



ARMY LISTS

GENGHIS

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In Korea, the Three Kingdoms had been replaced by the Goryeo Dynasty which was to rule Korea for the next five hundred years.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



ARMY COMMANDER	1	Any Professio	onal			DATES	907 CE to 1125 CF				
SUB-GENERALS	0-3	Any Professio	onal			TERRAIN	Plains				
INTERNAL ALLIED GENER	ALS					САМР	Unfortified or Mol	oile; Poor or A	verage		
	ТүрЕ			SHOOTING SKILL	Melee	CHARA	Characteristics Min				
NAME	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE		
Ordo cavalry	CAVALRY Drilled Loose	Superior	Protected	Unskilled Bow	Polearm	-	-	8 16	4,6		
Regrade ordo cavalry	CAVALRY	Cupariar	Fully Armoured	Unskilled		Melee Expert		0	4,6		
Regrade ordo cavarry	Drilled Loose	Superior	rully Allilouled	Bow	-	Meiee Expert	Melee Expert -	Any			
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	Average	Unprotected	Experienced			Combat Shy	0	4,6		
Titodi noise dicheis	Formed Flexible		Onprotected	Bow	-	-	Combat sily	18			
Levy	INFANTRY	Poor	Unprotected	-	Short Spear	_	Combat Shy	0	8,9,10		
	Tribal Loose	1001		-			Combat Sily	30	·		
Unarmed driven civilians	INFANTRY	Poor	Unprotected	-	_	Expendable	_	0	9,12		
	Tribal Loose	1001	Onprotected	-		Experience		24			
CHINESE CONTINGENT											
Chinese cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	_	_	0	4,6		
	Formed Loose	Tivelage	Trottetted	Bow				6			
Chinese swordsmen	INFANTRY	Poor	Protected	-	_	Melee Expert	_	6	6,8		
	Formed Flexible	1001	11000000	-				16			
Chinese crossbowmen	INFANTRY	Poor	Protected	Experienced	-	-	Combat Shy	6	6,8		
	Formed Loose	1001	11000000	Crossbow			Combat Sily	16			
Bolt shooters behind	ARTILLERY	Average	Unprotected	Experienced	-	Barricades	<u>-</u>	0	2,3		
fortifications	Skirmisher			Light Art				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



ARMY COMMANDER	1	Any Profession	onal			DATES	918 CE to 1392 CE			
SUB-GENERALS	1-3	Any Profession	onal (before 1171 Cl	E) or Instinctive (N	omadic)	TERRAIN	Standard, Coastal,	Mountains		
Internal Allied Gener	ALS 1-3	Any Profession	onal (from 1171 CE)			САМР	Unfortified or Fort	ified; Poor or A	Average	
	ТүрЕ	,		SHOOTING SKILL	Melee	CHARA	CTERISTICS	Min		
Name	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	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	6,8	
Tae-gak guard	INFANTRY Drilled Loose	Superior	Protected	Experienced Crossbow	-	-	-	0	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	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	6,9	

GORYEO KOREAN

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							7	
Handgunners (only from	INFANTRY	Average	Unprotected	Experienced		_	0	6
1375 CE)	Skirmisher	Tivelage		Firearm			6	
Battle chariots with swords on the axles (before 1100 CE)	BATTLE CHARIOTS	Poor	Protected	-	Expendable,	-	0	2,3
	Tribal Loose	1 001	Hotected	-	Combat Shy		3	
Bolt shooters	ARTILLERY	Average	Unprotected	Experienced	- Barricades	-	0	2,3
Doit shooters	Skirmisher	Average		Light Art	- Darricades		3	
Nomadic cavalry cont	INGENT (ONLY BEFOR	RE 1100 CE)						
Nomadic cavalry	CAVALRY	Attornas	Unprotected	Experienced	_	Melee Expert	0	4,6
Monadic Cavally	Formed Flexible	Average	Olipiotected	Bow			12	
Best nomadic cavalry	CAVALRY	Arrorago	Unprotected	Skilled		Melee Expert	0	4,6
	Formed Flexible	Average Unprotected		Bow	-	ivielee Expert	Up to half	

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



Army Commander 1		Any Profession	nal			DATES	960 CE to 1127 CE			
Sub-Generals	1-3	Any Profession	nal			TERRAIN	Standard, Plains, Mountains			
Internal Allied Genera	ALS					САМР	Unfortified or Flexib	ole; Poor or	Average	
	ТүрЕ	Shooting Skill Melee		CHAR	ACTERISTICS	Min				
NAME	TRAINING AND	QUALITY	Protection	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE	
Guard and veteran cavalry	CAVALRY	Superior	Protected	Experienced	Short Spear		Melee Expert	0	4,6	
	Drilled Loose	Superior	Tiotected	Bow	Short Spear		Iviciee Expert	8		
Cavalry	CAVALRY	Average	Protected	Experienced	Short Spear		Melee Expert	4	4,6	
Cavally	Drilled Loose	Average	Hotecteu	Bow	Short spear		Meiee Expert	12		
Cavalry with couched lances	CAVALRY	Augrage	Protected	Unskilled	Charging		Melee Expert	0	4,6	
Cavally with couclied failces	Drilled Loose	Average	Trotected	Bow	Lancer	-	Meiee Expert	8	_	
"Companies of archers"	CAVALRY	Arramaga	Unprotected	Experienced	Short Spear			0	4,6	
Companies of archers	Formed Flexible	Average		Bow	Short Spear	-	-	6		
Regular infantry (before	INFANTRY	Arranda	Protected	Unskilled	Polearm		Caltrops	8	6,8	
1044 CE)	Drilled Loose	Average	Hotected	Crossbow	I Olealli	-	Caluops	32		
REGULAR INFANTRY (FROM	м 1044 СЕ)									
Imperial spearmen and	INFANTRY	٨	D 1	-	D 1			0	6,8	
swordsmen	Drilled Flexible	Average	Protected	-	Polearm	-	-	8		
T · 1 1	INFANTRY	٨	D 1	Experienced			C 1 . C1	0	6,8	
Imperial crossbowmen	Drilled Loose	Average	Protected	Crossbow	-	-	Combat Shy	16	_	
Replace imperial	INFANTRY	A	Protected	Experienced			C 1 + C1	0	6,8	
crossbowmen with archers	Drilled Loose	Average	Frotected	Bow	-	-	Combat Shy	8	_	
Regular speamen and	INFANTRY	Δ	D 1	-	C1 C			0	6,8	
swordsmen	Formed Close	Average	Protected	-	Short Spear	-	-	12	_	
D1	INFANTRY	A	I In marks ske d	Experienced			C 1 + C1	8	6,8	
Regular crossbowmen	Formed Loose	Average	Unprotected	Crossbow	-	-	Combat Shy	24	_	
Replace regular	INFANTRY	A	I In marks sky 1	Experienced			C 1 + C1	0	6,8	
crossbowmen with archers	Formed Loose	Average	Unprotected	Bow	-	-	Combat Shy	12	_	

