GHENGHIS!

GENGHIS

CONTENTS

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

Historical Introduction

The collapse of the T'ang Dynasty and the subsequent anarchy of the Five Dynasties and Ten Kingdoms was ended by the rise of the Song Dynasty.

In Korea, the Three Kingdoms had been replaced by the Goryeo Dynasty which was to rule Korea for the next five hundred years.

After the collapse of the Uyghur Khaganate, the steppes were contested by many different tribal confederations. Two Uyghur states survived. The Kingdom of Qocho survived until 1330, first as a vassal of the Qara Khitai and then as a vassal of the Mongols. The Ganzhou Uyghurs were annexed by the Xi Xia in 1036. The Xi Xia or Tangut Empire was united after a bungled Song attempt to conquer them.

In the 10th century the Khitan tribal organization was converted into a centralized monarchy, the Liao Dynasty. The Khitan-Liiao expanded to control Mongolia and northern Manchuria. They seized territory in China and held this despite several Song attempts to recapture it. The Liao however fell to a revolt of their Jurchid vassals who established the Jin Dynasty. The Jin Dynasty attacked the Song who had helped them to overthrow the Liao. The Song lost the northern half of China and evacuated to a new capital in the South. From this time (1127) they are known as the Southern Song.

Kingdom of Khotan, a Tarim Basin state, was conquered in 1006 by the Qarakhanids. The Qarakhanids, Turks who had converted to Islam, had seized control of Transoxiana from the Arab Samanid Dynasty. When the Qarakhanids split due to civil wars, the Western Khanate was seized by the Seljuk Turks. The Easter Khanate survived until Khitans fleeing the loss of their own Liao Dynasty seized control of the Western Khanate. The Qarakhanids became vassals to the Qara Khitai. The Khwarazm defeated the Qara Khitai in 1211 and the Qarakhanids were quickly conquered. The Khwarazm went on to conquer the Ghurids who had seized Afghanistan and India from the Ghaznavids.

The scene was set for a Mongolian to establish the largest empire the word had seen. Temujin united the Mongol tribes and then started a series of conquests that were to result in Mongol control reaching from Korea to the Mediterranean. He is popularly known as Genghis Khan although academics spell his name as Chinggis. The first g in Genghis should be soft as in general.

The list of Mongol conquests is impressive. The Xi Xia surrendered in 1210 but were destroyed by 1227 after refusing to supply contingents to the Mongols. The Jin were conquered between 1211 and 1224. The Khitan-Liao in 1218 and the Khwarazmian Empire by 1221. The Mongols then marched through Armenia and Georgia and in 1223 beat the Cuman Kipchaks and the Kievan Rus.

After the death of Genghis, Ogedei consolidated the Mongol hold on Persia and Khorasan. Manchuria was conquered. The Mongols returned to complete the conquest of the Caucasus. In 1235 Kashmir was captured. By 1239 the Rus had been conquered. By 1241 Korea had sued for peace. Poland and Hungary were invaded and it was only the death of Ogedei that resulted in their recall. Under Mongke, Damascus and Aleppo, Ayyubid cities in Syria had been taken.

Even before the death of Mongke in 1259 the Mongol Empire had shown signs of starting to fall apart. The Empire was divided into four main parts under grandsons of Genghis. The Golden Horde controlled much of modern Russia and was ruled by the descendants of Batu. The Chagatai Khanate was ruled by descendents of Chagatai, second son of Genghis. It ruled Transoxiana and Kashmir. The Syrian and Persian territories were ruled by the Il-khans (subordinate Khans). Hulagu was the first Il-khan, appointed by his brother Kublai. Kublai established the Yuan Dynasty in China. The Song established a defensive line of rivers and fortified cities that the Mongols found extremely hard to crack. The Mongols tried to outflank the Chinese by conquering the Kingdom of Dali (Nanzhao). Eventually the Song fell, in part because of an Islamic invention, the Trebuchet, which was able to demolish Chinese fortifications.

The Yuan Dynasty ruled China and parts of Mongolia for the next 100 years. Increasing resentment amongst the Chinese eventually led to a series of revolts. A Buddhist monk and rebel leader established himself as the Ming Emperor and replaced the Yuan Dynasty.

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
Balhae	Po-Hai
Bubing	Pu-ping
Bushe	Pu-she
Goryeo	Koryo
Guaizima	Kuai-tzu ma
Jin	Chin/Ts'in
Song	Sung
Xi Xia	Hsi Hsia

Khitan-Liao

Mortem Et Gloriam

Army Commander	1	Any Professional	Dates	907 CE to 1125 CE
Sub-Generals	0-3	Any Professional	Terrain	Plains
Internal Allied Generals			Camp	Unfortified or Mobile; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Mandatory	Optional	Min / Max	UG Size
Ordo cavalry	CAVALRY / Drilled Loose	Superior	Protected	Unskilled / Bow	Polearm	-	-	8 / 16	4,6
Regrade ordo cavalry	CAVALRY / Drilled Loose	Superior	Fully Armoured	Unskilled / Bow	-	Melee Expert	-	0 / Any	4,6
Ordo foragers and soldiers	CAVALRY / Drilled Loose	Average	Protected	Experienced / Bow	Short Spear	-	Melee Expert	16 / 32	4,6
Upgrade ordo foragers	CAVALRY / Drilled Flexible	Average	Protected	Skilled / Bow	Short Spear	-	Melee Expert	0 / Up to half	4,6
Tribal nobles	CAVALRY / Formed Loose	Average	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / 6	4,6
Tribal horse archers	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 18	4,6
Levy	INFANTRY / Tribal Loose	Poor	Unprotected	- / -	Short Spear	-	Combat Shy	0 / 30	8,9,10
Unarmed driven civilians	INFANTRY / Tribal Loose	Poor	Unprotected	- / -	-	Expendable	-	0 / 24	9,12
Chinese contingent									
Chinese cavalry	CAVALRY / Formed Loose	Average	Protected	Experienced / Bow	Short Spear	-	-	0 / 6	4,6
Chinese swordsmen	INFANTRY / Formed Flexible	Poor	Protected	- / -	-	Melee Expert	-	6 / 16	6,8
Chinese crossbowmen	INFANTRY / Formed Loose	Poor	Protected	Experienced / Crossbow	-	-	Combat Shy	6 / 16	6,8
Bolt shooters behind fortifications	ARTILLERY / Skirmisher	Average	Unprotected	Experienced / Light Art	-	Barricades	-	0 / 3	2,3

Khitan-Liao

Allies

Northern Han allies - Shatuo - Only from 951 to 979 CE

Xi-Xia allies - Only from 1120 CE

Notes

Chinese troops are only mandatory if a Chinese contingent is taken

Historical Notes

In 907 CE Yeh-lu A-pao-chi started to transform the Khitan tribal organization into a centralized monarchy. The new Liao state expanded to control Mongolia and the Jurchid tribes of the northern Manchurian forests, and in 936 supported a Shatuo rebel in the creation of the Later Jin state, in exchange for a foothold in Chinese territory, including modern Beijing. They defeated several Song Chinese attempts to regain this territory, but fell to a revolt of their Jurchid vassals who esttablished the Jin dynasty.

Troop Notes

The Khitan-Liao introduce the ordo - a military ranking based upon the decimal system. Troops were equipped with bows, mace, spears and halberds. Old and young civilians were driven in front of the army to absorb missile fire, a technique later used by the Mongols.

The Khitan fought in 3 lines which may be represented by 1/3 foragers, 1/3 soldiers and 1/3 cavalry. The first and second lines would attack repeatedly to weaken the enemy with the cavalry were kept in the rear to deliver the decisive blow. Once a breakthrough had been achieved the entire ordo would exploit the gap.

