



ARMY LISTS

TANG CHINA

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 Tarim Basin States 	500 to 1063 CE	 Late Tang China - Central 	764 to 884 CE
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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

- 4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
- 5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

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

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

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

FRIENDLY AND SCENARIO GAMES

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

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HISTORICAL INTRODUCTION

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 murched 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.

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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 8th 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	T ū jué	T'u-chüeh
Jin	Chin/Ts'in	Xianbei	Hsien-pei



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

Notes

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

PRE DYNASTIC KHITAN



432 TO 1000 €E

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 borrrowing 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, Khita	an from 907 CE Pro	fessional	DATES		432 CE to 1000 CE		
Sub-Generals		0-3	Any Instinctive, Khita	an from 907 CE Pro	fessional	TERRAIN		Plains		
Internal Allied Gener	(ALS	0-1	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Avera	age
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M andat o ry	BASE	OPTIONAL	M _{IN}	
Name	Formation	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG SIZE
Best cavalry	CAVALRY	Z	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	4,6
Dest cavally	Formed Loc	ose	Protected	Bow	Short Spear	-	101	Wielee Expert (32)	6	4,0
Heavy cavalry	CAVALRY	Z	Average	Experienced	Short Spear		125	Melee Expert (23)	6	4,6
Tieavy Cavally	Formed Loc	ose	Protected	Bow	Short Spear	-	120	Wielee Expert (20)	24	4,0
Horse archers	CAVALRY	Z	Average	Experienced			94	Combat Shy (-18)	24	4,6
Horse archers	Formed Flex	ible	Unprotected	Bow		-	24	Combat Sily (-10)	80	4,0
Ungrade horse archers	CAVALRY	Z	Average	Skilled			129	Combat Shy (-18)		4,6
Upgrade horse archers	Formed Flex	ible	Unprotected	Bow	-		147	Combat Sily (-10)	Up to half	-1, 0
Subject foot	INFANTR'	Y	Average	Experienced			56	Combat Shy (-22)	0	6,8,9
	Tribal Loos	se	Protected	Javelin			00	Combat Sify (-22)	36	
Upgrade subject foot	INFANTR'	Y	Average	Experienced		Melee Expert	72	Shoot & Charge (6)		6,8,9
	Tribal Loos	se	Protected	Javelin	-	Ivielee Expert	14	SHOOL & Charge (0)	Up to half	0,0,9
Foot archers	INFANTR'	Y	Average	Experienced			48	Combat Shy (-14)	0	6,8
root archers	Tribal Loos	se	Unprotected	Bow	-	-	40	Combat 3ny (-14)	12	0,0
Skirmishing horse archers	CAVALRY	7	Average	Experienced			57	Combat Shy (-4)	0	4,6
Skinnishing noise archers	Skirmishe	r	Unprotected	Bow		<u>-</u>	J/	Combat Sny (-4)	12	4,0
Upgrade skirmishing horse	CAVALRY	Z .	Average	Experienced		Cantabrian	73	Combat Shir (1)		4,6
archers	Skirmishe	r	Unprotected	Bow		Cantaonan	/3	Combat Shy (-4)	All or none	4,0
Clairmaigh in a probara	INFANTR'	Y	Average	Experienced		Cambatch	40		0	6,9
Skirmishing archers	Skirmishe	r	Unprotected	Bow	-	Combat Shy	40	-	12	0,9

Bow

Skirmisher

Unprotected

PRE DYNASTIC KHITAN



KHITAN FROM 907 CE									
Replace best cavalry with	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	4.6
ordo	Drilled Loose	Protected	Bow	onon spear	-	1/0	iviciec Expert (02)	8	-1 ,0
Regrade ordo armoured	CAVALRY	Superior	Experienced	Mtd Polearm	Shoot & Charge	217			4.6
cavalry	Drilled Close	ArmHrs/ Protected	Bow	Ivita i Oleailli	Jiloot & Cilaige	41/	-	All or none	-1 ,0
Replace subject foot with	INFANTRY	Poor	-	Short Spear		38			6,8,9
Chinese militia	Tribal Close	Protected	-	onon spear	-	50	-	All	0,0,9

Notes

Khitan from 907 CE also have Standard terrain.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SOGDIAN



500 TO 730 €E

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 collapased 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. Outayba 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-Harashisome 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



ARMY COMMANDER	1	Any Instinctive	DATES	500 CE to 730 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Plains
Internal Allied Generals	0-3	Any Instinctive	САМР	Mobile or Flexible; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M IN	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chakar	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	8	4,6
Cilakai	Formed Loose	Protected	-	Charging Lancer	_	100		48	4,0
Upgrade best chakar	CAVALRY	Superior	-	Charging Lancer		147			4,6
Opgrade dest charai	Formed Loose	Protected	-	Charging Lancer		14/	-	Up to half	4,0
Sassanid Persians (from 650	CAVALRY	Average	Experienced	Short Spear		125		0	4,6
CE)	Formed Loose	Protected	Bow			120		12	7,0
Archers	INFANTRY	Average	Experienced	Short Spear		53	Combat Shy (-14)	6	6,8
Aucticis -	Tribal Loose	Unprotected	Bow					36	0,0
LOINI	INFANTRY	Poor	-	Short Spear		23	Combat Shy (-9)	0	8,9,10
Levy	Tribal Loose	Unprotected	-					10	0,2,10
Named horse archers	CAVALRY	Average	Experienced			57	Melee Expert (8)	4	4,6
Nomad horse archers	Skirmisher	Unprotected	Bow	-	-	37	ivielee Expert (0)	24	4,0
Upgrade horse archers	CAVALRY	Average	Skilled			90	Melee Expert (8)		4,6
opgiane noise archers	Skirmisher	Unprotected	Bow	-	-	90		Up to half	4,0

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

TARIM BASIN STATES



500 TO 1063 €E

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 Sucssor 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



ARMY COMMANDER		1	Any Instinctive	Any Instinctive			DATES		500 CE to 1063 CE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains	Standard, Plains			
INTERNAL ALLIED GENER	RALS	0-3	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Aver	age		
	ТүрЕ											
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Dihqan	CAVALR	Y	Average	Experienced	Short Spear		125		8	4,6		
	Formed Lo	ose	Protected	Bow	Short Spear		120		48	4,0		
Upgrade best dihqan	CAVALR	Y	Superior	Experienced	Short Spear		161			4,6		
	Formed Lo	ose	Protected	Bow	Short spear		101	-	Up to half	4,0		
Archers	INFANTE	Υ	Average	Experienced			54	Combat Shy (-14)	6	6,8		
Archers	Formed Lo	ose	Unprotected	Bow	-	-	J 4	Combat Sny (-14)	36	0,0		
Lorar	INFANTE	Υ	Poor	-	Short Spear		23	Combat Shy (-9)	0	8,9,10		
Levy	Tribal Loc	se	Unprotected	-	Short Spear	-	20	Compatibility (-9)	10	0,9,10		
Nomad horse archers	CAVALR	Y	Average	Experienced			57	Melee Expert (8)	4	4,6		
inomad morse archers	Skirmish	er	Unprotected	Bow	-	-	37	Meiee Expert (0)	24	4,0		
Upgrade horse archers	CAVALR	Y	Average	Skilled			- 90	N A = 1 = = T = (O)		4,6		
opgrade noise archers	Skirmish	er	Unprotected	Bow	-	-		Melee Expert (8)	Up to half	4,0		

Notes

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

CHANGES FROM LAST VERSION

GOKTURK



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 Califate 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 Gener	ALS	0-3	Any Instinctive			САМР		Mobile; Poor or Averag	ge	
	Түре									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles	CAVALF	ΥY	Superior	Experienced	Short Spear	Melee Expert	138		8	4,6
INOUICS	Formed Lo		Unprotected	Bow	Short Spear	Meiee Expert	100		18	-1, 0
Upgrade richest nobles	CAVALF		Superior	Experienced	Short Spear	Melee Expert	194	_		4,6
opgrade henest hooles	Formed Lo		Protected	Bow	Short Spear	Wiciec Expert	174		Up to half	7,0
Horse archers	CAVALF		Average	Experienced	_	_	94	Melee Expert (15)	24	4,6
Horse archers	Formed Fle		Unprotected	Bow			<i>,</i> ,	Tvicice Expert (10)	60	1,0
Upgrade horse archers	CAVALF		Average	Skilled	_	_	129	Melee Expert (15)		4,6
	Formed Fle		Unprotected	Bow			147	Tvicice Expert (10)	Up to half	1,0
Levy	INFANTI		Poor	-	_	_	20	_	0	8,9,10
Levy	Tribal Loc	ose	Unprotected	-			20		10	
Skirmishing horse archers	CAVALF	ΥY	Average	Experienced			57	Combat Shy (-4)	0	4,6
	Skirmish	er	Unprotected	Bow	-		07	Collidat Sily (-4)	12	-1, 0
Regrade skirmishing horse	CAVALF	ΥY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmish	er	Unprotected	Bow	-	Cantaonan	7.0	Collidat Sily (-4)	All or none	-1, 0
Foot archers	INFANTI	RY	Average	Experienced		Combat Shy	40		0	6,9
1 OOL AICHEIS	Skirmish	er	Unprotected	Bow	-	Combat sily	40	-	18	<u> </u>
Elephants (from 561 to 590	ELEPHAN	ITS	Average	-		Shove	240		0	2,3,4
CE)	Tribal Loc	ose	Protected	-	-	SHOVE	<i>4</i> 0	-	4	4,0,4

GOKTURK



SUBJECT HEPHTHALITES	(гром 561 то 590	CE)							
Elephants	ELEPHANTS	Average	-		Shove	240		0	2,3,4
Elebilatio	Tribal Loose	Protected	-	- -	SHOVE	240	-	4	2,0, 4
Nobles and followers	CAVALRY	Superior	Experienced	Short Spear		117	Melee Expert (21)	0	4,6
1100162 alia lollowels	Formed Loose	Unprotected	Bow	Short Spear	-	117	Melee Expert (21)	6	4,0
Horse archers	CAVALRY	Average	Experienced	_		94	Melee Expert (15)	6	4,6
Tiorse archers	Formed Flexible	Unprotected	Bow	-		<i>7</i> 1	Wielee Expert (10)	18	-1 ,0
I Ingrada horga archere	CAVALRY	Average	Skilled			129			4,6
Upgrade horse archers	Formed Flexible	Unprotected	Bow	- -	-	149	-	Up to half	4,0
Skirmishing horse archers	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
	Skirmisher	Unprotected	Bow	- -	-	37	Combat Shy (-4)	6	4,0

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 contigent is taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Hephthalite contingent and elephants.

EARLY TIBETAN



560 TO 840 €E

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	()-3 Any Professional			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	ALS)-2 Any Instinctive (up to	1 Nepalese and 1.	Nomad allies)	Самр		Unfortified or Fortified	; Poor or Ave	erage
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	О РТІО NAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cataphract cavalry	CAVALRY	Average	-	Long Spear	Shove	156	Dismountable (7)	16	4,6
Catapinact cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	311076	150	Distributitable (7)	32	4,0
Upgrade best cataphract	CAVALRY	Superior	-	Long Spear	Shove	218	Dismountable (9)		4,6
cavalry	Formed Close	ArmHrs/F Armoured	-	Long open			Distribution (7)	Up to half	1,0
Abbasid cavalry (only from	CAVALRY	Average	-	Long Spear	_	125	Dismountable (5),	0	4,6
795 to 801 CE)	Drilled Loose	Protected	-	Long open		120	Combat Shy (-28)	6	1,0
Replace cataphracts with	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	4.6
dismounted troops	Formed Close	Fully Armoured	-	Long open	BHOVE	127	integral bilooters (o)	Any	1,0
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear	_	72	Fanatic (40)	0	6,8,9
	Formed Close	Protected	-	Short Spear		14	ranauc (40)	9	0,0,7
Upgrade garrison spearmen	INFANTRY	Average	-		Devastating	72		0	*See
to fanatic exorcist	Formed Loos	Unprotected	-	-	Chargers, Fanatic	14		1	note
Tibetan garrison archers	INFANTRY	Average	Experienced			58		0	6,8
Tibetaii gairison archeis	Formed Close	Unprotected	Bow	-	-	50	-	8	0,0
Abbasid infantry (only from	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6),	0	6,8
795 to 801 CE)	Drilled Close	Protected	-	- Short Spear	Siliciawali	02	Combat Shy (-22)	8	0,0
Nomadic light cavalry under	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
Tibetan command	Skirmisher	Unprotected	Bow	<u>-</u>	-	37	Combat Shy (-4)	6	4,0
Himalayan mountain	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
tribesmen	Skirmisher	Unprotected	Bow	_ <u>-</u>	Compatibility	40	-	9	0,5

EARLY TIBETAN



Nomadic cavalry (see note)											
Nomadic noble cavalry	CAVALRY	Average	Experienced	_		115	Melee Expert (23)	0	4,6		
Nomadic hoofe cavally	Formed Loose	Protected	Bow	_		110	Meice Expert (20)	12	4,0		
Nomadic iight cavalry	CAVALRY	Average	Experienced	_		57	Combat Shy (-4)	12	4,6		
	Skirmisher	Unprotected	Bow	- <u>-</u>	-	57		24	4,0		
Regrade nomadic light	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6		
cavalry	Skirmisher	Unprotected	Bow	-	Cantaonan	/ 3	Comoat Jily (-4)	Up to half	4,0		
Nepalese (from 640 to	703 CE)										
Nanalaga cayalay	CAVALRY	Average	Experienced			125	Melee Expert (23)	12	4,6		
Nepalese cavalry	Formed Flexible	Protected	Bow	-	-	120	ivielee Expert (25)	24	4,0		
Nepalese swordsmen	INFANTRY	Average	-	Short Spear	Integral objectors	63	Malaa Erro aut (16)	0	600		
	Tribal Loose	Protected	-	Short Spear	Integral shooters	03	Melee Expert (16)	9	6,8,9		

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

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



ARMY COMMANDER 1		Any Professional			DATES		581 CE to 623 CE			
Sub-Generals	0-3	Any Professional			TERRAIN		Standard, Plains, Mou	ntains		
Internal Allied Gener	RALS			САМР		Unfortified or Flexible; Poor or Average				
	ТүрЕ	<u> </u>					<u></u>			
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE	
Guard cavalry	CAVALRY	Superior	-	Long Spear	Shove	237		0	4,6	
Guard Cavarry	Drilled Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	207		6	4,0	
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	<u>-</u>	6	4,6	
	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	100		16	1,0	
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	_	-	94	Combat Shy (-18)	0	4,6	
	Formed Flexible	Unprotected	Bow			<i>,</i> ,	Contour bily (10)	16	1,0	
Upgrade tribal auxilary	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		4.6	
cavalry	Formed Flexible	Unprotected	Bow	_		127	Comoat Sily (10)	Up to half	1,0	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	-	130	_	0	4,6	
Iviounted crossoowinen	Formed Loose	Protected	Crossbow	Short Spear		150	-	6	4,0	
FUBING - TUG CONSISTIN	IG OF 1/2 SPEARME	N AND 1/2 ARCHERS								
D1.:	INFANTRY	Average	Experienced	Clarat Caraca		92	Diamanus 1-1- (10)	0	6,8	
Bubing spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	Dismountable (10)	16	0,8	
Bushe archers	INFANTRY	Average	Experienced			75	D:(10)	=		
busne archers	Formed Loose	Protected	Bow	-	-	73	Dismountable (10)	=		
C	INFANTRY	Poor	Experienced	Clarat Caraca		60		6*	6,8	
Conscript spearmen	Formed Flexible	Protected	Bow	Short Spear	-	62	-	28	0,8	
Composite and and	INFANTRY	Poor	Experienced			51		=		
Conscript archers	Formed Loose	Protected	Bow	-	-		-	=	_	

SUI CHINA

	ODTEN/
IV	OKIEN
Da	'GLORIAM

INFANTRY	Average	Skilled			100		0	6,8
ormed Loose	Protected	Crossbow	<u>-</u>	-	100	-	8	0,0
INFANTRY	Average	Experienced	Short Spaar		63	Combat Shy (22)	0	6,8,9
Tribal Loose	Protected	Javelin	Short Spear	-	03	Collidat Sily (-22)	18	0,0,9
INFANTRY	Average	Experienced			18	Combat Shy (14)	0	6,8
Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Collidat Sily (-14)	18	0,0
INFANTRY	Average	Experienced			52	Combat Shy (11)		6,8
Tribal Loose	Unprotected	Crossbow	-	-	JJ	Collidat Sily (-14)	Any	0,0
CAVALRY	Average	Experienced	-		57	Combat Shy (1)	0	4,6
Skirmisher	Unprotected	Bow		-	37	Collidat Sily (-4)	12	4,0
CAVALRY	Average	Experienced	_		57	Cantabrian (16),	0	4,6
Skirmisher	Unprotected	Bow		-	37	Combat Shy (-4)	6	4,0
CAVALRY	Superior	Experienced			70	Malaa Eassaut (11)	0	4.6
Skirmisher	Unprotected	Bow	-	-	70	Meiee Expert (11)	6	4,0
INFANTRY	Average	Experienced		Cambat Chry	40		0	6.9
Skirmisher	Unprotected	Bow	-	Combat sily	40	-	9	0,9
INFANTRY	Average	Experienced			40	Combat Chry (1)	0	6,9
Skirmisher	Unprotected	Crossbow	-	-	49	Combat Sny (-4)	9	0,9
ARTILLERY	Average	Experienced			116	D (16)	0	2,3
Skirmisher	Unprotected	Light Art	-	=	110	Barricades (16)	3	<i>∠,</i> 3
	ormed Loose INFANTRY Iribal Loose INFANTRY Iribal Loose INFANTRY Iribal Loose INFANTRY Iribal Loose CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY	ormed Loose Protected INFANTRY Average Iribal Loose Protected INFANTRY Average Iribal Loose Unprotected INFANTRY Average Inibal Loose Unprotected INFANTRY Average Iribal Loose Unprotected CAVALRY Average Skirmisher Unprotected CAVALRY Superior Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected ARTILLERY Average	Ormed Loose Protected Crossbow INFANTRY Average Experienced Iribal Loose Protected Javelin INFANTRY Average Experienced Infibal Loose Unprotected Bow INFANTRY Average Experienced Infibal Loose Unprotected Crossbow INFANTRY Average Experienced Infibal Loose Unprotected Crossbow INFANTRY Average Experienced Infibal Loose Unprotected Experienced Infibal Loose Unprotected Bow INFANTRY Average Experienced Infibal Loose Unprotected Bow Infibal Loose Experienced Infibal Loose Infibal Loose Experienced Infibal Loose Infibal	Ormed Loose Protected Crossbow INFANTRY Average Experienced Javelin INFANTRY Average Experienced Inibal Loose Unprotected Crossbow INFANTRY Average Experienced Inibal Loose Unprotected Experienced Inibal Loose Inprotected Experienced Inibal Loose Inprotected Experienced Infantry Inprotected Experienced Infantry Infantry Average Experienced Infantry Average Ex	INFANTRY Average Experienced INFANTRY Superior Experienced INFANTRY Average Experienced	ormed Loose Protected Crossbow INFANTRY Average Experienced Javelin Short Spear - 63 INFANTRY Average Experienced 48 INFANTRY Average Experienced 48 INFANTRY Average Experienced 53 INFANTRY Average Experienced 53 INFANTRY Average Experienced 57 Initial Loose Unprotected Crossbow 57 Initial Loose Unprotected Experienced 57 Initial Loose Unprotected Crossbow 57 Initial Loose Unprotected Experienced 57 Initial Loose Unprotected Bow - 57 Initial Loose Unprotected Bow 57 Initial Loose Unprotected Bow - 57 Initial Loose Unprotected Bow	Ormed Loose Protected Crossbow INFANTRY Average Experienced Javelin Short Spear - 63 Combat Shy (-22) INFANTRY Average Experienced Intibal Loose Unprotected Bow 48 Combat Shy (-14) INFANTRY Average Experienced 53 Combat Shy (-14) INFANTRY Average Experienced 53 Combat Shy (-14) INFANTRY Average Experienced 57 Combat Shy (-4) INFANTRY Average Experienced 57 Combat Shy (-4) CAVALRY Superior Experienced 70 Melee Expert (11) INFANTRY Average Experienced Bow Combat Shy INFANTRY Average Experienced Skirmisher Unprotected Bow 49 Combat Shy (-4) INFANTRY Average Experienced 49 Combat Shy (-4) RATILLERY Average Experienced 49 Combat Shy (-4) Barricades (16)	ormed Loose Protected Crossbow INFANTRY Average Experienced Javelin Short Spear - 63 Combat Shy (-22) 0 Iribal Loose Protected Javelin Short Spear - 63 Combat Shy (-22) 18 INFANTRY Average Experienced - 48 Combat Shy (-14) 0 Iribal Loose Unprotected Bow - 53 Combat Shy (-14) 18 INFANTRY Average Experienced - 53 Combat Shy (-14) Any CAVALRY Average Experienced Skirmisher Unprotected Bow - 57 Combat Shy (-4) 12 CAVALRY Average Experienced Skirmisher Unprotected Bow - 57 Combat Shy (-4) 6 CAVALRY Superior Experienced Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Bow - 70 Melee Expert (11) 6 INFANTRY Average Experienced Skirmisher Unprotected Skirmisher Unprote

ALLIES

T**ū**jué allies - Gokturk

Notes

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

CHANGES FROM LAST VERSION

^{*} Conscripts are only compulsory from 598 CE.



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



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	Any Professional			Самр		Poor or Ave	rage	
	ТүрЕ				_					
	TRAINING AND	QUALITY C	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	4,6	
vvei guaru cavarry	Drilled Loos	Protected	Bow	Charging Lancer	Ivicice Expert	447	Shoot & Charge (14)	6	4,0	
Wei guard horse archers	CAVALRY	Superior	Experienced		Melee Expert, Shoot	210		0	4	
(from 636 to 750 CE)	Drilled Close	ArmHrs/ Protected	Bow		& Charge	210		4	-	
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4,6	
	Formed Loos	e Protected	Bow	Charging Lancer	TVICICE EXPER	100		8	1,0	
T ū jué cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	Melee Expert (23)	6	4,6	
- Light cavally	Formed Loos	e Protected	Bow	Short Spear		120		30	4, 0	
Upgrade T ū jué cavalry as	CAVALRY	Superior	Experienced	Short Spear	_	161	Melee Expert (32)		4,6	
jian er	Formed Loos	e Protected	Bow			101	Tviciec Expert (02)	Up to half	1,0	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	_	130	_	0	4,6	
	Formed Loos	e Protected	Crossbow	Short Spear		100		6	1,0	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	_	0	6	
	Drilled Flexib	le Protected	Bow		ivielee Expert	100	-	6		
Guard archers	INFANTRY	Superior	Experienced	_	_	- 106	Melee Expert (22)	0	6	
Guard archers	Drilled Loos	Protected	Bow	-	-			6	U	



FUBING - TUG CONSISTING	of 1/2 spearmen	I AND 1/2 ARCHERS							
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear	_	92	Dismountable (10)	6*	6,8
	Formed Flexible	Protected	Bow	onor opear		74	Distilloundate (10)	30	0,0
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	6	6,8
units	Formed Flexible	Protected	Bow		Ividice Expert	100	Distributitable (10)	12	0,0
Bushe archers	INFANTRY	Average	Experienced	_	_	75	Dismountable (10)	=	
Dustic arcticis	Formed Loose	Protected	Bow	<u>-</u>	<u>-</u>	/ 0	Distributitable (10)	=	
Constant to the constant of	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
Crossbowmen	Formed Loose	Protected	Crossbow		-	00	Combat Sny (-22)	8	0,0
Nomadic light cavalry	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
Nomadic light cavally –	Skirmisher	Unprotected	Bow	-	-	37	Combat Shy (-4)	8	4,0
Mo-Ho light cavalry	CAVALRY	Superior	Experienced			70	Melee Expert (11)	0	4,6
Wio-Fio light cavally	Skirmisher	Unprotected	Bow	-	-	70	Meiee Expert (11)	6	4,0
Skirmiahina arahara	INFANTRY	Average	Experienced		Combat Shir	40		0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	· -	Combat Shy	40	-	18	- 0,9
Daltahaatara	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2,3
olt shooters	Skirmisher	Unprotected	Light Art	· -	-			3	<i>− ∠,</i> 5
A									

ALLIES

Silla Korean allies (from 660 to 668 CE)

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

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

Tibetan allies - Early Tibetan (only in 763 CE)



Notes

*From 630 CE, bubing spearmen are only complusory 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

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 Gene	RALS 0-3	Any Professional	Any Professional			Самр		Poor or Av	erage	
	ТүрЕ				ı					
	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	4,6	
vvci guard cavarry	Drilled Loose	Protected	Bow	Charging Lancer	Wielee Expert	227	Shoot & Charge (14)	6	7,0	
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4,6	
vv aqı cavany	Formed Loose	Protected	Bow	Charging Lancer	Wielee Expert	100	Shoot & Charge (10)	8	7,0	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	<u>-</u>	130	_	0	4,6	
TVIOUTICE CTOSSOOWITICIT	Formed Loose	Protected	Crossbow	Short Spear		100		6	1,0	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	_	0	6,8	
	Drilled Flexible	Protected	Bow		Tvicice Expert	100		12		
Guard archers	INFANTRY	Superior	Experienced	_	_	106	Melee Expert (22)	0	6,8	
duard archers	Drilled Loose	Protected	Bow			100	Tvielee Expert (22)	12	0,0	
FUBING - TUG CONSISTIN	IG OF 1/2 SPEARME	EN AND 1/2 ARCHERS	6							
Duling	INFANTRY	Average	Experienced	Clarat Carana		00	Dismountable (10)	6	6,8	
Bubing spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92		30	0,8	
Bushe archers	INFANTRY	Average	Experienced			75	Dismountable (10)	=		
Dusile archers	Formed Loose	Protected	Bow	-	-	/3	Dismountable (10)	=		
Crossbowmen	INFANTRY	Average	Experienced			00	Combat Shy (-22)	0	6,8	
Crossoowmen	Formed Loose	Protected	Crossbow	-	-	80	Compat Sny (-22)	8	0,8	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9	
Skiiiiisiiiig alciieis	Skirmisher	Unprotected	Bow	_ <u>-</u>	Combat Sily	40	-	18	U,7	
Bolt shooters	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2,3	
DOLUSTIOOTEIS	Skirmisher	Unprotected	Light Art	_ <u>-</u>	-	116		3	4,0	

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.



