	Skirmisher	Unprotected	Light Art	-	Danneaues	102	-	2	4
Foot crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow	<u>-</u>	-	02	Combat Sily (-4)	12	4,0
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	6	4,6

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, Mo	untains	
Internal Allied Genera	0-1	Any Professional			САМР		Fortified or Unfortified	d; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	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	Short Spear		120	Tviciec Expert (20)	8	
State light cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow) 1	Comoat sily (-10)	8	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	_	_	94	Melee Expert (15)	0	4
	Formed Flexible	Unprotected	Bow) 1	Tviciec Expert (10)	8	
Volunteers	INFANTRY	Superior	-	Polearm		129		0	4
Volunteers	Formed Flexible	Protected	-	TOICAIIII		127	<u>-</u>	4	
Flite close fighters with ii	INFANTRY	Average	-	Polearm	_	97	_	4	4
Elite close fighters with ji	Drilled Flexible	Protected	-	1 Olcaiiii		<i>)</i> /		12	
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm		136		0	4
opgrade ente close fighters	Drilled Flexible	Protected	-	TOICAIIII		100	<u>-</u>	4	
Re-equip elite close fighters	INFANTRY	Average	-	Long Spear	_	96	_		4
with mao (only in 211 CE)	Drilled Flexible	Protected	-	Long Spear		70		All or none	:
Upgrade elite close fighters	INFANTRY	Superior	-	Long Spear	_	135	_	0	4
with mao (only in 211 CE)	Drilled Flexible	Protected	-	Long Spear		100		4	,
Elite crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	4
Litte crossoowinen	Drilled Loose	Protected	Crossbow	_	_	00	Comoat Sily (-22)	8	
Upgrade elite crossbowmen	INFANTRY	Average	Skilled	_	_	105	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow	_		100	Comoat Sily (-22)	4	
Elite archers	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	4
Little arcifers	Drilled Loose	Protected	Bow		<u>-</u>		Common 511y (-22)	8	
Upgrade elite archers	INFANTRY	Average	Skilled	_	_	95	Combat Shy (-22)	0	4
Opgrade ente archers	Drilled Loose	Protected	Bow	-	-	70	Compatibily (-22)	4	4

WEI - THREE KINGDOMS



								7	
Spearmen	INFANTRY	Average	-	Long Spear	_	96		0	1
Speamien	Drilled Flexible	Protected	-	Long Spear	-	90	-	4	4
Conscript close fighters with	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	4	
ji	Formed Flexible	Protected	-	I Oleann	-	50	Collidat Sily (-13)	32	4
Upgrade conscript close	INFANTRY	Poor	-	Long Spear	_	55			1
fighters with mao	Formed Flexible	Protected	-	Long Spear	-	00	-	All or none	
Conscript crossbowmen	INFANTRY	Poor	Experienced	_		44	Combat Shy (-9)	8	1
Conscript crossbowmen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	44	Collidat Sily (-9)	24	
Conscript archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	1
Conscript archers	Formed Loose	Unprotected	Bow	-	-	39	Combat Sily (-9)	24	4
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	2
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicaues	102	-	2	4
Foot crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	4,6
root crossoowinen	Skirmisher	Unprotected	Crossbow	-	-	02	Collidat Sily (-4)	12	4,0
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
TOOL alciteis	Skirmisher	Unprotected	Bow	<u>-</u>	Compat sny	50	-	6	4,0

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	RMY COMMANDER 1		Any Instinctive			DATES		249 CE to 412 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Geni	ERALS	0-3	Any Instinctive			САМР		Unfortified or Flexible;	Poor or Av	rerage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Y	Average	-	Long Spear	_	115	Combat Shy (-28)	0	Λ
Cavally	Formed Loc	ose	Protected	-	Long Spear		110	Collidat 511y (-20)	8	7
Spearmen	INFANTR	Y	Average	-	Polearm		92	Combat Shy (-22)	4	1
pearmen	Formed Flex	ible	Protected	-	1 Oleann		74	Collidat Sily (-22)	32	7
Crossbowmen	INFANTR	Y	Average	Experienced	_	_	59	Combat Shy (-14)	4	Λ
CIOSSOOWIIICII	Formed Loc	ose	Unprotected	Crossbow			07	Comoat Sny (-14)	16	7
Provincial archers	INFANTR	Y	Average	Experienced			54	Combat Shy (-14)	0	4
1 TOVITICIAL AFCITCES	Formed Loc	ose	Unprotected	Bow			J 4	Combat Sity (-14)	16	7
Militia spearmen	INFANTR	Y	Poor	-	Polearm		32		0	4
Ivilliua speailliell	Tribal Flexil	ble	Unprotected	-	1 Olcailli		02		24	7
Militia archers	INFANTR	Y	Poor	Experienced			35	Combat Shy (-9)	0	4
Ivilliua alcileis	Tribal Loos	se	Unprotected	Bow	-	-	30	Collidat Sily (-9)	24	4
Skirmishing archers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	16
arthers archers	Skirmishe	r	Unprotected	Bow	-	Combat Shy	50	50 -	12	4,6

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

BAEKJE KOREAN



ARMY COMMANDER		Any	Any				249 CE to 663 CE			
SUB-GENERALS	0-	3 Any			TERRAIN		Standard, Coastal, Mo	ountains		
Internal Allied Genei	RALS 0	1 Any			САМР		Unfortified; Poor or A	verage		
	ТүрЕ									
	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	Experienced	Short Spear	_	161	Melee Expert (32)	0	4	
	Formed Loose	Protected	Bow	Short Spear	_	101	Tviciec Expert (02)	4	7	
Upgrade guard cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218	_		4	
cataphracts (from 400 CE)	Formed Close	ArmHrs/F Armoured	-	Long Spear	Shove	210		All or none	,	
Nomad cavalry	CAVALRY	Average	Experienced	Short Spear	_	135	Melee Expert (23)	0	4	
1 Volliad Cavally	Formed Flexible	Protected	Bow	Bilort Spear		100	Tviciec Expert (20)	4	'	
Noble cavalry compris	SING 1/2 FRONT	RANK NOBLES AND $1/2$	REAR RANK FOL	LOWERS:						
Front rank nobles	CAVALRY	Superior	-	Long Spear		161		0	4	
Tiont fank hooles	Formed Loose	Protected	-	Long Spean	-	101	-	4	4	
Rear rank followers	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	=		
Iteal fallk followers	Formed Loose	Protected	-	Long Spear	_	110	Combat Sily (-20)	=		
Dii1	INFANTRY	Average	-	Polearm		92	Cambat Char (22)	4	4	
Provincial spearmen	Formed Flexible	Protected	-	roleann	-	92	Combat Shy (-22)	24	- 4	
Provincial crossbowmen	INFANTRY	Average	Experienced			80	Combat Chy (22)	0	4	
riovinciai ciossbowinen	Formed Loose	Protected	Crossbow	<u>-</u>	-	00	Combat Shy (-22)	12	- 4	
Provincial archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	4	
riovinciai archeis	Formed Loose	Unprotected	Bow	<u>-</u>	-	54	Combat sily (-14)	12	- 4	
Militia fighters	INFANTRY	Poor	-	Polearm		32		4	4	
iviiilia iigiiteis	Tribal Flexible	Unprotected	-	I Oleanin	-	34	-	24	- 4	
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	4	
ivilliua di Clieis	Tribal Loose	Unprotected	Bow	· <u>-</u>	-	50	Combat Sily (-9)	24	- 4	

BAEKJE KOREAN



Scout cavalry	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1
	Skirmisher	Unprotected	Bow	_	-	70	Combat Shy (-4)	4	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	-	Combat sny	30	-	12	4,0

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

Provinicial crossbowmen protected.

XIANBEI KINGDOMS



ARMY COMMANDER		1 Any			DATES		284 CE to 436 CE		
Sub-Generals	(0-2 Any			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS	-1 Any			Самр		Fortified or Unfortified	d; Poor or Ave	erage
	ТүрЕ				•				
	TRAINING ANI	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Best cavalry	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	0	4
	Formed Loos	Protected	-	Charging Lancer		1 17	Tvierce Expert (02)	4	,
Upgrade best cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218	_		4
cataphracts	Formed Clos	ArmHrs/F Armoured	-	Long Spear	Shove	210	_	All or none	-
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	4	4
	Formed Loos	Protected	-	Charging Lancer		100	Wielee Expert (20)	16	
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156	_		4
cataphracts	Formed Clos	ArmHrs/F Armoured	-	Long Spear	Shove	100		All or none	
Horse archers	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	8	4
	Formed Flexib	le Unprotected	Bow			<i>,</i> ,	Comoat Dify (10)	56	<u>'</u>
Upgrade horse archers	CAVALRY	Average	Skilled			129	Combat Shy (-18)		4
	Formed Flexib	le Unprotected	Bow			127	Combat Sily (-10)	Up to half	
Replace horse archers with chained archers (only Former	CAVALRY	Superior	Experienced	_	-	119	_	0	4
Yan from 337 to 370 CE)	Tribal Close	Protected	Bow					16	·
Chinara turina dalam fishtana	INFANTRY	Poor	-	Polearm		56	C - mala - t Class (12)	0	1
Chinese trained close fighters	Formed Flexib	le Protected	-	rolealiii	-	50	Combat Shy (-13)	8	- 4
Chinese trained	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	4	4
crossbowmen	Formed Loos	Unprotected	Crossbow	-	-	44	Controat only (-9)	16	4

XIANBEI KINGDOMS



Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1
Skiiilisiilig noise archeis	Skirmisher	Unprotected	Bow	<u>-</u>	-	70	Collidat Sily (-4)	8	4
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		
archers	Skirmisher	Unprotected	Bow		CalitaUllali	00	Combat 311y (-4)	All or none	- 1
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
Skirmisners	Skirmisher	Unprotected	Bow	-	Combat sily	30	-	12	4,6

