

# THE WARRING STATES AND HAN DYNASTY

The background of the entire page is a stylized, high-contrast illustration. In the foreground on the left, a warrior is depicted in a dynamic pose, wearing a brown tunic with a large, segmented shoulder guard and blue trousers. He holds a bow in his right hand. Behind him, a vast army of soldiers is shown marching along a path that leads towards a distant, misty landscape with traditional Chinese architecture and mountains. The soldiers are carrying various flags and banners, and the overall scene is rendered in a graphic, almost posterized style with a limited color palette of browns, blues, and greys.

AUTHORISED ARMY LISTS FOR

**MORTEM**  
**ET GLORIAM**



# ARMY LISTS

## THE WARRING STATES AND HAN DYNASTY

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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 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.

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

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. They must take UGs sufficient 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. They 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 UGs sufficient to get them to at least 50% of the minimums in the list if there is sufficient allowance for a UG after the core army itself has taken the minimum.
4. 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.



## HISTORICAL INTRODUCTION

China was nominally ruled by the Zhou dynasty from 1046 to 256 BCE. The Eastern Zhou period is so named after the capital was moved from Haojing to Luoyi in 771 BCE. It consists of two phases, the Spring and Autumn period and the Warring States period. These lists cover the “Warring States” period and the subsequent Qin (221 to 206 BCE) and Han dynasty (206 BCE to 220 CE).

Seven states dominated the Warring States period. These were:

- The State of Qin – in the far west.
- The Three Jins – north-east of Qin on the Shanxi plateau.
- Qi – located in the east of China on the Shandong peninsular.
- Chu – located in the south of China.
- Yan – located in the north-east, centered on modern-day Beijing.

Minor states included:

- Yue – on the south-east coast near Shanghai. It was annexed by the Chu in 334 BCE.
- Sichuan – in the far south-west. This area was conquered by the Qin.
- Zhongshan: between the Yan and the Zhao. It was annexed by the Zhao in 296 BCE.

At the start of the Warring States period, the six clans of the state of Jin in the Spring and Autumn period had been reduced to four – the Zhi, Zhao, Han, and Wei clans. By about 450s BCE the Zhi clan was the most dominant. In 453 BCE the Zhao, Han and Wei clans combined to annihilate the Zhi clan. The three remaining clans were so balanced that none could get the upper hand over the others. In 403 BCE they agreed a division, known as the “three Jins”. They were recognised by king Weilie of the Eastern Zhou dynasty.

In 370 BCE the leader of the Wei died without naming a successor. As a result the Zhao from the north and Han from the south invaded Wei. However the leaders fell into disagreement and king Hui was able to ascend the throne of Wei. Meanwhile a King Wei of the Qi launched successful attacks against the Zhao and Wei. In 344 BCE king Hui of Wei and king Wei of Qi recognised themselves as “kings”, in effect declaring their independence from the Zhou court. From this point on, rulers did not even pretend to be vassals of the Zhou dynasty.

During the period from 340 BCE the Qin became increasingly aggressive. The Qin attacked a weakened Wei state and after a significant victory captured large parts of Wei territory. The Wei relied on the Qi for protection. The Qin prime minister Fan Sui, initiated an aggressive expansionist

policy. The Han were attacked and the city of Xinzheng taken in 230 BCE. The Zhao surrendered in 228 BCE and the Yan in 226 BCE. The Wei city of Daliang was taken in 225 BCE and the Chu surrendered in 223 BCE. In 221 BCE they deposed the Zhou dynasty remnants and conquered the Qi.

The Qin dynasty was the first imperial dynasty of China lasting from 221 to 206 BCE named for its heartland of Qin, in modern-day Gansu and Shaanxi, and its founding emperor named Qin Shi Huang. During his reign his generals expanded the size of the Chinese state: adding lands in the south and conquering the Ordos loop from the nomadic Xiongnu. He is now best known for creating the Terracotta Army that guarded his city-sized mausoleum. He died in 210 BCE.

After his death the Qin dynasty quickly collapsed. A popular revolt broke out in 209 BCE. Chu rebels defeated the imperial forces. The Chu leader was betrayed by Liu Bang who declared himself Emperor Gaozu of the new Han Dynasty in 202 BCE. Despite the short duration of the Qin dynasty, it was very influential on the structure of future dynasties.

Spanning over four centuries, the Han period is considered a golden age in Chinese history. The Han Empire was divided into areas directly controlled by the central government using an innovation inherited from the Qin known as commanderies, and a number of semi-autonomous kingdoms. These kingdoms gradually lost all vestiges of their independence, particularly following the Rebellion of the Seven States in 154 BCE.

The Xiongnu, a nomadic steppe confederation defeated the Han in 200 BCE. Emperor Wu launched several military campaigns against them. The ultimate Han victory in these wars eventually forced the Xiongnu to accept vassal status as Han tributaries. These campaigns expanded Han sovereignty into the Tarim Basin of Central Asia, divided the Xiongnu into two separate confederations, and helped establish the vast trade network known as the Silk Road, which reached as far as the Mediterranean world. The territories north of Han's borders were quickly overrun by the nomadic Xianbei confederation.

Emperor Wu also launched successful military expeditions in the south, annexing Nanyue in 111 BCE and Dian in 109 BCE, and in the Korean Peninsula where the Xuantu and Lelang Commanderies were established in 108 BCE. Chinese influence reached as far as Vietnam where the Chinese influenced Triêu dynasty was replaced with more direct rule.

The Han Dynasty was interrupted in 9 CE when the Wang Mang, who had been appointed as regent in 6 CE, declared himself emperor. Wang Mang's rule known as the Xin Dynasty ultimately failed due to massive flooding of the Yellow River resulting in it splitting into two new branches. The floods dislodged many peasant farmers who were recruits for various rebel groups. In 23 CE one mob forced its way into the palace and killed Wang Mang.

A rebel group known as the Red Eyebrows assassinated the next emperor but the Empire was restored by Emperor Guangwu who seized power in 25 CE. For the next 11 years he waged war to reunite the Empire. The period between the foundation of the Han dynasty and Wang Mang's reign is

known as the Western Han dynasty. During this period the capital was at Chang'an (modern Xi'an). From the reign of Guangwu the capital was moved eastward to Luoyang. The era from his reign until the fall of Han is known as the Eastern Han dynasty.

During the turbulent reign of Wang Mang, the Han lost control over the Tarim Basin, which was conquered by the Northern Xiongnu. Between 73 CE and 89 CE the Han reconquered the area by defeating the Xiongnu and contacted the Kushan empire. The period was the high point of the dynastic house. Subsequent reigns were increasingly marked by eunuch intervention in court politics and their involvement in the violent power struggles of the imperial consort clans.

Daoist religious uprisings in 184 CE known as the Yellow Turban Rebellion and Five Pecks of Rice Rebellion weakened central authority. The governor of Yan province Cao Cao seized control of the emperor in 200 CE. When Cao Cao was defeated at the Battle of Red Cliffs in 208 CE, China was divided into three spheres of influence. In 220 CE Cao Cao's son, Cao Pi forced the last Han ruler to abdicate and the period known as the Three Kingdoms had begun.

