

TANG

Armies and Enemies of China 618 – 907AD

WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

LIGHT BOLT THROWER (36pts)

(See rulesbook page 180)

Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.

The crew may have light armour (+4).

Range 36", S4/-1 per rank, no save, D3 wounds per hit

Special Rules: Bolt Thrower

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less.

If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS

As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WARHOUNDS

(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)

Special Rules: Warband, Skirmishers

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

HISTORICAL BACKGROUND



The **Tang Dynasty** (Chinese: 唐朝; pinyin: *Táng Cháo*; IPA: tʰɑŋ˥˥ tʰɑŋ˥˥; Middle Chinese: dha ng) (June 18, 618 – June 1, 907) was an imperial dynasty of China preceded by the Sui Dynasty and followed by the Five Dynasties and Ten Kingdoms Period. It was founded by the Li (李) family, who seized power during the decline and collapse of the Sui Empire. The dynasty was interrupted briefly by the Second Zhou Dynasty (October 8, 690 – March 3, 705) when Empress Wu Zetian seized the throne, becoming the first and only Chinese empress regnant, ruling in her own right.

The Tang Dynasty, with its capital at Chang'an (present-day Xi'an), the most populous city in the world at the time, is generally regarded as a high point in Chinese civilization—equal to, or surpassing that of, the earlier Han Dynasty—a golden age of cosmopolitan culture. Its territory, acquired through the military campaigns of its early rulers, was greater than that of the Han period, and it rivalled that of the later Yuan Dynasty and Qing Dynasty. In two censuses of the 7th and 8th centuries, the Tang records estimated the population by number of registered households at about 50 million people.^{234a} Yet, even when the central government was breaking down and unable to compile an accurate census of the population in the 9th century, it is estimated that the population had grown by then to about 80 million people.⁵⁶ With its large population base, the dynasty was able to raise professional and conscripted armies of hundreds of thousands of troops to contend with nomadic powers in dominating Inner Asia and the lucrative trade routes along the Silk Road. Various kingdoms and states paid tribute to the Tang court, while the Tang also conquered or subdued several regions which it indirectly controlled through a protectorate system. Besides political hegemony, the Tang also exerted a powerful cultural influence over neighboring states such as those in Korea, Japan, and Vietnam.

The Tang Dynasty was largely a period of progress and stability, except during the An Shi Rebellion and the decline of central authority in the latter half of the dynasty. Like the previous Sui Dynasty, the Tang Dynasty maintained a civil service system by drafting officials through standardized examinations and recommendations to office. This civil order was undermined by the rise of regional military governors known as *jiedushi* during the 9th century. Chinese culture flourished and further matured during the Tang era; it is considered the greatest age for Chinese poetry.⁷ Two of China's most famous poets, Li Bai and Du Fu, belonged to this age, as did many famous painters such as Han Gan, Zhang Xuan, and Zhou Fang. There was a rich variety of historical literature compiled by scholars, as well as encyclopedias and geographical works.

There were many notable innovations during the Tang, including the development of woodblock printing. Buddhism became a major influence in Chinese culture, with native Chinese sects gaining prominence. However, Buddhism would later be persecuted by the state and decline in influence. Although the dynasty and central government were in decline by the 9th century, art and culture continued to flourish. The weakened central government largely withdrew from managing the economy, though the country's mercantile affairs stayed intact and commercial trade continued to thrive regardless.

Military and foreign policy Protectorates and tributaries



A bas-relief of a soldier and horse with elaborate saddle and stirrups, from the tomb of Emperor Taizong, c. 650

The 7th century and first half of the 8th century is generally considered the zenith era of the Tang Dynasty. Emperor Tang Xuanzong brought the Middle Kingdom to its golden age while the Silk Road thrived, with sway over Indochina in the south, and to the west Tang China was master of the Pamirs (modern-day Tajikistan) and protector of Kashmir bordering Persia.⁴⁸

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

Some of the kingdoms paying tribute to the Tang Dynasty included Kashmir, Nepal, Khotan, Kucha, Kashgar, Japan, Korea, Champa, and kingdoms located in Amu Darya and Syr Darya valley.⁴⁹⁵⁰ Turkic nomads addressed the Emperor of Tang China as *Tian Kehan*.¹⁹ After the widespread Göktürk revolt of Shabolüe Khan (d. 658) was put down at Issyk Kul in 657 by Su Dingfang (591–667), Emperor Gaozong established several protectorates governed by a Protectorate General or Grand Protectorate General, which extended the Chinese sphere of influence as far as Herat in Western Afghanistan.⁵¹ Protectorate Generals were given a great deal of autonomy to handle local crises without waiting for central admission. After Xuanzong's reign, military governors (*jiedushi*) were given enormous power, including the ability to maintain their own armies, collect taxes, and pass their titles on hereditarily. This is commonly recognized as the beginning of the fall of Tang's central government.

Soldiers and conscription

By the year 737, Emperor Xuanzong discarded the policy of conscripting soldiers that were replaced every three years, replacing them with long-service soldiers who were more battle-hardened and efficient.⁵⁴ It was more economically feasible as well, since training new recruits and sending them out to the frontier every three years drained the treasury.⁵⁴ By the late 7th century, the *fubing* troops began abandoning military service and the homes provided to them in the equal-field system. The supposed standard of 100 *mu* of land allotted to each family was in fact decreasing in size in places where population expanded and the wealthy bought up most of the land.⁵⁵ Hard-pressed peasants and vagrants were then induced into military service with benefits of exemption from both taxation and corvée labor service, as well as provisions for farmland and dwellings for dependents who accompanied soldiers on the frontier.⁵⁶ By the year 742 the total number of enlisted troops in the Tang armies had risen to about 500,000 men.

Turkic and Western regions

The Sui and Tang carried out very successful military campaigns against the steppe nomads. Chinese foreign policy to the north and west now had to deal with Turkic nomads, who were becoming the most dominant ethnic group in Central Asia.⁵⁸⁵⁹ To handle and avoid any threats posed by the Turks, the Sui government repaired fortifications and received their trade and tribute missions.³⁰ They sent royal princesses off to marry Turkic clan leaders, a total of four of them in 597, 599, 614, and 617. The Sui stirred trouble and conflict amongst ethnic groups against the Turks.⁶⁰⁶¹ As early as the Sui Dynasty, the Turks had become a major militarized force employed by the Chinese. When the Khitans began raiding northeast China in 605, a Chinese general led 20,000 Turks against them, distributing Khitan livestock and women to the Turks as a reward.³ On two occasions between 635 to 636, Tang royal princesses were married to Turk mercenaries or generals in Chinese service.⁶¹ Throughout the Tang Dynasty until the end of 755, there were approximately ten

Turkic generals serving under the Tang.⁶²⁶³ While most of the Tang army was made of *fubing* Chinese conscripts, the majority of the troops led by Turkic generals were of non-Chinese origin, campaigning largely in the western frontier where the presence of *fubing* troops was low.⁶⁴ Some "Turkic" troops were nomadized Han Chinese, a desinicized people.



A Tang period gilt-silver jar, shaped in the style of northern nomad's leather bag⁵⁷ decorated with a horse dancing with a cup of wine in its mouth, as the horses of Emperor Xuanzong were trained to do.

Civil war in China was almost totally diminished by 626, along with the defeat in 628 of the Ordos Chinese warlord Liang Shidu; after these internal conflicts, the Tang began an offensive against the Turks.⁶⁶ In the year 630, Tang armies captured areas of the Ordos Desert, modern-day Inner Mongolia province, and southern Mongolia from the Turks.³⁶⁷ After this military victory, Emperor Taizong won the title of Great Khan amongst the various Turks in the region who pledged their allegiance to him and the Chinese empire (with several thousand Turks traveling into China to live at Chang'an). On June 11, 631, Emperor Taizong also sent envoys to the Xueyantuo bearing gold and silk in order to persuade the release of enslaved Chinese prisoners who were captured during the transition from Sui to Tang from the northern frontier; this embassy succeeded in freeing 80,000 Chinese men and women who were then returned to China.

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TANG DYNASTY 618 - 907AD



A tomb guard (*wushi yong*), terracotta sculpture, Tang Dynasty, early 8th century

While the Turks were settled in the Ordos region (former territory of the Xiongnu), the Tang government took on the military policy of dominating the central steppe. Like the earlier Han Dynasty, the Tang Dynasty (along with Turkic allies) conquered and subdued Central Asia during the 640s and 650s.³⁰ During Emperor Taizong's reign alone, large campaigns were launched against not only the Göktürks, but also separate campaigns against the Tuyuhun, the Tufan, the Xiyu states, and the Xueyantuo. The Tang Empire competed with the Tibetan Empire for control of areas in Inner and Central Asia, which was at times settled with marriage alliances such as the marrying

of Princess Wencheng (d. 680) to Songtsän Gampo (d. 649).⁷⁰⁷¹ A Tibetan tradition mentions that after Songtsän Gampo's death in 649 C.E., Chinese troops captured Lhasa.⁷² Chinese and Tibetan scholars have noted that the event is mentioned neither in the Chinese annals nor in the Tibetan manuscripts of Dunhuang. Tsepon W. D. Shakabpa believes that the tradition is in error and that "those histories reporting the arrival of Chinese troops are not correct."⁷³ There was a long string of conflicts with Tibet over territories in the Tarim Basin between 670–692 and in 763 the Tibetans even captured the capital of China, Chang'an, for fifteen days during the An Shi Rebellion.⁷⁴⁷⁵ In fact, it was during this rebellion that the Tang withdrew its western garrisons stationed in what is now Gansu and Qinghai, which the Tibetans then occupied along with the territory of what is now Xinjiang.⁷⁶ Hostilities between the Tang and Tibet continued until they signed a formal peace treaty in 821.⁷⁷ The terms of this treaty, including the fixed borders between the two countries, are recorded in a bilingual inscription on a stone pillar outside the Jokhang temple in Lhasa.



A clay haniwa model of a ship, from Japan's Kofun period (250–538)

During the Islamic conquest of Persia (633–656), the son of the last ruler of the Sassanid Empire, Prince Pirooz, fled to Tang China.⁴⁹⁷⁹ According to the *Book of Tang*, Pirooz was made the head of a Governorate of Persia in what is now Zaranj, Afghanistan. During this conquest of Persia, the Islamic Caliph Uthman Ibn Affan (r. 644–656) sent an embassy to the Tang court at Chang'an.⁶³ By the 740s, the Arabs of Khurasan had established a presence in the Ferghana basin and in Sogdiana. At the Battle of Talas in 751, Qarluq mercenaries under the Chinese defected, helping the Arab armies of the Islamic Caliphate to defeat the Tang force under commander Go Seonji (d. 756, also known as Gao Xianzhi, a general of Goguryeo descent). Although the battle itself was not of the greatest significance militarily, this was a pivotal moment in history; it marks the spread of Chinese papermaking⁸⁰⁸¹ into regions west of China as captured Chinese soldiers revealed secrets of Chinese papermaking to the Arabs. These techniques ultimately reached Europe by the 12th century through Arab-controlled Spain. Although they had fought at Talas, on June 11, 758, an Abbasid embassy

arrived at Chang'an simultaneously with the Uyghur Turks bearing gifts for the Tang Emperor.⁸² From even further west, a tribute embassy came to the court of Taizong in 643 from the Patriarch of Antioch.⁸³ In 788-9 the Chinese concluded a military alliance with the Uighur Turks who twice defeated the Tibetans, in 789 near the town of Kuch'eng in Jungharia, and in 791 near Ning-hsia on the Yellow River.

Korea and Japan

In the east, the Chinese military campaigns were less successful than elsewhere. Like the emperors of the Sui Dynasty before him, Taizong established a military campaign in 644 against the Korean kingdom of Goguryeo in the Goguryeo-Tang Wars; however, this led to its defeat in the First Goguryeo-Tang War because they failed to overcome the successful defense led by General Yeon Gaesomun. Allying with the Korean Silla Kingdom, the Chinese fought against Baekje and their Yamato Japanese allies in the Battle of Baekgang in August of 663, a decisive Tang-Silla victory. The Tang Dynasty navy had several different ship types at its disposal to engage in naval warfare, these ships described by Li Quan in his *Taipai Yinjing* (Canon of the White and Gloomy Planet of War) of 759.⁸⁵ The Battle of Baekgang was actually a restoration movement by remnant forces of Baekje, since their kingdom was toppled in 660 by a joint Tang-Silla invasion, led by notable Korean general Kim Yushin (595-673) and Chinese general Su Dingfang.

