



# TANG CHINA

AUTHORISED ARMY LISTS FOR

**MORTEM  
ET GLORIAM**



# ARMY LISTS

## TANG CHINA

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## CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

## FRIENDLY AND SCENARIO GAMES

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

## **HISTORICAL INTRODUCTION**

In 577 CE the Northern Zhou conquered the Northern Qi and reunified northern China. The Southern Dynasties were gradually being conquered from the north. Yang Jian, of ethnic Han Chinese, usurped the throne and in 581 CE became Emperor Wen of Sui. This was a pivotal moment for China as he abolished the anti-Han policies of the Xianbei and initiated a series of reforms aimed at strengthening his Empire. Having secured China, Wen invaded Goguryeo, one of the Three Kingdoms of Korea, but was defeated. He was succeeded in 603 by his son Yang. Both Emperors Wen and Yang sent military expeditions into Vietnam and captured the north but were unable to defeat the Champa in the south. Yang launched further massive invasions of Goguryeo but the military expeditions were a failure. This weakened the Emperor and the economy, strained by large infrastructure projects, collapsed.

Li Yuan was Duke of Tang and governor of Taiyuan during the Sui dynasty's collapse. Li Yuan rose in rebellion in 617 CE. Li Yuan occupied the capital Chang'an and relegated Emperor Yang to the position of retired Emperor. When Yang was murdered in June 618 CE, Li Yuan declared himself Emperor Gaozu of Tang. He ruled until 626 CE when he was deposed by his son who became Emperor Taizong.

Externally, the nomadic Turkic (Tujue) Khaganate in the north had posed a major threat. Around the time the Sui dynasty was established it collapsed in a series of civil wars and split into Eastern and Western Khaganates. Although a vassal of the Sui, the Eastern Khaganate became a threat to the Tang and in 629 CE the Tang launched a major offensive. With the help of the Xueyantuo the Eastern Khaganate were defeated. The Turks were settled within the Tang northern provinces. These Turks were often requisitioned into Tang armies. The Xueyantuo occupied the territory of the Eastern Khaganate but in 646 the Xueyantuo were defeated by a Tang Uyghur alliance and fled west.



Image: Ian Kiu - Tang Dynasty 700 AD from "The Tang Dynasty, 618-906 A.D.-Boundaries of 700 A.D." Albert Herrmann (1935). History and Commercial Atlas of China. Harvard University Press.

During the 44-year reign of Emperor Xuanzong (713 to 756 CE), the Tang dynasty reached its height, a golden age with low economic inflation and a toned down lifestyle for the imperial court. In 755 CE a half-Sogdian, half-Turk commander, An Lushan, led a rebellion. The capital was captured and only retaken with the help of the Uyghur Khaganate. The Tibetans took advantage to raid many areas under Chinese control. During the first half of the 8<sup>th</sup> century, regional military governors, the jiedushi, had increased in power. After the rebellion, central control was never fully established. Between the years 806 and 819 CE, Emperor Xianzong conducted seven major military campaigns to quell the rebellious provinces that had claimed autonomy from central authority, managing to subdue all but two of them. In 858 CE, enormous floods inundated vast tracts of the North China Plain. This further weakened Tang control and a rebellion in 874 CE seized the capital and took 10 years to defeat. In 907 CE the Tang dynasty was ended when Zhu Wen, a military governor, deposed Emperor Ai and took the throne for himself.

By this time the China had broken down into a series of separate kingdoms, known as the Five Dynasties in the north and the Ten Kingdoms in the south. Three of the dynasties (and one of the Ten Kingdoms) were founded by Shatuo. The Shatuo were Turks originally subject to the Tang who had provided significant aid during the An Lushan rebellion. They then allied themselves with the Tibetans against the Tang but fell out with the Tibetans and were settled in Tang territory.

China would be reunited by Emperor Taizu who created the Song dynasty. He started in the army of the Later Han dynasty and when Guo Wei overthrew that dynasty and created the Later Zhou dynasty in 951 CE he was promoted to palace guard commander. In 960 CE he staged his own coup. Only the Northern Han, supported by the Khitan-Liao held out, but they were defeated by 979 CE.

## CHINESE NAMES AND TERMS

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

Pinyin	Wade-Giles	Pinyin	Wade-Giles
Balhae	Po-hai	Qiang	Ch'inag
Bubing	Pu-ping	Qin	Ch'in
Bushe	Pu-she	Tūjué	T'u-chüeh
Jin	Chin/Ts'in	Xianbei	Hsien-pei



# MAXIMUS ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAXIMUS

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

### CAMPS

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

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

### UGs

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

### NOTES

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



# PRE DYNASTIC KHITAN



## 432 TO 1000 CE

### HISTORICAL NOTES

The Khitan were a nomadic tribe who occupied parts of modern Mongolia, Northeast China and the Russian far east. They originated from the Xianbei. They separated from the Kumo Xi in around 388 CE, when the Kumo Xi-Khitan tribal grouping was defeated by the newly established Northern Wei. In 630 they submitted to emperor Taizong of the Tang. From the 5th to the 8th centuries, they were dominated by the Chinese to their south and the Turks and Uyghurs to the west. They slowly grew their power and independence. Khitan warriors were used by neighbouring powers, but were prepared to attack them if they looked as if they would become a threat. In the 696 to 697 CE Li-Shun Rebellion the Khitan were encouraged by the Turks to revolt against the Tang. After successfully rebelling, the Turks attacked, to the advantage of the newly-reborn second Turkic empire. With the collapse of the Uyghur Khaganate and the Tang dynasty, in 907 CE the Khitan leader Yelu Abaoji founded the Liao dynasty. He reorganised the Khitan into a more formal structure borrowing ideas from the Chinese state. This included centralising the monarchy. He also founded a number of cities which were partly populated with captured Chinese. This list represents the Khitan until 927. It can also represent Xi tribes until absorbed by the Khitan-Liao around 1000.

### TROOP NOTES

The bow was the primary weapon.

The Khitan leader Yelu Abaoji made the army more professional, the first Khitan ordo numbering 6,000. Most of the army remained tribal. The ordo were greatly expanded in later reigns.

### HISTORICAL ENEMIES

Goguryeo Korean; Northern Dynasties; Western Wei and Northern Zhou; Pre Dynastic Khitan; Gokturk; Sui China; Tang China - Northern; Balhae Korean; Tu`rgesh; Uyghur Khaganate; Late Tang China - Northern; Early Shatuo; Tribal Mongolian; Uyghur Successor States; Khitan-Liao

# PRE DYNASTIC KHITAN



ARMY COMMANDER		1	Any Instinctive, Khitan from 907 CE Professional		DATES		432 CE to 1000 CE		
SUB-GENERALS		0-3	Any Instinctive, Khitan from 907 CE Professional		TERRAIN		Plains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	
FORMATION		PROTECTION		WEAPONRY		CHARACTERISTICS		PTS	
NAME				MELEE WEAPONRY				OPTIONAL	
								CHARACTERISTICS	
								MIN	
								MAX	
								UG SIZE	
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6
	Formed Loose	Protected	Bow					6	
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	6	4,6
	Formed Loose	Protected	Bow					24	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	24	4,6
	Formed Flexible	Unprotected	Bow					80	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
Subject foot	INFANTRY	Average	Experienced	-	-	56	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					36	
Upgrade subject foot	INFANTRY	Average	Experienced	-	Melee Expert	72	Shoot & Charge (6)		6,8,9
	Tribal Loose	Protected	Javelin					Up to half	
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	

# PRE DYNASTIC KHITAN



## KHITAN FROM 907 CE

Replace best cavalry with ordo	CAVALRY Drilled Loose	Superior Protected	Experienced Bow	Short Spear	-	175	Melee Expert (32)	0 8	4,6
Regrade ordo armoured cavalry	CAVALRY Drilled Close	Superior ArmHrs/ Protected	Experienced Bow	Mtd Polearm	Shoot & Charge	217	-	All or none	4,6
Replace subject foot with Chinese militia	INFANTRY Tribal Close	Poor Protected	- -	Short Spear	-	38	-	All	6,8,9

## NOTES

Khitan from 907 CE also have Standard terrain.  
This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# SOGDIAN



## 500 TO 730 CE

### HISTORICAL NOTES

Sogdiana lay between the Oxus and the Jaxartes. It had been ruled by the Achaemenid Persians, Alexander the Great, the Graeco-Bactrians and the Kushans. As the Kushan kingdom collapsed the area achieved independence. The Sogdian states centred on the city of Samarkand sat astride the Silk Road. They rose to prominence in the Tang dynasty and traded as far as Byzantium. When the Arabs defeated the Sassanids, some Persians fled to Sogdia. Qutayba ibn Muslim, Governor of Greater Khorasan under the Umayyad Caliphate, initiated the Muslim conquest of Sogdia during the early 8th century, with the local ruler of Balkh offering him aid as an Umayyad ally. In around 717 CE the Sogdians revolted. With the aid of Turkic peoples, the Sogdians were able to expel the Umayyad Arab garrison from Samarkand and Umayyad attempts to restore power there were repelled. On the arrival of Sa'id ibn Amr al-Harashi some Sogdians declared allegiance to the Umayyad governor whilst others fled.

### TROOP NOTES

Sogdian chakars were the retainers of the rulers and nobles, with a strong heroic ethos. They carried lance, bow and sometimes a round shield. They charged with the lance. Bows are mostly shown being used for duels on foot.

### HISTORICAL ENEMIES

Hephthalite; Arab Conquest; Umayyad and Early 'Abbasid; Late Sassanid Persian; Sogdian; Tarim Basin States; Gokturk; Tang China - Northern

# SOGDIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 CE to 730 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Mobile or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chakar	CAVALRY		Average	-	Charging Lancer	-	Melee Expert (23)	8	4,6
	Formed Loose		Protected	-				48	
Upgrade best chakar	CAVALRY		Superior	-	Charging Lancer	-	-		4,6
	Formed Loose		Protected	-				Up to half	
Sassanid Persians (from 650 CE)	CAVALRY		Average	Experienced	Short Spear	-	-	0	4,6
	Formed Loose		Protected	Bow				12	
Archers	INFANTRY		Average	Experienced	Short Spear	-	Combat Shy (-14)	6	6,8
	Tribal Loose		Unprotected	Bow				36	
Levy	INFANTRY		Poor	-	Short Spear	-	Combat Shy (-9)	0	8,9,10
	Tribal Loose		Unprotected	-				10	
Nomad horse archers	CAVALRY		Average	Experienced	-	-	Melee Expert (8)	4	4,6
	Skirmisher		Unprotected	Bow				24	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	Melee Expert (8)		4,6
	Skirmisher		Unprotected	Bow				Up to half	

## ALLIES

Umayyad Arab allies - Umayyad and Early 'Abbasid (only in 704 CE)

## NOTES

Sogdian allied contingents do not need to include foot.

## CHANGES FROM LAST VERSION

None.



# TARIM BASIN STATES

## 500 TO 1063 CE

### HISTORICAL NOTES

This list covers the states of the Tarim basin included Turfan, Kucha and Khotan.

Turfan was on the border between the nomadic peoples of the north and the settled oasis dwellers of Xinjiang. In 450 CE it became the new state of Gaochang. In 640 expeditions sent by the Tang dynasty destroyed Gaochang's power, although smaller polities existed there for several centuries after the Tang withdrew. Khotan, the last independent city, fell to the Qarakhanids.

Kuche was located on the branch of the Silk Road that ran along the northern edge of the Taklamakan Desert in the Tarim Basin. It was conquered by the Tang in 640. During periods of Tibetan domination it maintained some independence, but was captured by the Uyghur Khaganate. It became an important Uyghur Successor State which is included in a separate list.

The Kingdom of Khotan was an ancient Iranic Saka Buddhist kingdom located on the branch of the Silk Road that ran along the southern edge of the Taklamakan Desert in the Tarim Basin, probably founded by Indo-Scythians. The capital was to the west of modern-day Hotan. In 640 it submitted to the Tang emperor. The Tibetans seized Khotan in 665. Tang China regained control in 692 but Khotan re-asserted its independence after the An Lushan rebellion in 755. Khotan was again conquered by the Tibetan Empire in 792 and gained its independence in 851. In the 10th century Khotan was the only Tarim Basin state that was not conquered by the Uyghurs. Khotan became engaged in a struggle with the Qarakhanids and was conquered some time before 1063.

### TROOP NOTES

Tarim Basin cavalry were equipped with lance and bow but may have placed greater emphasis on the bow.

### HISTORICAL ENEMIES

Arab Conquest; Umayyad and Early 'Abbasid; Kara-Khanid Khanate; Khazar; Pecheneg; Sogdian; Tarim Basin States; Early Tibetan; Tang China - Northern; Türgesh; Uyghur Khaganate; Late Tang China - Northern; Tibetan; Uyghur Successor States

# TARIM BASIN STATES



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 CE to 1063 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Dihqan	CAVALRY		Average	Experienced	Short Spear	-	125	-	8	4,6
	Formed Loose		Protected	Bow					48	
Upgrade best dihqan	CAVALRY		Superior	Experienced	Short Spear	-	161	-		4,6
	Formed Loose		Protected	Bow					Up to half	
Archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	6	6,8
	Formed Loose		Unprotected	Bow					36	
Levy	INFANTRY		Poor	-	Short Spear	-	23	Combat Shy (-9)	0	8,9,10
	Tribal Loose		Unprotected	-					10	
Nomad horse archers	CAVALRY		Average	Experienced	-	-	57	Melee Expert (8)	4	4,6
	Skirmisher		Unprotected	Bow					24	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	90	Melee Expert (8)		4,6
	Skirmisher		Unprotected	Bow					Up to half	

## NOTES

Tarim Basin State allied contingents do not need to include foot.

## CHANGES FROM LAST VERSION

None.

## 550 TO 774 CE

### HISTORICAL NOTES

The Gokturks were a nomadic confederation of Turkic peoples in medieval Inner Asia. Göktürks were called Tūjué by the Chinese. Under the leadership of Bumin Qaghan (d. 552) and his sons, the Ashina succeeded the Rouran Khaganate as the main power in the Mongolian Plateau and established a stronger empire, which rapidly expanded to rule huge territories in Central Asia. This khaganate exercised considerable control over the lucrative Silk Road trade for significant periods.

The origins of the first Türk Khanate trace back to 546 CE, when Bumin Qaghan made a pre-emptive strike against the Uyghur and Tiele groups planning a revolt against their overlords, the Rouran Khanate. Having excelled both in battle and diplomacy, Bumin declared himself Illig Khagan of the new khanate at Otukan but died a year later. His son, Muqan Qaghan, defeated the Hephthalite Empire, Khitan and Kyrgyz. The appearance of the Avars in the West been interpreted as a nomadic faction fleeing the westward expansion of the Gokturks. The first dynasty collapsed in 581, initiating a series of political conflicts and civil wars which fragmented the khanate in Eastern and Western actions.

The Turkic Khanate split in two after the death of the fourth ruler, Taspar Qaghan, around 584 thus entering a period of civil war. A century later, a second, renewed, Turkic Khaganate emerged in 682. They revolted against the Tang Dynasty Chinese domination and, over the following decades, steadily gained control of the steppes. By 705, they had expanded as far south as Samarkand and threatened Arab control of Transoxiana. The Gokturks clashed with the Umayyad Caliphate in a series of battles (712 to 713) but the Arabs emerged as victors. The second Khaganate lasted until 744, when it was overthrown by the Uyghurs, themselves a Turkic group.

### TROOP NOTES

Contemporary depictions show lamellar-armoured cavalry with bow, sword, slung shield, and some show lance and/or horse barding in addition. It is now concluded that only the richest would have a substantial proportion of armoured horses and that it is even debateable whether armoured cavalry formed in solid bodies. They are not known to have used "shower-shooting".

### HISTORICAL ENEMIES

Hephthalite; Umayyad and Early 'Abbasid; Sassanid Persian; Avar; Early Khazar; Volga Bulgar; Goguryeo Korean; Rouran Khaganate; Northern Dynasties; Western Wei and Northern Zhou; Pre Dynastic Khitan; Sogdian; Gokturk; Sui China; Tang China - Northern; Türgesh; Uyghur Khaganate

# GOKTURK



ARMY COMMANDER		1	Any Instinctive		DATES		550 CE to 774 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Mobile; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	138	-	8	4,6
	Formed Loose	Unprotected	Bow					18	
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	194	-		4,6
	Formed Loose	Protected	Bow					Up to half	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	24	4,6
	Formed Flexible	Unprotected	Bow					60	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Melee Expert (15)		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
Levy	INFANTRY	Poor	-	-	-	20	-	0	8,9,10
	Tribal Loose	Unprotected	-					10	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Regrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Elephants (from 561 to 590 CE)	ELEPHANTS	Average	-	-	Shove	240	-	0	2,3,4
	Tribal Loose	Protected	-					4	

# GOKTURK



## SUBJECT HEPHTHALITES (FROM 561 TO 590 CE)

Elephants	ELEPHANTS	Average	-	-	Shove	240	-	0	2,3,4
	Tribal Loose	Protected	-	-	-	-	-	4	
Nobles and followers	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)	0	4,6
	Formed Loose	Unprotected	Bow					6	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	6	4,6
	Formed Flexible	Unprotected	Bow					18	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	

## ALLIES

Bulgar allies - Early Bulgar (only in 576 CE)

Sui China allies (only from 621 to 630 CE)

## NOTES

From 561 to 590 CE this army may have a Hephthalite contingent, under either a sub-general or an ally general.