## CHINESE NAMES AND TERMS

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

Pinyin	Wade-Giles
Di	Ti
Jin	Chin/Ts'in
Qiang	Ch'inag
Qin	Ch'in
Xianbei	Hsien-pei
Xiongnu	Hsiung-nu
Yuehchi	Yueh-chih

# EARLY WARRING STATES



<b>ARMY COMMANDER</b>		1	Any Professional			<b>DATES</b>		475 BCE to 355 BCE	
<b>SUB-GENERALS</b>		0-3	Any Professional			<b>TERRAIN</b>		Standard, Coastal, Mountains	
<b>INTERNAL ALLIED GENERALS</b>		0-1	Any Professional			<b>CAMP</b>		Fortified or Unfortified; Poor or Average	
TYPE				SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Che - chariots	BATTLE CHARIOTS	Average	Protected	Experienced	-	Melee Expert	Shoot & Charge	0	4,6
	Formed Loose			Bow				12	
Heavy cavalry	CAVALRY	Average	Protected	Experienced	Mtd Polearm	-	-	0	4,6
	Formed Loose			Crossbow				6	
Close fighters - Ji	INFANTRY	Average	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	8	6,8
	Formed Flexible			-				32	
Upgrade best close fighters	INFANTRY	Superior	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	0	6,8
	Formed Flexible			-				12	
Conscript - Ji	INFANTRY	Poor	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	12	6,8
	Tribal Flexible			-				48	
Crossbowmen - Nu	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
	Formed Loose			Crossbow				12	
Upgrade best crossbowmen	INFANTRY	Average	Unprotected	Skilled	-	-	Combat Shy		6
	Formed Loose			Crossbow				Up to half	
Hu barbarians	CAVALRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	4,6
	Skirmisher			Bow				8	
Upgrade Hu barbarians	CAVALRY	Average	Unprotected	Experienced	-	Cantabrian	Combat Shy		4,6
	Skirmisher			Bow				All or none	
Skirmishing archers	INFANTRY	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher			Bow				18	

## NOTES

All infantry UGs may use the Barricades characteristic.

# EARLY WARRING STATES



## HISTORICAL NOTES

The rulers of Jin had been steadily losing political powers since the middle of the 6th century BCE. This allowed other clans to gain fiefs and military authority, and decades of internecine struggle led to the establishment of four major families, the Han, Zhao, Wei and Zhi. The Battle of Jinyang (453 BCE) saw the allied Han, Zhao and Wei destroy the Zhi family and their lands were distributed among them. In 403 BCE, the Zhou court under King Weilie officially recognized Zhao, Wei and Han as immediate vassals, thereby raising them to the same rank as the other warring states.

From before 405 until 383 the three Jins were united under the leadership of Wei and expanded in all directions. The most important figure was Marquess Wen of Wei (445–396). In 408–406 he conquered the State of Zhongshan to the northeast on the other side of Zhao. At the same time he pushed west across the Yellow River to the Luo River taking the area of Xihe.

The growing power of Wei caused Zhao to back away from the alliance. In 383 it moved its capital to Handan and attacked the small state of Wey. Wey appealed to Wei which attacked Zhao on the western side. Being in danger, Zhao called in Chu. As usual, Chu used this as a pretext to annex territory to its north, but the diversion allowed Zhao to occupy a part of Wei. This conflict marked the end of the power of the united Jins and the beginning a period of shifting alliances and wars on several fronts.

In 376 BCE, the states of Han, Wei and Zhao deposed Duke Jing of Jin and divided the last remaining Jin territory between themselves, which marked the final end of the Jin state. In 370 BCE, Marquess Wu of Wei died without naming a successor, which led to a war of succession. After three years of civil war, Zhao from the north and Han from the south invaded Wei. On the verge of conquering Wei, the leaders of Zhao and Han fell into disagreement about what to do with Wei, and both armies abruptly retreated. As a result, King Hui of Wei was able to ascend the throne of Wei.

By the end of the period Zhao extended from the Shanxi plateau across the plain to the borders of Qi. Wei reached east to Qi, Lu and Song. To the south, the weaker state of Han held the east-west part of the Yellow River valley, surrounded the Zhou royal domain at Luoyang and held an area north of Luoyang called Shangdang.

## TROOP NOTES

During this period the emphasis in accounts of battles changes from archery duels between charioteers to massed infantry combat. The most popular weapons were varieties of dagger-axes that came in various lengths from 9 to 18 feet. Swords and armour begin to appear, although swords were mostly bronze. The crossbow was invented around 500 BCE but only starts to make an appearance on the battlefield in the 4th century BCE.

## CHANGES FROM LAST VERSION

2019.01: Updated territory types. Crossbow now experienced. Restricted Cantabrian. 2019.02: Shoot & Charge option for chariots.



# MIDDLE WARRING STATES



<b>ARMY COMMANDER</b>		1	Any Professional			<b>DATES</b>	355 BCE to 278 BCE		
<b>SUB-GENERALS</b>		0-3	Any Professional			<b>TERRAIN</b>	Standard, Coastal, Mountains		
<b>INTERNAL ALLIED GENERALS</b>		0-1	Any Professional			<b>CAMP</b>	Fortified or Unfortified; Poor or Average		
TYPE				SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Che - Battle chariots	BATTLE CHARIOTS	Average	Protected	Experienced	-	-	Shoot & Charge	0	4,6
	Formed Loose			Bow				8	
Heavy cavalry	CAVALRY	Average	Protected	Experienced	Mtd Polearm	-	Melee Expert	0	4,6
	Formed Loose			Crossbow				6	
Close fighters - Ji	INFANTRY	Average	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	8	6,8
	Drilled Flexible			-				32	
Upgrade best close fighters	INFANTRY	Superior	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	0	6,8
	Drilled Flexible			-				12	
Conscript - Ji	INFANTRY	Poor	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	12	6,8
	Formed Flexible			-				48	
Regrade conscripts with polearms	INFANTRY	Poor	Protected	-	Polearm	-	Integral Shooters, Combat Shy		6,8
	Formed Flexible			-				Any	
Crossbowmen - Nu	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
	Drilled Loose			Crossbow				18	
Upgrade best crossbowmen	INFANTRY	Average	Unprotected	Skilled	-	-	Combat Shy		6,8
	Drilled Loose			Crossbow				Up to half	
Conscript - Nu	INFANTRY	Poor	Unprotected	Experienced	-	-	Combat Shy	12	6,8
	Formed Loose			Crossbow				32	
Wu-chiu-chiu - clubmen	INFANTRY	Superior	Unprotected	-	-	Melee Expert	-	0	6,8
	Formed Flexible			-				8	
Light cavalry or Hu	CAVALRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	4,6
	Skirmisher			Bow				24	
Upgrade light cavalry or Hu	CAVALRY	Average	Unprotected	Experienced	-	Cantabrian	Combat Shy		4,6
	Skirmisher			Bow				Up to half	

# MIDDLE WARRING STATES



Bolt shooters behind fortifications	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	Barricades	-	0 4	2,3
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

## NOTES

Chariots and Wu-chiu-chiu club men cannot both be used.

## HISTORICAL NOTES

This period covers the Wars of Wei. King Hui of Wei (370 to 319 BCE) set about restoring the state. Between 362 and 359 BCE he exchanged territories with Han and Zhao in order to make the boundaries of the three states more rational. In 364 BCE Wei was defeated by Qin at the Battle of Shimen and was only saved by the intervention of Zhao. Qin won another victory in 362 BCE. In 361 BCE the Wei capital was moved east to Daliang to be out of the reach of Qin.

In 354 BCE, King Hui of Wei started a large-scale attack on Zhao. By 353 BCE, Zhao was losing badly and its capital, Handan, was under siege. The State of Qi intervened. The famous Qi strategist, Sun Bin the great-great-grandson of Sun Zi (author of the Art of War), proposed to attack the Wei capital while the Wei army was tied up besieging Zhao.

In 341 BCE, Wei attacked Han. Qi allowed Han to be nearly defeated and then intervened. The generals from the Battle of Guiling met again (Sun Bin and Tian Ji versus Pang Juan), by using the same tactic, attacking Wei's capital. Sun Bin feigned a retreat and then turned on the overconfident Wei troops and decisively defeated them at the Battle of Maling. After the battle all three of the Jin successor states appeared before King Xuan of Qi, pledging their loyalty. In the following year Qin attacked the weakened Wei. Wei was devastatingly defeated and ceded a large part of its territory in return for truce. With Wei severely weakened, Qi and Qin became the dominant states in China.