In another joint invasion with Silla, the Tang army severely weakened the Goguryeo Kingdom in the north by taking out its outer forts in the year 645. With joint attacks by Silla and Tang armies under commander Li Shiji (594-669), the Kingdom of Goguryeo was destroyed by 668.

forces there. At the same time the Tang faced threats on its western border when a large Chinese army was defeated by the Tibetans on the Dafei River in 670.⁸⁶ By 676, the Tang army was driven out of Korea by Unified Silla.⁸⁷ Following a revolt of the Eastern Turks in 679, the Tang abandoned its Korean campaigns.

Although the Tang had fought the Japanese, they still held cordial relations with Japan. There were numerous Imperial embassies to China from Japan, diplomatic missions that were not halted until 894 by Emperor Uda (r. 887-897), upon persuasion by Sugawara no Michizane (845-903).⁸⁸ The Japanese Emperor Temmu (r. 672-686) even established his conscripted army on that of the Chinese model, his state ceremonies on the Chinese model, and constructed his palace at Fujiwara on the Chinese model of architecture.

Many Chinese Buddhist monks came to Japan to help further the spread of Buddhism as well. Two 7th century monks in particular, Zhi Yu and Zhi You, visited the court of Emperor Tenji (r. 661-672), whereupon they presented a gift of a South Pointing Chariot that they had crafted.⁹⁰ This 3rd century mechanically driven directional-compass vehicle (employing a differential gear) was again reproduced in several models for Tenji in 666, as recorded in the *Nihon Shoki* of 720.⁹⁰ Japanese monks also visited China; such was the case with Ennin (794-864), who wrote of his travel experiences including travels along China's Grand Canal.^{91,92} The Japanese monk Enchin (814-891) stayed in China from 839 to 847 and again from 853 to 858, landing near Fuzhou, Fujian and setting sail for Japan from Taizhou, Zhejiang during his second trip to China.



A 10th century mural painting in the Mogao Caves at Dunhuang showing monastic architecture from Mount Wutai, Tang Dynasty; Japanese architecture of this period was influenced by Tang Chinese architecture

Although they were formerly enemies, the Tang accepted officials and generals of Goguryeo into their administration and military, such as the brothers Yeon Namsaeng (634-679) and Yeon Namsan (639-701). From 668 to 676, the Tang Empire would control northern Korea. However, in 671 Silla began fighting the Tang

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD



A five-stringed pipa (wuxian) from the Tang Dynasty

Trade and spread of culture

Through use of the land trade along the Silk Road and maritime trade by sail at sea, the Tang were able to gain many new technologies, cultural practices, rare luxury, and contemporary items. From the Middle East, India, Persia, and Central Asia the Tang were able to acquire new ideas in fashion, new types of ceramics, and improved silver-smithing.⁹⁵ The Chinese also gradually adopted the foreign concept of stools and chairs as seating, whereas the Chinese beforehand always sat on mats placed on the floor.⁹⁶ To the Middle East, the Islamic world coveted and purchased in bulk Chinese goods such as silks, lacquerwares, and porcelain wares.⁹⁷ Songs, dances, and musical instruments from foreign regions became popular in China during the Tang Dynasty.⁹⁸⁹⁹ These musical instruments included oboes, flutes, and small lacquered drums from Kucha in the Tarim Basin, and percussion instruments from India such as cymbals.⁹⁸ At the court there were nine musical ensembles (expanded from seven in the Sui Dynasty) representing music from throughout Asia.

There was great contact and interest in India as a hub for Buddhist knowledge, with famous travelers such as Xuanzang (d. 664) visiting the South Asian subcontinent. After a 17-year long trip, Xuanzang managed to bring back valuable Sanskrit texts to be translated into Chinese. There was also a Turkic–Chinese dictionary available for serious scholars and students, while Turkic folksongs gave

inspiration to some Chinese poetry.¹⁰¹¹⁰² In the interior of China, trade was facilitated by the Grand Canal and the Tang government's rationalization of the greater canal system that reduced costs of transporting grain and other commodities.¹⁰³ The state also managed roughly 32,100 km (19,900 mi) of postal service routes by horse or boat.

Silk Road



A Tang Dynasty tri-color glazed figurine of a horse

The Silk Road was the most important pre-modern Eurasian trade route. During this period of the Pax Sinica, the Silk Road reached its golden age, whereby Persian and Sogdian merchants benefited from the commerce between East and West. At the same time, the Chinese empire welcomed foreign cultures making it very cosmopolitan in its urban centers.

Although the Silk Road from China to the West was initially formulated during the reign of Emperor Wu of Han (141–87 BC), it was reopened by the Tang in 639 when Hou Junji (d. 643) conquered the West, and remained open for almost four decades. It was closed after the Tibetans captured it in 678, but in 699, during Empress Wu's period, the Silk Road reopened when the Tang reconquered the Four Garrisons of Anxi originally installed in 640,¹⁰⁵ once again connecting China directly to the West for land-based trade.¹⁰⁶ The Tang captured the vital route through the Gilgit Valley from Tibet in 722, lost it to the Tibetans in 737, and regained it under the command of the Goguryeo-Korean General Gao Xianzhi.¹⁰⁷ After the An Shi Rebellion ended in 763, the Tang Empire had once again lost control over many of its outer western lands, as the Tibetan Empire largely cut off China's direct access to the Silk Road.⁷⁷ An internal rebellion in 848 ousted the Tibetan rulers, while Tang China regained its western territories from Tibet in 851, which contained crucial grazing areas and pastures for raising horses that the Tang Dynasty desperately needed. Despite the many western travelers coming into China to live and trade, many travelers, mainly religious monks,

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

recorded the strict border laws that the Chinese enforced.⁹⁷ As the monk Xuanzang and many other monk travelers attested to, there were many Chinese government checkpoints along the Silk Road that examined travel permits into the Tang Empire.⁹⁷ Furthermore, banditry was a problem along the checkpoints and oasis towns, as Xuanzang also recorded that his group of travelers were assaulted by bandits on multiple occasions.

Seaports and maritime trade

Chinese envoys had been sailing through the Indian Ocean to India since perhaps the 2nd century BC,¹⁰⁹¹¹⁰ yet it was during the Tang Dynasty that a strong Chinese maritime presence could be found in the Persian Gulf and Red Sea, into Persia, Mesopotamia (sailing up the Euphrates River in modern-day Iraq), Arabia, Egypt, Aksum (Ethiopia), and Somalia in the Horn of Africa.¹¹¹ From the same Quraysh tribe of Muhammad, Sa'd ibn Abi-Waqqas sailed from Ethiopia to China during the reign of Emperor Gaozu. He later traveled back to China with a copy of the Quran, establishing China's first mosque, the Mosque of Remembrance, during the reign of Emperor Gaozong. To this day he is still buried in a Muslim cemetery at Guangzhou.



Figurine of a foreign merchant of the Tang Dynasty, 7th century

During the Tang Dynasty, thousands of foreigners came and lived in numerous Chinese cities for trade and commercial ties with China, including Persians, Arabs, Hindu Indians, Malays, Sinhalese, Khmers, Chams, Jews and Nestorian Christians of the Near East, and many others. In 748, the Buddhist monk Jian Zhen described Guangzhou as a bustling mercantile center where many large and impressive foreign ships came to dock. He wrote that "many big ships came from Borneo, Persia, Qunlun (Indonesia/Java)...with...spices, pearls, and jade piled up mountain high", as written in the *Yue Jue Shu* (Lost Records of the State of Yue). After Arab and Persian pirates burned and looted Guangzhou in 758,⁷⁷ the Tang government reacted by shutting the port down for roughly five decades, as foreign vessels docked at Hanoi instead.¹¹⁶ However, when the port reopened it continued to thrive. In 851 the Arab merchant Suleiman al-Tajir observed the manufacturing of Chinese porcelain in Guangzhou and admired its transparent quality. He also provided a description of Guangzhou's mosque, its granaries, its local government administration, some of its written records, the treatment of travellers, along with the use of ceramics, rice-wine, and tea. However, in another bloody episode at Guangzhou in 879, the Chinese rebel Huang Chao sacked the city, and purportedly slaughtered thousands of native Chinese, along with foreign Jews, Christians, and Muslims in the process. Huang's rebellion was eventually suppressed in 884.

Vessels from Korean Silla, Balhae and Hizen Province of Japan were all involved in the Yellow Sea trade, which Silla dominated. After Silla and Japan reopened renewed hostilities in the late 7th century, most Japanese maritime merchants chose to set sail from Nagasaki towards the mouth of the Huai River, the Yangzi River, and even as far south as the Hangzhou Bay in order to avoid Korean ships in the Yellow Sea. In order to sail back to Japan in 838, the Japanese embassy to China procured nine ships and sixty Korean sailors from the Korean wards of Chuzhou and Lianshui cities along the Huai River. It is also known that Chinese trade ships traveling to Japan set sail from the various ports along the coasts of Zhejiang and Fujian provinces.



A gilt Buddhist reliquary with decorations of armored guards, from Korean Silla, 7th century

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WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

The Chinese engaged in large-scale production for overseas export by at least the time of the Tang. This was proven by the discovery of the Belitung shipwreck, a silt-preserved shipwrecked Arabian dhow in the Gaspar Strait near Belitung, which had 63,000 pieces of Tang ceramics, silver, and gold (including a Changsha bowl inscribed with a date: "16th day of the seventh month of the second year of the Baoli reign", or 826 AD, roughly confirmed by radiocarbon dating of star anise at the wreck).¹²⁶ Beginning in 785, the Chinese began to call regularly at Sufala on the East African coast in order to cut out Arab middlemen,¹²⁷ with various contemporary Chinese sources giving detailed descriptions of trade in Africa. The official and geographer Jia Dan (730–805) wrote of two common sea trade routes in his day: one from the coast of the Bohai Sea towards Korea and another from Guangzhou through Malacca towards the Nicobar Islands, Sri Lanka and India, the eastern and northern shores of the Arabian Sea to the Euphrates River.¹²⁸ In 863 the Chinese author Duan Chengshi (d. 863) provided a detailed description of the slave trade, ivory trade, and ambergris trade in a country called Bobali, which historians suggest was Berbera in Somalia.¹²⁹ In Fustat (old Cairo), Egypt, the fame of Chinese ceramics there led to an enormous demand for Chinese goods; hence Chinese often traveled there (this continued into later periods such as Fatimid Egypt).¹³⁰¹³¹ From this time period, the Arab merchant Shulama once wrote of his admiration for Chinese seafaring junks, but noted that their draft was too deep for them to enter the Euphrates River, which forced them to ferry passengers and cargo in small boats.¹³² Shulama also noted that Chinese ships were often very large, with capacities up to 600–700 passengers.

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

ARMY LISTS

I/49. EARLY VIETNAMESE 700BC-938AD

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield and light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

Only Nan-Yueh from 206-111BC: May ride a heavy, 3-crew chariot bought at additional cost or a horse (+8, M8). General may be upgraded to Ld10 (+50).

After 135AD: May ride a horse (+8, M8). General may be upgraded to Ld10 (+50).

After 247AD: May ride an elephant bought at additional cost.

CAVALRY

EX CH'IN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.