Elephants may only be taken if a Hephthalite contingent is taken.

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

Hephthalite contingent and elephants.



# EARLY TIBETAN



## 560 TO 840 CE

### HISTORICAL NOTES

In the late seventh century a Tibetan-speaking government wrested control of the entirety of the Tibetan Plateau. They expanded into Xinjiang, Gansu, and Shanxi, even briefly capturing the capital of Tang China at Chang'an (modern Xi'an) in 763 CE. Tibetan armies campaigned in Ladakh, in present-day Jammu and Kashmir, and in Bihar, present day India, even going so far as to rescue a Tang diplomatic mission lost near Tirabhukti (now named Tirhut) in 648. The Kathmandu valley, which had been under the control of the Licchavi from the early first millennium CE, also fell to Tibet's rulers. For a time, Tibet struggled against both China and the Arabs for control of the trade routes to the north of the Plateau, the 'Silk Road', a contest ultimately decided in the mid-eighth century in favour of the Arabs at the battle of Talas (or Taraz).

### TROOP NOTES

The core of Tibetan armies were cataphracts, accompanied by horse archers. The cataphracts carried bows but favoured the spear. A Tang source records them dismounting. Exorcists had magic daggers. The Abbasid infantry were either captured or exiles who fought under Tibetan command.

### HISTORICAL ENEMIES

Umayyad and Early 'Abbasid; Tuyuhun; Tarim Basin States; Early Tibetan; Tang China - Northern; Tang China - Central; Uyghur Khaganate; Late Tang China - Northern; Late Tang China - Central; Early Shatuo; Pyu and Early Mon; Nanzhao

# EARLY TIBETAN



ARMY COMMANDER		1	Any Professional			DATES		560 CE to 840 CE			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (up to 1 Nepalese and 1 Nomad allies)			CAMP		Unfortified or Fortified; Poor or Average			
TYPE											
NAME	TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION		PROTECTION		WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cataphract cavalry	CAVALRY		Average		-					16	4,6
	Formed Close		ArmHrs/F Armoured		-	Long Spear	Shove	156	Dismountable (7)	32	
Upgrade best cataphract cavalry	CAVALRY		Superior		-						4,6
	Formed Close		ArmHrs/F Armoured		-	Long Spear	Shove	218	Dismountable (9)	Up to half	
Abbasid cavalry (only from 795 to 801 CE)	CAVALRY		Average		-					0	4,6
	Drilled Loose		Protected		-	Long Spear	-	125	Dismountable (5), Combat Shy (-28)	6	
Replace cataphracts with dismounted troops	INFANTRY		Average		-					0	4,6
	Formed Close		Fully Armoured		-	Long Spear	Shove	127	Integral Shooters (8)	Any	
Tibetan garrison spearmen	INFANTRY		Average		-					0	6,8,9
	Formed Close		Protected		-	Short Spear	-	72	Fanatic (40)	9	
Upgrade garrison spearmen to fanatic exorcist	INFANTRY		Average		-		Devastating			0	*See note
	Formed Loose		Unprotected		-	-	Chargers, Fanatic	72	-	1	
Tibetan garrison archers	INFANTRY		Average		Experienced					0	6,8
	Formed Close		Unprotected		Bow	-	-	58	-	8	
Abbasid infantry (only from 795 to 801 CE)	INFANTRY		Average		-					0	6,8
	Drilled Close		Protected		-	Short Spear	Shieldwall	82	Integral Shooters (6), Combat Shy (-22)	8	
Nomadic light cavalry under Tibetan command	CAVALRY		Average		Experienced					0	4,6
	Skirmisher		Unprotected		Bow	-	-	57	Cantabrian (16), Combat Shy (-4)	6	
Himalayan mountain tribesmen	INFANTRY		Average		Experienced					0	6,9
	Skirmisher		Unprotected		Bow	-	Combat Shy	40	-	9	

# EARLY TIBETAN



## NOMADIC CAVALRY (SEE NOTE)

Nomadic noble cavalry	CAVALRY	Average	Experienced	-	-	115	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Bow					12	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	12	4,6
	Skirmisher	Unprotected	Bow					24	
Regrade nomadic light cavalry	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					Up to half	

## NEPALESE (FROM 640 TO 703 CE)

Nepalese cavalry	CAVALRY	Average	Experienced	-	-	125	Melee Expert (23)	12	4,6
	Formed Flexible	Protected	Bow					24	
Nepalese swordsmen	INFANTRY	Average	-	Short Spear	Integral shooters	63	Melee Expert (16)	0	6,8,9
	Tribal Loose	Protected	-					9	

## ALLIES

Sogdian allies (only in 707 CE)

Khotanese allies - Tarim Basin States (from 670 to 692 CE and from 790 CE)

Nanzhao allies (from 754 to 793 CE)

## NOTES

Tibetan cataphract cavalry dismount as Fully Armoured, Long Spear, Shove, Integral Shooters of the same quality.

If garrison spearmen are given the fanatic characteristic, 1 element must be upgraded to the fanatic exorcist. This element is automatically moved to a front rank in combat to replace an existing base. When the UG is not in combat the element may be automatically replaced by a rear rank base. The unit does not require a general to accompany the unit. The fanatic characteristic is lost if the element is killed.

Nepalese troops and nomads must be commanded by an ally general of their own type who cannot command other troops. Troops within the contingent are only compulsory if the ally is used. A Nanzhao ally cannot be used with any other than nomad allies.

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# SUI CHINA



## 581 TO 623 CE

### HISTORICAL NOTES

Founded by Emperor Wen of Sui, the Sui dynasty was a short-lived imperial dynasty of China of pivotal significance. The Sui unified the Northern and Southern dynasties and reinstalled the rule of ethnic Han Chinese in the entirety of China proper, along with sinicization of former nomadic ethnic minorities (the Five Barbarians) within its territory. It was succeeded by the Tang dynasty, which largely inherited its foundation.

A series of costly and disastrous military campaigns against Goguryeo, one of the Three Kingdoms of Korea, ended in defeat by 614 CE. As a result, the dynasty disintegrated under a series of popular revolts culminating in the assassination of Emperor Yang by his ministers in 618.

This list also includes armies that fought the Tang as they asserted their control across China.

### TROOP NOTES

Infantry were divided into Bubing "marching infantry" and Bushe "foot archers". Mo-ho were the Manchurian tribes called Malgal by the Koreans.

### HISTORICAL ENEMIES

Goguryeo Korean; Southern Dynasties; Pre Dynastic Khitan; Gokturk; Sui China; Tang China - Northern; Rebel Vietnam; Champa; Annam

# SUI CHINA



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	581 CE to 623 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

Type									
	Training and	Quality	Shooting Skill		Mandatory	Base	Optional	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	Characteristics	Pts	Characteristics	Max	Uq Size
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					6	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	6	4,6
	Formed Close	ArmHrs/F Armoured	-					16	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	Bow					16	
Upgrade tribal auxilary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	4,6
	Formed Loose	Protected	Crossbow					6	
FUBING - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	0	6,8
	Formed Flexible	Protected	Bow					16	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
Conscript spearmen	INFANTRY	Poor	Experienced	Short Spear	-	62	-	6*	6,8
	Formed Flexible	Protected	Bow					28	
Conscript archers	INFANTRY	Poor	Experienced	-	-	51	-	=	
	Formed Loose	Protected	Bow					=	
-----									



# SUI CHINA



Specialist crossbowmen	INFANTRY	Average	Skilled	-	-	100	-	0	6,8
	Formed Loose	Protected	Crossbow					8	
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Southern tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					18	
Upgrade southern tribal archers to crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		6,8
	Tribal Loose	Unprotected	Crossbow					Any	
Light cavalry	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Mo-Ho light cavalry	CAVALRY	Superior	Experienced	-	-	70	Melee Expert (11)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	

## ALLIES

Tūjué allies - Gokturk

## NOTES

\* Conscripts are only compulsory from 598 CE.

The minima and maxima for fubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# TANG CHINA - NORTHERN



## 618 TO 763 CE

### HISTORICAL NOTES

A high-ranking Sui general, Li Yuan, seized on the Sui disasters and rose against the emperor. He went on to establish his own Tang dynasty. After capturing the capital, proclaiming the formation of his new dynasty and styling himself as Emperor Gaozu of the Tang, Li Yuan divided this force into twelve divisions, each led by a trusted general, for there was still much fighting to come before China was securely in Tang hands.

Tang Taizong, second emperor and co-founder with his father of the Tang dynasty, demonstrated a combination of military and political skill that made him one of China's great emperors. His mastery of the nomadic threat is especially notable. Taizong was accepted by the steppe soldiers he led due to his frequent and casual adaptation to steppe traditions, especially his knowledge of steppe politics and military tactics. Frequently, he led his soldiers in person, often when outnumbered by enemy forces, reportedly having four horses shot out from under him during the course of his campaigns. He was also acquainted with the steppe military tactic of the feigned retreat, adapting this tactic successfully from its use with cavalry forces to use with primarily infantry forces.

In policy, Taizong was particularly successful at implementing his father's expansionist strategy of landgrab and settlement. After the reunification of China, he was not only able to legitimize himself as the Chinese Emperor~ the "Son of Heaven," but after he destroyed the massive Gokturk Empire he was also able to proclaim himself as the "Heavenly Khaghan" (essentially, "Emperor") as a simultaneous ruler of all Turks.

### TROOP NOTES

The Tang army was divided into twelve divisions expected to be able to operate on their own with a full complement of various types of weapons and soldiers, both infantry and cavalry. In addition, the soldiers were allotted lands on which their families were to be settled. The frontier colonization of these conquered lands was to make the divisions self-sufficient in supplies, an institutional continuation of the Northern Wei and Sui military systems. This was why Li Yuan took such care to settle large numbers of his soldiers on lands near to the steppes, both as a secure line of settlement but also as a projection point to launch further expansions. Unlike the southerners, the Li clan, having been true northerners who intermarried and knew well of steppe customs- many of the early Tang Emperors were very comfortable with steppe traditions—a result of the intermingling of Chinese and nomadic peoples during the previous 300 years of disunion. From very early in campaigns the Tang acquired contingents of Turkish cavalry and increasingly added these types of troops to boost their cavalry arm (and at times had as many as 10 senior Turkish generals). In many campaigns these Turkish contingents outnumbered the Fubing. The army started to emphasise Turkish techniques of horse archery. Some cavalry are depicted as unarmoured but most appear to have worn armour and helmets. Some may have ridden armoured horses. Tang cavalry carried lances as well as bows. The crossbow, once regarded as the most effective weapon of the Han infantry, seems never to have been popular with Tang armies. The Fubing system was a militia system where men between 20 and 60 years of age were required to provide their own sword, bow and arrows and serve on border protection duty for 3 years.

Imperial guard troops deteriorated in quality over time and became relegated to ceremonial duties only. Any remaining imperial guard at the time of the An Lushan rebellion appear to have deserted.

### HISTORICAL ENEMIES

Umayyad and Early 'Abbasid; Baekje Korean; Goguryeo Korean; Silla Korean; Pre Dynastic Khitan; Sogdian; Tarim Basin States; Gokturk; Early Tibetan; Sui China; Tang China - Northern; Tang China - Central; Balhae Korean; Türgesh; Uyghur Khaganate

# TANG CHINA - NORTHERN



ARMY COMMANDER		1	Any Professional		DATES		618 CE to 763 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Plains, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Flexible; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE		
FORMATION		PROTECTION		WEAPONRY		CHARACTERISTICS		PTS		
NAME				MELEE WEAPONRY		CHARACTERISTICS		MIN MAX UG SIZE		
Wei guard cavalry		CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	4,6
		Drilled Loose	Protected	Bow					6	
Wei guard horse archers (from 636 to 750 CE)		CAVALRY	Superior	Experienced	-	Melee Expert, Shoot & Charge	210	-	0	4
		Drilled Close	ArmHrs/ Protected	Bow					4	
Wuqi cavalry		CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4,6
		Formed Loose	Protected	Bow					8	
Tūjué cavalry		CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	6	4,6
		Formed Loose	Protected	Bow					30	
Upgrade Tūjué cavalry as jian er		CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)		4,6
		Formed Loose	Protected	Bow					Up to half	
Mounted crossbowmen		CAVALRY	Average	Experienced	Short Spear	-	130	-	0	4,6
		Formed Loose	Protected	Crossbow					6	
Guard spearmen		INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	-	0	6
		Drilled Flexible	Protected	Bow					6	
Guard archers		INFANTRY	Superior	Experienced	-	-	106	Melee Expert (22)	0	6
		Drilled Loose	Protected	Bow					6	

# TANG CHINA - NORTHERN



## FUBING - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS

Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	6*	6,8
	Formed Flexible	Protected	Bow					30	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	6	6,8
	Formed Flexible	Protected	Bow					12	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					8	
Mo-Ho light cavalry	CAVALRY	Superior	Experienced	-	-	70	Melee Expert (11)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	

## ALLIES

Silla Korean allies (from 660 to 668 CE)

Khitan allies - Pre Dynastic Khitan (from 617 to 755 CE)

Khotanese allies - Tarim Basin States (from 617 to 755 CE)

Tibetan allies - Early Tibetan (only in 763 CE)

# TANG CHINA - NORTHERN



## NOTES

\*From 630 CE, bubing spearmen are only compulsory if any infantry are taken.

From 737 CE, wuqi cavalry, tūjué cavalry, jian er, mounted crossbowmen, spearmen, archers, veteran spearmen, veteran archers and crossbowmen may be upgraded to Drilled.

Imperial guard armies and the army of the rebellion of An Lushan should be represented by a northern army.

The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.



# TANG CHINA - CENTRAL



## 618 TO 763 CE

### HISTORICAL NOTES

The An Lushan Rebellion was a devastating rebellion against the Tang dynasty of China. The rebellion overtly began on 16 December 755 CE, when general An Lushan declared himself emperor in Northern China, thus establishing a rival Yan Dynasty, and ended when Yan fell on 17 February 763. The rebellion spanned the reigns of three Tang emperors before it was finally quashed. It involved a wide range of regional powers including Arab, Uyghur and Sogdian forces. The rebellion and subsequent disorder resulted in a huge loss of life and large-scale destruction. It significantly weakened the Tang dynasty and led to the loss of the Western Regions.

### TROOP NOTES

Central armies would have lacked the Turkish cavalry available to northern armies.

### HISTORICAL ENEMIES

Early Tibetan; Tang China - Northern

# TANG CHINA - CENTRAL



ARMY COMMANDER		1	Any Professional		DATES		623 CE to 763 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Wei guard cavalry	CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	4,6
	Drilled Loose	Protected	Bow					6	
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	4,6
	Formed Loose	Protected	Crossbow					6	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	-	0	6,8
	Drilled Flexible	Protected	Bow					12	
Guard archers	INFANTRY	Superior	Experienced	-	-	106	Melee Expert (22)	0	6,8
	Drilled Loose	Protected	Bow					12	
FUBING - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	6	6,8
	Formed Flexible	Protected	Bow					30	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	

# TANG CHINA - CENTRAL



## NOTES

From 710 CE enough TuGs must be downgraded to Poor to ensure at least half the infantry are poor.

From 737 CE, wuqi cavalry, mounted crossbowmen, spearmen, archers and crossbowmen may be upgraded to Drilled.

The army fighting the rebellion of An Lushan should be represented by a central army, but no troops can be upgraded to Drilled.

The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

Corrected notes.

# TANG CHINA - SOUTHERN



## 618 TO 763 CE

### HISTORICAL NOTES

The south of China was relatively quiet under the Tang dynasty compared to the north. In 737 CE the Tang helped the Nanzhao rebel from Tibetan control. In 751 the Tang governor of Jiannan attacked Nanzhao but was heavily defeated and a further army in 754 achieved little. The Nanzhao established an alliance with the Tibetans that would last until 794.

### TROOP NOTES

The auxiliary troops used in the south were different from the troops used in the north consisting mostly of highland tribesmen.