Goryeo Korean

Mortem Et Gloriam

ARMY COMMANDER	1	Any Professional	DATES	918 CE to 1392 CE
SUB-GENERALS	1-3	Any Professional (before 1171 CE) or Instinctive (Nomadic)	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	1-3	Any Professional (from 1171 CE)	CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE / TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL / WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY	OPTIONAL	MIN / MAX	UG SIZE
Singi guard	CAVALRY / Drilled Close	Superior	Protected	- / -	Charging Lancer	Melee Expert	-	4 / 12	4,6
Upgrade Singi guard with armoured horses	CAVALRY / Drilled Close	Superior	Fully Armoured	- / -	Charging Lancer	Melee Expert	-	0 / Up to half	4,6
Kwang-gun cavalry	CAVALRY / Drilled Close	Average	Protected	- / -	Charging Lancer	-	Melee Expert	6 / 18	4,6
To-bang guard	INFANTRY / Drilled Close	Superior	Protected	- / -	Polearm	-	-	0 / 8	6,8
Tae-gak guard	INFANTRY / Drilled Loose	Superior	Protected	Experienced / Crossbow	-	-	-	0 / 8	6,8
Kwang-gun spearmen	INFANTRY / Drilled Loose	Average	Protected	- / -	Polearm	-	Barricades	6 / 12	6,8
Kwang-gun archers	INFANTRY / Drilled Loose	Average	Unprotected	Experienced / Bow	-	Combat Shy	Barricades	6 / 12	6,8
Replace archers with crossbowmen	INFANTRY / Drilled Loose	Average	Unprotected	Experienced / Crossbow	-	Combat Shy	Barricades	0 / 6	6
Militia spearmen	INFANTRY / Formed Loose	Poor	Protected	- / -	Polearm	-	Barricades	0 / 24	6,8
Militia archers	INFANTRY / Formed Loose	Poor	Unprotected	Experienced / Crossbow	-	Combat Shy	Barricades	0 / 24	6,8
Guerrillas	INFANTRY / Tribal Loose	Average	Unprotected	- / -	Long Spear	-	-	0 / 9	6,8,9
Skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Combat Shy	-	0 / 27	6,9
Hang-ma-gun (only from 1100 CE)	INFANTRY / Skirmisher	Average	Protected	Experienced / Javelin	-	-	-	0 / 9	6,9

Goryeo Korean

Handgunners (only from 1375 CE)	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	-	-	0 6	6
Battle chariots with swords on the axles (before 1100 CE)	BATTLE CHARIOTS Tribal Loose	Poor	Protected	- -	-	Expendable, Combat Shy	-	0 3	2,3
Bolt shooters	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	Barricades	-	0 3	2,3
Nomadic cavalry contingent (only before 1100 CE)									
Nomadic cavalry	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0 12	4,6
Best nomadic cavalry	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	Melee Expert	0 Up to half	4,6

Notes

Kwang-gun infantry can be combined into a TuG of 6 or 8 consisting of 1/2 spearmen and 1/2 archers or crossbowmen.
A nomadic cavalry contingent must be in their own separate command.

Historical Notes

Goryeo was established in 918 CE by King Taejo. It united the Later Three Kingdoms in 936 and ruled most of the Korean Peninsula until it was removed by the founder of the Joseon in 1392. In 993, the Khitan Liao dynasty invaded Goryeo's northwest border. After a military stalemate, the Koreans agreed to abandon their alliance with the Song and become a Liao trubutary state. In return the Goryeo took control of border land which was occupied by Jurchen tribes. In 1009 a coup overthrew the Emperor and led to Khitan armies invading Korea. After a decade of indecisive warfare the previous relationship was resumed. In the 12th century the power of the monarch was weak and a military coup in 1170 placed King Myeongjong on the thrown. An elite guard unit, the Tobang, controlled the throne and a series of generals ruled.
Fleeing the Mongols, the Khitan invaded Korea in 1216, but combined Mongol and Korean forces had defeated them by 1219. In 1231, Mongols under Ögedei Khan invaded Goryeo but the Koreans resisted and after ten campaigns a peace was finally agreed in 1259. The repeated invasions caused huge loss of life and devastation. In 1259 the Goryeo Crown Prince Wonjong swore allegiance to the Yuan dynasty. Kublai never imposed direct rule on Korea and the dynasty survived as a client state. When the Ming overthrew the Yuan, the Koreans had to repel several invasions by the Red Turbans. A final attempt to invade by the Ming failed in 1364 and Korean independence was secured.

Troop Notes

Kwang-gun were professional troops, both infantry and cavalry that replaced older regional military settlers. Guard units included Singi cavalry who were heavily armoured lancers, To-bang a regiment of "spearmen" and Tae-gak a crossbow regiment. Spearmen were armed with a mix of polearms as well as conventional spears. Hang-ma-gun were Buddist monks armed with shields and javelins. They were part of a force with Singi cavalry and spearmen called the Py-lom-u-ban to fight Jurchen and Liao armies. The Goryeo Great use was made of temporary and permanent fortifications. "Battle chariots with swords on their axles" are said to have been used in 1010 against the Khitan and are mentioned as late as 1095.

Northern Song

MORTEM ET GLORIAM

ARMY COMMANDER	1	Any Professional		DATES	960 CE to 1127 CE
SUB-GENERALS	1-3	Any Professional		TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS				CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE / TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL / WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY	OPTIONAL	MIN MAX	UG SIZE
Guard and veteran cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / 8	4,6
Cavalry	CAVALRY / Drilled Loose	Average	Protected	Experienced / Bow	Short Spear	-	Melee Expert	4 / 12	4,6
Cavalry with couched lances	CAVALRY / Drilled Loose	Average	Protected	Unskilled / Bow	Charging Lancer	-	Melee Expert	0 / 8	4,6
"Companies of archers"	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	Short Spear	-	-	0 / 6	4,6
Regular infantry (before 1044 CE)	INFANTRY / Drilled Loose	Average	Protected	Unskilled / Crossbow	Polearm	-	Caltrops	8 / 32	6,8
Regular infantry (from 1044 CE)									
Imperial spearmen and swordsmen	INFANTRY / Drilled Flexible	Average	Protected	- / -	Polearm	-	-	0 / 8	6,8
Imperial crossbowmen	INFANTRY / Drilled Loose	Average	Protected	Experienced / Crossbow	-	-	Combat Shy	0 / 16	6,8
Replace imperial crossbowmen with archers	INFANTRY / Drilled Loose	Average	Protected	Experienced / Bow	-	-	Combat Shy	0 / 8	6,8
Regular speamen and swordsmen	INFANTRY / Formed Close	Average	Protected	- / -	Short Spear	-	-	0 / 12	6,8
Regular crossbowmen	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Crossbow	-	-	Combat Shy	8 / 24	6,8
Replace regular crossbowmen with archers	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 12	6,8

Northern Song

Troop	Type	Quality	Protection	Experience/Shooting	Close Combat	Special	Special	Note	Min/Max
Provincial crossbowmen	INFANTRY Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy	8 32	6,8
Provincial speamen and swordsmen	INFANTRY Formed Close	Average	Protected	- -	Short Spear	-	-	0 32	6,8
Provincial archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8
Anti-cavalry squads	INFANTRY Drilled Close	Average	Protected	- -	2-H Cut-Crush	-	-	0 8	* see note
Infantry equipped with giang	INFANTRY Drilled Close	Average	Unprotected	- -	Long Spear	-	-	0 8	6,8
Southern tribal auxiliaries	INFANTRY Tribal Loose	Average	Protected	Experienced Javelin	Short Spear	-	Combat Shy	0 9	6,8,9
Regrade tribal warriors	INFANTRY Tribal Loose	Average	Protected	- -	-	Devastating Chargers	-	0 Any	6,8,9
War wagons (only after 1054 CE) * see note	BATTLE WAGONS Drilled Loose	Poor	Protected	Experienced Crossbow	Polearm	-	-	0 6	2,3,4
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Skirmishing crossbowmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy	0 9	6,9
Bolt shooters	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	-	Barricades	0 3	2,3
Thunder-bomb oxen	BATTLE CHARIOTS Tribal Close	Poor	Protected	- -	-	Expendable, Combat Shy	-	0 3	3

Allies

Wuyue allies - Ten kingdoms China - Only from 974 to 976 CE

Xi allies - Pre-Dynastic Khitan - Only before 979 CE

Northern Song

Mortem Et Gloriam

The infantry must have at least twice as many crossbows as bows. After 1044 CE, at least 1/3 of Regular or Provincial TuGs must be downgraded to Poor.