May have thrusting spear (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only Nan-Yueh from 206-111BC

CHINESE STYLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2)

Special Rules: Only after 135AD

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield. May have throwing spear (+2)

Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon

May have light armour (+2) and crossbow instead of bow (+3)

Special Rules: *Light Infantry*

UNSHIELDED SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, throwing spear

Special Rules: *Skirmishers*

HILL TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	2	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have shield (+1)

HILL TRIBESMEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWER

Special Rules: Only after 250BC

EX CH'IN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

May have WS 4 (+3)

Special Rules: Only Nan-Yueh from 206-111BC

EX CH'IN CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow

May have light armour (+2). May have BS 4 (+3)

Special Rules: Only Nan-Yueh from 206-111BC

EX CH'IN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Skirmishers*, Only Nan-Yueh from 206-111BC

CHINESE STYLE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

May have WS 4 (+3)

Special Rules: *Combined Formation*, Only after 135AD

CHINESE STYLE MISSILE TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May have light armour (+2) or crossbow instead of bow (+3)

Special Rules: *Light Infantry*, *Combined Formation*, Only after 135AD

SPECIAL

0-2 ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*, Only after 247AD

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WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

II/75. PAEKCHE AND KAYA KOREAN (300-660AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos

May have barding (+3) and heavy armour (+2).

May have WS4 and Ld8 (+5). May be *Veterans* (+2)

May be upgraded to *Cataphracts* with cataphract armour (+3)

Only Kaya: Downgrade to Ld 6 (-2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

Only Kaya: Downgrade to Ld 5 (-2)

Special Rules: *Skirmishers*, *Feigned Flight*

INFANTRY

PROVINCAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

PROVINCAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	7	10

Equipment: Bow, hand weapon

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

Only Kaya: Downgrade to Ld 6 (-1)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon

Only Kaya: Downgrade to Ld 6 (-1)

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ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon

Special Rules: *Skirmishers*

ALLIES

Only after 360AD: Japanese Allies, III/7

Only Paekche: Kaya Allies, II/75

Only Paekche after 375AD: Silla Allies, II/77

Only Paekche after 375AD: Koguryo Allies, II/76

Only Kaya: Paekche Allies, II/75

Only Kaya: Silla Allies, II/77

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

II/76. KOGURYO KOREAN (300-668AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SONBAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, cataphract armour, kontos
May have barding (+3).

Special Rules: *Cataphracts*, *Veterans*

OTHER CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, cataphract armour, kontos
May have barding (+3)

Only after 375AD: May be upgraded to WS4 (+2)

Special Rules: *Cataphracts*

LIGHT HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

MALGAL AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

INFANTRY

ARMoured SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+1)

ARMoured ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	7	12

Equipment: Bow, hand weapon, light armour

ARMoured SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour

May have shield (+1)

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

Only after 375AD: may be upgraded to Ld7 (+1)

MALGAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

Special Rules: *Light Infantry*

ALLIES

Only in 319AD: Yu-wen Hsien-pi Allies, II/61

Only in 319AD: Tuan Hsien-pi Allies, II/61

Only from 338-339AD: Southern Hsiung-nu Allies, II/38

Only after 375AD: Silla Allies, II/77

Only after 375AD: Paekche Allies, II/75

Only after 660AD: Japanese Allies, III/7

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

II/77. SILLA KOREAN (300-935AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CHONG ELITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos

May have barding (+3) and heavy armour (+2).

May have WS4 and Ld8 (+5)

May be upgraded to *Cataphracts* with cataphract armour (+3)

HWARANG NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, thrusting spear.

May have light armour (+2) or heavy armour instead of bow (+3, no longer *Light Cavalry*).

Special Rules: *Light Cavalry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.

May have light armour (+2)

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, *Feigned Flight*

0-1 KOGURYO EXILE BANNER TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	29

Equipment: Hand weapon, cataphract armour, kontos

May have barding (+3)

Special Rules: *Cataphracts*, *Veterans*, Only after 670AD

0-1 PAEKCHE EXILE BANNER TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos

May have barding (+3) and heavy armour (+2).

May have WS4 and Ld8 (+5)

Special Rules: Only after 670AD

0-1 MALGAL EXILE BANNER TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

Only after 520AD: Upgrade to WS4 (+3)

ARCHERS OR CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May have light armour (+2) and crossbow instead of bow (+3)

Only after 520AD: Upgrade to BS4 (+3)

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

ARCHERS OR CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Special Rules: *Skirmishers*

RED BANNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike

May have light armour (+2) and shield (+1)

Special Rules: *Phalanx*

ALLIES

Only before 562AD: Kaya Allies, II/75

Only from 375-659AD: Koguryo Allies, II/76

Only from 375-659AD: Paekche Allies, II/75

Only from 660-668AD: Chinese Allies, III/20

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/7. PRE-SAMURAI JAPANESE (500-900AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

ALLIES

Kaya Allies, II/75

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD, SENIOR OFFICIAL AND UJI NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
 May have bow (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, light armour
 May have bow (+2)
Special Rules: Only from 645-792AD

INFANTRY

POORER UJI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
 May have shield (+1)

EMISHI SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SAKIMORI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
Special Rules: Only from 645-792AD

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WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/8. CENTRAL ASIAN CITY STATES (500-1000AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 10%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CHAKAR ARMoured CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have throwing spear (+2), bow (+2) and barding (+3)

SCOUT OR LOCAL NOMAD HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

EXILED PERSIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have kontos (+2), bow (+2) and barding (+3)

May have WS4 (+2)

Special Rules: Only Sogdians from 650-730AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Only Turfan: Upgrade to Ld7 (+1)

Special Rules: *Light Infantry*

SPEARMAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear

Special Rules: *Levies*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*, Only Khotan after 950AD

ALLIES

Turkish Allies, III/11

Only Sogdians in 704AD: Umayyad Arab Rebels, III/31

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/9. BURMESE (500-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.

CAVALRY

STANDING ARMY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon
 Only after 1173AD: May be upgraded to WS/BS 3 and Ld7 (+4)
 May have bow (+2) and light armour (+2)

MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon
 May have throwing spear (+2) and light armour (+2)

THAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
Special Rules: *Light Cavalry*, Only after 1287AD

INFANTRY

STANDING ARMY SPEARMAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
 May have shield (+1)

MILITIA SPEARMAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
 May have shield (+1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

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CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
 Only after 1173AD: May be upgraded to BS4 (+3)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
 May have bow instead of sling (+1) or javelins&buckler (free)
Special Rules: *Skirmishers*

0-1 GUARD SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	11

Equipment: Hand weapon, shield
 May have light armour (+2)
 May be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only after 1173AD

THAI SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thai	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, thrusting spear
 May have shield (+1)
Special Rules: *Warband*, Only after 1287AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only after 1043AD

ALLIES

Only after 1287AD: Yuan Mongol Allies, IV/48

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/10. HINDU INDIAN (545-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have light armour (+2) and barding (+3)

Only Rajputs from 747-1300AD: Have thrusting spear

SKIRMISHING LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins

May have bow instead of javelins (+1)

Special Rules: *Skirmishers*, *Feigned Flight*

MUSLIM MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2) and bow (+2)

Special Rules: *Light Cavalry*, Only Rajputs from 747-1300AD

INFANTRY

GUARD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield

May have light armour (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler

Only Harsha's Kanauj empire from 606-647AD: Have thrusting spear instead of javelins&buckler and are *Light Infantry*

Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Only Vijayanagar after 1336AD: May have Ld7 (+1)

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

TRIBAL ARCHERS OR KASHMIRI SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*

ALLIES

Only before 600AD: Hun (Hephtalite) Allies, II/80

Only from 620-860AD: Tibetan Allies, III/15

Only Rajputs from 747-1300AD: Non-Rajputs Hindu Allies, III/10

Only Rashtrakutas from 753-975AD: Rajput Allies, III/10

Only Rashtrakutas from 753-975AD: Muslim Allies, III/38

Only Palas from 810-850AD or Rashtrakutas: Pandya Allies, II/42

Only Hoysalas from 1206-1342AD: Muslim Allies, IV/36

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/11. CENTRAL ASIAN TURKISH (550-1330AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, light armour

May have heavy armour (+2) or bow (+2)

May have WS/BS4 (+3)

Only Qarakhanids from 999-1212AD: May have barding (+3) and kontos (+2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Only Uighurs from 860-1330AD: May downgrade to BS3 (-3)

Special Rules: *Skirmishers*

INFANTRY

FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have *Riding Camels* (+1)

Special Rules: *Light Infantry*

LEVY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear

Special Rules: *Levies*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: Only Uighurs from 860-1330AD

ALLIES

Other Turkish Allies or Subject Allies, III/11

Only Gök from 565-581AD, Western Gök 582-630AD, Eastern Gök 712-713, Türgesh 704-707AD and 721-738AD or Ferghanans 739-741AD: Sogdian Allies, III/8

Only Türgesh in 717AD or from 729-730AD or Kan-Chou Uighurs from 1014-1028AD: Tibetan Allies, III/15

Only Türgesh in 717 and 737AD: Umayyad Arab Allies, III/31

Only Qarakhanids from 999-1212AD: Khitan Allies, III/55 (no chinese troops)

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/15. TIBETAN (560-1065AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TIBETAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour

May have barding (+3). May be *Veterans* (+2)

Only after 841AD: Downgrade to Ld7 and no longer *Massed Cavalry* (-2)

Special Rules: *Cataphracts*, *Massed Cavalry*

CH'ANG NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3) and heavy armour (+2)

NOMAD TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow. May have buckler (+1)

Special Rules: *Skirmishers*, *Feigned Flight*

NEPALESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear

May have light armour (+2)

Special Rules: *Light Cavalry*, Only from 640-703AD

UIGHUR OR YARKAND MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, bow

May have light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*, Only from 660-848AD

ABBASID HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting or throwing spear, light armour

May have heavy armour (+2) and barding (+3)

Special Rules: Only from from 795-801AD

INFANTRY

0-1 EXORCISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon

Special Rules: *Warband*

GARRISON SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

GARRISON ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow

HIMALAYAN MOUNTAIN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins, buckler

Special Rules: *Light Infantry*

NEPALESE SWORDSMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nepalese	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield

May have light armour (+2) and bow (+1)

Special Rules: *Light Infantry*, Only from 640-703AD

ABBASID INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1). Up to half can exchange spear for bow (free)

Special Rules: *Light Infantry*, *Combined Formation*, Only from from 795-801AD

ALLIES

Only from 660-848AD: Türgesh, Qarlug, Ferghanan or other Turkic Allies, III/11

Only from 670-692 and 790-851AD: Khotanese Allies, III/8

Only in 707AD: Sogdian Allies, III/8

Only from 754-793AD: Nan-chao Allies, III/36

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/16. KHAZAR (568-1083AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). General may be mounted on a War Wagon for additional costs.

CAVALRY

KHAZAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3) and heavy armour (+2).

Only from 738-965AD: Up to half can have bow (+2), *Combined Formation*

KHAZAR SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have buckler (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

KASOGIANS OR BURTAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

RAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have shield (+2), bow (+2) and light armour (+2)

Special Rules: *Light Cavalry*

MAGYARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*, Only before 896AD

VOLGA BULGARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

Special Rules: *Light Cavalry*, Only before 965AD

INFANTRY

KHAZAR GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

May have *Riding Camels* (+1)

KHAZAR LEVY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear

May have *Riding Camels* (+1)

Special Rules: *Levies*

KHAZAR LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS

0-1 WAGON TABOR

SLAVS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slav	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins, buckler

Special Rules: *Light Infantry*, Only before 965AD

ALLIES

Only from 780-965AD: Oghuz Allies, III/11

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/20. SUI AND EARLY T'ANG CHINESE (581-755AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MO-HO ALLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, kontos, cataphract armour

May have barding (+3)

Special Rules: *Cataphracts*, Only Sui from 581-623AD or T'ang from 618-753AD

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have heavy armour (+2) and shield (+2). May have barding (+3)

May be upgraded to WS4 (+2)

Special Rules: Only Sui from 581-623AD or T'ang from 618-753AD

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only Sui from 581-623AD or T'ang from 618-753AD

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow

May have light armour (+2)

Special Rules: Only T'ang from 618-753AD

TURKISH AND OTHER NOMAD HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have buckler (+2), throwing spear (+2) and light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

PU-PING INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	4	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+1)

May have bow and Ld8 instead of spear (free)

May be downgraded to WS/BS3 (-3)

Only T'ang from 618-753AD: May have *Riding Horses* (+1)

PU-SHE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow

Only T'ang from 618-753AD: May have *Riding Horses* (+1)

Special Rules: *Light Infantry*

CROSSBOW SPECIALISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Specialist	4	3	4	3	3	1	3	1	8	17