### HISTORICAL ENEMIES

Rebel Vietnam; Nanzhao

# TANG CHINA - SOUTHERN



ARMY COMMANDER		1	Any Professional		DATES		623 CE to 763 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Wei guard cavalry	CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	4
	Drilled Loose	Protected	Bow					4	
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow					8	
Tūjué cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Bow					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	4,6
	Formed Loose	Protected	Crossbow					6	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	-	0	6
	Drilled Flexible	Protected	Bow					6	
Guard archers	INFANTRY	Superior	Experienced	-	-	106	Melee Expert (22)	0	6
	Drilled Loose	Protected	Bow					6	
FUBING - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	6	6,8
	Formed Flexible	Protected	Bow					30	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	0	6,8
	Formed Flexible	Protected	Bow					12	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									

# TANG CHINA - SOUTHERN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					27	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					27	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	

## NOTES

From 737 CE, wuqi cavalry, tūjué cavalry, jian er, mounted crossbowmen, spearmen, archers, veteran spearmen, veteran archers and crossbowmen may be upgraded to Drilled. The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# BALHAE KOREAN



## 698 TO 926 CE

### HISTORICAL NOTES

Balhae was the successor state to Goguryeo, which had occupied most of northern Korea and Manchuria before being conquered in 668 CE by the kingdom of Silla, with the aid of the Chinese Tang dynasty. The Tang administration took power in the region after the fall of Goguryeo. Tae Cho-Yŏng led a rebellion against it with a group made up of members of Goguryeo's former ruling class and people from the northern Malgal tribe. He established the new state of Chin, later called Balhae, in the Sungari (Songhua) River valley in what is now China's Jilin province and became its king.

By 705 China and Balhae had established friendly relations, and by 712 the Tang had formally recognized Tae Cho-Yŏng as Balhae's king. Balhae's government administration was modelled after the Tang bureaucracy, and the two states were close allies. Balhae's ruling class consisted largely of the former aristocrats of Goguryeo. Culturally, the kingdom bore a strong resemblance to Goguryeo. Surviving Buddhist images and stone lanterns suggest that Buddhism played a predominant role in the life of the Balhae people.

The state of Balhae grew powerful and wealthy. It was a hostile rival to Silla, the most significant power on the Korean peninsula, and Silla built a defensive wall along its northern border. Like Silla, Balhae was among the states that offered tribute to the Tang. Its trade and cultural relations were largely with the nomadic tribes of the north and with Japan and China. Its territory eventually extended southward from the Sungari and Amur rivers in northern Manchuria to the northern half of Korea.

### TROOP NOTES

Balhae armies were influenced by the Manchurian tribesmen as well as Korean tactics.

### HISTORICAL ENEMIES

Silla Korean; Pre Dynastic Khitan; Tang China - Northern; Khitan-Liao



# BALHAE KOREAN



ARMY COMMANDER		1	Any Professional		DATES		698 CE to 926 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional (Korean) or Any Instinctive (Nomadic)		CAMP		Unfortified; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Manchurian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	-	4	4,6
	Formed Loose	Protected	Bow					16	
Upgrade Manchurian cavalry to nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	194	-		4,6
	Formed Loose	Protected	Bow					Up to half	
Nomadic cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	6	4,6
	Formed Flexible	Protected	Bow					16	
Korean regular cavalry	CAVALRY	Average	-	Short Spear	-	90	Combat Shy (-28)	0	4,6
	Formed Loose	Protected	-					12	
KOREAN NOBLE CAVALY CONSISTING 1/2 NOBLES AND 1/2 RETAINERS									
Korean nobles	CAVALRY	Average	-	Charging Lancer	Melee Expert	128	-	0	4,6
	Formed Loose	Protected	-					6	
Retainers	CAVALRY	Average	-	-	Melee Expert	67	-	=	-
	Formed Loose	Unprotected	-					=	
-----									
Provincial spearmen	INFANTRY	Average	-	Short Spear	-	77	-	0	6,8,9
	Formed Flexible	Protected	-					18	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	-
	Formed Loose	Unprotected	Bow					24	
Regrade archers as crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		-
	Formed Loose	Unprotected	Crossbow					Any	

# BALHAE KOREAN



Levy spearmen	INFANTRY	Poor	-	Short Spear	-	41	-	8	6,8,9
	Tribal Flexible	Protected	-					30	
Levy archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	8	-
	Tribal Loose	Unprotected	Bow					40	

## REPLACE SPEARMEN AND ARCHERS WITH COMBINED UG OF 1/2 SPEARMEN AND 1/2 ARCHERS

Provincial spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	0	6,8
	Formed Flexible	Protected	Bow					24	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	=	
	Formed Loose	Unprotected	Bow					=	

## REPLACE COMBINED UG OF ARCHERS WITH 1/2 SPEARMEN AND 1/2 CROSSBOWMEN

Provincial spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-		6,8
	Formed Flexible	Protected	Crossbow					Any	
Regraded archers as crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		
	Formed Loose	Unprotected	Crossbow						

## REPLACE LEVY SPEARMEN AND ARCHERS WITH COMBINED UG OF 1/2 SPEARMEN AND 1/2 ARCHERS

Levy spearmen	INFANTRY	Poor	Experienced	Short Spear	-	56	-	8	6,8
	Tribal Flexible	Protected	Bow					40	
Levy archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	=	
	Tribal Loose	Unprotected	Bow					=	

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

## ALLIES

Tang China - Northern allies (from 705 to 717 CE or from 738 to 763 CE)

Late Tang China - Northern allies (from 764 to 830 CE)

# BALHAE KOREAN



## NOTES

If combined UGs are taken, then all spearmen and archers/crossbowmen must be combined. The minima and maxima in a combined TuG apply to the spearmen, an equal number of archers or crossbowmen must be taken.

The maxima for nobles applies to nobles only. An equal number of retainers must be taken.

A nomadic ally can only command Manchurian and nomadic cavalry.

An allied contingent doesn't need to include Levy foot.

## CHANGES FROM LAST VERSION

None.

# TÜRĞESH

## 699 TO 965 CE

### HISTORICAL NOTES

The Türgesh or Turgish emerged as an independent power after the demise of the Western Turkic Khaganate and established a khaganate in 699 CE. The Turgesh Khaganate lasted until 766 when the Karluks defeated them. During this time they defeated both Tang and Umayyad forces. They allied with the Tibetans to attack Kucha in the Tarim Basin and aided the Sogdians to rebel against the Umayyads. After Suluk was defeated in 737 by the Umayyads a civil war started. The victor, Kul-chor submitted to and then rebelled against the Tang. The last Turgesh ruler declared himself a vassal of the Uyghurs but was defeated in 766 by the Karluks - a group of Göktürks. This list also includes later Turkish nomads such as the Oghuz and the Tashkent and Ferghana Turks.

### TROOP NOTES

Turkish armies used classic nomadic horse archer tactics.

### HISTORICAL ENEMIES

Umayyad and Early 'Abbasid; Khurasanian Dynasties; Kara-Khanid Khanate; Pre Dynastic Khitan; Tarim Basin States; Gokturk; Tang China - Northern; Türgesh; Tribal Mongolian

# TÜRQESH



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	699 CE to 965 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY		Superior	Experienced	Short Spear	Melee Expert	-	8	4,6
	Formed Loose		Unprotected	Bow				16	
Upgrade richest nobles	CAVALRY		Superior	Experienced	Short Spear	Melee Expert	-		4,6
	Formed Loose		Protected	Bow				Up to half	
Horse archers	CAVALRY		Average	Experienced	-	-	Melee Expert (15)	24	4,6
	Formed Flexible		Unprotected	Bow				72	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	Melee Expert (15)		4,6
	Formed Flexible		Unprotected	Bow				Up to half	
Archers	INFANTRY		Average	Experienced	-	-	Dismountable (6)	0	6,8
	Tribal Loose		Unprotected	Bow				18	
Levy	INFANTRY		Poor	-	Short Spear	-	Combat Shy (-9)	0	8,9,10
	Tribal Loose		Unprotected	-				10	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow				12	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	Combat Shy (-4)		4,6
	Skirmisher		Unprotected	Bow				All or none	

## ALLIES

Tibetan allies - Early Tibetan  
Sogdian allies

# TÜRGESH



## NOTES

Only one external ally may be taken.  
This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# UYGHUR KHAGANATE



## 744 TO 860 CE

### HISTORICAL NOTES

The Uyghurs were part of a Turkic confederation called the Tiele who lived in the valleys south of Lake Baikal and around the Yenisei River. They overthrew the Second Turkic Khaganate (Gokturks) and established the Uyghur Khaganate. The Uyghur Khaganate stretched from the Caspian Sea to Manchuria. It was administered from the imperial capital Ordu-Baliq, one of the biggest ancient cities built in Mongolia. In 840 CE, following a famine and civil war, the Uyghur Khaganate was overrun by the Yenisei Kirghiz, another Turkic people. As a result, the majority of tribal groups formerly under Uyghur control dispersed and moved out of Mongolia.

### TROOP NOTES

Uyghur armies were similar to Turkish armies of the period.

### HISTORICAL ENEMIES

Umayyad and Early 'Abbasid; Pre Dynastic Khitan; Tarim Basin States; Gokturk; Early Tibetan; Tang China - Northern; Uyghur Khaganate; Late Tang China - Northern



# UYGHUR KHAGANATE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	744 CE to 860 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY		Superior	Experienced	-	117	Melee Expert (21)	8	4,6
	Formed Loose		Unprotected	Bow				16	
Upgrade richest nobles	CAVALRY		Superior	Experienced	Melee Expert	194	-		4,6
	Formed Loose		Protected	Bow				Up to half	
Horse archers	CAVALRY		Average	Experienced	-	94	Melee Expert (15)	24	4,6
	Formed Flexible		Unprotected	Bow				60	
Upgrade horse archers	CAVALRY		Average	Skilled	-	129	-		4,6
	Formed Flexible		Unprotected	Bow				up to half	
Levy	INFANTRY		Poor	-	-	23	Combat Shy (-9)	0	8,9,10
	Tribal Loose		Unprotected	-				20	
Militia archers	INFANTRY		Average	Experienced	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow				16	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	57	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow				12	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	73	Combat Shy (-4)		4,6
	Skirmisher		Unprotected	Bow				All or none	
Skirmishing archers	INFANTRY		Average	Experienced	-	40	-	0	6,9
	Skirmisher		Unprotected	Bow				18	

## ALLIES

Tang allies - Late Tang China - Northern

# UYGHUR KHAGANATE



## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

Adjusted upgraded nobles.

# LATE TANG CHINA - NORTHERN



## 764 TO 884 CE

### HISTORICAL NOTES

Following the An Lushan rebellion the northern provinces were highly militarised and effectively independent of the central government in Chang'an. These provinces were controlled by jiedushi, military governors. Many became hereditary, using the title of "king". Unsuccessful governors suffered mutinies. At this point the central government might try to intervene, but usually all that was achieved was to obtain a greater share of tax revenue from the successful successor.

### TROOP NOTES

The core of the army was based in and around the provincial capital, supplemented by regional troops. They could be further supplemented by part-time militia troops who received training during the winter when they were not farming their lands.

### HISTORICAL ENEMIES

Pre Dynastic Khitan; Tarim Basin States; Early Tibetan; Uyghur Khaganate; Late Tang China - Northern; Late Tang China - Central; Early Shatuo; Tibetan

# LATE TANG CHINA - NORTHERN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	764 CE to 884 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Professional	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	6	4,6
	Drilled Loose	Protected	Bow					24	
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	4,6
	Drilled Loose	Protected	Bow					Up to half	
Regional cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4,6
	Formed Loose	Protected	Bow					8	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	6,8
	Drilled Flexible	Protected	-					16	
<b>INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	6	6,8
	Drilled Flexible	Protected	Bow					24	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-	0	6,8
	Drilled Flexible	Protected	Bow					12	
Archers	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
<b>GARRISON INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	0	6,8
	Formed Flexible	Protected	Bow					18	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
-----									

# LATE TANG CHINA - NORTHERN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	6,8
	Formed Flexible	Protected	-					12	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	

## ALLIES

Khitan allies - Pre Dynastic Khitan

Uyghur allies - Uyghur Successor States (from 860 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# LATE TANG CHINA - CENTRAL



## 764 TO 884 CE

### HISTORICAL NOTES

Following the An Lushan rebellion the central government lost much of the control it had over the militarised northern provinces. The last great ambitious ruler of the Tang dynasty was Emperor Xianzong who reigned from 805 to 820 CE. He had an effective well trained imperial army stationed at the capital led by his court eunuchs; this was the Army of Divine Strategy, numbering 240,000 in strength as recorded in 798. Under his reign there was a brief end to the hereditary jiedushi, as Xianzong appointed his own military officers and staffed the regional bureaucracies once again with civil officials. However, Xianzong's successors proved less capable. In 848 the Chinese general Zhang Yichao managed to wrestle control of some western regions from the Tibetan Empire. A rebellion in 874 took 10 years to quash and many of the jiedushi were autonomous. Large groups of bandits ravaged the countryside during the last years of the Tang. The last Emperor was deposed in 907.

### TROOP NOTES

The central army was drawn from other parts of China and suffered from divided command structures. Shortages of cavalry were sometimes supplemented by Shatuo and Uyghur allies. Armies could be large but do not appear to have been as effective as northern armies.

### HISTORICAL ENEMIES

Early Tibetan; Late Tang China - Northern; Tibetan

# LATE TANG CHINA - CENTRAL



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	764 CE to 884 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	1-3	Any Professional	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

Type		Training and		Quality	Shooting Skill		Mandatory	Base	Optional	Min	Uq Siz
Name	Formation	Protection	Weaponry	Melee Weaponry	Characteristics	Pts	Characteristics	Max			
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	4	4,6		
	Drilled Loose	Protected	Bow					16			
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	4,6		
	Drilled Loose	Protected	Bow					6			
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	6,8		
	Drilled Flexible	Protected	-					16			
INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS											
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	0	6,8		
	Drilled Flexible	Protected	Bow					9			
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-	0	6,8		
	Drilled Flexible	Protected	Bow					6			
Archers	INFANTRY	Average	Experienced	-	-	80	-	=			
	Drilled Loose	Protected	Bow					=			
GARRISON INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS											
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	12	6,8		
	Formed Flexible	Protected	Bow					30			
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=			
	Formed Loose	Protected	Bow					=			
-----											
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8		
	Formed Loose	Protected	Crossbow					8			
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	6,8		
	Formed Flexible	Protected	-					24			



# LATE TANG CHINA - CENTRAL



Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	

## ALLIES

Tibetan allies - Early Tibetan (only in 784 CE)

Tibetan allies (only in 860 CE)

Uyghur Khaganate allies (to 860 CE)

Shatuo allies - Early Shatuo (from 869 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# LATE TANG CHINA - SOUTHERN



## 764 TO 884 CE

### HISTORICAL NOTES

This list covers Tang forces in the south following the An Lushan rebellion. The districts of Lingnan and Annam (which has its own list) remained relatively peaceful for most of this period.

### TROOP NOTES

The armies in the south formed a minor part of the late Tang military and were not involved in much fighting. It is likely that they were less efficient than their northern counterparts.

### HISTORICAL ENEMIES

Rebel Vietnam

# LATE TANG CHINA - SOUTHERN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	764 CE to 884 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Mountains, Jungle
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Professional	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND								
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Bow					12	
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	6,8
	Drilled Flexible	Protected	-					16	
INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	0	6,8
	Drilled Flexible	Protected	Bow					9	
Archers	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
GARRISON INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	12	6,8
	Formed Flexible	Protected	Bow					30	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	6,8
	Formed Flexible	Protected	-					36	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow					12	

# LATE TANG CHINA - SOUTHERN



Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					27	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	

## ALLIES

Nanzhao allies (from 869 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# EARLY SHATUO

## 808 TO 907 CE

### HISTORICAL NOTES

The Shatuo (also Shato) were a Turkic tribe that heavily influenced Chinese politics from the late 9th through the 10th century. They founded three of the five dynasties and one of the ten kingdoms. The Shatuo were descended from tribes in the Western Turkic Khaganate. They allied themselves to the Chinese and in return were relocated into China where they helped to suppress the uprising of Huang-Cha between 875 and 883 CE. The Shatuo leader was appointed governor of Hedong.

### TROOP NOTES

Chinese troops became available once the Shatuo ruled Hedong, but were not integrated with Shatuo troops at this time.

### HISTORICAL ENEMIES

Pre Dynastic Khitan; Early Tibetan; Late Tang China - Northern; Early Shatuo; Tibetan; Five Dynasties China

# EARLY SHATUO



ARMY COMMANDER		1	Any Instinctive		DATES		808 CE to 907 CE				
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Plains				
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average				
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN	UG SIZE
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX			
Shatuo noble armoured cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6		
	Formed Loose	Protected	Bow					6			
Shatuo armoured cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	6	4,6		
	Formed Loose	Protected	Bow					18			
Shatuo unarmoured horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	6	4,6		
	Formed Flexible	Unprotected	Bow					24			
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		4,6		
	Formed Flexible	Unprotected	Bow					Up to half			
Tribal cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6		
	Formed Flexible	Unprotected	Bow					12			
Subject tribal foot	INFANTRY	Average	Experienced	-	-	39	-	0	6,8,9		
	Tribal Loose	Unprotected	Javelin					18			
Upgrade subject tribal foot	INFANTRY	Average	Experienced	-	Melee Expert	49	-		6,8,9		
	Tribal Loose	Unprotected	Javelin					Up to half			
Subject tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8		
	Tribal Loose	Unprotected	Bow					16			
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6		
	Skirmisher	Unprotected	Bow					12			
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6		
	Skirmisher	Unprotected	Bow					All or none			
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9		
	Skirmisher	Unprotected	Bow					18			

# EARLY SHATUO



## ALLIES

Turkic Tribal allies - Pre-Dynastic Khitan  
Tatar allies - Tribal Mongolian (from 881 CE)  
Chinese contingents (up to 2) - Five Dynasties Chinese (from 884 CE)

## NOTES

This army may use Feigned Flight.  
Turkic Tribal and Tatar allies may not be taken together.

