

"IN DEATH GROUND" ADDITIONAL ARMY LISTS.

PART 4). "THE WARRING STATES OF CHINA, c. 453 to 221 BC."

These lists cover the various armies of what is known as the "Warring States" era in China, before the establishment of the first unified empire under the Ch'in dynasty. The traditional start date of this period commemorates the breakup of the old great northern power of Tsin into its three successor states of Han, Wei and Chao, but most of our information on its armies comes from the fourth and third centuries. This collection of lists is unusual because all of them are variations on the standard "Chinese army" theme, but this can make them especially suitable for a campaign, in which no player can really claim to be at a disadvantage because of the makeup of his forces. Nevertheless there were said to be significant differences between the armies of the warring states, which we have tried to bring out here. The first mounted Chinese units are believed to have been formed in Chao in 307 BC; the exact dates of their introduction elsewhere are not known, but cavalry units should not be used by any army in games set before that date. The date of the widespread introduction of the crossbow is less certain; it is first described in battle accounts from the mid fourth century, but its actual invention was traditionally dated to around 500 BC. Therefore we do not place any date restrictions on the use of this weapon here.

YEN (Organised).

Yen was situated in the far north-east of China, around present day Beijing. It had always stayed to some extent aloof from the fighting along the Yellow River, though in 285 BC it experienced a brief military ascendancy during which it inflicted a shock defeat on its southern neighbour Ch'i, and occupied the country until its forces were driven out by a popular revolt. The third century commentator Wu Ch'i characterised the people of Yen as "stupid and honest"; brave and stubborn in defence, but cautious in attack and unsophisticated in their tactics.

Heavy Chariots with bows (17 points) or crossbows (18 points)	0 - 1
Armoured Heavy Cavalry (12 points)	0 - 1
Light Cavalry with bows (10 points)	0 - 2
Spearmen: Warriors (6 points)	2 - 5
Swordsmen: Warrior Swordsmen (8 points)	0 - 3
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	1 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 3

- Up to half of the infantry bases fielded may be upgraded to Armoured (+2 points).
- Up to 1 unit of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.

Home terrain is Cultivated.

CH'I (Disciplined before 300 BC, Organised thereafter).

Ch'i was an ancient state in the east of China, based around Mount T'ai and the Shantung Peninsula, which provided it with a fertile and naturally defensible strategic base. In fact Ch'i was sometimes known as "the Ch'in of the east" - alluding to the mountain stronghold which provided its rival Ch'in with a similar base further west. The theory and practice of the art of war had always been held in high regard in Ch'i, and the most outstanding general of the age, Sun Pin, served in its armies in the 4th century BC. Wu Ch'i, however, writing slightly later, considered that its armies had since become weak, because the government was corrupt and discipline had deteriorated.

Heavy Chariots with bows (17 points) or crossbows (18 points)	1 - 2
Armoured Heavy Cavalry (12 points)	0 - 1
Light Cavalry with bows (10 points)	0 - 2
Spearmen: Warriors (6 points)	1 - 4
Swordsmen: Warrior Swordsmen (8 points)	0 - 3
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	1 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 4

- A General representing **Sun Pin (354 - 301 BC)** may be Outstanding (+25 points). However Sun Pin cannot command any cavalry.
- Up to half of the infantry bases fielded may be upgraded to Armoured (+2 points).
- Up to 2 units of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard or picked "dare to die" troops.

Home terrain may be Cultivated or Mountain.

CHUNGSHAN (Organised).

The mountain principality of Chungshan was a bit of an anomaly in the Warring States period, when most of the smaller independent states had long ago been swallowed up by their larger neighbours. Founded in the 5th century by a branch of the Ti "barbarians" from the north, it survived until 296 BC, when it was finally conquered by Chao.

Heavy Chariots with bows (17 points) or crossbows (18 points)	0 - 1
Light Cavalry with bows (10 points)	0 - 1
Spearmen: Warriors (6 points)	2 - 5
Swordsmen: Warrior Swordsmen (8 points)	0 - 3
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	1 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 3

- Up to half of the infantry bases fielded may be upgraded to Armoured (+2 points).
- Up to 1 unit of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.

Home terrain is Mountain.

WEI (Disciplined).

In the late 5th century the densely populated state of Wei had been the most powerful in central China, but its aggressive policies had made it very unpopular with its neighbours. It ended up having to fight a series of wars on four fronts, during which its strength and territory were gradually whittled away. It survived thanks to a regime that emphasised strict social order and systematic study of strategy and tactics. In the 3rd century the army came to rely heavily on mercenary Hu tribesmen, who fought mostly as light cavalry.

Heavy Chariots with bows (17 points) or crossbows (18 points)	1 - 2
Armoured Heavy Cavalry (12 points)	0 - 1
Light Cavalry with bows (10 points)	0 - 3
Spearmen: Warriors (6 points)	1 - 5
Swordsmen: Warrior Swordsmen (8 points)	0 - 3
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	1 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 3

- Up to half of the infantry bases fielded may be upgraded to Armoured (+2 points).
- Up to 1 unit of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.

Home terrain is Cultivated.

HAN (Disciplined).

Han, a bitter enemy of Wei, was a relatively small state best known for its excellent armour and weapons. According to Su Ch'in, "the most powerful bows and the staunchest crossbows in the world come from Han". He also praised their swords and halberds, which "can cleave the strongest armour, shields, leathern boots and helmets".

Heavy Chariots with bows (17 points) or crossbows (18 points)	1 - 2
Armoured Heavy Cavalry (12 points)	0 - 1
Light Cavalry with bows (10 points)	0 - 2
Spearmen: Warriors (6 points)	2 - 5
Swordsmen: Warrior Swordsmen (8 points)	0 - 3

Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	1 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 3

- Any or all of the infantry bases fielded may be upgraded to Armoured (+2 points).
- Up to 1 unit of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.