Equipment: Hand weapon, crossbow, light armour

Only T'ang from 618-753AD: May have *Riding Horses* (+1)

SOUTHERN TRIBAL AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear

May have shield (+1)

Special Rules: *Warband*

SOUTHERN TRIBAL ARCHERS OR CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Special Rules: *Light Infantry*

0-1 WAGON TABOR

0-2 LIGHT BOLT THROWERS

DISAFFECTED CONSCRIPT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*, Only Sui from 581-623AD

ALLIES

T'u-chüeh, Qarlug, Ferghanan or other Turkish Allies, III/11

Only T'ang from 618-753AD: Khotanese or similar Central Asian Allies, III/8

Only T'ang from 618-753AD: Tribal Khitan or His Allies, II/61

Only T'ang from 660-668AD: Silla Korean Allies, II/77

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/23. KHMER AND CHAM (605-1400AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.
 Only Khmer: May ride a light chariot bought at additional costs. General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield
 May have throwing spear (+2) and light armour (+2)
 May have Ld7 (+2)

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	4	2	8	45

Equipment: One crewman with hand weapon, light armour, shield and bow, one unarmed driver.
Special Rules: *Light Chariots*, Only Khmer

THAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
Special Rules: *Light Cavalry*, Only Khmer

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow
 May have light armour (+2)
Special Rules: Only Cham after 1170AD

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
 May have buckler (+1)
Special Rules: *Skirmishers*

INFANTRY

SHIELD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, thrusting spear, large shield
 May have shield and WS3 and not longer *Combined Formation* (-4)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, *Combined Formation*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	7

Equipment: Hand weapon, crossbow
Special Rules: *Skirmishers*

PH'KAK-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	12

Equipment: Hand weapon, shield
 May have light armour (+2)
 May be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only Khmer

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*, Only Khmer

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
Special Rules: Only Khmer

THAI WARBAND

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thai	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
 May have shield (+1)
Special Rules: *Warband*, Only Khmer

0-1 "FIERCE FIRE OIL" CASTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Caster	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire oil (count as javelins)
 Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only Cham

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only Khmer: Cham Allies, III/23
 Only Khmer: Burmese Allies, III/9
 Only Cham: Khmer Allies, III/23
 Only Cham: Vietnamese Allies, III/59

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/31. Umayyad Arab (661-750AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

JUND CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield

May have throwing spear (+2) and light armour (+2)

Only after 690AD: Downgrade to WS2 and Ld6 (-4)

ASAWIRA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, shield

May have heavy armour (+2) or bow (+2)

May have WS4 (+2)

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

0-1 FURSAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	28

Equipment: Hand weapon, thrusting spear, light armour, shield

May have heavy armour (+2). May be *Veterans* (+2)

Special Rules: Not in North Africa, Iran, Iraq or Central Asia

DESERT ARAB CAMEL-RIDING SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	3	1	5	12

Equipment: Hand weapon, short bow

Special Rules: *Skirmishers*, *Camelry*, Only in Syria, Arabia or Egypt

KHAWARIJ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield

May have light armour (+2), thrusting spear (+2)

Special Rules: Only before 744AD

BUKHARANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow

May have buckler (+2)

Special Rules: *Skirmishers*, Only in Central Asia after 674AD

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only in Central Asia after 674 or after 743AD elsewhere

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have BS4 and Ld7 (+4). May have light armour (+1)

Special Rules: *Light Infantry*, *Combined Formation*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1), large shield (+2) and light armour (+2)

Special Rules: *Combined Formation*

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear

May have shield (+1)

May have WS4 instead of spear (+1)

Up to half may have bow instead of spear, *Combined Formation* (free)

Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

JARAJIMA HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*, Only in Syria

ALLIES

Only in Iran, Iraq or Central Asia: Sogdian, Khwarizmian or other Khurasani Allies, III/8

Only in North Africa from 671-696AD: Berber Allies, II/57

Only in Central Asia: Tibetan Allies, III/15

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/36. NAN-CHAO (728-1235AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon

May have light armour (+2), shield (+2), thrusting spear (+2) or light crossbow (+2)

CAVALRY SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon

May have light armour (+2), shield (+2), throwing spear (+2)

Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike

May have shield (+1) and light armour (+2)

Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, *Combined Formation*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow

May have light armour (+2)

TRIBAL CLOSE-FIGHTING INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Warband*

TRIBAL ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

May have crossbow instead of bow (+2)

Special Rules: *Skirmishers*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*

ALLIES

Only from 728-740AD: T'ang Chinese Allies, III/20

Only from 754-793AD: Tibetan Allies, III/15

Only from 760-830 and 860-866AD: Pyu Burmese Allies, III/9

Only from 860-866AD: Vietnamese Allies, I/49

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/38. ARAB INDIAN (751-1206AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2) and bow (+2)

Only after 872AD: May have WS4/BS4 (+3) and may upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

SINDI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear

May have shield (+2) and light armour (+2)

INFANTRY

ARAB INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1), light armour (+2).

Special Rules: *Combined Formation*

ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, *Combined Formation*

HINDU INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield

May have javelins (+1) and light armour (+2).

Special Rules: *Light Infantry*

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).

Special Rules: *Levies*

GHAZI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon

May have shield (+1) and throwing spear (+1)

Special Rules: *Warband*, Only before 833AD

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/39. LATE T'ANG AND FIVE DYNASTIES CHINESE (755-979AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2), heavy armour (+2) and barding (+3)
May have Ld7 (+2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have buckler (+2)
Special Rules: *Skirmishers*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Late T'ang, Later Liang, Later Chou or Northern Han armies

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2) and bow (+2)
Special Rules: Only in 757AD

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1) and *Riding Horses* (+1)
May have Ld8 (+2) and then be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1), light armour (+2) and *Riding Horses* (+1)
May upgrade to WS4 (+3)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2) and *Riding Horses* (+1)
May upgrade to BS4 (+3)
Special Rules: *Light Infantry*

CROSSBOW SPECIALISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow
May have light armour (+1) and *Riding Horses* (+1)

LOCAL MILITIAS SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield. May have thrusting spear (+1)

LOCAL MILITIAS ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*

PEASANT REBELS OR UNTRAINED MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*

SOUTHERN TRIBAL AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon. May have shield (+1) and throwing spear (+1)
Special Rules: *Warband*, Only Late T'ang, Southern Han, Southern T'ang and other southern state armies

SOUTHERN TRIBAL ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, bow. May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*, Only Late T'ang, Southern Han, Southern T'ang and other southern state armies

ARAB SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1), light armour (+2).
Special Rules: *Combined Formation*, Only in 757AD

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, *Combined Formation*, Only in 757AD

0-1 NAPHTHA FLAME-THROWERS OR FIRE-LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Naphtha Grenade (count as javelins)

Cause Panic if wounding, no armour save allowed.

Special Rules: *Skirmishers*

GUARD TWO-HANDED SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, two-handeddd weapon, light armour

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*, Only Southern Han 907-971AD

ALLIES

Only Late T'ang before 907AD: Tribal Khitan or His Allies, II/61

Only from 757-790 and in 860AD: Uighur Allies, III/11

Only in 763 and in 860AD: Tibetan Allies, III/15

Only from 794-829AD: Nan-chao Allies, III/36

Only from 869—900AD: Sha'to Allies, III/42

Only Northern Han 951-979AD: Khitan-Liao Allies, III/55

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/42. SHA-T'O TURKISH (808-951AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 907AD: General may be upgraded to Ld10 (+50).

CAVALRY

SHA-T'O ARMoured CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2), heavy armour (+2) and barding (+3)

May have WS4 (+3)

SHA-T'O UNARMoured HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

MISCELLANEOUS TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

May have Ld7 (+2), WS3 (+2) and BS4 (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2), heavy armour (+2) and barding (+3)

Special Rules: Only from 884AD

INFANTRY

SHA-T'O TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

CHINESE SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour

May have shield (+1)

May have Ld8 (+2) and then be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)

Special Rules: Only from 884AD

CHINESE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1), light armour (+2)

May upgrade to WS4 (+2)

Special Rules: Only from 884AD

CHINESE ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May have light armour (+1) and crossbow instead of bow (+3)

May upgrade to BS4 (+3)

Special Rules: *Light Infantry*, Only from 884AD

CHINESE MILITIA SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield. May have thrusting spear (+1)

Special Rules: Only from 884AD

CHINESE MILITIA ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have crossbow instead of bow (+3)

Special Rules: *Light Infantry*, Only from 884AD

UNTRAINED CHINESE MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).

Special Rules: *Levies*

ALLIES

Only after 880AD: Tartar Allies, III/44

Only from 936-942AD: Liao Allies, III/55

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

III/43. KHURASANIAN (808-951AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TURKISH GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	28

Equipment: Hand weapon, kontos, light armour, bow

May have heavy armour (+2), barding (+3) and shield (+2)

May be *Veterans* (+2)

KHURASANI NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

KHURASANI SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+2)

Special Rules: *Skirmishers*

AIYAR OR MUTATAWWI'A CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Special Rules: *Light Cavalry*, *Warband*

MERCENARY OR CONVERTED TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

BEDOUIN ARABSLIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.

May have shield (+2)

Special Rules: *Skirmishers*

KHAWARIJ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only Saffarids

INFANTRY

KHURASANI ARMoured SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+1)

Special Rules: *Combined Formation*

KHURASANI INFANTRY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May upgrade to Ld7 and BS4 (+4)

Special Rules: *Light Infantry*, *Combined Formation*

AIYAR OR MUTATAWWI'A

	M	WS	BS	S	T	W	I	A	Ld	Pts
Volunteer	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear. May have shield (+1)

Special Rules: *Warband*

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear

May have shield (+1) and *Riding Camels* (+1)

Special Rules: *Light Infantry*

KUMAJIS OR OTHER HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear. May have shield (+1).

Special Rules: *Light Infantry*

HASHARIYAN LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

INDIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield

May have javelins (+1) and light armour (+2).

Special Rules: *Light Infantry*, Only Saffarids

WAB FORUM SUPPLEMENT

TANG DYNASTY 618 - 907AD

INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, Only Saffarids

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*, Only Samanids

ALLIES

Only Tahirids from 850-873AD: Abbasid Allies, III/37

Only Saffarids from 861-900 or Samanids from 901-961AD: Arab-Indian Allies, III/38

Only Samanids: Ziyarid Allies, III/57

Only Samanids: Ferghanan or Tashkent Turkish Allies, III/11

Only Samanids from 901-980AD: Saffarid Vassal Allies, III/43

Only Samanids from 994-999AD: Ghaznavid Allies, III/63

44. TRIBAL MONGOLIAN (840-1218AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

KHAN'S GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

TRIBAL NOBLES AND NÖKÖR RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

May have WS4 (+2). May have kontos instead of *Light Cavalry* (+1)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

0-1 WAGON TABOR

ALLIES

Only Kuchluk Naiman from 1211-1218AD: Qara-Khitai Remnant Allies, IV/15

Emperor Taizong



Emperor Taizong of Tang (Chinese: 唐太宗; pinyin: *Táng Tàizōng*, Wade-Giles: T'ai-Tsung) (January 23, 599 – July 10, 649), personal name **Lǐ Shīmín** (Chinese: 李世民), was the second emperor of the Tang Dynasty of China, ruling from 626 to 649. As he encouraged his father, Li Yuan (later Emperor Gaozu) to rise against Sui Dynasty rule at Taiyuan in 617 and subsequently defeated several of his most important rivals, he was ceremonially regarded as a co-founder of the dynasty along with Emperor Gaozu. He is typically considered one of the greatest, if not the greatest, emperors in Chinese history. Throughout the rest of Chinese history, Emperor Taizong's reign was regarded as the exemplary model against which all other emperors were measured, and his "Reign of Zhenguan" (simplified Chinese: 贞观之治; traditional Chinese: 貞觀之治; pinyin: *Zhēnguān Zhī Zhì*) was considered a golden age of Chinese history and required study for future crown princes. During his reign, Tang China flourished economically and militarily. For more than a century after

his death, Tang China enjoyed peace and prosperity. During Taizong's reign, Tang was the largest and the strongest nation in the world. It covered most of the territory of present-day China, Vietnam, Mongolia and much of Central Asia until eastern Kazakhstan. It laid the foundation for Xuanzong's reign, which is considered Tang China's greatest era.