## CHANGES FROM LAST VERSION

None.



# TRIBAL MONGOLIAN



## 840 TO 1100 CE

### HISTORICAL NOTES

After the collapse of the Uyghur Khaganate, various tribal peoples occupied Mongolia including the Tatars, Onggud, Merkit, Naiman and the Mongols themselves.

### TROOP NOTES

Mongolian armies used nomadic horse archer tactics.

### HISTORICAL ENEMIES

Pre Dynastic Khitan; Türgesh; Tribal Mongolian; Uyghur Successor States; Khitan-Liao

# TRIBAL MONGOLIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	840 CE to 1100 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Khan's guard	CAVALRY	Superior	Skilled	Short Spear	Melee Expert	243	-		0	4,6
	Drilled Loose	Protected	Bow						6	
Tribal nobles and Nokor retainers	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)		6	4,6
	Formed Loose	Unprotected	Bow						18	
Tribesmen	CAVALRY	Average	Skilled	-	-	129	-		12	4,6
	Formed Flexible	Unprotected	Bow						48	
Skirmishing tribesmen	CAVALRY	Average	Skilled	-	-	90	-		6	4,6
	Skirmisher	Unprotected	Bow						48	

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# TIBETAN



## 841 TO 1065 CE

### **HISTORICAL NOTES**

After 841 CE the Tibetan empire split into successor states that often fought each other. The last Yarlung ruler was Rgyal-sras of Tsong-kha, a principality on the border of the Xi-Xia state, who died in 1065.

### **TROOP NOTES**

The army was similar to that of the earlier Tibetan period.

### **HISTORICAL ENEMIES**

Kara-Khanid Khanate; Tarim Basin States; Late Tang China - Northern; Late Tang China - Central; Early Shatuo; Tibetan; Xi Xia

# TIBETAN



ARMY COMMANDER		1	Any Professional		DATES		841 CE to 1065 CE		
SUB-GENERALS		0-1	Any Professional		TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Professional (Tibetan) or Instinctive (1 Nomad ally)		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cataphract cavalry	CAVALRY	Average	-	Long Spear	Shove	142	Dismountable (7)	12	4,6
	Tribal Close	ArmHrs/F Armoured	-					32	
Upgrade best cataphract cavalry	CAVALRY	Superior	-	Long Spear	Shove	199	Dismountable (9)		4,6
	Tribal Close	ArmHrs/F Armoured	-					Up to half	
Replace cataphracts with dismounted troops	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	4,6
	Formed Close	Fully Armoured	-					Any	
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear	-	72	Fanatic (40)	0	6,8,9
	Formed Close	Protected	-					9	
Upgrade garrison spearmen to fanatic exorcist	INFANTRY	Average	-	-	Devastating Chargers, Fanatic	72	-	0	*See note
	Formed Loose	Unprotected	-					1	
Tibetan garrison archers	INFANTRY	Average	Experienced	-	-	58	-	0	6,8
	Formed Close	Unprotected	Bow					8	
Nomadic light cavalry under Tibetan command	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Himalayan mountain tribesmen	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
NOMADIC CAVALRY (SEE NOTE)									
Nomadic noble cavalry	CAVALRY	Average	Experienced	-	-	115	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Bow					12	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	12	4,6
	Skirmisher	Unprotected	Bow					24	
Regrade nomadic light cavalry	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					Up to half	

# TIBETAN



## ALLIES

Khotanese allies - Tarim Basin States (until 851 CE)

## NOTES

Tibetan cataphract cavalry dismount as Fully Armoured, Long Spear, Shove, Integral Shooters of the same quality.

If garrison spearmen are given the fanatic characteristic, 1 element must be upgraded to the fanatic exorcist. This element is automatically moved to a front rank in combat to replace an existing base. When the UG is not in combat the element may be automatically replaced by a rear rank base. The unit does not require a general to accompany the unit. The fanatic characteristic is lost if the element is killed.

Nomads must be commanded by an ally general of their own type. Troops within the contingent are only compulsory if the ally is used.

## CHANGES FROM LAST VERSION

None.

# UYGHUR SUCCESSOR STATES

## 860 TO 1330 CE

### HISTORICAL NOTES

The Ganzhou Uyghur Kingdom was established some time after the Tibetan Empire was driven out of Hexi Corridor by Zhang Yichao in 848 CE. The Hexi Corridor, located within modern Gansu, was traditionally a Chinese inroad into Asia. From the 9th to 11th centuries this area was contested between the Ganzhou Uyghurs and the Guiyi Circuit, a regime nominally vassals of the Tang and Song dynasties. It survived until 1036 when it was annexed by the Xi Xia.

The Kingdom of Qocho was a Tocharian-Uyghur state created in 843 by Uyghurs fleeing from the destruction of the Uyghur Khaganate. They settled in Qocho, near modern Turpan. A mainly Christian and Buddhist nation, they faced a jihad from the Qarakhanids after the Kingdom of Khotan had been conquered in 1006. Independence was maintained until they became a vassal of the Qara Khitai. In 1209 they allied themselves to the Mongols under Genghis Khan and existed as a vassal state until 1330. Allied to the Yuan, they were conquered by the Chagatai Khanate and converted to Islam.

### TROOP NOTES

The Uyghur successor states combined Turkish cavalry with infantry consisting of spearmen and archers.

### HISTORICAL ENEMIES

Kara-Khanid Khanate; Pre Dynastic Khitan; Tarim Basin States; Tribal Mongolian; Uyghur Successor States; Xi Xia; Qara Khitan; Mongol Conquest; Chagatai Khanate

# UYGHUR SUCCESSOR STATES



ARMY COMMANDER		1	Any Instinctive		DATES		860 CE to 1330 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)	8	4,6
	Formed Loose	Unprotected	Bow					16	
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)		4,6
	Formed Loose	Protected	Bow					Up to half	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	12	4,6
	Formed Flexible	Unprotected	Bow					48	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
FOOT CONSISTING 2/3 SPEARMEN AND 1/3 ARCHERS									
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	12	6,9
	Tribal Close	Protected	-					36	
Archers	INFANTRY	Average	Experienced	-	-	48	-	6	
	Tribal Loose	Unprotected	Bow					18	
-----									
Levy	INFANTRY	Poor	-	Short Spear	-	23	Combat Shy (-9)	0	8,9,10
	Tribal Loose	Unprotected	-					10	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Regrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					Up to half	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

# UYGHUR SUCCESSOR STATES



## ALLIES

Tibetan allies (from 1014 to 1028 CE)

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.



# TEN KINGDOMS CHINA



## 885 TO 975 CE

### HISTORICAL NOTES

The Five Dynasties and Ten Kingdoms Period the era started with the fall of the Tang dynasty in 907 CE and ended with the founding of the Song dynasty in 960. Many states had been de facto independent kingdoms long before 907. Unlike the dynasties of northern China, which succeeded one other in rapid succession, the regimes of South China were generally concurrent, each controlling a specific geographical area. Nine of the Ten Kingdoms: Wu (907 to 937); Wuyue (907 to 978); Min (909 to 945); Chu (907 to 951); Southern Han (917 to 971); Former Shu (907 to 925); Later Shu (934 to 965); Jingnan (924 to 963); Southern Tang (937 to 975) are covered by this list. The Northern Han based in Hedong are covered by the Five Dynasties list.

### TROOP NOTES

As Tang Central authority collapsed, warlords controlled regional troops.

The Southern Han are recorded as using war elephants.

Swordsmen are recorded as leading the army into battle, possibly with the task of disrupting the enemy battle line.

### HISTORICAL ENEMIES

Ten Kingdoms China; Five Dynasties China; Later Shatuo; Later Zhou and Early Northern Song; Annam; Autonomous Vietnam

# TEN KINGDOMS CHINA



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	885 CE to 975 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Mountains, Jungle
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Professional (Chinese) or Instinctive (1 Southern Tribal)	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
	TRAINING AND FORMATION		WEAPONRY	MELEE WEAPONRY					
War elephants (only Southern Han from 907 to 971)	ELEPHANTS	Superior	-	-	Shove	336	-	0	2,3
	Tribal Loose	Protected	-					4	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4,6
	Formed Loose	Protected	Bow					12	
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					4	
INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	8	6,8
	Formed Flexible	Protected	Bow					24	
Archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
Upgrade spearmen as veterans	INFANTRY	Average	Experienced	Short Spear	-	97	-		6,8
	Drilled Flexible	Protected	Bow					Any	
Upgrade archers as veterans	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
MILITIA INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	6,8
	Formed Flexible	Protected	-					24	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	=	
	Formed Loose	Unprotected	Bow					=	
-----									

# TEN KINGDOMS CHINA



Guard 2 handed swordsmen (only Southern Tang from 937 to 975)	INFANTRY	Superior	-	2-H Cut-Crush	-	143	-	0	4,6
	Formed Flexible	Protected	-					6	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	0	6,8
	Formed Flexible	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					12	
Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	6,8
	Tribal Close	Protected	-					24	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Bow					24	
Horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4.6
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					12	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
SOUTHERN TRIBAL CONTINGENT									
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Regrade tribal warriors	INFANTRY	Average	-	-	Devastating Chargers	60	-		6,8,9
	Tribal Loose	Protected	-					Any	
Southern tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Replace southern tribal archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		6,8
	Tribal Loose	Unprotected	Crossbow					All or none	

# TEN KINGDOMS CHINA



## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.  
The number of raw militia archers cannot exceed the number of raw militia spearmen.  
A southern tribal contingent must be commanded by its own general.

## CHANGES FROM LAST VERSION

None.

# FIVE DYNASTIES CHINA



## 885 TO 979 CE

### HISTORICAL NOTES

Following the suppression of the Huang Chao rebellion in 884 CE, the Tang court effectively lost any control over the military. Armies were now under the control of regional governors. Zhu Wen gained control over most of northern China, killed the last Tang emperor and established the Later Liang dynasty in 907. The Shatuo in Hedong overthrew this state in 923. They in turn were overthrown by the Later Jin dynasty in 936, ceding the "16 provinces" around Beijing in return for Liao assistance. This was to have long-term consequences. Despite Liao assistance, the Later Jin were overthrown in 947 by the Later Han who were replaced by the Later Zhou in 951. A remnant of the Later Han survived in Hedong until overthrown by the Song in 979. This list covers the armies in northern China from 885 until 979 with the exception of the Shatuo prior to 923, the Later Zhou and the Song, all of whom have their own lists.

### TROOP NOTES

Five Dynasties armies developed from later Tang military practice. Infantry could vary in quality. All cavalry seem to have been equipped with bows following Shatuo influence.

### HISTORICAL ENEMIES

Early Shatuo; Ten Kingdoms China; Five Dynasties China; Later Shatuo; Khitan-Liao; Later Zhou and Early Northern Song

# FIVE DYNASTIES CHINA



ARMY COMMANDER		1	Any Professional		DATES		885 CE to 979 CE			
SUB-GENERALS		0-1	Any Professional		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Fortified; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	6	4,6	
	Formed Loose	Protected	Bow					24		
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)		4,6	
	Formed Loose	Protected	Bow					Up to half		
Militia cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4,6	
	Formed Loose	Protected	Bow					8		
INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS										
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	3	6,8	
	Formed Flexible	Protected	Bow					16		
Archers	INFANTRY	Average	Experienced	-	-	75	-	=		
	Formed Loose	Protected	Bow					=		
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-		6,8	
	Drilled Flexible	Protected	Bow					Up to half		
Upgrade archers as veterans	INFANTRY	Average	Experienced	-	-	80	-	=		
	Drilled Loose	Protected	Bow					=		
MILITIA INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS										
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	6,8	
	Formed Flexible	Protected	-					24		
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	=		
	Formed Loose	Unprotected	Bow					=		
-----										

# FIVE DYNASTIES CHINA



Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	6,8
	Tribal Close	Protected	-					16	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	6	6,8
	Formed Flexible	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					12	
Horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

## ALLIES

Shatuo allies - Early Shatuo (from 885 to 906 CE)

Liao allies - Khitan-Liao (only Later Jin from 936 to 947 CE)

Liao allies - Khitan-Liao (only Northern Han from 959 to 979 CE)

## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.

The number of raw militia archers cannot exceed the number of raw militia spearmen.

## CHANGES FROM LAST VERSION

None.

# LATER SHATUO



## 908 TO 923 CE

### HISTORICAL NOTES

The Shatuo were established in Hedong province. Shatuo nobles established the Later Tang dynasty of China in 923. After the conquest of the Later Liang in 923 CE the army retained little that was Shatuo in character and is covered by the Five Dynasties Chinese list.

### TROOP NOTES

Shatuo armies may have had a greater proportion of cavalry than other Five Dynasties armies but otherwise appear to have been similar.

### HISTORICAL ENEMIES

Ten Kingdoms China; Five Dynasties China; Khitan-Liao



# LATER SHATUO



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	908 CE to 923 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Professional	<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	6	4,6
	Formed Loose	Protected	Bow					18	
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6
	Formed Loose	Protected	Bow					8	
Shatuo unarmoured horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	6	4,6
	Formed Flexible	Unprotected	Bow					24	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		4,6
	Formed Flexible	Unprotected	Bow					Up to half	
<b>INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	3	6,8
	Formed Flexible	Protected	Bow					16	
Archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-		6,8
	Drilled Flexible	Protected	Bow					Up to half	
Upgrade archers as veterans	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
<b>MILITIA INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Militia spearmen	INFANTRY	Poor	Experienced	Short Spear	-	62	-	0	6,8
	Formed Flexible	Protected	Bow					24	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	=	
	Formed Loose	Unprotected	Bow					=	
-----									

# LATER SHATUO



Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	6,8
	Tribal Close	Protected	-					16	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	0	6,8
	Formed Flexible	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					12	
Horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.  
The number of raw militia archers cannot exceed the number of raw militia spearmen.

## CHANGES FROM LAST VERSION

None.



# MAGNA ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAGNA

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

### CAMPS

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

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

### UGs

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

### NOTES

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

# PRE DYNASTIC KHITAN



ARMY COMMANDER		1	Any Instinctive, Khitan from 907 CE Professional			DATES		432 CE to 1000 CE		
SUB-GENERALS		0-3	Any Instinctive, Khitan from 907 CE Professional			TERRAIN		Plains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive			CAMP		Unfortified or Mobile; Poor or Average		
TYPE										
NAME		TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best cavalry		CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
		Formed Loose	Protected	Bow					4	
Heavy cavalry		CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4
		Formed Loose	Protected	Bow					16	
Horse archers		CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	16	4
		Formed Flexible	Unprotected	Bow					56	
Upgrade horse archers		CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
		Formed Flexible	Unprotected	Bow					Up to half	
Subject foot		INFANTRY	Average	Experienced	-	-	56	Combat Shy (-22)	0	4,6
		Tribal Loose	Protected	Javelin					24	
Upgrade subject foot		INFANTRY	Average	Experienced	-	Melee Expert	72	Shoot & Charge (6)		4,6
		Tribal Loose	Protected	Javelin					Up to half	
Foot archers		INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
		Tribal Loose	Unprotected	Bow					8	
Skirmishing horse archers		CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
		Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers		CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
		Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers		INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
		Skirmisher	Unprotected	Bow					8	

# PRE DYNASTIC KHITAN



## KHITAN FROM 907 CE

Replace best cavalry with ordo	CAVALRY Drilled Loose	Superior Protected	Experienced Bow	Short Spear	-	175	Melee Expert (32)	0 4	4
Regrade ordo armoured cavalry	CAVALRY Drilled Close	Superior ArmHrs/ Protected	Experienced Bow	Mtd Polearm	Shoot & Charge	217	-	All or none	4
Replace subject foot with Chinese militia	INFANTRY Tribal Close	Poor Protected	- -	Short Spear	-	38	-	All	4,6

## NOTES

Khitan from 907 CE also have Standard terrain.  
This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# SOGDIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 CE to 730 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Mobile or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chakar	CAVALRY		Average	-	Charging Lancer	105	Melee Expert (23)	4	4
	Formed Loose		Protected	-				32	
Upgrade best chakar	CAVALRY		Superior	-	Charging Lancer	147	-		4
	Formed Loose		Protected	-				Up to half	
Sassanid Persians (from 650 CE)	CAVALRY		Average	Experienced	Short Spear	125	-	0	4
	Formed Loose		Protected	Bow				8	
Archers	INFANTRY		Average	Experienced	Short Spear	53	Combat Shy (-14)	4	4
	Tribal Loose		Unprotected	Bow				24	
Levy	INFANTRY		Poor	-	Short Spear	23	Combat Shy (-9)	0	4,6
	Tribal Loose		Unprotected	-				6	
Nomad horse archers	CAVALRY		Average	Experienced	-	70	Melee Expert (8)	4	4
	Skirmisher		Unprotected	Bow				16	
Upgrade horse archers	CAVALRY		Average	Skilled	-	119	Melee Expert (8)		4
	Skirmisher		Unprotected	Bow				Up to half	

## ALLIES

Umayyad Arab allies - Umayyad and Early 'Abbasid (only in 704 CE)

## NOTES

Sogdian allied contingents do not need to include foot.