Towards the end of the Warring States period, the Qin state became disproportionately powerful compared to the other six states. In 318 BCE all states except Qi launched a joint attack on Qin. The attack was not successful.

King Hui of Qin died in 311 BCE, followed by prime minister Zhang Yi one year later. The new monarch, King Wu, reigned only four years before dying without legitimate heirs. Conflicts ensued throughout 307 BCE before a son of King Hui by a concubine could be established as King Zhao, who in stark contrast to his predecessor went on to rule for an unprecedented 53 years.

## TROOP NOTES

The number of crossbowmen increases during the 4th century BCE. Cavalry appear in increasing numbers and the importance of the chariot was further reduced.

## CHANGES FROM LAST VERSION

2019.01: Updated territory types. Crossbow now experienced. Restricted Cantabrian. 2019.02: Shoot & Charge option for chariots.

# QIN



ARMY COMMANDER		1	Any Professional			DATES	335 BCE to 206 BCE		
		0-3	Any Professional				TERRAIN	Standard, Coastal, Mountains	
		0-1	Any Professional					CAMP	Fortified or Unfortified; Poor or Average
SUB-GENERALS									
INTERNAL ALLIED GENERALS									
TYPE				SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UQ SIZE
Che - Chariots	BATTLE CHARIOTS	Average	Protected	Experienced	-	-	Shoot & Charge	0	4,6
	Formed Loose			Bow				8	
Heavy cavalry	CAVALRY	Average	Protected	Experienced	Mtd Polearm	-	Dismountable	0	4,6
	Formed Loose			Crossbow				6	
Close fighters armed with ji	INFANTRY	Average	Protected	-	Polearm	Devastating Chargers	Integral Shooters	8	6,8
	Formed Loose			-				24	
Elite close fighters armed with ji	INFANTRY	Superior	Protected	-	Polearm	Devastating Chargers	Integral Shooters		6,8
	Formed Loose			-				Up to half	
Missile troops - Nu	INFANTRY	Average	Unprotected	Experienced	-	-	-	0	6,8
	Formed Loose			Crossbow				12	
Elite missile troops	INFANTRY	Average	Protected	Skilled	-	-	-		6
	Formed Loose			Crossbow				Up to half	
Conscript close fighters	INFANTRY	Average	Protected	-	Polearm	Devastating Chargers	Combat Shy	12	6,8
	Tribal Loose			-				48	
Conscript missile troops	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy	12	6,8
	Tribal Loose			Crossbow				32	
REGRADE CONSCRIPT TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS									
Close fighters	INFANTRY	Average	Protected	-	Polearm	-	Combat Shy		6,9
	Tribal Flexible			-				All or none	
Missile troops	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy		
	Tribal Loose			Crossbow					
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# QIN



Conscripted levies	INFANTRY Tribal Loose	Poor	Unprotected	- -	-	Devastating Chargers	Combat Shy	0 20	8,9,10
Light cavalry or Hu	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	4,6
Upgrade light cavalry or Hu	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	 All or none	4,6
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

## NOTES

OPTIONAL SPECIAL RULE: Applies to Qin troops with the Devastating Chargers characteristic, either all or none. When they declare a charge they become Unprotected but gain the Fleet of Foot and Melee Expert characteristics (and can declare the charge at skirmish movement distance). They remain this way for the rest of the game. If using this rule, it must be notified to your opponent when the UGs are deployed. It is recommended to use a marker (perhaps some discarded armour) to indicate which TuGs have charged.

## HISTORICAL NOTES

Over the course of the Warring States period, the Qin state had evolved to become the most powerful of the seven major states in China. In 238 BCE, Ying Zheng came to the throne of Qin after eliminating his political rivals Lü Buwei and Lao Ai. With help from Li Si, Wei Liao and others, Ying Zheng formulated a plan for conquering the other six major states and unifying China. The plan, which focuses on annexing each state individually, is based on "allying with distant states and attacking nearby ones", one of the Thirty-Six Stratagems. Its key steps were: ally with Yan and Qi; hold down Wei and Chu; conquer Han and Zhao.

In 221 BCE, after the conquest of Qi, Ying Zheng proclaimed himself "Qin Shi Huang" ("First Emperor of Qin") and established the Qin dynasty. The Qin Empire was divided into 36 prefectures, with Xianyang as its capital. Qin Shi Huang created a centralised state and empire that would become the bedrock of future Chinese dynasties. Although the Qin dynasty lasted for 15 years only, its influence on Chinese history lasted for centuries to come.

In 209 BCE, during the reign of Qin Er Shi, Qin Shi Huang's son and successor, Chen Sheng and Wu Guang started an uprising in Dazexiang to overthrow the Qin dynasty due to the Qin government's brutal and oppressive policies. Although the revolt was crushed by imperial forces, several other rebellions also started consecutively all over China over the next three years. The last Qin ruler, Ziyang, surrendered to a rebel force led by Liu Bang in 206 BCE, bringing an end to the Qin dynasty. Several of the rebel forces claimed to be restoring the former states that were annexed by Qin and numerous pretenders to the thrones of the former states emerged. In 206 BCE, Xianyang was occupied and sacked by the forces of Xiang Yu, a descendant of the Chu general Xiang Yan.

## TROOP NOTES

On the battlefield Qin troops were "dreaded for their berserk charges, throwing off their armour and charging helmetless and barefoot , brandishing their halberds". This was encouraged by a system which simply rewarded men for the number of enemy heads they cut off!



## CHANGES FROM LAST VERSION

2019.01: Added special rule. Updated territory types. Crossbow now experienced. Reclassified conscripts. Restricted Cantabrian. 2019.02: Shoot & Charge option for chariots. Special rule now optional. 2019.03: Corrected UG size for elite missile troops.



# LATER WARRING STATES



ARMY COMMANDER		1	Any Professional			DATES	316 BCE to 202 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN	Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP	Fortified or Unfortified; Poor or Average		
TYPE				SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Che - Chariots	BATTLE CHARIOTS	Average	Protected	Experienced	-	-	Shoot & Charge	0	4,6
	Formed Loose			Bow				8	
Heavy cavalry	CAVALRY	Average	Protected	Experienced	Mtd Polearm	-	Dismountable	0	4,6
	Formed Loose			Crossbow				6	
Close fighters armed with ji	INFANTRY	Average	Protected	-	Polearm	-	Integral Shooters	8	6,8
	Drilled Flexible			-				32	
Elite close fighters armed with ji	INFANTRY	Superior	Protected	-	Polearm	-	Integral Shooters	0	6,8
	Drilled Flexible			-				8	
Missile troops - Nu	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
	Drilled Loose			Crossbow				16	
Elite missile troops	INFANTRY	Average	Protected	Skilled	-	-	-		6,8
	Drilled Loose			Crossbow				Up to half	
Conscript close fighters	INFANTRY	Poor	Protected	-	Polearm	-	Integral Shooters, Combat Shy	12	6,8
	Formed Flexible			-				48	
Conscript missile troops	INFANTRY	Poor	Unprotected	Experienced	-	-	Combat Shy	12	6,8
	Formed Loose			Crossbow				32	
REGRADE CONSCRIPT TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS									
Close fighters	INFANTRY	Poor	Protected	-	Polearm	-	Combat Shy		6,9
	Formed Flexible			-				All or none	
Missile troops	INFANTRY	Poor	Unprotected	Experienced	-	-	Combat Shy		
	Formed Loose			Crossbow					
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# LATER WARRING STATES



Light cavalry or Hu	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 24	4,6
Upgrade light cavalry or Hu	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	Up to half	4,6
Bolt shooters behind fortifications	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	Barricades	-	0 4	2,3
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

## NOTES

All infantry UGs may use the Barricades characteristic.

## HISTORICAL NOTES

This list covers the enemies of Qin.