In 630, Emperor Taizong sent his general Li Jing against Eastern Tujue (proto Turks)-- to which Tang had once submitted—defeating and capturing its Jiali Khan Ashina Duobi and destroying Eastern Tujue power. This made Tang the dominant power in East and Central Asia, and Emperor Taizong subsequently took the title of *Tian Kehan* ("Heavenly Khan").⁷

Unlike many of the nobility of the time, Emperor Taizong was a frank rationalist, openly scorning superstitions and claims of signs from the heavens. He also modified important rites in order to ease the burden of agricultural labour.⁸ The modern Chinese historian Bo Yang opined that Emperor Taizong achieved greatness by enduring criticism which others would find difficult to accept whilst trying hard not to abuse his absolute power (using Emperor Yang of Sui as a negative example), as well as through his employment of capable chancellors such as Fang Xuanling, Du Ruhui and Wei Zheng. Emperor Taizong's wife Empress Zhangsun also proved to be a capable assistant.

Background

Lǐ Shīmín was born in 599 at Wuchuan. His father Li Yuan the Duke of Tang was a general of the Sui Dynasty and a nephew, by marriage, to Sui's founding emperor Emperor Wen, as Li Shimin's grandmother Duchess Dugu was a sister of Empress Dugu Qieluo -- both were daughters of Dugu Xin (獨孤信), a major general during Sui's predecessor dynasty Northern Zhou. Li Shimin's mother was Li Yuan's wife Duchess Dou, who was a daughter of Dou Yi (竇毅) the Duke of Shenwu and Dou Yi's wife, Northern Zhou's Princess Xiangyang. Duchess Dou bore Li Yuan four sons—an older brother to Li Shimin, Li Jiancheng, and two younger brothers, Li Xuanba (李玄霸, who would die in 614) and Li Yuanji -- and at least one daughter (the later Princess Pingyang). Li Yuan named Li Shimin "Shimin" as a shortened form of the phrase "save the earth and pacify the people" (濟世安民, *jìshì anmín*). Li Shimin apparently showed talent early in his life, and in 613, the official Gao Shilian, impressed with him, gave him a niece (the later Empress Zhangsun) in marriage as his wife; he was 14 and she was 12. In 615, when Emperor Wen's son and successor Emperor Yang was ambushed by Eastern Tujue forces at Yanmen (雁門, in modern Xinzhou, Shanxi), a general call was made for men to join the army to help rescue the emperor. Li Shimin answered that call and served under the general Yun Dingxing (雲定興), apparently doing so with distinction. In 616, when Li Yuan was put in charge of the important city of Taiyuan, Li Shimin followed his father to Taiyuan, while leaving at least three other sons—Li

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Jiancheng, Li Yuanji, and Li Zhiyun (李智雲, by Li Yuan's concubine Lady Wan) -- at the ancestral home Hedong (河東, in modern Yuncheng, Shanxi).

Participation in the rebellion against Sui rule

Emperor Yang was soon dissatisfied with Li Yuan and Wang Rengong (王仁恭), the governor of Mayi Commandery (馬邑, roughly modern Shuozhou, Shanxi), over their inability to stop Eastern Tujue incursions and the growing strengths of agrarian rebels, particularly the Eastern Tujue-support Liu Wuzhou the Dingyang Khan, who soon rose against Wang and killed him and soon captured Emperor Yang's secondary palace near Taiyuan. Li Yuan also became fearful that there had been prophecies throughout the empire that the next emperor would be named Li—and that Emperor Yang had killed another official, Li Hun (李渾) and Li Hun's clan over his fears that Li Hun's nephew, Li Min (李敏, the son-in-law of Emperor Yang's sister Yang Lihua the Princess Leping), would seize the throne.

In fear, Li Yuan considered rebellion, and at that point, he did not know that Li Shimin had also been doing so—secretly discussing such plans with Li Yuan's associates Pei Ji and Liu Wenjing. Once Li Shimin's plans matured, he had Pei inform Li Yuan of them—and also had Pei warn Li Yuan that if it were revealed that Li Yuan had had sexual relations with some of Emperor Yang's ladies in waiting at the secondary Jinyang Palace (晉陽宮, which Pei was in charge with and had allowed Li Yuan to do so), all of them would be slaughtered. Li Yuan agreed to rebel, and after secretly summoning Li Jiancheng and Li Yuanji from Hedong and his son-in-law Chai Shao (柴紹) from the capital Chang'an, he declared a rebellion, claiming to want to support Emperor Yang's grandson Yang You the Prince of Dai, nominally in charge at Chang'an with Emperor Yang at Jiangdu (江都, in modern Yangzhou, Jiangsu), as emperor. He made both Li Jiancheng and Li Shimin major generals and advanced southwest, toward Chang'an. He created Li Shimin the Duke of Dunhuang.

However, when Li Yuan arrived near Hedong, his army was bogged down by the weather. With food running out, there were rumors that Eastern Tujue and Liu Wuzhou would attack Taiyuan. Li Yuan initially ordered retreat, but at the earnest opposition by Li Jiancheng and Li Shimin, continued to advance. After defeating Sui forces at Huoyi (霍邑, also in modern Yuncheng), he decided to leave a small contingent to watch over Hedong while advancing across the Yellow River into Guanzhong (i.e., the Chang'an region). Once he did, he headed for Chang'an himself, while sending Li Jiancheng to capture the territory around the Tong Pass region to prevent Sui forces at Luoyang from reinforcing Chang'an and Li Shimin north of the Wei River to capture territory there. Meanwhile, Li Shimin's sister (Chai's wife) had also risen in rebellion in support of him, and she was able to gather a sizable army and capture some cities. She joined forces with Li Shimin and her husband Chai Shao. Soon, Li Yuan reconsolidated his forces and put Chang'an under siege. In winter 617, he

captured Chang'an and declared Yang You emperor (as Emperor Gong). He had himself made regent (with the title of grand chancellor) and created the Prince of Tang. (Meanwhile, most of Sui territory did not recognize Emperor Gong as emperor and continued to recognize Emperor Yang as emperor and not as retired emperor.) He created Li Shimin the Duke of Qin.

Li Yuan's control of the Chang'an region became almost immediately contested by the rebel ruler Xue Ju the Emperor of Qin, who sent his son Xue Rengao toward Chang'an. Li Yuan sent Li Shimin to resist Xue Rengao, and Li Shimin defeated Xue Rengao at Fufeng (扶風, in modern Baoji, Shaanxi), temporarily causing Xue Ju to toy with the idea of surrendering to Li Yuan, although Xue was subsequently dissuaded by his strategist Hao Yuan (郝瑗) from doing so.

In spring 618, with Sui's eastern capital Luoyang (where the officials in charge did not recognize Li Yuan's authorities) under attack by the rebel ruler Li Mi the Duke of Wei, Li Yuan sent Li Jiancheng and Li Shimin to Luoyang, ostensibly to aid the Sui forces at Luoyang but instead intending to test whether Luoyang might submit to him. The officials at Luoyang rebuffed his attempt at rapprochement, and Li Jiancheng and Li Shimin, not wanting to fight either them or Li Mi for control of Luoyang at this stage, withdrew. Li Yuan subsequently changed Li Shimin's title to Duke of Zhao.

In summer 618, when news arrived at Chang'an that Emperor Yang had been killed at Jiangdu in a coup led by the general Yuwen Huaji, Li Yuan had Emperor Gong yield the throne to him, establishing Tang Dynasty as its Emperor Gaozu. He created Li Jiancheng crown prince but created Li Shimin the Prince of Qin, also making him *Shangshu Ling* (尚書令), the head of the executive bureau of the government (尚書省, *Shangshu Sheng*) and a post considered one for a chancellor, while continuing to have Li Shimin serve as a major general as well.

During Emperor Gaozu's reign

The campaign to reunify the empire

The first thing that Li Shimin had to deal with was another incursion by Xue Ju, as Xue attacked Jing Prefecture (涇州, roughly modern Pingliang, Gansu) and Emperor Gaozu sent Li Shimin to resist Xue. Li Shimin established his defenses and refused to engage Xue to try to wear Xue Ju out, but at that time, he was afflicted with malaria, and he let his assistants Liu Wenjing and Yin Kaishan (殷開山) take command, ordering them not to engage Xue Ju. Liu and Yin, however, did not take Xue Ju seriously, and Xue Ju ambushed them at Qianshui Plain (淺水原, in modern Xianyang), crushing Tang forces and inflicting 50%-60% casualties. Li Shimin was forced to withdraw back to Chang'an, and Liu and Yin were removed from their posts. (This would be Li Shimin's only defeat recorded in historical records until the Goguryeo campaign of 645.) Xue Ju, in light of his victory, was ready to launch an assault on Chang'an itself, under Hao Yuan's advice, but suddenly died of an illness in fall 618 and was succeeded

by Xue Rengao. Emperor Gaozu then sent Li Shimin against Xue Rengao. Three months after Xue Rengao took the throne, Li Shimin engaged him, and after a fierce battle between Li Shimin and Xue Rengao's major general Zong Luohou (宗羅睺), Li Shimin crushed Zong's forces, and then attacked Xue Rengao. Xue Rengao was forced to withdraw into the city of Gaozhi (高墪, in modern Xianyang as well), and once he did, his soldiers began surrendering to Li Shimin in mass. Xue Rengao was himself forced to surrender. Li Shimin had him delivered to Chang'an, where he was executed. Around new year 619, Emperor Gaozu made Li Shimin *Taiwei* (太尉, one of the Three Excellencies) and made him in charge of Tang operations east of the Tong Pass.

In spring 619, Liu Wuzhou launched a major offensive against Tang. He captured Taiyuan in summer 619, forcing Li Yuanji, who had been in charge there, to flee, and then continued his offensive south. Emperor Gaozu sent Pei Ji against him, but by winter 619, Liu had crushed Pei's forces and taken over nearly all of modern Shanxi. Emperor Gaozu, shocked at the development, considered abandoning the region altogether. Li Shimin opposed doing so and offered to lead the army against Liu. Emperor Gaozu agreed and commissioned him with an army. He crossed the Yellow River and approached Liu's major general Song Jingang (宋金剛) but did not engage him, choosing to try to wear Song out, only having his subordinates Yin Kaishan and Qin Shubao engage the other Dingyang generals Yuchi Jingde and Xun Xiang (尋相) in relatively low-level engagements. Eventually, in spring 620, when Liu and Song ran out of food supplies, they retreated, and Li Shimin gave chase, dealing Song a major defeat. Yuchi and Xun surrendered, and after Li Shimin chased further, both Liu and Song fled to Eastern Tujue. All of Dingyang territory fell into Tang hands.

In summer 620, Emperor Gaozu again commissioned Li Shimin against a major enemy—the former Sui general Wang Shichong, who had Sui's last emperor, Emperor Yang's grandson Yang Tong, yield the throne to him in 619, establishing a new state of Zheng as its emperor. When Li Shimin arrived at the Zheng capital Luoyang, Wang offered peace, but Li Shimin rebuffed him and put Luoyang under siege. Meanwhile, his subordinates took Zheng cities one by one. By winter 620, most of Zheng territory, other than Luoyang and Xiangyang, defended by Wang Shichong's nephew Wang Honglie (王弘烈), had submitted to Tang. Wang sought aid Dou Jiande the Prince of Xia, who controlled most of modern Hebei. Dou, reasoning that if Tang were able to destroy Zheng, his own Xia state would be next, agreed. He sent his official Li Dashi to try to persuade Li Shimin to withdraw, but Li Shimin detained Li Dashi and gave no response. Meanwhile, during the campaign, Li Shimin chose some 1,000 elite soldiers (玄甲軍), clad in black uniform and black armor, commanded by himself, to serve as advance forward troops, with Qin, Cheng Zhijie (程知節), Yuchi, and Zhai Zhangsun (翟長孫) as his assistants.