* Anti-cavalry squads must be added as 1 element to an infantry TuG to create a unit of 7. They cannot be added to southern tribal auxiliaries.

SPECIAL RULE: War wagons (dongwu che) treat a Village or Town as good going and, unless adjacent to the camp, count any other good going as "affected" for combat purposes.

Historical Notes

The Song dynasty began in 960 and continued until 1279 CE. It is divided into two distinct periods, Northern and Southern. During the Northern Song the Song capital was in the northern city of Bianjing (now Kaifeng) and the dynasty controlled most of what is now Eastern China. The Song fought several campaigns against the Khitan Liao dynasty in the north east and the Xi Xia in the north west. A significant war was also fought against the Ly dynasty of Vietnam between 1075 and 1077. When the Jurchen rebelled against the Liao and formed the Jin dynasty, the Song formed an alliance with the Jurchen. The Liao were overthrown but the poor performance of the Song army was noted by the Jurchen who immediately broke the alliance and between 1125 and 1127 captured the northern part of the kingdom. The Song regrouped under Emperor Gaozong and withdrew south to a new capital at Lin'an (modern Hangzhou).

Troop Notes

Song cavalry were generally armed with the bow. Some apparently used a couched lance but a wide variety of other weapons include lighter spears and halberds were also in use. Specialist horse archer units also seem to have existed. Most infantry were equipped with shield, sword and either spear, polearm, crossbow or bow. Crossbows and bows were sometimes used within the same unit, the crossbow providing a better effect against cavalry but the bow being able to maintain a higher rate of fire. Such units are treated as crossbows. Some infantry carried an 18 foot spear but had no shield. Specialist anti-cavalry squads were trained, equipped with weapons such as a two-handed "horse chopping sword". Caltrops were used as a defence against cavalry. Dongwu Che were like large mobile wheelbarrows used extensively in urban areas, often at the head of an attack.

Xi Xia

ARMY COMMANDER	1	Any Professional	DATES	1038 CE to 1227 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Plains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min / Max	UG Size
Tangut guard cavalry	CAVALRY / Formed Close	Superior	Fully Armoured	- / -	Long Spear	Shove	-	4 / 8	4,6
Tangut cavalry	CAVALRY / Formed Loose	Average	Protected	- / -	Charging Lancer	Melee Expert	-	8 / 36	4,6
Nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	Melee Expert	0 / 16	4,6
Upgrade nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Skilled / Bow	-	-	Melee Expert	0 / Up to half	4,6
Spear and swordsmen	INFANTRY / Formed Flexible	Average	Protected	- / -	Short Spear	-	-	8 / 32	6,8
Archers	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	8 / 32	6,8
Levy	INFANTRY / Formed Close	Average	Protected	- / -	Short Spear	-	-	0 / 24	6,8,9
Skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Combat Shy	-	0 / 18	6,9
Infantry with fire-lances and naptha grendades	INFANTRY / Skirmisher	Average	Unprotected	Unskilled / Firearm	-	-	-	0 / 6	6
Bolt shooters	ARTILLERY / Skirmisher	Average	Unprotected	Experienced / Light Art	-	-	Barricades	0 / 3	2,3

ALLIES

Uyghur allies - Uyghur Successor States

Tibetan allies - only before 1065 CE

Jurchen - Jin allies - Only in 1227 CE

Xi Xia

Historical Notes

Following the collapse of Tibetan power in the Ordos region of what is now north-west China, a number of Tangut warlords set up independent states. After years of squabbling they were induced to unite by a bungled Song attempt to conquer them between 982 and 1004 CE. Intermittent wars with the Song continued until 1119. Defeated by Genghis Khan in 1207, they became nominal subjects of the Mongols. A rash decision not to supply troops when asked for led to their destruction in 1227.

Troop Notes

Little is known about the Xi Xia military. A chinese source describes them as trying to "break our formation or crush our infantry" so it is possible that they had adopted the fighting style of the Tibetans who had previously ruled the area. Infantry may have fought in a chinese style as the area had once been Chinese provinces.

Pre-Conquest Mongol

Mortem Et Gloriam

ARMY COMMANDER	1	Any Instinctive	DATES	1100 CE to 1206 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains
INTERNAL ALLIED GENERALS	1-3	Any Instinctive	CAMP	Mobile or No Camp; Poor or Average

NAME	TYPE / TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL / WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY	OPTIONAL	MIN / MAX	UG SIZE
Well equipped cavalry	CAVALRY / Formed Loose	Average	Protected	Experienced / Powerbow	-	-	Melee Expert, Dismountable	0 / 18	4,6
Cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Powerbow	-	-	Melee Expert, Dismountable	18 / 48	4,6
Skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Experienced / Powerbow	-	-	Dismountable	0 / 48	4,6
Upgrade skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Skilled / Powerbow	-	-	Dismountable	0 / Up to 1/3	4,6

NOTES

Cavalry dismount as Formed Loose, Average, Experienced Bow with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow.

HISTORICAL NOTES

Prior to being unified under Temüjin (who was to become Genghis Khan), the Mongols were a series of tribal confederations including Naimans, Merkits, Tatars, Khamag Mongols, and Keraites.

TROOP NOTES

The precise date of the use of powerful composite bows is uncertain.

Ghurid

Mortem Et Gloriam

Army Commander	1	Any Instinctive	Dates	1100 CE to 1222 CE
Sub-Generals	1-2	Any Instinctive	Terrain	Standard, Mountains
Internal Allied Generals	0-2	Any Instinctive	Camp	Unfortified; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min Max	UG Size
Elephants (only from 1192 to 1206 CE)	ELEPHANTS / Tribal Loose	Average	Protected	- / -	-	Shove	-	0 / 4	2,3,4
Elephants (only from 1207 to 1215 CE)	ELEPHANTS / Tribal Loose	Average	Protected	- / -	-	Shove	-	0 / 2	2
Ghulams (only from 1174 CE)	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / 12	4,6
Turkish cavalry (only from 1148 CE)	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	Melee Expert	4 / 36	4,6
Upgrade Turkish cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Skilled / Bow	-	-	Melee Expert	0 / Up to half	4,6
Tribal cavalry	CAVALRY / Tribal Loose	Average	Protected	Unskilled / Javelin	Short Spear	-	-	0 / 10	4,6
Khurasanian mercenaries	CAVALRY / Formed Loose	Average	Protected	Experienced / Bow	-	-	-	0 / 6	4,6
Ghurid infantry	INFANTRY / Tribal Loose	Average	Protected	Unskilled / Javelin	Short Spear	-	Pavise	0 / 84	6,8,9
Archers	INFANTRY / Tribal Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 8	6,8
Skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Combat Shy	-	0 / 18	6,9
Slingers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Sling	-	Combat Shy	-	0 / 9	6,9

Allies

Gharjistan allies - Eastern Seljuk Turk - Only from 1174 CE

Rajput Indian allies - Only in 1186 CE

Ghurid

NOTES

Allied contingents before 1175 CE or that include any infantry must take at least 2 TuGs of "Ghurid infantry".

HISTORICAL NOTES

The Ghurids were Afghan tribesmen living in the Ghur mountains. They ended Ghaznavid rule in India and founded an Indian state that lasted from 1148 until 1206 CE. The Indian possessions broke away in 1206 to form the Delhi Sultanate. The Ghurid kingdom was conquered by the Khwarazmians in 1215 but continued as subject vassals until 1222.

TROOP NOTES

Some later Ghurid armies were entirely mounted. Some of the infantry were equipped with the Karwah which was bullock-hide stuffed with cotton that was worn over the entire body. It was said to be inpenetrable to both missiles and weapons. This is treated like a Pavise.