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		Any Instinctive			TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERA	LS 0-1	Any Instinctive			САМР		Unfortified or Mobile; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M(in		
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE	
Best cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4	
	Formed Loose	Protected	-					4	-	
Upgrade best cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218	-		4	
cataphracts	Formed Close	ArmHrs/F Armoured	-					All or none	e	
Heavy cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4	
	Formed Loose	Protected	-					16		
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156	-		4	
cataphracts	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	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		4	
archers	Skirmisher	Unprotected	Bow		Garratorian			All or none		
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	_	0	4,6	
	Skirmisher	Unprotected	Bow					12	1,0	

TUYUHUN



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

LATER QIANG



Army Commander 1		Any Instinctive (Any from 384 CE to 417 CE)				300 CE to 550 CE			
0-2	Any from 384 CE to 417 CE (0-1 Any Instinctive at other dates)			TERRAIN		Standard, Mountains			
LS 0-3	Any Instinctive	ny Instinctive			САМР		Fortified or Unfortified; Poor or Average		
ТүрЕ	QUALITY	SHOOTING SKILL	Melee	Mandatory	Base	O PTIONAL			
TRAINING AND							M(in		
FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
CAVALRY	Average	Experienced	-	-	115	<u>-</u>	4	1	
Formed Loose	Protected	Bow					24	-	
CAVALRY	Average	-	Long Spear	Shove	156	-		4	
Formed Close	ArmHrs/F Armoured	-					Any		
INFANTRY	Superior	-	Short Spear	-	80		0	4,6	
Tribal Loose	Protected	-					12		
INFANTRY	Average	-	Short Spear	-	57	-	12	4,6	
Tribal Loose	Protected	-					48	4,0	
INFANTRY	Poor	-	Polearm	-	56	Integral Shooters (4),	8*	4	
Formed Flexible	Protected	-				Combat Shy (-13)	16	4	
INFANTRY	Average	-	Polearm	-	97	Integral Shooters (6)	0	4	
Drilled Flexible	Protected	-					4	4	
INFANTRY	Average	-	Long Spear	-	91	Combat Shy (-22)		1	
Formed Flexible	Protected	-					Any	_ 4	
INFANTRY	Poor	Experienced	_	-	44	Combat Shy (-9)	8*	1	
Formed Loose	Unprotected	Crossbow					8	4	
INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	0	1	
Drilled Loose	Protected	Crossbow					4	- 4	
INFANTRY	Poor	Experienced	_	-	39	Combat Shy (-9)	0	1	
Formed Loose	Unprotected	Bow					8	- 4	
	TYPE TRAINING AND FORMATION CAVALRY Formed Loose CAVALRY Formed Close INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Formed Flexible INFANTRY Drilled Flexible INFANTRY Formed Loose INFANTRY Drilled Loose INFANTRY	LS O-3 Any Instinctive TYPE TRAINING AND CAVALRY FORMATION CAVALRY FORMED LOOSE FORMED CLOSE CAVALRY FORMED CLOSE FORMED CLOSE TRIBAL COSE TRIBAL COSE TRIBAL LOOSE TRIBA	LS 0-3 Any Instinctive TYPE TRAINING AND FORMATION CAVALRY Average Formed Close INFANTRY FORMATICY Tribal Loose INFANTRY Tribal Loose Frotected INFANTRY Tribal Loose Frotected INFANTRY Tribal Loose Frotected INFANTRY Average INFANTRY Formed Flexible INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Formed Flexible Frotected INFANTRY Average INFANTRY Formed Flexible INFANTRY Average Formed Loose INFANTRY Foor Experienced Formed Loose Unprotected Crossbow INFANTRY Average Experienced Frotected Crossbow INFANTRY Average Frotected Crossbow INFANTRY Average Frotected Crossbow INFANTRY Foor Experienced	LS 0-3 Any Instinctive TYPE TRAINING AND FORMATION CAVALRY FORMATION CAVALRY FORMATION CAVALRY FORMED LOOSE Protected Formed Close INFANTRY Tribal Loose INFANTRY Formed Flexible INFANTRY Formed Coose INFANTRY Formed Coose INFANTRY Foor Fxperienced INFANTRY Fromed Coose INFANTRY Fromed Flexible Frotected Fro	LS 0-3 Any Instinctive CAMP TYPE TRAINING → V QUALITY SHOOTING SKILL MELE MANDATORY FORMATION PROTECTION WEAPONRY WEAPONRY CHARACTERISTICS CAVALRY Average Experienced Formed Close ArmHrs/F Armoured - Long Spear Shove INFANTRY Superior - Short Spear Tribal Loose Protected - Short Spear Tribal Loose Protected - Short Spear INFANTRY Average - Short Spear Tribal Loose Protected - Polearm INFANTRY Poor - Polearm INFANTRY Average - Long Spear Formed Flexible Protected - Short Spear INFANTRY Average - Polearm INFANTRY Average - Polearm INFANTRY Average - Long Spear INFANTRY Average - Polearm INFANTRY Average - Long Spear INFANTRY Average - Long Spear Formed Flexible Protected - Torosbow INFANTRY Average - Long Spear Formed Flexible Protected - Torosbow INFANTRY Average Experienced Formed Loose Unprotected Crossbow INFANTRY Average Experienced Fromed Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Fromed Loose Protected Crossbow INFANTRY Average Experienced Fromed Loose Protected Crossbow INFANTRY Average Experienced Fromed Loose Protected Crossbow	LS	dates) LS 0.3 Any Instinctive CAMP Fortified or Unfortified; TYPE TRAINING AND PROTECTION WEAPONRY WEAPONRY CHARACTERISTICS CAVALRY Average Experienced Formed Loose Protected Bow CAVALRY Average Superior Short Spear Shove Short Spear Short Sp	Camp Fortified or Unfortified; Poor or Average Fortected F	

LATER QIANG



Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	8	- 1
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	
Skillinstling horse archers	Skirmisher	Unprotected	Bow	<u>-</u>	-	70	Combat Sily (-4)	8	4
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
archers	Skirmisher	Unprotected	Bow	-	Calitabilali	00	Combat Sily (-4)	All or none	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow	-	Compatibily	50	-	12	4,0

Notes

CHANGES FROM LAST VERSION

^{*} 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.

Di



Army Commander	1	Any Instinctive (Any f	rom 351 CE to 403	3 CE)	DATES		300 CE to 550 CE		
Sub-Generals	0-2	Any from 351 CE to 4 dates)	03 CE (0-1 Any In:	stinctive at other	TERRAIN		Standard, Mountains		
Internal Allied Genera	1LS 0-3	Any Instinctive			САМР		Fortified or Unfortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	Experienced			115		4	4
Cavally	Formed Loose	Protected	Bow	-	-	110	-	24	4
Regrade cavalry as	CAVALRY	Average	-	Long Spear	Shove	156	<u>.</u>		4
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		Any	
Best infantry	INFANTRY	Superior	-	Short Spear		80		0	4,6
	Tribal Loose	Protected	-	Short Spear		00		12	4,0
Infantry	INFANTRY	Average	-	Short Spear		57		12	4,6
Illianuy	Tribal Loose	Protected	-	Short Spear	-	J/	-	48	4,0
CHINESE TROOPS									
Chinasa alaaa fialatawa waish ii	INFANTRY	Poor	-	Polearm		56	Integral Shooters (4),	8*	4
Chinese close fighters with ji	Formed Flexible	Protected	-	roleann	-	30	Combat Shy (-13)	16	4
D 1 1 (: 1	INFANTRY	Average	-	D . 1		97	I 1 C1 (6)	0	4
Replace close fighters	Drilled Flexible	Protected	-	Polearm	-	9/	Integral Shooters (6)	4	4
D 1 :: i	INFANTRY	Average	-	I C		01	C		4
Replace ji with mao	Formed Flexible	Protected	-	Long Spear	-	91	Combat Shy (-22)	Any	4
Cl.:	INFANTRY	Poor	Experienced			1.1	C 1 (C1 (O)	8*	4
Chinese crossbowmen	Formed Loose	Unprotected	Crossbow	-	-	44	Combat Shy (-9)	8	4
D 1	INFANTRY	Average	Experienced			0.E	C 1 - + C1 (00)	0	4
Replace crossbowmen	Drilled Loose	Protected	Crossbow	-	-	85	Combat Shy (-22)	4	- 4
C1 :	INFANTRY	Poor	Experienced			20	C 1 C1 (0)	0	4
Chinese archers	Formed Loose	Unprotected	Bow	-	-	39	Combat Shy (-9)	8	4

Dī



							7	
Archers	INFANTRY	Average	Experienced		48	Combat Shy (-14)	0	1
Archers	Tribal Loose	Unprotected	Bow		40	Combat Sily (-14)	8	
Skirmiching horse archers	CAVALRY	Average	Experienced		70	Combat Shy (-4)	0	1
Skirmishing horse archers	Skirmisher	Unprotected	Bow		70	Combat 311y (-4)	8	4
Upgrade skirmishing horse	CAVALRY	Average	Experienced	- Cantabrian	86	Combat Shy (-4)		1
archers	Skirmisher	Unprotected	Bow	- Cantaonan	00	Combat Sily (-4)	All or none	4
Skirmichara	INFANTRY	Average	Experienced	- Combat Shy	50		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow	- Combat sily	30	-	12	4,0

Notes

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

CHANGES FROM LAST VERSION

^{*} 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).