Home terrain is Cultivated.

CHAO (Disciplined).

The state of Chao was situated on the northern frontier of China, on the edge of the steppe, and not surprisingly was the first to adopt native cavalry. Traditionally this advance was made in 307 BC by King Wu Ling, and for most of the following century the Chao armies relied more heavily than any of their rivals on mounted archers.

Heavy Chariots with bows (17 points) or crossbows (18 points)	1 - 2
Heavy Cavalry (10 points)	0 - 1
Light Cavalry with bows (10 points)	0 - 4
Spearmen: Warriors (6 points)	2 - 5
Swordsmen: Warrior Swordsmen (8 points)	0 - 3
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	0 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 3

- Up to half of the infantry bases fielded, and any or all of the Heavy Cavalry, may be upgraded to Armoured (+2 points).
- Up to 1 unit of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.
- After 308 BC, at least 2 units of Light Cavalry must be fielded. One of these may replace the normally compulsory Chariots.

Home terrain is Steppe.

CH'IN (Heroic before 350 BC, Heroic or Disciplined from 350 - 239 BC, Disciplined thereafter).

It was Ch'in that eventually overcame all the other Warring States to set up China's first imperial dynasty under Ch'in Shih Huang-ti - the famous "First Emperor" - in 221 BC. In fact from an early date the people of Ch'in had been known as exceptionally warlike. They were also

numerous, strategically secure in their "land within the passes", hidden behind mountain ranges on the upper Yellow River, and from the time of Lord Shang's reforms in the mid-4th century BC they were highly organised. On the battlefield, though, Ch'in troops were still famous for their berserk charges, throwing off their armour and rushing forward "helmetless and barefoot, brandishing their halberds". This was largely thanks to Lord Shang's system of promotion, which rewarded men for each enemy head cut off. In the absence of direct evidence, we assume that the final transition from this "heroic" style of fighting to something more disciplined may have coincided with the seizure of power by King Cheng, the future First Emperor, in 238 BC.

Heavy Chariots with bows (17 points) or crossbows (18 points)	0 - 1
Heavy Cavalry (10 points)	0 - 2
Light Cavalry with bows (10 points)	0 - 2
Spearman: Warriors (6 points)	2 - 5
Swordsmen: Warrior Swordsmen (8 points)	2 - 3
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	0 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	0 - 3

- A General representing **King Cheng (238 - 221 BC)** may be Outstanding (+25 points).
- Up to half of the infantry bases fielded, and any or all of the Heavy Cavalry, may be upgraded to Armoured (+2 points).
- Up to 1 unit of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.
- Any or all of the units fielded may be classed as Furious, but Furious infantry or cavalry may not be Armoured. This represents the Ch'in troops' alleged habit of throwing off their armour and helmets before charging.

Home terrain may be Cultivated or Mountain.

CH'U (Organised before 260 BC, Disciplined thereafter).

Ch'u, based in the Yangtze valley, was the "deep south" of ancient China - vast, rich in exotic products, but poorly developed and malarial, its people despised by the northerners as semi-barbarians. Hsun Tzu claims that Ch'u was defeated by Ch'in because, although it did not lack good military equipment, its soldiers did not know how to use it. This view, though, probably reflects northern prejudices, because Ch'u had once been a model of good government, and in the civil wars after the fall of the Ch'in its warriors were regarded as being worth ten of anyone else's. By 300 BC they were already noted for their long spears with steel blades, "as sharp as a bee's sting".

Heavy Chariots with bows (17 points) or crossbows (18 points)	0 - 1
Armoured Heavy Cavalry (12 points)	0 - 1

Light Cavalry with bows (10 points)	0 - 1
Spearmen: Warriors (6 points)	2 - 5
Swordsmen: Warrior Swordsmen (8 points)	0 - 3
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	1 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 3
Southern tribal allies: Furious Warrior Swordsmen (8 points) or Furious Skirmishers with bows (6 points)	0 - 3

- Up to half of the infantry bases fielded may be upgraded to Armoured (+2 points). Southern tribesmen may not be Armoured.
- Up to 1 unit of any type other than Southern tribesmen can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.
- Before 260 BC, at least a third of the infantry figures fielded must be downgraded to Raw (-1 point).

Home terrain is Cultivated.

Special Rule: Guard Crossbowmen.

The guard crossbowmen of Ch'u were famous for their speed and endurance on the march, so if a Warrior Crossbowman unit is upgraded to Elite, it may move as if it was Skirmishers. It costs an extra 1 point per base for this.

YUEH (Organised).

Yueh was situated south of the lower Yangtze, on the very edge of the classical Chinese world, and its people were not generally regarded as Chinese at all. Nevertheless they played an important part in the politics of the Warring States until their kingdom was destroyed by Ch'u in 333 BC. Yueh had few chariots and never adopted cavalry, but relied mainly on its ferocious infantry armed with swords and other close combat weapons.

Heavy Chariots with bows (17 points) or crossbows (18 points)	0 - 1
Spearmen: Warriors (6 points)	1 - 4
Swordsmen: Warrior Swordsmen (8 points)	1 - 4
Archers: Warrior Bowmen (8 points) or Skirmishers with bows (6 points)	1 - 4
Crossbowmen: Warrior Crossbowmen (9 points) or Skirmishers with crossbows (7 points)	1 - 3

- Up to half of the infantry bases fielded may be upgraded to Armoured (+2 points).
- Up to 1 unit of any type can be upgraded to Elite (+4 points if Skirmishers, otherwise +2) as a general's bodyguard.

- No more than 2 chariot models may be used, including a General's vehicle.
- Any or all Yueh infantry may be classed as Furious.

Home terrain may be Forest or Coastal.