In 279 BCE General Bai Qi of Qin attacked the Chu from Qin's new territory in Sichuan to the west of Chu. The capital of Ying was captured and Chu's western lands on the Han River were lost. The effect was to shift Chu significantly to the east.

Zhao had been much strengthened by King Wuling of Zhao. In 307 BCE he enlarged his cavalry by copying the northern nomads. In 306 BCE he took more land in the northern Shanxi plateau and in the next year he defeated the northeastern border state of Zhongshan. The following year he pushed far to the northwest and occupied the east-west section of the Yellow River in the north of the Ordos Loop. His successor, King Huiwen chose able servants and expanded against the weakened Qi and Wei. In 296 BCE his general Lian Po defeated two Qin armies.

In 269 BCE Fan Sui became chief advisor to Qin. He advocated authoritarian reforms, irrevocable expansion and an alliance with distant states to attack nearby states (the twenty-third of the Thirty-Six Stratagems). His maxim "attack not only the territory, but also the people" enunciated a policy of mass slaughter that became increasingly frequent. After Chu was defeated, the remaining great powers were Qin in the west and Zhao in the north-center. There was little room for diplomatic maneuver and matters were decided by war. In 265 BCE King Zhaoxiang of Qin made the first move by attacking the weak state of Han which held the Yellow River gateway into Qin. He moved northeast across Wei territory to cut off the Han exclave of Shangdang north of Luoyang and south of Zhao. The Han king agreed to surrender Shangdang, but the local governor refused and presented it to King Xiaocheng of Zhao. Zhao sent out Lian Po who based his armies at Changping and Qin sent out general Wang He. Lian Po was too wise to risk a decisive battle with the Qin army and remained inside his fortifications. Qin could not break through and the armies were locked in stalemate for three years. The Zhao king decided that Lian Po was not aggressive enough and sent out Zhao Kuo who promised a decisive battle. At the same time Qin secretly replaced Wang He with the notoriously violent Bai Qi. When Zhao Kuo left his fortifications, Bai Qi used a Cannae maneuver, falling back in the center and surrounding the Zhao army from the sides. After being surrounded for 46 days, the starving Zhao troops surrendered in September 260 BCE. It is said that Bai Qi had all the prisoners killed and that Zhao lost 400,000 men.

## CHANGES FROM LAST VERSION

2019.01: Updated territory types. Crossbow now experienced. Reclassified conscripts. Restricted Cantabrian. 2019.02: Shoot & Charge option for chariots.

# QIANG



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	315 BCE to 300 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Cavalry	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 18	4,6
Upgrade cavalry	CAVALRY Formed Flexible	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 6	4,6
Best infantry	INFANTRY Tribal Loose	Superior	Protected	- -	Short Spear	-	Integral Shooters, Combat Shy	0 18	6
Infantry	INFANTRY Tribal Loose	Average	Protected	- -	Short Spear	-	Integral Shooters, Combat Shy	36 108	6,8,9
Foot archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 12	6,8
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

## LESSER YUEZHI CONTINGENT (FROM 184 TO 221 CE)

Heavy cavalry	CAVALRY Formed Loose	Average	Protected	Experienced Bow	Short Spear	Melee Expert	-	0 6	4,6
Lighter cavalry	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Combat Shy	6* 24	4,6
Upgrade ligher cavalry	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 Up to half	0
Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Cantabrian, Combat Shy	0 6	0

## ALLIES

Xiongnu (before 155 CE)

# QIANG



## NOTES

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

A Lesser Yuezhi contingent must be commanded by an ally general. Troops marked \* are only compulsory if the contingent is taken.

## HISTORICAL NOTES

The Qiang are said to be the progenitor of both the modern Qiang and the Tibetan people. They are first mentioned in the 17th century BCE. Various Qiang tribes are mentioned including the Chuo Chiang, "Brown Onion", "White Horse" and "Yellow Ox" Qiang. Some groups were called Ma Qiang (Horse-Qiang) or Duo Ma Qiang (Many-Horse-Qiang) suggesting they may have bred horses.

## CHANGES FROM LAST VERSION

None.

# YUEZHI



<b>ARMY COMMANDER</b>		1	Any Instinctive			<b>DATES</b>	300 BCE to 150 BCE		
<b>SUB-GENERALS</b>		0-2	Any Instinctive			<b>TERRAIN</b>	Plains, Mountains		
<b>INTERNAL ALLIED GENERALS</b>		0-1	Any Instinctive			<b>CAMP</b>	Unfortified or Mobile; Poor or Average		
	TYPE			SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Cataphracts	CAVALRY	Superior	ArmHrs/Fully Armoured	-	Long Spear	Shove	-	0	4,6
	Tribal Close			-				6	
Heavy cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	Melee Expert	-	0	4,6
	Formed Loose			Bow				18	
Lighter cavalry	CAVALRY	Average	Unprotected	Experienced	-	-	Combat Shy	16	4,6
	Formed Flexible			Bow				80	
Upgrade ligher cavalry	CAVALRY	Average	Unprotected	Skilled	-	-	Combat Shy		4,6
	Formed Flexible			Bow				Up to half	
Skirmishing horse archers	CAVALRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	4,6
	Skirmisher			Bow				12	
Upgrade Skirmishing horse archers	CAVALRY	Average	Unprotected	Experienced	-	Cantabrian	Combat Shy		4,6
	Skirmisher			Bow				All or none	

## HISTORICAL NOTES

The Yuezhi were a group of nomads living on the steppes in the western part of modern Gansu. By the late 3rd century BCE the Yuezhi were so powerful that the Xiongnu monarch Touman sent his eldest son Modu as a hostage to the Yuezhi. After a major defeat by the Xiongnu in the 2nd century they split into at least two groups. The first group known as the Greater Yuezhi migrated north west where they displaced Saka tribes. This led to the invasions of Bactria that destroyed the Graeco-Bactrian kingdom. A clan within the Yuezhi subsequently ruled Bactria and created the Kushan Empire. A second group known as the Lesser Yuezhi migrated south into Tibet, but some are reported to have settled with the Qiang.

## TROOP NOTES

The existence of Cataphracts is hypothetical but might have been acquired from the Saka.  
The Yuezhi were described as initially fiercer than the Xiongnu.

## CHANGES FROM LAST VERSION

New list.



# DIAN TRIBES



<b>ARMY COMMANDER</b>		1	Any Instinctive			<b>DATES</b>	295 BCE to 176 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive			<b>TERRAIN</b>	Standard, Mountains			
<b>INTERNAL ALLIED GENERALS</b>		0-2	Any Instinctive			<b>CAMP</b>	Unfortified; Poor or Average			
<b>TYPE</b>				<b>SHOOTING SKILL</b>		<b>MELEE</b>		<b>CHARACTERISTICS</b>		<b>MIN</b>
<b>NAME</b>	<b>TRAINING AND</b>	<b>QUALITY</b>	<b>PROTECTION</b>	<b>WEAPONRY</b>	<b>WEAPONRY</b>	<b>MANDATORY</b>	<b>OPTIONAL</b>	<b>MAX</b>	<b>UG SIZE</b>	
Best cavalry	CAVALRY	Superior	Protected	-	Short Spear	-	-	0	4,6	
	Formed Loose			-				6		
Cavalry	CAVALRY	Average	Protected	-	Short Spear	-	-	6	4,6	
	Formed Loose			-				18		
<b>DIAN TRIBES AT ANY DATE</b>										
Axe and Dagger-Axe men	INFANTRY	Average	Protected	-	Polearm	-	-	12	6,8	
	Tribal Flexible			-				48		
Pikemen	INFANTRY	Average	Protected	-	Pike	-	-	12	6	
	Tribal Close			-				48		
Crossbowmen	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8	
	Tribal Loose			Crossbow				16		
<b>ONLY DIAN KINGDOM BEFORE 82 BCE</b>										
Axe and Dagger-Axe men	INFANTRY	Average	Protected	-	Polearm	-	-	12	6,8	
	Formed Flexible			-				48		
Pikemen	INFANTRY	Average	Protected	-	Pike	-	-	12	6	
	Formed Close			-				48		
Crossbowmen	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8	
	Formed Loose			Crossbow				16		
-----										

# DIAN TRIBES



Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 12	4,6
Regrade horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	All or none	4,6
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 9	6,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
<b>CAVALRY INFLUENCED BY SAKA (FROM 200 BCE)</b>									
Regrade best cavalry	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	-	-	-	0 All or none	4,6
Regrade cavalry	CAVALRY Formed Loose	Average	Protected	Experienced Bow	-	-	-	All or none	4,6

## NOTES

Only the Dian Kingdom before 82 BCE can have more than one sub-general.