LATER XIONGNU



1	Any			DATES		304 CE to 439 CE		
0-2	Any			TERRAIN		Plains, Mountains		
0-1	Any			САМР		Unfortified or Mobile;	Poor or Aver	age
ТүрЕ								
TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT @R Y	BASE	OPTIONAL	Min	
FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
CAVALRY	Superior	Experienced	Short Spaar		161	Malaa Eynart (22)	0	4
Formed Loose	Protected	Bow	Short spear	-	101	Meilee Expert (32)	4	4
CAVALRY	Superior	-	Long Spear	Shove	21.0			1
Formed Close	ArmHrs/F Armoured	-	Long Spear	311076	210	-	Any	4
CAVALRY	Average	Experienced			115		4	4
Formed Loose	Protected	Bow	-	-	110	-	24	4
CAVALRY	Average	-	Long Spear	Shove	156			4
Formed Close	ArmHrs/F Armoured	-	Long Spear	311046	100	-	Any	4
CAVALRY	Average	Experienced			0.4	Combat Shy (18)	0	4
Formed Flexible	Unprotected	Bow	-	-	2 4	Collidat Sily (-10)	24	4
CAVALRY	Average	Skilled			120	Combat Chry (10)		4
Formed Flexible	Unprotected	Bow	-	-	129	Combat Sily (-16)	Up to half	4
INFANTRY	Poor	-	Dolones		56	Combat Chry (12)	0	1
Formed Flexible	Protected	-	TOTEATTT	-	50	Combat sily (-13)	8	4
INFANTRY	Poor	Experienced			1.1	C1 Cl (0)	4	4
Formed Loose	Unprotected	Crossbow	-	-	44	Combat Sily (-9)	16	4
CAVALRY	Average	Experienced			70	Combat Chr. (1)	0	4
Skirmisher	Unprotected	Bow	-	-	70	Combat Sny (-4)	8	4
CAVALRY	Average	Experienced		Cantahrian	86	Combat Shy (-4)		1
	TYPE TRAINING AND FORMATION CAVALRY Formed Loose CAVALRY Formed Close CAVALRY Formed Close CAVALRY Formed Flexible CAVALRY Formed Flexible INFANTRY Formed Loose INFANTRY Formed Loose CAVALRY Skirmisher	TYPE TRAINING AND CAVALRY FORMATION CAVALRY Formed Loose CAVALRY Formed Close CAVALRY Formed Close CAVALRY Formed Loose CAVALRY Formed Floose CAVALRY Formed Flexible CAVALRY Foor Formed Loose CAVALRY Average CAVALRY Formed Loose CAVALRY Average CAVALRY Formed Loose CAVALRY Average	10-2 Any TYPE TRAINING AND CAVALRY FORMATION FORMED CLOSE FORMED CLOSE FORMED CLOSE FORMED CLOSE FORMED CLOSE CAVALRY FORMED CLOSE FORMED CLOSE FORMED CLOSE FORMED CLOSE CAVALRY FORMED CLOSE FORMED	O-2 Any O-1 Any TYPE TRAINING AND PROTECTION WEAPONRY MELEE WEAPONRY CAVALRY Superior Experienced Short Spear Experienced Short Spear CAVALRY Superior - Long Spear Long Spear CAVALRY Average Experienced Exper	O-2 Any	O-2 Any CAMP CAMAIN CAMP CAMAIN CAMP CAMAIN CAMAIN	CAVALRY Average Experienced Formed Close CAVALRY Average Formed Flexible CAVALRY Formed Flexible CAVALRY Formed Flexible Infrantry Formed Loose Infrantry Infrantr	Name

Bow

Experienced

Bow

archers

Skirmishing archers

Skirmisher

INFANTRY

Skirmisher

Unprotected

Average

Unprotected

Cantabrian

Combat Shy

86

50

Combat Shy (-4)

All or none

0

12

4,6

LATER XIONGNU



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

GOGURYEO KOREAN



Combat Shy (-9)

35

ARMY COMMANDER	1	Any			DATES		313 CE to 668 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Coastal, Mc	untains	
Internal Allied Genera	1.5 0-1	Any			САМР		Unfortified; Poor or A	verage	
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
SonBae cavalry	CAVALRY	Superior	-	Short Spear		126	Melee Expert (32)	0	4
Solibae Cavally	Formed Loose	Protected	-	Short Spear	-	120	Meiee Expert (52)	4	4
Regrade SonBae cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	_		4
	Formed Close	ArmHrs/F Armoured	-	Long Spear	Shove	210		All or none	
Other cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	-	4	4
	Formed Close	ArmHrs/F Armoured	-	20118 8 Pedi				8	· .
Malgal cavalry	CAVALRY	Average	Experienced	-	Melee Expert	109	<u>-</u>	0	4
	Formed Flexible	Unprotected	Bow					8	·
Armoured halbardiers	INFANTRY	Average	-	Polearm	_	92	_	0	4
Timodred majourdiers	Formed Flexible	Protected	-	1 Oledilli		72		8	,
Armoured spearmen	INFANTRY	Average	-	Long Spear	_	91	_	0	4
	Formed Flexible	Protected	-	Long Spear		71	_	8	
Armoured swordsmen	INFANTRY	Average	-		Melee Expert	86		0	*
	Formed Flexible	Protected	-		Iviciec Expert	00		4	
Armoured archers	INFANTRY	Average	Experienced		Combat Shy	53		0	4
Authorited archers	Formed Loose	Protected	Bow		Combat Sily		<u>-</u>	4	'1
Militia fighters	INFANTRY	Poor	-	Polearm		32		4	4
TVIIII II II IIII III	Tribal Flexible	Unprotected	-	I OIEAIIII	- -	04	-	24	4

Experienced

Bow

INFANTRY

Tribal Loose

Militia archers

Poor

Unprotected

GOGURYEO KOREAN



REGRADE MILITIA AS A MI	XED TUG OF 1/3 F	ighters, 2/3 archi	ERS						
Militia fighters	INFANTRY	Poor	-	Polearm		32	Combat Shy (-9)		6
ivilitia figitters	Tribal Flexible	Unprotected	-	1 Oleann	-	32	Collidat Sily (-9)	All or none	0
Militia archers	INFANTRY	Poor	Experienced	_	_	35	Combat Shy (-9)		
Ivilliua arcticis	Tribal Loose	Unprotected	Bow			30	Comoat Sily (-7)		
Scout cavalry	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1
Scout cavally	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	4
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
root attitets	Skirmisher	Unprotected	Bow	<u>-</u>	Comoat sny	30	-	12	4,0

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

SOUTHERN DYNASTIES



Combat Shy (-13)

Army Commander		1 Any Professional			DATES		317 CE to 589 CE		
SUB-GENERALS	()-3 Any Professional			TERRAIN		Standard, Mountains, J	ungle	
INTERNAL ALLIED GENERA	ALS)-1 Any Professional			САМР		Fortified or Unfortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Elephants (Liang only)	ELEPHANTS	Average	-		Shove	240		0	2
Liephants (Liang Only)	Tribal Loose	Protected	-	- -	311046	240	-	2	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156		4	4
Ticavy cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		4	7
State light cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	Δ
	Formed Flexib	le Unprotected	Bow			74	Combat Sily (-10)	8	
Volunteers	INFANTRY	Superior	-	Polearm		129		0	4
Volunteers	Formed Flexib	le Protected	-	1 Olcailli		127		4	
Guard close fighters with ji	INFANTRY	Superior	-	Polearm	_	136	_	0	4
Guard close lighters with ji	Drilled Flexibl	e Protected	-	1 Olcailli		100		4	
Guard crossbowmen	INFANTRY	Superior	Experienced	_	_	111	Combat Shy (-31)	0	Δ
Guard Crossoowilleri	Drilled Loose	Protected	Crossbow	_		111	Combat Sily (-S1)	4	-
Mu-ping close fighters with	INFANTRY	Average	-	Polearm		97		0	4
ji	Drilled Flexibl	e Protected	-	1 Oleann	-	21	-	8	4
Mu-ping crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	4
ivid-pilig crossoowilleli	Drilled Loose	Protected	Crossbow	_		00	Combat Sily (-22)	8	-
Mu-ping archers	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	Δ
	Drilled Loose	Protected	Bow	_			Combat Sily (-22)	8	
Swordsmen and archers	INFANTRY	Average	-		Melee Expert	86	Integral Shooters (6)	0	4
5 WOI USITICIT ATIC ATCITCIS	Formed Flexib	le Protected	-	_	Wielee Expert	00	integral Shooters (0)	12	-
Spearmen and archers	INFANTRY	Average	-	Short Spear		77	Integral Shooters (6)	0	4
opeannen and areners	Formed Flexib	le Protected	-		<u>-</u>	//	111111111111111111111111111111111111111	4	
Conscript close fighters with	INFANTRY	Poor	-	Polearm	-	56	Combat Shy (-13)	4	4

Formed Flexible

Protected

SOUTHERN DYNASTIES



Conscript crossbowmen	INFANTRY	Poor	Experienced	_		44	Combat Shy (-9)	4	1
Conscript crossbownnen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	44	Combat Sily (-9)	12	4
Conscript archers	INFANTRY	Poor	Experienced			51	Combat Shy (-13)	0	1
Conscript archers	Formed Loose	Protected	Bow	<u>-</u>	-	01	Comoat sily (-13)	12	4
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	4,6
	Tribal Loose	Protected	Javelin	31101t Spear	-	00	Combat Shy (-22)	12	4,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	2,3
fortifications	Skirmisher	Unprotected	Light Art	<u>-</u>	Dallicades	102	-	3	2,0
Wagons with large	BATTLE WAGONS	Average	Experienced			190		0	2
crossbows (in 416 CE only)	Tribal Loose	Protected	Light Art	<u>-</u>	-	190	-	6	
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
root archers	Skirmisher	Unprotected	Bow	- -	Combat Sily	50	-	6	4,0
Foot crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	4,6
LOOF CLOSSOOMIIIGII	Skirmisher	Unprotected	Crossbow	- -	-	02	Compat Sily (-4)	6	4,0

Notes

Bolt shooters behind fortifications cannot be used with Wagons.