Jurchen - Jin

ARMY COMMANDER	1	Any Professional				DATES	1113 CE to 1234 CE	
SUB-GENERALS	1-3	Any Professional				TERRAIN	Standard, Plains	
INTERNAL ALLIED GENERALS						CAMP	Unfortified or Mobile; Poor or Average	

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min Max	UG Size
Jurchen nobles	CAVALRY / Formed Loose	Superior	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / 6	4,6
Guaizima cavalry (only before 1180 CE)	CAVALRY / Formed Loose	Average	Protected	Unskilled / Bow	Charging Lancer	-	Melee Expert	8 / 36	4,6
Replace guaizima cavalry (from 1152 CE)	CAVALRY / Formed Loose	Superior	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / Up to 2/3	4,6
Balhae and other nomadic cavalry (only before 1180 CE)	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	Melee Expert	0 / 18	4,6
Upgrade nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Skilled / Bow	-	-	Melee Expert	0 / Up to half	4,6
Jurchen cavalry (from 1180 CE)	CAVALRY / Formed Loose	Average	Protected	Experienced / Bow	Short Spear	-	Melee Expert	8 / 36	4,6
Nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	Melee Expert	0 / 8	4,6
Skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Combat Shy	-	0 / 9	6,9
Skirmishing crossbowmen	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Crossbow	-	-	Combat Shy	0 / 9	6,9
Fire-tube infantry (from 1200 CE)	INFANTRY / Skirmisher	Average	Unprotected	Unskilled / Firearm	-	-	-	0 / 6	6

Jurchen - Jin

Mortem Et Gloriam

Chinese and Balhae infantry (only from 1127 CE)										
Regular infantry with spearmen and swordsmen	INFANTRY	Average	Protected	-	Short Spear	-	-		0	6,8
	Formed Close			-					8	
Regular infantry with crossbowmen	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy		6	6,8
	Formed Loose			Crossbow					18	
Replace crossbowmen with archers	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy		0	6,8
	Formed Loose			Bow					8	
Anti-cavalry squads	INFANTRY	Average	Protected	-	2-H Cut-Crush	-	-		0	* see note
	Drilled Close			-					3	
Bolt shooters	ARTILLERY	Average	Unprotected	Experienced	-	-	Barricades		0	2,3
	Skirmisher			Light Art					3	
Zhongxiao jun (only from 1160 CE)										
Zhongxiao jun	INFANTRY	Average	Protected	-	Short Spear	-	-		0	6,8
	Formed Close			-					8	
Zhongxiao jun crossbowmen	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy		0	6,8
	Formed Loose			Crossbow					12	
Khitan contingent commanded by own sub-general										
Ordo cavalry	CAVALRY	Superior	Protected	Unskilled	Polearm	-	-		4	4,6
	Drilled Loose			Bow					6	
Ordo foragers and soldiers	CAVALRY	Average	Protected	Experienced	Short Spear	-	Melee Expert		8	4,6
	Drilled Loose			Bow					12	
Upgrade ordo foragers	CAVALRY	Average	Protected	Skilled	Short Spear	-	Melee Expert		0	4,6
	Drilled Flexible			Bow					Up to half	

Allies

Da Qi allies - Northern Song allies from 1133 to 1137 CE

Tatar, Kereyit or Ongut allies - Pre-Conquest Mongolian - Only from 1150 to 1217 CE

Notes

Da Qi allies cannot contain any Superior troops. Minima in a Chinese or Balhae contingent only apply if a Chinese or Balhae contingent is used.

* Anti-cavalry squads must be added as 1 element to an infantry TuG to create a unit of 7.

Jurchen - Jin

Historical Notes

The Jin, also known as the Juchen Jin, emerged from Taizu's rebellion against the Liao dynasty. In 1121 CE they allied with the Song tagainst the Liao. After vanquishing the Liao, the Jin launched an over hundred-year war against the Song dynasty. They quickly captured Northern Song territories where they were supported by anti-Song chinese clans. In 1127 they sacked the capital of the Northern Song kingdom. The Song dyansty retained a hold of the south. In 1211 the Mongols invaded. Both "western" and "eastern" capitals were taken and the "central" capital Zhongdu was besieged. The Jin agreed to a humiliating treaty. The Jin then attacked the Southern Song and ended up fighting a war on two fronts and they ended up falling to the Mongols in 1234.

Troop Notes

Chinese writers ascribed the Jin success to their cavalry. Guaizima was a system of two ranks of lancers supported by three ranks of horse archers used by Jurchen cavalry. The Jin made use of both their Khitan and Chinese subjects in there armies. Balhae was a Manchurian state. Zhongxiao jun were militia. The Mongol siege of Kaifeng in 1233 saw the Jin make extensive use of gunpowder.

Qara Khitan

Mortem Et Gloriam

Army Commander	1	Any Professional	Dates	1124 CE to 1211 CE
Sub-Generals	1-3	Any Professional	Terrain	Standard, Plains
Internal Allied Generals			Camp	Unfortified or Mobile; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min Max	UG Size
Guard cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Bow	Short Spear	Shoot & Charge	Melee Expert	0 / 6	4,6
Armoured cavalry	CAVALRY / Formed Loose	Average	Protected	Experienced / Bow	Short Spear	Shoot & Charge	Melee Expert	8 / 48	4,6
Unarmoured cavalry	CAVALRY / Formed Loose	Average	Unprotected	Experienced / Bow	Short Spear	Shoot & Charge	Melee Expert	4 / 12	4,6
City militia	INFANTRY / Tribal Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 8	6,8
Levy	INFANTRY / Tribal Loose	Poor	Unprotected	- / -	Short Spear	-	Combat Shy	0 / 10	8,9,10
Kurlak contingent under own sub-general (only from 1132 to 1210 CE)									
Horse archers	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	Melee Expert	8 / 24	4,6
Upgrade horse archers	CAVALRY / Formed Flexible	Average	Unprotected	Skilled / Bow	-	-	-	0 / Up to half	4,6

Allies

Qarakhanid allies - Only from 1132 to 1210 CE

Uyghur allies - Uyghur Successor States - Only from 1130 to 1208 CE

Khwarziminian allies - Only from 1172 to 1206 CE

Naiman allies - Pre-Conquest Mongolian - Only from 1130 to 1175 CE or from 1208 to 1210 CE

Historical Notes

The Qara Khitai dynasty was founded by Yelü Dashi, who led the remnants of the Liao dynasty to Central Asia after fleeing from the Jurchen conquest of their homeland. The empire was usurped by the Naimans under Kuchlug in 1211 CE and conquered by the Mongol Empire in 1218.

Qara Khitan

Troop Notes

Qara Khitan cavalry were equipped with lance, bow, sword and mace. Armour was common, with a proportion on armoured horses. At the battle of Qatwan they "all bloodied their lances". Elephants captured in 1205 CE were used to break down gates in a siege of 1210 but there is no evidence they fought in battle.

SOUTHERN SONG

MORTEM ET GLORIAM

ARMY COMMANDER	1	Any Professional	DATES	1127 CE to 1279 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Professional	CAMP	Unfortified or Flexible; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min Max	UG Size
Guard and veteran cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 6	4,6
Cavalry	CAVALRY / Drilled Loose	Average	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 8	4,6
Cavalry with couched lances	CAVALRY / Drilled Loose	Average	Protected	Unskilled Bow	Charging Lancer	-	Melee Expert	0 6	4,6
Mongol mercenaries or deserters (from 1250 CE)	CAVALRY / Drilled Flexible	Superior	Unprotected	Experienced Powerbow	Short Spear	-	Melee Expert, Dismountable	0 6	4,6
Crossbow guards	INFANTRY / Drilled Loose	Average	Protected	Skilled Crossbow	-	-	-	0 8	6,8
Spearmen and swordsmen	INFANTRY / Drilled Flexible	Average	Protected	- -	Polearm	-	-	0 8	6,8
Crossbowmen	INFANTRY / Drilled Loose	Average	Protected	Experienced Crossbow	-	-	Combat Shy	8 18	6,8
Replace crossbowmen with archers	INFANTRY / Drilled Loose	Average	Protected	Experienced Bow	-	-	Combat Shy	0 8	6,8
Anti-cavalry squads	INFANTRY / Drilled Close	Average	Protected	- -	2-H Cut-Crush	-	-	0 8	*see note
Infantry equipped with giang	INFANTRY / Drilled Close	Average	Unprotected	- -	Long Spear	-	-	0 8	6,8
Provincial speamen and swordsmen	INFANTRY / Formed Close	Average	Protected	- -	Short Spear	-	-	8 36	6,8
Provincial crossbowmen	INFANTRY / Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy	8 48	6,8