## CHANGES FROM LAST VERSION

None.

# TARIM BASIN STATES



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 CE to 1063 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Dihqan	CAVALRY		Average	Experienced	Short Spear	-	125	-	4	4
	Formed Loose		Protected	Bow					32	
Upgrade best dihqan	CAVALRY		Superior	Experienced	Short Spear	-	161	-		4
	Formed Loose		Protected	Bow					Up to half	
Archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	4	4
	Formed Loose		Unprotected	Bow					24	
Levy	INFANTRY		Poor	-	Short Spear	-	23	Combat Shy (-9)	0	4,6
	Tribal Loose		Unprotected	-					6	
Nomad horse archers	CAVALRY		Average	Experienced	-	-	70	Melee Expert (8)	4	4
	Skirmisher		Unprotected	Bow					16	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	119	Melee Expert (8)		4
	Skirmisher		Unprotected	Bow					Up to half	

## NOTES

Tarim Basin State allied contingents do not need to include foot.

## CHANGES FROM LAST VERSION

None.

# GOKTURK



ARMY COMMANDER		1	Any Instinctive		DATES		550 CE to 774 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Mobile; Poor or Average		
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	138	-	4	4
	Formed Loose	Unprotected	Bow					12	
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	194	-		4
	Formed Loose	Protected	Bow					Up to half	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	16	4
	Formed Flexible	Unprotected	Bow					40	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Melee Expert (15)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Levy	INFANTRY	Poor	-	-	-	20	-	0	4,6
	Tribal Loose	Unprotected	-					6	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Regrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Elephants (from 561 to 590 CE)	ELEPHANTS	Average	-	-	Shove	240	-	0	2,3
	Tribal Loose	Protected	-					3	



# GOKTURK



## SUBJECT HEPHTHALITES (FROM 561 TO 590 CE)

Elephants	ELEPHANTS	Average	-	-	Shove	240	-	0	2,3
	Tribal Loose	Protected	-					3	
Nobles and followers	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)	0	4
	Formed Loose	Unprotected	Bow					4	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	4	4
	Formed Flexible	Unprotected	Bow					12	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	

## ALLIES

Bulgar allies - Early Bulgar (only in 576 CE)

Sui China allies (only from 621 to 630 CE)

## NOTES

From 561 to 590 CE this army may have a Hephthalite contingent, under either a sub-general or an ally general.

Elephants may only be taken if a Hephthalite contingent is taken.

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

Hephthalite contingent and elephants.

# EARLY TIBETAN



ARMY COMMANDER		1	Any Professional			DATES		560 CE to 840 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (up to 1 Nepalese and 1 Nomad allies)			CAMP		Unfortified or Fortified; Poor or Average		
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Cataphract cavalry	CAVALRY	Average	-	Long Spear	Shove	156	Dismountable (7)	12	4	
	Formed Close	ArmHrs/F Armoured	-					24		
Upgrade best cataphract cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	Dismountable (9)		4	
	Formed Close	ArmHrs/F Armoured	-					Up to half		
Abbasid cavalry (only from 795 to 801 CE)	CAVALRY	Average	-	Long Spear	-	125	Dismountable (5), Combat Shy (-28)	0	4	
	Drilled Loose	Protected	-					4		
Replace cataphracts with dismounted troops	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	4	
	Formed Close	Fully Armoured	-					Any		
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear	-	72	Fanatic (40)	0	4,6	
	Formed Close	Protected	-					6		
Upgrade garrison spearmen to fanatic exorcist	INFANTRY	Average	-	-	Devastating Chargers, Fanatic	72	-	0	*see note	
	Formed Loose	Unprotected	-					1		
Tibetan garrison archers	INFANTRY	Average	Experienced	-	-	58	-	0	4	
	Formed Close	Unprotected	Bow					4		
Abbasid infantry (only from 795 to 801 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6), Combat Shy (-22)	0	4	
	Drilled Close	Protected	-					4		
Nomadic light cavalry under Tibetan command	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4	
	Skirmisher	Unprotected	Bow					4		
Himalayan mountain tribesmen	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6	
	Skirmisher	Unprotected	Bow					6		

# EARLY TIBETAN



## NOMADIC CAVALRY (SEE NOTE)

Nomadic noble cavalry	CAVALRY Formed Loose	Average Protected	Experienced Bow	-	-	115	Melee Expert (23)	0 8	4
Nomadic light cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	8 16	4
Regrade nomadic light cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	Up to half	4

## NEPALESE (FROM 640 TO 703 CE)

Nepalese cavalry	CAVALRY Formed Flexible	Average Protected	Experienced Bow	-	-	125	Melee Expert (23)	8 16	4
Nepalese swordsmen	INFANTRY Tribal Loose	Average Protected	- -	Short Spear	Integral shooters	63	Melee Expert (16)	0 6	4,6

## ALLIES

Sogdian allies (only in 707 CE)

Khotanese allies - Tarim Basin States (from 670 to 692 CE and from 790 CE)

Nanzhao allies (from 754 to 793 CE)

## NOTES

Tibetan cataphract cavalry dismount as Fully Armoured, Long Spear, Shove, Integral Shooters of the same quality.

If garrison spearmen are given the fanatic characteristic, 1 element must be upgraded to the fanatic exorcist. This element is automatically moved to a front rank in combat to replace an existing base. When the UG is not in combat the element may be automatically replaced by a rear rank base. The unit does not require a general to accompany the unit. The fanatic characteristic is lost if the element is killed.

Nepalese troops and nomads must be commanded by an ally general of their own type who cannot command other troops. Troops within the contingent are only compulsory if the ally is used. A Nanzhao ally cannot be used with any other than nomad allies.

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# SUI CHINA



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	581 CE to 623 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG Siz
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	4	4
	Formed Close	ArmHrs/F Armoured	-					16	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow					12	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible	Unprotected	Bow					Up to half	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	4
	Formed Loose	Protected	Crossbow					4	
FUBING - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	0	4
	Formed Flexible	Protected	Bow					12	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
Conscript spearmen	INFANTRY	Poor	Experienced	Short Spear	-	62	-	4*	4
	Formed Flexible	Protected	Bow					20	
Conscript archers	INFANTRY	Poor	Experienced	-	-	51	-	=	
	Formed Loose	Protected	Bow					=	
-----									

# SUI CHINA



Specialist crossbowmen	INFANTRY	Average	Skilled	-	-	100	-	0	4
	Formed Loose	Protected	Crossbow					4	
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Southern tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Upgrade southern tribal archers to crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		4
	Tribal Loose	Unprotected	Crossbow					Any	
Light cavalry	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Mo-Ho light cavalry	CAVALRY	Superior	Experienced	-	-	83	Melee Expert (11)	0	4
	Skirmisher	Unprotected	Bow					4	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## ALLIES

Tūjué allies - Gokturk

## NOTES

\* Conscripts are only compulsory from 598 CE.

The minima and maxima for fubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# TANG CHINA - NORTHERN



ARMY COMMANDER		1	Any Professional		DATES		618 CE to 763 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Plains, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Flexible; Poor or Average			
TYPE										
	TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Wei guard cavalry	CAVALRY		Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	4
	Drilled Loose		Protected	Bow					4	
Wei guard horse archers (from 636 to 750 CE)	CAVALRY		Superior	Experienced	-	Melee Expert, Shoot & Charge	210	-	0	4
	Drilled Close		ArmHrs/ Protected	Bow					4	
Wuqi cavalry	CAVALRY		Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4
	Formed Loose		Protected	Bow					4	
Tūjué cavalry	CAVALRY		Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4
	Formed Loose		Protected	Bow					20	
Upgrade Tūjué cavalry as jian er	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)		4
	Formed Loose		Protected	Bow					Up to half	
Mounted crossbowmen	CAVALRY		Average	Experienced	Short Spear	-	130	-	0	4
	Formed Loose		Protected	Crossbow					4	
Guard spearmen	INFANTRY		Superior	Experienced	Short Spear	Melee Expert	153	-	0	4
	Drilled Flexible		Protected	Bow					4	
Guard archers	INFANTRY		Superior	Experienced	-	-	106	Melee Expert (22)	0	4
	Drilled Loose		Protected	Bow					4	

# TANG CHINA - NORTHERN



## FUBING - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS

Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	4*	4
	Formed Flexible	Protected	Bow					20	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	4	4
	Formed Flexible	Protected	Bow					8	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Mo-Ho light cavalry	CAVALRY	Superior	Experienced	-	-	83	Melee Expert (11)	0	4
	Skirmisher	Unprotected	Bow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## ALLIES

Silla Korean allies (from 660 to 668 CE)

Khitan allies - Pre Dynastic Khitan (from 617 to 755 CE)

Khotanese allies - Tarim Basin States (from 617 to 755 CE)

Tibetan allies - Early Tibetan (only in 763 CE)

# TANG CHINA - NORTHERN



## NOTES

\*From 630 CE, bubing spearmen are only compulsory if any infantry are taken.

From 737 CE, wuqi cavalry, tūjué cavalry, jian er, mounted crossbowmen, spearmen, archers, veteran spearmen, veteran archers and crossbowmen may be upgraded to Drilled.

Imperial guard armies and the army of the rebellion of An Lushan should be represented by a northern army.

The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.



# TANG CHINA - CENTRAL



ARMY COMMANDER		1	Any Professional		DATES		623 CE to 763 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Wei guard cavalry	CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	4
	Drilled Loose	Protected	Bow					4	
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Bow					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	4
	Formed Loose	Protected	Crossbow					4	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	-	0	4
	Drilled Flexible	Protected	Bow					8	
Guard archers	INFANTRY	Superior	Experienced	-	-	106	Melee Expert (22)	0	4
	Drilled Loose	Protected	Bow					8	
FUBING - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	4	4
	Formed Flexible	Protected	Bow					20	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

# TANG CHINA - CENTRAL



## NOTES

From 710 CE enough TuGs must be downgraded to Poor to ensure at least half the infantry are poor.

From 737 CE, wuqi cavalry, mounted crossbowmen, spearmen, archers and crossbowmen may be upgraded to Drilled.

The army fighting the rebellion of An Lushan should be represented by a central army, but no troops can be upgraded to Drilled.

The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

Corrected notes.

# TANG CHINA - SOUTHERN



ARMY COMMANDER		1	Any Professional		DATES		623 CE to 763 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Mountains, Jungle			
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Flexible; Poor or Average			
-----										
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Wei guard cavalry		CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	4
		Drilled Loose	Protected	Bow					4	
Wuqi cavalry		CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4
		Formed Loose	Protected	Bow					4	
Tūjué cavalry		CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	0	4
		Formed Loose	Protected	Bow					4	
Mounted crossbowmen		CAVALRY	Average	Experienced	Short Spear	-	130	-	0	4
		Formed Loose	Protected	Crossbow					4	
Guard spearmen		INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	-	0	4
		Drilled Flexible	Protected	Bow					4	
Guard archers		INFANTRY	Superior	Experienced	-	-	106	Melee Expert (22)	0	4
		Drilled Loose	Protected	Bow					4	
FUBING - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS										
Bubing spearmen		INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	4	4
		Formed Flexible	Protected	Bow					20	
Upgrade spearmen in veteran units		INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	0	4
		Formed Flexible	Protected	Bow					8	
Bushe archers		INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
		Formed Loose	Protected	Bow					=	
-----										

# TANG CHINA - SOUTHERN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					18	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## NOTES

From 737 CE, wuqi cavalry, tūjué cavalry, jian er, mounted crossbowmen, spearmen, archers, veteran spearmen, veteran archers and crossbowmen may be upgraded to Drilled. The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# BALHAE KOREAN



ARMY COMMANDER		1	Any Professional		DATES		698 CE to 926 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional (Korean) or Any Instinctive (Nomadic)		CAMP		Unfortified; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Manchurian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	-	4	4
	Formed Loose	Protected	Bow					12	
Upgrade Manchurian cavalry to nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	194	-		4
	Formed Loose	Protected	Bow					Up to half	
Nomadic cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	4	4
	Formed Flexible	Protected	Bow					12	
Korean regular cavalry	CAVALRY	Average	-	Short Spear	-	90	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					8	
KOREAN NOBLE CAVALY CONSISTING 1/2 NOBLES AND 1/2 RETAINERS									
Korean nobles	CAVALRY	Average	-	Charging Lancer	Melee Expert	128	-	0	4
	Formed Loose	Protected	-					4	
Retainers	CAVALRY	Average	-	-	Melee Expert	67	-	=	
	Formed Loose	Unprotected	-					=	
-----									
Provincial spearmen	INFANTRY	Average	-	Short Spear	-	77	-	0	4,6
	Formed Flexible	Protected	-					12	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					16	
Regrade archers as crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		4
	Formed Loose	Unprotected	Crossbow					Any	

# BALHAE KOREAN



Levy spearmen	INFANTRY	Poor	-	Short Spear	-	41	-	6	4,6
	Tribal Flexible	Protected	-					20	
Levy archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	5	4,6
	Tribal Loose	Unprotected	Bow					28	
REPLACE SPEARMEN AND ARCHERS WITH COMBINED UG OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Provincial spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	0	4
	Formed Flexible	Protected	Bow					16	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	=	
	Formed Loose	Unprotected	Bow					=	
REPLACE COMBINED UG OF ARCHERS WITH 1/2 SPEARMEN AND 1/2 CROSSBOWMEN									
Provincial spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-		4
	Formed Flexible	Protected	Crossbow					Any	
Regraded archers as crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		
	Formed Loose	Unprotected	Crossbow						
REPLACE LEVY SPEARMEN AND ARCHERS WITH COMBINED UG OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Levy spearmen	INFANTRY	Poor	Experienced	Short Spear	-	56	-	4	4
	Tribal Flexible	Protected	Bow					28	
Levy archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	=	
	Tribal Loose	Unprotected	Bow					=	
-----									
Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Foot Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

## ALLIES

Tang China - Northern allies (from 705 to 717 CE or from 738 to 763 CE)

Late Tang China - Northern allies (from 764 to 830 CE)

# BALHAE KOREAN



## NOTES

If combined UGs are taken, then all spearmen and archers/crossbowmen must be combined. The minima and maxima in a combined TuG apply to the spearmen, an equal number of archers or crossbowmen must be taken.

The maxima for nobles applies to nobles only. An equal number of retainers must be taken.

A nomadic ally can only command Manchurian and nomadic cavalry.

An allied contingent doesn't need to include Levy foot.

## CHANGES FROM LAST VERSION

None.

# TÜRQESH



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	699 CE to 965 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY		Superior	Experienced	Short Spear	Melee Expert	-	4	4
	Formed Loose		Unprotected	Bow				12	
Upgrade richest nobles	CAVALRY		Superior	Experienced	Short Spear	Melee Expert	-		4
	Formed Loose		Protected	Bow				Up to half	
Horse archers	CAVALRY		Average	Experienced	-	-	Melee Expert (15)	16	4
	Formed Flexible		Unprotected	Bow				48	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	Melee Expert (15)		4
	Formed Flexible		Unprotected	Bow				Up to half	
Archers	INFANTRY		Average	Experienced	-	-	Dismountable (6)	0	4
	Tribal Loose		Unprotected	Bow				12	
Levy	INFANTRY		Poor	-	Short Spear	-	Combat Shy (-9)	0	4,6
	Tribal Loose		Unprotected	-				6	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Bow				8	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	Combat Shy (-4)		4
	Skirmisher		Unprotected	Bow				All or none	

## ALLIES

Tibetan allies - Early Tibetan  
Sogdian allies



# TÜRGESH



## NOTES

Only one external ally may be taken.  
This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# UYGHUR KHAGANATE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	744 CE to 860 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY		Superior	Experienced	-	117	Melee Expert (21)	4	4
	Formed Loose		Unprotected	Bow				12	
Upgrade richest nobles	CAVALRY		Superior	Experienced	Melee Expert	194	-		4
	Formed Loose		Protected	Bow				Up to half	
Horse archers	CAVALRY		Average	Experienced	-	94	Melee Expert (15)	16	4
	Formed Flexible		Unprotected	Bow				40	
Upgrade horse archers	CAVALRY		Average	Skilled	-	129	-		4
	Formed Flexible		Unprotected	Bow				up to half	
Levy	INFANTRY		Poor	-	-	23	Combat Shy (-9)	0	4,6
	Tribal Loose		Unprotected	-				14	
Militia archers	INFANTRY		Average	Experienced	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow				12	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	70	Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Bow				8	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	86	Combat Shy (-4)		4
	Skirmisher		Unprotected	Bow				All or none	
Skirmishing archers	INFANTRY		Average	Experienced	-	50	-	0	4,6
	Skirmisher		Unprotected	Bow				12	

## ALLIES

Tang allies - Late Tang China - Northern

# UYGHUR KHAGANATE



## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

Adjusted upgraded nobles.