All infantry except tribal auxilaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

ROURAN KHAGANATE



ARMY COMMANDER		1	Any Instinctive			DATES		330 CE to 555 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	ALS	0-1	Any Instinctive			Самр		Unfortified or Mobile	; Poor or Aver	age
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Y	Superior	Experienced	Short Spear		161	Melee Expert (32)	4	1
Inonies	Formed Loc	ose	Protected	Bow	Short Spear	-	101	Meiee Expert (32)	8	4
Heavy cavalry	CAVALRY	Y	Average	Experienced	Short Spear	Melee Expert	148		4	1
	Formed Loc	ose	Protected	Bow	Short Spear	Meice Expert	140		16	7
Light cavalry	CAVALRY	Y	Average	Experienced			94	Combat Shy (-18)	12	1
Light Cavally	Formed Flex	ible	Unprotected	Bow			74	Combat Sily (-10)	56	7
Upgrade light cavalry	CAVALRY	Y	Average	Skilled			129	Combat Shy (-18)		4
——————————————————————————————————————	Formed Flex	ible	Unprotected	Bow	-	-	149	Combat Sily (-10)	Up to half	4
Skirmishing horse archers	CAVALRY	Y	Average	Experienced			70	Combat Shy (-4)	0	1
Skillinstillig Horse archers	Skirmishe	er	Unprotected	Bow	-	-	70	Combat Sily (-4)	8	4
Upgrade skirmishing horse	CAVALRY	Y	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
archers	Skirmishe	r	Unprotected	Bow		CairtaOffaff		Combat Sily (-4)	All or none	- 4
A										

ALLIES

Gokturk allies

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SILLA KOREAN



ARMY COMMANDER	1	Any			DATES		356 CE to 935 CE		
SUB-GENERALS	0-	3 Any			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Gene	RALS 0-	1 Any			САМР		Unfortified; Poor or Av	verage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chong cavalry	CAVALRY	Superior	-	Short Spear	_	126	Melee Expert (32)	0	4
Chong cavally	Formed Loose	Protected	-	Short Spear		120	Meice Expert (02)	4	
Regrade Chong cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	_		4
Regrade Chong cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	210		All or none	,
Hwarang cavalry	CAVALRY	Superior	Experienced		Melee Expert	138		0	4
i iwalang cavany	Formed Flexible	Unprotected	Bow	-	Meiee Expert	130	-	4	- 4
Regular cavalry	CAVALRY	Average	-	Short Spear		90	Combat Shy (-28)	4	4
icgulal cavally	Formed Loose	Protected	-	Short Spear		70	Combat Sily (-20)	4	
Spearmen	INFANTRY	Average	-	Long Spear		91		0	4,6
o pearmen	Formed Flexible	Protected	-	Long Spear	-	91	-	16	4,0
Archers	INFANTRY	Average	Experienced		Combat Shy	53		0	4
! dellers	Formed Loose	Protected	Bow		Combat Sily	00		16	
Militia fighters	INFANTRY	Poor	-	Polearm		32		6	4,6
wiiitia iigiiteis	Tribal Flexible	Unprotected	-	1 Olealili	- -	34	-	22	4,0
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	4	4
VIIII da di Cileis	Tribal Loose	Unprotected	Bow	-	- -	30	Collidat Sily (-9)	24	- 4
REGRADE MILITIA AS A I	ихер Т и G о ғ 1/3	FIGHTERS, 2/3 ARCHI	ERS						
N A:1:4:- C:-1-4	INFANTRY	Poor	-	Polearm		32	C		6
Militia fighters	Tribal Flexible	Unprotected	-	roleam	-	52	Combat Shy (-9)	All or none	;
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)		
viiiua aicileis	Tribal Loose	Unprotected	Bow	-	-	30	Combat Sily (-9)		_

SIŁŁA KOREAN



Scout cavalry	CAVALRY	Average	Experienced	_	_	70	Cantabrian (16),	0	1
Scout cavarry	Skirmisher	Unprotected	Bow	<u>-</u>	-	70	Combat Shy (-4)	4	-1
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
root archers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	50	-	12	4,0
ONLY FROM 671 CE									
Evilad Cogunza	CAVALRY	Average	-	I ong Chapr	Shove	156		0	1
Exiled Goguryeo	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100	-	4	4
Exiled Baekje	CAVALRY	Average	-	Long Spear	Shove	156		0	1
Lancu backje	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		4	
Exiled Malgal	CAVALRY	Average	Experienced		Melee Expert	109		0	1
Lancu iviaigai	Formed Flexible	Unprotected	Bow	_	Wielee Expert	107		4	-
Red Banner spearmen	INFANTRY	Average	-	Pike	_	92		0	6
ived painter speamien	Drilled Close	Protected	-	TIKC	-	74	-	12	U

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

NORTHERN DYNASTIES



ARMY COMMANDER	1	Any Professional			DATES		439 CE to 577 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied General	0-1	Any Professional			Самр		Fortified or Unfortified	l; Poor or Ave	erage
	ТүрЕ	<u>'</u>							
	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	<u>-</u>	0	4
	Drilled Close	ArmHrs/F Armoured	-	Long Spear	5110 V C	207		4	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	_	8	4
	Formed Close	ArmHrs/F Armoured	-	Long open	DIIOVE	100		20	<u>'</u>
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow	_) T	Comoat Sily (-10)	16	
Upgrade tribal auxiliary	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		4
cavalry	Formed Flexible	Unprotected	Bow	_		127	Collibat Sily (-10)	Up to half	
Volunteers	INFANTRY	Superior	-	Polearm		129		0	4
Volunteers	Formed Flexible	Protected	-	1 Olcariii		127	_	4	
Levy fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	4	4
Levy lighters	Formed Flexible	Protected	-	1 Oleann	-	50	Combat Sily (-13)	32	4
Levy crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	0	4
Levy crossoowinen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	44	Collidat Sily (-9)	4	4
Levy archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	4
Levy archers	Formed Loose	Unprotected	Bow	· -	-	39	Collidat Sily (-9)	12	4
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	4,6
Thoai auxiliary lilianuy	Tribal Loose	Protected	Javelin	Short Spear	-	00	Combat Shy (-22)	12	4,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162	<u> </u>	0	2,3
fortifications	Skirmisher	Unprotected	Light Art	· <u>-</u>	Dallicauts	102	<u>-</u>	3	∠,ა
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50	<u> </u>	0	4,6
1 OOL AICHEIS	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	6	4,0

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

WESTERN WEI AND NORTHERN ZHOU



ARMY COMMANDER		1 Any Professional			DATES		535 CE to 581 CE		
SUB-GENERALS)-3 Any Professional			TERRAIN		Standard, Mountains,	Plains	
Internal Allied Gener	RALS)-1 Any Professional			САМР		Fortified or Unfortified	l; Poor or Ave	erage
	ТүрЕ								
	TRAINING AN	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Guard cavalry	CAVALRY Drilled Close	Superior ArmHrs/F Armoured	-	Long Spear	Shove	237	-	0 4	4
Heavy cavalry	CAVALRY Formed Clos	Average ArmHrs/F Armoured	- -	Long Spear	Shove	156	-	4 16	4
Tribal auxiliary cavalry	CAVALRY Formed Flexib	Average le Unprotected	Experienced Bow	-	-	94	Combat Shy (-18)	0 12	4
Upgrade tribal auxilary cavalry	CAVALRY Formed Flexib	Average le Unprotected	Skilled Bow	_	-	129	Combat Shy (-18)	Up to half	4
Volunteers	INFANTRY Formed Flexib	Superior le Protected	-	Polearm	-	129	-	0 4	4
Levy fighters	INFANTRY Formed Flexib	Poor le Protected	-	Polearm	-	56	Combat Shy (-13)	8 32	4
Levy archers	INFANTRY Formed Loos	Poor e Unprotected	Experienced Bow	_	-	39	Combat Shy (-9)	0 16	4
Upgrade levy fighters as xiang bing	INFANTRY Formed Flexib	Average le Protected	- -	Short Spear	-	77	Combat Shy (-22)	Any	4
Upgrade archers as xiang bing	INFANTRY Formed Loos	Average e Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	Any	4

WESTERN WEI AND NORTHERN ZHOU



REPLACE XIANG BING WIT	н міхер ғокматю	ons, 1/2 close figi	HTERS, 1/2 ARCH	ERS					
Close fighters	INFANTRY	Average	Experienced	Short Spear		92	Combat Shy (-22)	0	1
Close lighters	Formed Flexible	Protected	Bow	Short Spear		72	Combat Sily (-22)	8	7
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	=	
Aucticis	Formed Loose	Unprotected	Bow		_	04	Combat Sily (-14)	=	
Levy crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	0	1
Levy crossoowinen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	44	Combat sily (-9)	4	4
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	4,6
Tildal auxilialy illialiuy	Tribal Loose	Protected	Javelin	Short Spear	-	00	Combat Shy (-22)	12	4,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	2,3
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicaues	102	-	3	2,3
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
1 OUL AICHEIS	Skirmisher	Unprotected	Bow	<u>-</u>	Combat only	50	<u>-</u>	6	4,0