NORTHERN SONG

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TAIS	1	
BTG	LOR	HAM

Provincial crossbowmen	INFANTRY	Arrampaa	I In protected	Experienced			Combat Shy	8	6,8
Provincial crossbowmen	Formed Loose	Average	Unprotected	Crossbow	-	-	Combat Sny	32	
Provincial speamen and	INFANTRY	Average	Protected	-	Short Spear			0	6,8
swordsmen	Formed Close	Average	Hotecteu	-	Short Spear	-	-	32	
Provincial archers	INFANTRY	Average	Unprotected	Experienced			Combat Shy	0	6,8
1 TOVINCIAL ALCHEIS	Formed Loose	Average	Oliprotecteu	Bow	-	-	Controat Sity	16	
Anti-cavalry squads	INFANTRY	Average	Protected	-	2-H Cut-Crush	-	-	0	* see note
	Drilled Close			-				8	
Infantry equipped with giang	INFANTRY	Average	Unprotected	-	Long Spear	_	_	0	6,8
	Drilled Close	Tiverage	Onprotected	-	Long Spear	_	_	8	
Southern tribal auxiliaries	INFANTRY	Average	Protected	Experienced	Short Spear	_	Combat Shy	0	6,8,9
	Tribal Loose	Tiverage		Javelin	Short Spear		Combat Sily	9	
Regrade tribal warriors	INFANTRY	Average	Protected	-	_	Devastating	_	0	6,8,9
regrade dibai waiiiois	Tribal Loose			-		Chargers		Any	
War wagons (only after 1054	BATTLE WAGONS	Poor	Protected	Experienced	Polearm	_	-	0	2,3,4
CE) * see note	Drilled Loose	1001	Trottetted	Crossbow	1 Olcaiiii			6	
Skirmishing archers	INFANTRY	Average	Unprotected	Experienced	_	Combat Shy	_	0	6,9
	Skirmisher	Tivelage	Onprotected	Bow		Comoat Sny		9	
Skirmishing crossbowmen	INFANTRY	Average	Unprotected	Experienced	_	_	Combat Shy	0	6,9
JAMIMSHINI CLOSSOOWINCH	Skirmisher	Tiverage	Onprotected	Crossbow	_	_	Comoat Sily	9	
Bolt shooters	ARTILLERY	Average	Unprotected	Experienced	_	_	Barricades	0	2,3
	Skirmisher	1 IV CIUSC	Onprotected	Light Art			Barricades	3	
Thunder-bomb oxen	BATTLE CHARIOTS	Poor	Protected	-		Expendable,	-	0	3
THURINGE OUTTO OACH	Tribal Close	1 001	However	-	_	Combat Shy		3	

ALLIES

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

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

NORTHERN SONG



NOTES

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.

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XI XIA



ARMY COMMANDER	1	Any Profession	onal			DATES	1038 CE to 1227 CE			
Sub-Generals	1-3	Any Profession	onal			TERRAIN	Plains			
INTERNAL ALLIED GENER	RALS					САМР	Unfortified or Fort	ified; Poor or	Average	
	ТүрЕ	Shooting Skii		SHOOTING SKILL	Melee	Char.	ACTERISTICS	M in		
Name	TRAINING AND	QUALITY	Protection	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE	
Top out out of opening	CAVALRY	Cumorior	Earlly Among oursed	-	I and Chark	Shove		4	4,6	
Tangut guard cavalry	Formed Close	Superior	Fully Armoured	-	Long Spear	SHOVE	-	8	-	
Tangut cavalar	CAVALRY	Augrago	Protected	-	Charging	Melee Expert		8	4,6	
Tangut cavalry	Formed Loose	Average	Hotected	-	Lancer	Meiee Expert	-	36		
Nomadic cavalry	CAVALRY	Average	Unprotected	Experienced	_		Melee Expert	0	4,6	
Nomadic cavalry	Formed Flexible	Average	Offprotected	Bow	-	-	Meiee Expert	16		
Upgrade nomadic cavalry	CAVALRY	Attornace	Unprotected	Skilled	-		Melee Expert	0	4,6	
opgrade nomadic cavalry	Formed Flexible	Average		Bow		-	Wielee Expert	Up to half		
Spear and swordsmen	INFANTRY	Average	Protected	-	Short Spear			8	6,8	
Spear and swordsmen	Formed Flexible	Tiverage	Hotected	-	Short Spear			32		
Archers	INFANTRY	Average	Unprotected	Experienced			Combat Shy	8	6,8	
7 dellers	Formed Loose	Tiverage	Olipiotected	Bow			Combat Sily	32		
Levy	INFANTRY	Average	Protected	-	Short Spear			0	6,8,9	
LCVY	Formed Close		110166164	-	Short Spear	-	<u>-</u>	24		
Skirmishing archers	INFANTRY	Average	Unprotected	Experienced	_	Combat Shy	7 -	0	6,9	
kirmishing archers	Skirmisher	Tivelage	Onprotected	Bow	-	Combat Shy		18		

Unskilled

Firearm

Experienced

Light Art

Unprotected

Unprotected

Average

Average

ALLIES

Bolt shooters

Uyghur allies - Uyghur Successor States

INFANTRY

Skirmisher

ARTILLERY

Skirmisher

Tibetan allies - only before 1065 CE

Infantry with fire-lances and

naptha grendades

Jurchen - Jin allies - Only in 1227 CE

0

6

0

Barricades

6

2,3

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.

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PRE-CONQUEST MONGOL



ТүрЕ			SHOOTING SKILL	MELEE	Chara	CTERISTICS MIN
Internal Allied Generals	1-3	Any Instinctive			САМР	Mobile or No Camp; Poor or Average
SUB-GENERALS	0-2	Any Instinctive			TERRAIN	Plains
ARMY COMMANDER	1	Any Instinctive			DATES	1100 CE to 1206 CE

	ТүрЕ		Shooting Skill		Melee Characteristics			M in	
Name	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE
Well equipped cavalry	CAVALRY	Average	Protected	Experienced	-	-	Melee Expert,	0	4,6
vven equipped cavally	Formed Loose			Powerbow			Dismountable	18	
Cavalry	CAVALRY	Average	Unprotected	Experienced	-		Melee Expert,	18	4,6
Cavally	Formed Flexible	Average		Powerbow		-	Dismountable	48	
Skirmishing cavalry	CAVALRY	Λ	T.T.,	Experienced			Dismountable	0	4,6
Skiiilisiiilig Cavaliy	Skirmisher	Average	Unprotected	Powerbow	-	-	Distiloulitable	48	
Upgrade skirmishing cavalry	CAVALRY	Average	Unprotected	Skilled	-		Dismountable	0	4,6
	Skirmisher			Powerbow		-		Up to 1/3	

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.