# LATE TANG CHINA - NORTHERN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	764 CE to 884 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Professional	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	4	4
	Drilled Loose	Protected	Bow					16	
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)		4
	Drilled Loose	Protected	Bow					Up to half	
Regional cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4
	Formed Loose	Protected	Bow					4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	4
	Drilled Flexible	Protected	-					12	
<b>INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	4	4
	Drilled Flexible	Protected	Bow					16	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-	0	4
	Drilled Flexible	Protected	Bow					8	
Archers	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
<b>GARRISON INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	0	4
	Formed Flexible	Protected	Bow					12	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
-----									

# LATE TANG CHINA - NORTHERN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	4
	Formed Flexible	Protected	-					8	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					8	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## ALLIES

Khitan allies - Pre Dynastic Khitan

Uyghur allies - Uyghur Successor States (from 860 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# LATE TANG CHINA - CENTRAL



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	764 CE to 884 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	1-3	Any Professional	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

UNIT DATA																			
TYPE		TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE		OPTIONAL		MIN		MAX		UG Siz	
NAME		FORMATION		PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX		UG Siz	
Cavalry		CAVALRY		Average		Experienced		Short Spear		-		135		Melee Expert (23)		4		4	
		Drilled Loose		Protected		Bow										12			
Upgrade cavalry to guard cavalry		CAVALRY		Superior		Experienced		Short Spear		-		175		Melee Expert (32)		0		4	
		Drilled Loose		Protected		Bow										4			
Vanguard swordsmen		INFANTRY		Average		-		Short Spear		Melee Expert		98		-		0		4	
		Drilled Flexible		Protected		-										12			
INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS																			
Spearmen		INFANTRY		Average		Experienced		Short Spear		-		97		-		0		4	
		Drilled Flexible		Protected		Bow										4			
Upgrade spearmen in veteran units		INFANTRY		Average		Experienced		Short Spear		Melee Expert		113		-		0		4	
		Drilled Flexible		Protected		Bow										4			
Archers		INFANTRY		Average		Experienced		-		-		80		-		=			
		Drilled Loose		Protected		Bow										=			
GARRISON INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS																			
Garrison spearmen		INFANTRY		Average		Experienced		Short Spear		-		92		-		8		4	
		Formed Flexible		Protected		Bow										20			
Garrison archers		INFANTRY		Average		Experienced		-		-		75		-		=			
		Formed Loose		Protected		Bow										=			
-----																			
Crossbowmen		INFANTRY		Average		Experienced		-		-		80		Combat Shy (-22)		0		4	
		Formed Loose		Protected		Crossbow										4			
Militia spearmen		INFANTRY		Poor		-		Short Spear		-		47		-		0		4	
		Formed Flexible		Protected		-										16			

# LATE TANG CHINA - CENTRAL



Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					8	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## ALLIES

Tibetan allies - Early Tibetan (only in 784 CE)

Tibetan allies (only in 860 CE)

Uyghur Khaganate allies (to 860 CE)

Shatuo allies - Early Shatuo (from 869 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# LATE TANG CHINA - SOUTHERN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	764 CE to 884 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Mountains, Jungle
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Professional	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND FORMATION								
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	0	4
	Formed Loose	Protected	Bow					8	
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	4
	Drilled Flexible	Protected	-					12	
INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	0	4
	Drilled Flexible	Protected	Bow					6	
Archers	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
GARRISON INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	8	4
	Formed Flexible	Protected	Bow					20	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	4
	Formed Flexible	Protected	-					24	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	4
	Formed Loose	Unprotected	Bow					8	



# LATE TANG CHINA - SOUTHERN



Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					18	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## ALLIES

Nanzhao allies (from 869 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# EARLY SHATUO



ARMY COMMANDER		1	Any Instinctive		DATES		808 CE to 907 CE												
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Plains												
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average												
TYPE		TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE		OPTIONAL		MIN		UG SIZE			
NAME		FORMATION		PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX		UG SIZE	
Shatuo noble armoured cavalry		CAVALRY		Superior		Experienced		Short Spear		-		161		Melee Expert (32)		0		4	
		Formed Loose		Protected		Bow										4			
Shatuo armoured cavalry		CAVALRY		Average		Experienced		Short Spear		-		125		Melee Expert (23)		4		4	
		Formed Loose		Protected		Bow										12			
Shatuo unarmoured horse archers		CAVALRY		Average		Experienced		-		-		94		Melee Expert (15)		4		4	
		Formed Flexible		Unprotected		Bow										16			
Upgrade horse archers		CAVALRY		Average		Skilled		-		-		129		-				4	
		Formed Flexible		Unprotected		Bow										Up to half			
Tribal cavalry		CAVALRY		Average		Experienced		-		-		94		Combat Shy (-18)		0		4	
		Formed Flexible		Unprotected		Bow										8			
Subject tribal foot		INFANTRY		Average		Experienced		-		-		39		-		0		4,6	
		Tribal Loose		Unprotected		Javelin										12			
Upgrade subject tribal foot		INFANTRY		Average		Experienced		-		Melee Expert		49		-				4,6	
		Tribal Loose		Unprotected		Javelin										Up to half			
Subject tribal archers		INFANTRY		Average		Experienced		-		-		48		Combat Shy (-14)		0		4	
		Tribal Loose		Unprotected		Bow										12			
Skirmishing horse archers		CAVALRY		Average		Experienced		-		-		70		Combat Shy (-4)		0		4	
		Skirmisher		Unprotected		Bow										8			
Upgrade skirmishing horse archers		CAVALRY		Average		Experienced		-		Cantabrian		86		Combat Shy (-4)				4	
		Skirmisher		Unprotected		Bow										All or none			
Skirmishing archers		INFANTRY		Average		Experienced		-		Combat Shy		50		-		0		4,6	
		Skirmisher		Unprotected		Bow										12			

# EARLY SHATUO



## ALLIES

Turkic Tribal allies - Pre-Dynastic Khitan  
Tatar allies - Tribal Mongolian (from 881 CE)  
Chinese contingents (up to 2) - Five Dynasties Chinese (from 884 CE)

## NOTES

This army may use Feigned Flight.  
Turkic Tribal and Tatar allies may not be taken together.

## CHANGES FROM LAST VERSION

None.

# TRIBAL MONGOLIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	840 CE to 1100 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Khan's guard	CAVALRY	Superior	Skilled	Short Spear	Melee Expert	243	-		0	4
	Drilled Loose	Protected	Bow						4	
Tribal nobles and Nokor retainers	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)		4	4
	Formed Loose	Unprotected	Bow						12	
Tribesmen	CAVALRY	Average	Skilled	-	-	129	-		8	4
	Formed Flexible	Unprotected	Bow						32	
Skirmishing tribesmen	CAVALRY	Average	Skilled	-	-	119	-		4	4
	Skirmisher	Unprotected	Bow						32	

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# TIBETAN



ARMY COMMANDER		1	Any Professional			DATES		841 CE to 1065 CE			
SUB-GENERALS		0-1	Any Professional			TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Professional (Tibetan) or Instinctive (1 Nomad ally)			CAMP		Unfortified or Fortified; Poor or Average			
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN	UG SIZE
NAME	FORMATION	PROTECTION		WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cataphract cavalry	CAVALRY	Average		-	Long Spear	Shove	142	Dismountable (7)	8	4	
	Tribal Close	ArmHrs/F Armoured		-					24		
Upgrade best cataphract cavalry	CAVALRY	Superior		-	Long Spear	Shove	199	Dismountable (9)		4	
	Tribal Close	ArmHrs/F Armoured		-					Up to half		
Replace cataphracts with dismounted troops	INFANTRY	Average		-	Long Spear	Shove	127	Integral Shooters (8)	0	4	
	Formed Close	Fully Armoured		-					Any		
Tibetan garrison spearmen	INFANTRY	Average		-	Short Spear	-	72	Fanatic (40)	0	4,6	
	Formed Close	Protected		-					6		
Upgrade garrison spearmen to fanatic exorcist	INFANTRY	Average		-	-	Devastating Chargers, Fanatic	72	-	0	*see note	
	Formed Loose	Unprotected		-					1		
Tibetan garrison archers	INFANTRY	Average		Experienced	-	-	58	-	0	4	
	Formed Close	Unprotected		Bow					4		
Nomadic light cavalry under Tibetan command	CAVALRY	Average		Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4	
	Skirmisher	Unprotected		Bow					4		
Himalayan mountain tribesmen	INFANTRY	Average		Experienced	-	Combat Shy	50	-	0	4,6	
	Skirmisher	Unprotected		Bow					6		
NOMADIC CAVALRY (SEE NOTE)											
Nomadic noble cavalry	CAVALRY	Average		Experienced	-	-	115	Melee Expert (23)	0	4	
	Formed Loose	Protected		Bow					8		
Nomadic light cavalry	CAVALRY	Average		Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	8	4	
	Skirmisher	Unprotected		Bow					16		
Regrade nomadic light cavalry	CAVALRY	Average		Experienced	-	Cantabrian	86	Combat Shy (-4)		4	
	Skirmisher	Unprotected		Bow					Up to half		

# TIBETAN



## ALLIES

Khotanese allies - Tarim Basin States (until 851 CE)

## NOTES

Tibetan cataphract cavalry dismount as Fully Armoured, Long Spear, Shove, Integral Shooters of the same quality.

If garrison spearmen are given the fanatic characteristic, 1 element must be upgraded to the fanatic exorcist. This element is automatically moved to a front rank in combat to replace an existing base. When the UG is not in combat the element may be automatically replaced by a rear rank base. The unit does not require a general to accompany the unit. The fanatic characteristic is lost if the element is killed.

Nomads must be commanded by an ally general of their own type. Troops within the contingent are only compulsory if the ally is used.

## CHANGES FROM LAST VERSION

None.

# UYGHUR SUCCESSOR STATES



ARMY COMMANDER		1	Any Instinctive		DATES		860 CE to 1330 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average			
-----										
	TYPE	TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Nobles	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)	4	4	
	Formed Loose	Unprotected	Bow					12		
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)		4	
	Formed Loose	Protected	Bow					Up to half		
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	8	4	
	Formed Flexible	Unprotected	Bow					32		
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		4	
	Formed Flexible	Unprotected	Bow					Up to half		
FOOT CONSISTING 2/3 SPEARMEN AND 1/3 ARCHERS										
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	8	6	
	Tribal Close	Protected	-					24		
Archers	INFANTRY	Average	Experienced	-	-	48	-	4		
	Tribal Loose	Unprotected	Bow					12		
-----										
Levy	INFANTRY	Poor	-	Short Spear	-	23	Combat Shy (-9)	0	4,6	
	Tribal Loose	Unprotected	-					6		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4	
	Skirmisher	Unprotected	Bow					8		
Regrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4	
	Skirmisher	Unprotected	Bow					Up to half		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6	
	Skirmisher	Unprotected	Bow					12		

# UYGHUR SUCCESSOR STATES



## ALLIES

Tibetan allies (from 1014 to 1028 CE)

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.



# TEN KINGDOMS CHINA



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	885 CE to 975 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Mountains, Jungle
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Professional (Chinese) or Instinctive (1 Southern Tribal)	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
War elephants (only Southern Han from 907 to 971)	ELEPHANTS		Superior	-	-	Shove	336	-	0	2,3
	Tribal Loose		Protected	-					3	
Cavalry	CAVALRY		Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4
	Formed Loose		Protected	Bow					8	
Upgrade cavalry as veterans	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose		Protected	Bow					4	
<b>INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>										
Spearmen	INFANTRY		Average	Experienced	Short Spear	-	92	-	6	4
	Formed Flexible		Protected	Bow					16	
Archers	INFANTRY		Average	Experienced	-	-	75	-	=	
	Formed Loose		Protected	Bow					=	
Upgrade spearmen as veterans	INFANTRY		Average	Experienced	Short Spear	-	97	-		4
	Drilled Flexible		Protected	Bow					Any	
Upgrade archers as veterans	INFANTRY		Average	Experienced	-	-	80	-	=	
	Drilled Loose		Protected	Bow					=	
<b>MILITIA INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>										
Militia spearmen	INFANTRY		Poor	-	Short Spear	-	47	-	0	4
	Formed Flexible		Protected	-					16	
Militia archers	INFANTRY		Poor	Experienced	-	-	39	Combat Shy (-9)	=	
	Formed Loose		Unprotected	Bow					=	
-----										

# TEN KINGDOMS CHINA



Guard 2 handed swordsmen (only Southern Tang from 937 to 975)	INFANTRY	Superior	-	2-H Cut-Crush	-	143	-	0	4
	Formed Flexible	Protected	-					4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	0	4
	Formed Flexible	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					8	
Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	4
	Tribal Close	Protected	-					16	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					16	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	
	Skirmisher	Unprotected	Bow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					8	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
SOUTHERN TRIBAL CONTINGENT									
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Regrade tribal warriors	INFANTRY	Average	-	-	Devastating Chargers	60	-		4,6
	Tribal Loose	Protected	-					Any	
Southern tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Replace southern tribal archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		4
	Tribal Loose	Unprotected	Crossbow					All or none	

# TEN KINGDOMS CHINA



## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.  
The number of raw militia archers cannot exceed the number of raw militia spearmen.  
A southern tribal contingent must be commanded by its own general.

## CHANGES FROM LAST VERSION

None.

# FIVE DYNASTIES CHINA



ARMY COMMANDER		1	Any Professional		DATES		885 CE to 979 CE				
SUB-GENERALS		0-1	Any Professional		TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENERALS		0-3	Any Professional		CAMP		Unfortified or Fortified; Poor or Average				
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN	UG SIZE
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX			
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	4	4		
	Formed Loose	Protected	Bow					16			
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)		4		
	Formed Loose	Protected	Bow					Up to half			
Militia cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4		
	Formed Loose	Protected	Bow					4			
INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS											
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	2	4		
	Formed Flexible	Protected	Bow					12			
Archers	INFANTRY	Average	Experienced	-	-	75	-	=			
	Formed Loose	Protected	Bow					=			
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-		4		
	Drilled Flexible	Protected	Bow					Up to half			
Upgrade archers as veterans	INFANTRY	Average	Experienced	-	-	80	-	=			
	Drilled Loose	Protected	Bow					=			
MILITIA INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS											
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	4		
	Formed Flexible	Protected	-					16			
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	=			
	Formed Loose	Unprotected	Bow					=			
-----											

# FIVE DYNASTIES CHINA



Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	4
	Tribal Close	Protected	-					12	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					8	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	4	4
	Formed Flexible	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					8	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

## ALLIES

Shatuo allies - Early Shatuo (from 885 to 906 CE)

Liao allies - Khitan-Liao (only Later Jin from 936 to 947 CE)

Liao allies - Khitan-Liao (only Northern Han from 959 to 979 CE)

## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.

The number of raw militia archers cannot exceed the number of raw militia spearmen.

## CHANGES FROM LAST VERSION

None.

# LATER SHATUO



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	908 CE to 923 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Professional	<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Formed Loose	Average Protected	Experienced Bow	Short Spear	-	Melee Expert (23)	4 12	4
Upgrade cavalry as veterans	CAVALRY	Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	Melee Expert (32)	0 4	4
Shatuo unarmoured horse archers	CAVALRY	Formed Flexible	Average Unprotected	Experienced Bow	-	-	Melee Expert (15)	4 16	4
Upgrade horse archers	CAVALRY	Formed Flexible	Average Unprotected	Skilled Bow	-	-	-	Up to half	4
<b>INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Spearmen	INFANTRY	Formed Flexible	Average Protected	Experienced Bow	Short Spear	-	-	2 12	4
Archers	INFANTRY	Formed Loose	Average Protected	Experienced Bow	-	-	-	= =	
Upgrade spearmen in veteran units	INFANTRY	Drilled Flexible	Average Protected	Experienced Bow	Short Spear	Melee Expert	-	Up to half	4
Upgrade archers as veterans	INFANTRY	Drilled Loose	Average Protected	Experienced Bow	-	-	-	= =	
<b>MILITIA INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Militia spearmen	INFANTRY	Formed Flexible	Poor Protected	Experienced Bow	Short Spear	-	-	0 16	4
Militia archers	INFANTRY	Formed Loose	Poor Unprotected	Experienced Bow	-	-	Combat Shy (-9)	= =	
-----									

# LATER SHATUO



Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	4
	Tribal Close	Protected	-					12	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					8	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	0	4
	Formed Flexible	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					8	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.

The number of raw militia archers cannot exceed the number of raw militia spearmen.