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



ARMY COMMANDER	1	Any Professional			DATES		623 CE to 763 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains, Ju	ıngle	
Internal Allied Genera	LS 0-3	Any Professional			Самр		Unfortified or Flexible; l	Poor or Av	erage
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Wei guard cavalry	CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	4
Wei guard cavarry	Drilled Loose	Protected	Bow	Charging Lancer	Melee Expert	447	SHOOL & Charge (14)	4	4
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow		Melee Expert	100	Shoot & Charge (10)	8	4,0
T ū jué cavalry	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Bow			120	iviciec Expert (20)	8	4,0
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear		130		0	4,6
	Formed Loose	Protected	Crossbow			100		6	4,0
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153		0	6
	Drilled Flexible	Protected	Bow	Short Spear		100	-	6	0
Guard archers	INFANTRY	Superior	Experienced			106	Melee Expert (22)	0	6
Guard arcticis	Drilled Loose	Protected	Bow	_	_	100		6	0
FUBING - TUG CONSISTING	of 1/2 spearme	N AND $1/2$ ARCHERS							
Rubing an earm on	INFANTRY	Average	Experienced	Short Spear		92	Dismountable (10)	6	6,8
Bubing spearmen	Formed Flexible	Protected	Bow	Short Spear	-	94	Dismountable (10)	30	0,0
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	0	6,8
units	Formed Flexible	Protected	Bow	SHOIL SPEAL	ivieiee Expeit	100	Distilloulitable (10)	12	
Bushe archers	INFANTRY	Average	Experienced			75	Diemountable (10)	=	
Dustic dictions	Formed Loose	Protected	Bow	_ <u>-</u>	-	/3	Dismountable (10)	=	



Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
Clossoowillell	Formed Loose	Protected	Crossbow	- -	-	00	Combat 511y (-22)	8	0,0
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin			00		27	0,0,9
C1 · · 1 · 1	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow		Combat Sily	40		27	0,9
Bolt shooters	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2.2
	Skirmisher	Unprotected	Light Art	-	-	116		3	2,3

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

BALHAE KOREAN



698 TO 926 €E

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-Yöng 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, Mo	untains	
Internal Allied Genera	ALS	0-1	Any Professional (Koi	rean) or Any Instinc	tive (Nomadic)	Самр		Unfortified; Poor or Av	verage	
	ТүрЕ									
	TRAINING A	ND O	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	M in	
Name	FORMATIO	4	Ркотестіон	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Manchurian cavalry	CAVALRY	(Superior	Experienced	Short Spear	_	161	_	4	4,6
	Formed Loc	se	Protected	Bow	Short Spear		101		16	4,0
Upgrade Manchurian cavalry	CAVALRY	7	Superior	Experienced	Short Spear	Melee Expert	194			4,6
to nobles	Formed Loc	se	Protected	Bow	Short Spear	Ivielee Expert	174	-	Up to half	4,0
Nomadic cavalry	CAVALRY	7	Average	Experienced	Short Spear		135	Melee Expert (23)	6	4,6
Inomadic cavalry	Formed Flex	ible	Protected	Bow	Short Spear		100	iviciee Expert (20)	16	4,0
Korean regular cavalry	CAVALRY	7	Average	-	Short Spear		90	Combat Shy (-28)	0	4,6
Kolean legular cavally	Formed Loc	se	Protected	-		-	90	Collidat Sily (-20)	12	4,0
Korean noble cavaly co	onsisting 1/2	2 No	BLES AND $1/2$ RETAI	NERS						
Korean nobles	CAVALRY	7	Average	-	Chansina I an ass	Malaa Eyraart	100		0	4,6
Korean nobles	Formed Loc	se	Protected	-	Charging Lancer	Melee Expert	128	-	6	4,0
Datainana	CAVALRY	7	Average	-		Malaa E	67		=	
Retainers	Formed Loc	se	Unprotected	-	-	Melee Expert	67	-	=	-
Dunasia sia1 an anguna	INFANTR'	Y	Average	-	Short Spear		77		0	6,8,9
Provincial spearmen	Formed Flex	ible	Protected	-	Short Spear	-	//	-	18	0,8,9
Provincial archers	INFANTR'	Y	Average	Experienced			5.4	Combat Chry (14)	0	
i iovinciai archeis	Formed Loc	se	Unprotected	Bow	-	-	54	Combat Shy (-14)	24	-
Regrade archers as	INFANTR'	Y	Average	Experienced			59	Combat Shy (-14)		
crossbowmen	Formed Loc	se	Unprotected	Crossbow	_	-	JY	Combat Sily (-14)	Any	-

BALHAE KOREAN



Levy spearmen	INFANTRY	Poor	-	Short Spear	_	41	_	8	6,8,9
Levy spearmen	Tribal Flexible	Protected	-	Short Spear		1,1		30	0,0,5
Levy archers	INFANTRY	Poor	Experienced	_	_	35	Combat Shy (-9)	8	_
Levy archers	Tribal Loose	Unprotected	Bow	_		00	Comoat Sily (-7)	40	
REPLACE SPEARMEN ANI	ARCHERS WITH CO	MBINED UG OF 1/2	SPEARMEN AND 1	/2 ARCHERS					
Provincial spearmen	INFANTRY	Average	Experienced	Short Spear		92		0	6,8
1 TOVITICIAI SPEATITICII	Formed Flexible	Protected	Bow	Short Spear		72		24	0,0
Provincial archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	=	
1 TOVITICIAI ATCITCIS	Formed Loose	Unprotected	Bow	_		04	Combat Sily (-14)	=	
REPLACE COMBINED UG	OF ARCHERS WITH 1	l/2 spearmen and	1/2 CROSSBOWM	EN					
Provincial encormon	INFANTRY	Average	Experienced	Short Spear		97			6,8
Provincial spearmen	Formed Flexible	Protected	Crossbow	Short Spear	-	97	-	Any	0,0
Regraded archers as	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)		
crossbowmen	Formed Loose	Unprotected	Crossbow	_	_	07	Combat Sily (-14)		
REPLACE LEVY SPEARME	N AND ARCHERS WIT	TH COMBINED UG O	F 1/2 SPEARMEN	AND $1/2$ ARCHERS					
Lovavanopeno	INFANTRY	Poor	Experienced	Chart Craar		56		8	6,8
Levy spearmen	Tribal Flexible	Protected	Bow	Short Spear	-	30	-	40	0,0
Levy archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	=	
Levy archers	Tribal Loose	Unprotected	Bow	- -		30	Compatibility (-7)	=	
Coout opening	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
Scout cavalry	Skirmisher	Unprotected	Bow	<u>-</u>	-	37	Combat Shy (-4)	6	4,0
Foot Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
1.00t VICHEIS	Skirmisher	Unprotected	Bow	- -	Collidat Sily	40	-	18	0,5
ATTTEC									

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

TURGESH



699 TO 965 €E

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

TÜRGESH



ARMY COMMANDER		1	Any Instinctive			DATES		699 CE to 965 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERA	ALS	0-2	Any Instinctive			САМР		Mobile; Poor or Avera	ge	
	ТүрЕ					•				
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	MAX	UG SIZE
Nobles	CAVALR' Formed Lo		Superior Unprotected	Experienced Bow	Short Spear	Melee Expert	138	-	8 16	4,6
Upgrade richest nobles	CAVALR' Formed Lo		Superior Protected	Experienced Bow	Short Spear	Melee Expert	194	-	Up to half	4,6
Horse archers	CAVALR' Formed Flex		Average Unprotected	Experienced Bow	-	-	94	Melee Expert (15)	24 72	4,6
Upgrade horse archers	CAVALR' Formed Flex		Average Unprotected	Skilled Bow	-	-	129	Melee Expert (15)	Up to half	4,6
Archers	INFANTR Tribal Loo		Average Unprotected	Experienced Bow	-	-	48	Dismountable (6)	0	6,8
Levy	INFANTR Tribal Loo		Poor Unprotected	-	Short Spear	-	23	Combat Shy (-9)	0 10	8,9,10
Skirmishing horse archers	CAVALR' Skirmishe		Average Unprotected	Experienced Bow	-	-	57	Combat Shy (-4)	0 12	4,6
Upgrade skirmishing horse archers	CAVALR' Skirmishe		Average Unprotected	Experienced Bow	-	Cantabrian	73	Combat Shy (-4)	All or none	4,6

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

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



ARMY COMMANDER		1	Any Instinctive			DATES		744 CE to 860 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains		
INTERNAL ALLIED GENER	ALS	0-3	Any Instinctive			Самр		Mobile; Poor or Avera	ge	
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles	CAVALR	Y	Superior	Experienced	Short Spear	_	117	Melee Expert (21)	8	4,6
1400103	Formed Lo	ose	Unprotected	Bow	Bilore Bpear		11/	Tviciec Expert (21)	16	1,0
Upgrade richest nobles	CAVALR	Y	Superior	Experienced	Short Spear	Melee Expert	194	_		4,6
opgrade Heliest Hooles	Formed Lo	ose	Protected	Bow	Short Spear	Tvicice Expert	171		Up to half	1,0
Horse archers	CAVALR	Y	Average	Experienced	<u>.</u>	_	94	Melee Expert (15)	24	4,6
11013c archers	Formed Flex	xible	Unprotected	Bow			74	Wielee Expert (10)	60	٦,0
Upgrade horse archers	CAVALR	Y	Average	Skilled			129			4,6
Opgrade noise archers	Formed Flex	xible	Unprotected	Bow	-	-	147	-	up to half	4,0
Levy	INFANTE	RY	Poor	-	Short Spear	_	23	Combat Shy (-9)	0	8,9,10
Levy	Tribal Loc	ose	Unprotected	-	Short Spear		20	Collidat Sily (-7)	20	0,7,10
Militia archers	INFANTE	RY	Average	Experienced	<u>.</u>	_	48	Combat Shy (-14)	0	6,8
TVIII da arcticis	Tribal Loc	ose	Unprotected	Bow			40	Collibat Sily (-14)	16	0,0
Skirmishing horse archers	CAVALR	Y	Average	Experienced	<u>.</u>	_	57	Combat Shy (-4)	0	4,6
January Horse archers	Skirmish	er	Unprotected	Bow	_	_	07	Collidat Sily (-4)	12	٦,0
Upgrade skirmishing horse	CAVALR	Y	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmish	er	Unprotected	Bow	-	Calitatiiali	70	Combat Sily (-4)	All or none	4,0
Skirmishing archers	INFANTI	RY	Average	Experienced	_	Combat Shy	40		0	6,9
DMITHSHING archers	Skirmish	er	Unprotected	Bow		Compatibily	70	<u>-</u>	18	0,7

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 €E

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



ARMY COMMANDER		1	Any Professional			DATES		764 CE to 884 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Plains, Mou	ntains	
Internal Allied Genera	ALS	0-3	Any Professional			Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING AN	ID .	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)	6	4,6
	Drilled Loo		Protected	Bow					24	, -
Upgrade cavalry to guard	CAVALRY		Superior	Experienced	Short Spear	_	175	Melee Expert (32)	0	4,6
cavalry	Drilled Loo		Protected	Bow	Bifort Spear		17.0	Tricles Expert (02)	Up to half	1,0
Regional cavalry	CAVALRY		Average	Experienced	Short Spear	_	125	_	0	4,6
regional cuvany	Formed Loo	se	Protected	Bow	Bilore opear		120		8	1,0
Vanguard swordsmen	INFANTRY	Y	Average	-	Short Spear	Melee Expert	98		0	6,8
valiguatu swordsilieli	Drilled Flexi	ble	Protected	-	Short Spear	Meice Expert	70	-	16	0,0
INFANTRY - TUG CONSIST	ING OF 1/2 SF	EAR	MEN AND $1/2$ ARCH	ERS						
Charman	INFANTR:	Y	Average	Experienced	Short Spear		97		6	6,8
Spearmen	Drilled Flexi	ble	Protected	Bow	Short spear	-	97	-	24	0,0
Upgrade spearmen in veteran	INFANTR'	Y	Average	Experienced	Short Spear	Melee Expert	113		0	6,8
units	Drilled Flexi	ble	Protected	Bow	Short spear	Meiee Expert	113	-	12	0,0
Archers	INFANTR'	Y	Average	Experienced			80		=	
Archers	Drilled Loo	se	Protected	Bow	-	-		-	=	
GARRISON INFANTRY - TU	G consisting	G О F	1/2 SPEARMEN AND	D 1/2 ARCHERS						
Comisson an openson	INFANTR'	Y	Average	Experienced	Chart Crass		92		0	6,8
Garrison spearmen	Formed Flexi	ble	Protected	Bow	Short Spear	-	92	-	18	0,8
Garrison archers	INFANTR'	Y	Average	Experienced			75		=	
Gairisoil alcileis	Formed Loo	se	Protected	Bow	_ <u>-</u>	-	/ U	-	=	

LATE TANG CHINA - NORTHERN



								7	
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
Clossoowillell	Formed Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	8	0,0
Militia spearmen	INFANTRY	Poor	-	Short Spear		47		0	6,8
Minua spearmen	Formed Flexible	Protected	-	Short spear	-	4/	-	12	0,0
Militia archers	INFANTRY	Poor	Experienced	_		39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow	- -	-	39	Combat Sily (-9)	12	0,0
Skirmishing horse archers	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow	- -	-	J/	Combat Sily (-4)	12	4,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4.6
archers	Skirmisher	Unprotected	Bow	- -	CalitaOliali	7.0	Comoat Sily (-4)	All or none	-1 ,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
	Skirmisher	Unprotected	Bow		Collidat Sily	40		9	0,7
Skirmishing crossbowmen	INFANTRY	Average	Experienced			49	Combat Shy (-4)	0	6.9
	Skirmisher	Unprotected	Crossbow	- -		47	Comoat Sily (-4)	9	0,7
Bolt shooters	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2,3
Doit silootels	Skirmisher	Unprotected	Light Art	<u>-</u>	-	110	Darricades (10)	3	<i></i>

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

LATE TANG CHINA - CENTRAL



764 TO 884 €E

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



ARMY COMMANDER	1	Any Professional			DATES		764 CE to 884 CE		
SUB-GENERALS	0-2	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	1-3	Any Professional			Самр		Unfortified or Flexible;	Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	Experienced	Short Spear		135	Melee Expert (23)	4	4,6
Cavany	Drilled Loose	Protected	Bow	Short Spear	_	100	Meice Expert (20)	16	4,0
Upgrade cavalry to guard	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	4,6
cavalry	Drilled Loose	Protected	Bow	Short Spear	_	170	Wielee Expert (02)	6	4,0
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98	_	0	6,8
vanguaru sworusmen	Drilled Flexible	Protected	-	Short Spear	Wielee Expert	70	_	16	0,0
INFANTRY - TUG CONSIST	ING OF 1/2 SPEAR	MEN AND $1/2$ ARCH	ERS						
C to a p trop a to	INFANTRY	Average	Experienced	Chart Crans		97		0	6,8
Spearmen	Drilled Flexible	Protected	Bow	Short Spear	-	97	-	9	0,0
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113		0	6,8
units	Drilled Flexible	Protected	Bow	31101t Spear	Meiee Expert	110	-	6	0,0
Archers	INFANTRY	Average	Experienced			80		=	
Auchers	Drilled Loose	Protected	Bow		_			=	
GARRISON INFANTRY - TU	G consisting of	1/2 SPEARMEN AND	D 1/2 ARCHERS						
Corrigon and correct	INFANTRY	Average	Experienced	Chart Crass		92		12	6,8
Garrison spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	-	30	0,0
Garrison archers	INFANTRY	Average	Experienced			75		=	
Garrison archers	Formed Loose	Protected	Bow	-	-	7.0	-	=	
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
CLOSSOOMILIGH	Formed Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	8	— U,ŏ
Militia anarman	INFANTRY	Poor	-	Chart Space		47		0	6,8
Militia spearmen	Formed Flexible	Protected	-	Short Spear	-	4/	-	24	— U,ŏ

LATE TANG CHINA - CENTRAL



							7	
Militia archers	INFANTRY	Poor	Experienced		39	Combat Shy (-9)	0	6,8
	Formed Loose	Unprotected	Bow		37	Collidat Sily (-7)	12	
Skirmishing horse archers	CAVALRY	Average	Experienced		57	Combat Shy (-4)	0	4,6
Skillinstillig Horse archers	Skirmisher	Unprotected	Bow		37	Combat Sily (-4)	12	4,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced	- Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmisher	Unprotected	Bow	- Cantaonan	73	Combat Sily (-4)	All or none	4,0
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	40		0	6,9
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	- Combat Sny	40	-	9	0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		49	Combat Shy (-4)	0	6,9
Skillinshing crossoowinen	Skirmisher	Unprotected	Crossbow	-	49	Combat Sily (-4)	9	0,9
Daltabaatara	ARTILLERY	Average	Experienced		116	Parriandas (16)	0	2.2
Bolt shooters	Skirmisher	Unprotected	Light Art		116	Barricades (16)	3	2,3

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

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



ARMY COMMANDER	1	Any Professional			DATES		764 CE to 884 CE		
SUB-GENERALS	0-2	Any Professional			TERRAIN		Standard, Mountains, J	ungle	
Internal Allied Gener	(ALS 0-3	Any Professional			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	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)	0	4,6
Cavany	Formed Loose	Protected	Bow	Short Spear		120	ividice Expert (20)	12	-1, 0
Upgrade cavalry to guard	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	4
cavalry	Formed Loose	Protected	Bow	Short Spear		101	Wielee Expert (02)	4	
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98		0	6,8
valigualu sworusilleli	Drilled Flexible	Protected	-	31101t Spear	Melee Expert	90	-	16	0,0
INFANTRY - TUG CONSIST	TING OF 1/2 SPEA	RMEN AND $1/2$ ARCH	ERS						
Spearmen	INFANTRY	Average	Experienced	Short Spear		97		0	6,8
Spearmen	Drilled Flexible	Protected	Bow	Short Spear	-	97	-	9	0,0
Archers	INFANTRY	Average	Experienced			80		=	
Auctiers	Drilled Loose	Protected	Bow	-	-	00	-	=	
GARRISON INFANTRY - T	uG consisting o	F 1/2 SPEARMEN ANI	0 1/2 ARCHERS						
Comingration	INFANTRY	Average	Experienced	Short Spear		92		12	6,8
Garrison spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	-	30	0,8
Garrison archers	INFANTRY	Average	Experienced			75		=	
Gamson archers	Formed Loose	Protected	Bow	-	-	/3	-	=	
C 1	INFANTRY	Average	Experienced			00	C 1 (1 (20)	0	6.0
Crossbowmen	Formed Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	8	6,8
Militia an anna an	INFANTRY	Poor	-	Chart Crass		47		0	6,8
Militia spearmen	Formed Flexible	Protected	-	Short Spear	-	4/	-	36	0,8
Militia archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	6,8
iviiiiua aiciieis	Formed Loose	Unprotected	Bow		-	37	Collidat Sily (-9)	12	- 0,8

LATE TANG CHINA - SOUTHERN



Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	_	63	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin	Short Spear		00	Collidat Sily (-22)	27	0,0,7
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	57	Combat Shy (-4)	0	4,6
Skillinstillig florse archers	Skirmisher	Unprotected	Bow	-	-	37	Combat sily (-4)	12	4,0
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6
archers	Skirmisher	Unprotected	Bow	<u>-</u>	Calitatifali	73	Collidat Sily (-4)	All or none	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	9	0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced			49	Combat Shy (-4)	0	6,9
Skillinstillig crossbowitten	Skirmisher	Unprotected	Crossbow	-	-	49	Compatibility (-4)	9	0,9
Bolt shooters	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2,3
DOIL SHOOLEIS	Skirmisher	Unprotected	Light Art	-	-	116	Darricades (10)	3	∠,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

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	08 CE to 907 CE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Standard, Plains			
INTERNAL ALLIED GENER	ALS 0-1	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Avera	age	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	M in		
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Shatuo noble armoured	CAVALRY	Superior	Experienced	Short Spear	_	161	Melee Expert (32)	0	4,6	
cavalry	Formed Loose	Protected	Bow	Short Spear	_	101	Tviciec Expert (02)	6	-1, 0	
Shatuo armoured cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	Melee Expert (23)	6	4,6	
	Formed Loose	Protected	Bow	Short Spear		120	Tviciee Expert (20)	18	4,0	
Shatuo unarmoured horse	CAVALRY	Average	Experienced	_	_	94	Melee Expert (15)	6	4,6	
archers	Formed Flexible	Unprotected	Bow	_	_	7 +	Tviciee Expert (10)	24	-1, 0	
Upgrade horse archers	CAVALRY	Average	Skilled	_	_	129	_		4,6	
opgrade noise areners	Formed Flexible	Unprotected	Bow	_	_	127	_	Up to half	7,0	
Tribal cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	4,6	
	Formed Flexible	Unprotected	Bow			<i>7</i> 1	Comoat Sily (10)	12	1,0	
Subject tribal foot	INFANTRY	Average	Experienced	_	_	39	_	0	6,8,9	
	Tribal Loose	Unprotected	Javelin	_	_	07	_	18	0,0,2	
Upgrade subject tribal foot	INFANTRY	Average	Experienced	_	Melee Expert	49	_		6,8,9	
	Tribal Loose	Unprotected	Javelin		Wielee Expert	12		Up to half	0,0,5	
Subject tribal archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow	_	_	70	Comoat Sily (-14)	16	0,0	
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	57	Combat Shy (-4)	0	4,6	
	Skirmisher	Unprotected	Bow			07	Comoat Siry (1)	12	1,0	
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	73	Combat Shy (-4)		4,6	
archers	Skirmisher	Unprotected	Bow		Canaonan	, 0		All or none	1,0	
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9	
	Skirmisher	Unprotected	Bow	_	Compacing	70	_	18	0,7	

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

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



ARMY COMMANDER	1	Any Instinctive	DATES	840 CE to 1100 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Plains
Internal Allied Generals	0-3	Any Instinctive	Самр	Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M andatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Khan's guard	CAVALRY	Superior	Skilled	Short Spear	Melee Expert	243		0	4,6
Kilali s gualu	Drilled Loose	Protected	Bow	Short spear	Meice Expert	240	-	6	4,0
Tribal nobles and Nokor	CAVALRY	Superior	Experienced	Short Spear		117	Melee Expert (21)	6	4,6
retainers	Formed Loose	Unprotected	Bow	- Short Spear	-	11/	Meiee Expert (21)	18	4,0
Tribesmen	CAVALRY	Average	Skilled	_		129		12	4,6
THOESIHEH	Formed Flexible	Unprotected	Bow	- -	-	129	-	48	4,0
Chirmaigh in a tuil agus an	CAVALRY	Average	Skilled			90		6	1.6
Skirmishing tribesmen	Skirmisher	Unprotected	Bow	-	-	90	-	48	4,6