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



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

Wu - Three Kingdoms



ARMY COMMANDER	1	Any Professional			DATES		199 CE to 280 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains, J	ungle	
INTERNAL ALLIED GENERA	0-1	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow	Bilore Spear		120	Tviciec Expert (20)	4	1,2
State light cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1,2
State light cavally	Formed Flexible	Unprotected	Bow) 1	Combat Sily (-10)	4	1,2
Volunteers	INFANTRY	Superior	-	Polearm		129		0	1,2
Volunteers	Formed Flexible	Protected	-	1 Oleann	-	149	-	4	1,2
Elite close fighters with ji	INFANTRY	Average	-	Polearm		97		0	1,2
Ente close fighters with ji	Drilled Flexible	Protected	-	1 Oleann	-	97	-	6	1,2
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm		136		0	1,2
Opgrade ente close lighters	Drilled Flexible	Protected	-	roleann	-	150	-	4	1,2
Elite crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
Ente crossbowmen	Drilled Loose	Protected	Crossbow	-	-	83	Combat Sny (-22)	4	1,2
I I	INFANTRY	Average	Skilled			105	C	0	1,2
Upgrade elite crossbowmen	Drilled Loose	Protected	Crossbow	-	-	103	Combat Shy (-22)	2	1,2
Elite archers	INFANTRY	Average	Experienced			80	C	0	1,2
Ente archers	Drilled Loose	Protected	Bow	-	-	80	Combat Shy (-22)	4	1,2
I Improductive probers	INFANTRY	Average	Skilled			95	Combat Shy (-22)	0	1,2
Upgrade elite archers	Drilled Loose	Protected	Bow	<u>-</u>	-	90	Combat Sny (-22)	2	1,2
C	INFANTRY	Average	-	I C		96		0	1,2
Spearmen	Drilled Flexible	Protected	-	Long Spear	-	90	-	4	1,2
Conscript close fighters with	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	2	2,3
ji	Formed Flexible	Protected	-	roleann	-	<i>J</i> 0	Combat Sny (-15)	16	<i>−</i> ∠,5
Consorint arough arrange	INFANTRY	Poor	Experienced			44	Combat Chr. (O)	3	2,3
Conscript crossbowmen	Formed Loose	Unprotected	Crossbow	-	-	44	Combat Shy (-9)	12	<i>−</i> ∠,5

Wu - Three Kingdoms



Conscript archers	INFANTRY	Poor	Experienced	_	_	39	Combat Shy (-9)	0	2,3
Conscript archers	Formed Loose	Unprotected	Bow			37	Combat Sify (-7)	12	2,0
Tribal auxiliaries	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	1,2
Titoai auxiliaties	Tribal Loose	Protected	Javelin	Short Spear	-	00	Combat Shy (-22)	6	1,2
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicaues	102	-	2	$1, \angle$
Foot crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	1,2
FOOL CLOSSDOWILLEII	Skirmisher	Unprotected	Crossbow	-	-	02	Combat Sily (-4)	6	1,4
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
root archers	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	4	1,2

NOTES

All infantry except tribal auxilaries 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, J	ungle	
INTERNAL ALLIED GENERA	0-1	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M(in	
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	Short Spear		120	Wielee Expert (20)	4	1,2
State light cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1,2
State light cavally	Formed Flexible	Unprotected	Bow	- <u>-</u>	-	2 4	Combat Sily (-10)	4	1,2
Volunteers	INFANTRY	Superior	-	Polearm		129		0	1,2
Volunteers	Formed Flexible	Protected	-	TOTEATTT	-	149	-	4	1,2
Elite close fighters with ji	INFANTRY	Average	-	Polearm		97		0	1,2
Ente close fighters with ji	Drilled Flexible	Protected	-	1 Oleann	-	97	-	6	1,2
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm		136		0	1,2
Opgrade ente crose lighters	Drilled Flexible	Protected	-	TOTEATTT	-	130	-	4	1,2
Elite crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	2	1,2
Effice Crossbowilleri	Drilled Loose	Protected	Crossbow	- -	-	00	Collidat Sily (-22)	4	1,2
Upgrade elite crossbowmen	INFANTRY	Average	Skilled			105	Combat Shy (-22)	0	1,2
Opgrade ente crossbownien	Drilled Loose	Protected	Crossbow	- -	-	103	Collidat Sily (-22)	2	1,2
Elite archers	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Elite archers	Drilled Loose	Protected	Bow	-	-	00	Combat Sny (-22)	4	1,2
Upgrade elite archers	INFANTRY	Average	Skilled			95	Combat Shy (-22)	0	1,2
Opgrade ente archers	Drilled Loose	Protected	Bow	- -	-	90	Collidat Sily (-22)	2	1,2
Spearmen	INFANTRY	Average	-	Long Spear		96		0	1,2
Speamien	Drilled Flexible	Protected	-	Long Spean	-	90	-	4	1,2
Conscript close fighters with	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	2	2,3
ji	Formed Flexible	Protected	-	I Oleanin	-	50	Combat Sify (-15)	16	
Conscript crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	3	2,3
Conscript crossoowmen	Formed Loose	Unprotected	Crossbow	-	-	44	Collidat Sily (-9)	12	

SHU - THREE KINGDOMS



Conscript archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	2,3
Conscript archers	Formed Loose	Unprotected	Bow			37	Collidat Sily (-7)	12	2,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	-	Darricades	102	-	2	1,2
Foot crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	1,2
root crossoowinen	Skirmisher	Unprotected	Crossbow	-	-	02	Combat Sily (-4)	6	1,2
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.0
root atchers	Skirmisher	Unprotected	Bow	-	Combat Sny	30	-	4	1,2

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, Mo	untains	
Internal Allied Genera	ALS 0-1	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	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
Ticavy cavally	Formed Loose	Protected	Bow	Short Spear		120	Wielee Expert (20)	4	1,2
State light cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1,2
State light cavally	Formed Flexible	Unprotected	Bow	-	-	7 4	Compatibility (-10)	4	1,2
Tribal auxiliary cavalry	CAVALRY	Average	Experienced			94	Melee Expert (15)	0	1,2
Tildal auxiliary Cavalry	Formed Flexible	Unprotected	Bow	-	-	7 4	Melee Expert (13)	4	1,2
Volunteers	INFANTRY	Superior	-	Polearm		129		0	1,2
Volunteers	Formed Flexible	Protected	-	roleann	-	129	-	4	1,4
Elite close fighters with ji	INFANTRY	Average	-	Polearm		97		2	1,2
Ente close fighters with Ji	Drilled Flexible	Protected	-	roleann	-	97	-	6	1,4
Upgrade elite close fighters	INFANTRY	Superior	-	Polearm		136		0	1,2
Opgrade ente close fighters	Drilled Flexible	Protected	-	roleann	-	150	-	4	1,4
Re-equip elite close fighters	INFANTRY	Average	-	I and Char		96			1,2
with mao (only in 211 CE)	Drilled Flexible	Protected	-	Long Spear	-	90	-	All or none	1,4
Upgrade elite close fighters	INFANTRY	Superior	-	Long Spear		135		0	1,2
with mao (only in 211 CE)	Drilled Flexible	Protected	-	Long Spear	-	130	-	4	1,2
Elite crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
Ente crossdowmen	Drilled Loose	Protected	Crossbow	-	-	00	Comoat sny (-22)	4	1,4
Upgrade elite crossbowmen	INFANTRY	Average	Skilled			105	Combat Shy (-22)	0	1,2
Opgrade ente crossoowmen	Drilled Loose	Protected	Crossbow	-	-	103	Compat 311y (-22)	2	1,2
Elite archers	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1.2
EINE AICHEIS	Drilled Loose	Protected	Bow	-	-	00	Combat sily (-22)	4	1,2
I Ingrada alita arabara	INFANTRY	Average	Skilled			95	Combat Chr. (22)	0	1,2
Upgrade elite archers	Drilled Loose	Protected	Bow	-	-	90	Combat Shy (-22)	2	$1, \angle$

WEI - THREE KINGDOMS



								7	
Spearmen	INFANTRY	Average	-	Long Spear	_	96		0	1,2
Speamen	Drilled Flexible	Protected	-	Long Spear	-	90	-	4	1,2
Conscript close fighters with	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	2	2,3
ji	Formed Flexible	Protected	-	I Oleann	-	50	Collidat Sily (-13)	16	<i>2,</i> 3
Upgrade conscript close	INFANTRY	Poor	-	Long Spear	_	55			2,3
fighters with mao	Formed Flexible	Protected	-	Long Spear	-	00	-	All or none	2,0
Conscript crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	3	2,3
Conscript crossbownien	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	44	Collidat Sily (-9)	12	2,0
Conscript archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	2,3
Conscript archers	Formed Loose	Unprotected	Bow	-	-	39	Collidat Sily (-9)	12	2,0
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	-	Dallicaues	102	-	2	$1, \angle$
Foot crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	1,2
root crossoowinen	Skirmisher	Unprotected	Crossbow	-	-	02	Collidat Sily (-4)	6	$1, \angle$
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
	Skirmisher	Unprotected	Bow	- -	Compat sny	50	-	4	1,4

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, Mo	untains	
Internal Allied Gene	RALS 0-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	1,2
Cavally	Formed Loose	Protected	-	Long Spear	-	110	Compat 511y (-20)	4	1,2
Spearmen	INFANTRY	Average	-	Polearm		92	Combat Shy (-22)	2	1,2
Speammen	Formed Flexible	Protected	-	1 Olealili	-	94	Compatibily (-22)	16	1,2
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	2	1,2
C108800WIIIEII	Formed Loose	Unprotected	Crossbow	-	-	39	Compatibily (-14)	8	1,2
Provincial archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
I TOVITICIAI ATCITETS	Formed Loose	Unprotected	Bow	-	-	J4	Compat 511y (-14)	8	1,2
Militia spearmen	INFANTRY	Poor	-	Polearm		32		0	2,3
Militia spearmen	Tribal Flexible	Unprotected	-	1 Olealii	-	34	-	12	2,3
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	2,3
IVIIIIua archeis	Tribal Loose	Unprotected	Bow	-	-	33	Combat Sily (-9)	12	2,5
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shir	50	<u> </u>	0	1.2
okininsining archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	50 -	6	1,2