## HISTORICAL NOTES

The Dian were a group of tribes that inhabited the Dian Lake plateau in northern Yunnan. The Dian Kingdom was annexed by the Han under the reign of Emperor Wu of Han in 109 BCE. The king of Dian hoped for assistance against rival tribes and was left as the local ruler until rebellions during the rule of Emperor Zhao in 86 and 83 BCE led to the Han conquering the area, reaching all the way to modern-day Burma. Dian tribes to the west resisted Chinese attempts at expansion and triggered rebellions in 42 to 45 CE and 176 CE.

## TROOP NOTES

Chinese stories suggest a Chu army settled in the region and may have established the Dian Kingdom.

Dian infantry used exceptionally long spears.

Some Dian art shows similarities to Scythian art, resulting in speculation that a Saka tribe may have migrated to this area after being expelled by the Yuezhi in the 2nd century BCE.

## CHANGES FROM LAST VERSION

New list.

# XIONGNU



<b>ARMY COMMANDER</b>		1	Any Instinctive			<b>DATES</b>	250 BCE to 155 CE		
<b>SUB-GENERALS</b>		0-2	Any Instinctive			<b>TERRAIN</b>	Plains		
<b>INTERNAL ALLIED GENERALS</b>		0-1	Any Instinctive			<b>CAMP</b>	Unfortified or Mobile; Poor or Average		
TYPE				SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Best cavalry	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 6	4,6
Heavy cavalry	CAVALRY Formed Loose	Average	Protected	Experienced Bow	Short Spear	-	-	6 24	4,6
Upgrade heavy cavalry	CAVALRY Formed Loose	Average	Protected	Experienced Bow	Short Spear	Melee Expert	-	Up to half	4,6
Lighter cavalry	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Combat Shy	16 80	4,6
Upgrade lighter cavalry	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	Combat Shy	Up to half	4,6
Foot archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 12	6,8
Tribal auxiliaries	INFANTRY Tribal Loose	Average	Protected	- -	-	Devastating Chargers	Combat Shy	0 27	6,8,9
Levy	INFANTRY Tribal Loose	Average	Unprotected	- -	Short Spear	-	Combat Shy	0 10	8,9,10
Subject Di infantry	INFANTRY Tribal Loose	Average	Protected	- -	Short Spear	-	-	0 48	6,8,9
Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 24	4,6
Upgrade Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	Up to half	4,6
Subject Di archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

# XIONGNU



## HISTORICAL NOTES

The Xiongnu were a confederation of nomadic peoples who inhabited the eastern Asian Steppe from the 3rd century BCE to the late 1st century CE. Chinese sources report that Modu Chanyu, the supreme leader after 209 BCE, founded the Xiongnu Empire. After their previous overlords, the Yuezhi, migrated into Central Asia during the 2nd century BCE, the Xiongnu became a dominant power on the steppes of north-east Central Asia, centred on an area known later as Mongolia. Between 129 BCE and 119 BCE the Chinese inflicted a series of defeats on the Xiongnu. As a result of these battles the Chinese controlled the strategic region from the Ordos and Ganus corridor to Lop Nor. They succeeded in separating the Xiongnu from the Qiang peoples to the south. The defeats also destabilised the Xiongnu and reduced the threat to the Han Chinese. The power of the Xiongnu increased after the death of Ban Chao in 102 CE. The emperors of subsequent dynasties were never again able to reach so far west.

## CHANGES FROM LAST VERSION

Restricted Cantabrian.

# TRIỆU DYNASTY VIETNAM



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	207 BCE to 111 BCE
<b>SUB-GENERALS</b>	0-3	Up to 1 Any Professional, remainder Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Jungle
<b>INTERNAL ALLIED GENERALS</b>	0-1	Hill tribe ally - Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Chinese style heavy cavalry	CAVALRY Formed Loose	Average	Protected	Experienced Crossbow	Mtd Polearm	-	Dismountable	0 6	4,6
Chinese style close fighters	INFANTRY Drilled Flexible	Average	Protected	- -	Polearm	-	-	0 12	6,8
Chinese style missile troops	INFANTRY Drilled Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy	0 24	6,8
<b>REGRADE CHINESE STYLE TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS</b>									
Chinese style close fighters	INFANTRY Drilled Flexible	Average	Protected	- -	Polearm	-	Combat Shy	 All or none	6,9
Chinese style missile troops	INFANTRY Drilled Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy		
-----									
Garrison Chinese close style close fighters	INFANTRY Formed Flexible	Poor	Protected	- -	Polearm	-	Combat Shy	8* 24	6,8
Garrison Chinese close style missile troops	INFANTRY Formed Loose	Poor	Unprotected	Experienced Crossbow	-	-	Combat Shy	8* 48	6,8
<b>REGRADE GARRISON TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS</b>									
Garrison close fighters	INFANTRY Formed Flexible	Average	Protected	- -	Polearm	-	Combat Shy	 All or none	6,9
Garrison missile troops	INFANTRY Formed Loose	Poor	Unprotected	Experienced Crossbow	-	-	Combat Shy		
-----									



# TRIỆU DYNASTY VIETNAM



Bolt shooters behind fortifications	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	Barricades	-	0 4	2,3
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
<b>HILL TRIBESMEN</b>									
Axemen and spearmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	-	-	Melee Expert, Shoot & Charge	18** 96	6,8,9
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	16** 64	6,8
Replace archers with crossbowmen	INFANTRY Tribal Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy	 Any	6,8
Shieldless skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 18	6,9

## NOTES

Troops marked \* are only compulsory if any Chinese style troops are chosen. If mixed formations are used, then all close fighters and crossbowmen must be in mixed formations. All Chinese style infantry may use the Barricades characteristic.

Cavalry dismount as Drilled Loose, Protected, Crossbow of same quality and shooting skill.

A hill tribe ally general may only command hill tribe troops. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked \*\* only apply if a hill tribe ally general is taken.

## HISTORICAL NOTES

In 207 BCE, Qin warlord Triệu Đà established his own independent kingdom in present-day Guangdong/Guangxi area. He proclaimed his new kingdom as Nam Việt, starting the Triệu dynasty. Triệu Đà later appointed himself a commandant of central Guangdong, closing the borders and conquering neighboring districts and titled himself "King of Nam Viet" In 179 BCE, he defeated King An Dương Vương and annexed Âu Lạc.

This period is controversial as on one side, some Vietnamese historians consider Triệu's rule as the starting point of the Chinese domination, since Triệu Đà was a former Qin general, whereas others consider it still an era of Vietnamese independence as the Triệu family in Nam Việt were assimilated to local culture. They ruled independently of what then constituted the Han Empire. At one point, Triệu Đà even declared himself Emperor, equal to the Han Emperor in the north.

## CHANGES FROM LAST VERSION

Reclassified Chinese Style troops. Crossbow now experienced. Added Shoot & Charge option.