SOUTHERN SONG

Name	Type	Quality	Protection	Experience/Weapon					Min/Max
Provincial archers	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 16	6,8
Southern tribal auxiliaries	INFANTRY / Tribal Loose	Average	Protected	Experienced / Javelin	Short Spear	-	Combat Shy	0 / 27	6,8,9
Regrade tribal warriors	INFANTRY / Tribal Loose	Average	Protected	- / -	-	Devastating Chargers	-	0 / Any	6,8,9
War wagons	BATTLE WAGONS / Drilled Loose	Poor	Protected	Experienced / Crossbow	Polearm	-	-	0 / 6	2,3,4
Skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Combat Shy	-	0 / 9	6,9
Skirmishing crossbowmen	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Crossbow	-	-	Combat Shy	0 / 9	6,9
Fire-tube infantry (from 1200 CE)	INFANTRY / Skirmisher	Average	Unprotected	Unskilled / Firearm	-	-	-	0 / 6	6
Bolt shooters	ARTILLERY / Skirmisher	Average	Unprotected	Experienced / Light Art	-	-	Barricades	0 / 6	2,3,4
Thunder-bomb oxen	BATTLE CHARIOTS / Tribal Close	Poor	Protected	- / -	-	Expendable, Combat Shy	-	0 / 3	3

NOTES

At least 1/3 the infantry TuGs (excluding Southern auxiliaries) must be downgraded to Poor. Anti-cavalry squads must be added as 1 element to an infantry TuG to create a unit of 7. They cannot be added to southern tribal auxiliaries.

SPECIAL RULE: War wagons (dongwu che) treat a Village or Town as good going and, unless adjacent to the camp, count any other good going as "affected" for combat purposes.

All infantry except tribal auxiliaries can use the Barricades characteristic.

HISTORICAL NOTES

The Southern Song state bagan when the Song regrouped under Emperor Gaozong and withdrew south to a new capital at Lin'an (modern Hangzhou). In 1234 CE, the Jin dynasty was conquered by the Mongols, who took control of northern China. The Mongols sought to conquer the whole of China. Möngke Khan, the fourth Great Khan of the Mongol Empire, died in 1259 while besieging the city of Chongqing. His younger brother Kublai Khan was proclaimed the new Great Khan, though his claim was only partially recognized by the Mongols in the west. In 1271, Kublai Khan was proclaimed the Emperor of China, founding the Yuan dynasty. After two decades of sporadic warfare, Kublai Khan's armies conquered the Song dynasty in 1279.

Southern Song

Troop Notes

The Southern Song had fewer cavalry than the Northern Song. Mixed formations appear to have fallen out of favour according to the military manuals of the time.

Khwarazmian

ARMY COMMANDER	1	Any Professional	DATES	1186 CE to 1246 CE
SUB-GENERALS	1-2	Any Professional	TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive (1 Turcoman and/or 1 Kankali)	CAMP	Unfortified or Mobile; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min Max	UG Size
Elephants (only from 1215 to 1222 CE)	ELEPHANTS / Tribal Loose	Average	Protected	- / -	-	Shove	-	0 / 2	2
Lancers	CAVALRY / Formed Loose	Superior	Protected	Experienced / Bow	Charging Lancer	Shoot & Charge	-	8 / 24	4,6
Iranian atabegs' askaris	CAVALRY / Drilled Flexible	Average	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / 12	4,6
Kankali or other horse archers	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	-	8 / 36	4,6
Kurdish cavalry (only from 1226 CE)	CAVALRY / Formed Loose	Average	Protected	- / -	Charging Lancer	-	Melee Expert	0 / 6	4,6
Kankali foot (only before 1223 CE)	INFANTRY / Tribal Loose	Average	Protected	- / -	-	Devastating Chargers	-	6** / 12	6,8,9
Only before 1231 CE									
Persian cavalry	CAVALRY / Formed Loose	Average	Protected	- / -	Long Spear	-	-	0 / 6	4,6
Militia archers mounted on camels	INFANTRY / Tribal Loose	Average	Unprotected	Experienced / Bow	-	Dismountable	-	6* / 16	6,8
Skirmishing archers mounted on camels	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Dismountable, Combat Shy	-	0 / 9	6,9
Levy	INFANTRY / Tribal Loose	Poor	Unprotected	- / -	Short Spear	-	Combat Shy	0 / 10	8,9,10

Khwarazmian

TURCOMAN CONTINGENT									
Turcoman tribesmen	CAVALRY	Average	Unprotected	Experienced	-	-	-	8	4,6
	Formed Flexible			Bow				32	
Upgrade Turcoman tribesmen	CAVALRY	Average	Unprotected	Skilled	-	-	-	1/4	4,6
	Formed Flexible			Bow				1/2	

NOTES

A Turcoman ally must command all and only Turcomans. Turcomans are only compulsory if a Turcoman contingent is taken.

*Militia archers are mandatory only if Elephants or any infantry are taken.

**Kankali foot can only be taken if an allied Kankali general is also taken. A Kankali general can only command Kankali troops.

HISTORICAL NOTES

The Khwarazmian dynasty ruled large parts of Central Asia and Iran first as vassals of the Seljuqs and Qara Khitan, and later as independent rulers, up until the Mongol invasion.

TROOP NOTES

The Khwarazmian state's army consisted of the ruler's household; armoured cavalry provided by emirs, their relations and followers; city militia (service in which was a condition of residence); hill-dwelling farmers, herdsmen and bandits who provided poorly-armed horsemen, plentiful when winning but disappearing rapidly if not or if the money ran out; and tribal confederations of nomads, such as the Kankali.

Mongol Conquest

ARMY COMMANDER	1	Any Professional	DATES	1207 CE to 1259 CE
SUB-GENERALS	1-3	Any Professional or up to 1 Instinctive (Nomadic vassal)	TERRAIN	Plains
INTERNAL ALLIED GENERALS			CAMP	Mobile or No Camp; Poor or Average

NAME	TYPE / TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL / WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY	OPTIONAL	MIN MAX	UG SIZE
Khan's guard	CAVALRY / Drilled Loose	Exceptional	Protected	Experienced / Powerbow	Short Spear	Melee Expert	Dismountable	0 / 6	4,6
Armoured tumen cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	0 / 18	4,6
Only in China from 1216 to 1224 CE									
Black Army cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / 18	4,6

Tumen cavalry	CAVALRY / Drilled Flexible	Superior	Unprotected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	16 / 48	4,6
Other nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Bow	-	-	Melee Expert	0 / 36	4,6
Upgrade other nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Skilled / Bow	-	-	Melee Expert	0 / Up to half	4,6
Skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Experienced / Powerbow	-	-	Dismountable	0 / 18	4,6
Upgrade skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Skilled / Powerbow	-	-	Dismountable	0 / Up to half	4,6
Bolt shooters	ARTILLERY / Skirmisher	Average	Unprotected	Experienced / Light Art	-	-	-	0 / 3	2,3
Unarmed driven civilians (only after 1213 CE)	INFANTRY / Tribal Loose	Poor	Unprotected	- / -	-	Expendable	-	0 / 24	9,12

Mongol Conquest

Khitan contingent (From 1211 to 1235 CE)								
Khitan nobles	CAVALRY Drilled Loose	Superior	Protected	Unskilled Bow	Polearm	-	-	4 6	4,6
Khitan cavalry	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 12	4,6
Khwarazmian and Indian contingent (In China from 1225 to 1245 CE)								
Cavalry	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	-	8 12	4,6
Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Melee Expert	4 6	4,6
Jete and Kipchak contingent (In China from 1225 to 1245 CE)								
Kipchak cavalry	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Melee Expert	8 12	4,6

Allies

Jurchen - Jin allies - Only from 1214 CE

Goryeo Korean allies - From 1242 to 1250 CE

Uyghur allies - Uyghur Successor States

Xi Xia allies - In China from 1216 to 1224 CE

Song allies - Northern Song - In China in 1234 CE

Notes

A nomadic vassal general can only command nomadic cavaly. Contingents must be commanded by their own sub-general. Minimums apply only if the contingent is taken. The Black Army must be in its own command. Unarmed civilians do not cause KAB tests if they break.