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GHURID



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			САМР	Unfortified; Poor or Average
		•	Green Green	M	·	

INTERNAL ALLIED GENERA	FERNAL ALLIED GENERALS 0-2			Any Instinctive				Unfortified; Poor or Average			
	ТүрЕ			SHOOTING SKILL	Melee	CHAR	ACTERISTICS	Min			
Name	TRAINING AND	QUALITY	Protection	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE		
Elephants (only from 1192 to	ELEPHANTS	Average	Protected	-		Shove		0	2,3,4		
1206 CE)	Tribal Loose	Tiverage	Trotected	-	_	SHOVE	_	4			
Elephants (only from 1207 to	ELEPHANTS	Average	Protected	-		Shove		0	2		
1215 CE)	Tribal Loose	Tiverage	Hotected	-	_	SHOVE	_	2			
Ghulams (only from 1174	CAVALRY	Superior	Protected	Experienced	Short Spear		Melee Expert	0	4,6		
CE)	Drilled Loose	Superior	Hotected	Bow	Short Spear	-	Meiee Expert	12			
Turkish cavalry (only from	CAVALRY	Augrago	Unprotected	Experienced			Melee Expert	4	4,6		
1148 CE)	Formed Flexible	Average	Offprotected	Bow	-	-	Meiee Expert	36			
Upgrade Turkish cavalry	CAVALRY	Average	Unprotected	Skilled			Melee Expert	0	4,6		
Opgrade Turkish Cavally	Formed Flexible	Average	Onprotected	Bow	_		Ivielee Expert	Up to half			
Tribal cavalry	CAVALRY	Average	Protected	Unskilled	Short Spear			0	4,6		
Titoai cavairy	Tribal Loose	Average	Hotected	Javelin	Short Spear	-	-	10			
Khurasanian mercenaries	CAVALRY	Average	Protected	Experienced				0	4,6		
Niturasaman mercenanes	Formed Loose	Average	Hotected	Bow	-	-	-	6			
Ghurid infantry	INFANTRY	Average	Protected	Unskilled	Short Spear		Pavise	0	6,8,9		
Girding illiandy	Tribal Loose	Average	Hotected	Javelin	Short Spear	-	1 avise	84			
Archers	INFANTRY	Average	Unprotected	Experienced			Combat Shy	0	6,8		
Alchers	Tribal Loose	Average	Onprotected	Bow	-	-	Combat Sily	8			
Skirmishing archers	INFANTRY	Average	Unprotected	Experienced		Combat Shy		0	6,9		
orining alchers	Skirmisher	Average	Omprotected	Bow	-	Combat Sily	-	18	_		
Clingare	INFANTRY	Average	Unprotected	Experienced		Combat Shir		0	6,9		
Slingers	Skirmisher	Average	Omprotected	Sling		Combat Shy	Combat Shy	Compatibily -	-	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.

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JURCHEN - JIN



ARMY COMMANDER	1	Any Professio	nal			DATES	1113 CE to 1234 C	Œ	
SUB-GENERALS	1-3	Any Professio	nal			TERRAIN	Standard, Plains		
Internal Allied Genera	ALS					САМР	Unfortified or Mol	oile; Poor or A	verage
	ТүрЕ			SHOOTING SKILL	Melee	- Char	ACTERISTICS	M IN	
Name	TRAINING AND	QUALITY	Protection	Weaponry	Weaponry	Mandatory	OPTIONAL	Max	UG SIZE
Jurchen nobles	CAVALRY	Superior	Protected	Experienced	Short Spear	_	Melee Expert	0	4,6
	Formed Loose	Superior	Tiotecteu	Bow	Short Spear		Iviciec Expert	6	
Guaizima cavalry (only	CAVALRY	Average	Protected	Unskilled	Charging		Melee Expert	8	4,6
before 1180 CE)	Formed Loose	Tivelage	Hotecteu	Bow	Lancer		Melec Expert	36	
Replace guaizima cavalry	CAVALRY	Superior	Protected	Experienced	Short Spear		Melee Expert	0	4,6
(from 1152 CE)	Formed Loose	Superior	Hotecteu	Bow	Short Spear	-	Meiee Expert	Up to 2/3	
Balhae and other nomadic	CAVALRY	٨		Experienced			M 1 F .	0	4,6
cavalry (only before 1180 CE)	Formed Flexible	Average	Unprotected	Bow	-	-	Melee Expert	18	
I I., d d:	CAVALRY	A	I I	Skilled			N 4 - 1 E	0	4,6
Upgrade nomadic cavalry	Formed Flexible	Average	Unprotected	Bow	-	-	Melee Expert	Up to half	-
Jurchen cavalry (from 1180	CAVALRY	A	D.,	Experienced	C1 C		N 4 - 1 E	8	4,6
CE)	Formed Loose	Average	Protected	Bow	Short Spear	-	Melee Expert	36	-
Nomadic cavalry	CAVALRY	Augraga	Unprotected	Experienced			Melee Expert	0	4,6
Nomadic Cavarry	Formed Flexible	Average	Onprotected	Bow	-	-	Melee Expert	8	
Skirmishing archers	INFANTRY	Average	Unprotected	Experienced		Combat Shy		0	6,9
Skillinstillig atchers	Skirmisher	Average	Olipiotected	Bow	-	Combat sily	-	9	
Skirmishing crossbowmen	INFANTRY	Average	Unprotected	Experienced			Combat Shy	0	6,9
Skilllisilling Crossbowillen	Skirmisher	Average	Oliprotected	Crossbow	-	-	Collidat Sily	9	
Fire-tube infantry (from 1200	INFANTRY	Average	Unprotected	Unskilled				0	6
CE)	Skirmisher	Average	Onprotected	Firearm	-	-	-	6	

JURCHEN - JIN



CHINESE AND BALHAE IN	ANTRY (ONLY FRO	м 1127 СЕ)							
Regular infantry with	INFANTRY	Augrago	Protected	-	Short Spear			0	6,8
spearmen and swordsmen	Formed Close	Average	Hotected	-	Short Spear	-	-	8	
Regular infantry with	INFANTRY	Average	Unprotected	Experienced	_	_	Combat Shy	6	6,8
crossbowmen	Formed Loose	Tiverage	Onprotected	Crossbow			Compacing	18	
Replace crossbowmen with	INFANTRY	Average	Unprotected	Experienced			Combat Shy	0	6,8
archers	Formed Loose	Average	Offprotected	Bow	-	-	Collidat Sily	8	
1	INFANTRY		D 1	-				0	* see
Anti-cavalry squads	D :11 1 C1	Average	Protected		2-H Cut-Crush	-	-	0	note
	Drilled Close			-				3	2.0
Bolt shooters	ARTILLERY	Average	Unprotected	Experienced	_	-	Barricades	0	2,3
	Skirmisher		0	Light Art				3	
ZHONGXIAO JUN (ONLY FI	ком 1160 СЕ)								
Zhongxiao jun	INFANTRY	Average	Protected	-	Short Spear			0	6,8
Ziioligxiao juli	Formed Close	Average	Hotected	-	- Short Spear	-	-	8	
Zhongxiao jun	INFANTRY	Average	Unprotected	Experienced			Combat Shy	0	6,8
crossbowmen	Formed Loose	Average	Offprotected	Crossbow	-	-	Collidat Sily	12	
KHITAN CONTINGENT COM	MANDED BY OWN S	SUB-GENERAL							
Ondo correlar	CAVALRY	Cumorion	Protected	Unskilled	Polearm			4	4,6
Ordo cavalry	Drilled Loose	Superior	riotectea	Bow	roleann	-	-	6	
Ordo foragers and soldiers	CAVALRY	Average	Protected	Experienced	Short Spaar		Melee Expert	8	4,6
Ordo roragers and soldiers	Drilled Loose	Average	110166164	Bow	Short Spear		wielee Expert	12	
Upgrade ordo foragers	CAVALRY	Average	Protected	Skilled	Short Spaar		- Melee Expert	0	4,6
	Drilled Flexible	Average	riotected	Bow	Short Spear			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 dynasty 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.