# WESTERN HAN



ARMY COMMANDER		1	Any Professional			DATES		206 BCE to 23 CE			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains, Forest			
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Fortified or Unfortified; Poor or Average			
TYPE				SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE		
STANDING ARMY TROOPS											
Heavy cavalry	CAVALRY Drilled Loose	Average	Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	Dismountable	0 16	4,6		
Close fighters - Ji	INFANTRY Drilled Flexible	Average	Protected	- -	Polearm	-	Caltrops	0 16	6,8		
Missile troops - Nu	INFANTRY Drilled Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops	0 16	6,8		
REGRADE STANDING ARMY TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS											
Close fighters	INFANTRY Drilled Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops	0 All or none	6,9		
Missile troops	INFANTRY Drilled Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops				
CONSCRIPT ARMY TROOPS											
Conscript heavy cavalry	CAVALRY Formed Loose	Average	Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	Dismountable	4* 16	4,6		
Conscript close fighters - Ji	INFANTRY Formed Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops	6** 24	6,8		
Conscript missile troops - Nu	INFANTRY Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops	10** 24	6,8		
REGRADE CONSCRIPT ARMY TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS											
Conscript close fighters	INFANTRY Formed Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops	0 All or none	6,9		
Conscript missile troops	INFANTRY Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops				

# WESTERN HAN



## OTHER TROOPS

Battle chariots (before 100 BCE)	BATTLE CHARIOTS Formed Loose	Average	Protected	Experienced Bow	-	-	-	0 6	4,6
Horse archers	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	-	-	Combat Shy	0 18	4,6
Dependent state cavalry	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0 18	4,6
Mao conscript close fighters	INFANTRY Formed Flexible	Average	Protected	- -	Long Spear	-	Combat Shy	0 8	6,8
Yan conscript close fighters	INFANTRY Formed Flexible	Average	Protected	- -	Short Spear	-	Combat Shy	0 8	6,8
Convict labour troops	INFANTRY Tribal Loose	Poor	Unprotected	- -	-	-	Combat Shy	0 10	8,9,10
Stand mounted bolt shooters	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	-	Barricades	0 4	2,3
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

## NOTES

If mixed formations are used, then all close fighters and crossbowmen must be in mixed formations.

Minimum marked \* apply only if conscript army troops are used.

Minimums \*\* do not apply if they army consists entirely of cavalry and chariots.

All infantry may use the Barricades characteristic.

Cavalry dismount as Drilled Loose, Protected, Crossbow of same quality and shooting skill.

## HISTORICAL NOTES

The Han dynasty was the second imperial dynasty of China (206 BCE–220 CE), preceded by the Qin dynasty (221–206 BCE) and succeeded by the Three Kingdoms period (220–280 CE). Spanning over four centuries, the Han period is considered a golden age in Chinese history. It was founded by the rebel leader Liu Bang, known posthumously as Emperor Gaozu of Han, and briefly interrupted by the Xin dynasty (9–23 CE) of the former regent Wang Mang. This interregnum separates the Han dynasty into two periods: the Western Han or Former Han and the Eastern Han or Later Han.

This list covers both the Western Han and Xin dynasties.

# WESTERN HAN



## TROOP NOTES

At the beginning of the Han dynasty, every male commoner aged twenty-three was liable for conscription into the military. The minimum age for the military draft was reduced to twenty after Emperor Zhao's (87–74 BC) reign. Conscribed soldiers underwent one year of training and one year of service as non-professional soldiers. The year of training was served in one of three branches of the armed forces: infantry, cavalry or navy. The year of active service was served either on the frontier, in a king's court or under the Minister of the Guards in the capital. A small professional (paid) standing army was stationed near the capital.

Artillery was developed from the crossbow. It had been used in defensive positions before the Han, but the Han appear to have developed a range of bolt shooters including some mounted on a pair of chariots.

## CHANGES FROM LAST VERSION

Crossbow now experienced. Added Shoot & Charge option.

# CHINESE DOMINATED VIETNAM



ARMY COMMANDER		1	Any			DATES		111 BCE to 544 CE					
		0-3	Any					TERRAIN		Standard, Coastal, Jungle			
		INTERNAL ALLIED GENERALS		0-1	Hill tribe ally - Any Instinctive					CAMP		Unfortified; Poor or Average	
NAME		TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE				CHARACTERISTICS	
						WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
Elephants		ELEPHANTS	Average	Protected	-		-	Shove	-	0	2,3,4		
		Tribal Loose			-				4				
Chinese style heavy cavalry		CAVALRY	Average	Protected	Experienced		Mtd Polearm	-	Dismountable	0	4,6		
		Formed Loose			Crossbow				12				
Chinese style close fighters		INFANTRY	Average	Protected	-		Polearm	-	Caltrops	0	6,8		
		Drilled Flexible			-				12				
Chinese style missile troops		INFANTRY	Average	Unprotected	Experienced		-	-	Combat Shy, Caltrops	0	6,8		
		Drilled Loose			Crossbow				24				
REGRADE CHINESE STYLE TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS													
Close fighters		INFANTRY	Average	Protected	-		Polearm	-	Combat Shy, Caltrops		6,9		
		Drilled Flexible			-				All or none				
Missile troops		INFANTRY	Average	Unprotected	Experienced		-	-	Combat Shy, Caltrops		0		
		Drilled Loose			Crossbow								
-----													
Garrison Chinese style close fighters		INFANTRY	Poor	Protected	-		Polearm	-	Combat Shy, Caltrops	6*	6,8		
		Formed Flexible			-				24				
Garrison Chinese style missile troops		INFANTRY	Poor	Unprotected	Experienced		-	-	Combat Shy	12*	6,8		
		Formed Loose			Crossbow				48				
REGRADE GARRISON TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS													
Garrison close fighters		INFANTRY	Poor	Protected	-		Polearm	-	Combat Shy, Caltrops		6,9		
		Formed Flexible			-				All or none				
Garrison missile troops		INFANTRY	Poor	Unprotected	Experienced		-	-	Combat Shy				
		Formed Loose			Crossbow								
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# CHINESE DOMINATED VIETNAM



Bolt shooters behind fortifications	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	Barricades	-	0 4	2,3
Chinese style archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
<b>HILL TRIBESMEN</b>									
Axemen and spearmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	-	-	Melee Expert, Shoot & Charge	18** 96	6,8,9
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	16** 48	6,8
Replace archers with crossbowmen	INFANTRY Tribal Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy	Any	6,8
Shieldless skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 18	6,9

## NOTES

Troops marked \* are only compulsory if any Chinese style troops are chosen. If mixed formations are used, then all close fighters and crossbowmen must be in mixed formations. A hill tribe ally general can only command hill tribesmen. A hill tribe ally is compulsory if more than the minimum number of axemen and spearmen or archers are taken. Other generals may command hill tribe troops. Minima marked \*\* only apply if a hill tribe ally general is taken.

All Chinese style troops may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Crossbow of same quality and shooting skill.

# CHINESE DOMINATED VIETNAM



## HISTORICAL NOTES

In 111 BCE, Han troops invaded Nam Việt and established new territories, dividing Vietnam into Giao Chỉ, now the Red River delta; Cửu Chân from modern-day Thanh Hóa to Hà Tĩnh; and Nhật Nam, from modern-day Quảng Bình to Huế. While governors and top officials were Chinese, the original Vietnamese nobles (Lạc Hầu, Lạc Tướng) from the Hồng Bàng period still managed in some of the highlands.

In 40 CE, the Trưng Sisters led a successful revolt against Han Governor Su Dung (Vietnamese: Tô Định) and recaptured 65 states. Trưng Trắc became the Queen. In 43 CE, Emperor Guangwu of Han sent his famous general Ma Yuan with a large army to quell the revolt. After a long, difficult campaign, Ma Yuan suppressed the uprising and the Trưng Sisters committed suicide to avoid capture. To this day, the Trưng Sisters are revered in Vietnam as the national symbol of Vietnamese women.

