

Armies of Classical Asia I: An expansion for De Bellis Fantasiae by Thomas E Thomas



Authors's Note: Hello and welcome to all DBX players, new and old! If you're reading this, then chances are, you or someone you know has discovered our wonderful De Bellis Fantasiae Website! This site will be home to all manner of useful information regarding DBF going forward, not the least of which is more Army Lists to inspire your games and modeling projects. Your author today is Thomas E Thomas, not to be confused with my father, Thomas J Thomas, from the triumvirate of authors behind the DBF core rules. Being directly descended from one of DBF's authors, it should be no surprise to hear that I have been deeply involved with this game, from its advent to now, in both playtest and the occasional rules meetings, and have contributed a few bits and bobs of my own-- If you get your hands on a copy of the aforementioned DBF core rules, you will find a few more Army Lists of my authorship in the Mythic Asia and Mythic Classical Era sections. I certainly hope that my work will bring a bit of extra fun and inspiration to your DBF battles, and wish you all happy gaming and plentiful PIPs!

Host of the Shaman-Empress

Though it gave nominal fealty to China, classical Japan was a nation comprised of as many as 100 different tribes. It spent its days divided and dysfunctional until the advent of the Shaman-Empress. Using her magic to bewitch the chiefs of the 30 largest tribes, the Shaman-Empress forged the nation of Wa. She created peace through might and magic; None of the barbarian tribes dared breach her borders. Her success caused many to doubt whether a man should ever be allowed to rule again, for male rule always meant civil war.

Aggression: 2 **Home Territory: Hilly**

Description	Type	Min -Max	Cost per Element
The Shaman-Empress	Mage (Level 4) General (C-in-C) (S or F)	1	20
<ul style="list-style-type: none"> Change to Tribal Chief representative 	Cavalry (S or F) General (C-in-C) <i>Dismount</i> as Bow	0-1	-5
The 999 Handmaidens	Mage (Level 2) (S or F)	0-4	8
<ul style="list-style-type: none"> Change to Tribal Nobles <ul style="list-style-type: none"> Add Servants with Pavises Upgrade to General 	Bow, Auxillia, or Warband <i>Heavy Armor</i>	0-3 0-3	-4 +1
Noble Archers	Bow	2-6	4
<ul style="list-style-type: none"> Add Servants with Pavises 	<i>Heavy Armor</i>	0-6	+1
Noble Axemen	Auxillia <i>Lethal</i>	1-6	5
Noble Longspearmen with Pavises	Spear	1-6	6
<ul style="list-style-type: none"> Discard Pavises 	Spear (Fast)	0-4	0
Lesser Spearmen	Auxillia (S or F)	2-10	4
<ul style="list-style-type: none"> Change to Fanatical Devotees Downgrade to Civilian Levies 	Warband (S or F) Horde (Fast)	0-5 0-5	0 -1
Lesser Archers	Bow (Fast)	2-10	4
Armored Horse Archers	Cavalry	0-4	4
Emishi Tribesmen	Skirmisher (Fast)	0-6	3
<ul style="list-style-type: none"> Ride giant Serow 	Light Mounted (F or S) <i>Hillrider</i>	0-6	+1
Crone Spirits	Mage (Level 1)	0-3	7
Shikome	Warband (Fast) <i>Lethal</i> , <i>Ethereal</i>	0-4	6
<ul style="list-style-type: none"> Change to Winged Shikome 	Great Flyer	0-2	0
Herald of Amaterasu	Great Flyer <i>Lethal</i> , <i>Elite</i>	0-1	9
Nure-Onna or Ainu Bonded Bears	Beasts <i>Lethal</i>	0-3	5
Jorogumo	Behemoth (Fast)	0-2	6
Yuki-Onna	Skirmisher <i>Lethal</i> , <i>Ethereal</i> , <i>Blizzard</i>	0-2	6
Jubokki Trees or Spirit Fires	Artillery <i>Stationary</i> , <i>Undead</i>	0-2	5
Sea Dragon or Leviathan	Dragon <i>Sea Beast</i>	0-1	10

Special Rules:

Blizzard: Any battlefield area that is within 2BW of a *Blizzard* Element is Dangerous Terrain in addition to its other types. Additionally, Lines of Sight cannot be drawn further than 1/2BW by any Elements that are within 2BW of a *Blizzard* Element.