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TIBETAN



841 **TO 1065 €E**

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		r Average	
INTERNAL ALLIED GENERA	1.5 0-3	Any Professional (Tibe	etan) or Instinctive	(1 Nomad ally)	Самр		Unfortified or Fortified	; Poor or Ave		
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	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)	12	4,6	
	Tribal Close	ArmHrs/F Armoured	-	Long Spear	511076	172	Disinountable (7)	32	7,0	
Upgrade best cataphract	CAVALRY	Superior	-	Long Spear	Shove	199	Dismountable (9)		4,6	
cavalry	Tribal Close	ArmHrs/F Armoured	-	zong opear			Distribution (7)	Up to half	1,0	
Replace cataphracts with	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	4,6	
dismounted troops	Formed Close	Fully Armoured	-	zong opear			miceSiai eniociero (o)	Any	1,0	
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear	-	72	Fanatic (40)	0	6,8,9	
	Formed Close	Protected	-			, 2		9		
Upgrade garrison spearmen	INFANTRY	Average	-	_	Devastating	72	_	0	*See	
to fanatic exorcist	Formed Loose	Unprotected	-		Chargers, Fanatic	7 2		1	note	
Tibetan garrison archers	INFANTRY	Average	Experienced	_	<u>-</u>	58	_	0	6,8	
	Formed Close	Unprotected	Bow				_	8	0,0	
Nomadic light cavalry under	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6	
Tibetan command	Skirmisher	Unprotected	Bow		_	07	Combat Shy (-4)	6	4,0	
Himalayan mountain	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9	
tribesmen	Skirmisher	Unprotected	Bow	_	Collibat Sily	70		9	O, >	
Nomadic cavalry (see no	9 те)									
Nomadic noble cavalry	CAVALRY	Average	Experienced			115	Melee Expert (23)	0	4,6	
Nomadic noble cavally	Formed Loose	Protected	Bow	-	-	113	Meiee Expert (25)	12	4,0	
Nomadic light cavalry	CAVALRY	Average	Experienced			57	Cantabrian (16),	12	4,6	
inomadic fight cavally	Skirmisher	Unprotected	Bow	_	-		Combat Shy (-4)	24	4,0	
Regrade nomadic light	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)		4,6	
cavalry	Skirmisher	Unprotected	Bow	<u> </u>	CalitaUliali	/3	(-4)	Up to half	4,0	

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



UYGHUR SUCCESSOR STATES

860 TO 1330 €E

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 GENER	ALS				Самр		Unfortified or Mobile;	Poor or Aver	age	
	ТүүЕ									
	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	
F	Formed Loose	Unprotected	Bow	Short Spear	_	11/	Wielee Expert (21)	16	-1, 0	
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	_	161	Melee Expert (32)		4,6	
——————————————————————————————————————	Formed Loose	Protected	Bow	Short spear	-	101	Wielee Expert (52)	Up to half	-1, 0	
Horse archers	CAVALRY	Average	Experienced	-	_	94	Melee Expert (15)	12	4,6	
Fe	Formed Flexible	Unprotected	Bow			<i>,</i> ,		48	4, 0	
Upgrade horse archers	CAVALRY	Average	Skilled		_	129			4,6	
	Formed Flexible	Unprotected	Bow			127		Up to half	-1, 0	
FOOT CONSISTING 2/3 SPI	EARMEN AND 1/3	ARCHERS								
C	INFANTRY	Average	-	Clarat Carana	Shieldwall	67		12	6,9	
Spearmen	Tribal Close	Protected	-	Short Spear		07	-	36	0,9	
Archers	INFANTRY	Average	Experienced			48		6		
Archers	Tribal Loose	Unprotected	Bow	-	-	48	-	18		
T.	INFANTRY	Poor	-	C1 . C		00	G 1 (1 (0)	0	0.040	
Levy	Tribal Loose	Unprotected	-	Short Spear	-	23	Combat Shy (-9)	10	8,9,10	
C1.:	CAVALRY	Average	Experienced			F7	C 1 C1 (4)	0	1.6	
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-	57	Combat Shy (-4)	12	4,6	
Regrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (1)		4,6	
archers	Skirmisher	Unprotected	Bow	-	Cantaonan	/3	Combat Shy (-4)	Up to half	4,0	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9	
Skillinstilling archers	Skirmisher	Unprotected	Bow	-	Combat sny	40	-	18	0,9	

UYGHUR SUCCESSOR STATES



ALLIES

Tibetan allies (from 1014 to 1028 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



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



		Any Professional			Dates Terrain		885 CE to 975 CE Standard, Mountains, Jungle			
		Any Professional								
INTERNAL ALLIED GENERA	\LS	0-3	Any Professional (Ch	inese) or Instinctive	(1 Southern Tribal)	Самр		Unfortified or Fortified	; Poor or A	verage
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
War elephants (only Southern Han from 907 to	ELEPHAN	TS	Superior	-		Shove	336	_	0	2,3
971)	Tribal Loo	se	Protected	-		DHOVE	000		4	2,0
Cavalry	CAVALR' Formed Lo		Average Protected	Experienced Bow	Short Spear	-	125	Melee Expert (23)	4 12	4,6
Upgrade cavalry as veterans	CAVALR' Formed Lo		Superior Protected	Experienced Bow	Short Spear	-	161	Melee Expert (32)	0 4	4
INFANTRY - TUG CONSIST	ING OF 1/2 S	PEAR	MEN AND 1/2 ARCHI	ERS						
Spearmen	INFANTR		Average	Experienced	Short Spear	-	92	-	8	6,8
	Formed Flex INFANTR		Protected	Bow					24	
Archers	Formed Loc		Average Protected	Experienced Bow		-	75	-	=	
Upgrade spearmen as veterans	INFANTR Drilled Flex		Average Protected	Experienced Bow	Short Spear	-	97	-	Any	6,8
Upgrade archers as veterans	INFANTR Drilled Loc	Υ	Average	Experienced	_	-	80	-	=	
Militia infantry - TuG			Protected 2 SPEARMEN AND 1	Bow					=	
	INFANTR		Poor	- Michielle	Short Spear	-	47	-	0	(0)
Militia spearmen	Formed Flex		Protected	-					24	6,8
Militia archers	INFANTR		Poor	Experienced	_	-	39	Combat Shy (-9)	=	
	Formed Lo	ose	Unprotected	Bow					=	

M		R '4		/
ET	GI	OR	TAI	W

			•	•				Lange State	200
Guard 2 handed swordsmen	INFANTRY	Superior	-					0	
(only Southern Tang from 937 to 975)	Formed Flexible	Protected	-	2-H Cut-Crush	-	143	-	6	4,6
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	_	0	6,8
vanguaru swordsmen	Formed Flexible	Protected	-	Short Spear	Iviciee Expert	70	_	16	0,0
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
Clossoowillen	Formed Loose	Protected	Crossbow			00	Comoat Dify (22)	12	0,0
Raw militia spearmen	INFANTRY	Poor	-	Short Spear	_	38	_	0	6,8
	Tribal Close	Protected	-	Short Spear		50		24	0,0
Raw militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	6,8
Naw Illiliua arcifers	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)	24	0,0
Horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4.6
rioise archers	Skirmisher	Unprotected	Bow			07		6	4.0
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40		0	6,9
Skimishing archers	Skirmisher	Unprotected	Bow		Collidat Sily	40	-	12	0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	-	49	Combat Shy (-4)	0	6,9
Skiiilisiiliig ciossoowilleli	Skirmisher	Unprotected	Crossbow			47	Compatibility (-4)	12	0,9
Bolt shooters	ARTILLERY	Average	Experienced		-	116	Barricades (16)	0	2,3
Bolt shooters	Skirmisher	Unprotected	Light Art	-		110	Darricades (10)	3	2,0
SOUTHERN TRIBAL CONTIN	IGENT								
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	6,8,9
Southern thoat auxiliaries	Tribal Loose	Protected	Javelin	Short Spear	-	03	Compatibility (-22)	18	0,0,9
Doggo do tribal vyarniana	INFANTRY	Average	-		Daynatatina Characra	60			6,8,9
Regrade tribal warriors	Tribal Loose	Protected	-	-	Devastating Chargers	60	-	Any	0,0,9
Southern tribal archers	INFANTRY	Average	Experienced		<u> </u>	48	Combat Shy (-14)	0	6,8
Southern filed archers	Tribal Loose	Unprotected	Bow	- -	-	40	Combat Sily (-14)	8	0,0
Replace southern tribal	INFANTRY	Average	Experienced			53	Combat Shy (-14)		6,8
archers with crossbowmen	Tribal Loose	Unprotected	Crossbow			00	Control only (-14)	All or none	0,0

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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

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 Unfortified or Fortified; Poor or A		
Internal Allied Genera	LS	0-3	Any Professional			Самр				verage
	ТүрЕ									
	TRAINING AN	ND O	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY Formed Loc		Average Protected	Experienced Bow	Short Spear	-	125	Melee Expert (23)	6 24	4,6
	CAVALRY								24	
Upgrade cavalry as veterans	Formed Loc		Superior Protected	Experienced Bow	Short Spear	-	161	Melee Expert (32)	Up to half	4,6
A 4:10.0 1	CAVALRY	7	Average	Experienced	Short Spear	-	125	-	0	
Militia cavalry	Formed Loc	se	Protected	Bow					8	4,6
Infantry - TuG consisti	NG OF 1/2 S	PEAR	MEN AND 1/2 ARCH	ERS						
Spearmen	INFANTR'		Average	Experienced	Short Spear	-	92	16	3	6,8
	Formed Flex		Protected	Bow	Bilore Spear		, 2		٥,٥	
Archers	INFANTR'		Average	Experienced	_	_	75	_	=	
r deficis	Formed Loc		Protected	Bow			, 0		=	
Upgrade spearmen in veteran	INFANTR'	Y	Average	Experienced	Short Spear	Melee Expert	113	_		6,8
units	Drilled Flexi	ble	Protected	Bow	Short Spear	Ivielee Expert	110	_	Up to half	0,0
Upgrade archers as veterans	INFANTR'		Average	Experienced	_		80	-	=	
Opgrade areners as veterans	Drilled Loo	se	Protected	Bow		_	00		=	
Militia infantry - TuG	CONSISTING (э ғ 1 /	$^{\prime}2$ SPEARMEN AND 1	/2 ARCHERS						
Militia spearmen	INFANTR'	Y	Poor	+	Short Spear		47	-	0	6,8
Trimua spearmen	Formed Flex		Protected	-					24	
Militia archers	INFANTR'	Y	Poor	Experienced			39	Combat Shy (-9)	=	
ivinitia di Cilcio	Formed Loc	se	Unprotected	Bow		-		Collidat Sily (-9)	=	

FIVE DYNASTIES CHINA



INFANTRY	Poor	-	Short Spear		38		0	6,8	
Tribal Close	Protected	-	Short spear	-	30	-	16	0,0	
INFANTRY	Poor	Experienced			35	Combat Shy (0)	0	6,8	
Tribal Loose	Unprotected	Bow	-	-	30	Compatibility (-9)	12	0,0	
INFANTRY	Average	-	Short Spear	Malaa Expart	03		6	6,8	
Formed Flexible	Protected	-	Short spear	Meiee Expert	93	-	16	0,0	
INFANTRY	Average	Experienced	-		90	Combat Shy (-22)	0	6,8	
Formed Loose	Protected	Crossbow		-	00		12	0,0	
CAVALRY	Average	Experienced		-	57	Combat Shy (-4)	0	4.6	
Skirmisher	Unprotected	Bow	-		37		12	4.0	
CAVALRY	Average	Experienced		Cantabrian	72	Combat Shy (-4)		4,6	
Skirmisher	Unprotected	Bow	-	Calitabilali	/3		All or none	4,0	
ARTILLERY	Average	Experienced			116	Darriandas (16)	0	2,3	
Skirmisher	Unprotected	Light Art	-	-	110	Dallicades (10)	3	— <i>4,</i> 0	
INFANTRY	Average	Experienced		Combat Chy	40	-	0	6,9	
Skirmisher	Unprotected	Bow	-	Combat Sily	40		9	0,9	
INFANTRY	Average	Experienced			49	Combat Shy (-4)	0	6,9	
Skirmisher	Unprotected	Crossbow	-	-			9	0,7	
	Tribal Close INFANTRY Tribal Loose INFANTRY Formed Flexible INFANTRY Formed Loose CAVALRY Skirmisher CAVALRY Skirmisher ARTILLERY Skirmisher INFANTRY Skirmisher INFANTRY	Tribal Close Protected INFANTRY Poor Tribal Loose Unprotected INFANTRY Average Formed Flexible Protected INFANTRY Average Formed Loose Protected CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average	Tribal Close Protected - INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Average - Formed Flexible Protected - INFANTRY Average Experienced Formed Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Experienced	Tribal Close Protected - Short Spear INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Average - Short Spear Formed Flexible Protected - Short Spear INFANTRY Average Experienced Formed Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Experienced	Tribal Close INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Formed Flexible INFANTRY Formed Loose Frotected Formed Loose Fromed Loose CAVALRY Skirmisher CAVALRY Average Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CANALRY Average Experienced Skirmisher Unprotected Bow CANALRY Average Experienced Skirmisher Unprotected Bow Cantabrian Cantabrian Cantabrian Cantabrian Cantabrian Cantabrian Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Experienced Experie	Tribal Close Protected - Short Spear - 38 INFANTRY Poor Experienced - 35 Tribal Loose Unprotected Bow - 35 INFANTRY Average - Short Spear Melee Expert 93 INFANTRY Average Experienced - 80 INFANTRY Average Experienced - 80 CAVALRY Average Experienced - 57 Skirmisher Unprotected Bow - 57 CAVALRY Average Experienced - 57 Skirmisher Unprotected Bow - 57 ARTILLERY Average Experienced - Cantabrian 73 Skirmisher Unprotected Bow - 16 INFANTRY Average Experienced - 116 INFANTRY Average Experienced - 116 INFANTRY Average Experienced - Combat Shy 40 INFANTRY Average Experienced - Combat Shy 40 INFANTRY Average Experienced - 49	Tribal Close Protected - Short Spear - 38 - INFANTRY Poor Experienced Tribal Loose Unprotected Bow - 35 Combat Shy (-9) INFANTRY Average - Short Spear Melee Expert 93 - INFANTRY Average Experienced Crossbow Experienced Skirmisher Unprotected Bow - 57 Combat Shy (-4) CAVALRY Average Experienced Skirmisher Unprotected Bow - Cantabrian 73 Combat Shy (-4) ARTILLERY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Light Art - 116 Barricades (16) INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy (-4)	Tribal Close Protected - Short Spear - 38 - 16 INFANTRY Poor Experienced Bow - 35 Combat Shy (-9) 12 INFANTRY Average - Short Spear Melee Expert 93 - 6 INFANTRY Average Experienced - 80 Combat Shy (-22) 16 INFANTRY Average Experienced - 80 Combat Shy (-22) 12 CAVALRY Average Experienced - 57 Combat Shy (-4) 12 CAVALRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 ARTILLERY Average Experienced - 60 Skirmisher Unprotected Bow - 60 ARTILLERY Average Experienced - 60 Skirmisher Unprotected Light Art - 60 Skirmisher Unprotected Bow - 60 Skirmisher Unprotected Light Art - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Light Art - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced - 60 INFANTRY Ave	

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

LATER SHATUO



908 TO 923 €E

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



ARMY COMMANDER	1	Any Professional			DATES		908 CE to 923 CE	908 CE to 923 CE			
SUB-GENERALS	0-2	Any Professional			TERRAIN		Standard, Plains				
Internal Allied Genera	0-2	Any Professional			Самр		Unfortified or Mobile;	Poor or Aver	age		
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Carraler	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	6	4,6		
Cavalry	Formed Loose	Protected	Bow	Snort Spear	-	123	Meiee Expert (25)	18	4,0		
I In own do any almy no victorian	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	4,6		
Upgrade cavalry as veterans	Formed Loose	Protected	Bow	Short Spear	-	101	Meiee Expert (52)	8	4,0		
Shatuo unarmoured horse	CAVALRY	Average	Experienced			94	Melee Expert (15)	6	4,6		
archers	Formed Flexible	Unprotected	Bow	-	-	24	Meiee Expert (10)	24	4,0		
Upgrade horse archers	CAVALRY	Average	Skilled			129			4,6		
Opgrade noise archers	Formed Flexible	Unprotected	Bow	-	-	149	-	Up to half	4,0		
Infantry - TuG consisti	NG OF 1/2 SPEAR	RMEN AND 1/2 ARCH	ERS								
C m on mm on	INFANTRY	Average	Experienced	Short Spear		92		3	6,8		
Spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	-	16	- 0,0		
Archers	INFANTRY	Average	Experienced			75		=			
Archers	Formed Loose	Protected	Bow	<u>-</u>	-	7.5	-	=			
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113			6,8		
units	Drilled Flexible	Protected	Bow	31101t Spear	Ivielee Expert	110	-	Up to half	0,0		
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 an antimon	Infantry	Poor	Experienced	Chart Char		62		0	6,8		
Militia spearmen	Formed Flexible	Protected	Bow	Short Spear	<u>-</u>	02	<u>-</u>	24	- 0,0		
Militia archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	=			
IVIIIIUA AICIICIS	Formed Loose	Unprotected	Bow	-	<u>-</u>	J7	Compatible (-9)	=			

LATER SHATUO



INFANTRY	Poor	-	Short Spear		30		0	6,8
Tribal Close	Protected	-	Short spear	-	30	-	16	0,0
INFANTRY	Poor	Experienced			35	Combat Shy (0)	0	6,8
Tribal Loose	Unprotected	Bow	-	-	30	Combat Sily (-9)	12	0,0
INFANTRY	Average	-	Short Spear	Malaa Expart	03		0	6,8
Formed Flexible	Protected	-	Short spear	Meiee Expert	93	-	16	0,0
INFANTRY	Average	Experienced			90	Combat Shy (22)	0	6,8
Formed Loose	Protected	Crossbow	-	-	00	Combat Sny (-22)	12	0,0
CAVALRY	Average	Experienced			57	Combat Chy (1)	0	4.6
Skirmisher	Unprotected	Bow	-	-	37	Combat Sily (-4)	12	4.0
CAVALRY	Average	Experienced		Cantabrian	72	Combat Shy (1)		4,6
Skirmisher	Unprotected	Bow	-	Calitabilali	/3	Combat Sily (-4)	All or none	4,0
ARTILLERY	Average	Experienced			116	Barricadas (16)	0	2,3
Skirmisher	Unprotected	Light Art	-	-	110	Dallicades (10)	3	4,0
INFANTRY	Average	Experienced		Combat Chy	40		0	6,9
Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	9	0,9
INFANTRY	Average	Experienced			40	Combat Shy (1)	0	6,9
Skirmisher	Unprotected	Crossbow	_	-	49 Combat Shy (9	0,9
	Tribal Close INFANTRY Tribal Loose INFANTRY Formed Flexible INFANTRY Formed Loose CAVALRY Skirmisher CAVALRY Skirmisher ARTILLERY Skirmisher INFANTRY Skirmisher INFANTRY	Tribal Close Protected INFANTRY Poor Tribal Loose Unprotected INFANTRY Average Formed Flexible Protected INFANTRY Average Formed Loose Protected CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average	Tribal Close Protected - INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Average - Formed Flexible Protected - INFANTRY Average Experienced Formed Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Experienced	Tribal Close Protected - Short Spear INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Average - Short Spear Formed Flexible Protected - Short Spear INFANTRY Average Experienced Formed Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Experienced	Tribal Close INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Formed Flexible INFANTRY Formed Loose Frotected Formed Loose Fromed Loose CAVALRY Skirmisher CAVALRY Average Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CANACTILLERY Average Experienced Skirmisher Unprotected Experienced Skirmisher Experienced Skirmisher Unprotected Experienced Experienced Skirmisher Experienced Experienced Experienced Experienced Experienced	Tribal Close Protected - Short Spear - 38 INFANTRY Poor Experienced - 35 Tribal Loose Unprotected Bow - 35 INFANTRY Average - Short Spear Melee Expert 93 INFANTRY Average Experienced - 80 INFANTRY Average Experienced - 80 CAVALRY Average Experienced - 57 Skirmisher Unprotected Bow - 57 CAVALRY Average Experienced - 57 Skirmisher Unprotected Bow - 57 ARTILLERY Average Experienced - Cantabrian 73 Skirmisher Unprotected Bow - 16 INFANTRY Average Experienced - 16 Skirmisher Unprotected Light Art - 116 INFANTRY Average Experienced - Combat Shy 40 INFANTRY Average Experienced - Combat Shy 40 INFANTRY Average Experienced - 49	Tribal Close Protected - Short Spear - 38 - INFANTRY Poor Experienced Tribal Loose Unprotected Bow - 35 Combat Shy (-9) INFANTRY Average - Short Spear Melee Expert 93 - INFANTRY Average Experienced Crossbow Experienced Skirmisher Unprotected Bow - 57 Combat Shy (-4) CAVALRY Average Experienced Skirmisher Unprotected Bow - Cantabrian 73 Combat Shy (-4) ARTILLERY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Light Art - Combat Shy 40 - Skirmisher Unprotected Bow - Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy 40 - Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy 40 - Combat Shy (-4)	Tribal Close Protected - Short Spear - 38 - 16 INFANTRY Poor Experienced Bow - 35 Combat Shy (-9) 12 INFANTRY Average - Short Spear Melee Expert 93 - 0 INFANTRY Average Experienced - 80 Combat Shy (-22) 16 INFANTRY Average Experienced - 80 Combat Shy (-22) 12 CAVALRY Average Experienced - 57 Combat Shy (-4) 12 CAVALRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 ARTILLERY Average Experienced - 60 Skirmisher Unprotected Bow - 60 Skirmisher Unprotected Bow - 60 ARTILLERY Average Experienced - 60 Skirmisher Unprotected Light Art - 60 Skirmisher Unprotected Bow - 60 Skirmisher Unprotected Light Art - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 Skirmisher Unprotected Light Art - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced - 60 Skirmisher Unprotected Bow - 60 INFANTRY Average Experienced - 60 INFANTRY Average E

Notes

The minima and maxima for infantry and milita 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



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

Notes

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

PRE DYNASTIC KHITAN



ARMY COMMANDER		1	Any Instinctive, Khita	an from 907 CE Pro	fessional	DATES		432 CE to 1000 CE		
SUB-GENERALS		0-3	Any Instinctive, Khita	an from 907 CE Pro	fessional	TERRAIN		Plains		
INTERNAL ALLIED GENER			Any Instinctive			САМР		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ					-				
	TRAINING AN	D	QUALITY	SHOOTING SKILL		M andat o ry	BASE	OPTIONAL	Min	
Name	Formation		PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best cavalry	CAVALRY		Superior	Experienced	Short Spear		161	Melee Expert (32)	0	4
Dest cavally	Formed Loos	se	Protected	Bow	Short Spear	-	101	Meiee Expert (32)	4	4
U один солго[т.	CAVALRY		Average	Experienced	Short Spear		125	Melee Expert (23)	4	1
Heavy cavalry	Formed Loos	se	Protected	Bow	Short Spear	-	120	Meiee Expert (25)	16	4
Horse archers	CAVALRY		Average	Experienced			94	Combat Shy (-18)	16	1
noise archers	Formed Flexil	ole	Unprotected	Bow	-	-	94	Combat Sny (-10)	8) 56	4
Ungrada harga archara	CAVALRY		Average	Skilled			129	Combat Shy (-18)		4
Upgrade horse archers	Formed Flexil	ole	Unprotected	Bow	<u>-</u>	-	129	Collidat Sily (-10)	Up to half	4
Subject foot	INFANTRY	7	Average	Experienced			56	Combat Shy (-22)	0	4,6
Subject 100t	Tribal Loos	е	Protected	Javelin	- -	-	50	Collidat Sily (-22)	24	4,0
I Imarada aulaisat foot	INFANTRY	7	Average	Experienced		Melee Expert	72	Chart Or Charge (6)		4,6
Upgrade subject foot	Tribal Loos	2	Protected	Javelin	-	ivielee Expert	14	Shoot & Charge (6)	Up to half	4,0
Foot archers	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	1
root archers	Tribal Loos	2	Unprotected	Bow	-	-	40	Combat Sny (-14)	8	4
C1.::	CAVALRY		Average	Experienced			70	C 1 + C1 (1)	0	1
Skirmishing horse archers	Skirmisher		Unprotected	Bow	-	-	70	Combat Shy (-4)	8	4
Upgrade skirmishing horse	CAVALRY		Average	Experienced		Cantabrian	86	Combat Shir (1)		4
archers	Skirmisher		Unprotected	Bow		Cantaonan	00	Combat Shy (-4)	All or none	4
Chirmighing archara	INFANTRY	,	Average	Experienced		Combat Shy	50		0	4,6
Skirmishing archers	Skirmisher		Unprotected	Bow	-	Combat sny	50	-	8	4,0