Learning a lesson from the Trưng revolt, the Han and other successful Chinese dynasties took measures to eliminate the power of the Vietnamese nobles. The Vietnamese elites were educated in Chinese culture and politics. A Giao Chỉ prefect, Shi Xie, ruled Vietnam as an autonomous warlord for forty years and was posthumously deified by later Vietnamese emperors. Nearly 200 years passed before the Vietnamese attempted another revolt. In 225 another woman, Triệu Thị Trinh, popularly known as Lady Triệu (Bà Triệu), led another revolt which lasted until 248. Once again, the uprising failed and Triệu Thị Trinh threw herself into a river.

At the same time, in present-day Central Vietnam, there was a successful revolt of Cham nations in 192. Chinese dynasties called it Lin-Yi (Lin village; Vietnamese: Lâm Ấp). It later became a powerful kingdom, Champa, stretching from Quảng Bình to Phan Thiết (Bình Thuận).

## CHANGES FROM LAST VERSION

Reclassified Chinese Style troops. Crossbow now experienced. Added Shoot & Charge option.

# HAN REBELS



<b>ARMY COMMANDER</b>		1	Any			<b>DATES</b>		17 CE to 205 CE	
<b>SUB-GENERALS</b>		0-2	Any			<b>TERRAIN</b>		Coastal, Mountains, Forest	
<b>INTERNAL ALLIED GENERALS</b>		1-3	Any			<b>CAMP</b>		Fortified or Unfortified; Poor or Average	
TYPE		QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
NAME	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Heavy cavalry	CAVALRY Formed Flexible	Average	Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	Dismountable	0 6	4,6
Horse archers	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	-	-	Combat Shy	0 18	4,6
Dependent state cavalry	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0 12	4,6
Close fighters - Ji	INFANTRY Formed Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops	6 24	6,8
Missile troops - Nu	INFANTRY Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops	8 24	6,8
<b>REGRADE TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS</b>									
Conscript close fighters	INFANTRY Formed Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops	 All or none	6,9
Conscript missile troops	INFANTRY Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops		
<b>-----</b>									
Convict labour troops	INFANTRY Tribal Loose	Poor	Unprotected	- -	-	-	Combat Shy	0 10	8,9,10
Peasant rebels	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	Combat Shy	18 90	9,10
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

# HAN REBELS



## NOTES

The Rebels must either be Red Eyebrow 17 to 24 CE or Yellow Turban 184 to 205 CE.

A Han Rebel army must have more Poor elements than Average elements. This can be achieved by downgrading troops. UGs cannot mix Average and Poor elements.

Cavalry dismount as Formed Loose, Protected, Crossbow of same quality and shooting skill.

## HISTORICAL NOTES

The Red Eyebrows or Chimei was one of the two major agrarian rebellion movements against Wang Mang's short-lived Xin dynasty, the other being Lülin. It was so named because the rebels painted their eyebrows red. The rebellion, initially active in the modern Shandong and northern Jiangsu regions, eventually led to Wang Mang's downfall by draining his resources, allowing Liu Xuan (Emperor Gengshi), leader of the Lülin, to overthrow Wang and temporarily reestablish an incarnation of the Han dynasty. The Red Eyebrows later overthrew Emperor Gengshi and placed their own Han descendant puppet, teenage Emperor Liu Penzi, on the throne, who ruled briefly until the Chimei leaders' incompetence in ruling the territories under their control (which matched their brilliance on the battlefield) caused the people to rebel against them, forcing them to retreat and attempt to return home. When their path was blocked by the army of Liu Xiu's (Emperor Guangwu) newly established Eastern Han regime, they surrendered to him. The Yellow Turban Rebellion, also translated as the Yellow Scarves Rebellion, was a peasant revolt in China against the Han dynasty. The uprising broke out in the year 184 during the reign of Emperor Ling. It took 21 years until the uprising was suppressed in the year 205. The rebellion, which got its name from the color of the cloths that the rebels wore on their heads, marked an important point in the history of Taoism due to the rebels' association with secret Taoist societies.

## CHANGES FROM LAST VERSION

Reclassified mixed troops. Crossbow now experienced. Added Shoot & Charge option.

# EASTERN HAN



ARMY COMMANDER		1	Any Professional			DATES		25 CE to 220 CE				
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains, Forest				
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Fortified or Unfortified; Poor or Average				
NAME		TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY		OPTIONAL	MIN MAX	UG SIZE
STANDING ARMY												
Yueji guard cavalry		CAVALRY Formed Loose	Superior	Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	Dismountable		0 12		4,6
Fubing		INFANTRY Drilled Flexible	Superior	Protected	- -	Polearm	-	Caltrops		0 12		6,8
Sheseng		INFANTRY Drilled Loose	Average	Unprotected	Skilled Crossbow	-	-	Caltrops		0 8		6,8
Standing army close fighters - Ji		INFANTRY Drilled Flexible	Average	Protected	- -	Polearm	-	Caltrops		0 18		6,8
Standing army crossbowmen - Nu		INFANTRY Drilled Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops		0 16		6,8
REGRADE TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS												
Standing army close fighters		INFANTRY Drilled Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops			All or none	6,9
Standing army crossbowmen		INFANTRY Drilled Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops				

# EASTERN HAN



VOLUNTEER ARMY									
Heavy cavalry	CAVALRY Formed Flexible	Average	Protected	Experienced Crossbow	Mtd Polearm	Shoot & Charge	Dismountable	0 16	4,6
Close fighters - Mao	INFANTRY Formed Flexible	Average	Protected	- -	Long Spear	-	Combat Shy	0 8	6,8
Close fighters - Yan	INFANTRY Formed Flexible	Average	Protected	- -	Short Spear	-	Combat Shy	0 8	6,8
Close fighters - Ji	INFANTRY Formed Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops	6* 24	6,8
Crossbowmen - Nu	INFANTRY Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops	12* 24	6,8
REGRADE TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS									
Standing army close fighters	INFANTRY Formed Flexible	Average	Protected	- -	Polearm	-	Combat Shy, Caltrops	 All or none	6,9
Standing army crossbowmen	INFANTRY Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy, Caltrops		

# EASTERN HAN



OTHER TROOPS									
Horse archers	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	-	-	Combat Shy	0 18	4,6
Tribal auxiliaries	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 18	4,6
Dependent state cavalry	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0 12	4,6
Convict labour troops	INFANTRY Tribal Loose	Poor	Unprotected	- -	-	-	Combat Shy	0 10	8,9,10
Tribal auxiliaries	INFANTRY Tribal Loose	Average	Protected	- -	-	Devastating Chargers	Combat Shy	0 18	6,8,9
Stand mounted bolt shooters	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	-	Barricades	0 4	2,3
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9



# EASTERN HAN



## ALLIES

Southern Xiongnu allies (only in 187 CE)

## NOTES

Minimums \* do not apply if they army consists entirely of cavalry.

Standing army troops cannot be combined with volunteer army troops. If mixed formations are used, then all close fighters and crossbowmen must be in mixed formations.

All infantry except Tribal Auxiliaries may use the Barricades characteristic.

Cavalry dismount as Formed Loose, Protected, Crossbow of same quality and shooting skill.

## HISTORICAL NOTES

The Eastern Han, also known as the Later Han, formally began on 5 August 25 CE, when Liu Xiu became Emperor Guangwu of Han. From the reign of Guangwu the capital was moved eastward to Luoyang. Emperor Zhang's reign (75 to 88 CE) was viewed as the high point of the dynastic house. The empire restored control over the Tarim basin and made contact with the Kushan empire. Subsequent reigns were increasingly marked by eunuch intervention in court politics and their involvement in the violent power struggles of the imperial consort clans. Imperial authority was also seriously challenged by large Daoist religious societies which instigated the Yellow Turban Rebellion and the Five Pecks of Rice Rebellion. Following the death of Emperor Ling (r. 168 to 189 CE), the palace eunuchs suffered wholesale massacre by military officers, allowing members of the aristocracy and military governors to become warlords and divide the empire. When Cao Pi, King of Wei, usurped the throne from Emperor Xian, the Han dynasty ceased to exist.