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QARA KHITAN



ARMY COMMANDER	1	Any Professio	nal			DATES	1124 CE to 1211 C	E	
SUB-GENERALS	1-3	Any Professio	nal			TERRAIN	Standard, Plains		
INTERNAL ALLIED GENER	RALS					САМР	Unfortified or Mob	ile; Poor or A	verage
	ТүрЕ			SHOOTING SKILL	Melee	Chara	CTERISTICS	Min	
NAME	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	Max	UG SIZE
Cuard asystem	CAVALRY	Cumorion	Drotostod	Experienced	Chart Crans	Shoot & Charge	Malaa Exmant	0	4,6
Guard cavalry	Drilled Loose	Superior	Protected	Bow	Short Spear	Shoot & Charge	Melee Expert	6	
Armoured cavalry	CAVALRY	Attornac	Protected	Experienced	Short Spear	Shoot & Charge	Melee Expert	8	4,6
Allioured Cavally	Formed Loose	Average	Hotected	Bow	Short Spear	SHOOL & Charge	Meiee Expert	48	
I Inarmoured caughty	CAVALRY	Attornac	Unprotected	Experienced	Short Spear	Shoot & Charge	Melee Expert	4	4,6
Inarmoured cavalry	Formed Loose	Average	Onprotected	Bow	Short Spear	Shoot & Charge	Meiee Expert	12	
City militia	INFANTRY	Attornac	Unprotected	Experienced			Combat Shy	0	6,8
City Illillua	Tribal Loose	Average	Offprotected	Bow	· <u>-</u>	-	Combat sily	8	
Lorn	INFANTRY	Poor	Unprotected	-	Short Spear		Combat Shy	0	8,9,10
Levy	Tribal Loose	1 001	Offprotected	-	Short Spear	-	Collidat Sily	10	
Kurlak contingent uni	DER OWN SUB-GEN	ERAL (ONLY F	ROM 1132 то 12	10 CE)					
T T	CAVALRY	Δ	I I	Experienced			Λ 4 - 1 Γ	8	4,6
Horse archers	Formed Flexible	Average	Unprotected	Bow	-	-	Melee Expert	24	
T.T., 1 . 1, 1,	CAVALRY	Δ	T I	Skilled				0	4,6
Upgrade horse archers	Formed Flexible	Average	Unprotected	Bow		-	-	Up to half	-
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 dynastry 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

DATES

Any Professional

Average

Average

Average



SUB-GENERALS	1-3	Any Professio	nal			TERRAIN	Standard, Mountain	ıS		
INTERNAL ALLIED GENERA	ALS 0-2	Any Professio	nal			САМР	Unfortified or Flexib	ole; Poor or	Average	
	ТүрЕ			SHOOTING SKILL	Melee	CHAR	ACTERISTICS	Min		
Name	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE	
Cuard and vatoran cavalry	CAVALRY	Cupariar	Protected	Experienced	Short Spear		Melee Expert	0	4,6	
Guard and veteran cavalry	Drilled Loose	Superior	riotected	Bow	3Hort Spear	-	Meiee Expert	6		
Covolery	CAVALRY	Attornac	Protected	Experienced	Short Spear		Malaa Eymart	0	4,6	
Cavalry	Drilled Loose	Average	Protected	Bow	Short Spear	-	Melee Expert	8		
Construction of the construction	CAVALRY	A	Dustanta d	Unskilled	Charging	-	Malaa Export	0	4,6	
Cavalry with couched lances	Drilled Loose	Average	Protected	Bow	Lancer		Melee Expert	6		
Mongol mercenaries or	CAVALRY	Cumorion	I Inmento ato d	Experienced	Chart Char		Melee Expert,	0	4,6	
deserters (from 1250 CE)	Drilled Flexible	Superior	Unprotected	Powerbow	Short Spear	-	Dismountable	6		
C	INFANTRY	A	Dustantad	Skilled				0	6,8	
Crossbow guards	Drilled Loose	Average	Protected	Crossbow	-	-	-	8		
Concerns on and arrest dans on	INFANTRY	A.vomp.co	Drotostad	-	Polearm			0	6,8	
Spearmen and swordsmen	Drilled Flexible	Average	Protected	-	roleann	-	-	8		
C	INFANTRY	A	Dustantad	Experienced			Camalaga Char	8	6,8	
Crossbowmen	Drilled Loose	Average	Protected	Crossbow	-	-	Combat Shy	18		
Replace crossbowmen with	INFANTRY	A.vomp.co	Drotostad	Experienced			Complete Class	0	6,8	
archers	Drilled Loose	Average	Protected	Bow	-	-	Combat Shy		- 7 -	

Protected

Unprotected

Protected

Provincial crossbowmen INFANTRY
Formed Loose Average Unprotected Crossbow - - Combat Shy 48 6,8

2-H Cut-Crush

Long Spear

Short Spear

INFANTRY

Drilled Close

INFANTRY

Drilled Close

INFANTRY

Formed Close

ARMY COMMANDER

Anti-cavalry squads

Infantry equipped with giang

Provincial speamen and

swordsmen

0

8

0

8

8

36

*see

note

6,8

6,8

SOUTHERN SONG

ET C	LORIAM

Provincial archers	INFANTRY	Average	Unprotected	Experienced			Combat Shy	0	6,8
	Formed Loose	Average	Oliprotected	Bow	-	-	Combat Sily	16	
Southern tribal auxiliaries	INFANTRY	Average	Protected	Experienced	Short Spear		Combat Shy	0	6,8,9
	Tribal Loose	Tiverage	Trotected	Javelin	Short Spear		Combat Sily	27	
Regrade tribal warriors	INFANTRY	Average	Protected	-		Devastating		0	6,8,9
regrade tribal warriors	Tribal Loose	Average	Hotected	-	-	Chargers	-	Any	
War wagons	BATTLE WAGONS	Poor	Protected	Experienced	Polearm		_	0	2,3,4
vvai wagons	Drilled Loose	1001	Hotected	Crossbow	1 Oleann			6	
Skirmishing archers	INFANTRY	Average	Unprotected	Experienced		Combat Shy		0	6,9
	Skirmisher	Tiverage	Olipiotecteu	Bow		Comoat Sily		9	
Skirmishing crossbowmen	INFANTRY	Average	Unprotected	Experienced	<u>_</u>	_	Combat Shy	0	6,9
	Skirmisher	Tiverage	Olipiotecteu	Crossbow	_		Combat Sily	9	
Fire-tube infantry (from 1200	INFANTRY	Average	Unprotected	Unskilled	_			0	6
CE)	Skirmisher	Tiverage	Olipiotecteu	Firearm				6	
Bolt shooters	ARTILLERY	Average	Unprotected	Experienced	_		Barricades	0	2,3,4
Doit shooters	Skirmisher	Tiverage	Onprotected	Light Art		_	Darricades	6	
Thunder-bomb oxen	BATTLE CHARIOTS	Poor	Protected	-		Expendable,		0	3
THUHUCI-DOHLO OXCH	Tribal Close	1 001	Hotecteu	-	-	Combat Shy		3	

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.