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

BAEKJE KOREAN



ARMY COMMANDER	1	Any			DATES		249 CE to 663 CE		
SUB-GENERALS	0-3	3 Any			TERRAIN		Standard, Coastal, Mc	untains	
Internal Allied Gener	ALS 0-1	Any							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	<u>-</u>	161	Melee Expert (32)	0	1,2
	Formed Loose	Protected	Bow	Short Spear		101	Tviciec Expert (02)	2	1,2
Upgrade guard cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218	_		1,2
cataphracts (from 400 CE)	Formed Close	ArmHrs/F Armoured	-	20118 0 9 001				All or none	
Nomad cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	0	1,2
Tromad curally	Formed Flexible	Protected	Bow	Sizore Spear		100	1110100 21111010 (20)	2	-,-
Noble cavalry comprise	ing 1/2 Front r	ANK NOBLES AND $1/2$	REAR RANK FOL	LOWERS:					
Front rank nobles	CAVALRY	Superior	-	Long Spear		161		0	2
TTOTIC TALIK HOOSES	Formed Loose	Protected	-	Long Spear	-	101	-	2	
Rear rank followers	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	=	
Real falls followers	Formed Loose	Protected	-	Long Spear		110	Controat Sity (-20)	=	
D 1	INFANTRY	Average	-	Polearm		92	C 1 (C1 / (22)	2	1.0
Provincial spearmen	Formed Flexible	Protected	-	Polearm	-	92	Combat Shy (-22)	12	1,2
Provincial crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
1 TOVITICIAI CIOSSOOWITIEII	Formed Loose	Protected	Crossbow	-	-	00	Compatibility (-22)	6	1,2
Provincial archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
1 TOVINCIAL ATCHETS	Formed Loose	Unprotected	Bow	-	-	J4	Comoat sny (-14)	6	1,2
Militia fighters	INFANTRY	Poor	-	Polearm		32		2	2,3
Ivillida IIgilicis	Tribal Flexible	Unprotected	-	1 Olcailli		02		12	2,0
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	2,3
rymida arciicis	Tribal Loose	Unprotected	Bow	_	_	00	Comoat only (-7)	12	2,0

BAEKJE KOREAN

M	ORTEM
ET	GLORIAM

Scout cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Bow		-	70	Cantabrian (16), Combat Shy (-4)	0 2	1,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1.2
	Skirmisher	Unprotected	Bow		Collidat Sily	00		6	1,2

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, Mo	untains	
Internal Allied Genera	0-1	Any							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M in	
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	-	Charging Lancer		14/	Wielee Expert (02)	2	1,2
Upgrade best cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218			1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	210	-	All or none	1,2
Heavy cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-	Charging Lancer	-	100	Meiee Expert (20)	8	1,4
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156			1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spean	BHOVE	100		All or none	1,2
Horse archers	CAVALRY	Average	Experienced			94	Combat Shy (-18)	4	1,2
Tioise archers	Formed Flexible	Unprotected	Bow	-	-	74	Combat sny (-10)	28	1,4
Upgrade horse archers	CAVALRY	Average	Skilled			129	Combat Shy (-18)		1,2
Opgrade noise archers –	Formed Flexible	Unprotected	Bow	-	-	149	Compatibility (-10)	Up to half	1,4
Replace horse archers with chained archers (only Former	CAVALRY	Superior	Experienced	_	_	119	_	0	1,2
Yan from 337 to 370 CE)	Tribal Close	Protected	Bow	_		117	-	8	- 1,2
Chinese trained close fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (13)	0	2,3
	Formed Flexible	Protected	-	1 OlCallii	<u>-</u>		Combat Shy (-13)	4	<i>∠,</i> ∪
Chinese trained	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	2	2,3
crossbowmen	Formed Loose	Unprotected	Crossbow	- -	-	44	Collidat Sily (-9)	8	4,0

XIANBEI KINGDOMS



Skirmishing horse archers	CAVALRY	Average	Experienced		_	70	Combat Shy (-4)	0	1.2
Skiminshing horse archers	Skirmisher	Unprotected	Bow	-	-	70		4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1.2
archers	Skirmisher	Unprotected	Bow	-	Cantaunan	00	Combat 311y (-4)	All or none	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1.2
	Skirmisher	Unprotected	Bow	-	Combat sily	30		6	1,4

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 GENER	ALS 0-1	Any Instinctive							
	ТүрЕ	,							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	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
Dest cavally	Formed Loose	Protected	-	Charging Lancer	-	14/	ivielee Expert (52)	2	1,4
Upgrade best cavalry to	CAVALRY	Superior	-	Long Spear	Shove	218			1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	210	-	All or none	1,4
Heavy cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	2	1,2
Treavy Cavarry	Formed Loose	Protected	-	Charging Lancer	-	100	Wielee Expert (23)	8	1,2
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156	_		1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		All or none	1,2
Horse archers	CAVALRY	Average	Experienced	-	_	94	Combat Shy (-18)	4	1,2
Horse archers	Formed Flexible	Unprotected	Bow			<i>7</i> 1	Comoat Sily (10)	28	1,2
Upgrade horse archers	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow			127		Up to half	1,2
Qiang infantry	INFANTRY	Average	-	Short Spear	_	57	-	0	1,2
	Tribal Loose	Protected	-	onore opear				8	
Upgrade Qiang infantry	INFANTRY	Superior	-	Short Spear	_	80	<u>-</u>		1,2
	Tribal Loose	Protected	-	Short Spear				Up to half	
Foot archers	INFANTRY	Average	Experienced	_	<u>-</u>	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow				Gomeway (11)	4	
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow			, 0	Goillout Billy (1)	4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow		Garratorian			All or none	×,~
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	<u>-</u>	0	1,2
	Skirmisher	Unprotected	Bow		Controlledity			6	1,4

TUYUHUN



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

LATER QIANG



ARMY COMMANDER	1	Any Instinctive (Any f	rom 384 CE to 417	CE)	DATES		300 CE to 550 CE		
Sub-Generals	0-2	Any from 384 CE to 4 dates)	17 CE (0-1 Any Ins	tinctive at other	TERRAIN		Standard, Mountains		
Internal Allied Gener	ALS 0-3	Any Instinctive							
	ТүрЕ				-				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	Experienced			115		2	1,2
Cavally	Formed Loose	Protected	Bow	-	-	110	-	12	1,2
Regrade cavalry as	CAVALRY	Average	-	Long Spear	Shove	156			1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	150	-	Any	1,2
Best infantry	INFANTRY	Superior	-	Short Spear		80		0	1,2
best illiality	Tribal Loose	Protected	-	Short spear	-	00	- ·	6	1,2
T., f., ., t., .	INFANTRY	Average	-	Short Spear		57		6	1,2
Infantry	Tribal Loose	Protected	-	31101t Spear	-	37	-	24	1,2
CHINESE TROOPS									
Chinese Close fighters with	INFANTRY	Poor	-	Polearm		56	Integral Shooters (4),	2*	2,3
ji	Formed Flexible	Protected	-	Polearm	-	50	Combat Shy (-13)	8	2,3
D 1 1 C 1.	INFANTRY	Average	-	D 1		07	1.01	0	1.0
Replace close fighters	Drilled Flexible	Protected	-	Polearm	-	97	Integral Shooters (6)	4	1,2
D 1	INFANTRY	Average	-	I C		01	C 1 C1 / 22)		1.0
Replace ji with mao	Formed Flexible	Protected	-	Long Spear	-	91	Combat Shy (-22)	Any	1,2
Cl.:	INFANTRY	Poor	Experienced			4.4	C 1 C1 (0)	2*	2.2
Chinese crossbowmen	Formed Loose	Unprotected	Crossbow	-	-	44	Combat Shy (-9)	4	2,3
D	INFANTRY	Average	Experienced			05	C1 Cl (00)	0	1.0
Replace crossbowmen	Drilled Loose	Protected	Crossbow	-	-	85	Combat Shy (-22)	4	1,2
Chinese archers	INFANTRY	Poor	Experienced			39	C 1 + C1 (O)	0	2,3
Chinese archers	Formed Loose	Unprotected	Bow	-	-	39	Combat Shy (-9)	4	<i>−</i> ∠,3

LATER QIANG

M	ORTEM
ET	GLORIAM

Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	1.2
7 ticlicis	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	4	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1.2
	Skirmisher	Unprotected	Bow	-	-	70		4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow	-	Calitatilali	00		All or none	1,4
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1.2
	Skirmisher	Unprotected	Bow	-	Collibat Sily			6	1,2

Notes

CHANGES FROM LAST VERSION

^{*} 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.

Dī



ARMY COMMANDER	1	Any Instinctive (Any f	rom 351 CE to 403	CE)	DATES		300 CE to 550 CE		
Sub-Generals	0-2	Any from 351 CE to 4 dates)	03 CE (0-1 Any Ins	tinctive at other	TERRAIN		Standard, Mountains		
Internal Allied Genera	0-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Average	Experienced			115		2	1,2
Cavany	Formed Loose	Protected	Bow	<u>-</u>	-	110	-	12	1,2
Regrade cavalry as	CAVALRY	Average	-	Long Spear	Shove	156			1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		Any	1,2
Best infantry	INFANTRY	Superior	-	Short Spear	_	80	_	0	1,2
Dest illiana y	Tribal Loose	Protected	-	Bhort Bpear				6	1,2
Infantry	INFANTRY	Average	-	Short Spear	_	57	<u>_</u>	6	1,2
	Tribal Loose	Protected	-	Bilore Bpear		07		24	1,2
CHINESE TROOPS									
C1: 1 (:11.)	INFANTRY	Poor	-	D 1		57	Integral Shooters (4),	2*	0.0
Chinese close fighters with ji	Formed Flexible	Protected	-	Polearm	-	56	Combat Shy (-13)	8	2,3
D 1 1 C 1.	INFANTRY	Average	-	D 1		97	1.01.00	0	1.0
Replace close fighters	Drilled Flexible	Protected	-	Polearm	-		Integral Shooters (6)	4	1,2
D 11	INFANTRY	Average	-	ī C		04	C 1 (1 (20)		1.0
Replace ji with mao	Formed Flexible	Protected	-	Long Spear	-	91	Combat Shy (-22)	Any	1,2
Chinese crossbowmen	INFANTRY	Poor	Experienced			44	C 1 C1 (0)	2*	2,3
Chinese crossdowmen	Formed Loose	Unprotected	Crossbow	-	-	44	Combat Shy (-9)	4	
D - 1	INFANTRY	Average	Experienced			05	C1+ Cl (22)	0	1.0
Replace crossbowmen	Drilled Loose	Protected	Crossbow	-	-	85	Combat Shy (-22)	4	1,2
Chinese archers	INFANTRY	Poor	Experienced			39	Combat Chr. (0)	0	2,3
Chinese archers	Formed Loose	Unprotected	Bow	-	-	39	Combat Shy (-9)	4	<i>−</i> ∠,5

$\mathbf{D}\mathbf{I}$

								7	
Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	1.2
Archers	Tribal Loose	Unprotected	Bow	-		40	Combat Sily (-14)	4	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1.2
	Skirmisher	Unprotected	Bow	-	-	70		4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1.2
archers	Skirmisher	Unprotected	Bow	-	Cantaonan	00		All or none	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1.2
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50		6	1,2

Notes

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

CHANGES FROM LAST VERSION

^{*} 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).