Bow

Skirmisher

Unprotected

PRE DYNASTIC KHITAN



KHITAN FROM 907 CE									
Replace best cavalry with	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	1
ordo	Drilled Loose	Protected	Bow	Siloit Spear		1/0		4	
Regrade ordo armoured	CAVALRY	Superior	Experienced	Mtd Polearm	Shoot & Charge	217			1
cavalry	Drilled Close	ArmHrs/ Protected	Bow	TVICA I OICAIIII		217		All or none	
Replace subject foot with	INFANTRY	Poor	-	Short Spear		38			4,6
Chinese militia	Tribal Close	Protected	-	Siloit Spear				All	-1 ,0

Notes

Khitan from 907 CE also have Standard terrain.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SOGDIAN



ARMY COMMANDER	1	Any Instinctive	DATES	500 CE to 730 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Plains
Internal Allied Generals	0-3	Any Instinctive	САМР	Mobile or Flexible; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	M IN	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chakar	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	4	1
Cilakai	Formed Loose	Protected	-			100		32	
Upgrade best chakar	CAVALRY	Superior	-	Charging Lancer		147			4
opgrade best chakar	Formed Loose	Protected	-			14/		Up to half	'1
Sassanid Persians (from 650	CAVALRY	Average	Experienced	Short Spear		125		0	1
CE)	Formed Loose	Protected	Bow			120		8	
Archers	INFANTRY	Average	Experienced	Short Spear		53	Combat Shy (-14)	4	1
7 ucitets	Tribal Loose	Unprotected	Bow					MAX UC 4 32 Up to half 0 8 4 24	
Levy	INFANTRY	Poor	-	Short Spear		23	Combat Shy (-9)	0	4,6
LCVY	Tribal Loose	Unprotected	-					6	, ∪
Nomad horse archers	CAVALRY	Average	Experienced			70	Melee Expert (8)	4	1
Nomad horse archers	Skirmisher	Unprotected	Bow					16	
Upgrade horse archers	CAVALRY	Average	Skilled			119	9 Melee Expert (8)		1
	Skirmisher	Unprotected	Bow	-	-	117		Up to half	4

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

TARIM BASIN STATES



ARMY COMMANDER		1	Any Instinctive			DATES		500 CE to 1063 CE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains			
Internal Allied Gener	ÇALS	0-3	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Aver	age	
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min		
NAME	FORMATIO	N	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE	
Dihqan	CAVALR	Y	Average	Experienced	Short Spear	_	125	_	4	4	
	Formed Lo	ose	Protected	Bow	Short Spear		120		4 32 Up to half	-	
Upgrade best dihqan	CAVALR	Y	Superior	Experienced	Short Spear		161			1	
——————————————————————————————————————	Formed Lo	ose	Protected	Bow	Short Spear	-	101	-	MIN MAX 4 32 Up to half	- 4	
Archers	INFANTR	Y	Average	Experienced			54	Combat Shy (-14)	4	1	
7 Hellers	Formed Lo	ose	Unprotected	Bow	_		04	Collidat Sily (-14)	24	-	
Levy	INFANTR	Y	Poor	-	Short Spear		23	Combat Shy (-9)	0	4,6	
Levy	Tribal Loo	se	Unprotected	-	Short Spear	-	20	Compatibility (-9)	6	4,0	
Nomad horse archers	CAVALR	Y	Average	Experienced			70	Melee Expert (8)	4	1	
Nomau noise archers	Skirmishe	r	Unprotected	Bow	-	-	70	Meiee Expert (0)	16	- 4	
Ungrado horgo archera	CAVALR	Y	Average	Skilled			119	Malaa Exmart (0)		1	
Upgrade horse archers	Skirmishe	r	Unprotected	Bow	-	-	117	Melee Expert (8)	Up to half	- 4	

Notes

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

CHANGES FROM LAST VERSION

GOKTURK



ARMY COMMANDER		1	Any Instinctive			DATES		550 CE to 774 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Gener	ALS	0-3	Any Instinctive			Самр		Mobile; Poor or Avera	ge	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Y	Superior	Experienced	Short Spear	Melee Expert	138		4	1
TNODICS	Formed Loc	ose	Unprotected	Bow	Short Spear	Ivielee Expert	100		12	
Upgrade richest nobles	CAVALRY	Y	Superior	Experienced	Short Spear	Melee Expert	194	_		4
opgrade henest hooles	Formed Loc		Protected	Bow	Short Spear	Iviciec Expert	174		Up to half	
Horse archers	CAVALRY		Average	Experienced	_	_	94	Melee Expert (15)	16	4
	Formed Flex		Unprotected	Bow			<i>,</i> ,	Tvielee Expert (10)	40	<u>'</u>
Upgrade horse archers	CAVALRY		Average	Skilled	_	_	129	Melee Expert (15)		4
	Formed Flex		Unprotected	Bow			127	Tviciee Expert (10)	Up to half	,
Levy	INFANTR	Y	Poor	-	_	_	20	_	0	4,6
Levy	Tribal Loo	se	Unprotected	-			20		6	1,0
Skirmishing horse archers	CAVALRY		Average	Experienced	_	_	70	Combat Shy (-4)	0	4
	Skirmishe		Unprotected	Bow			, 0	Comout Sity (1)	8	,
Regrade skirmishing horse	CAVALRY		Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		4
archers	Skirmishe		Unprotected	Bow		Cantaonan		Comoat Sily (1)	All or none	<u>'</u>
Foot archers	INFANTR		Average	Experienced	_	Combat Shy	50	-	0	4,6
	Skirmishe		Unprotected	Bow		Controlledity	omoat sny 50		12	1,0
Elephants (from 561 to 590	ELEPHAN		Average	-	_	Shove	240	_	0	2,3
CF)	Triballoo	CO	Protected		_	DITOVC	∠ + ∪	_	3	4,0

Tribal Loose

Protected

GOKTURK



Subject Hephthalites (from 561 to 590 CE)											
Elephants	ELEPHANTS	Average	-		Shove	240		0	2,3		
Пернань	Tribal Loose	Protected	-	_	211076	240	-	3	4,0		
Nobles and followers	CAVALRY	Superior	Experienced	Short Spear		117	Melee Expert (21)	0	1		
rvooles and ronowers	Formed Loose	Unprotected	Bow	Short Spear	_	117	iviciee Expert (21)	4	7		
Horse archers	CAVALRY	Average	Experienced	_		94	Melee Expert (15)	4	1		
1 1018C atclicis	Formed Flexible	Unprotected	Bow	-	-	2 4	iviciee Expert (10)	12	7		
Ungrada horça archere	CAVALRY	Average	Skilled			129)		1		
Upgrade horse archers	Formed Flexible	Unprotected	Bow	<u>-</u>	-	149	-	Up to half	4		
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1		
	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	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 contigent 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 Genera	0-2	Any Instinctive (up to	1 Nepalese and 1 1	Nomad allies)	Самр		Unfortified or Fortified	; Poor or Ave	erage
	ТүрЕ								
	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	-	I ong Char	Shove	156	Dismountable (7)	12	4
Cataphract cavalry	Formed Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	150	Dismountable (7)	24	- 4
Upgrade best cataphract	CAVALRY	Superior	-	Long Spear	Shove	218	Dismountable (9)		4
cavalry	Formed Close	ArmHrs/F Armoured	-	Long Spear	311046	210	Distributitable (9)	Up to half	- 4
Abbasid cavalry (only from	CAVALRY	Average	-	Long Spear		125	Dismountable (5),	0	Л
795 to 801 CE)	Drilled Loose	Protected	-	Long Spear	-	120	Combat Shy (-28)	4	4
Replace cataphracts with	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	1
dismounted troops	Formed Close	Fully Armoured	-	Long Spear	SHOVE	12/	integral shooters (o)	Any	- 4
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear		72	Fanatic (40)	0	4,6
Tibetan gamson speamien	Formed Close	Protected	-	Short Spear	-	14	ranauc (40)	6	4,0
Upgrade garrison spearmen	INFANTRY	Average	-		Devastating	72		0	*see
to fanatic exorcist	Formed Loose	Unprotected	-	-	Chargers, Fanatic	14	-	1	note
Tile atom convices and are	INFANTRY	Average	Experienced			58		0	4
Tibetan garrison archers	Formed Close	Unprotected	Bow	-	-	50	-	4	- 4
Abbasid infantry (only from	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6),	0	4
795 to 801 CE)	Drilled Close	Protected	-	Short Spear	Silleidwall	02	Combat Shy (-22)	4	- 4
Nomadic light cavalry under	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
Tibetan command	Skirmisher	Unprotected	Bow	<u>-</u>	-	70	Combat Shy (-4)	4	- 4
Himalayan mountain	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
tribesmen	Skirmisher	Unprotected	Bow	<u>-</u>	Combat sny	30	-	6	4,0

EARLY TIBETAN



Nomadic cavalry (see n	юте)								
Nomadic noble cavalry	CAVALRY	Average	Experienced	_	<u>.</u>	115	Melee Expert (23)	0	Λ
	Formed Loose	Protected	Bow		_	110	Meiee Expert (25)	8	7
Nomadic iight cavalry	CAVALRY	Average	Experienced			70	Combat Shy (-4)	8	1
	Skirmisher	Unprotected	Bow	- -	-	70	Compatibility (-4)	16	4
Regrade nomadic light	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
cavalry	Skirmisher	Unprotected	Bow	-	Cantaunan	00	Combat Sity (1)	Up to half	4
Nepalese (from 640 to	703 CE)								
Namalaga cayalay	CAVALRY	Average	Experienced			125	Malaa Exmart (22)	8	1
Nepalese cavalry	Formed Flexible	Protected	Bow	-	-	125	Melee Expert (23)	16	4
Nepalese swordsmen	INFANTRY	Average	-	C1 . C	Integral objectors	63	Malaa Erro art (16)	0	16
	Tribal Loose	Protected	-	Short Spear	Integral shooters		Melee Expert (16)	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

Sui China



Army Commander	1	Any Professional			DATES		581 CE to 623 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Plains, Mou	ntains	
Internal Allied Gener	ALS				Самр		Unfortified or Flexible;	Poor or Ave	rage
	ТүрЕ				•				
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Guard cavalry	CAVALRY	Superior	-	I on a Chook	Shove	237		0	4
Guard Cavalry	Drilled Close	ArmHrs/F Armoured	-	Long Spear	3110VE	237	-	4	4
Heavy cavalry	CAVALRY	Average	-	Long Spear	Shove	156	_	4	4
Ticavy cavally	Formed Close	ArmHrs/F Armoured	-	Long Spear	311046	100		16	7
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow			<i>7</i> 1	Comoat Sity (10)	12	,
Upgrade tribal auxilary	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		4
cavalry	Formed Flexible	Unprotected	Bow			127	Comoat Sity (10)	Up to half	,
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	_	130	_	0	4
Iviounted crossbowmen	Formed Loose	Protected	Crossbow	Short Spear	_	100	_	4	7
FUBING - TUG CONSISTING	G OF 1/2 SPEARME	N AND 1/2 ARCHERS							
D. 1.:	INFANTRY	Average	Experienced	Cl C		92	D:(10)	0	4
Bubing spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	Dismountable (10)	12	4
Bushe archers	INFANTRY	Average	Experienced			75	D:(10)	=	
busine archers	Formed Loose	Protected	Bow	-	-	73	Dismountable (10)	=	
Canadiatana	INFANTRY	Poor	Experienced	Short Spear		62		4*	4
Conscript spearmen	Formed Flexible	Protected	Bow	Short Spear	-	02	-	20	4
Conscript archara	INFANTRY	Poor	Experienced			51		=	
Conscript archers	Formed Loose	Protected	Bow		-	JI	-	=	_

SUI CHINA

N		RT	BI	<u>Л</u>
E	GL	OR	FAI	v

Specialist crossbowmen	INFANTRY	Average	Skilled		100		0	4
Specialist crossoowilleli	Formed Loose	Protected	Crossbow	-	100	-	4	4
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear -	63	Combat Shy (-22)	0	4.6
	Tribal Loose	Protected	Javelin	Short Spear	03	Collidat Sily (-22)	12	4,0
Southern tribal archers	INFANTRY	Average	Experienced		48	Combat Shy (-14)	0	1
	Tribal Loose	Unprotected	Bow	-	40	Collidat Sily (-14)	12	4
Upgrade southern tribal	INFANTRY	Average	Experienced		53	Combat Shy (-14)		4
archers to crossbowmen	Tribal Loose	Unprotected	Crossbow	-	55	Collidat Sily (-14)	Any	4
Light cavalry	CAVALRY	Average	Experienced		70	Combat Shy (-4)	0	1
Light Cavally	Skirmisher	Skirmisher Unprotected Bow	70	Combat Sily (-4)	8	4		
Nomadic light cavalry	CAVALRY	Average	Experienced		70	Cantabrian (16),	0	1
Nomadic light cavally	Skirmisher	Unprotected	Bow	-	70	Combat Shy (-4)	4	4
Mo-Ho light cavalry	CAVALRY	Superior	Experienced		83	Melee Expert (11)	0	1
Mo-110 light cavally	Skirmisher	Unprotected	Bow	-	03	Meiee Expert (11)	4	4
Foot archers	INFANTRY	Average	Experienced	- Combat Sh	y 50		0	4,6
root archers	Skirmisher	Unprotected	Bow	- Combat Si	iy 50	-	6	4,0
Foot crossbowmen	INFANTRY	Average	Experienced		62	Complete Chry (1)	0	4,6
root clossdowillell	Skirmisher	Unprotected	Crossbow	-	02	Combat Shy (-4)	6	4,0
Bolt shooters	ARTILLERY	Average	Experienced		1.16	Darrian das (16)	0	2
DOIT SHOOTEIS	Skirmisher	Unprotected	Light Art	-	146	Barricades (16)	2	- 2

ALLIES

T**ū**jué allies - Gokturk

NOTES

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

CHANGES FROM LAST VERSION

^{*} Conscripts are only compulsory from 598 CE.

TANG CHINA - NORTHERN



ARMY COMMANDER		1	Any Professional			DATES		618 CE to 763 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Plains, Mour	ıtains	
Internal Allied Gener	ALS	0-3	Any Professional			САМР		Unfortified or Flexible;	Poor or Ave	rage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Wei guard cavalry	CAVALR	Y	Superior	Experienced	Charging Lancer	Melee Expert	229	Shoot & Charge (14)	0	
Wei guard cavarry	Drilled Lo	ose	Protected	Bow	Charging Lancer	Meice Expert	227	SHOOL & Charge (14)	4	7
Wei guard horse archers	CAVALR	Y	Superior	Experienced		Melee Expert, Shoot	210		0	1
(from 636 to 750 CE)	Drilled Clo	ose	ArmHrs/ Protected	Bow	-	& Charge	210	-	4	4
Wuqi cavalry	CAVALR	Y	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	1
vv uqi cavaniy	Formed Lo	ose	Protected	Bow	Charging Lancer	Iviciee Expert	100	Shoot & Charge (10)	4	
T ū jué cavalry	CAVALR	Y	Average	Experienced	Short Spear	_	125	Melee Expert (23)	4	4
Tujue cavany	Formed Lo	ose	Protected	Bow	Short Spear		120	Wielee Expert (20)	20	-
Upgrade T ū jué cavalry as	CAVALR	Y	Superior	Experienced	Short Spear	_	161	Melee Expert (32)		4
jian er	Formed Lo	ose	Protected	Bow	Short Spear		101	Wielee Expert (02)	Up to half	-
Mounted crossbowmen	CAVALR	Y	Average	Experienced	Short Spear	_	130	_	0	4
Iviounted crossoowinen	Formed Lo	ose	Protected	Crossbow	Short Spear	_	100		4	
Guard spearmen	INFANTE	Y	Superior	Experienced	Short Spear	Melee Evnert	153	_	0	4
Guard spearmen	Drilled Flex	ible	Protected	Bow	Short Spear	ar Melee Expert	100	<i>-</i>	4	,
Guard archers	INFANTE	Υ	Superior	Experienced			106	Melee Expert (22)	0	4
duala alclicis	Drilled Lo	ose	Protected	Bow	-	-	100	ividice Expert (22)	4	7

TANG CHINA - NORTHERN



								7	=
FUBING - TUG CONSISTING	of 1/2 spearmen	AND 1/2 ARCHERS							
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear		92	Dismountable (10)	4*	1
Thom's shearmen —	Formed Flexible	Protected	Bow			<i>J L</i>		20	
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	4	Λ
units	Formed Flexible	Protected	Bow		Interes Exhert	100	Distributitable (10)	8	4
Bushe archers	INFANTRY	Average	Experienced			75	Dismountable (10)	=	\
Danic arcticis	Formed Loose	Protected	Bow				Distribution (10)	=	
Crossbowmen	INFANTRY	Average	Experienced	-		80	Combat Shy (-22)	0	1
	Formed Loose	Protected	Crossbow					4	4
Nomadic light cavalry	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1
	Skirmisher	Unprotected	Bow			/ 0	Combat Shy (-4)	4	 -
Mo-Ho light cavalry	CAVALRY	Superior	Experienced			83	Melee Expert (11)	0	1
	Skirmisher	Unprotected	Bow					4	4
Skirmiching archara	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	50	-	12	4,0
Polt shooters	ARTILLERY	Average	Experienced			116	Parriandas (16)	0	2
Bolt shooters	Skirmisher	Unprotected	Light Art	-	-	146	Barricades (16)	2	

ALLIES

Silla Korean allies (from 660 to 668 CE)

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

Khotanse 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 complusory 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

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 Gene	RALS 0-3	Any Professional			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	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
vvci guard cavarry	Drilled Loose	Protected	Bow	Charging Lancer	Wielee Expert	447	Shoot & Charge (14)	4	-
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Bow	Charging Lancer	Wielee Expert	100	Shoot & Charge (10)	4	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	_	130	_	0	4
	Formed Loose	Protected	Crossbow	Bilort Bpcar		100		4	<u>'</u>
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	_	0	4
- Guara spearmen	Drilled Flexible	Protected	Bow	Bilort Bpcar		100		8	<u>'</u>
Guard archers	INFANTRY	Superior	Experienced	_	_	106	Melee Expert (22)	0	4
Guara archers	Drilled Loose	Protected	Bow			100	1110100 1211/011 (22)	8	<i>'</i>
FUBING - TUG CONSISTIN	ig of 1/2 spearme	EN AND $1/2$ ARCHERS	3						
Dulain a an anger	INFANTRY	Average	Experienced	Chart Croor		92	Dismountable (10)	4	4
Bubing spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	Dismountable (10)	20	4
Bushe archers	INFANTRY	Average	Experienced			75	Dismountable (10)	=	
Dustie dictiers	Formed Loose	Protected	Bow		-	7.0	Distilloulitable (10)	=	
C 1	INFANTRY	Average	Experienced			00	C 1 (1 (00)	0	4
Crossbowmen	Formed Loose	Protected	Crossbow		-	80	Combat Shy (-22)	4	4
Chiemaighing anglese	INFANTRY	Average	Experienced		Cambat Ch-	50		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	12	4,0
Bolt shooters	ARTILLERY	Average	Experienced			146	Barricades (16)	0	2
DOIL SHOOKERS	Skirmisher	Unprotected	Light Art	-	-	140	Dallicaues (10)	2	<i>L</i>

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	Any Professional				623 CE to 763 CE			
SUB-GENERALS	0	-3 Any Professional			TERRAIN		Standard, Mountains, Ju	ıngle		
INTERNAL ALLIED GENERA	LS 0	-3 Any Professional			САМР		Unfortified or Flexible; I	Poor or Av	erage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	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	
Wei guaru cavarry	Drilled Loose	Protected	Bow		Interes Exhert	<i>447</i>	Silout & Charge (14)	4		
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	1	
wuqi cavany	Formed Loose	Protected	Bow	- Charging Lancer		105	51100€ & Charge (10)	4	- 4	
T ū jué cavalry	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	0	4	
Tujue Cavany	Formed Loose	Protected	Bow	- Short spear		120	Meice Expert (20)	4		
Mountad crosshowman	CAVALRY	Average	Experienced	Short Spear		130		0	4	
Mounted crossbowmen	Formed Loose	Protected	Crossbow	Short spear		130		4	4	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153		0	4	
Guard spearmen	Drilled Flexible	e Protected	Bow	SHOIL Spear	Meice Expert	100	- 	4	- 4	
Guard archers	INFANTRY	Superior	Experienced			106	Melee Expert (22)	0	4	
Guard archers —	Drilled Loose	Protected	Bow	-	-	100	Meiee Expert (22)	4	4	
FUBING - TUG CONSISTING	of 1/2 speari	MEN AND 1/2 ARCHERS	5							
D. In its a graph on the	INFANTRY	Average	Experienced	Chart Char		92	Dismountable (10)	4	4	
Bubing spearmen	Formed Flexible	e Protected	Bow	Short Spear	-	94	Dismountable (10)	20	4	
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	0	4	
units	Formed Flexible	e Protected	Bow	- Short Spear	ivielee Expert	100	Dismountable (10)	8	- 4	
Bushe archers	INFANTRY	Average	Experienced			75	Dismountable (10)	=		
busile archers	Formed Loose	Protected	Bow	-	-	73	Dismountable (10)	=		

TANG CHINA - SOUTHERN



Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1
Clossoowillell	Formed Loose	Protected	Crossbow	- -	-	00	Compat 511y (-22)	4	4
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin	Short Spear		03	Collidat Sily (-22)	18	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	-	Combat sily	50		18	4,0
Bolt shooters	ARTILLERY	Average	Experienced			1.16	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	•	-	146		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

BALHAE KOREAN



ARMY COMMANDER		1	Any Professional			DATES		698 CE to 926 CE			
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal, Mo	untains		
INTERNAL ALLIED GENERA	ALS	0-1	Any Professional (Kor	ean) or Any Instinc	tive (Nomadic)	Самр		Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	M in		
Name	FORMATIO:	N	Р еотестіон	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Manchurian cavalry	CAVALR	Y	Superior	Experienced	Short Spear		161		4	4	
ivianciiunan cavany	Formed Lo	ose	Protected	Bow	Short Spear		101		12	-	
Upgrade Manchurian cavalry	CAVALR'	Y	Superior	Experienced	Short Spear	Melee Expert	194			4	
to nobles	Formed Lo	ose	Protected	Bow	Short Spear	Melee Expert	174	-	Up to half	4	
Nomadic cavalry	CAVALR'	Y	Average	Experienced	Short Spear		135	Melee Expert (23)	4	1	
Nomadic Cavarry	Formed Flex	ible	Protected	Bow	Short spear	-	130	Meiee Expert (23)	12	4	
Korean regular cavalry	CAVALR'	Y	Average	-	Short Spear		90	Combat Shy (-28)	0	1	
Rolean legular cavally	Formed Lo	ose	Protected	-	Short Spear	-	90	Combat Sily (-20)	8	4	
Korean noble cavaly co	ONSISTING 1/	2 No	BLES AND $1/2$ RETAI	NERS							
Korean nobles	CAVALR'	Y	Average	-	Charging Lancar	Melee Expert	128		0	4	
Rolean hobies	Formed Lo	ose	Protected	-	Charging Lancer	Meiee Expert	120	-	4	4	
Retainers	CAVALR'	Y	Average	-		Melee Expert	67		=		
Retaillers	Formed Lo	ose	Unprotected	-	-	Meiee Expert	07	-	=		
D	INFANTR	Y	Average	-	Cl C		77		0	1.6	
Provincial spearmen	Formed Flex	ible	Protected	-	Short Spear	-	//	-	12	4,6	
Provincial archers	INFANTR	Y	Average	Experienced			54	Combat Shy (-14)	0	4	
riovincial archers	Formed Loc	ose	Unprotected	Bow	-	-	54	Combat Sny (-14)	16	4	
Regrade archers as	INFANTR	Y	Average	Experienced			59	Combat Shy (-14)		4	
crossbowmen	Formed Lo	ose	Unprotected	Crossbow		<u>-</u>	J7 	Combat 3ny (-14)	Any		