By spring 621, Luoyang was in desperate situation, and Xia forces had not yet arrived, but Tang troops had also suffered serious casualties, as Luoyang's defenses, aided by powerful bows and catapults, were holding. Emperor Gaozu, hearing that Dou had decided to come to Wang's aid, ordered Li Shimin to withdraw, but Li Shimin sent his secretary Feng Deyi to Chang'an to explain to Emperor Gaozu that if he did withdraw, Wang would recover and again be a major threat in the future. Emperor Gaozu agreed and allowed Li Shimin to continue to siege Luoyang. When Xia forward troops arrived first, Li Shimin surprised and defeated them, and then sent Dou a letter suggesting that he withdraw. Dou would not do so, and, against the advice of his wife Empress Cao and secretary general Ling Jing (凌敬) that he should instead attack Tang's prefectures in modern southern Shanxi, he marched toward Luoyang. Anticipating Dou's maneuver, Li Shimin left a small detachment, commanded by Li Yuanji, at Luoyang, while marching east himself, taking up position at the strategic Hulao Pass. When the armies engaged at Hulao, Li Shimin defeated Dou and captured him. He took Dou back to Luoyang and displayed him to Wang Shichong. Wang, in fear, considered abandoning Luoyang and fleeing south to Xiangyang, but as his generals pointed out that his only hope was Dou, he surrendered. Xia forces, after initially fleeing back to the

Xia capital Ming Prefecture (洛州, in modern Handan, Hebei), also surrendered. Zheng and Xia territory were Tang's. Li Shimin returned to Chang'an in a grand victory procession, and, to reward Li Shimin, Emperor Gaozu awarded both him and Li Yuanji three mints so that they could mint money of their own. He also bestowed on Li Shimin the special title of "Grand General of Heavenly Strategies" (天策上將, *Tiance Shangjiang*). Meanwhile, Li Shimin's staff, already full of generals and strategists, were now being supplemented with a number of literary men.

The former Xia territory did not remain in Tang hands for long, as in winter 621, the Xia general Liu Heita rose against Tang rule, claiming to be avenging Dou, whom Emperor Gaozu had executed after Li Shimin took him back to Chang'an (against the latter's wishes). He was allied with Xu Yuanlang, a former agrarian rebel general who was nominally under Wang Shichong and who had submitted to Tang after Wang's defeat. Liu dealt successive defeats to Emperor Gaozu's cousin Li Shentong (李神通) the Prince of Huai'an, Li Xiaochang (李孝常) the Prince of Yi'an, and Li Shiji. Emperor Gaozu sent Li Shimin and Li Yuanji against Liu. In 622, after some indecisive battles with Liu, who had by that point taken over almost all of former Xia territory and claimed the title of Prince of Handong, Li Shimin defeated Liu by flooding his army with water from the Ming River (洛水, flowing near Ming Prefecture), and Liu fled to Eastern Tujue. Li Shimin then headed east and attacked Xu, defeating him. After leaving Li Shiji, Li Shentong, and Ren Gui (任瓌) to continue to attack Xu, Li Shimin returned to Chang'an.

The struggle against Li Jiancheng and Li Yuanji

By this point, Li Shimin and his older brother Li Jiancheng, who was created crown prince in 618, reportedly after Emperor Gaozu first offered the position to Li Shimin due to his contributions, were locked in an intense rivalry, as Li Shimin's accomplishments caused people to speculate that he would displace Li Jiancheng as crown prince, and Li Jiancheng, while an accomplished general himself, was overshadowed by his younger brother. The court became divided into a faction favoring the Crown Prince and a faction favoring the Prince of Qin. The rivalry was particularly causing problems within capital, as the commands of the Crown Prince, the Prince of Qin, and the Prince of Qi (i.e., Li Yuanji) were said to have the same force as the emperor's edicts, and the officials had to carry conflicting orders out by acting on the ones that arrived first. Li Shimin's staff was full of talented men, but Li Jiancheng was supported by Li Yuanji, as well as Emperor Gaozu's concubines, who had better relationships with Li Jiancheng and Li Yuanji than they did with Li Shimin.

Late in 622, when Liu Heita returned to former Xia domain after receiving aid from Eastern Tujue, defeating and killing Li Shimin's cousin Li Daoxuan (李道玄) the Prince of Huaiyang, he again regained most of former Xia territory. Li Jiancheng's staff members Wang Gui and Wei Zheng suggested that Li Jiancheng needed to enhance his own reputation in battle, and so Li Jiancheng volunteered for the mission. Emperor Gaozu thus sent Li Jiancheng, assisted by Li Yuanji, to attack Liu. Li Jiancheng defeated Liu around the new year 623, and Liu was subsequently betrayed by his own official Zhuge Dewei (諸葛德威) and delivered to Li Jiancheng. Li Jiancheng killed Liu and returned to Chang'an in triumph. China was, by this point, roughly united under Tang rule.

For the next few years, the rivalry intensified, although during the meantime both Li Jiancheng and Li Shimin served as generals when Eastern Tujue made incursions. In 623, when the general Fu Gongshi rebelled at Danyang (丹陽, in modern Nanjing, Jiangsu), Emperor Gaozu briefly commissioned Li Shimin to attack Fu, but soon cancelled the order and sent Li Shimin's cousin Li Xiaogong the Prince of Zhao Commandery instead.

In 624, when Li Jiancheng was found to have, against regulations, tried to add soldiers to his guard corps, Emperor Gaozu was so angry that he put Li Jiancheng under arrest. In fear, Li Jiancheng's guard commander Yang Wen'gan (楊文幹) rebelled. Emperor Gaozu sent Li Shimin against Yang, offering to make him crown prince after he returned. After Li Shimin left, however, Feng Deyi (now a chancellor), Li Yuanji, and the concubines all spoke on Li Jiancheng's behalf, and after Li Shimin returned, Emperor Gaozu did not depose Li Jiancheng, but instead blamed the discord between him and Li Shimin on Li Jiancheng's staff members Wang Gui and Wei Ting (韋挺) and Li Shimin's staff member Du Yan, exiling them to Xi Prefecture (襄州, roughly modern Liangshan Yi Autonomous Prefecture, Sichuan).

Later that year, Emperor Gaozu, troubled by repeated Eastern Tujue incursions, seriously considered burning Chang'an to the ground and moving the capital to Fancheng, a suggestion that Li Jiancheng, Li Yuanji, and Pei Ji agreed with. Li Shimin opposed, however, and the plan was not carried out. Meanwhile, Li Shimin himself was sending his confidants to Luoyang to build up personal control of the army there. After an incident in which Li Shimin suffered a severe case of food poisoning after feasting at Li Jiancheng's palace—an event that both Emperor Gaozu and Li Shimin apparently interpreted as an assassination attempt—Emperor Gaozu considered sending Li Shimin to guard Luoyang to prevent further conflict, but Li Jiancheng and Li Yuanji, after consulting each other, believed that this would only give Li Shimin an opportunity to build up his personal power there, and therefore opposed it. Emperor Gaozu therefore did not carry out the plan. Meanwhile, the rivalry continued. Traditional historical accounts also indicated that at one point, when Li Shimin visited Li Yuanji's mansion, Li Yuanji wanted to assassinate Li Shimin, but Li Jiancheng, who could not resolve to kill a brother, stopped the plot. There was yet another incident in which Li Jiancheng, knowing that a horse threw its rider easily, had Li Shimin ride it, causing Li Shimin to fall off from it several times.

By 626, Li Shimin was fearful that he would be killed by Li Jiancheng, and his staff members Fang Xuanling, Du Ruhui, and Zhangsun Wuji were repeatedly encouraging Li Shimin to attack Li Jiancheng and Li Yuanji first—while Wei Zheng was encouraging Li Jiancheng to attack Li Shimin first. Li Jiancheng persuaded Emperor Gaozu to remove Fang and Du, as well as Li Shimin's trusted guard officers Yuchi Jingde and Cheng Zhijie, from Li Shimin's staff. Zhangsun, who remained on Li Shimin's staff, continued to try to persuade Li Shimin to attack first.

In summer 626, Eastern Tujue was making another attack, and under Li Jiancheng's suggestion, Emperor Gaozu, instead of sending Li Shimin to resist Eastern Tujue as he first was inclined, decided to send Li Yuanji instead. Li Yuanji was given command of much of the army previously under Li Shimin's control, further troubling Li Shimin, who believed that with the army in Li Yuanji's hands, he would be unable to resist an attack. Li Shimin had Yuchi summon Fang and Du back to his mansion secretly, and then on one night submitted an accusation to Emperor Gaozu that Li Jiancheng and Li Yuanji were committing adultery with Emperor Gaozu's concubines. Emperor Gaozu, in response, issued summonses to Li Jiancheng and Li Yuanji for the next morning, convening the senior officials Pei Ji, Xiao Yu, and Chen Shuda to examine Li Shimin's accusations. As Li Jiancheng and Li Yuanji approached the central gate leading to Emperor Gaozu's palace, Xuanwu Gate (玄武門), Li Shimin carried out the ambush he had set. He personally fired an arrow that killed Li Jiancheng. Subsequently, Yuchi killed Li Yuanji. Li Shimin's forces entered the palace and, under the intimidation of Li Shimin's forces, Emperor Gaozu agreed to create Li Shimin crown prince. Li Jiancheng's and Li Yuanji's sons were killed, and Li Shimin took Li

TANG DYNASTY 618 - 907AD

Yuanji's wife Princess Yang as a concubine. Two months later, with Li Shimin firmly in control of power, Emperor Gaozu yielded the throne to him (as Emperor Taizong).

As emperor

Early reign (626-633)



A mural painting of Emperor Taizong (located bottom, center) dated to 642 AD, located in Cave 220, Dunhuang, Gansu province.

One of the first actions that Emperor Taizong carried out as emperor was releasing a number of ladies in waiting from the palace and returning them to their homes, so that they could be married. He made his wife Princess Zhangsun the empress, and their oldest son Li Chengqian the crown prince.

Emperor Taizong also immediately faced a crisis, as Eastern Tujue's Jiali Khan Ashina Duobi, along with his nephew the subordinate Tuli Khan Ashina Shibobi (阿史那什鉢苾), launched a major incursion toward Chang'an, and just 19 days after Emperor Taizong took the throne, the two khans were just across the Wei River from Chang'an. Emperor Taizong, accompanied by Gao Shilian and Fang Xuanling, was forced to meet Ashina Duobi across the river and personally negotiate peace terms, including tributes to Eastern Tujue, before Ashina Duobi withdrew.

Late in 626, Emperor Taizong ranked the contributors to Tang rule and granted them titles and fiefs, naming among the first rank of contributors Zhangsun Wuji, Fang, Du Ruhui, Yuchi Jingde, and Hou Junji. When Li Shentong, as his distant uncle, objected to being ranked under Fang and Du, Emperor Taizong personally explained how Fang and Du's strategies allowed him to be successful, and this managed to get the other objectors to quiet down, as Emperor Taizong was even willing to rank low such an honored individual as Li Shentong. Emperor Taizong also

buried Li Jiancheng and Li Yuanji with honors due imperial princes and had their staff members attend the funeral processions. Meanwhile, he appeared to began to reshuffle government further—which he had already begun after being created crown prince—by dismissing his father's trusted advisors Xiao Yu and Chen Shuda, making his own trusted advisors chancellors. (Xiao, however, was soon restored to being chancellor, although his career during Emperor Taizong's reign would see repeated dismissals and repeated restorations.) However, he also began to greatly pay attention to the officials' submissions and their criticism of imperial governance, making changes where he saw needed. He also particularly began to trust Wei Zheng, accepting much advice from Wei as far as his personal conduct was concerned. He was also willing to demote his own trusted advisors, as he demoted Gao after finding that Gao had held back submissions from his deputy Wang Gui. Viewing Sui's Emperor Yang as a negative example, he frequently solicited criticism, rewarding those officials willing to offer them, particularly Wei and Wang Gui.