LATER XIONGNU



ARMY COMMANDER	1	Any			DATES		304 CE to 439 CE		
SUB-GENERALS	0-2	Any			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	0-1	Any							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M in	
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
Dest cavally	Formed Loose	Protected	Bow	Short Spear		101	Wielee Expert (02)	4	1,2
Upgrade best cavalry as	CAVALRY	Superior	-	Long Spear	Shove	218	_		1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	210	_	Any	1,2
Heavy cavalry	CAVALRY	Average	Experienced	_	_	115	_	2	1,2
Ticavy cavally	Formed Loose	Protected	Bow			110		12	1,2
Upgrade heavy cavalry to	CAVALRY	Average	-	Long Spear	Shove	156	_		1,2
cataphracts	Formed Close	ArmHrs/F Armoured	-	zong open	Bilove	100		Any	1,2
Lighter cavalry	CAVALRY	Average	Experienced		_	94	Combat Shy (-18)	0	1,2
Ligitici cavany	Formed Flexible	Unprotected	Bow) -	Combat Sily (-10)	12	1,2
Upgrade lighter cavalry	CAVALRY	Average	Skilled		_	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow			149	Collidat Sily (-10)	Up to half	1,2
Chinese trained close fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	0	2,3
	Formed Flexible	Protected	-	1 Olcailli		50	Collidat Sily (-13)	4	2,0
Chinese trained	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	2	2,3
crossbowmen	Formed Loose	Unprotected	Crossbow	-	-	44	Compatibility (-9)	8	2,0
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1,2
Skillinshing horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Sily (-4)	4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow	-	CalitaUliali		Compat 511y (-4)	All or none	1,4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinglillig alclicis	Skirmisher	Unprotected	Bow		Compatibily		<u> </u>	6	1,4

LATER XIONGNU



Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

GOGURYEO KOREAN



ARMY COMMANDER	1	Any			DATES		313 CE to 668 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Coastal, Mo	ountains	
INTERNAL ALLIED GENE	RALS 0-1	Any							
	Түре								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M andatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Com Do a correlar	CAVALRY	Superior	-	Chart Char		126	Malaa Erraamt (22)	0	1,2
SonBae cavalry	Formed Loose	Protected	-	Short Spear	-	120	Melee Expert (32)	2	1,2
Regrade SonBae cavalry	CAVALRY	Superior	-	Long Spear	Shove	218			1,2
Regiate Solidae Cavally	Formed Close	ArmHrs/F Armoured	-	Long Spean	SHOVE	210	-	All or none	1,2
Other cataphracts	CAVALRY	Average	-	Long Spear	Shove	156	<u>_</u>	2	1,2
Outer catapinacts	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		4	1,2
Malgal cavalry	CAVALRY	Average	Experienced	_	Melee Expert	109	<u>_</u>	0	1,2
iviaigai cavairy	Formed Flexible	Unprotected	Bow	_	Ividice Expert	107		4	1,2
Armoured halbardiers	INFANTRY	Average	-	Polearm	_	92	_	0	1,2
7 tilloured Halbardiers	Formed Flexible	Protected	-	1 Olcailli		74		4	1,2
Armoured spearmen	INFANTRY	Average	-	Long Spear		91		0	1,2
7 dilloured spearmen	Formed Flexible	Protected	-	Long Spear		71		4	1,2
Armoured swordsmen	INFANTRY	Average	-		Melee Expert	86		0	*
Alliouled swordsillell	Formed Flexible	Protected	-	-	Meiee Expert	00	-	4	
Armoured archers	INFANTRY	Average	Experienced		Combat Shy	53		0	1,2
Alliouled alcheis	Formed Loose	Protected	Bow	<u>-</u>	Collidat Sily	55	-	4	1,2
Militia fighters	INFANTRY	Poor	-	Polearm		32		2	2,3
TAITHUA HISHIGIS	Tribal Flexible	Unprotected	-	I Olealiil	<u>-</u>	J4	<u>-</u>	12	۷,0
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	2	2,3
IVIIIIUA AICIIEIS	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)	12	2,0

GOGURYEO KOREAN



REGRADE MILITIA AS A MI	XED TUG OF 1/3 F	ighters, 2/3 arch	ERS						
Militia fighters	INFANTRY	Poor	-	Polearm	_	32	Combat Shy (-9)		3
ivilitia ligitteis	Tribal Flexible	Unprotected	-	1 Oleanni		02	Collidat Sily (-7)	All or none	
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)		
IVIIIIII di Cileis	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)		
Coout opening	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1.0
Scout cavalry	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	2	1,2
East archers	INFANTRY	Average	Experienced		Combat Chry	50		0	1.0
ot archers —	Skirmisher	Unprotected	Bow	-	Combat Shy	50	-	6	1,2

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

SOUTHERN DYNASTIES



ARMY COMMANDER	1	Any Professional			DATES		317 CE to 589 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains, Ju	ıngle	
Internal Allied Genera	1.5 0-1	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Elephants (Liang only)	ELEPHANTS	Average	-		Shove	240		0	1
Elephants (Liang only)	Tribal Loose	Protected	-	-	SHOVE	240	-	1	_ 1
I I any way any along	CAVALRY	Average	-	I and Chape	Shove	156		2	1,2
Heavy cavalry	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	150	- '	4	- 1,2
State light envelope	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1,2
State light cavalry	Formed Flexible	Unprotected	Bow	-	- -	94	Combat sily (-16)	4	1,2
Volunteers	INFANTRY	Superior	-	Polearm		129		0	1,2
Volunteers	Formed Flexible	Protected	-	roleann	- -	129	-	4	1,2
Guard close fighters with ji	INFANTRY	Superior	-	Polearm		136		0	1,2
Guard close lighters with ji	Drilled Flexible	Protected	-	1 Oleanin	- -	130	-	2	1,2
Guard crossbowmen	INFANTRY	Superior	Experienced			111	Combat Shy (-31)	0	1,2
Guard Crossbownien	Drilled Loose	Protected	Crossbow	· -	- -	111	Combat sily (-31)	2	1,2
Mu-ping close fighters with	INFANTRY	Average	-	Polearm		97		0	1,2
ji	Drilled Flexible	Protected	-	1 Oleanin	- -	9/	-	4	1,2
Mu-ping crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
Mu-ping crossbowinen	Drilled Loose	Protected	Crossbow	-	-	00	Compatibility (-22)	4	1,2
Mu-ping archers	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Wid-ping archers	Drilled Loose	Protected	Bow	-	-	00	Compatibility (-22)	4	1,2
Swordsmen and archers	INFANTRY	Average	-		Melee Expert	86	Integral Shooters (6)	0	1,2
5 Wordsmen and archers	Formed Flexible	Protected	-	-	Meiee Expert	00	integral shooters (0)	6	1,2
Spearmen and archers	INFANTRY	Average	-	Short Spear	<u> </u>	77	Integral Shooters (6)	0	1,2
Sheatthell and archers	Formed Flexible	Protected	-	31101t Speat	<u>-</u>		integral shooters (0)	4	1,4
Conscript close fighters with	INFANTRY	Poor	-	Polearm	<u> </u>	56	Combat Shy (-13)	2	2,3
ji	Formed Flexible	Protected	-	1 Oleanin	- -	50	Compatibily (-15)	8	

SOUTHERN DYNASTIES



Conscript crossbowmen	INFANTRY	Poor	Experienced		_	44	Combat Shy (-9)	2	2,3
Conscript crossbownnen	Formed Loose	Unprotected	Crossbow	- -	-	44	Combat Sily (-9)	6	2,0
Conscript archers	INFANTRY	Poor	Experienced			51	Combat Shy (-13)	0	2,3
Conscript archers	Formed Loose	Protected	Bow	- -	-	51	Combat Sily (-13)	6	2,0
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	1,2
	Tribal Loose	Protected	Javelin	31101t Spear	-	00	Combat Shy (-22)	6	1,2
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	- -	Dailicades	102	-	2	1,2
Wagons with large	BATTLE WAGONS	Average	Experienced		_	190		0	1
crossbows (in 416 CE only)	Tribal Loose	Protected	Light Art	- -	-	190	-	4	1
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
root archers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	50	-	4	1,2
Foot crosshovemen	INFANTRY	Average	Experienced	_		62	Combat Shy (-4)	0	1,2
Foot crossbowmen	Skirmisher	Unprotected	Crossbow	- -	-	02	Combat Sily (-4)	4	1,2

Notes

Bolt shooters behind fortifications cannot be used with Wagons.