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 auxilaries 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 Profession	nal			DATES	1186 CE to 1246 C	E	
SUB-GENERALS	1-2	Any Profession	nal			TERRAIN	Standard, Plains, M	ountains	
INTERNAL ALLIED GENERA	0-2	Any Instinctiv	e (1 Turcoman an	d/or 1 Kankali)		Самр	Unfortified or Mob	ile; Poor or	Average
	ТүрЕ			SHOOTING SKILL	Melee	CHARA	CTERISTICS	Min	
NAME	TRAINING AND	QUALITY	Protection	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE
Elephants (only from 1215 to	ELEPHANTS	Average	Protected	-		Shove		0	2
1222 CE)	Tribal Loose	Tiverage	Trotecteu	-	_	SHOVE		2	
Lancers	CAVALRY	Superior	Protected	Experienced	Charging	Shoot & Charge	_	8	4,6
Lancers	Formed Loose	Superior	Hotected	Bow	Lancer	51100t & Charge	_	24	
Iranian atabegs' askaris	CAVALRY	Average	Protected	Experienced	Short Spear		Melee Expert	0	4,6
	Drilled Flexible	Tivelage	Hotected	Bow	Short Spear		Tviciec Expert	12	
Kankali or other horse	CAVALRY	Average	Unprotected	Experienced				8	4,6
archers	Formed Flexible	Tivelage	Onprotected	Bow	_			36	
Kurdish cavalry (only from	CAVALRY	Average	Protected	-	Charging		Melee Expert	0	4,6
1226 CE)	Formed Loose	Tiverage	Trotecteu	-	Lancer		Tviciec Expert	6	
Kankali foot (only before	INFANTRY	Average	Protected	-		Devastating		6**	6,8,9
1223 CE)	Tribal Loose	Tiverage	Trotecteu	-		Chargers		12	
ONLY BEFORE 1231 CE									
Dansian assalma	CAVALRY	A	Protected	-	I C			0	4,6
Persian cavalry	Formed Loose	Average	rrotectea	-	Long Spear	-	-	6	_
Militia archers mounted on	INFANTRY	Arronnas	Unprotected	Experienced		Dismountable		6*	6,8
camels	Tribal Loose	Average	Onprotected	Bow	-	Distriountable	-	16	_
Skirmishing archers mounted	INFANTRY	Arronnas	I Inmento ato d	Experienced		Dismountable,		0	6,9
on camels	Skirmisher	Average	Unprotected	Bow	-	Combat Shy	-	9	_
Lorn	INFANTRY	Poor	IInprotected	-	Chart Char		Combat Shy	0	8,9,10
Levy	Tribal Loose	1001	Unprotected	-	Short Spear	-	Combat sily	10	_

KHWARAZMIAN



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

NOTES

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

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.

^{*}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.

Mongol Conquest



ARMY COMMANDER	1	Any Profession	ıal			DATES	1207 CE to 1259 C	EE .	
SUB-GENERALS	1-3	Any Profession	al or up to 1 Insti	nctive (Nomadic va	ssal)	TERRAIN	Plains		
INTERNAL ALLIED GENERA	ALS					CAMP	Mobile or No Cam	ıp; Poor or Av	erage
	ТүрЕ			SHOOTING SKILL	Melee	Chara	CTERISTICS	Min	
NAME	TRAINING AND	QUALITY	Protection	Weaponry	Weaponry	M ANDAT OR Y	OPTIONAL	MAX	UG Size
Khan's guard	CAVALRY	Exceptional	Protected	Experienced	Short Spear	Melee Expert	Dismountable	0	4,6
	Drilled Loose	•		Powerbow	•	•		6	
Armoured tumen cavalry	CAVALRY	Superior	Protected	Experienced	Short Spear	-	Melee Expert,	0	4,6
	Drilled Loose			Powerbow			Dismountable	18	
ONLY IN CHINA FROM 121	6 то 1224 СЕ								
Black Army cavalry	CAVALRY	Superior	Protected	Experienced	Short Spear		Melee Expert	0	4,6
Black / unity cavally	Drilled Loose	Superior	Hotecteu	Bow	Short Spear		Meice Expert	18	
Tumen cavalry	CAVALRY	Superior	Unprotected	Experienced	Short Spear		Melee Expert,	16	4,6
i dilieli cavally	Drilled Flexible	Superior	Offprotected	Powerbow	Short Spear	-	Dismountable	48	
Other nomadic cavalry	CAVALRY	Average	Unprotected	Experienced			Melee Expert	0	4,6
Outer Hornaule Cavally	Formed Flexible	Average	Offprotected	Bow	-	-	Meiee Expert	36	
Upgrade other nomadic	CAVALRY	Average	Unprotected	Skilled			Melee Expert	0	4,6
cavalry	Formed Flexible	Average	Offprotected	Bow	-	-	Meiee Expert	Up to half	
Skirmishing cavalry	CAVALRY	Augrago	Unprotected	Experienced			Dismountable	0	4,6
Skillinstillig Cavally	Skirmisher	Average	Onprotected	Powerbow	-	-	Distribulitable	18	
Upgrade skirmishing cavalry	CAVALRY	Average	Unprotected	Skilled			Dismountable	0	4,6
Opgrade skirmsning cavalry	Skirmisher	Average	Offprotected	Powerbow	-	-	Distribultable	Up to half	
Bolt shooters	ARTILLERY	Augrago	Unprotected	Experienced				0	2,3
Doit shooters	Skirmisher	Average	Offprotected	Light Art	-	-	-	3	
Unarmed driven civilians	INFANTRY	Poor	Unprotected	-		Expendable		0	9,12
(only after 1213 CE)	Tribal Loose	1001	omprotected	-	-	Expendable	-	24	-

Mongol Conquest



KHITAN CONTINGENT (FRO	ом 1211 то 1235 С	E)								
Khitan nobles	CAVALRY	Superior	Protected	Unskilled	Polearm			4	4,6	
Nilitali liovies	Drilled Loose	Superior	Trotected	Bow	I Olealiii	-	-	6		
Khitan cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	_	Melee Expert	0	4,6	
Militali Cavally	Drilled Loose	Twetage	Trotected	Bow	Jiloit Speai	-	Meiee Expert	12		
KHWARAZMIAN AND INDIAN CONTINGENT (IN CHINA FROM 1225 TO 1245 CE)										
Cavalry	CAVALRY	Superior	Protected	Experienced	Charging	Shoot & Charge		8	4,6	
Cavally	Formed Loose			Bow	Lancer		-	12		
Light horse	CAVALRY	Average	Unprotected	Experienced			Melee Expert	4	4,6	
Tigiit iioise	Skirmisher	Average	Onprotected	Bow	<u>-</u>	<u> </u>	ivielee Expert	6		
JETE AND KIPCHAK CONTINGENT (IN CHINA FROM 1225 TO 1245 CE)										
Vinchak cavalry	CAVALRY	Average	Unprotected	Experienced			Malaa Expart	8	4,6	
Kipchak cavalry	Skirmisher	Average	rerage Unprotected	Bow	-	-	Melee Expert	12		

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 surrended 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 elected 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



ARMY COMMANDER	Army Commander 1		nal			DATES	1251 CE to 1502 CE			
SUB-GENERALS	1-3	Any Profession	nal (before 1359 Cl	E and from 1381 to	o 1396 CE)	TERRAIN	Plains			
INTERNAL ALLIED GENERA	1-3	3 Any Instinctive (from 1359 CE or up to 2 Russian)			САМР	Mobile or Fortified; Poor or Average				
	ТүрЕ			SHOOTING SKILL	Melee	CHAR	CTERISTICS	M in		
Name	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	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 CONTIN	GENTS (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.