BALHAE KOREAN

M	0	R		M
ET	Gi	0	RTA	M

T	INFANTRY	Poor	-	Chart Carr		41		6	4,6
Levy spearmen	Tribal Flexible	Protected	-	Short Spear	-	41	-	20	4,0
I	INFANTRY	Poor	Experienced			35	C 1 + C1 (0)	5	4.6
Levy archers	Tribal Loose	Unprotected	Bow		-	50	Combat Shy (-9)	28	4,0
REPLACE SPEARMEN AN	ND ARCHERS WITH CO	MBINED UG OF 1/2	SPEARMEN AND 1	/2 ARCHERS					
Dravin aiglan an magan	INFANTRY	Average	Experienced	Chart Crass		92		0	4
Provincial spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	-	16	- 4
Provincial archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	=	
riovinciai archeis	Formed Loose	Unprotected	Bow	-	-	J 4	Combat Sily (-14)	=	
REPLACE COMBINED UC	G of archers with 1	l/2 spearmen and	1/2 CROSSBOWM	EN					
Dunania ai al an anguna an	INFANTRY	Average	Experienced	Chart Carr		07			4
Provincial spearmen	Formed Flexible	Protected	Crossbow	Short Spear	-	97	-	Any	4
Regraded archers as	INFANTRY	Average	Experienced			59	Combat Shy (-14)		
crossbowmen	Formed Loose	Unprotected	Crossbow	-	-	39	Compatibility (-14)		_
REPLACE LEVY SPEARM	EN AND ARCHERS WIT	TH COMBINED UG O	f 1/2 SPEARMEN	AND 1/2 ARCHERS	•				
T	INFANTRY	Poor	Experienced	Cl. and Conserve		E 6		4	4
Levy spearmen	Tribal Flexible	Protected	Bow	Short Spear	-	56	-	28	4
Levy archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	=	
Levy archers	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)	=	-
Coout covalus	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
Scout cavalry	Skirmisher	Unprotected	Bow		-	70	Combat Shy (-4)	4	- 4
Foot Archers	INFANTRY	Average	Experienced		Combat Shir	50		0	4,6
root Archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	12	- 4,0
ALLIES									

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

Türgesh



Army Commander	1	Any Instinctive			DATES		699 CE to 965 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Generals	0-2	Any Instinctive			Самр		Mobile; Poor or Avera	ge	
	ТүрЕ								
	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		4	4
INOUIES	Formed Loose	Unprotected	Bow	Short Spear	Melee Expert	130	-	12	4
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	194			4
— Opgrade fichest hobies	Formed Loose	Protected	Bow		Melee Expert	174	-	Up to half	4
Horse archers	CAVALRY	Average	Experienced			94	Melee Expert (15)	16	4
	Formed Flexible	Unprotected	Bow) -1	Wielee Expert (10)	48	7
Upgrade horse archers	CAVALRY	Average	Skilled			129	Melee Expert (15)		4
J	Formed Flexible	Unprotected	Bow		-	127	Wielee Expert (10)	Up to half	7
Archers	INFANTRY	Average	Experienced			48	Dismountable (6)	0	4
Auchers	Tribal Loose	Unprotected	Bow	-	-	40	Distilloulitable (0)	12	4
Levy	INFANTRY	Poor	-	Short Spear		23	Combat Shy (-9)	0	4,6
Levy	Tribal Loose	Unprotected	-	Short Spear	-	20	Collidat Sily (-9)	6	4,0
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	4
Skillinstning noise archers	Skirmisher	Unprotected	Bow	-	-	70	Collidat Sily (-4)	8	4
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	86 Combat Shy (-4)		4
archers	Skirmisher	Unprotected	Bow	- -	Calitaviiail	00	Compatibily (-4)	All or none	4

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

UYGHUR KHAGANATE



ARMY COMMANDER		1	Any Instinctive			DATES		744 CE to 860 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERA	ALS	0-3	Any Instinctive			Самр		Mobile; Poor or Avera	.ge	
	ТүрЕ									
	TRAINING AI	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Mįin	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Y	Superior	Experienced	Short Spear	_	117	Melee Expert (21)	4	4
1100103	Formed Loc	ose	Unprotected	Bow	Short Spear	_	11/	Tviciec Expert (21)	12	7
Upgrade richest nobles	CAVALRY	Y	Superior	Experienced	Short Spear	Melee Expert	194			4
	Formed Loc	ose	Protected	Bow	Short Spear	Iviciee Expert	174		Up to half	7
Horse archers	CAVALRY	Y	Average	Experienced			94	Melee Expert (15)	16	4
TOISE dicties	Formed Flex	ible	Unprotected	Bow			74	Tviciec Expert (10)	40	7
Upgrade horse archers	CAVALR?	Y	Average	Skilled	_		129			4
	Formed Flex	ible	Unprotected	Bow			127		up to half	7
Levy	INFANTR	Y	Poor	-	Short Spear	_	23	Combat Shy (-9)	0	4,6
Levy	Tribal Loos	se	Unprotected	-	Short Spear		20	Collidat Sily (-7)	14	4,0
Militia archers	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	0	4
TVIIII da arcticis	Tribal Loos	se	Unprotected	Bow			40	Comoat sily (-14)	12	7
Skirmishing horse archers	CAVALR?	Y	Average	Experienced			70	Combat Shy (-4)	0	Л
Skillinshing horse archers	Skirmishe	r	Unprotected	Bow	-	-	70	Compatibility (-4)	8	4
Upgrade skirmishing horse	CAVALR?	Y	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		4
archers	Skirmishe	r	Unprotected	Bow	-	Cantaonan	00	Combat Sily (-4)	All or none	
kirmishing archers	INFANTR	Y	Average	Experienced		Combat Shy	Sh., 50	50 -	0	4,6
	Skirmishe	r	Unprotected	Bow	<u>-</u>	Compatibily		<u> </u>	12	4,0

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		MIN MAX UG SIZE 4 4 16 4 to half		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Plains, Mou	ntains			
INTERNAL ALLIED GENERA	ALS	0-3	Any Professional			САМР		Unfortified or Fortified	l; Poor or Ave	erage		
	ТүрЕ											
	TRAINING AN	ID	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
NAME	FORMATION		PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Cavalry	CAVALRY	7	Average	Experienced	Short Spear		135	Melee Expert (23)	4	1		
Cavany	Drilled Loos	se	Protected	Bow	Short Spear		100	Merce Expert (20)	16	7		
Upgrade cavalry to guard	CAVALRY	7	Superior	Experienced	Short Spear		175	Melee Expert (32)		1		
cavalry	Drilled Loos	se	Protected	Bow	31101t Spear	-	170	Meiee Expert (32)	Up to half	4		
Regional cavalry	CAVALRY	7	Average	Experienced	Short Spear		125		0	1		
Regional cavally	Formed Loo	se	Protected	Bow	Short spear	-	120	-	4	4		
Vanguard swordsmen	INFANTR?	Y	Average	-	Short Spear	Melee Expert	98		0	1		
vanguaru swordsmen	Drilled Flexil	ble	Protected	-	Short spear	Meiee Expert	90	-	12	4		
INFANTRY - TUG CONSIST	ING OF 1/2 SP	EAR	MEN AND $1/2$ ARCH	ERS								
Cm anyma am	INFANTR?	Y	Average	Experienced	Chart Craar		97		4	4		
Spearmen	Drilled Flexil	ble	Protected	Bow	Short Spear	-	97	-	16	4		
Upgrade spearmen in veteran	INFANTR?	Y	Average	Experienced	Short Spear	Melee Expert	113		0	1		
units	Drilled Flexil	ble	Protected	Bow	Short Spear	Meiee Expert	115	- -	8	4		
Archers	INFANTR?	Y	Average	Experienced			80		=			
Alcheis	Drilled Loos	se	Protected	Bow	-	-	00	-	=			
GARRISON INFANTRY - TU	G consisting	4 о ғ	1/2 SPEARMEN AND	0 1/2 ARCHERS								
Comison anomeron	INFANTR?	Y	Average	Experienced	Chart Craar		92		0	1		
Garrison spearmen	Formed Flexi	ble	Protected	Bow	Short Spear	-	74	-	12	- 4		
Garrison archers	INFANTR:	Y	Average	Experienced			75		=			
Gairison archers	Formed Loo	se	Protected	Bow	-	-	70	-	=			

LATE TANG CHINA - NORTHERN



								7	
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1
Clossoowillell	Formed Loose	Protected	Crossbow	-	-	00	Compatibility (-22)	4	4
Militia spearmen	INFANTRY	Poor	-	Short Spear		47		0	4
iviiiua speariiieii	Formed Flexible	Protected	-	Short spear	-	4/	-	8	4
Militia archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	1
ivillua arciicis	Formed Loose	Unprotected	Bow	-	-	39	Collidat Sily (-9)	8	4
Skirmishing horse archers	CAVALRY	Average	Experienced	_		70	Combat Shy (-4)	0	1
	Skirmisher	Unprotected	Bow	-	-	70	Combat Sily (-4)	8	4
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
archers	Skirmisher	Unprotected	Bow	-	CalitaUllali	00	Combat Sily (-4)	All or none	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	4,6
Skiiilisiiilig Clossoowilleli	Skirmisher	Unprotected	Crossbow	-	-	02	Combat Sily (-4)	6	4,0
Bolt shooters	ARTILLERY	Average	Experienced			146	Parriandas (16)	0	2
DOIL SHOOKERS	Skirmisher	Unprotected	Light Art	-	-	140	Barricades (16)	2	4

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

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 Genera	1-3	Any Professional			Самр		Unfortified or Flexible;	Poor or Ave	erage
	ТүрЕ				•				
	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)	4	4
Cavally	Drilled Loose	Protected	Bow	Short Spear	_	100	Melec Expert (20)	12	-
Upgrade cavalry to guard	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	4
cavalry	Drilled Loose	Protected	Bow	Short Spear	-	173	Meice Expert (52)	4	4
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98		0	4
vanguaru sworusmen	Drilled Flexible	Protected	-	Short Spear	Wielee Expert	<i></i>		12	
Infantry - TuG consisti	NG OF 1/2 SPEAR	MEN AND $1/2$ ARCH	ERS						
Cnarman	INFANTRY	Average	Experienced	Short Spear		97		0	4
Spearmen	Drilled Flexible	Protected	Bow	Short Spear	-	97	-	4	4
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113		0	4
units	Drilled Flexible	Protected	Bow	Short Spear	Melee Expert	113	-	4	4
Archers	INFANTRY	Average	Experienced			80		=	
Auchers	Drilled Loose	Protected	Bow		_	00		=	
GARRISON INFANTRY - TU	G consisting of	1/2 SPEARMEN AND	D 1/2 ARCHERS						
Courie on an anarmon	INFANTRY	Average	Experienced	Chart Char		92		8	4
Garrison spearmen	Formed Flexible	Protected	Bow	Short Spear	-	94	-	20	4
Garrison archers	INFANTRY	Average	Experienced			75		=	
Garrison archers	Formed Loose	Protected	Bow	-	-	7.0	-	=	
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	4
CLOSSOOMILIGH	Formed Loose	Protected	Crossbow	-	-	0 U	Combat Shy (-22)	4	
Militia an anyma an	INFANTRY	Poor	-	Chart Char		47		0	4
Militia spearmen	Formed Flexible	Protected	-	Short Spear	-	4/	-	16	4

LATE TANG CHINA - CENTRAL



Militia archers	INFANTRY	Poor	Experienced		39	Combat Shy (-9)	0	1
ivilliua arcifers	Formed Loose	Unprotected	Bow				8	
Skirmishing horse archers	CAVALRY	Average	Experienced		70	Combat Shy (-4)	0	1
Skiiilisiiiig noise archeis	Skirmisher	Unprotected	Bow			Combat Sify (-4)	8	4
Upgrade skirmishing horse	- Cantaori	Cantabrian	86	Combat Shy (-4)		1		
archers	Skirmisher	Unprotected	Bow	- Cantabilan		Compat Sny (-4)	All or none	
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	50		0	4,6
ZMIIIIISIIIII diciieis	Skirmisher	Unprotected	Bow	- Compatibility			6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		62	Combat Shy (-4)	0	4,6
Skillinstillig Clossoowilleli	Skirmisher	Unprotected	Crossbow		02	Compat 311y (-4)	6	4,0
Bolt shooters	ARTILLERY	Average	Experienced		146	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art		146	Dallicaues (10)	y (-4) 0 6	

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

LATE TANG CHINA - SOUTHERN



ARMY COMMANDER		1 Any Profess	sional			DATES		764 CE to 884 CE		
SUB-GENERALS	()-2 Any Profes	sional			TERRAIN		Standard, Mountains,	Jungle	
INTERNAL ALLIED GENER	RALS ()-3 Any Profes	sional			Самр		Unfortified or Flexible	; Poor or Av	erage
	ТүрЕ									
	Training ani	QUAI	ттү	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Ркоте	CTION	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
Cavalry	CAVALRY	Avei	age	Experienced	Short Spear		125	Melee Expert (23)	0	4
Cavally	Formed Loos	e Prote	cted	Bow	Short Spear	-	120	Meiee Expert (20)	8	4
Upgrade cavalry to guard	CAVALRY	Supe	rior	Experienced	Short Spear		161	Melee Expert (32)	0	4
cavalry	Formed Loos		cted	Bow	Short Spear	-	101	ivielee Expert (52)	4	4
Vanguard swordsmen	INFANTRY	Aver	age	-	Short Spear	Melee Expert	98		0	4
valiguatu sworusilieli	Drilled Flexib	le Prote	cted	-	Short Spear	Iviciee Expert	<i></i>		12	
INFANTRY - TUG CONSIST	TING OF 1/2 SPI	EARMEN AND 1	/2 ARCHI	ERS						
Cun a numa a m	INFANTRY	Avei	age	Experienced	Short Spear		97		0	4
Spearmen	Drilled Flexib	le Prote	cted	Bow	Snort Spear	-	9/	-	- 0 6 =	4
Archers	INFANTRY	Avei	age	Experienced			80		=	
Archers	Drilled Loose	Prote	cted	Bow	-	-	80	-	=	
GARRISON INFANTRY - T	u G consisting	of 1/2 spear	MEN AND	1/2 ARCHERS						
<i>C</i> .	INFANTRY	Aver	age	Experienced	C1 . C		00		8	4
Garrison spearmen	Formed Flexib			Bow	Short Spear	-	92	-	20	4
C	INFANTRY	Avei	age	Experienced			75		=	
Garrison archers	Formed Loos	e Prote	cted	Bow	-	-	/5	-	=	
C 1	INFANTRY	Aver	age	Experienced			00	G 1 (20)	0	4
Crossbowmen	Formed Loos			Crossbow	-	-	80	Combat Shy (-22)	4	4
h	INFANTRY	Po	or	-	Clarat Caraca		47		0	4
Militia spearmen	Formed Flexib	le Prote	cted	-	Short Spear	-	47	-	24	4
Militia analagus	INFANTRY	Po	or	Experienced			20	Combat Cl (0)	0	4
lilitia archers	Formed Loos	e Unpro	tected	Bow	-	-	39	9 Combat Shy (-9)	8	4

LATE TANG CHINA - SOUTHERN



Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	_	63	Combat Shy (-22)	0	4,6
Soddiem dibai auxilianes	Tribal Loose	Protected	Javelin	Short Spear	-	03	Collidat Sily (-22)	18	4,0
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1
Skillinstillig Horse archers	Skirmisher	Unprotected	Bow	-	-	70	Compatibility (-4)	8	4
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
archers	Skirmisher	Unprotected	Bow		CalitaUliali	00	Compatibility (-4)	All or none	4
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	50		0	4,6	
Skillinstillig arctiers	Skirmisher	Unprotected	Bow		Compat Sny	50	-	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	16
Skillinshing crossbownien	Skirmisher	Unprotected	Crossbow	-	-	02	Combat Sny (-4)	6	4,6
Bolt shooters	ARTILLERY	Average	Experienced			1.16	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	-	-	146	Darricades (10)	2	4

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

EARLY SHATUO



ARMY COMMANDER	1	Any Instinctive			DATES		808 CE to 907 CE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Standard, Plains		
INTERNAL ALLIED GENER	ALS 0-1	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Avera	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	M in	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Shatuo noble armoured	CAVALRY	Superior	Experienced	Short Spear	_	161	Melee Expert (32)	0	4
cavalry	Formed Loose	Protected	Bow	Short Spear	_	101	Tvicice Expert (02)	4	
Shatuo armoured cavalry	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	4	4
	Formed Loose	Protected	Bow	Short Spear	_	120	iviciee Expert (20)	12	-
Shatuo unarmoured horse	CAVALRY	Average	Experienced	_	_	94	Melee Expert (15)	4	4
archers	Formed Flexible	Unprotected	Bow	_	_	7 7	Tviciee Expert (10)	16	
Upgrade horse archers	CAVALRY	Average	Skilled	_	_	129	_		4
opgrade noise areners	Formed Flexible	Unprotected	Bow	_	_	127	_	Up to half	
Tribal cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	Bow			<i>7</i> 1	Comoat Sity (10)	8	<u>'</u>
Subject tribal foot	INFANTRY	Average	Experienced	_	_	39	_	0	4,6
	Tribal Loose	Unprotected	Javelin	_	_	07	_	12	7,0
Upgrade subject tribal foot	INFANTRY	Average	Experienced	_	Melee Expert	49	_		4,6
	Tribal Loose	Unprotected	Javelin		Wielee Expert	12		Up to half	1,0
Subject tribal archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow			10	Comoat Sity (11)	12	<u>'</u>
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow			7.0	Comoat Sity (1)	8	<u>'</u>
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		4
archers	Skirmisher	Unprotected	Bow		Canadian		Collidat Oily (+)	All or none	'
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmisher	Unprotected	Bow		Controlledity			12	1,0

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

TRIBAL MONGOLIAN



ARMY COMMANDER	1	Any Instinctive	DATES	840 CE to 1100 CE
SUB-GENERALS	0-1	Any Instinctive	Terrain	Plains
Internal Allied Generals	0-3	Any Instinctive	Самр	Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Khan's guard	CAVALRY	Superior	Skilled	Short Spear	Melee Expert	243		0	1
Midii s gudiu	Drilled Loose	Protected	Bow	onort spear	Melee Expert	240	-	4	4
Tribal nobles and Nokor	CAVALRY	Superior	Experienced	Short Spear		117	Melee Expert (21)	4	1
retainers	Formed Loose	Unprotected	Bow		-	117	Meiee Expert (21)	12	4
Tribesmen	CAVALRY	Average	Skilled			129		8	1
THOESIHEH	Formed Flexible	Unprotected	Bow	-	-	149	-	32	4
Skirmishing tribesmen	CAVALRY	Average	Skilled			119		4	4
	Skirmisher	Unprotected	Bow	-	-	119	-	32	4

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TIBETAN



ARMY COMMANDER	1	Any Professional			DATES		841 CE to 1065 CE		
SUB-GENERALS	0-	1 Any Professional			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	0-	Any Professional (Tibe	etan) or Instinctive	(1 Nomad ally)	Самр		Unfortified or Fortified	; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M IN	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cataphract cavalry	CAVALRY	Average	-	Long Spear	Shove	142	Dismountable (7)	8	4
Catapinact cavally	Tribal Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	142	Distribultable (7)	24	4
Upgrade best cataphract	CAVALRY	Superior	-	Long Spear	Shove	199	Dismountable (9)		4
cavalry	Tribal Close	ArmHrs/F Armoured	-	Long Spear	SHOVE	177	Distribulitable (7)	Up to half	-
Replace cataphracts with	INFANTRY	Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	4
dismounted troops	Formed Close	Fully Armoured	-	Long Spear	SHOVE	12/	integral shooters (o)	Any	4
Tibetan garrison spearmen	INFANTRY	Average	-	Short Spear		72	Fanatic (40)	0	4,6
Tibetaii gaiiisoii speaiiiieii	Formed Close	Protected	-	Short Spear	-	12	randuc (40)	6	4,0
Upgrade garrison spearmen	INFANTRY	Average	-		Devastating	72		0	*see
to fanatic exorcist	Formed Loose	Unprotected	-	-	Chargers, Fanatic	12	-	1	note
Tile atom coming on a such and	INFANTRY	Average	Experienced			58		0	4
Tibetan garrison archers	Formed Close	Unprotected	Bow	-	-	38	-	4	4
Nomadic light cavalry under	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
Tibetan command	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	4
Himalayan mountain	INFANTRY	Average	Experienced		C 1 . C1	F0		0	1.6
tribesmen	Skirmisher	Unprotected	Bow		Combat Shy	50	-	6	4,6
Nomadic cavalry (see no	от е)								
NT 1: 11 1	CAVALRY	Average	Experienced			445	1 E (20)	0	4
Nomadic noble cavalry	Formed Loose	Protected	Bow	-	-	115	Melee Expert (23)	8	4
NT 1: 1: 1	CAVALRY	Average	Experienced			70	Cantabrian (16),	8	
Nomadic light cavalry	Skirmisher	Unprotected	Bow	- -	-	70	Combat Shy (-4)	16	4
Regrade nomadic light	CAVALRY	Average	Experienced		C . 1 .	0.1			
cavalry	Skirmisher	Unprotected	Bow	-	Cantabrian	86	Combat Shy (-4)	Up to half	4

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

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 Gener	(ALS				Самр		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ				-				
	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
INOUICS	Formed Loose	Unprotected	Bow	Short Spear		11/	Tviciec Expert (21)	12	-
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)		4
Opgrade fichest hobies	Formed Loose	Protected	Bow	31101t Spear	-	101	ivielee Expert (52)	Up to half	4
Horse archers	CAVALRY	Average	Experienced			94	Melee Expert (15)	8	4
1 1018C arcticis	Formed Flexible	Unprotected	Bow) 1	Tviciec Expert (10)	32	-
Upgrade horse archers	CAVALRY	Average	Skilled			129			4
opgiade noise archers	Formed Flexible	Unprotected	Bow	_	_	127	_	Up to half	7
FOOT CONSISTING 2/3 SPI	EARMEN AND $1/3$ A	ARCHERS							
C	INFANTRY	Average	-	Clarat Caraca	Shieldwall	67		8	6
Spearmen	Tribal Close	Protected	-	Short Spear	Silieidwali	07	-	24	O
Archers	INFANTRY	Average	Experienced			48		4	
Archers	Tribal Loose	Unprotected	Bow	-	-	40	-	12	
T	INFANTRY	Poor	-	C1 . C		00	C 1 (1 (0)	0	1.6
Levy	Tribal Loose	Unprotected	-	Short Spear	-	23	Combat Shy (-9)	6	4,6
	CAVALRY	Average	Experienced			70	C 1 - + C1 - + (1)	0	4
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	8	4
Regrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		4
archers	Skirmisher	Unprotected	Bow		Cantaonan		Combat Sily (-4)	Up to half	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
entitioning archers	Skirmisher	Unprotected	Bow	-	Compatibility	<i>5</i> 0	-	12	4,0

UYGHUR SUCCESSOR STATES



ALLIES

Tibetan allies (from 1014 to 1028 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TEN KINGDOMS CHINA



ARMY COMMANDER		1 .	Any Professional			DATES		885 CE to 975 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Mountains, J	ungle	
Internal Allied Genera	ALS	0-3	Any Professional (Chi	inese) or Instinctive	(1 Southern Tribal)	Самр		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation		PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	MAX	UG SIZE
War elephants (only Southern Han from 907 to	ELEPHANT	S	Superior	-	_	Shove	336	_	0	2,3
971)	Tribal Loose	e	Protected	-		SMOVO	000		3	2,0
Cavalry	CAVALRY Formed Loos		Average Protected	Experienced Bow	Short Spear	-	125	Melee Expert (23)	4 8	4
Upgrade cavalry as veterans	CAVALRY Formed Loos		Superior Protected	Experienced Bow	Short Spear	-	161	Melee Expert (32)	0	4
Infantry - TuG consist	ING OF 1/2 SP	EARIV	JEN AND 1/2 ARCHE	ERS						
Spearmen	INFANTRY		Average	Experienced	Short Spear	_	92	_	6	4
<u> </u>	Formed Flexil		Protected	Bow			72		16	<u>'</u>
Archers	INFANTRY Formed Loos		Average Protected	Experienced Bow	_	-	75	-	=	
Upgrade spearmen as	INFANTRY		Average	Experienced	Clarate Caraca		97			4
veterans	Drilled Flexib	ole	Protected	Bow	Short Spear	-	97	-	Any	— 4
Upgrade archers as veterans	INFANTRY		Average	Experienced	_	_	80	_	=	
opgiade areners as veterans	Drilled Loos	е	Protected	Bow					=	
Militia infantry - TuG	CONSISTING O	F 1/2	2 SPEARMEN AND 1/	2 ARCHERS						
Militia spearmen	INFANTRY		Poor	-	Short Spear	_	47	_	0	4
Tymria spearmen	Formed Flexil		Protected	-	Short Spear		17		16	<u>'</u>
Militia archers	INFANTRY		Poor	Experienced	_	_	39	Combat Shy (-9)	=	
Ivillida di Cilcio	Formed Loos	se	Unprotected	Bow	_	-	0)	Combat Sny (-9)	=	