## TROOP NOTES

During the Eastern Han, conscription could be avoided if one paid a commutable tax. The Eastern Han court favored the recruitment of a volunteer army. The volunteer army comprised the Southern Army, while the standing army stationed in and near the capital was the Northern Army.

## CHANGES FROM LAST VERSION

Crossbow now experienced. Added Shoot & Charge option. Restricted Cantabrian.

# BUYEO



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	49 CE to 347 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Forest
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

	TYPE			SHOOTING SKILL	MELEE		CHARACTERISTICS	MIN	
NAME	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Best cavalry	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	Short Spear	-	-	0 18	4,6
Cavalry	CAVALRY Formed Loose	Average	Protected	Experienced Bow	Short Spear	-	-	12 48	4,6
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8
Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 12	4,6
Upgrade skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	 All or none	4,6
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

## ALLIES

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

## NOTES

Buyeo may be taken as allies until 400 CE.

## HISTORICAL NOTES

Buyeo was a kingdom in Manchuria, north of the Korean peninsular. The Buyeo state became a vassal of Eastern Han in 49 CE. It was an agricultural state and useful to the Chinese as an ally against the Xianbei. It was weakened by a Xianbei invasion in 285, by a Goguryeo attack before 347 and an invasion of the Former Yan in 347. Goguryeo and Baekje absorbed most of the Buyeo state and both considered themselves as successors to Buyeo.

## TROOP NOTES

The Buyeo army was a cavalry aristocracy that could be supported by foot archers. Buyeo warriors are described as having shields and bows. Forts were described as round and resembling prisons!

# BUYEO



## CHANGES FROM LAST VERSION

New list.

# SOUTHERN XIONGNU



<b>ARMY COMMANDER</b>		1	Any			<b>DATES</b>	50 CE to 303 CE		
		0-2	Any				<b>TERRAIN</b>	Standard, Plains	
		<b>INTERNAL ALLIED GENERALS</b>		0-1	Any			<b>CAMP</b>	Unfortied; Poor or Average
<b>TYPE</b>				<b>SHOOTING SKILL</b>	<b>MELEE</b>	<b>CHARACTERISTICS</b>			<b>MIN</b>
<b>NAME</b>	<b>TRAINING AND</b>	<b>QUALITY</b>	<b>PROTECTION</b>	<b>WEAPONRY</b>	<b>WEAPONRY</b>	<b>MANDATORY</b>	<b>OPTIONAL</b>	<b>MAX</b>	<b>UG SIZE</b>
Best cavalry	CAVALRY	Superior	Protected	Experienced	Short Spear	-	Melee Expert	0	4,6
	Formed Loose			Bow				8	
Heavy cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	-	-	6	4,6
	Formed Loose			Bow				36	
Upgrade heavy cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	Melee Expert	-		0
	Formed Loose			Bow				Up to half	
Lighter cavalry	CAVALRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	4,6
	Formed Flexible			Bow				36	
Upgrade ligher cavalry	CAVALRY	Average	Unprotected	Skilled	-	-	Combat Shy		4,6
	Formed Flexible			Bow				Up to half	
Chinese close fighters - Ji	INFANTRY	Poor	Protected	-	Polearm	-	Combat Shy	0	6,8
	Formed Flexible			-				16	
Chinese missile troops - Nu	INFANTRY	Poor	Unprotected	Experienced	-	-	Combat Shy	0	6,8
	Formed Loose			Crossbow				32	
<b>REGRADE DEFECTING TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS</b>									
Close fighters	INFANTRY	Poor	Protected	-	Polearm	-	Combat Shy		6,9
	Formed Flexible			-				All or none	
Crossbowmen	INFANTRY	Poor	Unprotected	Experienced	-	-	Combat Shy		
	Formed Loose			Crossbow					
-----									

# SOUTHERN XIONGNU



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

## HISTORICAL NOTES

In 50 CE a confederation of eight Xiongnu tribes became tributary vassals of Han China. Chinese and Xiongnu formed mixed settlements known as the Southern Xiongnu. Relationships between the Chinese and Xiongnu were tense and the communities did not integrate. As the Han empire collapsed the Xiongnu were drawn into the rebellions. The Xiongnu were reorganised into five hordes.

## CHANGES FROM LAST VERSION

New list. Previous Southern Xiongnu list renamed Later Xiongnu.

# XIANBEI



<b>ARMY COMMANDER</b>		1	Any Instinctive			<b>DATES</b>	90 CE to 300 CE		
		0-2	Any Instinctive				<b>TERRAIN</b>	Plains, Mountains	
		<b>INTERNAL ALLIED GENERALS</b>		0-1	Any Instinctive			<b>CAMP</b>	Unfortified or Mobile; Poor or Average
<b>TYPE</b>				<b>SHOOTING SKILL</b>	<b>MELEE</b>	<b>CHARACTERISTICS</b>			<b>MIN</b>
<b>NAME</b>	<b>TRAINING AND</b>	<b>QUALITY</b>	<b>PROTECTION</b>	<b>WEAPONRY</b>	<b>WEAPONRY</b>	<b>MANDATORY</b>	<b>OPTIONAL</b>	<b>MAX</b>	<b>UG SIZE</b>
Best cavalry	CAVALRY	Superior	Protected	Skilled	Short Spear	-	Melee Expert	0	4,6
	Formed Loose			Bow				6	
Heavy cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	-	-	6	4,6
	Formed Loose			Bow				24	
Upgrade heavy cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	Melee Expert	-		4,6
	Formed Loose			Bow				Up to half	
Horse archers	CAVALRY	Average	Unprotected	Experienced	-	-	Combat Shy	24	4,6
	Formed Flexible			Bow				80	
Upgrade horse archers	CAVALRY	Average	Unprotected	Skilled	-	-	Combat Shy		0
	Formed Flexible			Bow				Up to half	
Defecting Han close fighters	INFANTRY	Poor	Protected	-	Polearm	-	Combat Shy	0	6,8
	Formed Flexible			-				8	
Defecting Han missile troops	INFANTRY	Poor	Unprotected	Experienced	-	-	Combat Shy	0	6,8
	Formed Loose			Crossbow				16	
<b>REGRADE DEFECTING TROOPS AS A MIXED TUG OF 1/3 CLOSE FIGHTERS, 2/3 MISSILE TROOPS</b>									
Standing army close fighters	INFANTRY	Poor	Protected	-	Polearm	-	Combat Shy		6,9
	Formed Flexible			-				All or none	
Standing army crossbowmen	INFANTRY	Poor	Unprotected	Experienced	-	-	Combat Shy		
	Formed Loose			Crossbow					
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# XIANBEI



Foot archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 12	6,8
Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 12	4,6
Upgrade skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	All or none	4,6
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

## HISTORICAL NOTES

The Xianbei were proto-Mongols residing in what became today's eastern Mongolia, Inner Mongolia, and Northeast China. Along with the Xiongnu, they were one of the major nomadic groups in northern China during the Han Dynasty and subsequent dynastic periods. They eventually established their own northern dynasties, including the Northern Wei founded in the 4th century CE by the Tuobaclan.

The Book of the Later Han records a memorial submitted in 177 CE: Ever since the Xiongnu ran away, the Xianbei have become powerful and populous, taking all the lands previously held by the Xiongnu and claiming to have 100,000 warriors. ... Refined metals and wrought iron have come into the possession of the Xianbei rebels. Han deserters also seek refuge and serve as their advisers. Their weapons are sharper and their horses are faster than those of the Xiongnu.

## CHANGES FROM LAST VERSION

Updated territory types. Crossbow now experienced. Restricted Cantabrian.