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ILKHANATE



ARMY COMMANDER		Any Professio	onal			DATES	1256 CE to 1357 C				
SUB-GENERALS	1-3	Any Professio	onal (before 1336 CI	<u>E</u>)		TERRAIN	Standard, Plains, M	lountains			
Internal Allied Gener	ALS 1-3	Any Professio	onal (from 1336 CE)	or Any (Crusader	ally)	САМР	Mobile or Fortified; Poor or Average				
	ТүрЕ			SHOOTING SKILL	Melee	- Char	ACTERISTICS	Min			
Name	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	M andat o ry	OPTIONAL	Max	UG SIZE		
Khan's best cavalry	CAVALRY	Superior	Protected	Experienced	Short Spear	_	Melee Expert,	0	4,6		
	Drilled Loose	Бареног	Trotected	Powerbow			Dismountable	12			
Best equipped cavalry	CAVALRY	Average	Protected	Experienced	Short Spear	_	Melee Expert,	6	4,6		
	Formed Loose	Tivelage	Trotteeted	Powerbow	Short Spear	_	Dismountable	12			
Cavalry	CAVALRY	Average	Unprotected	Experienced	Short Spear	_	Melee Expert,	12	4,6		
Cavally	Formed Flexible	Tiverage	Onprotected	Powerbow	Short Spear		Dismountable	36			
Kurdish lancers	CAVALRY	Average	Protected	-	Charging		Melee Expert	0	4,6		
	Formed Loose	Tivelage		-	Lancer	_	Iviciee Expert	6			
Turcomans	CAVALRY	Average	Unprotected	Experienced				0	4,6		
	Formed Flexible	Tiverage		Bow			_	12			
Upgrade Turcomans	CAVALRY	Average	Unprotected	Skilled				0	4,6		
opgrade ruicomans	Formed Flexible	Tiverage		Bow	- -		_	Up to half			
Skirmishing cavalry	CAVALRY	Average	Unprotected	Experienced			Dismountable	0	4,6		
	Skirmisher	Tiverage		Powerbow	_		Distilloultable	18			
Kurdish or other skirmishing	INFANTRY	Average	Unprotected	Experienced	Combat	Combat Shy	Shy -	0	6,9		
archers	Skirmisher	Average	Offprotected	Bow	· -	Combat sily		9			
Naffatun (after 1340 CE)	INFANTRY	Average	Unprotected	Experienced		Combat Shy		0	6		
Ivaliatuli (altei 1540 CE)	Skirmisher	Average	Onprotected	Firearm	<u>-</u>	Collidat Sily	-	6			
CRUSADERS											
r 1:11 :1.	CAVALRY	^	Г 11 A 1	-	Charging	Devastating	ь 4 1 г	0	4		
Frankish knights	Formed Loose	Average	Fully Armoured	-	Lancer	Chargers	Melee Expert	4			
Upgrade Knights to	CAVALRY			-	C1i	D		0	4		
Hospitallers (only in 1281		Superior	Fully Armoured		Charging	Devastating	Vilelee Hynert				
CE)	Formed Loose			-	Lancer	Chargers		4			
Crossbowmen	INFANTRY	A 1.10=0 0 0	Unprotected	Experienced				0	6,8		
CIO2200MIIIGII	Formed Loose	Average	Onprotected	Crossbow	-	-	-	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.

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CHAGATAI KHANATE



0.4		al			DATES	1259 CE to 1370 C	L	
0-1	0-1 Any Professional					Standard, Plains		
0-2	Any Professional				САМР	Mobile or No Camp; Poor or Average		
ТүрЕ			SHOOTING SKILL	Melee	CHARA	CTERISTICS	Min	
TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	M ANDAT O RY	OPTIONAL	MAX	UG SIZE
CAVALRY	Erroomtional	Drotoatad	Experienced	Chart Craar	Malaa Eyynant	Diamagnatala	0	4
Drilled Loose	Exceptional	Hotected	Powerbow	Short Spear	ivielee Expert	Dismountable	4	_
CAVALRY	Superior	Protected	Experienced	Chart Craar		Melee Expert,	6	4,6
Drilled Loose			Powerbow	Short Spear	-	Dismountable	12	-
CAVALRY	Average	Average Unprotected	Experienced	Short Spear		Melee Expert,	6	4,6
Formed Flexible		Oliprotected	Powerbow		-	Dismountable	48	_
INFANTRY	Arramaga	Unprotected	Experienced	-		Combat Shy	0	6,8
Tribal Loose	Average		Bow		-		8	_
INFANTRY	Door	I Innere to etc. d	-	Chart Craar		Combat Chr	0	8,9,10
Tribal Loose	1001	Onprotected	-	Short Spear	-	Combat Sny	20	
CAVALRY	Augrago	Unprotected	Experienced			Dismountable	0	4,6
Skirmisher	Average	Offprotected	Powerbow	-	-	Dismountable	18	_
CAVALRY	Δ	TT 1	Skilled	-		Dismountable	0	4,6
Skirmisher	Average	Onprotected	Powerbow		-		Up to half	_
	TYPE TRAINING AND CAVALRY Drilled Loose CAVALRY Drilled Loose CAVALRY ormed Flexible INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Skirmisher CAVALRY	TYPE TRAINING AND CAVALRY Drilled Loose CAVALRY Drilled Loose CAVALRY Ormed Flexible INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Skirmisher CAVALRY Average Average Average	TRAINING AND QUALITY PROTECTION CAVALRY Drilled Loose CAVALRY Drilled Loose CAVALRY Ormed Flexible INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Average Unprotected Average Unprotected Unprotected Unprotected Unprotected Average Unprotected	TRAINING AND QUALITY PROTECTION WEAPONRY CAVALRY Drilled Loose CAVALRY Drilled Loose CAVALRY Ormed Flexible INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Skirmisher CAVALRY Average CAVALRY Average Tripal Loose CAVALRY Average CAVALRY Average CAVALRY Average Tripal Loose Skilled	TRAINING AND QUALITY PROTECTION WEAPONRY WEAPONRY CAVALRY Drilled Loose CAVALRY Tribal Loose INFANTRY Tribal Loose CAVALRY Tribal Loose CAVALRY Skirmisher CAVALRY Average Average Average LINPROTECTED SHOOTING SKILL MELEE WEAPONRY WEAPONRY WEAPONRY Experienced Powerbow Short Spear Experienced Powerbow Experienced Bow Short Spear Experienced Fowerbow Experienced Fowerbow CAVALRY Skirmisher Average LINPROTECTED SHOOTING SKILL MELEE MELEE Short Spear Short Spear Short Spear CAVALRY Skirmisher Average LINPROTECTED SHOOTING SKILL MELEE Experienced Fowerbow Short Spear Short Spear	TYPE TRAINING AND QUALITY PROTECTION WEAPONRY WEAPONRY WEAPONRY WEAPONRY WEAPONRY WEAPONRY MANDATORY CAVALRY Drilled Loose CAVALRY Drilled Loose CAVALRY Ormel Flexible INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Skirmisher Average Unprotected CAVALRY Average Unprotected Fowerbow LINFANTRY Tribal Loose CAVALRY Skirmisher Average Unprotected Fowerbow LINFANTRY Tribal Loose CAVALRY Average Unprotected Fowerbow Experienced Fowerbow Fowerbow Experienced Fowerbow Fowerbow Experienced Fowerbow Fowerbow CAVALRY Skirmisher Average Unprotected Fowerbow Short Spear - Short	TRAINING AND QUALITY PROTECTION WEAPONRY WEAPONRY MANDATORY OPTIONAL CAVALRY Drilled Loose CAVALRY Tribal Loose INFANTRY Tribal Loose CAVALRY Tribal Loose CAVALRY Average Unprotected Experienced Powerbow Experienced Powerbow Experienced Powerbow Experienced Bow The powerbow Experienced Bow The powerbow CAVALRY Tribal Loose INFANTRY Tribal Loose CAVALRY Average Unprotected Experienced Bow The powerbow CAVALRY Average Unprotected Experienced Bow The powerbow CAVALRY Average Unprotected Experienced Bow The powerbow CAVALRY Average Unprotected Experienced Bow The powerbow CAVALRY Average Unprotected Experienced Fowerbow CAVALRY Average Unprotected Skilled The powerbow CAVALRY Average Unprotected Dismountable CAVALRY Average Unprotected Skilled	TYPE SHOOTING SKILL MELEE CHARACTERISTICS MIN TRAINING AND QUALITY PROTECTION WEAPONRY WEAPONRY MANDATORY OPTIONAL MAX CAVALRY CAVALRY CAVALRY Drilled Loose CAVALRY CAVALRY Drilled Loose CAVALRY Drilled Loose CAVALRY Drilled Loose CAVALRY Average Unprotected Tibal Loose CAVALRY Tribal Loose Tribal Loos