TEN KINGDOMS CHINA

T/	ORTEM
Den	GLORIAM

			•	•					100
Guard 2 handed swordsmen	INFANTRY	Superior	-					0	
(only Southern Tang from 937 to 975)	Formed Flexible	Protected	-	2-H Cut-Crush	-	143	-	4	4
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	_	0	4
	Formed Flexible	Protected	-	Short Spear	Tviciee Expert	70		12	,
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	4
Grosseewillen	Formed Loose	Protected	Crossbow				Goineat Bity (22)	8	,
Raw militia spearmen	INFANTRY	Poor	-	Short Spear	_	38	_	0	4
	Tribal Close	Protected	-	Short Spear		50		16	-
Raw militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	4
Naw Illiliua archeis	Tribal Loose	Unprotected	Bow	-	-	30	Combat Sily (-9)	16	4
Horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	
1 1019C alcileis	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	8	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	4,6
Skirmstillig crossbowinen	Skirmisher	Unprotected	Crossbow	-	-	02	Combat Sily (-4)	8	4,0
Bolt shooters	ARTILLERY	Average	Experienced			146	Barricades (16)	0	2
Bolt shooters	Skirmisher	Unprotected	Light Art	-	-	140	Dallicades (10)	2	4
SOUTHERN TRIBAL CONTIN	IGENT								
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	4,6
Southern thoat auxiliaries	Tribal Loose	Protected	Javelin	Short Spear	-	05	Combat Sny (-22)	12	4,0
Doggo do suibal vyami ana	INFANTRY	Average	-		Davidatatina Characra	60			4,6
Regrade tribal warriors	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	Any	4,0
Southern tribal archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4
Southern thoat archers	Tribal Loose	Unprotected	Bow	_	-	40	Combat sny (-14)	4	4
Replace southern tribal	INFANTRY	Average	Experienced			53	Combat Shy (-14)		4
archers with crossbowmen	Tribal Loose	Unprotected	Crossbow	_	-	JJ	Collidat Sily (-14)	All or none	4

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

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 Genera	ALS	0-3	Any Professional			Самр		Unfortified or Fortified	l; Poor or Ave	erage	
	ТүрЕ										
	TRAINING AN	ND O	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)	4	4	
,	Formed Loc		Protected	Bow	ı			,	16		
Upgrade cavalry as veterans	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	T T 1 1C	4	
,	Formed Loc		Protected	Bow	•				Up to half		
Militia cavalry	CAVALRY		Average	Experienced	Short Spear	-	125	-	0	4	
	Formed Loc		Protected	Bow					4		
Infantry - TuG consisti	ING OF $1/2$ S	PEAR	MEN AND $1/2$ ARCHI	ERS							
Spearmen	INFANTR'		Average	Experienced	Short Spear	_	92	_	2	4	
Speamen	Formed Flex		Protected	Bow			72		12	,	
Archers	INFANTR'		Average	Experienced	_	_	75	_	=		
7 Hellers	Formed Loc	se	Protected	Bow			7.0		=		
Upgrade spearmen in veteran	INFANTR'	Y	Average	Experienced	Short Spear	Melee Expert	113	_		4	
units	Drilled Flexi	ble	Protected	Bow	Short Spear	Iviciee Expert	110	-	Up to half	7	
Upgrade archers as veterans	INFANTR'		Average	Experienced	_	_	80	_	=		
Opgrade areners as veterans	Drilled Loo	se	Protected	Bow		_	00		=		
Militia infantry - TuG	CONSISTING (э ғ 1 /	2 SPEARMEN AND 1	2 ARCHERS							
Militia spearmen	INFANTR'	Y	Poor	-	Short Spear		47		0	4	
rymua spearmen	Formed Flexi	ble	Protected	-			'1 /	<u> </u>	16	'1	
Militia archers	INFANTR'	Y	Poor	Experienced	_		39	Combat Shy (-9)	=		
ivinida arciicis	Formed Loc	se	Unprotected	Bow	-	-	0)	Combat sily (-9)	=		

FIVE DYNASTIES CHINA



								A	
Raw militia spearmen	INFANTRY	Poor	-	Short Spear		38		0	4
Naw IIIIIua speaiiiieii	Tribal Close	Protected	-	Short spear	-	30	-	12	4
Raw militia archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	1
	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)	8	4
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93		4	1
vanguaru sworusmen	Formed Flexible	Protected	-	Short spear	Meiee Expert	90	-	12	4
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1
Clossoowilleli	Formed Loose	Protected	Crossbow	-	-	00	Combat Sify (-22)	8	4
Horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1
	Skirmisher	Unprotected	Bow		-	70	Combat Sily (-4)	8	4
Regrade horse archers	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
regrade noise archers	Skirmisher	Unprotected	Bow	-	CalitaUllali	00	Combat Sily (-4)	All or none	4
Bolt shooters	ARTILLERY	Average	Experienced	_	_	146	Barricades (16)	0	2
Doit shooters	Skirmisher	Unprotected	Light Art	_	<u>-</u>	140	Darricades (10)	2	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	4,0
Skirmiching croschowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	4,6
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	- -	-	02	Compatibility (-4)	6	-1 ,0

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

LATER SHATUO



ARMY COMMANDER	1	Any Professional			DATES		908 CE to 923 CE			
SUB-GENERALS	0-2	Any Professional			TERRAIN		Standard, Plains			
Internal Allied Genera	LS 0-2	Any Professional			Самр		Unfortified or Mobile;	Poor or Aver	age	
	ТүрЕ				•					
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	M in		
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Cavalry	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	4	4	
Cavally	Formed Loose	Protected	Bow	Short Spear		120	Meice Expert (20)	12	-	
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	4	
opgrade cavarry as veterans	Formed Loose	Protected	Bow	Short Spear	_	101	Wielee Expert (02)	4	4	
Shatuo unarmoured horse	CAVALRY	Average	Experienced	_	_	94	Melee Expert (15)	4	4	
archers	Formed Flexible	Unprotected	Bow	_	_	7 +	Wielee Expert (10)	16	7	
Upgrade horse archers	CAVALRY	Average	Skilled	_	_	129	_		4	
opgrade norse areners	Formed Flexible	Unprotected	Bow	_	_	127		Up to half		
Infantry - TuG consisti	NG OF 1/2 SPEA	RMEN AND $1/2$ ARCH	ERS							
Spearmen	INFANTRY	Average	Experienced	Short Spear		92		2	4	
Spearmen	Formed Flexible	Protected	Bow	31101t Spear	-	92	-	12	4	
Archers	INFANTRY	Average	Experienced			75		=		
Archers	Formed Loose	Protected	Bow	-	-	70	-	=		
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113			4	
units	Drilled Flexible	Protected	Bow	31101t Spear	Melee Expert	110	-	Up to half	4	
Upgrade archers as veterans	INFANTRY	Average	Experienced			80		=		
opgrade archers as veteralis	Drilled Loose	Protected	Bow					=		
Militia infantry - TuG	CONSISTING OF 1	/2 SPEARMEN AND 1	/2 ARCHERS							
N A:11:4:	INFANTRY	Poor	Experienced	Cl C		60		0	4	
Militia spearmen	Formed Flexible	Protected	Bow	Short Spear	-	62	-	16	4	
Militia archers	INFANTRY	Poor	Experienced			39	Combat Chr. (O)	=		
ivinitia archers	Formed Loose	Unprotected	Bow	-	-	37	Combat Shy (-9)	=	_	

LATER SHATUO



INFANTRY	Poor	-	Short Spear		38		0	4
Tribal Close	Protected	-	Short Spear	-	30	-	12	4
INFANTRY	Poor	Experienced			35	Combat Shy (0)	0	1
Tribal Loose	Unprotected	Bow	· <u>-</u>	-	30	Collidat Sily (-9)	8	4
INFANTRY	Average	-	Short Spear	Malaa Expart	03		0	4
Formed Flexible	Protected	-	Short spear	Meiee Expert	93	-	12	4
INFANTRY	Average	Experienced			90	Combat Chy (22)	0	1
Formed Loose	Protected	Crossbow	· -	-	00	Comoat Sny (-22)	8	4
CAVALRY	Average	Experienced			70	Combat Shy (1)	0	1
Skirmisher	Unprotected	Bow		-	70	Compatibility (-4)	8	4
CAVALRY	Average	Experienced		Cantabrian	96	Combat Shy (1)		1
Skirmisher	Unprotected	Bow	-	Calitabilali	00	Combat sily (-4)	All or none	4
ARTILLERY	Average	Experienced			146	Barricados (16)	0	2
Skirmisher	Unprotected	Light Art	- -	-	140	Dallicades (10)	2	Δ
INFANTRY	Average	Experienced		Combat Shir	50		0	4,6
Skirmisher	Unprotected	Bow	· <u>-</u>	Collidat Sily	30	-	6	4,0
INFANTRY	Average	Experienced			62	Combat Shy (1)	0	4,6
Skirmisher	Unprotected	Crossbow	· <u>-</u>	-	02	Compat Sny (-4)	6	4,0
	Tribal Close INFANTRY Tribal Loose INFANTRY Formed Flexible INFANTRY Formed Loose CAVALRY Skirmisher CAVALRY Skirmisher ARTILLERY Skirmisher INFANTRY Skirmisher	Tribal Close INFANTRY Poor Tribal Loose Unprotected INFANTRY Formed Flexible INFANTRY Formed Loose CAVALRY Skirmisher CAVALRY Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected INFANTRY Average Skirmisher Average Skirmisher Average Skirmisher Average Skirmisher Average Skirmisher Average Average Skirmisher Average	Tribal Close Protected - INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Average - Formed Flexible Protected - INFANTRY Average Experienced Formed Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Experienced	Tribal Close Protected - Short Spear INFANTRY Poor Experienced Bow INFANTRY Average - Short Spear Formed Flexible Protected - Short Spear INFANTRY Average Experienced Formed Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Experienced Experienced Skirmisher Unprotected Experienced Experienced Experienced Skirmisher Unprotected Experienced Experienced	Tribal Close Protected - Short Spear INFANTRY Poor Experienced Tribal Loose Unprotected Bow INFANTRY Average - Short Spear Melee Expert Formed Flexible Protected - Short Spear Melee Expert INFANTRY Average Experienced Formed Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Light Art INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Experienced	Tribal Close Protected - Short Spear - 38 INFANTRY Poor Experienced - 35 Tribal Loose Unprotected Bow - Short Spear - 35 INFANTRY Average - Short Spear Melee Expert 93 INFANTRY Average Experienced - 80 Formed Flexible Protected - Short Spear Melee Expert 93 INFANTRY Average Experienced - 80 CAVALRY Average Experienced - 70 Skirmisher Unprotected Bow - Cantabrian 86 Skirmisher Unprotected Bow - Cantabrian 86 ARTILLERY Average Experienced - Cantabrian 86 ARTILLERY Average Experienced - 146 Skirmisher Unprotected Light Art - 146 INFANTRY Average Experienced - Combat Shy 50 Skirmisher Unprotected Bow - Combat Shy 50 INFANTRY Average Experienced - Combat Shy 50 INFANTRY Average Experienced - Combat Shy 50	Tribal Close Protected - Short Spear - 38 - INFANTRY Poor Experienced Bow - 35 Combat Shy (-9) INFANTRY Average - Short Spear Melee Expert 93 - Short Spear Melee Expert 94 - Short Spear Melee Expert 95 - Short Spear Melee Expert 96 - Short Spear Melee Expert 96 - Short Spear Melee Expert 97 - Short Spear Melee Expert 97 - Short Spear Melee Expert 98 - Short Spear	Tribal Close Protected - Short Spear - 38

Notes

The minima and maxima for infantry and milita 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



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

PRE DYNASTIC KHITAN



ARMY COMMANDER	1	Any Instinctive, Khita	an from 907 CE Pro	fessional	DATES		432 CE to 1000 CE		
SUB-GENERALS	0-3	Any Instinctive, Khita	an from 907 CE Pro	fessional	TERRAIN		Plains		
Internal Allied Gener	ALS 0-1	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Best cavalry	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	1,2
Dest cavally	Formed Loose	Protected	Bow	31101t Spear	-	101	Tvielee Expert (02)	2	1,4
Heavy cavalry	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	2	1,2
Ticavy cavally	Formed Loose	Protected	Bow	Short Spear		120	Wielee Expert (20)	8	1,2
Horse archers	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	6	1,2
1 1013C arcticis	Formed Flexible	Unprotected	Bow	_	_	74	Comoat Sily (-10)	28	1,2
Upgrade horse archers	CAVALRY	Average	Skilled	_	_	129	Combat Shy (-18)		1,2
——————————————————————————————————————	Formed Flexible	Unprotected	Bow			127	Combat Sity (10)	Up to half	1,2
Subject foot	INFANTRY	Average	Experienced	_	_	56	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin	_			Collidat Sily (-22)	12	1,2
Upgrade subject foot	INFANTRY	Average	Experienced	_	Melee Expert	72	Shoot & Charge (6)		1,2
	Tribal Loose	Protected	Javelin		Ivielee Expert	1 21	Shoot & Charge (0)	Up to half	1,2
Foot archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow	_		70	Collibat Sily (-14)	4	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow			70	Combat Sify (-4)	4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow		Calitavilali	00	Compact only (-4)	All or none	1,4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
kirmishing archers	Skirmisher	Unprotected	Bow	-	Compatibility	00	-	4	1,4

PRE DYNASTIC KHITAN



KHITAN FROM 907 CE									
Replace best cavalry with	CAVALRY	Superior	Experienced	Short Spear	_	175	Melee Expert (32)	0	1.2
ordo	Drilled Loose	Protected	Bow	Siloit Spear	-	1/3	iviciec Expert (02)	4	1,4
Regrade ordo armoured	CAVALRY	Superior	Experienced	Mtd Polearm	Shoot & Charge	217	_		1 2
cavalry	Drilled Close	ArmHrs/ Protected	Bow	Ivita i Oleanin	Jiloot & Cilaige	217		All or none	1,2
Replace subject foot with	INFANTRY	Poor	-	Short Spear		38			2,3
Chinese militia	Tribal Close	Protected	-	Short Spear	-	30	-	All	2,0

Notes

Khitan from 907 CE also have Standard terrain.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SOGDIAN



ARMY COMMANDER		1	Any Instinctive			DATES		500 CE to 730 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Genera	ALS	0-3	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chakar	CAVALRY	Y	Average	-	Charging Lancer	_	105	Melee Expert (23)	2	1,2
	Formed Loc	ose	Protected	-	Charging Lancer		100	ividice Expert (20)	16	1,2
Upgrade best chakar	CAVALRY	Y	Superior	-	Charging Lancer	_	147			1,2
	Formed Loc	ose	Protected	-			147		Up to half	1,2
Sassanid Persians (from 650	CAVALRY	Y	Average	Experienced	Short Spear		125		0	1,2
CE)	Formed Loc	ose	Protected	Bow	Short Spear		120		4	1,2
Archers	INFANTR	Y	Average	Experienced	Short Spear		53	Combat Shy (-14)	2	1,2
Auchers	Tribal Loo	se	Unprotected	Bow	31101t Spear	-	55	Combat Sily (-14)	12	1,4
Levy	INFANTR	Y	Poor	-	Short Spear		23	Combat Shy (-9)	0	2,3
Levy	Tribal Loo	se	Unprotected	-	Short Spear	_	20	Combat Sily (-7)	4	2,0
Nomad horse archers	CAVALRY	Y	Average	Experienced			70	Melee Expert (8)	1	1,2
	Skirmishe	r	Unprotected	Bow		-	70	Meiee Expert (0)	8	1,2
Upgrade horse archers	CAVALRY	Y	Average	Skilled		_	- 119	Melee Expert (8)		1,2
Opgrade horse archers	Skirmishe	r	Unprotected	Bow	-	-		tatetee Exhett (0)	Up to half	1,4

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

TARIM BASIN STATES



ARMY COMMANDER		1	Any Instinctive			DATES		500 CE to 1063 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains		
INTERNAL ALLIED GENE	RALS	0-3	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Міи	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Dihqan	CAVALR	Y	Average	Experienced	Short Spear	_	125		2	1,2
'III'YaII	Formed Lo	ose	Protected	Bow		-	120	-	16	1,2
Jpgrade best dihqan	CAVALR	Y	Superior	Experienced	Short Spear		161			1,2
	Formed Lo	ose	Protected	Bow		-	101	-	Up to half	1,2
Archers	INFANTE	RΥ	Average	Experienced			54	Combat Shy (-14)	2	1,2
Alchers	Formed Lo	ose	Unprotected	Bow	-	-	54	Compat Sny (-14)	12	
Lorn	INFANTE	RΥ	Poor	-	Short Spear		23	Combat Shy (-9)	0	2,3
Levy	Tribal Loc	ose	Unprotected	-	Short Spear	-	20	Compatibility (-9)	4	2,0
Nomad horse archers	CAVALR	Y	Average	Experienced			70	Malaa Expart (8)	1	1,2
INOIHAU HOISE AICHEIS	Skirmish	er	Unprotected	Bow	-	-	70	Melee Expert (8)	8	1,2
Unarada horga archara	CAVALR	Y	Average	Skilled			119	Λ.1 Γ		1,2
pgrade horse archers	Skirmish	er	Unprotected	Bow	-	-		Melee Expert (8)	Up to half	1,2
Nomes										I

Notes

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

CHANGES FROM LAST VERSION

GOKTURK



ARMY COMMANDER		1	Any Instinctive			DATES		550 CE to 774 CE		
SUB-GENERALS	-	0-3	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Gener	ALS	0-3	Any Instinctive			-				
	ТүрЕ					-				
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles	CAVALRY	(Superior	Experienced	Short Spear	Melee Expert	138	_	2	1,2
1,001c3	Formed Loc	se	Unprotected	Bow	Short Spear	Iviciee Expert	100	_	6	1,2
Upgrade richest nobles	CAVALRY		Superior	Experienced	Short Spear	Melee Expert	194	<u>-</u>		1,2
	Formed Loc		Protected	Bow	Bilort Bpear	Tviciec Expert	171		Up to half	1,2
Horse archers	CAVALRY		Average	Experienced	_	-	94	Melee Expert (15)	6	1,2
Horse archers	Formed Flex		Unprotected	Bow					20	-,-
Upgrade horse archers	CAVALRY		Average	Skilled	_	-	129	Melee Expert (15)		1,2
	Formed Flex		Unprotected	Bow					Up to half	-,-
Levy	INFANTR		Poor	-	_	_	20	_	0	2,3
Levy	Tribal Loo	se	Unprotected	-			20		4	2,0
Skirmishing horse archers	CAVALRY	<i>l</i>	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2
	Skirmishe	r	Unprotected	Bow			70	Combat Sily (-4)	4	1,2
Regrade skirmishing horse	CAVALRY	(Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmishe	r	Unprotected	Bow		Calitabilali	00	Combat Sily (-4)	All or none	1,2
Foot archers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	1,2
	Skirmishe		Unprotected	Bow		Combat Sily	00	-	6	1,2
Elephants (from 561 to 590	ELEPHAN	ΓS	Average	-		Shove	240		0	2,3
CE)	Tribal Loo	se	Protected	-	-	211016	<i>∆</i> 1 0	-	3	4,0

GOKTURK



SUBJECT HEPHTHALITES ((FROM 561 TO 590	CE)							
Elephants	ELEPHANTS	Average	-		Shove	240		0	1,2
Пернань	Tribal Loose	Protected	-	-	211046	240	-	2	1,2
Nobles and followers	CAVALRY	Superior	Experienced	Short Spear		117	Melee Expert (21)	0	1,2
INODICS and TOHOWERS	Formed Loose	Unprotected	Bow	short spear	_	117	Melee Expert (21) Melee Expert (15)	2	1,4
Horse archers	CAVALRY	Average	Experienced	-		94	Melee Expert (15)	2	1,2
1 1018C arcticis	Formed Flexible	Unprotected	Bow		-) 1	Melee Expert (15)	6	- 1,2
Unarada harca archarc	CAVALRY	Average	Skilled	_		129			1,2
Upgrade horse archers	Formed Flexible	Unprotected	Bow	- 	-	129	-	Up to half	1,4
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Bow	- -	-	70	Combat Shy (-4)	2	1,2

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 contigent 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 Genera	LS	0-2	Any Instinctive (up to	1 Nepalese and 1 l	Nomad allies)					
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION		PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG SIZE
Cataphract cavalry	CAVALRY		Average	-	I ong Spoor	Shove	156	Dismountable (7)	4	1,2
Catapinact cavally	Formed Clo	se	ArmHrs/F Armoured	-	Long Spear	SHOVE	100	Distribulitable (7)	12	1,2
Upgrade best cataphract	CAVALRY		Superior	-	Long Spear	Shove	218	Dismountable (9)		1,2
cavalry	Formed Clo		ArmHrs/F Armoured	-	Long Spear	5110 V C	210	Disilioultable (7)	Up to half	1,2
Abbasid cavalry (only from	CAVALRY		Average	-	Long Spear	_	125	Dismountable (5),	0	1,2
795 to 801 CE)	Drilled Loos		Protected	-	Long Spear		120	Combat Shy (-28)	2	1,2
Replace cataphracts with	INFANTRY	(Average	-	Long Spear	Shove	127	Integral Shooters (8)	0	1,2
dismounted troops	Formed Clo	se	Fully Armoured	-	Long Spear	5110 VC	127	micgiai bilooteis (o)	Any	1,2
Tibetan garrison spearmen	INFANTRY	7	Average	-	Short Spear		72	Fanatic (40)	0	1,2
Tibetaii gairison speaimen	Formed Clo	se	Protected	-	Short spear	-	12	ranauc (40)	4	1,2
Upgrade garrison spearmen	INFANTRY	(Average	-		Devastating	72		0	*see
to fanatic exorcist	Formed Loo	se	Unprotected	-	-	Chargers, Fanatic	12	-	1	note
Tibetan garrison archers	INFANTRY	(Average	Experienced			58		0	1,2
Tibetaii gairisoii arciieis	Formed Clo	se	Unprotected	Bow	-	-	50	-	4	1,2
Abbasid infantry (only from	INFANTRY	(Average	-	Short Spear	Shieldwall	82	Integral Shooters (6),	0	1,2
795 to 801 CE)	Drilled Clos	se	Protected	-	Short spear	Silleidwall	02	Combat Shy (-22)	4	1,∠
Nomadic light cavalry under	CAVALRY	_	Average	Experienced			70	Cantabrian (16),	0	1,2
Tibetan command	Skirmisher		Unprotected	Bow	_	-	70	Combat Shy (-4)	2	1,4
Himalayan mountain	INFANTRY	(Average	Experienced		Combat Shy	50		0	1,2
tribesmen	Skirmisher		Unprotected	Bow	-	Combat sny	<i>5</i> 0	-	4	1,4

EARLY TIBETAN



Nomadic cavalry (see n	юте)								
Nomadic noble cavalry	CAVALRY	Average	Experienced			115	Melee Expert (23)	0	1,2
1 volitable floore cavally	Formed Loose	Protected	Bow			110		4	1,4
Nomadic iight cavalry	CAVALRY	Average	Experienced	_		70	Combat Shy (-4)	4	1,2
	Skirmisher	Unprotected	Bow			70	Compatibility (-4)	8	1,4
Regrade nomadic light	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
cavalry	Skirmisher	Unprotected	Bow	- Cantabrian	00	Comoat Sily (-4)	Up to half	1,4	
Nepalese (from 640 to	703 CE)								
Nanalaca cavalar	CAVALRY	Average	Experienced			125	Melee Expert (23)	4	1,2
Nepalese cavalry	Formed Flexible	Protected	Bow	-	-	140	ivielee Expert (23)	8	1,4
Nepalese swordsmen	INFANTRY	Average	-	Chart Cmar	Integral sheeters	63	Malaa Eyraart (16)	0	1.0
	Tribal Loose	Protected	-	Short Spear	Integral shooters	03	Melee Expert (16)	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

Sui China



ARMY COMMANDER	1	Any Professional			DATES		581 CE to 623 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Plains, Mou	ntains	
INTERNAL ALLIED GENEI	RALS								
	ТүрЕ								
	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	<u>-</u>	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	,
Heavy cavalry	CAVALRY Formed Close	Average ArmHrs/F Armoured	-	Long Spear	Shove	156	-	6	1,2
Tribal auxiliary cavalry	CAVALRY	Average	Experienced	_		94	Combat Shy (-18)	0	1,2
Thou auxiliary cavalry	Formed Flexible	Unprotected	Bow			<i>7</i> 1	Comoat Sily (10)	6	1,2
Upgrade tribal auxilary	CAVALRY	Average	Skilled			129	Combat Shy (-18)		1,2
cavalry	Formed Flexible	Unprotected	Bow			127	Collibat Sily (-10)	Up to half	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	_	130	_	0	1,2
1-10 021000 010000 0 1111011	Formed Loose	Protected	Crossbow	31101t Spear				2	
FUBING - TUG CONSISTIN	G OF 1/2 SPEARME	N AND 1/2 ARCHERS							
Pubing anonyman	INFANTRY	Average	Experienced	Short Spear		92	Dismountable (10)	0	2
Bubing spearmen	Formed Flexible	Protected	Bow	Short spear	-	94	Distiloulitable (10)	6	
Bushe archers	INFANTRY	Average	Experienced	_	_	75	Dismountable (10)	=	
Dustic arcticis	Formed Loose	Protected	Bow			70	Distributitudic (10)	=	
Conscript spearmen	INFANTRY	Poor	Experienced	Short Spear		62		2*	2
Conscript spearmen	Formed Flexible	Protected	Bow	Short Spear	-	02	-	10	
Conscript archers	INFANTRY	Poor	Experienced		_	51	_	=	
Conscript arcticis	Formed Loose	Protected	Bow	-	-	ΟI	-	=	

SUI CHINA

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ALLIES

T**ū**jué allies - Gokturk

Notes

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

CHANGES FROM LAST VERSION

^{*} Conscripts are only compulsory from 598 CE.