Cavalry dismount as Formed Loose, Average, Experienced Bow with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow.

Mongol Conquest

Historical Notes

After Genghis had united the Mongol tribes he initiated a series of conquests.

The Xi Xia surrendered in 1210 CE and served loyally until 1217. After this date the refused to support Genghis and between 1225 and 1227 destroyed most of the country in punishment. Genghis died during this campaign.

In 1211 the Mongols invaded the Jin. In 1215 the Jin capital of Zhongdu (modern Beijing) was besieged, captured and sacked. This forced the Jin ruler to move his capital south to Kaifeng. Between 1232 and 1233 Kaifeng fell to the Mongols under Ogedei and the dynasty collapsed the following year.

The Khitai Liao were conquered in 1218.

The Khwarazmian Empire was conquered between 1219 and 1221.

After the defeat of the Khwarazmian Empire in 1220, the Mongol army split into two forces. Genghis led the army through Afghanistan and into Northern India. Another army under Jebe and Subatai marched through Armenia and desvatated the kingdom of Georgia. On the return journey in 1223 they defeated the allied forces of the Cuman-Kipchaks and the Kievan Rus, but may have been defeated by the Volga Bulgars.

After the death of Genghis, Ogedei went on to consolidate the Mongol hold on Persia and Khorasan. He also crushed the Eastern Xia in southern Manchuri and the Tatars in northern Manchuria. The Mongols also returned to Armenia and completed the conquest of the Caucasus region. In 1231 he ordered the invasion of Korea. The Goryeo sued for peace in 1238 and the war ended in 1241.

In 1235 a Mongol army captured Kashmir. In 1241 a Mongol army invaded India but after taking Lahore withdrew.

In 1235 Ogedei ordered the conquest of the Rus. By 1239 the Mongols had defeated the Rus and moved on to crush the Kipchaks and Alans in the Crimea. In 1241 the Mongols invaded both Hungary and Poland. They devastated Hungary and reached the Dalmatian coastline. News of the death of Ogedei arrived in spring 1242 resulted in the Mongols withdrawing, but more than 20% of the population had died.

Ogedei's successor Guyuk ruled for only two years. The Empire started to break up into separate Khanates among the grandson's of Genghis. In 1251 Mongke was eleced the Great Khan. He invaded Goryeo Korea as the court refused to submit to him. The country was largely taken by 1254 but the court held out until 1258.

The Mongols continued their conquest of the middle East, taking Baghdad in 1258, Damascus and Aleppo in 1259.

Meanwhile the Mongols had been continuing to raid Song territory. The Song had created a defensive system of cities and rivers that the Mongols found very hard to breakthrough. The Mongols tried to outflank the Song by invading the Kingdom of Dali (formerly NanZhao). The Mongols also invaded Vietnam and Tibet. The Tibetans submitted to the Mongols, but the Vietnamese were able to wait until the climate had taken its toll on the Mongol army before attacking and defeating it. To avoid further war the Vietnamese king submitted to the Mongols. Mongke died of illness caught during the prolonged siege of Hechuan in southern China.

Troop Notes

Genghis reorganised the Mongol tribes into Tumen (units of 1,000) commanded by a leader loyal to the Khan. By breaking up the tribal confederations and introducing new Yassa laws he turned a group of squabbling tribes into one of the most fearsome armies the world had seen. The speed and endurance of the armies was as big a factor in their success as their fighting potential. Drill was practiced, "each time they turn, their ranks are proper, each time they turn, their order is proper". Few Mongols were armoured, at least initially, but all carried a bow. Western sources suggest only some carried a light lance, but Muslim and Chinese sources suggest they all did. The Black Army was a force of 12,000 Xi and Jurchen cavalry. Nomadic horsemen are assumed to be tribes that had not been incorporated into the Mongol army but were supplied from vassal tribes. The Khitan rebel joined Genghis. A Jin ally represented the Chinese warlords who came over to the Mongols.

Golden Horde

Mortem Et Gloriam

ARMY COMMANDER	1	Any Professional	DATES	1251 CE to 1502 CE
SUB-GENERALS	1-3	Any Professional (before 1359 CE and from 1381 to 1396 CE)	TERRAIN	Plains
INTERNAL ALLIED GENERALS	1-3	Any Instinctive (from 1359 CE or up to 2 Russian)	CAMP	Mobile or Fortified; Poor or Average

NAME	TYPE / TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL / WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY	OPTIONAL	MIN / MAX	UG SIZE
Khan's best cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced Powerbow	Short Spear	Melee Expert, Dismountable	-	0 / 12	4,6
Best equipped cavalry	CAVALRY / Formed Loose	Average	Protected	Experienced Powerbow	Short Spear	Melee Expert, Dismountable	-	0 / 36	4,6
Cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced Powerbow	Short Spear	Melee Expert, Dismountable	-	12 / 48	4,6
Armenian or Moslem archers	INFANTRY / Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 / 16	6,8
Skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Experienced Powerbow	-	-	Dismountable	0 / 18	4,6
Upgrade skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Skilled Powerbow	-	-	Dismountable	0 / Up to half	4,6
Cuman, Alan or similar nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	8 / 24	4,6
Upgrade other nomadic cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Skilled Bow	-	-	Melee Expert	0 / Up to half	4,6
Naffatun (after 1340 CE)	INFANTRY / Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 / 6	6
SUBJECT RUSSIAN CONTINGENTS (UP TO 2)									
Boyars	CAVALRY / Formed Loose	Average	Protected	Experienced Bow	-	Melee Expert	-	0 / 6	4,6
Spearmen	INFANTRY / Formed Close	Average	Protected	- / -	Short Spear	-	-	0 / 12	6,8
Archers	INFANTRY / Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 / 12	6,8

Golden Horde

Allies

Georgian allies - Only before 1259 CE

Notes

Cavalry dismount as Formed Loose, Average, Experienced Bow with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow. The maxima apply to each Russian contingent.

Historical Notes

The Golden Horde was named for the gilded tent of its first ruler, Batu, the grandson of Genghis. Although nominally part of the Mongol Empire until 1266 CE, Batu was in practice independent from 1251. As a result of the original Mongol conquest of the Volga Bulgars, the great principality of Vladimir, the Cumans and Alans, and the south-Russian principalities, with the subsequent reduction of the north-Russian principalities to vassal status, the Horde ruled an enormous territory. From 1262 it was generally hostile to the Ikhanids and formed alliances with the Mamluks, Byzantines and the Genoese. The Horde adopted Islam as a state religion under Uzbeg Khan in the 14th century. The horde experienced civil wars from 1359 until 1381 when it was briefly reunited under Toktamysh. After the 1396 invasion of Tumur, the Golden Horde broke into smaller Tatar khanates and began to fall apart. This allowed the state of Muscovy to rid itself of the "Tatar Yoke" in 1480. The residue of the Horde were subjugated by the Crimean Khanate by 1502.