## CHANGES FROM LAST VERSION

None.



# PACTO ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - PACTO

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

### CAMPS

Camps are not included in Pacto games.

### UGs

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

### NOTES

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



# PRE DYNASTIC KHITAN



ARMY COMMANDER		1	Any Instinctive, Khitan from 907 CE Professional			DATES	432 CE to 1000 CE			
SUB-GENERALS		0-3	Any Instinctive, Khitan from 907 CE Professional				TERRAIN	Plains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive							
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	MAX	
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY						CHARACTERISTICS
Best cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2	
	Formed Loose	Protected	Bow					2		
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	Bow					8		
Horse archers	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	6	1,2	
	Formed Flexible	Unprotected	Bow					28		
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2	
	Formed Flexible	Unprotected	Bow					Up to half		
Subject foot	INFANTRY	Average	Experienced	-	-	56	Combat Shy (-22)	0	1,2	
	Tribal Loose	Protected	Javelin					12		
Upgrade subject foot	INFANTRY	Average	Experienced	-	Melee Expert	72	Shoot & Charge (6)		1,2	
	Tribal Loose	Protected	Javelin					Up to half		
Foot archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Bow					4		
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2	
	Skirmisher	Unprotected	Bow					All or none		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					4		

# PRE DYNASTIC KHITAN



## KHITAN FROM 907 CE

Replace best cavalry with ordo	CAVALRY Drilled Loose	Superior Protected	Experienced Bow	Short Spear	-	175	Melee Expert (32)	0 4	1,2
Regrade ordo armoured cavalry	CAVALRY Drilled Close	Superior ArmHrs/ Protected	Experienced Bow	Mtd Polearm	Shoot & Charge	217	-	All or none	1,2
Replace subject foot with Chinese militia	INFANTRY Tribal Close	Poor Protected	- -	Short Spear	-	38	-	All	2,3

## NOTES

Khitan from 907 CE also have Standard terrain.  
This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# SOGDIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 CE to 730 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chakar	CAVALRY		Average	-	Charging Lancer	-	Melee Expert (23)	2	1,2
	Formed Loose		Protected	-				16	
Upgrade best chakar	CAVALRY		Superior	-	Charging Lancer	-	-		1,2
	Formed Loose		Protected	-				Up to half	
Sassanid Persians (from 650 CE)	CAVALRY		Average	Experienced	Short Spear	-	-	0	1,2
	Formed Loose		Protected	Bow				4	
Archers	INFANTRY		Average	Experienced	Short Spear	-	Combat Shy (-14)	2	1,2
	Tribal Loose		Unprotected	Bow				12	
Levy	INFANTRY		Poor	-	Short Spear	-	Combat Shy (-9)	0	2,3
	Tribal Loose		Unprotected	-				4	
Nomad horse archers	CAVALRY		Average	Experienced	-	-	Melee Expert (8)	1	1,2
	Skirmisher		Unprotected	Bow				8	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	Melee Expert (8)		1,2
	Skirmisher		Unprotected	Bow				Up to half	

## ALLIES

Umayyad Arab allies - Umayyad and Early 'Abbasid (only in 704 CE)

## NOTES

Sogdian allied contingents do not need to include foot.

## CHANGES FROM LAST VERSION

None.

# TARIM BASIN STATES



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 CE to 1063 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Dihqan	CAVALRY Formed Loose	Average Protected	Experienced Bow	Short Spear	-	125	-	2 16	1,2
Upgrade best dihqan	CAVALRY Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	161	-	Up to half	1,2
Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	2 12	1,2
Levy	INFANTRY Tribal Loose	Poor Unprotected	- -	Short Spear	-	23	Combat Shy (-9)	0 4	2,3
Nomad horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Melee Expert (8)	1 8	1,2
Upgrade horse archers	CAVALRY Skirmisher	Average Unprotected	Skilled Bow	-	-	119	Melee Expert (8)	Up to half	1,2

## NOTES

Tarim Basin State allied contingents do not need to include foot.

## CHANGES FROM LAST VERSION

None.

# GOKTURK



ARMY COMMANDER		1	Any Instinctive		DATES		550 CE to 774 CE				
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Plains				
INTERNAL ALLIED GENERALS		0-3	Any Instinctive								
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	138	-	2	1,2		
	Formed Loose	Unprotected	Bow					6			
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	194	-		1,2		
	Formed Loose	Protected	Bow					Up to half			
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	6	1,2		
	Formed Flexible	Unprotected	Bow					20			
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	Melee Expert (15)		1,2		
	Formed Flexible	Unprotected	Bow					Up to half			
Levy	INFANTRY	Poor	-	-	-	20	-	0	2,3		
	Tribal Loose	Unprotected	-					4			
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2		
	Skirmisher	Unprotected	Bow					4			
Regrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2		
	Skirmisher	Unprotected	Bow					All or none			
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2		
	Skirmisher	Unprotected	Bow					6			
Elephants (from 561 to 590 CE)	ELEPHANTS	Average	-	-	Shove	240	-	0	2,3		
	Tribal Loose	Protected	-					3			

# GOKTURK



## SUBJECT HEPHTHALITES (FROM 561 TO 590 CE)

Elephants	ELEPHANTS	Average	-	-	Shove	240	-	0	1,2
	Tribal Loose	Protected	-					2	
Nobles and followers	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)	0	1,2
	Formed Loose	Unprotected	Bow					2	
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	2	1,2
	Formed Flexible	Unprotected	Bow					6	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	

## ALLIES

Bulgar allies - Early Bulgar (only in 576 CE)

Sui China allies (only from 621 to 630 CE)

## NOTES

From 561 to 590 CE this army may have a Hephthalite contingent, under either a sub-general or an ally general.

Elephants may only be taken if a Hephthalite contingent is taken.

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

Hephthalite contingent and elephants.

# EARLY TIBETAN



ARMY COMMANDER		1	Any Professional			DATES		560 CE to 840 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (up to 1 Nepalese and 1 Nomad allies)							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Cataphract cavalry	CAVALRY	Average	-	Long Spear	Shove	156	Dismountable (7)	4	1,2	
	Formed Close	ArmHrs/F Armoured	-					12		
Upgrade best cataphract cavalry	CAVALRY	Superior	-	Long Spear	Shove	218	Dismountable (9)		1,2	
	Formed Close	ArmHrs/F Armoured	-					Up to half		
Abbasid cavalry (only from 795 to 801 CE)	CAVALRY	Average	-	Long Spear	-	125	Dismountable (5), Combat Shy (-28)	0	1,2	
	Drilled Loose	Protected	-					2		
Replace cataphracts with dismounted troops	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	1,2	
	Formed Close	Fully Armoured	-					Any		
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear	-	72	Fanatic (40)	0	1,2	
	Formed Close	Protected	-					4		
Upgrade garrison spearmen to fanatic exorcist	INFANTRY	Average	-	-	Devastating Chargers, Fanatic	72	-	0	*see note	
	Formed Loose	Unprotected	-					1		
Tibetan garrison archers	INFANTRY	Average	Experienced	-	-	58	-	0	1,2	
	Formed Close	Unprotected	Bow					4		
Abbasid infantry (only from 795 to 801 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6), Combat Shy (-22)	0	1,2	
	Drilled Close	Protected	-					4		
Nomadic light cavalry under Tibetan command	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Bow					2		
Himalayan mountain tribesmen	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					4		

# EARLY TIBETAN



## NOMADIC CAVALRY (SEE NOTE)

Nomadic noble cavalry	CAVALRY Formed Loose	Average Protected	Experienced Bow	-	-	115	Melee Expert (23)	0 4	1,2
Nomadic light cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	4 8	1,2
Regrade nomadic light cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	Up to half	1,2

## NEPALESE (FROM 640 TO 703 CE)

Nepalese cavalry	CAVALRY Formed Flexible	Average Protected	Experienced Bow	-	-	125	Melee Expert (23)	4 8	1,2
Nepalese swordsmen	INFANTRY Tribal Loose	Average Protected	- -	Short Spear	Integral shooters	63	Melee Expert (16)	0 4	1,2

## ALLIES

Sogdian allies (only in 707 CE)

Khotanese allies - Tarim Basin States (from 670 to 692 CE and from 790 CE)

Nanzhao allies (from 754 to 793 CE)

## NOTES

Tibetan cataphract cavalry dismount as Fully Armoured, Long Spear, Shove, Integral Shooters of the same quality.

If garrison spearmen are given the fanatic characteristic, 1 element must be upgraded to the fanatic exorcist. This element is automatically moved to a front rank in combat to replace an existing base. When the UG is not in combat the element may be automatically replaced by a rear rank base. The unit does not require a general to accompany the unit. The fanatic characteristic is lost if the element is killed.

Nepalese troops and nomads must be commanded by an ally general of their own type who cannot command other troops. Troops within the contingent are only compulsory if the ally is used. A Nanzhao ally cannot be used with any other than nomad allies.

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.



# SUI CHINA



ARMY COMMANDER		1	Any Professional		DATES		581 CE to 623 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Plains, Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237	-	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	-	2	1,2
	Formed Close	ArmHrs/F Armoured	-					6	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					6	
Upgrade tribal auxiliary cavalry	CAVALRY	Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	1,2
	Formed Loose	Protected	Crossbow					2	
FUBING - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	0	2
	Formed Flexible	Protected	Bow					6	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
Conscript spearmen	INFANTRY	Poor	Experienced	Short Spear	-	62	-	2*	2
	Formed Flexible	Protected	Bow					10	
Conscript archers	INFANTRY	Poor	Experienced	-	-	51	-	=	
	Formed Loose	Protected	Bow					=	
-----									

# SUI CHINA



Specialist crossbowmen	INFANTRY	Average	Skilled	-	-	100	-	0	1,2
	Formed Loose	Protected	Crossbow					4	
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Southern tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Upgrade southern tribal archers to crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		1,2
	Tribal Loose	Unprotected	Crossbow					Any	
Light cavalry	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Mo-Ho light cavalry	CAVALRY	Superior	Experienced	-	-	83	Melee Expert (11)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Foot archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Foot crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

## ALLIES

Tūjué allies - Gokturk

## NOTES

\* Conscripts are only compulsory from 598 CE.

The minima and maxima for fubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# TANG CHINA - NORTHERN



ARMY COMMANDER		1	Any Professional		DATES		618 CE to 763 CE							
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Plains, Mountains							
INTERNAL ALLIED GENERALS		0-3	Any Professional											
	TYPE													
	TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL		MIN		
NAME	FORMATION		PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS	PTS	CHARACTERISTICS		MAX	UG SIZE
Wei guard cavalry	CAVALRY		Superior		Experienced		Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0		1,2	
	Drilled Loose		Protected		Bow						2			
Wei guard horse archers (from 636 to 750 CE)	CAVALRY		Superior		Experienced		-	Melee Expert, Shoot & Charge	210	-	0		1,2	
	Drilled Close		ArmHrs/ Protected		Bow						2			
Wuqi cavalry	CAVALRY		Average		Experienced		Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0		1,2	
	Formed Loose		Protected		Bow						4			
Tūjué cavalry	CAVALRY		Average		Experienced		Short Spear	-	125	Melee Expert (23)	2		1,2	
	Formed Loose		Protected		Bow						10			
Upgrade Tūjué cavalry as jian er	CAVALRY		Superior		Experienced		Short Spear	-	161	Melee Expert (32)			1,2	
	Formed Loose		Protected		Bow						Up to half			
Mounted crossbowmen	CAVALRY		Average		Experienced		Short Spear	-	130	-	0		1,2	
	Formed Loose		Protected		Crossbow						2			
Guard spearmen	INFANTRY		Superior		Experienced		Short Spear	Melee Expert	153	-	0		1,2	
	Drilled Flexible		Protected		Bow						2			
Guard archers	INFANTRY		Superior		Experienced		-	-	106	Melee Expert (22)	0		1,2	
	Drilled Loose		Protected		Bow						2			

# TANG CHINA - NORTHERN



## FUBING - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS

Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	2*	2
	Formed Flexible	Protected	Bow					10	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	2	2
	Formed Flexible	Protected	Bow					4	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Mo-Ho light cavalry	CAVALRY	Superior	Experienced	-	-	83	Melee Expert (11)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

## ALLIES

Silla Korean allies (from 660 to 668 CE)

Khitan allies - Pre Dynastic Khitan (from 617 to 755 CE)

Khotanese allies - Tarim Basin States (from 617 to 755 CE)

Tibetan allies - Early Tibetan (only in 763 CE)

# TANG CHINA - NORTHERN



## NOTES

\*From 630 CE, bubing spearmen are only compulsory if any infantry are taken.

From 737 CE, wuqi cavalry, tūjué cavalry, jian er, mounted crossbowmen, spearmen, archers, veteran spearmen, veteran archers and crossbowmen may be upgraded to Drilled.

Imperial guard armies and the army of the rebellion of An Lushan should be represented by a northern army.

The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# TANG CHINA - CENTRAL



ARMY COMMANDER		1	Any Professional		DATES		623 CE to 763 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Wei guard cavalry	CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	1,2
	Drilled Loose	Protected	Bow					2	
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	1,2
	Formed Loose	Protected	Crossbow					2	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	-	0	1,2
	Drilled Flexible	Protected	Bow					4	
Guard archers	INFANTRY	Superior	Experienced	-	-	106	Melee Expert (22)	0	1,2
	Drilled Loose	Protected	Bow					4	
FUBING - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	2	2
	Formed Flexible	Protected	Bow					10	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

# TANG CHINA - CENTRAL



## NOTES

From 710 CE enough TuGs must be downgraded to Poor to ensure at least half the infantry are poor.

From 737 CE, wuqi cavalry, tūjué cavalry, mounted crossbowmen, spearmen, archers and crossbowmen may be upgraded to Drilled.

The army fighting the rebellion of An Lushan should be represented by a central army, but no troops can be upgraded to Drilled.

The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# TANG CHINA - SOUTHERN



ARMY COMMANDER		1	Any Professional		DATES		623 CE to 763 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Mountains, Jungle		
INTERNAL ALLIED GENERALS		0-3	Any Professional						
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Wei guard cavalry	CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	1,2
	Drilled Loose	Protected	Bow					2	
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow					4	
Tūjué cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Bow					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	-	0	1,2
	Formed Loose	Protected	Crossbow					2	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	-	0	1,2
	Drilled Flexible	Protected	Bow					2	
Guard archers	INFANTRY	Superior	Experienced	-	-	106	Melee Expert (22)	0	1,2
	Drilled Loose	Protected	Bow					2	
FUBING - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	Dismountable (10)	2	2
	Formed Flexible	Protected	Bow					10	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	0	2
	Formed Flexible	Protected	Bow					4	
Bushe archers	INFANTRY	Average	Experienced	-	-	75	Dismountable (10)	=	
	Formed Loose	Protected	Bow					=	
-----									



# TANG CHINA - SOUTHERN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					10	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					9	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

## NOTES

From 737 CE, wuqi cavalry, tūjué cavalry, jian er, mounted crossbowmen, spearmen, archers, veteran spearmen, veteran archers and crossbowmen may be upgraded to Drilled. The maxima for bubing spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# BALHAE KOREAN



ARMY COMMANDER		1	Any Professional		DATES		698 CE to 926 CE			
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional (Korean) or Any Instinctive (Nomadic)							
-----										
	TYPE									
	TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
									UG SIZE	
Manchurian cavalry	CAVALRY		Superior	Experienced	Short Spear	-	161	-	2	1,2
	Formed Loose		Protected	Bow					6	
Upgrade Manchurian cavalry to nobles	CAVALRY		Superior	Experienced	Short Spear	Melee Expert	194	-		1,2
	Formed Loose		Protected	Bow					Up to half	
Nomadic cavalry	CAVALRY		Average	Experienced	Short Spear	-	135	Melee Expert (23)	2	1,2
	Formed Flexible		Protected	Bow					6	
Korean regular cavalry	CAVALRY		Average	-	Short Spear	-	90	Combat Shy (-28)	0	1,2
	Formed Loose		Protected	-					4	
KOREAN NOBLE CAVALY CONSISTING 1/2 NOBLES AND 1/2 RETAINERS										
Korean nobles	CAVALRY		Average	-	Charging Lancer	Melee Expert	128	-	0	2
	Formed Loose		Protected	-					2	
Retainers	CAVALRY		Average	-	-	Melee Expert	67	-	=	
	Formed Loose		Unprotected	-					=	
-----										
Provincial spearmen	INFANTRY		Average	-	Short Spear	-	77	-	0	1,2
	Formed Flexible		Protected	-					6	
Provincial archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose		Unprotected	Bow					8	
Regrade archers as crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14)		1,2
	Formed Loose		Unprotected	Crossbow					Any	

# BALHAE KOREAN



Levy spearmen	INFANTRY	Poor	-	Short Spear	-	41	-	2	2,3
	Tribal Flexible	Protected	-					10	
Levy archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	2	2,3
	Tribal Loose	Unprotected	Bow					14	
REPLACE SPEARMEN AND ARCHERS WITH COMBINED UG OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Provincial spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	0	1,2
	Formed Flexible	Protected	Bow					8	
Provincial archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	=	
	Formed Loose	Unprotected	Bow					=	
REPLACE COMBINED UG OF ARCHERS WITH 1/2 SPEARMEN AND 1/2 CROSSBOWMEN									
Provincial spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-		1,2
	Formed Flexible	Protected	Crossbow					Any	
Regraded archers as crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		
	Formed Loose	Unprotected	Crossbow						
REPLACE LEVY SPEARMEN AND ARCHERS WITH COMBINED UG OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Levy spearmen	INFANTRY	Poor	Experienced	Short Spear	-	56	-	2	2,3
	Tribal Flexible	Protected	Bow					14	
Levy archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	=	2,3
	Tribal Loose	Unprotected	Bow					=	
-----									
Scout cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Foot Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

## ALLIES

Tang China - Northern allies (from 705 to 717 CE or from 738 to 763 CE)

Late Tang China - Northern allies (from 764 to 830 CE)

# BALHAE KOREAN



## NOTES

If combined UGs are taken, then all spearmen and archers/crossbowmen must be combined. The minima and maxima in a combined TuG apply to the spearmen, an equal number of archers or crossbowmen must be taken.