All infantry except tribal auxilaries can use the Barricades characteristic.

CHANGES FROM LAST VERSION

ROURAN KHAGANATE



ARMY COMMANDER		1	Any Instinctive			DATES		330 CE to 555 CE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERA	ALS	0-1	Any Instinctive								
	ТүрЕ										
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min		
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Nobles	CAVALRY		Superior	Experienced	Short Spear		161	Melee Expert (32)	2	1,2	
INOUIES	Formed Loos	se	Protected	Bow	Short Spear	-	101	Melee Expert (32)	4	1,2	
Heavy cavalry	CAVALRY		Average	Experienced	Short Spear	Melee Expert	148		2	1,2	
Heavy Cavally	Formed Loos	se	Protected	Bow	Short Spear	Meiee Expert	140	-	8	1,2	
Light carrolar	CAVALRY		Average	Experienced			94	Combat Shy (-18)	4	1,2	
Light cavalry	Formed Flexib	ole	Unprotected	Bow	-	-	7 4	Compatibility (-10)	28	1,2	
I In and de light acres in	CAVALRY		Average	Skilled			129	Cambat Chyr (10)		1,2	
Upgrade light cavalry	Formed Flexib	ole	Unprotected	Bow	-	-	129	Combat Shy (-18)	Up to half	1,2	
Skirmishing horse archers	CAVALRY		Average	Experienced			70	Combat Shy (-4)	0	1,2	
Skillinshing horse archers	Skirmisher		Unprotected	Bow	-	-	70	Comoat sily (-4)	4	1,2	
Upgrade skirmishing horse	CAVALRY		Average	Experienced		Cambalanian	06	C = 1- =+ C1 (1)		1.0	
archers	Skirmisher		Unprotected	Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	1,2	

ALLIES

Gokturk allies

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SILLA KOREAN



ARMY COMMANDER	1	Any			DATES		356 CE to 935 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Gene	RALS 0-1	Any							
	ТүрЕ								
	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
Chong cavalry	Formed Loose	Protected	-	Short Spear	-	120	Meiee Expert (52)	2	1,2
Regrade Chong cavalry	CAVALRY	Superior	-	Long Spear	Shove	218			1,2
Regrade Chong Cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	210	-	All or none	1,2
Hwarang cavalry	CAVALRY	Superior	Experienced		Melee Expert	138		0	1,2
Hwarang Cavany	Formed Flexible	Unprotected	Bow	-	Meiee Expert	130	-	2	1,2
Regular cavalry	CAVALRY	Average	-	Short Spear		90	Combat Shy (-28)	2	2
Regular Cavally	Formed Loose	Protected	-	Short Spear	-	90	Combat sily (-20)	2	
Spearmen	INFANTRY	Average	-	Long Spear		91		0	1,2
Speammen	Formed Flexible	Protected	-	Long Spear	-	71	-	8	1,2
Archers	INFANTRY	Average	Experienced		Combat Shy	53		0	1,2
Alcheis	Formed Loose	Protected	Bow	-	Comoat sny	00	-	8	1,2
Militia fighters	INFANTRY	Poor	-	Polearm		32		2	2,3
Ivillida ligitteis	Tribal Flexible	Unprotected	-	1 Olealili	-	34	-	12	2,3
Militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	2	2,3
IVIIIIUA AICIIEIS	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)	12	2,0
REGRADE MILITIA AS A I	IXED TUG OF 1/3	fighters, 2/3 archi	ERS						
N A : 1: 4: C: - 1 - 4	INFANTRY	Poor	-	Polearm		20	C 1 (C1 (O)		2
Militia fighters	Tribal Flexible	Unprotected	-	Polearm	-	32	Combat Shy (-9)	All or none	3
Militia archers	INFANTRY	Poor	Experienced			35	Combat Chr. (O)		
iviiiiua aicheis	Tribal Loose	Unprotected	Bow	-	-	30	Combat Shy (-9)		_

SIŁŁA KOREAN



Scout cavalry	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Scout cavally	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	2	1,2
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
FOOT dichers	Skirmisher	Unprotected	Bow	- -	Combat Sily	30	-	6	1,2
ONLY FROM 671 CE									
Evilad Coguntae	CAVALRY	Average	-	I on a Choor	Shove	156		0	1,2
Exiled Goguryeo	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	150	-	2	1,2
Exiled Baekje	CAVALRY	Average	-	Long Spear	Shove	156		0	1,2
Lanca backje	Formed Close	ArmHrs/F Armoured	-	Long Spear	311046	100		2	1,2
Exiled Malgal	CAVALRY	Average	Experienced		Melee Expert	109		0	1,2
Exiled Maigal	Formed Flexible	Unprotected	Bow	-	Meiee Expert	109	-	2	1,2
Red Banner spearmen	INFANTRY	Average	-	Pike	_	92		0	3
iven paimer speamien	Drilled Close	Protected	-	TIKE	-	94	-	6	3

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

NORTHERN DYNASTIES



ARMY COMMANDER	1	Any Professional			DATES		439 CE to 577 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genei	RALS 0-1	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Guard cavalry	CAVALRY	Superior	-	I and Chape	Shove	237		0	1,2
Guard Cavarry	Drilled Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	237	-	2	1,4
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156		4	1,2
Ticavy Cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100	-	10	1,2
Tribal auxiliary cavalry	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1,2
Tilloal auxillary cavally	Formed Flexible	Unprotected	Bow	_		74	Combat Sify (-10)	8	1,2
Upgrade tribal auxiliary	CAVALRY	Average	Skilled			129	Combat Shy (-18)		1,2
cavalry	Formed Flexible	Unprotected	Bow	-	-	149	Collidat Sily (-10)	Up to half	1,2
Volunteers	INFANTRY	Superior	-	Polearm		129		0	1,2
VOIUILLECIS	Formed Flexible	Protected	-	Toleann	-	127	-	4	1,2
Levy fighters	INFANTRY	Poor	-	Polearm		56	Combat Shy (-13)	2	2,3
Levy lighters	Formed Flexible	Protected	-	1 Oleanin	-	30	Collidat Sily (-13)	16	2,3
Levy crossbowmen	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	0	2,3
Levy crossoowillen	Formed Loose	Unprotected	Crossbow	-	-	44	Combat Sily (-9)	4	2,0
I ovar proboro	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	2,3
Levy archers	Formed Loose	Unprotected	Bow	· -	-	39	Combat Sily (-9)	6	2,3
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	1,2
Tilodi duxillary lillalitry	Tribal Loose	Protected	Javelin	Short Spear	-	00	Combat Shy (-22)	6	1,2
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	· <u>-</u>	Damcaues	102	-	2	1,4
Foot archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
1.00t archers	Skirmisher	Unprotected	Bow	<u>-</u>	Compatibily	50	-	4	1,4

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

WESTERN WEI AND NORTHERN ZHOU



ARMY COMMANDER		1 Any Professional			DATES		535 CE to 581 CE		
SUB-GENERALS		-3 Any Professional			TERRAIN		Standard, Mountains,	Plains	
INTERNAL ALLIED GENER	RALS	-1 Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG SIZE
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237		0	1,2
Guaru Cavarry	Drilled Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	237	-	2	1,2
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156		2	1,2
Ticavy cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		8	1,2
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	1,2
Tilloal auxiliary cavalry	Formed Flexib	le Unprotected	Bow			<i>/</i> 1	Comoat Dify (10)	6	1,2
Upgrade tribal auxilary	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		1,2
cavalry	Formed Flexib	le Unprotected	Bow			127	Comoat Dify (10)	Up to half	1,2
Volunteers	INFANTRY	Superior	-	Polearm	_	129	_	0	1,2
Volunteers	Formed Flexib	le Protected	-	r Oleanni		127		4	1,2
Levy fighters	INFANTRY	Poor	-	Polearm	_	56	Combat Shy (-13)	3	2,3
Levy lighters	Formed Flexib	le Protected	-	1 Olcailli		00	Collidat Sily (-13)	16	2,0
Levy archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	2,3
Levy archers	Formed Loos	Unprotected	Bow			37	Combat Sily (-7)	8	2,0
Upgrade levy fighters as	INFANTRY	Average	-	Short Spear		77	Combat Shy (-22)		1,2
xiang bing	Formed Flexib	le Protected	-		<u>-</u>	//	Compatibily (-22)	Any	1,4
Upgrade archers as xiang	INFANTRY	Average	Experienced			54	Combat Shy (-14)		1,2
bing	Formed Loos	Unprotected	Bow	_	-	U 1	Compatibily (-14)	Any	1,4

WESTERN WEI AND NORTHERN ZHOU



REPLACE XIANG BING WIT	н міхер ғокматю	ons, 1/2 close figi	HTERS, 1/2 ARCH	ERS					
Close fighters	INFANTRY	Average	Experienced	Short Spear		92	Combat Shy (-22)	0	2
Close righters	Formed Flexible	Protected	Bow	Short Spear	<u>-</u>	72	Combat Sily (-22)	4	2
Archers	INFANTRY	Average	Experienced	_		54	Combat Shy (-14)	=	
7 deficis	Formed Loose	Unprotected	Bow		<u>-</u>	U -1	Combat Sily (-14)	=	
Laury croschourman	INFANTRY	Poor	Experienced			44	Combat Shy (-9)	0	2,3
Levy crossbowmen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	44	Combat sily (-9)	4	2,3
Tribal auxiliary infantry	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6),	0	1,2
	Tribal Loose	Protected	Javelin	31101t Spear	-	00	Combat Shy (-22)	6	1,2
Bolt shooters behind	ARTILLERY	Average	Experienced		Barricades	162		0	1,2
fortifications	Skirmisher	Unprotected	Light Art	<u>-</u>	Dallicades	102	-	2	1,2
Foot archare	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Foot archers	Skirmisher	Unprotected	Bow	- -	Combat Sny	50	-	4	1,2

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