TANG CHINA - NORTHERN



ARMY COMMANDER	1	Any Professional			DATES		618 CE to 763 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Plains, Mour	ntains	
Internal Allied General	.s 0-3	Any Professional			-				
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M IN	
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	Charging Lancer	Tviciec Expert	447	31100t & Charge (14)	2	1,2
Wei guard horse archers	CAVALRY	Superior	Experienced		Melee Expert, Shoot	210		0	1,2
(from 636 to 750 CE)	Drilled Close	ArmHrs/ Protected	Bow	-	& Charge	210	-	2	1,4
Wuqi cavalry	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow		Wielee Expert	100	Shoot & Charge (10)	4	1,2
Tūjué cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow	Short Spear		120	Meiee Expert (25)	10	1,2
Upgrade T ū jué cavalry as	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)		1,2
jian er	Formed Loose	Protected	Bow	Short Spear	-	101	Wielee Expert (02)	Up to half	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear		130		0	1,2
	Formed Loose	Protected	Crossbow	Short Spear		100		2	1,2
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153		0	1,2
Guard spearmen	Drilled Flexible	Protected	Bow		Micice Tybert	100	<u>-</u>	2	1,4
Cuard archers	INFANTRY	Superior	Experienced			106	Melee Expert (22)	0	1,2
uard archers	Drilled Loose	Protected	Bow	-	-	100	Meice Expert (22)	2	1,4

TANG CHINA - NORTHERN



FUBING - TUG CONSISTING	of 1/2 spearmen	I AND 1/2 ARCHERS							
Bubing spearmen	INFANTRY	Average	Experienced	Short Spear		92	Dismountable (10)	2*	2
	Formed Flexible	Protected	Bow	Short Spear		74	Distributitable (10)	10	Δ
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	108	Dismountable (10)	2	2
units	Formed Flexible	Protected	Bow	31101t Spear	Meiee Expert	100	Distributitable (10)	4	2
Bushe archers	INFANTRY	Average	Experienced			75	Dismountable (10)	=	
	Formed Loose	Protected	Bow			7.0	Distributitable (10)	=	
Crossbowmen	INFANTRY	Average	Experienced	-		80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow		-	00	Collidat Sily (-22)	4	1,2
Nomadic light cavalry	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	1,2
Mo-Ho light cavalry	CAVALRY	Superior	Experienced			83	Melee Expert (11)	0	1,2
ivio-i io figlit cavally	Skirmisher	Unprotected	Bow	<u>-</u>	-	00	Meiee Expert (11)	2	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	1,2
Bolt shooters	ARTILLERY	Average	Experienced			146	Rarricados (16)	0	1
	Skirmisher	Unprotected	Light Art		-	140	Barricades (16)	1	1

ALLIES

Silla Korean allies (from 660 to 668 CE)

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

Khotanse 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 complusory 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

TANG CHINA - CENTRAL



1	Any Professional			DATES		623 CE to 763 CE		
0-3	Any Professional			TERRAIN		Standard, Coastal		
QALS 0-3	Any Professional							
ТүрЕ				•				
TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
CAVALRY	Superior	Experienced	Charging I an acr	Malaa Eyyaant	220	Chart Or Charge (14)	0	1,2
Drilled Loose	Protected	Bow	Charging Lancer	Meiee Expert	229	Shoot & Charge (14)	2	1,2
CAVALRY	Average	Experienced	Chansina I an ass	M - 1 T	160	Claration (10)	0	1.0
Formed Loose	Protected	Bow	- Charging Lancer	Meiee Expert	103	Shoot & Charge (10)	4	1,2
CAVALRY	Average	Experienced	Chart Char		120		0	1,2
Formed Loose	Protected	Crossbow	Short Spear	-	150	-	2	1,2
INFANTRY	Superior	Experienced	Short Spear	Malaa Erroart	150		0	1,2
Drilled Flexible	Protected	Bow		Meiee Expert	135	-	4	1,2
INFANTRY	Superior	Experienced			106	Malaa Eyynant (22)	0	1,2
Drilled Loose	Protected	Bow	-	-	100	Meiee Expert (22)	4	1,4
G OF 1/2 SPEARME	N AND $1/2$ ARCHERS							
INFANTRY	Average	Experienced	Cl. and Carres		00	D:(10)	2	2
Formed Flexible	Protected	Bow	Snort Spear	-	92	Dismountable (10)	10	2
INFANTRY	Average	Experienced			75	D:(10)	=	
Formed Loose	Protected	Bow	-	-	73	Dismountable (10)	=	
INFANTRY	Average	Experienced			00	C 1 C1 (22)	0	1.0
Formed Loose	Protected	Crossbow	-	-	80	Combat Sny (-22)	4	1,2
INFANTRY	Average	Experienced		Combatch	50		0	1,2
Skirmisher	Unprotected	Bow		Comoat Sny	30	-	6	1,2
ARTILLERY	Average	Experienced			1.16	Barrica des (16)	0	1
Skirmisher	Unprotected	Light Art	_	-	140	46 Barricades (16)	1	1
	TYPE TRAINING AND FORMATION CAVALRY Drilled Loose CAVALRY Formed Loose CAVALRY Formed Loose INFANTRY Drilled Flexible INFANTRY Drilled Loose INFANTRY Formed Flexible INFANTRY Formed Flexible INFANTRY Formed Loose INFANTRY Skirmisher ARTILLERY	O-3 Any Professional TYPE TRAINING AND QUALITY FORMATION PROTECTION CAVALRY Superior Drilled Loose Protected CAVALRY Average Formed Loose Protected CAVALRY Average Formed Loose Protected INFANTRY Superior Drilled Flexible Protected INFANTRY Superior Drilled Loose Protected INFANTRY Superior Drilled Loose Protected INFANTRY Average Formed Flexible Protected INFANTRY Average Formed Flexible Protected INFANTRY Average Formed Flexible Protected INFANTRY Average Formed Loose Protected INFANTRY Average Skirmisher Unprotected ARTILLERY Average	O-3 Any Professional O-3 Any Professional TYPE TRAINING AND CAVALRY	Any Professional TYPE TRAINING AND Professional CAVALRY Superior Experienced Drilled Loose Protected Bow CAVALRY Average Experienced Formed Loose Protected Crossbow INFANTRY Superior Experienced Bow INFANTRY Superior Experienced Charging Lancer Bow Short Spear Short Spear Short Spear Experienced Bow INFANTRY Superior Experienced Short Spear INFANTRY Superior Experienced Bow INFANTRY Average Experienced Experienced Bow INFANTRY Average Experienced Experienced Experienced Bow INFANTRY Average Experienced Expe	ALS O-3 Any Professional TYTE TRAINING AND PROFESSIONAL CAVALRY FORMATION PROTECTION PROTECTION PROTECTION PROTECTION CAVALRY CAVALRY Superior Drilled Loose Protected Bow CAVALRY Formed Loose Protected Bow CAVALRY Formed Loose Protected CAVALRY Formed Flexible Protected CAVALRY CHARACTERISTICS Charging Lancer Melee Expert Charging Lancer Melee Expert Charging Lancer Melee Expert Charging Lancer Melee Expert Short Spear Melee Expert Formed Loose Protected Bow Short Spear Short Spear Average Short Spear Short Spear Formed Flexible Protected Bow INFANTRY Average Experienced Formed Loose Protected Bow INFANTRY Average Experienced Formed Loose Protected Crossbow Charging Lancer Melee Expert Melee Expert Short Spear Amelee Expert	ALS O-3 Any Professional O-3 Any Professional TYPE TRAINING AND FORMATION PROTECTION WEAPONRY OFFICE CAVALRY CAVALRY FORMATION Professional O-3 Any Professional TYPE TRAINING AND PROTECTION WEAPONRY OFFI CAVALRY CAVALRY CAVALRY FORMATION Professional O-3 Any Professional O-3 Any Professional O-3 Any Professional O-3 Any Professional TYPE TRAINING AND PROTECTION WEAPONRY MELEE WEAPONRY CHARACTERISTICS PTS CAVALRY Average Experienced Bow Charging Lancer Melee Expert 163 Charging Lancer Melee Expert 163 Short Spear And Loose Protected Crossbow INFANTRY Superior Experienced Drilled Flexible Protected Bow Short Spear Melee Expert 153 Nelse Expert 153 Nelse Expert 156 Short Spear Melee Expert 156 Short Spear Melee Expert 157 Nelse Expert 158 Nelse Expert 168 Nelse Expert 168	O-3 Any Professional Terrain Standard, Coastal	O-3 Any Professional O-3 O-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, 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

TANG CHINA - SOUTHERN



ARMY COMMANDER		Any Professional			DATES		623 CE to 763 CE			
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains, Ju	ıngle		
Internal Allied Genera	LS 0-3	Any Professional								
	ТүрЕ						Standard, Mountains, Jungle OPTIONAL CHARACTERISTICS Shoot & Charge (14) Shoot & Charge (10) Melee Expert (23) - Melee Expert (22) Dismountable (10) Dismountable (10)			
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics		UG Size	
Wei guard cavalry	CAVALRY	Superior	Experienced	Charging Lancer	Melee Expert	220	Shoot Or Charge (11)	0	1,2	
wei guara cavarry	Drilled Loose	Protected	Bow	Charging Lancer	Meiee Expert	229	Shoot & Charge (14)	2	1,2	
What complan	CAVALRY	Average	Experienced	Charging Lancer	Melee Expert	163	Shoot Or Charge (10)	0	1,2	
Juqi cavalry ū jué cavalry	Formed Loose	Protected	Bow		Meiee Expert	103	31100t & Charge (10)	4	1,2	
Tūjué cavalry	CAVALRY	Average	Experienced	Short Spear		125	Malaa Export (22)	0	1,2	
1 u jue cavany	Formed Loose	Protected	Bow	Short Spear	-	120	Melee Expert (23)	3) 4 0 2	1,2	
Mounted crossbowmen	CAVALRY	Average	Experienced	Short Spear	_	130	_	0	1,2	
Iviounted crossbownien	Formed Loose	Protected	Crossbow	Short Spear	_	100		0 2 0 4 0 4 0 2 0 2 0 2 0 2	1,2	
Guard spearmen	INFANTRY	Superior	Experienced	Short Spear	Melee Expert	153	<u>_</u>	Min Max 0 2 0 4 0 2 0 2 0 2 10 0 4	1,2	
Guard spearmen	Drilled Flexible	Protected	Bow	Short Spear	Iviciee Expert	100	- 2 0 2	1,2		
Guard archers	INFANTRY	Superior	Experienced	_	_	106	Melee Expert (22)	0 2 0 4 0 4 0 2 0 2 0 2 0 2 10	1,2	
Guard archers	Drilled Loose	Protected	Bow	_	_	100	ivielee Expert (22)	2	1,2	
FUBING - TUG CONSISTING	of 1/2 spearmi	EN AND $1/2$ ARCHER	S							
D 1 ·	INFANTRY	Average	Experienced	C1 C		00	D: 11 (40)	2	0	
Bubing spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	Dismountable (10)	10	2	
Upgrade spearmen in veteran	INFANTRY	Average	Experienced		Malaa Errmant	108	Diamountable (10)	0	2	
units	Formed Flexible	Protected	Bow	Short Spear	Melee Expert	108	Dismountable (10)	4		
Bushe archers	INFANTRY	Average	Experienced			75	Diamountable (10)	= _		
Dustie dictiets	Formed Loose	Protected	Bow		-	/3	Dismountable (10)	=		

TANG CHINA - SOUTHERN



Crossbowmen	INFANTRY	Average	Experienced		-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	1,4
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin	Short spear		03		10	
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow		Combat sily	50		9	
Bolt shooters	ARTILLERY	Average	Experienced			146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art	<u>-</u>	-			1	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

BALHAE KOREAN



ARMY COMMANDER		Any Professional			DATES		698 CE to 926 CE			
SUB-GENERALS	0-2	Any Professional			TERRAIN		Standard, Coastal, Mo	ıntains		
Internal Allied General	1. 0-1	Any Professional (Ko	rean) or Any Instin	ctive (Nomadic)						
	ТүрЕ									
	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	
ivianchunan cavalry	Formed Loose	Protected	Bow	Short Spear	-	101	-	6	1,2	
Upgrade Manchurian cavalry	CAVALRY	Superior	Experienced	Short Spear	Melee Expert	194			1,2	
to nobles	Formed Loose	Protected	Bow				-	Up to half	1,2	
Nomadic cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Evnert (23)	2	1,2	
Nomatic Cavally	Formed Flexible	Protected	Bow				Meiee Expert (25)	6	1,4	
Korean regular cavalry	CAVALRY	Average	-	Short Spear	-	90	Combat Shy (-28)	0	1,2	
Rolean regular cavally	Formed Loose	Protected	-			70		4	1,∠	
Korean noble cavaly co	ONSISTING 1/2 No	BLES AND 1/2 RETA	INERS							
V 1.1	CAVALRY	Average	-	Classian I aman	λ 4 . 1 Γ	Standard, Coastal, Mountain Standard, Coastal, Coast	0	2		
Korean nobles	Formed Loose	Protected	-	Charging Lancer	Melee Expert		-	2	2	
Retainers	CAVALRY	Average	-		Malaa Erroant	67		=		
Retainers	Formed Loose	Unprotected	-	-	Melee Expert	0/	-	=		
Durania sia 1 ann ann an	INFANTRY	Average	-	Ch aut Cassa		77		0	1,2	
Provincial spearmen	Formed Flexible	Protected	-	Short Spear	-	//	-	6	1,2	
Provincial archers	INFANTRY	Average	Experienced			54	Combat Shy (14)	0	1,2	
1 TOVINCIAL AICHEIS	Formed Loose	Unprotected	Bow	_	-		Compat Sny (-14)	8	1,4	
Regrade archers as	INFANTRY	Average	Experienced			50	Combat Shy (14)		1,2	
crossbowmen	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	JJ	Compatibily (-14)	Any	1,4	

BALHAE KOREAN

M	OR	4 1	EM
ET	GL	DRI	AM

Levy spearmen	INFANTRY	Poor	-	Short Spear		41		2	2,3
Levy speammen	Tribal Flexible	Protected	-	Siloit Spear	-	41	-	10	2,0
Levy archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	2	2,3
Levy archers	Tribal Loose	Unprotected	Bow			00	Compatibily (-7)	14	2,0
REPLACE SPEARMEN AN	D ARCHERS WITH CO	MBINED UG OF 1/2	SPEARMEN AND 1	/2 ARCHERS					
Provincial spearmen	INFANTRY	Average	Experienced	Short Spear		92		0	1,2
	Formed Flexible	Protected	Bow	Short Spear	-	92	-	8	1,2
Provincial archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	=	
rovincial archers	Formed Loose	Unprotected	Bow	-	-	J 4	Control of (-14)	=	
REPLACE COMBINED UC	G OF ARCHERS WITH 1	l/2 SPEARMEN AND	1/2 CROSSBOWMI	EN					
Dravingial angerman	INFANTRY	Average	Experienced	Short Spear -		97	-		1,2
Provincial spearmen	Formed Flexible	Protected	Crossbow		-	97		Any	1,4
Regraded archers as	INFANTRY	Average	Experienced			59	Combat Shy (-14)		
crossbowmen	Formed Loose	Unprotected	Crossbow	_	_	07	Comoat sify (-14)		
REPLACE LEVY SPEARM	EN AND ARCHERS WIT	TH COMBINED UG O	F 1/2 SPEARMEN	AND $1/2$ ARCHERS					
Loverson	INFANTRY	Poor	Experienced	G1 G		56		2	2,3
Levy spearmen	Tribal Flexible	Protected	Bow	Short Spear	-	30	-	14	2,3
Levy archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	=	2,3
Levy archers	Tribal Loose	Unprotected	Bow	. <u>-</u>	-	30	Compatibily (-9)	=	2,0
Carret arranton	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Scout cavalry	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	2	1,2
Foot Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
1 000 / 11 (11618	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	<i>J</i> 0	-	6	1,4
ALLIES									

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

Türgesh



Army Commander		1	1 Any Instinctive		DATES		699 CE to 965 CE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Gener	ALS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	Мах	UG SIZ
Nobles	CAVALR	Y	Superior	Experienced	Short Spear	Melee Expert	138		2	1,2
NOOICS	Formed Lo	ose	Unprotected	Bow	Short Spear	Meiee Expert	130	-	6	1,4
Upgrade richest nobles	CAVALR	Y	Superior	Experienced	Short Spear	Melee Expert	194	-		1,2
	Formed Lo	ose	Protected	Bow					Up to half	1,2
Horse archers	CAVALR	Y	Average	Experienced		_	9/	Melee Evnert (15)	6	1,2
1 1013C arcticis	Formed Flex	ible	Unprotected	Bow	_		74	Meice Expert (10)	MAX 2 6 Up to half	1,4
Upgrade horse archers	CAVALR	Y	Average	Skilled			120	Malae Evnert (15)	MAX 2 6 Up to half 6 24 Up to half 0 4 0 4	1,2
Opgrade noise archers	Formed Flex	ible	Unprotected	Bow			147	Wielee Expert (10)		1,4
Archers	INFANTE	Y	Average	Experienced	Bow Short Spear Melee Expert 194 - Up xperienced	0	1,2			
7 d Cileis	Tribal Loc	se	Unprotected	Bow			40	Distribulitable (0)	6	1,4
Levy	INFANTE	Y	Poor	-	Short Spear		23	Combat Shy (9)	0	2,3
Levy	Tribal Loc	se	Unprotected	-	Short Spear		23	Collidat Sily (-7)	4	2,0
Skirmishing horse archers	CAVALR	Y	Average	Experienced			70	Combat Shy (-4)	0	1,2
Skiiilisiiliig iloise areileis	Skirmish	er	Unprotected	Bow	-	-	70	Collidat Sily (-4)	4	1,4
Upgrade skirmishing horse	CAVALR	Y	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmish	er	Unprotected	Bow	-	Calitabilail	00	Collidat Sily (-4)	All or none	1,4

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

UYGHUR KHAGANATE



ARMY COMMANDER		1	Any Instinctive			DATES		744 CE to 860 CE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Plains			
INTERNAL ALLIED GENER	ALS	0-3	Any Instinctive								
	ТүрЕ										
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Nobles	CAVALR	Y	Superior	Experienced	Short Spear	_	117	Melee Expert (21)	2	1,2	
1100103	Formed Lo		Unprotected	Bow	Short Spear	_	117	Wielee Expert (21)	6	1,2	
Upgrade richest nobles	CAVALR		Superior	Experienced	Short Spear	Melee Expert	194	_		1,2	
opgrade henest hooles	Formed Lo		Protected	Bow					Up to half	1,2	
Horse archers	CAVALR		Average	Experienced		_	94	Melee Expert (15)	6	1,2	
	Formed Flex	xible	Unprotected	Bow			<i>,</i> ,	Tviciee Expert (10)	20	1,2	
Upgrade horse archers	CAVALR		Average	Skilled	_	_	129	_		1,2	
	Formed Flex	xible	Unprotected	Bow			127		up to half	1,2	
Levy	INFANTE	RΥ	Poor	-	Short Spear	-	23	Combat Shy (-9)	0	2,3	
Levy	Tribal Loc	ose	Unprotected	-			20	Combat Sily (7)	6	2,0	
Militia archers	INFANTE		Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2	
Tviiita arciicis	Tribal Loc	ose	Unprotected	Bow			40	Combat Sily (-14)	6	1,2	
Skirmishing horse archers	CAVALR	Y	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2	
	Skirmish	er	Unprotected	Bow	_	_	70	Collidat Sily (-4)	4	1,2	
Upgrade skirmishing horse	CAVALR		Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		1,2	
archers	Skirmish	er	Unprotected	Bow		Calitaviiaii		Collidat Sily (-4)	All or none	1,2	
Skirmishing archers	INFANTE		Average	Experienced		Combat Shy	50		0	1,2	
okiminimig archers	Skirmish	er	Unprotected	Bow	_	Compatibility		-	6	1,4	

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	2 Any Professional			TERRAIN		Standard, Plains, Mou	ntains	
INTERNAL ALLIED GENERA	1.5 0-3	Any Professional							
	ТүрЕ				•				
	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
Cavally	Drilled Loose	Protected	Bow	Short spear	-	130	Melee Expert (23)	8	1,2
Upgrade cavalry to guard	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	1,2
cavalry	Drilled Loose	Protected	Bow	Short spear	-	1/3	Melee Expert (32)	Up to half	1,2
Regional cavalry	CAVALRY	Average	Experienced	Short Spear		125		0	1,2
Regional cavally	Formed Loose	Protected	Bow	Short spear	-	120	-	4	1,2
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98		0	1,2
valiguatu sworusitieti	Drilled Flexible	Protected	-	Short Spear	Melee Expert	90	-	6	1,2
Infantry - TuG consists	ING OF 1/2 SPEA	RMEN AND $1/2$ ARCH	IERS						
Con a press and	INFANTRY	Average	Experienced	Chart Craar		97		2	2
Spearmen	Drilled Flexible	Protected	Bow	Short Spear	-	97	-	8	
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113		0	2
units	Drilled Flexible	Protected	Bow	Short spear	Melee Expert	113	-	4	
Archers	INFANTRY	Average	Experienced			80		=	
Archers	Drilled Loose	Protected	Bow		-		-	=	
GARRISON INFANTRY - TU	G CONSISTING O	f 1/2 spearmen an	d 1/2 archers						
Garrison spearmen	INFANTRY	Average	Experienced	Short Spear		92		0	2
Gainson speamen	Formed Flexible	Protected	Bow	SHOIL Speal	<u> </u>	74	<u> </u>	6	
Garrison archers	INFANTRY	Average	Experienced			75		=	
Carrison archers	Formed Loose	Protected	Bow	-	-	/ J	-	=	

LATE TANG CHINA - NORTHERN



								7	
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Crossbowillen	Formed Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	4	1,4
Militia spearmen	INFANTRY	Poor	-	Short Spear		47		0	2,3
iviiiiua speariiieii	Formed Flexible	Protected	-	Short spear	-	4/	-	4	2,3
Militia archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	0	2,3
iviiitua arciieis	Formed Loose	Unprotected	Bow	-	-	39	Collidat Sily (-9)	4	2,3
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1,2
Skiiilisiiliig lioise aicheis	Skirmisher	Unprotected	Bow	-	-	70	Collidat Sily (-4)	4	1,4
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow	-	Calitatilali	00	Collidat Sily (-4)	All or none	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
	Skirmisher	Unprotected	Bow	-	Compat 3my	30	-	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	1,2
Skiiilisiiliig Clossoowilleli	Skirmisher	Unprotected	Crossbow	-	-	02	Collidat Sily (-4)	4	1,4
Bolt shooters	ARTILLERY	Average	Experienced	_		146	Barricades (16)	0	1
DOIL SHOOKERS	Skirmisher	Unprotected	Light Art	- -	-	140	Darricades (10)	1	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