Also in 627, the general Li Yi the Prince of Yan—a late-Sui warlord who later submitted to Tang, who associated with Li Jiancheng—fearing that Emperor Taizong would eventually take action against him, rebelled at Bin Prefecture (邠州, in modern Xianyang), but was quickly crushed by the official Yang Ji (楊岌) and killed in flight. Later that year, when Emperor Gaozu's cousin Li Youliang (李幼良) the Prince of Changle, the commandant at Liang Prefecture (涼州, roughly modern Wuwei, Gansu), was accused of allowing his staff to oppress the people and to trade with Qiang and Xiongnu tribesmen, Emperor Taizong sent the chancellor Yuwen Shiji (Yuwen Huaji's brother) to investigate, and in fear, Li Youliang's staff members plotted to hold him hostage and rebel. When this was discovered, Emperor Taizong forced Li Youliang to commit suicide. Late in the year, Wang Junkuo (王君廓), the commandant at You Prefecture (幽州, roughly modern Beijing), also rebelled, but was defeated quickly and killed in flight. However, although there were also reports that Feng Ang (馮盎), a warlord in the modern Guangdong region, was rebelling, Emperor Taizong, at Wei's suggestion, sent messengers to comfort Feng, and Feng submitted.

Also in 627, Emperor Taizong, seeing that there were too many prefectures and counties, consolidated and merged many of them, and further created another level of local political organization above prefectures—the circuit (道, *dao*) -- dividing his state into 10 circuits.

In 628, with Ashina Duobi and Ashina Shibobi having a fallout, Ashina Shibobi submitted to Emperor Taizong, as did the chieftains of Khitan tribes, who had previously submitted to Eastern Tujue. With Eastern Tujue in turmoil, Ashina Duobi was no longer able to protect the last late-Sui rebel ruler who along remained standing against Tang pressure -- Liang Shidu the Emperor of Liang, and in summer 628, with the Tang generals Chai Shao and Xue Wanjun (薛萬均) sieging the Liang capital Shuofang (朔

方, in modern Yulin, Shaanxi), Liang Shidu's cousin Liang Luoren (梁洛仁) killed Liang Shidu and surrendered, finally uniting China. With Eastern Tujue weakened, Eastern Tujue's vassal Xueyantuo also broke away and formed its own khanate, and Emperor Taizong entered into an alliance with Xueyantuo's leader Yi'nian, creating Yi'nian the Zhenzhupiqie Khan (or Zhenzhu Khan in short).

In late 629, believing the time ripe for a major attack on Eastern Tujue, Emperor Taizong commissioned the general Li Jing with overall command of a multi-pronged army, assisted by the generals Li Shiji, Chai, and Xue Wanche (薛萬徹, Xue Wanjun's brother), attacking Eastern Tujue at multiple points. The army was successful in its attacks, forcing Ashina Duobi to flee, and by late spring 630, Ashina Duobi had been captured, and Eastern Tujue chieftains all submitted to Tang. Emperor Taizong spared Ashina Duobi but detained him at Chang'an, and he considered what to do with the Eastern Tujue people. The main opposing views were from the chancellors Wen Yanbo (who advocated leaving the Eastern Tujue people within borders to serve as a defense perimeter) and Wei (who advocated leaving them outside the borders). Emperor Taizong accepted Wen's suggestion and established a number of prefectures to accommodate the Eastern Tujue people, still leaving them governed by their chieftains, without creating a new khan to govern them.

In 631, Emperor Taizong established a feudal scheme, where the contributors to his reign were given, in addition to their current posts, additional posts as prefectural governors, to be passed on to their descendants. Soon, however, receiving much opposition to the plan, the strongest of which came from Zhangsun Wuji, Emperor Taizong cancelled the scheme.

After the conquest of Eastern Tujue, Emperor Taizong's officials repeatedly requested that he carry out sacrifices to heaven and earth at Mount Tai, and Emperor Taizong, while at times tempted by the proposal, was repeatedly dissuaded from doing so by Wei, who pointed out the expenses and the labors that would be imposed on the people as a result, and also that this would open China's borders to attack.

Middle reign (634-641)

In 634, Emperor Taizong sent 13 high level officials, including Li Jing and Xiao Yu, to examine the circuits to see whether the local officials were capable, to find out whether the people were suffering, to comfort the poor, and to select capable people to serve in civil service. (Li Jing initially recommended Wei, but Emperor Taizong declined sending Wei, stating that Wei needed to stay to point out his faults and that he could not afford to have Wei away even for a single day.)

Around this time, Tang was having increasing conflicts with Tuyuhun, whose Busabo Khan Murong Fuyun, under instigation by his strategist the Prince of Tianzhu, had been repeatedly attacking Tang prefectures on the borders. At one point, Murong Fuyun sought to have a Tang princess marry his son the Prince of Zun, but the marriage negotiations broke down over Emperor Taizong's

insistence that the Prince of Zun come to Chang'an for the wedding. In summer 634, Emperor Taizong had the generals Duan Zhixuan and Fan Xing (樊興) lead forces against Tuyuhun, but with Tuyuhun's forces highly mobile and avoiding direct confrontation, Duan, while not defeated, could not make major gains. Once Duan withdrew, Tuyuhun resumed hostilities. In winter 634, with the Tufan king Songtsän Gampo making overtures to marry a Tang princess as well, Emperor Taizong sent the emissary Feng Dexia (馮德遐) to Tufan with an eye toward an alliance against Tuyuhun. In winter 634, he commissioned Li Jing, assisted by the other generals Hou Junji, Li Daozong, Li Daliang (李大亮), Li Daoyan (李道彥), and Gao Zengsheng (高甌生), to attack Tuyuhun. In 635, Li Jing's forces crushed Tuyuhun forces. Murong Fuyun was killed by his own subordinates, and his son Murong Shun killed the Prince of Tianzhu and surrendered. Emperor Taizong created Murong Shun the new khan, although Murong Shun was soon assassinated. Emperor Taizong then created Murong Shun's son Murong Nuohebo as the new khan.



A painting portraying Tang Taizong by painter Yan Liben (c. 600 - 673).

Also in 635, Emperor Gaozu died, and Emperor Taizong, observing a mourning period, briefly had Li Chengqian serve as regent, and after he resumed his authorities less

than two months later, he still authorized Li Chengqian to thereafter rule on minor matters.

In spring 636, Emperor Taizong commissioned his brothers and sons as commandants and changed their titles in accordance with the commands that they received, sending them to their posts—with the exception of his son Li Tai the Prince of Wei, who by this point was beginning to be highly favored by him. He further allowed Li Tai to engage literary men to serve as his assistants, as Li Tai favored literature. From this point on, Li Tai would be so favored that there began to be talks that Emperor Taizong might let him displace Li Chengqian, whose favors began to wane.

In fall 636, Empress Zhangsun died. Emperor Taizong mourned her bitterly and personally wrote the text of her monument.

In summer 637, Emperor Taizong recreated the feudal scheme that he had considered and abandoned in 631, creating 35 hereditary prefect posts. (By 639, however, the system was again abandoned after much opposition.)



Fountain Memory, calligraphy of Emperor Taizong on a Tang stele.

Sometime before 638, Emperor Taizong, disgusted with the traditional noble clans of Cui, Lu, Li, and Zheng and believing that they were abusing their highly honored

names, commissioned Gao Shilian, Wei Ting, Linghu Defen, and Cen Wenben to compile a work later to be known as the *Records of Clans* (氏族志), with the intent of dividing the clans into nine classes based on their past contributions, good deeds, and ill deeds. In an initial draft that Gao submitted, he nevertheless ranked the branch of the Cui clan that the official Cui Min'gan (崔民幹) belonged to as the highest, a decision that Emperor Taizong rebuked, as he pointed out that Gao was merely again looking at tradition and not the recent contributions. He therefore personally intervened in revising the work, reducing Cui's clan to the third class.

In fall 638, Tufan's Songtsän Gampo, displeased that Emperor Taizong had declined to give him a Tang princess in marriage and believing that Murong Nuohebo had persuaded Emperor Taizong to decline the marriage proposal, launched a major attack with forces of 200,000 on Tuyuhun and then on several Tang prefectures, putting Song Prefecture (松州, roughly modern Ngawa Tibetan and Qiang Autonomous Prefecture, Sichuan) under siege. Emperor Taizong commissioned Hou, assisted by Zhishi Sili (執失思力), Niu Jinda (牛進達), and Liu Jian (劉簡), of a total of force of 50,000 to counterattack, and Niu, who commanded the forward forces, defeated Tufan forces at Song Prefecture. Songtsän Gampo withdrew and sued for peace, but still sought to marry a Tang princess. Emperor Taizong agreed this time.

Also in 638, believing that Xueyantuo was growing increasingly strong and difficult to control, Emperor Taizong granted Yi'nan's sons Bazhuo and Jialibi (頡利苾) both lesser khan titles, to try to create dissensions between them.

In summer 639, Ashina Jiesheshuai (阿史那結社率), the younger brother of Ashina Shibobi, whom Emperor Taizong did not favor and gave little recognition to, formed a conspiracy with Ashina Shibobi's son Ashina Hexiangu (阿史那賀邏鶻) to assassinate Emperor Taizong. They had planned to wait for Li Zhi the Prince of Jin to depart from the palace in the morning and use that opportunity to attack the palace. On the day they planned, however, Li Zhi did not leave the palace, and Ashina Jiesheshuai attacked anyway but was quickly defeated, captured, and executed. After this incident, however, the officials began advocating sending the Tujue people away from the heart of the state. In fall 639, Emperor Taizong created a Tujue prince who had served him faithfully, Li Simo (né Ashina Simo) as the khan of a newly recreated Eastern Tujue state (as Qilibi Khan), giving him all of the Tujue and Xiongnu who had surrendered as his subordinates, to be settled north of the Great Wall and the Yellow River. However, the Tujue people were fearful of Xueyantuo and initially refused to head to their new location. Emperor Taizong issued an edict to Yi'nan that he and Li Simo keep their peace and not attack each other, and after receiving from Yi'nan the assurance that he would not attack, the Tujue people advanced to the new location.

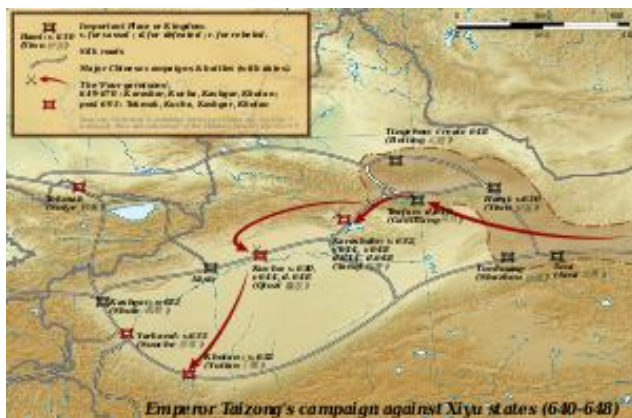
Meanwhile, Qu Wentai (麴文泰), the king of Gaochang, who had previously been submissive to Tang, had become

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increasingly hostile to Tang, allying with Western Tujue. In 640, Emperor Taizong commissioned Hou, assisted by Xue Wanjun, to launch a major attack on Gaochang. As they approached Gaochang, Qu Wentai died in fear and was succeeded by his son Qu Zhisheng (麴智盛). Qu Zhisheng offered to submit, but Hou demanded a surrender, which Qu Zhisheng refused. However, Hou put Gaochang under siege, and with aid from Western Tujue not arriving, Qu Zhisheng surrendered. Wei suggested that Emperor Taizong allow Qu Zhisheng to remain king, pointing out that the monetary and human costs would be high to keep a permanent garrison at Gaochang, but Emperor Taizong disagreed, and he converted Gaochang into two prefectures and annexed it into his state.

In winter 640, Songsän Gampo sent his prime minister Ludongzan (祿東贊) as an emissary to Tang, offering tributes and again requesting marriage. Emperor Taizong created a daughter of a clansman as the Princess Wencheng, and in 641 sent Li Daozong to accompany Princess Wencheng to Tufan to preside over the wedding. In winter 641, believing that Emperor Taizong was about to carry out sacrifices to heaven and earth at Mount Tai and would be unable to aid Eastern Tujue, Yi'nan launched a major attack on Eastern Tujue, commanded by his son Dadu (大度). Li Simo was forced to retreat inside the Great Wall. Emperor Taizong commissioned Li Shiji, assisted by Zhang Jian (張儉), Li Daliang, Zhang Shigui (張士貴), and Li Xiyu (李襲譽), to attack Xueyantuo. Li Shiji soon defeated Dadu at Nuozhen River (諾真水, flowing through modern Baotou, Inner Mongolia), and Dadu fled.