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

DATES

Any Professional

Average

Average

Average



SUB-GENERALS		-3 Any Profession	al			TERRAIN	Standard, Plains, M		Δ	
Internal Allied Genera	ALS Type		Shooting Skill		Melee	CAMP CHARA	Unfortified or Flexible; Poor cracteristics Min		Ji i verage	
NAME	TRAINING AND	QUALITY	Protection	Weaponry	Weaponry	Mandatory	OPTIONAL	Max	UG SIZE	
IZ1 !	CAVALRY	Γ	D	Experienced	C1 C	М.1 Г	D: . 11	0	4	
Khan's guard	Drilled Loose	Exceptional	Protected	Powerbow	Short Spear	Melee Expert	Dismountable	4		
Best Mongol cavalry (before	CAVALRY	Cumorior	Drotoatod	Experienced	Chart Crans		Melee Expert,	6	4,6	
1301 CE)	Drilled Loose	Superior	Protected	Powerbow	Short Spear	-	Dismountable	12		
Best Mongol cavalry (from 1301 CE)	CAVALRY	A.vomp.go	Average Protected	Experienced	Short Spear		Melee Expert,	6	4,6	
	Formed Loose	Average		Powerbow		-	Dismountable	12		
Mongol cavalry	CAVALRY	Average	Unprotected	Experienced	Short Spear		Melee Expert,	6	4,6	
Ivioligoi cavaliy	Formed Flexible	Average		Powerbow	Short Spear	-	Dismountable	24		
Chinese cavalry	CAVALRY	Augrago	Protected	Experienced	C1 C		Melee Expert	0	4,6	
Cilliese cavally	Drilled Loose	Average	Hotected	Bow	Short Spear	-	Melee Expert	8		
Southern tribal cavalry (only	CAVALRY	Average	Protected	Experienced	Short Spear		Melee Expert	0	4,6	
from 1275 CE)	Formed Flexible	e	Hotected	Crossbow	Short Spear	-	Meiee Expert	8		
Chinaga guard	INFANTRY	Cuparior	Protected	-	Polearm			0	6,8	
Chinese guard	Drilled Close	Superior	110161160	-	1 Oleallii	<u>-</u>	<u> </u>	8		
Spearmen and swordsmen	INFANTRY	Average	Protected	-	Polearm			0	6,8	
spearmen and swordsmen	Drilled Flexible	Average	110161160	-	I OICAIIII	-	- '	8		

swordsmen Formed Close Protected - Short Spear - 36

Experienced

Crossbow

Experienced

Bow

2-H Cut-Crush

Protected

Protected

Protected

INFANTRY

Drilled Loose

INFANTRY

Drilled Loose

INFANTRY

Drilled Close
INFANTRY

ARMY COMMANDER

Crossbowmen

Anti-cavalry squads

Provincial speamen and

archers

Replace crossbowmen with

8

18

0

8

0

0

Combat Shy

Combat Shy

6,8

6,8

*see

note

6,8

YUAN DYNASTY

M		P. C.	E I	<u>Л</u>
ET	Gi	OR	TAN	λ

									-
Provincial crossbowmen	INFANTRY	Average	Unprotected	Experienced			Combat Shy	8	6,8
110VIIIciai ciossoowiiieii	Formed Loose	Average	Offprotected	Crossbow	-	-	Combat Sily	48	
Provincial archers	INFANTRY	Augrago	Unprotected	Experienced			Combat Shy	0	6,8
1 TOVITICIAL ATCHETS	Formed Loose	Average	Onprotected	Bow	-	-	Combat Sily	16	
Southern tribal auxiliaries	INFANTRY	Average	Protected	Experienced	Short Spear		Combat Shy	0	6,8,9
(only from 1275 CE)	Tribal Loose	Average	Hotected	Javelin	Short Spear	-	Combat sny	12	
Gantaolu looters	INFANTRY	Average	Unprotected	-	Short Spear	Devastating Chargers,	_	0	8,9
Guitaoia iooteis	Tribal Loose	Tivelage	onprotected	-	onore opear	Combat Shy			
Skirmishing cavalry	CAVALRY	Average	Unprotected	Experienced			Dismountable	0	4,6
Skiillisiillig Cavally	Skirmisher	Average	Offprotected	Powerbow	-	-	Distributitable	8	
Skirmishing archers	INFANTRY	Average	Unprotected	Experienced		Combat Shy		0	6,9
Skirmishing archers	Skirmisher	Average	Olipiotected	Bow	-	Combat 511y	-	9	
Skirmishing crossbowmen	INFANTRY	Average	Unprotected	Experienced			Combat Shy	0	6,9
2Killilisiiilig Clossbowilleli	Skirmisher	Average	Olipiotected	Crossbow	-	-	Collidat Sily	9	
Fire-tube infantry (from 1275	INFANTRY	Average	Unprotected	Unskilled		-		0	6
CE)	Skirmisher	Tiverage	Olipiotecteu	Firearm	-		-	6	
Bolt shooters	ARTILLERY	Average	Unprotected	Experienced			Barricades	0	2,3,4
Doit shooters	Skirmisher	Tiverage	Olipiotecteu	Light Art	_		Darricades	6	
Cannon	ARTILLERY	Average	Unprotected	Unskilled			Barricades	0	2
Caillion	Skirmisher	Tiverage	Olipiotecteu	Heavy Art	_		barricades	2	
TAICHIUD OR DZUNGAR CO	ONTINGENTS UNDE	R OWN SUB-C	GENERAL						
D	CAVALRY	Commission	D 1	Experienced	Clause Caraca		Melee Expert,	0	4,6
Best equipped cavalry	Drilled Loose	Superior	Protected	Powerbow	Short Spear	-	Dismountable	8	
Cavalry	CAVALRY	Augrage	I Inprotected	Experienced	Short Spear		Melee Expert,	0	4,6
Cavally	Formed Flexible	Average	Unprotected	Powerbow		<u> </u>	Dismountable	12	