Ilkhanate

ARMY COMMANDER	1	Any Professional	DATES	1256 CE to 1357 CE
SUB-GENERALS	1-3	Any Professional (before 1336 CE)	TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS	1-3	Any Professional (from 1336 CE) or Any (Crusader ally)	CAMP	Mobile or Fortified; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Mandatory	Optional	Min / Max	UG Size
Khan's best cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced Powerbow	Short Spear	-	Melee Expert, Dismountable	0 / 12	4,6
Best equipped cavalry	CAVALRY / Formed Loose	Average	Protected	Experienced Powerbow	Short Spear	-	Melee Expert, Dismountable	6 / 12	4,6
Cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced Powerbow	Short Spear	-	Melee Expert, Dismountable	12 / 36	4,6
Kurdish lancers	CAVALRY / Formed Loose	Average	Protected	- / -	Charging Lancer	-	Melee Expert	0 / 6	4,6
Turcomans	CAVALRY / Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 / 12	4,6
Upgrade Turcomans	CAVALRY / Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	0 / Up to half	4,6
Skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Experienced Powerbow	-	-	Dismountable	0 / 18	4,6
Kurdish or other skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 / 9	6,9
Naffatun (after 1340 CE)	INFANTRY / Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 / 6	6
CRUSADERS									
Frankish knights	CAVALRY / Formed Loose	Average	Fully Armoured	- / -	Charging Lancer	Devastating Chargers	Melee Expert	0 / 4	4
Upgrade Knights to Hospitallers (only in 1281 CE)	CAVALRY / Formed Loose	Superior	Fully Armoured	- / -	Charging Lancer	Devastating Chargers	Melee Expert	0 / 4	4
Crossbowmen	INFANTRY / Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	-	0 / 8	6,8

Ilkhanate

Allies

Golden Horde allies - Only before 1262 CE

Sultanate of Rum allies - Only before 1277 CE

Georgian allies - Only from 1257 to 1327 CE

Syrian allies - Ayyubid Syrian States - Only in 1260 CE

Cilician Armenian allies

Islamic Persian allies

Notes

If Knights are used then a Crusader ally general must be taken. If the Knights are upgraded to Military Order then the ally general must be Professional, otherwise Instinctive.
Cavalry dismount as Formed Loose, Average, Experienced Bow with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow.

Historical Notes

The Il-Khans arose during the break up of the Mongol Empire. Hulagu was appointed Ilkhan by Kublai (his brother). He established his dynasty over the southwestern part of the Mongol Empire that stretched from Transoxiana to Syria. Hulagu destroyed the Abbasid Caliphate in 1258 CE and advance as far as Gaza, briefly conquering Ayyubid Syria. A Mongol force was defeated at Ain Jalut at the hands of the Mamluks of Egypt. Islam was not adopted as a state religion until 1295. In the 1330s outbreaks of the Black Death ravaged the Ilkhanate empire and after the last il-khan, Abu Sa'id, died in 1335 the state disintegrated rapidly.

Troop Notes

Most Ilkhanid Mongols continued to be unarmoured horse archers, the majority being Mongolized Kipchaks. Some Crusaders fought with the Mongols. The Hospitallers at Homs in 1281 CE. The Ilkhanids prized the crossbowmen.

Chagatai Khanate

Army Commander	1	Any Professional	Dates	1259 CE to 1370 CE
Sub-Generals	0-1	Any Professional	Terrain	Standard, Plains
Internal Allied Generals	0-2	Any Professional	Camp	Mobile or No Camp; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min Max	UG Size
Khan's guard	CAVALRY / Drilled Loose	Exceptional	Protected	Experienced / Powerbow	Short Spear	Melee Expert	Dismountable	0 / 4	4
Best Mongol cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	6 / 12	4,6
Mongol cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	6 / 48	4,6
Transoxanian Archers	INFANTRY / Tribal Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 8	6,8
Levy	INFANTRY / Tribal Loose	Poor	Unprotected	- / -	Short Spear	-	Combat Shy	0 / 20	8,9,10
Skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Experienced / Powerbow	-	-	Dismountable	0 / 18	4,6
Upgrade skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Skilled / Powerbow	-	-	Dismountable	0 / Up to half	4,6

Allies

Ilkhanid allies - Only in 1320 CE

Kart allies - Islamic Persian - Only from 1351 to 1360 CE

Notes

No Camp may not be chosen if infantry are taken.

Cavalry dismount as Formed Loose, Average, Experienced Bow with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow.

Historical Notes

The Chagatai Khanate was a Mongol and later Turkicized khanate that comprised the lands ruled by Chagatai Khan, second son of Genghis Khan, and his descendants and successors. It became a functionally separate khanate after 1259 CE. The Chagatai Khanate recognized the nominal supremacy of the Yuan dynasty in 1304. In the 1340s it split into two parts, the Western Chagatai Khanate and the Moghulistan Khanate. The latter is included in the Later Nomadic Mongol list.

Yuan Dynasty

Mortem Et Gloriam

Army Commander	1	Any Professional	Dates	1260 CE to 1368 CE
Sub-Generals	1-3	Any Professional	Terrain	Standard, Plains, Mountains
Internal Allied Generals			Camp	Unfortified or Flexible; Poor or Average

Name	Type / Training and	Quality	Protection	Shooting Skill / Weaponry	Melee Weaponry	Characteristics Mandatory	Optional	Min Max	UG Size
Khan's guard	CAVALRY / Drilled Loose	Exceptional	Protected	Experienced / Powerbow	Short Spear	Melee Expert	Dismountable	0 / 4	4
Best Mongol cavalry (before 1301 CE)	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	6 / 12	4,6
Best Mongol cavalry (from 1301 CE)	CAVALRY / Formed Loose	Average	Protected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	6 / 12	4,6
Mongol cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	6 / 24	4,6
Chinese cavalry	CAVALRY / Drilled Loose	Average	Protected	Experienced / Bow	Short Spear	-	Melee Expert	0 / 8	4,6
Southern tribal cavalry (only from 1275 CE)	CAVALRY / Formed Flexible	Average	Protected	Experienced / Crossbow	Short Spear	-	Melee Expert	0 / 8	4,6
Chinese guard	INFANTRY / Drilled Close	Superior	Protected	- / -	Polearm	-	-	0 / 8	6,8
Spearmen and swordsmen	INFANTRY / Drilled Flexible	Average	Protected	- / -	Polearm	-	-	0 / 8	6,8
Crossbowmen	INFANTRY / Drilled Loose	Average	Protected	Experienced / Crossbow	-	-	Combat Shy	8 / 18	6,8
Replace crossbowmen with archers	INFANTRY / Drilled Loose	Average	Protected	Experienced / Bow	-	-	Combat Shy	0 / 8	6,8
Anti-cavalry squads	INFANTRY / Drilled Close	Average	Protected	- / -	2-H Cut-Crush	-	-	0 / 8	*see note
Provincial speamen and swordsmen	INFANTRY / Formed Close	Average	Protected	- / -	Short Spear	-	-	0 / 36	6,8

Yuan Dynasty

Unit	Type	Quality	Protection	Skill/Shooting	Melee	Special	Special	Bases	Notes
Provincial crossbowmen	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Crossbow	-	-	Combat Shy	8 / 48	6,8
Provincial archers	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 16	6,8
Southern tribal auxiliaries (only from 1275 CE)	INFANTRY / Tribal Loose	Average	Protected	Experienced / Javelin	Short Spear	-	Combat Shy	0 / 12	6,8,9
Gantaolu looters	INFANTRY / Tribal Loose	Average	Unprotected	- / -	Short Spear	Devastating Chargers, Combat Shy	-	0 / 18	8,9
Skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Experienced / Powerbow	-	-	Dismountable	0 / 8	4,6
Skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Combat Shy	-	0 / 9	6,9
Skirmishing crossbowmen	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Crossbow	-	-	Combat Shy	0 / 9	6,9
Fire-tube infantry (from 1275 CE)	INFANTRY / Skirmisher	Average	Unprotected	Unskilled / Firearm	-	-	-	0 / 6	6
Bolt shooters	ARTILLERY / Skirmisher	Average	Unprotected	Experienced / Light Art	-	-	Barricades	0 / 6	2,3,4
Cannon	ARTILLERY / Skirmisher	Average	Unprotected	Unskilled / Heavy Art	-	-	Barricades	0 / 2	2
Taichiud or Dzungar contingents under own sub-general									
Best equipped cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	0 / 8	4,6
Cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Powerbow	Short Spear	-	Melee Expert, Dismountable	0 / 12	4,6

Yuan Dynasty

Allies

Korean allies - Goryeo Korean - Only in Korea or Japan

Defecting Song allies - Southern Song - only in China before 1280 CE

Chagatai Khanate allies - Only in Manchuria or China before 1264 CE

Javanese allies - Only in Java in 1293 CE

Uyghur allies - Uyghur Successor States - Only in Central Asia before 1330 CE

Notes

An army must be located either in China, Manchuria, Mongolia, Central Asia, Korea, Japan or Java.