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 GENERA	ALS .	1-3	Any Professional							
	Түр <u>е</u>									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Гогм атіо	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Covalery	CAVALR'	Y	Average	Experienced	Chart Char		135	Malaa Eyypart (22)	2	1.0
Cavalry	Drilled Loc	ose	Protected	Bow	Short Spear	-	155	Melee Expert (23)	6	1,2
Upgrade cavalry to guard	CAVALR'	Y	Superior	Experienced	Chart Char		175	Melee Expert (32)	0	1,2
cavalry	Drilled Loc	ose	Protected	Bow	Short Spear	-	1/3	Meiee Expert (52)	2	1,4
Vanguard swordsmen	INFANTR	Y	Average	-	Short Spear	Melee Expert	98		0	1,2
Vanguaru swordsmen	Drilled Flex	ible	Protected	-	31101t Spear	Ivielee Expert	90	-	6	1,2
INFANTRY - TUG CONSISTI	ING OF 1/2 S	PEAR	MEN AND $1/2$ ARCH	ERS						
C.,	INFANTR	Y	Average	Experienced	Clarat Caras		97		0	1.0
Spearmen	Drilled Flex	ible	Protected	Bow	Short Spear	-	9/	-	4	1,2
Upgrade spearmen in veteran	INFANTR	Y	Average	Experienced	Chart Char	Melee Expert	113		0	1,2
units	Drilled Flex	ible	Protected	Bow	Short Spear	ivielee Expert	115	-	2	1,4
Archers	INFANTR	Y	Average	Experienced			80		=	
Archers	Drilled Loc	ose	Protected	Bow	<u>-</u>	-	00	-	=	
GARRISON INFANTRY - TU	G consistin	G OF	1/2 SPEARMEN AND	D 1/2 ARCHERS						
C ·	INFANTR	Y	Average	Experienced	C1 . C		00		4	1.0
Garrison spearmen	Formed Flex	ible	Protected	Bow	Short Spear	-	92	-	10	1,2
Garrison archers	INFANTR	Y	Average	Experienced			75		=	
Gamson archers	Formed Lo	ose	Protected	Bow	-	-	73	-	=	
C 1	INFANTR	Y	Average	Experienced			00	C 1 . C1 / 20\	0	1.0
Crossbowmen	Formed Lo	ose	Protected	Crossbow	-	-	80	Combat Shy (-22)	4	1,2
N A:1:4:-	INFANTR	Y	Poor	-	Cl C		47		0	0.0
Militia spearmen	Formed Flex	ible	Protected	-	Short Spear	-	47	-	8	2,3

LATE TANG CHINA - CENTRAL



							7	
Militia archers	INFANTRY	Poor	Experienced		39	Combat Shy (-9)	0	2,3
	Formed Loose	Unprotected	Bow		07	Collidat Sily (-7)	4	2,0
Skirmishing horse archers	CAVALRY	Average	Experienced		70	Combat Shy (-4)	0	1,2
Skiiiiisiiiig noise archeis	Skirmisher	Unprotected	Bow		70	Combat Sily (-4)	4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced					
archers	Skirmisher	Unprotected	Bow	- Cantabrian	86	Combat Shy (-4)	All or none	1,2
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	50		0	1,2
Skiiilisiiliig arciieis	Skirmisher	Unprotected	Bow	- Collidat Sily	50	-	4	1,4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		62	Combat Shy (-4)	0	1,2
Skirinishinig crossbowinen	Skirmisher	Unprotected	Crossbow		02	Combat Sily (-4)	4	1,2
Bolt shooters	ARTILLERY	Average	Experienced		146	Barricades (16)	0	1
DOIL SHOOLEIS	Skirmisher	Unprotected	Light Art		140	Darricades (10)	1	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

LATE TANG CHINA - SOUTHERN



ARMY COMMANDER	1	Any Professional			DATES		764 CE to 884 CE		
SUB-GENERALS	0-	2 Any Professional			TERRAIN		Standard, Mountains, J	ungle	
INTERNAL ALLIED GENER	RALS 0-	3 Any Professional						-	
•	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	M in	
Name	Formation	Ркотестіон	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Carraliar	CAVALRY	Average	Experienced	Chart Char		125	Malaa Erroant (22)	0	1,2
Cavalry	Formed Loose	Protected	Bow	Short Spear	-	123	Melee Expert (23)	4	1,2
Upgrade cavalry to guard	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)	0	1,2
cavalry	Formed Loose	Protected	Bow	Short Spear	-	101	Meiee Expert (52)	2	1,2
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	98		0	1,2
Valiguatu sworusilleli	Drilled Flexible	Protected	-	- Short Spear	Wielee Expert	90	-	6	1,2
INFANTRY - TUG CONSIS	TING OF 1/2 SPEA	RMEN AND $1/2$ ARCH	IERS						
C	INFANTRY	Average	Experienced	Clarat Cara		97		0	2
Spearmen	Drilled Flexible	Protected	Bow	Short Spear	-	9/	-	3	
Archers	INFANTRY	Average	Experienced			80		=	
Archers	Drilled Loose	Protected	Bow	-	-	00	-	=	
GARRISON INFANTRY - T	UG CONSISTING O	of 1/2 spearmen and	d 1/2 archers						
<i>C</i> .	INFANTRY	Average	Experienced	C1 . C		00		4	1.0
Garrison spearmen	Formed Flexible	Protected	Bow	Short Spear	-	92	-	10	1,2
Garrison archers	INFANTRY	Average	Experienced			75		=	
Garrison archers	Formed Loose	Protected	Bow	-	-	73	-	=	_
<i>C</i> 1	INFANTRY	Average	Experienced			00	G 1 (1 (20)	0	4.0
Crossbowmen	Formed Loose	Protected	Crossbow		-	80	Combat Shy (-22)	4	1,2
Λ Λ:1:μ:	INFANTRY	Poor	-	Clarate Caraca		47		0	2,3
Militia spearmen	Formed Flexible	Protected	-	Short Spear	-	4/	-	12	
Militia archers	INFANTRY	Poor	Experienced			39	Combat Chr. (O)	0	2,3
ivillida archers	Formed Loose	Unprotected	Bow	-	-	39	Combat Shy (-9)	4	

LATE TANG CHINA - SOUTHERN



Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear	_	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin	Short Spear		00	Collidat Sily (-22)	10	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced	_		70	Combat Shy (-4)	0	1,2
Skillinstillig florse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat sily (-4)	4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow	<u>-</u>	Calitatilali	00	Collidat Sily (-4)	All or none	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	4	1,4
Skirmishing crossbowmen	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	1,2
Skillinstillig crossbowitten	Skirmisher	Unprotected	Crossbow	-	-	02	Compatibility (-4)	4	1,2
Bolt shooters	ARTILLERY	Average	Experienced			146	Barricades (16)	0	1
Boit shooters	Skirmisher	Unprotected	Light Art	-	-	140	Darricades (10)	1	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

EARLY SHATUO



ARMY COMMANDER	1	Any Instinctive			DATES		808 CE to 907 CE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Gener	0-1	Any Instinctive							
	ТүрЕ								
	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	Superior	Experienced	Short Spear	<u>.</u>	161	Melee Expert (32)	0	1,2
cavalry	Formed Loose	Protected	Bow	Short Spear		101	Ivielee Expert (02)	2	1,2
Shatuo armoured cavalry	CAVALRY	Average	Experienced	Short Spear	_	125	Melee Expert (23)	2	1,2
	Formed Loose	Protected	Bow	Short Spear	_	120	iviciec Expert (20)	6	1,2
Shatuo unarmoured horse	CAVALRY	Average	Experienced	_	_	94	Melee Expert (15)	2	1,2
archers	Formed Flexible	Unprotected	Bow			<i>7</i> 1	Wielee Expert (10)	8	1,2
Upgrade horse archers	CAVALRY	Average	Skilled	_	_	129	_		1,2
Opgrade noise areners	Formed Flexible	Unprotected	Bow			127		Up to half	1,2
Tribal cavalry	CAVALRY	Average	Experienced	_	_	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow			<i>/</i> 1	Comoat bily (10)	4	1,2
Subject tribal foot	INFANTRY	Average	Experienced	_	_	39	_	0	1,2
	Tribal Loose	Unprotected	Javelin			07		6	1,2
Upgrade subject tribal foot	INFANTRY	Average	Experienced	_	Melee Expert	49	_		1,2
	Tribal Loose	Unprotected	Javelin		Wielee Expert	17		Up to half	1,2
Subject tribal archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow	_	_	40	Combat Sily (-14)	6	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2
Jaminishing noise areners	Skirmisher	Unprotected	Bow	_	_	70	Combat Sily (-4)	4	1,2
Upgrade skirmishing horse	CAVALRY	Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		1,2
archers	Skirmisher	Unprotected	Bow		Carraorian		Goinoat 511y (-4)	All or none	1,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2
Skiiiiisiiiiig aiciicis	Skirmisher	Unprotected	Bow	_	Comoat only	00	-	6	1,4

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

TRIBAL MONGOLIAN



1	Any Instinctive			DATES		840 CE to 1100 CE		
0-1	Any Instinctive			TERRAIN		Plains		
LS 0-3	Any Instinctive							
ТүрЕ								
TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
CAVALRY	Superior	Skilled	Short Spaar	Malaa Expart	242		0	1,2
Drilled Loose	Protected	Bow	31101t Spear	Wielee Expert	240	-	2	1,2
CAVALRY	Superior	Experienced	Chart Char		117	Malaa Exmart (21)	2	1,2
Formed Loose	Unprotected	Bow	Short spear	-	11/	Melee Expert (21)	6	1,2
CAVALRY	Average	Skilled			120		4	1,2
Formed Flexible	Unprotected	Bow	-	-	129	-	16	1,4
CAVALRY	Average	Skilled			110		2	1.2
Skirmisher	Unprotected	Bow	-	-	119	-	16	1,2
	TYPE TRAINING AND FORMATION CAVALRY Drilled Loose CAVALRY Formed Loose CAVALRY Formed Flexible CAVALRY	O-1 Any Instinctive TYPE TRAINING AND QUALITY FORMATION PROTECTION CAVALRY Superior Drilled Loose Protected CAVALRY Superior Formed Loose Unprotected CAVALRY Average Formed Flexible Unprotected CAVALRY Average	O-1 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY CAVALRY Superior Skilled Drilled Loose Protected Bow CAVALRY Superior Experienced Formed Loose Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Skilled	O-1 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELEE WEAPONRY CAVALRY Superior Skilled Drilled Loose Protected Bow CAVALRY Superior Experienced Formed Loose Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Skilled	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	O-1 Any Instinctive O-3 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELEE WEAPONRY CHARACTERISTICS PTS CAVALRY Superior Skilled Drilled Loose Protected Bow CAVALRY Superior Experienced Formed Loose Unprotected Bow CAVALRY Average Skilled CAVALRY Average Skilled Formed Flexible Unprotected Bow CAVALRY Average Skilled CAVALRY Average Skilled	Any Instinctive O-3 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELE WEAPONRY CAVALRY Drilled Loose Protected Bow CAVALRY Superior Skilled Bow Short Spear Short Spear Formed Lose Unprotected Bow CAVALRY Average Skilled Bow CAVALRY Average Skilled Bow CAVALRY Average Skilled Bow CAVALRY Average Skilled Bow Takinin Mandatory Characteristics The companies of the c	1

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TIBETAN



Army Commander	1	Any Professional			DATES		841 CE to 1065 CE		
SUB-GENERALS	0-1	Any Professional			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	11.5 0-3	Any Professional (Tibe	etan) or Instinctive	(1 Nomad ally)					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cataphract cavalry	CAVALRY Tribal Close	Average ArmHrs/F Armoured	-	Long Spear	Shove	142	Dismountable (7)	4 12	1,2
Upgrade best cataphract cavalry	CAVALRY Tribal Close	Superior ArmHrs/F Armoured	-	Long Spear	Shove	199	Dismountable (9)	Up to half	1,2
Replace cataphracts with dismounted troops	INFANTRY Formed Close	Average Fully Armoured	-	Long Spear	Shove	127	Integral Shooters (8)	0 Any	1,2
Tibetan garrison spearmen	INFANTRY Formed Close	Average Protected	-	Short Spear	-	72	Fanatic (40)	0 4	1,2
Upgrade garrison spearmen to fanatic exorcist	INFANTRY Formed Loose	Average Unprotected	-	-	Devastating Chargers, Fanatic	72	-	0	*see mote
Tibetan garrison archers	INFANTRY Formed Close	Average Unprotected	Experienced Bow	_	-	58	-	0 4	1,2
Nomadic light cavalry under Tibetan command	CAVALRY Skirmisher	Average Unprotected	Experienced Bow		-	70	Cantabrian (16), Combat Shy (-4)	0 2	1,2
Himalayan mountain tribesmen	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	_	Combat Shy	50	-	0 4	1,2
Nomadic cavalry (see no	оте)	•							
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	Cantabrian (16), 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

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

UYGHUR SUCCESSOR STATES



ARMY COMMANDER	1	Any Instinctive			DATES		860 CE to 1330 CE		1
Sub-Generals	0-3	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Gener	ALS	,			-				
	ТүрЕ				•				
	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
INOUIES	Formed Loose	Unprotected	Bow	31101t Spear	-	11/	Meiee Expert (21)	6	1,2
Upgrade richest nobles	CAVALRY	Superior	Experienced	Short Spear		161	Melee Expert (32)		1,2
opgrade nenest nobles	Formed Loose	Protected	Bow	Short Spear	-	101	Meiee Expert (32)	Up to half	1,2
Horse archers	CAVALRY	Average	Experienced			94	Melee Expert (15)	4	1,2
	Formed Flexible	Unprotected	Bow	-	-	24	Meiee Expert (10)	16	1,2
Upgrade horse archers	CAVALRY	Average	Skilled			129			1,2
Opgrade noise archers	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to half	1,2
FOOT CONSISTING 1/2 SPE	EARMEN AND 1/2 A	RCHERS							
C	INFANTRY	Average	-	Clarat Caras	Shieldwall	67		4	2
Spearmen	Tribal Close	Protected	-	Short Spear	Snieidwaii	0/	-	12	2
Archers	INFANTRY	Average	Experienced		Shieldwall	48		2	
Archers	Tribal Loose	Unprotected	Bow	-	Smeidwaii	48	-	6	-
T	INFANTRY	Poor	-	01 0		22	G 1 (1 (0)	0	0.0
Levy	Tribal Loose	Unprotected	-	Short Spear	-	23	Combat Shy (-9)	4	2,3
C1 · · 1 · · 1	CAVALRY	Average	Experienced			70	C 1 . C1 / 4)	0	1.0
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	1,2
Regrade skirmishing horse	CAVALRY	Average	Experienced		C1	06	C =1- = + C1 (4)		1.0
archers	Skirmisher	Unprotected	Bow	-	Cantabrian	86	Combat Shy (-4)	Up to half	1,2
Chimmichina anahana	INFANTRY	Average	Experienced		Cambat Ch-	50		0	1,2
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	6	1,4

UYGHUR SUCCESSOR STATES



ALLIES

Tibetan allies (from 1014 to 1028 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TEN KINGDOMS CHINA



ARMY COMMANDER		1	Any Professional			DATES		885 CE to 975 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Mountains, J	ungle	
INTERNAL ALLIED GENERA	ALS	0-3	Any Professional (Ch	inese) or Instinctive	(1 Southern Tribal))				
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	Өрт іөна L	Min	
Name	Formation		PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	MAX	UG Size
War elephants (only Southern Han from 907 to	ELEPHANT	S	Superior	-	_	Shove	336	_	0	1,2
971)	Tribal Loose	е	Protected	-		Bilove	000		2	1,2
Cavalry	CAVALRY Formed Loos		Average Protected	Experienced Bow	Short Spear	-	125	Melee Expert (23)	2 4	1,2
Upgrade cavalry as veterans	CAVALRY Formed Loos		Superior Protected	Experienced Bow	Short Spear	-	161	Melee Expert (32)	0 2	1,2
INFANTRY - TUG CONSIST	ING OF 1/2 SP	EARI	MEN AND 1/2 ARCH	ERS						
Spearmen	INFANTRY Formed Flexib		Average Protected	Experienced Bow	Short Spear	-	92	-	2 8	1,2
Archers	INFANTRY Formed Loos	<i>7</i>	Average Protected	Experienced Bow	_	-	75	-	= =	
Upgrade spearmen as veterans	INFANTRY Drilled Flexib	7	Average Protected	Experienced Bow	Short Spear	-	97	-	Any	1,2
Upgrade archers as veterans	INFANTRY Drilled Loos	7	Average Protected	Experienced Bow	_	-	80	-	= =	
Militia infantry - TuG	CONSISTING O	F 1/								
Militia spearmen	INFANTRY Formed Flexib		Poor Protected	-	Short Spear	-	47	-	0	2
Militia archers	INFANTRY Formed Loos	7	Poor Unprotected	Experienced Bow	_	-	39	Combat Shy (-9)	=	

TEN KINGDOMS CHINA

N	ORTEM
DT	GLORIAIV

Guard 2 handed swordsmen	INFANTRY	Superior	-					0	
(only Southern Tang from 937 to 975)	Formed Flexible	Protected	-	2-H Cut-Crush	. -	143	-	2	1,2
Vanguard swordsmen	INFANTRY	Average	-	Short Spear	Melee Expert	93	_	0	1,2
- varigation ovvoicibilities	Formed Flexible	Protected	-	Bilore B pear				6	1,2
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow			00	Goilleactony (22)	4	1,2
Raw militia spearmen	INFANTRY	Poor	-	Short Spear	_	38	_	0	2,3
	Tribal Close	Protected	-	Short Spear			-	8	2,0
Raw militia archers	INFANTRY	Poor	Experienced	_	_	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow	_		00		8	2,0
Horse archers	CAVALRY	Average	Experienced		-	70	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Bow				Combat Shy (-4)	2	1,4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
	Skirmisher	Unprotected	Bow					4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced	_	_	62	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Crossbow			02		4	1,2
Bolt shooters	ARTILLERY	Average	Experienced		-	146	Barricades (16)	0	1
Doit shooters	Skirmisher	Unprotected	Light Art	_				1	1
Southern tribal contin	IGENT								
Southern tribal auxiliaries	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	1,2
Southern thoat auxiliaries	Tribal Loose	Protected	Javelin	Short Spear	-	03		6	1,4
Regrade tribal warriors	INFANTRY	Average	-		Devastating Chargers	60	-		1,2
	Tribal Loose	Protected	-		Devastating Chargers			Any	1,2
Southern tribal archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow	<u>-</u>	-			4	1,4
Replace southern tribal	INFANTRY	Average	Experienced	_	_	53	Combat Shy (-14)		1,2
archers with crossbowmen	Tribal Loose	Unprotected	Crossbow	_		00	Control only (-14)	All or none	1,4
· · · · · · · · · · · · · · · · · · ·	·					· · · · · · · · · · · · · · · · · · ·	·	· · · · · · · · · · · · · · · · · · ·	

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

FIVE DYNASTIES CHINA



Army Commander Sub-Generals		1 Any Professional	Any Professional Any Professional			DATES		885 CE to 979 CE		
		-1 Any Professional					Standard, Coastal			
Internal Allied Genera	LS	-3 Any Professional								
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	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	
Cavally	Formed Loose	Protected	Bow	Short Spear	-	120	ivielee Expert (25)	8	1,2	
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	C1 . C		161	Melee Expert (32)		1,2	
Opgrade cavalry as veteralls	Formed Loose	Protected	Bow	Short Spear	-	101		Up to half	1,2	
Militia cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	1,2	
viiilua cavairy	Formed Loose	Protected	Bow					4	1,2	
Infantry - TuG consisti	NG OF 1/2 SPE	ARMEN AND $1/2$ ARCH	IERS							
Con a press are	INFANTRY	Average	Experienced	Short Spear	-	92	-	1	2	
Spearmen	Formed Flexib	e Protected	Bow					6	4	
Archers	INFANTRY	Average	Experienced		-	75	-	=		
Archers	Formed Loose	Protected	Bow					=		
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	M.1	113			2	
units	Drilled Flexibl	e Protected	Bow	Short spear	Melee Expert	113	-	Up to half		
Upgrade archers as veterans	INFANTRY	Average	Experienced		-	80	-	=		
Opgrade archers as veteralis	Drilled Loose	Protected	Bow					=		
Militia infantry - TuG	CONSISTING O	1/2 SPEARMEN AND	1/2 ARCHERS							
A 4-1	INFANTRY	Poor	-	Short Spear	-	47	-	0	2	
Militia spearmen	Formed Flexib	e Protected	-					8	2	
Militia archers	INFANTRY	Poor	Experienced			39	Combat Shy (-9)	=		
IVIIIITIA Archers	Formed Loose	Unprotected	Bow	-	-			=		

FIVE DYNASTIES CHINA



Raw militia spearmen	INFANTRY	Poor	-	Short Spear	-	38	-	0	2,3
Naw minua speamien	Tribal Close	Protected	-	Short spear				6	2,0
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	-	Short spear	Meiee Expert	93	-	6	1,4
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	1,2
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
1 torse archers	Skirmisher	Unprotected	Bow					4	1,2
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
regrade noise archers	Skirmisher	Unprotected	Bow			00		All or none	1,2
Bolt shooters	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1
Doit shooters	Skirmisher	Unprotected	Light Art					1	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	-	Compat Sily			4	1,2
Skirmiching croschouman	INFANTRY	Average	Experienced			62	Combat Shy (-4)	0	1,2
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	-			4	1,4

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

LATER SHATUO



Army Commander Sub-Generals		Any Professional			DATES		908 CE to 923 CE		
		2 Any Professional			TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERA	ALS 0-	2 Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Covoler	CAVALRY	Average	Experienced	Short Spear		125	Melee Expert (23)	2	1,2
Cavalry	Formed Loose	Protected	Bow	Snort Spear	-	123	Meiee Expert (25)	6	1,2
Upgrade cavalry as veterans	CAVALRY	Superior	Experienced	Chart Char		161	Melee Expert (32)	0	1,2
	Formed Loose	Protected	Bow	Short Spear	-	161		4	1,2
Shatuo unarmoured horse archers	CAVALRY	Average	Experienced	-	-	94	Melee Expert (15)	2	1,2
	Formed Flexible	Unprotected	Bow					8	1,2
Upgrade horse archers	CAVALRY	Average	Skilled		-	129	_		1,2
Opgrade noise archers	Formed Flexible	Unprotected	Bow				-	Up to half	1,2
INFANTRY - TUG CONSIST	ING OF 1/2 SPEA	RMEN AND $1/2$ ARCH	ERS						
Cm on rmo on	INFANTRY	Average	Experienced	Short Spear	-	92	-	1	2
Spearmen	Formed Flexible	Protected	Bow					6	4
Archers	INFANTRY	Average	Experienced	-	-	75		=	
Alcheis	Formed Loose	Protected	Bow				<u>-</u>	=	
Upgrade spearmen in veteran	INFANTRY	Average	Experienced	Short Spear	Melee Expert	113			2
units	Drilled Flexible	Protected	Bow	31101t Spear	Melee Expert	113	-	Up to half	
Upgrade archers as veterans	INFANTRY	Average	Experienced	_	-	80	_	=	
Opgrade archers as veteralis	Drilled Loose	Protected	Bow					=	
Militia infantry - TuG	CONSISTING OF	1/2 SPEARMEN AND 1	l/2 ARCHERS						
A 4 (1). •	INFANTRY	Poor	Experienced	Chart Cnass		60		0	2
Militia spearmen	Formed Flexible	Protected	Bow	Short Spear	-	62	-	8	
Militia archare	INFANTRY	Poor	Experienced			39	Combat Chr. (0)	=	
Militia archers	Formed Loose	Unprotected	Bow	-	-		Combat Shy (-9)	=	

LATER SHATUO

MORTEN ET GLORIAN	/ [
ET GLORIAI	V

Raw militia spearmen	INFANTRY	Poor	-	Short Spear	=	38	-	0	2,3
	Tribal Close	Protected	-	Short Spear				6	2,0
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
vanguard swordsmen	Formed Flexible	Protected	-	31101t Spear	Meiee Expert	93	-	6	1,4
Crossbowmen	INFANTRY	Average	Experienced	-		80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow		-	00		4	1,2
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
Tiolse archers	Skirmisher	Unprotected	Bow					4	1,2
Regrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
regrade noise archers	Skirmisher	Unprotected	Bow			00		All or none	1,2
Bolt shooters	ARTILLERY	Average	Experienced		-	146	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art	- -				1	1
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow		Combat sily			4	1,2
Skirmiching croschovymen	INFANTRY	Average	Experienced	_		62	Combat Shy (-4)	0	1,2
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	-			4	1,4

Notes

The minima and maxima for infantry and milita 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