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 C	Œ	
Sub-Generals	0-2	Any Instinctive				TERRAIN	Standard, Plains		
Internal Allied Genera	ALS 0-3	Any Instinctive				САМР	Mobile or No Cam	ıp; Poor or Av	rerage
	ТүрЕ			SHOOTING SKILL	Melee	CHARA	CTERISTICS	Min	
Name	TRAINING AND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE
Khan's guard	CAVALRY	Exceptional	Protected	Experienced	Short Spear	Melee Expert		0	4
Midii 8 gudiu	Formed Loose	Exceptional		Powerbow		Meiee Expert	-	6	
Best Mongol cavalry	CAVALRY	Superior	uperior Protected	Experienced	Short Spear		Melee Expert	6	4,6
	Formed Loose			Powerbow		-		12	
Mongol cavalry	CAVALRY	A	Average Unprotected	Experienced	Short Spear		Melee Expert	6	4,6
Wollgor Cavalry	Formed Flexible	Average	Offprotected	Powerbow		-		60	
Lornz	INFANTRY	Poor	I I	-	Clarat Carra		Combat Shy	0	8,9,10
Levy	Tribal Loose	1001	Unprotected	-	Short Spear	-		10	
Chimaighin a garralm.	CAVALRY	A rrawn ma	Unprotected	Experienced				0	4,6
Skirmishing cavalry	Skirmisher	Average	Onprotected	Powerbow	-	-	-	24	
Unarada akirmiahina cayalay	CAVALRY	Augrago	T T	Skilled	-			0	4,6
Upgrade skirmishing cavalry	Skirmisher	Average	Unprotected	Powerbow		-	-	Up to 1/3	_

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	MY COMMANDER			al			DATES	1356 CE to 1449 C	E	
SUB-GENERALS			Any Profession	al			TERRAIN	Standard, Mountair	ns, Jungle	
Internal Allied General	TTERNAL ALLIED GENERALS CAMP Unfortified or F		Unfortified or Flexi	ible; Poor or Average						
	ТүрЕ				SHOOTING SKILL	Melee	Chara	CHARACTERISTICS		
Name	TRAINING A	ND	QUALITY	PROTECTION	Weaponry	Weaponry	Mandatory	OPTIONAL	MAX	UG SIZE
Post covoler	CAVALR'	Y	Superior	D	Experienced	C1 C			0	4,6
Best cavalry	Drilled Loc	ose	Superior	Protected	Bow	Short Spear	-	-	12	
Cavalry	CAVALR'	Y	Augraga	Protected	Experienced	Chart Char	-	Combat Shy	6	4,6
	Drilled Loc	ose	Average	Hotectea	Bow	Short Spear			24	

Mongol cavalry (only from CAVALRY Experienced 4.6 () Short Spear Average Unprotected Melee Expert 1360 CE) Formed Flexible Powerbow 12 INFANTRY 6.8 0 Spearmen and swordsmen Protected Polearm Average Drilled Flexible 8 INFANTRY Experienced 8 6,8 Crossbowmen Protected Combat Shy Average Drilled Loose Crossbow 18 INFANTRY Replace crossbowmen with Experienced 0 6.8 Combat Shy Average Protected Drilled Loose archers Bow *see INFANTRY 0 Anti-cavalry squads 2-H Cut-Crush Average Protected note Drilled Close 8 Provincial speamen and INFANTRY 0 6.8 Short Spear Protected Average swordsmen Formed Close 36 INFANTRY Experienced 6.8 8 Average Provincial crossbowmen Unprotected Combat Shy Formed Loose Crossbow 48 INFANTRY () 6.8 Experienced Provincial archers Combat Shy Average Unprotected Formed Loose 16 Bow INFANTRY 0 4.6 "Dare to die" troops Protected Polearm Superior Drilled Loose 6 INFANTRY Experienced 0 4.6 Handgunners Average Protected Drilled Close Firearm 12

MING CHINESE



INFANTRY	Arrango	Protected	Experienced	Chart Char		Combat Chy	0	6,8,9
Tribal Loose	Average	rrotected	Javelin	Short Spear	-	Combat sny	16	
INFANTRY	Average	Protected	-		Devastating		0	6,8,9
Tribal Loose	Tiverage	Tiotected	-	_	Chargers		Any	
ARTILLERY	Average	Unprotected	Unskilled			Barricades	0	2
Skirmisher	Average	Olipiotecteu	Light Art	<u>-</u>	-	Dallicades	4	
ARTILLERY	Average	Unprotected	Unskilled	_		Barricades	0	2
Skirmisher	Tiverage	Offprotected	Heavy Art	_	_	Darricades	2	
INFANTRY	Average	Unprotected	Experienced		Combat Shy	_	0	6,9
Skirmisher	Avelage	Offprotected	Bow	<u>-</u>	Collidat Sily	-	9	
INFANTRY	Average	Unprotected	Experienced			Combat Chir	0	6,9
Skirmisher	Tivelage	Offprotected	Crossbow	_	_	Combat Sily	9	
INFANTRY	Average	Unprotected	Unskilled				0	6
Skirmisher	Avelage	Offprotected	Firearm	<u>-</u>	-	-	12	
BATTLE CHARIOTS	Poor	Protected	-		Expendable,		0	3
Tribal Close	1 001	Trotected	-	<u>-</u>	Combat Shy	-	3	
	Tribal Loose INFANTRY Tribal Loose ARTILLERY Skirmisher ARTILLERY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher	Tribal Loose INFANTRY Tribal Loose ARTILLERY Skirmisher ARTILLERY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher Average Average Average Average Average Average Average Average Average	Tribal Loose INFANTRY Tribal Loose ARTILLERY Skirmisher ARTILLERY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher Average Unprotected	Tribal Loose INFANTRY Tribal Loose ARTILLERY Skirmisher ARTILLERY Skirmisher Average Unprotected Light Art Unskilled Light Art Unskilled Heavy Art INFANTRY Skirmisher Average Unprotected Skirmisher Unprotected Bow INFANTRY Skirmisher Average Unprotected Bow INFANTRY Skirmisher Average Unprotected Crossbow INFANTRY Skirmisher Average Unprotected Firearm BATTLE CHARIOTS Poor Protected	Tribal Loose INFANTRY Tribal Loose Average Average Protected INFANTRY Tribal Loose Average Average Protected INFANTRY Tribal Loose Average Average Infant Art Average Infant Art Infant Art Infant Average In	Tribal Loose INFANTRY Tribal Loose Average Average Protected INFANTRY Tribal Loose Average Average INFANTRY Skirmisher Average INFANTRY Skirmisher	Tribal Loose INFANTRY Tribal Loose Average Protected INFANTRY Tribal Loose ARTILLERY Skirmisher ARTILLERY Skirmisher INFANTRY Skirmisher Average Unprotected INFANTRY Skirmisher Average Unprotected INFANTRY Skirmisher INFANTRY Skirmisher Average Unprotected Experienced Bow Experienced Crossbow INFANTRY Skirmisher Average Unprotected Experienced Firearm Experienced Crossbow Experienced Firearm Expendable, Expendable,	Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose Average Protected INFANTRY Tribal Loose Average Protected INFANTRY Tribal Loose Average Average Average Information Skirmisher Average Skirmisher INFANTRY Skirmisher Average INFANTRY Average INFANTRY Skirmisher Average INFANTRY Average INFANTRY Skirmisher Average INFANTRY Average INFANTRY Skirmisher Average INFANTRY Average I

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.