A Taichiud contingent may only be used in Mongolia, Manchuria, Central Asia or China. A Dzungar contingent may only be used in Mongolia, Manchuria or Central Asia.

Maxima apply to each contingent.

Gantaolu looters may only be used in China.

At least 1/3 the infantry TuGs (excluding Southern auxilaries) must be downgraded to Poor.

* Anti-cavalry squads must be added as 1 element to an infantry TuG to create a unit of 7. They cannot be added to southern tribal auxiliaries.

Historical Notes

This list covers the Mongol armies of Kubalai Khan after his conquest of the Song Chinese and the subsequent Chino-Mongol Yuan Dynasty, through it's declining years after Kubalai's death through to its ultimate abosrption into the Ming Dynasty. Included in this period are the two failed expeditions to Japan - the second famously destroyed by the Kamikaze winds.

Troop Notes

The army is a blend of Mongol heritage and Chinese fighting troops with some technology incorporated from the Islamic world, most notably the trebuchet which enabled the Mongols to take heavily fortified Chinese cities. Mongols remained the core of the army but over time their quality declined as many could not adapt to a settled way of life in areas not suitable for horse-breeding. Both Northern, and later, Southern Song troops were incorporated into the army. Northern troops were judged to be better. Poorer southern troops can be represented by downgrading the quality of the Chinese infantry. Handgunners are first recorded in 1288 CE but may have been used earlier. Cannon were not used until 1322.

LATER NOMADIC MONGOL

ARMY COMMANDER	1	Any Instinctive		DATES	1264 CE to 1508 CE
SUB-GENERALS	0-2	Any Instinctive		TERRAIN	Standard, Plains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive		CAMP	Mobile or No Camp; Poor or Average

NAME	TYPE / TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL / WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY	OPTIONAL	MIN MAX	UG SIZE
Khan's guard	CAVALRY / Formed Loose	Exceptional	Protected	Experienced / Powerbow	Short Spear	Melee Expert	-	0 / 6	4
Best Mongol cavalry	CAVALRY / Formed Loose	Superior	Protected	Experienced / Powerbow	Short Spear	-	Melee Expert	6 / 12	4,6
Mongol cavalry	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Powerbow	Short Spear	-	Melee Expert	6 / 60	4,6
Levy	INFANTRY / Tribal Loose	Poor	Unprotected	- / -	Short Spear	-	Combat Shy	0 / 10	8,9,10
Skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Experienced / Powerbow	-	-	-	0 / 24	4,6
Upgrade skirmishing cavalry	CAVALRY / Skirmisher	Average	Unprotected	Skilled / Powerbow	-	-	-	0 / Up to 1/3	4,6

NOTES

No Camp may not be chosen if infantry are taken.

HISTORICAL NOTES

This list includes the Mongols led by Kaidu, a cousin who opposed Kublai Khan, the "Eastern Mongols" or "Northern Yuan" who were in Mongolia after the collapse of the Yuan dynasty, the Oirats and the Moghulistan Khanate.

MING CHINESE

ARMY COMMANDER	1	Any Professional	DATES	1356 CE to 1449 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Mountains, Jungle
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE / TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL / WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS MANDATORY	OPTIONAL	MIN MAX	UG SIZE
Best cavalry	CAVALRY / Drilled Loose	Superior	Protected	Experienced / Bow	Short Spear	-	-	0 / 12	4,6
Cavalry	CAVALRY / Drilled Loose	Average	Protected	Experienced / Bow	Short Spear	-	Combat Shy	6 / 24	4,6
Mongol cavalry (only from 1360 CE)	CAVALRY / Formed Flexible	Average	Unprotected	Experienced / Powerbow	Short Spear	-	Melee Expert	0 / 12	4,6
Spearmen and swordsmen	INFANTRY / Drilled Flexible	Average	Protected	- / -	Polearm	-	-	0 / 8	6,8
Crossbowmen	INFANTRY / Drilled Loose	Average	Protected	Experienced / Crossbow	-	-	Combat Shy	8 / 18	6,8
Replace crossbowmen with archers	INFANTRY / Drilled Loose	Average	Protected	Experienced / Bow	-	-	Combat Shy	0 / 8	6,8
Anti-cavalry squads	INFANTRY / Drilled Close	Average	Protected	- / -	2-H Cut-Crush	-	-	0 / 8	*see note
Provincial speamen and swordsmen	INFANTRY / Formed Close	Average	Protected	- / -	Short Spear	-	-	0 / 36	6,8
Provincial crossbowmen	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Crossbow	-	-	Combat Shy	8 / 48	6,8
Provincial archers	INFANTRY / Formed Loose	Average	Unprotected	Experienced / Bow	-	-	Combat Shy	0 / 16	6,8
"Dare to die" troops	INFANTRY / Drilled Loose	Superior	Protected	- / -	Polearm	-	-	0 / 6	4,6
Handgunners	INFANTRY / Drilled Close	Average	Protected	Experienced / Firearm	-	-	-	0 / 12	4,6

MING CHINESE

Unit	Type / Base	Quality	Protection	Skill / Shooting					Points / Number	Bases
Southern tribal auxiliaries	INFANTRY / Tribal Loose	Average	Protected	Experienced / Javelin	Short Spear	-	Combat Shy		0 / 16	6,8,9
Regrade tribal warriors	INFANTRY / Tribal Loose	Average	Protected	- / -	-	Devastating Chargers	-		0 / Any	6,8,9
Guns	ARTILLERY / Skirmisher	Average	Unprotected	Unskilled / Light Art	-	-	Barricades		0 / 4	2
Cannon	ARTILLERY / Skirmisher	Average	Unprotected	Unskilled / Heavy Art	-	-	Barricades		0 / 2	2
Skirmishing archers	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Bow	-	Combat Shy	-		0 / 9	6,9
Skirmishing crossbowmen	INFANTRY / Skirmisher	Average	Unprotected	Experienced / Crossbow	-	-	Combat Shy		0 / 9	6,9
Hand-launch rocketeers	INFANTRY / Skirmisher	Average	Unprotected	Unskilled / Firearm	-	-	-		0 / 12	6
Thunder-bomb oxen	BATTLE CHARIOTS / Tribal Close	Poor	Protected	- / -	-	Expendable, Combat Shy	-		0 / 3	3

Allies

Mongol allies - Later Nomadic Mongol - Only from 1360 CE

Notes

At least 1/3 the infantry TuGs (excluding Southern auxilaries) must be downgraded to Poor.

* Anti-cavalry squads must be added as 1 element to an infantry TuG to create a unit of 7. They cannot be added to southern tribal auxiliaries.

Historical Notes

In 1351 CE a number of Han Chinese groups revolted against the Yuan, including the Red Turbans. Zhu Yuanzhang joined the Red Turbans in 1352. In 1356, Zhu's rebel force captured the city of Nanjing. In 1363, Zhu Yuanzhang eliminated his archrival and leader of the rebel Han faction, Chen Youliang, in the naval Battle of Lake Poyang. In 1368 Zhu declared the founding of the Ming dynasty. In 1381, the Ming dynasty annexed areas of Yunnan province in the south west. In 1387 the Ming sent a military campaign to attack Naghachu which concluded with the Ming conquest of Manchuria. The Ming sporadically sent armed forays into Tibet during the 14th century, which the Tibetans successfully resisted. The Oirat leader Esen Tayisi launched an invasion into Ming China in July 1449 and captured the Emperor Zhengtong after routing his army.