Late reign (642-649)



Emperor Taizong's campaign against Xiyu states

By 642, it was clear that Li Tai had ambitions on replacing his brother Li Chengqian, and the governmental officials began to be divided into pro-Li Chengqian and pro-Li Tai factions. After urging by Wei Zheng and Chu Suiliang to take actions that would clarify that Li Chengqian's position was secure, Emperor Taizong attempted to do so by making repeated statements to that effect, but his continued favoring of Li Tai led to continued speculation among officials.

Also by 642, Xueyantuo had posed a sufficiently serious threat (albeit still formally submissive) that Emperor Taizong saw two alternatives—destroying it by force or forming into a *heqin* relationship by marrying one of his daughters to Yi'nan. This particularly became an issue after the Tang general Qibi Heli (契苾何力), the chieftain of the Qibi Tribe, was kidnapped by his own subordinates and taken to Xueyantuo. In order to ransom Qibi, Emperor Taizong made a promise to eventually give his daughter Princess Xinxing to Yi'nan in marriage, and Yi'nan released Qibi.

In the winter 642, an event took place in Goguryeo that would eventually precipitate wars between Tang and Goguryeo. According to Chinese accounts¹⁰ King Yeongnyu, the king of Goguryeo, was apprehensive about his general Yeon Gaesomun and was plotting with his other officials to kill Yeon. When Yeon received the news, he started a coup and killed the king and the high level officials. He declared King Yeongnyu's nephew Go Jang (King Bojang) king, while taking power himself with the title of *Dae Mangniji* (대마리지, 大莫離支, Generalissimo). When Emperor Taizong received the news, there were suggestions that an attack be launched against Goguryeo, suggestions that Emperor Taizong initially declined.

In spring 643, Wei died, and Emperor Taizong mourned him bitterly, authoring Wei's monument himself and, prior to Wei's death, promising to give his daughter Princess Hengshan in marriage to Wei's son Wei Shuyu (魏叔玉). Later in spring, Emperor Taizong commissioned 24 portraits at Lingyan Pavilion to commemorate the 24 great contributors to his reign.

Also in 643, Emperor Taizong would see major turmoil among his own closest family. In spring 643, his son Li You (李祐) the Prince of Qi, angry over restrictions that his secretary general Quan Wanji (權萬紀) had often placed on him, killed Quan and declared a rebellion. Emperor Taizong sent Li Shiji against Li You, but before Li Shiji could engage Li You, Li You was captured by his own subordinate Du Xingmin (杜行敏) and delivered to Chang'an, where Emperor Taizong ordered him to commit suicide and executed 44 of his associates.

The death of Li You drew out news of another plot. Li Chengqian, who had been fearful that Emperor Taizong would eventually remove him and replace him with Li Tai, had begun to conspire with Hou Junji, Li Yuanchang (李元昌) the Prince of Han (Emperor Taizong's brother), the general Li Anyan (李安儼), and his brothers-in-law Zhao Jie (趙節) and Du He (杜荷, Du Ruhui's son) to overthrow Emperor Taizong. During the investigations in the aftermaths of Li You's rebellion, one of the co-conspirators, Li Chengqian's guard Gegan Chengji (紇干承基), was implicated by association, and in order to save himself, he revealed Li Chengqian's plot. Emperor Taizong was shocked by the news, and he appointed Zhangsun Wuji, Fang Xuanling, Xiao Yu, and Li Shiji, along with the officials in charge of the supreme court and the legislative and examination bureaus of the government to

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TANG DYNASTY 618 - 907AD

carry out a joint investigation. At the suggestion of the mid-level official Lai Ji, Emperor Taizong deposed, but did not kill, Li Chengqian, while ordering Li Yuanchang to commit suicide and executing Hou, Li Anyan, Zhao, and Du.

After Li Chengqian was deposed, Emperor Taizong briefly promised Li Tai that he would be made crown prince. However, as the investigations continued, Emperor Taizong came to the belief that Li Chengqian's downfall was driven by Li Tai's machinations, and therefore resolved to depose Li Tai as well. At Zhangsun's suggestion, Emperor Taizong created a younger son, Li Zhi the Prince of Jin (who, like Li Chengqian and Li Tai, were born of Empress Zhangsun), crown prince, who was considered kinder and gentler, while exiling Li Chengqian and Li Tai. (Starting later that year, however, Emperor Taizong began to have doubts as to whether Li Zhi's personality was sufficiently strong to serve as emperor, and he toyed with the idea of making another son, Li Ke the Prince of Wu, a son of his concubine Consort Yang (Emperor Yang of Sui's daughter), crown prince, but did not do so due to strong opposition by Zhangsun Wuji.)

Meanwhile, coming to the belief that he made an ill-advised promise to Yi'nan to give him Princess Xinxing in marriage, Emperor Taizong demanded a large amount of bride price -- 50,000 horses, 10,000 cows and camels, and 100,000 sheep—a price that Yi'nan agreed to, but could not immediately collect and deliver. Emperor Taizong used it as an excuse to cancel the marriage agreement. Meanwhile, as Wei Zheng had, prior to his death, recommended Hou and Li Chengqian's staff member Du Zhenglun as chancellors, Emperor Taizong came to suspect that Wei was part of the plot as well. He destroyed the monument he had authored for Wei and cancelled the betrothal between Wei Shuyu and Princess Hengshan.

In 644, with Yanqi's king Long Tuqizhi (龍突騎支), who had assisted the Tang campaign to conquer Gaochang, turning against Tang and allying with Western Tujue, Emperor Taizong sent the general Guo Xiaoke (郭孝恪), the commandant at Anxi (安西, i.e., Gaochang) to launch a surprise attack on Yanqi. Guo caught Long Tuqizhi by surprise and captured him, making his brother Long Lipozhun (龍栗婆準) regent. (The Western Tujue viceroy Ashina Quli (阿史那屈利) subsequently captured Long Lipozhun and briefly occupied Yanqi, although he then, not wanting a direct confrontation with Tang, withdrew, and the Yanqi nobles made Long Tuqizhi's cousin Long Xuepoanazhi (龍薛婆阿那支) king.)

Also in 644, with Goguryeo attacking Silla and Silla requesting aid, Emperor Taizong decided to prepare for a campaign to conquer Goguryeo. He arrested the emissaries that Yeon sent to the Tang court, accusing them of disloyalty to King Yeongnyu. By winter 644, the mobilization was in full force. (Apparently because of Tang's preparation to attack Goguryeo, however, the reconstituted Eastern Tujue people, fearing an attack from Xueyantuo at a time that Tang would be ill-equipped to assist, panicked and abandoned their khan Li Simo, fleeing

into Tang territory. Emperor Taizong reabsorbed the Eastern Tujue people into Tang, while making Li Simo a general in his army.)

In spring 645, Emperor Taizong departed from Luoyang and led the troops northeast, behind a vanguard of 60,000 commanded by Li Shiji and Li Daozong. At the same time, Zhang Liang led the other 40,000 from sea. By summer 645, Tang forces had captured Yodong/Liaodong (遼東, in modern Liaoyang, Liaoning), and headed southeast toward the Goguryeo capital Pyongyang. Emperor Taizong's 20,000 force (11,000 force commanded by Zhangsun, 4000 infantry/cavalry by Emperor Taizong, and 5,000 cavalry by Li Shiji) defeated a large force of 150,000 commanded by two Goguryeo generals and then put Ansi (安市, in modern Anshan, Liaoning) under siege.



The Sui dynasty tried to invade Goguryeo in 598, 612, 613 & 614. Taizong campaign (map) was in 645. Gaozong's campaigns were in 661, 667 & 668.

However, the capable defense put up by Ansi's commanding general (whose name is controversial but traditionally is believed to be Yang Manchun) stymied Tang forces and, in late fall, with winter fast approaching and his food supplies running out, Emperor Taizong withdrew. He much regretted launching the campaign and made the comment, "If Wei Zheng were still alive, he would never have let me launch this campaign." He reerected the monument he authored for Wei and summoned Wei's wife and children to meet him, treating them well. He also began to suffer from an illness—an illness that he would never appear to completely recover from.

Meanwhile, in the aftermaths of the Goguryeo campaign, Xueyantuo's Duomi Khan Bazhuo (son of Yi'nan, who had died earlier in 645) launched attacks against Tang's border prefectures, with largely inconclusive results. In spring 646, the Tang generals Qiao Shiwan (喬師望) and Zhishi Sili counterattacked, defeating Bazhuo's forces, causing him to flee. His vassals Huige, Pugu (僕骨), and Tongluo (同羅) tribes took the opportunity to rebel and attack him. Hearing this, Emperor Taizong launched a major attack, commanded by Li Daozong, Ashina She'er (阿史那社爾), Zhishi, Qibi, Xue Wanche, and Zhang Jian, against Xueyantuo. With Xueyantuo under attack from multiple

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TANG DYNASTY 618 - 907AD

sides, Bazhuo was killed by Huige forces, and the remaining Xueyantuo people fled and supported Bazhuo's cousin Duomozi as Yitewushi Khan, but soon offered to submit to Tang. Emperor Taizong sent Li Shiji toward Duomozi's location, with the direction to either accept his submission or destroy him. Duomozi surrendered and was taken to Chang'an, ending Xueyantuo's rule over the region. The other tribes formerly submissive to Xueyantuo offered Emperor Taizong the title of "Heavenly Khan" and thereafter largely became submissive to Tang. Tang nominally established seven command posts and six prefectures over the region. (Huige's khan Yaoluoge Tumidu (藥羅葛吐迷度), while submissive to Tang, for some time tried to take control over the region himself, but was subsequently assassinated in 648, and there would be no other organized attempt by Huige to take over the region until for about another century.)



A bas-relief of a soldier and horse with elaborate saddle and stirrups, from the tomb of Emperor Taizong, c. 650.

After the victory over Xueyantuo, Emperor Taizong again turned his attention toward to Goguryeo, cutting off relations once more and considering another campaign. Under suggestions by some of his officials, he decided to launch harassment campaigns against Goguryeo's northern region on a yearly basis, to weaken Goguryeo gradually. The first of these campaigns was launched in spring 647, with Niu Jinda and Li Shiji in command, and would reoccur. All this was in preparation of another campaign in 649 with forces totaling 300,000, but Taizong died before this campaign and the campaign was stalled into Gaozong's reign.

In 648, Emperor Taizong launched another campaign, commanded by Ashina She'er, aimed at Qiuzi, but first attacking Yanqi and killing Long Xuepoanazhi and replacing him with his cousin Long Xiannazhun (龍先那準). Ashina She'er advanced on Qiuzi and captured its

king Bai Helibushibi (白訶黎布失畢), making his brother king instead.

By summer of 649, Emperor Taizong was seriously ill—with some believing that his illness was caused by his taking pills given him by alchemists. Believing Li Shiji to be capable but fearing that he would not be submissive to Li Zhi, he demoted Li Shiji out of the capital to be the commandant at remote Die Prefecture (疊州, roughly modern Gannan Tibetan Autonomous Prefecture, Gansu), with instructions to Li Zhi that if Li Shiji hesitated, to execute him immediately, and if he did not, to recall him after Emperor Taizong's death and make him chancellor. Li Shiji, when receiving the order and realizing that his life was at stake, immediately departed for Die Prefecture. (After Emperor Taizong's death, Li Zhi would indeed recall Li Shiji and make him chancellor.) Soon thereafter, Emperor Taizong, after entrusting Li Zhi to Zhangsun Wuji and Chu, died at his summer palace Cuiwei Palace (翠微宮). His death was initially kept a secret, and three days later, after his casket had been returned to Chang'an, his death was announced, and Li Zhi took the throne as Emperor Gaozong.

Source:

http://en.wikipedia.org/wiki/Emperor_Taizong_of_Tang

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SPECIAL THANKS

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