Hillrider: *Hillrider* Elements count all Hills as Good Going.

Stationary: *Stationary* Elements cannot move, but all four of its edges count as front edges, and it may shoot at any enemy element in range, ignoring shooting arcs.

Sea Beast: A Dragon with this ability is classified as Mounted, not Aerial, with an MA of 5BW. *Sea Beasts* count all water terrain features as Good Going, and count streams and rivers as Roads. When it is deployed, a *Sea Beast* may be placed anywhere on the battlefield as long as it is at least partially within a water terrain feature, and it may be placed into legal contact with the enemy as long as it is at least partially within a water feature before conforming. Marshes and Swamps are considered to be water features for the purposes of this rule. *Sea Beasts* are *Unwieldy* unless they are entirely within a water terrain feature.

Ritual Spell: Beguile

Difficulty: 5

Choose one Enemy Hero, Mage, or General Element within 5BW of the caster. Until the start of the caster's next Ranged Combat phase, that Element becomes part of the caster's army.

Ritual Spell: Reanimation

Difficulty: equal cost of Element to be Reanimated in Army Points, or 6 for a Dragon.

Any Reanimator Element may attempt to Ritually Reanimate a Destroyed Undead Element. A Reanimated Element appears either in contact with its Camp or the base of the Reanimator's Element. The Reanimator can bring back opposing Destroyed Elements as Undead Hordes (i.e. Difficulty 3 to Reanimate). May be cast multiple times per Bound up to Mage Level or highest Combat Factor if a non-Mage Reanimator. Reanimated Elements join the Command of the Reanimator. A Reanimator may cast this Ritual in Close Combat at +1 Difficulty once per bound.

Three Kingdoms Korean

Classical Era Korea was split into three main kingdoms: Paekche, Koguryo, and Silla. These nations often vied with each other for power and territory, which made things difficult when they had to contend against outside invasions. Koguryo stood well against Sui and T'ang China, but eventually fell along with Paekche when Silla allied with the Chinese. Silla, however, refused to pay fealty to China, and ended up rallying the 3 Kingdoms back together against China, maintaining Korean independence. They also stood together again when Japan invaded.

Aggression: 0 **Home Territory: Hilly**

Description	Type	Min – Max	Cost per Element
King or Noble General, with or without armor	Knight (S or F) General (C-in-C)	1	15
<ul style="list-style-type: none"> Ride Cockatrice Chariot 	Great Beast <i>Heavy Armor</i>	0-1	+1
<ul style="list-style-type: none"> Upgrade to Demigod King 	Hero	0-1	+10
<ul style="list-style-type: none"> Add armor for mount 	<i>Barding</i>	0-1	+1
Noble Commanders	Knight (S or F)	0-4	5
<ul style="list-style-type: none"> If Solid Mounted, add Horse Armor 	<i>Barding</i>	0-3	+1
<ul style="list-style-type: none"> Mansin God-Singer <ul style="list-style-type: none"> Add Guardian Animals 	Cleric <i>Guardian Animals</i>	0-1 0-1	+3 +2
<ul style="list-style-type: none"> Make General 		0-3	+10
Noble Cavalry	Knight (Fast)	2-8	5
<ul style="list-style-type: none"> Make Solid with Horse Armor 	Knight <i>Barding</i>	0-4	+1
Malgal Horse Archers	Light Mounted	1-6	3
<ul style="list-style-type: none"> Lesser Korean Cavalry 	Cavalry (Fast)	0-3	+1
Sillan Hwarang “Flower Boys”	Paladin	0-4	8
Halberdiers	Spear <i>Polearm</i>	0-4	6
Drilled Militia	Pike	2-8	4
Lesser Militia	Auxilia	2-16	4
Crossbowmen	Crossbow	0-6	4
Militia Archers	Bow (Fast)	2-8	4
Malgal on Foot or dispersed Militia Archers	Skirmisher	0-6	3
The Visitors	Great Beast <i>High morale, Reanimator</i>	0-3	7
Inmyeonji	Great Flyer	0-4	6
Kumiho	Warband (Fast) <i>Lethal, Shapeshifter</i>	0-2	6
Dragon of Benevolence	Dragon <i>Benevolent</i>	0-1	15