The maxima for nobles applies to nobles only. An equal number of retainers must be taken.

A nomadic ally can only command Manchurian and nomadic cavalry.

An allied contingent doesn't need to include Levy foot.

## CHANGES FROM LAST VERSION

None.

# TÜRQESH



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	699 CE to 965 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY Formed Loose	Superior Unprotected	Experienced Bow	Short Spear	Melee Expert	138	-	2 6	1,2
Upgrade richest nobles	CAVALRY Formed Loose	Superior Protected	Experienced Bow	Short Spear	Melee Expert	194	-	Up to half	1,2
Horse archers	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	-	-	94	Melee Expert (15)	6 24	1,2
Upgrade horse archers	CAVALRY Formed Flexible	Average Unprotected	Skilled Bow	-	-	129	Melee Expert (15)	Up to half	1,2
Archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Dismountable (6)	0 6	1,2
Levy	INFANTRY Tribal Loose	Poor Unprotected	- -	Short Spear	-	23	Combat Shy (-9)	0 4	2,3
Skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 4	1,2
Upgrade skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	1,2

## ALLIES

Tibetan allies - Early Tibetan  
Sogdian allies

# TüRGESH



## NOTES

Only one external ally may be taken.  
This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# UYGHUR KHAGANATE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	744 CE to 860 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	CAVALRY Formed Loose	Superior Unprotected	Experienced Bow	Short Spear	-	117	Melee Expert (21)	2 6	1,2
Upgrade richest nobles	CAVALRY Formed Loose	Superior Protected	Experienced Bow	Short Spear	Melee Expert	194	-	Up to half	1,2
Horse archers	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	-	-	94	Melee Expert (15)	6 20	1,2
Upgrade horse archers	CAVALRY Formed Flexible	Average Unprotected	Skilled Bow	-	-	129	-	up to half	1,2
Levy	INFANTRY Tribal Loose	Poor Unprotected	- -	Short Spear	-	23	Combat Shy (-9)	0 6	2,3
Militia archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 6	1,2
Skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 4	1,2
Upgrade skirmishing horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	1,2
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	1,2

## ALLIES

Tang allies - Late Tang China - Northern

# UYGHUR KHAGANATE



## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

Adjusted upgraded nobles.



# LATE TANG CHINA - NORTHERN



ARMY COMMANDER		1	Any Professional		DATES		764 CE to 884 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Plains, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Professional						
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	2	1,2
	Drilled Loose	Protected	Bow					8	
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	1,2
	Drilled Loose	Protected	Bow					Up to half	
Regional cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	1,2
	Formed Loose	Protected	Bow					4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	1,2
	Drilled Flexible	Protected	-					6	
INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	2	2
	Drilled Flexible	Protected	Bow					8	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-	0	2
	Drilled Flexible	Protected	Bow					4	
Archers	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
GARRISON INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	0	2
	Formed Flexible	Protected	Bow					6	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
-----									

# LATE TANG CHINA - NORTHERN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	2,3
	Formed Flexible	Protected	-					4	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

## ALLIES

Khitan allies - Pre Dynastic Khitan

Uyghur allies - Uyghur Successor States (from 860 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# LATE TANG CHINA - CENTRAL



ARMY COMMANDER		1	Any Professional		DATES		764 CE to 884 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		1-3	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	2	1,2
	Drilled Loose	Protected	Bow					6	
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	1,2
	Drilled Loose	Protected	Bow					2	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	1,2
	Drilled Flexible	Protected	-					6	
INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	0	1,2
	Drilled Flexible	Protected	Bow					4	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-	0	1,2
	Drilled Flexible	Protected	Bow					2	
Archers	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
GARRISON INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	4	1,2
	Formed Flexible	Protected	Bow					10	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
-----									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	2,3
	Formed Flexible	Protected	-					8	

# LATE TANG CHINA - CENTRAL



Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

## ALLIES

Tibetan allies - Early Tibetan (only in 784 CE)

Tibetan allies (only in 860 CE)

Uyghur Khaganate allies (to 860 CE)

Shatuo allies - Early Shatuo (from 869 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# LATE TANG CHINA - SOUTHERN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	764 CE to 884 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Mountains, Jungle
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Professional		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Bow					4	
Upgrade cavalry to guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2
	Formed Loose	Protected	Bow					2	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	-	0	1,2
	Drilled Flexible	Protected	-					6	
<b>INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	97	-	0	2
	Drilled Flexible	Protected	Bow					3	
Archers	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
<b>GARRISON INFANTRY - TUG CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS</b>									
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	4	1,2
	Formed Flexible	Protected	Bow					10	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
<b>-----</b>									
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	2,3
	Formed Flexible	Protected	-					12	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow					4	

# LATE TANG CHINA - SOUTHERN



Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					10	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

## ALLIES

Nanzhao allies (from 869 CE)

## NOTES

The minima and maxima for infantry and regional garrison spearmen is for spearmen only. An equal number of archers must be taken.

## CHANGES FROM LAST VERSION

None.

# EARLY SHATUO



ARMY COMMANDER		1	Any Instinctive		DATES		808 CE to 907 CE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Shatuo noble armoured cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2	
	Formed Loose	Protected	Bow					2		
Shatuo armoured cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	Bow					6		
Shatuo unarmoured horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	2	1,2	
	Formed Flexible	Unprotected	Bow					8		
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		1,2	
	Formed Flexible	Unprotected	Bow					Up to half		
Tribal cavalry	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2	
	Formed Flexible	Unprotected	Bow					4		
Subject tribal foot	INFANTRY	Average	Experienced	-	-	39	-	0	1,2	
	Tribal Loose	Unprotected	Javelin					6		
Upgrade subject tribal foot	INFANTRY	Average	Experienced	-	Melee Expert	49	-		1,2	
	Tribal Loose	Unprotected	Javelin					Up to half		
Subject tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					6		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Bow					4		
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2	
	Skirmisher	Unprotected	Bow					All or none		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

# EARLY SHATUO



## ALLIES

Turkic Tribal allies - Pre-Dynastic Khitan

Tatar allies - Tribal Mongolian (from 881 CE)

Chinese contingents (up to 2) - Five Dynasties Chinese (from 884 CE)

## NOTES

This army may use Feigned Flight.

Turkic Tribal and Tatar allies may not be taken together.

## CHANGES FROM LAST VERSION

None.



# TRIBAL MONGOLIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	840 CE to 1100 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Plains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive		

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Khan's guard	CAVALRY	Superior	Skilled	Short Spear	Melee Expert	243	-		0	1,2
	Drilled Loose	Protected	Bow						2	
Tribal nobles and Nokor retainers	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)		2	1,2
	Formed Loose	Unprotected	Bow						6	
Tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4	1,2
	Formed Flexible	Unprotected	Bow						16	
Skirmishing tribesmen	CAVALRY	Average	Skilled	-	-	119	-		2	1,2
	Skirmisher	Unprotected	Bow						16	

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# TIBETAN



ARMY COMMANDER		1	Any Professional			DATES		841 CE to 1065 CE	
SUB-GENERALS		0-1	Any Professional			TERRAIN		Plains, Mountains	
INTERNAL ALLIED GENERALS		0-3	Any Professional (Tibetan) or Instinctive (1 Nomad ally)						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cataphract cavalry	CAVALRY	Average	-	Long Spear	Shove	142	Dismountable (7)	4	1,2
	Tribal Close	ArmHrs/F Armoured	-					12	
Upgrade best cataphract cavalry	CAVALRY	Superior	-	Long Spear	Shove	199	Dismountable (9)		1,2
	Tribal Close	ArmHrs/F Armoured	-					Up to half	
Replace cataphracts with dismounted troops	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	1,2
	Formed Close	Fully Armoured	-					Any	
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear	-	72	Fanatic (40)	0	1,2
	Formed Close	Protected	-					4	
Upgrade garrison spearmen to fanatic exorcist	INFANTRY	Average	-	-	Devastating Chargers, Fanatic	72	-	0	*see mote
	Formed Loose	Unprotected	-					1	
Tibetan garrison archers	INFANTRY	Average	Experienced	-	-	58	-	0	1,2
	Formed Close	Unprotected	Bow					4	
Nomadic light cavalry under Tibetan command	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Himalayan mountain tribesmen	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
NOMADIC CAVALRY (SEE NOTE)									
Nomadic noble cavalry	CAVALRY	Average	Experienced	-	-	115	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Bow					4	
Nomadic light cavalry	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	4	1,2
	Skirmisher	Unprotected	Bow					8	
Regrade nomadic light cavalry	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					Up to half	

# TIBETAN



## ALLIES

Khotanese allies - Tarim Basin States (until 851 CE)

## NOTES

Tibetan cataphract cavalry dismount as Fully Armoured, Long Spear, Shove, Integral Shooters of the same quality.

If garrison spearmen are given the fanatic characteristic, 1 element must be upgraded to the fanatic exorcist. This element is automatically moved to a front rank in combat to replace an existing base. When the UG is not in combat the element may be automatically replaced by a rear rank base. The unit does not require a general to accompany the unit. The fanatic characteristic is lost if the element is killed.

Nomads must be commanded by an ally general of their own type. Troops within the contingent are only compulsory if the ally is used.

## CHANGES FROM LAST VERSION

None.

# UYGHUR SUCCESSOR STATES



ARMY COMMANDER		1	Any Instinctive		DATES		860 CE to 1330 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERALS										
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Nobles	CAVALRY	Superior	Experienced	Short Spear	-	117	Melee Expert (21)	2	1,2	
	Formed Loose	Unprotected	Bow					6		
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)		1,2	
	Formed Loose	Protected	Bow					Up to half		
Horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	4	1,2	
	Formed Flexible	Unprotected	Bow					16		
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		1,2	
	Formed Flexible	Unprotected	Bow					Up to half		
FOOT CONSISTING 1/2 SPEARMEN AND 1/2 ARCHERS										
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	4	2	
	Tribal Close	Protected	-					12		
Archers	INFANTRY	Average	Experienced	-	Shieldwall	48	-	2		
	Tribal Loose	Unprotected	Bow					6		
-----										
Levy	INFANTRY	Poor	-	Short Spear	-	23	Combat Shy (-9)	0	2,3	
	Tribal Loose	Unprotected	-					4		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Bow					4		
Regrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2	
	Skirmisher	Unprotected	Bow					Up to half		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

# UYGHUR SUCCESSOR STATES



## ALLIES

Tibetan allies (from 1014 to 1028 CE)

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# TEN KINGDOMS CHINA



ARMY COMMANDER		1	Any Professional			DATES		885 CE to 975 CE			
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Mountains, Jungle			
INTERNAL ALLIED GENERALS		0-3	Any Professional (Chinese) or Instinctive (1 Southern Tribal)								
-----											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
War elephants (only Southern Han from 907 to 971)		ELEPHANTS		Superior	-		Shove	336	-	0	1,2
		Tribal Loose		Protected	-					2	
Cavalry		CAVALRY		Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2
		Formed Loose		Protected	Bow					4	
Upgrade cavalry as veterans		CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2
		Formed Loose		Protected	Bow					2	
INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS											
Spearmen		INFANTRY		Average	Experienced	Short Spear	-	92	-	2	1,2
		Formed Flexible		Protected	Bow					8	
Archers		INFANTRY		Average	Experienced	-	-	75	-	=	
		Formed Loose		Protected	Bow					=	
Upgrade spearmen as veterans		INFANTRY		Average	Experienced	Short Spear	-	97	-		1,2
		Drilled Flexible		Protected	Bow					Any	
Upgrade archers as veterans		INFANTRY		Average	Experienced	-	-	80	-	=	
		Drilled Loose		Protected	Bow					=	
MILITIA INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS											
Militia spearmen		INFANTRY		Poor	-	Short Spear	-	47	-	0	2
		Formed Flexible		Protected	-					8	
Militia archers		INFANTRY		Poor	Experienced	-	-	39	Combat Shy (-9)	=	
		Formed Loose		Unprotected	Bow					=	
-----											

# TEN KINGDOMS CHINA



Guard 2 handed swordsmen (only Southern Tang from 937 to 975)	INFANTRY	Superior	-	2-H Cut-Crush	-	143	-	0	1,2
	Formed Flexible	Protected	-					2	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	0	1,2
	Formed Flexible	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	2,3
	Tribal Close	Protected	-					8	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow					8	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
SOUTHERN TRIBAL CONTINGENT									
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Regrade tribal warriors	INFANTRY	Average	-	-	Devastating Chargers	60	-		1,2
	Tribal Loose	Protected	-					Any	
Southern tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Replace southern tribal archers with crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)		1,2
	Tribal Loose	Unprotected	Crossbow					All or none	

# TEN KINGDOMS CHINA



## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.  
The number of raw militia archers cannot exceed the number of raw militia spearmen.  
A southern tribal contingent must be commanded by its own general.

## CHANGES FROM LAST VERSION

None.



# FIVE DYNASTIES CHINA



ARMY COMMANDER		1	Any Professional		DATES		885 CE to 979 CE		
SUB-GENERALS		0-1	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Professional						
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow					8	
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)		1,2
	Formed Loose	Protected	Bow					Up to half	
Militia cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	1,2
	Formed Loose	Protected	Bow					4	
INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	1	2
	Formed Flexible	Protected	Bow					6	
Archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-		2
	Drilled Flexible	Protected	Bow					Up to half	
Upgrade archers as veterans	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	
MILITIA INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS									
Militia spearmen	INFANTRY	Poor	-	Short Spear	-	47	-	0	2
	Formed Flexible	Protected	-					8	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	=	
	Formed Loose	Unprotected	Bow					=	
-----									

# FIVE DYNASTIES CHINA



Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	2,3
	Tribal Close	Protected	-					6	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow					4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	2	1,2
	Formed Flexible	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

## ALLIES

Shatuo allies - Early Shatuo (from 885 to 906 CE)

Liao allies - Khitan-Liao (only Later Jin from 936 to 947 CE)

Liao allies - Khitan-Liao (only Northern Han from 959 to 979 CE)

## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.

The number of raw militia archers cannot exceed the number of raw militia spearmen.

## CHANGES FROM LAST VERSION

None.

# LATER SHATUO



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	908 CE to 923 CE
<b>SUB-GENERALS</b>	0-2	Any Professional	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Professional		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow					6	
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2
	Formed Loose	Protected	Bow					4	
Shatuo unarmoured horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	2	1,2
	Formed Flexible	Unprotected	Bow					8	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to half	

## INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS

Spearmen	INFANTRY	Average	Experienced	Short Spear	-	92	-	1	2
	Formed Flexible	Protected	Bow					6	
Archers	INFANTRY	Average	Experienced	-	-	75	-	=	
	Formed Loose	Protected	Bow					=	
Upgrade spearmen in veteran units	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113	-		2
	Drilled Flexible	Protected	Bow					Up to half	
Upgrade archers as veterans	INFANTRY	Average	Experienced	-	-	80	-	=	
	Drilled Loose	Protected	Bow					=	

## MILITIA INFANTRY - TUQ CONSISTING OF 1/2 SPEARMEN AND 1/2 ARCHERS

Militia spearmen	INFANTRY	Poor	Experienced	Short Spear	-	62	-	0	2
	Formed Flexible	Protected	Bow					8	
Militia archers	INFANTRY	Poor	Experienced	-	-	39	Combat Shy (-9)	=	
	Formed Loose	Unprotected	Bow					=	

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# LATER SHATUO



Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	2,3
	Tribal Close	Protected	-					6	
Raw militia archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow					4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	-	0	1,2
	Formed Flexible	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

## NOTES

The minima and maxima for infantry and militia infantry is for spearmen only. An equal number of archers must be taken.  
The number of raw militia archers cannot exceed the number of raw militia spearmen.

## CHANGES FROM LAST VERSION

None.