Special Rules:

Benevolent: A *Benevolent* Element reduces each of its Combat Factors by 1. A *Benevolent* Aerial may group move with allies as if it were Foot, and when it does, it may be engaged by enemies as if it were Foot (It is not considered an Aerial while in the group). All allies in the group with the *Benevolent* Element count as *High Morale* in combat.

Guardian Animals: The first time per battle that an Element with *Guardian Animals* would be Destroyed, the Guardian Animals sacrifice themselves to protect their charge. The Combat Outcome is changed to No Effect.

Reanimator: The Visitors may resurrect Destroyed Elements as Undead Hordes using the Reanimation Ritual Spell.

Ritual Spell: The Flower of Life

Difficulty: 3

A Cleric may cast this ritual as though it were a Level 3 mage, once per battle. If successful, one friendly Destroyed Element is no longer Lost and is deployed on the Battlefield in contact with the caster. For the remainder of the battle, that Element is Cursed. In all combat, a Cursed Element must roll 2 dice and discard the higher result.

Ritual Spell: Shapeshift

Difficulty: Highest CF of target enemy element.

Choose one enemy element anywhere on the battlefield as a target before casting. Clerics, Priests, Paladins, and Dragons may not be chosen as targets. The highest of that element's combat factors, including the +1 bonus if it is a General, becomes the difficulty for the ritual. If the ritual is successful, the caster replaces the targeted enemy element and occupies its position on the battlefield, matching its front edge to the previous orientation of the target element's front edge. The targeted enemy element is then placed in contact with or garrisoning its own camp, castle, or BUA, or is destroyed if its side controls no such structures.

Only Shapeshifters may cast this ritual, and they may only do so if they choose not to deploy onto the battlefield at the beginning of the game. Shapeshifters are considered Level 5 Mages when they cast this ritual, and they may cast it when not on the battlefield. This ritual may not be cast by elements on the battlefield.

Ritual Spell: Reanimation

Difficulty: equal cost of Element to be Reanimated in Army Points, or 6 for a Dragon.

Any Reanimator Element may attempt to Ritually Reanimate a Destroyed Undead Element. A Reanimated Element appears either in contact with its Camp or the base of the Reanimator's Element. The Reanimator can bring back opposing Destroyed Elements as Undead Hordes (i.e. Difficulty 3 to Reanimate). May be cast multiple times per Bound up to Mage Level or highest Combat Factor if a non-Mage Reanimator. Reanimated Elements join the Command of the Reanimator. A Reanimator may cast this Ritual in Close Combat at +1 Difficulty once per bound.

Chinese Warring States and Successors

The land of China has seen the rise and fall of numerous dynasties and rulers. In the Classical Era, the Han Dynasty was formed by the victors of the period of civil war following the collapse of the Ch'in Dynasty. By military might and diplomacy, the Han and its successor dynasties expanded their power across East Asia, even receiving nominal fealty from the Nation of Wa, better known as Japan, and briefly holding Korea. Prior to the Han unification, the warring states primarily used chariots for their cavalry wing, but by the end of that period of war, nearly every general had reached the conclusion that chariots were unwieldy and inconvenient to the point of worthlessness, and armies across China transitioned to cavalry of various types.

Aggression: 3(North/West) or 1(South/East) Home Territory: Arable

Description	Type	Min – Max	Cost per Element
General with Mounted Guard	Cavalry General (C-In-C) <i>The Mandate of Heaven</i>	1	15
• Upgrade to Heavy Cavalry/Chariot	Knight	0-1	+1
• Ride Tianma “God Horses”	Great Flyer	0-1	+2
• Add Horse Armor	<i>Barding</i>	0-1	+1
• Upgrade to Dragon in Disguise	<i>Dragon True Form</i>	0-1	+11
Dynastic Officers	Cavalry	0-4	4
• Upgrade to Heavy Cavalry/Chariot	Knight (S or F)	0-3	+1
• As Legendary Personality of the era	Hero (Foot or Mounted)	0-2	+11
• As Confucian Minister	Cleric	0-1	+4
o Horse or Mythic Mount	Become Mounted, MA: 4	0-1	+2
• Add Horse Armor if Solid	<i>Barding</i>	0-3	+1
• Upgrade to General		0-3	+10
Mounted Guard	Cavalry	1-8	4
• Upgrade to Heavy Cavalry/Chariot	Knight (S or F)	0-4	+1
Horse Archers	Light Mounted (S or F)	2-8	3
Halberdiers	Spear <i>Polearm</i>	2-8	6
• As Sui/Wei Swords or Spears	Blade (Fast) or Spear (S or F)	0-4	0
• As Lesser Spearmen or Tien Longspear	Auxillia or Pike	0-4	-2
• As Convicts, Militia, or Levies	Horde	0-8	-3
• As Sui/Wei “Dare to Die” Swords	Paladin (on Foot*)	0-2	+2
Crossbowmen	Crossbow	3-16	4
• Change to Archers	Bow (S or F)	0-4	0
• Change to Irregular Crossbowmen	Fast	0-4	0
• Equip with Repeating Crossbows	<i>Rapid Volley</i>	0-4	0
Tribesmen and Irregulars	Auxillia (Fast)	1-8	4
• Change to Tribal Shock Infantry	Warband (S or F)	0-6	0
• Downgrade to Lesser Archers	Skirmisher	0-4	-1
War Machines	Artillery	0-4	5
• Change to “Superheavy Chariots”	Infernal Machine	0-4	0
• As Southern Han Elephant Corps	Behemoth	0-1	+1

Zhenniao with Mountain Tribesmen Handlers	Great Flyer	0-1 per Tribesman Element	6
Hui Jing	Skirmisher <i>Shapeshifter</i>	0-2	4
Dragon or Qilin	Dragon (may be <i>Benevolent</i>)	0-1	15
Xiezhi, only if Confucian Minister is also taken	Beast <i>Judgement of Divine Law</i>	0-3	6
Camp Followers may be equipped with Repeating Crossbows for personal defense.		0-1	+1

Special Rules:

When constructing your army, decide whether your host will hail from Northern/Western provinces or Southern/Eastern provinces. This choice determines your army's Aggression. If the Southern Han Elephant Corps is included in your army, then your army must be Southern/Eastern.

*Dare-To-Die Swordsmen may grant (but not receive) the Retinue or Warband Mass formations. You must choose which formation each Paladin will use when you create your army.

The Mandate of Heaven: This army begins the battle with the Mandate of Heaven. While an Army has the Mandate of Heaven, once per Friendly bound, before any moves are made, the C-in-C's command may reroll its PIP die, discarding the original result. If the rerolled result is a 1, then the Mandate of Heaven is lost. If the Mandate has been lost, then for the rest of the Battle, PIP rolls of 6 for the C-in-C's command must be rerolled, until the Mandate is regained. When an army loses the Mandate of Heaven, the opposing army immediately gains it. An army that gains the Mandate of Heaven this way may reroll their C-in-C's PIP dice as described, but likewise are capable of losing the Mandate and passing it back to its original possessor. There is no limit to the number of times the Mandate can change hands over the course of a battle. If opposing sides would both begin the battle with the Mandate of Heaven, then the Defender begins the battle with the Mandate.

Benevolent: A *Benevolent* Element reduces each of its Combat Factors by 1. A *Benevolent* Aerial may group move with allies as if it were Foot, and when it does, it may be engaged by enemies as if it were Foot (It is not considered an Aerial while in the group). All allies in the group with the *Benevolent* Element count as *High Morale* in combat.

Dragon True Form: An Element with a Dragon True Form may, once per game and before moving, spend 4 PIPs to reveal their true form and transform into a Dragon. Remove the Element from the Battlefield and place an appropriate Element in its place, aligned with the original position of its front edge. The status of General and C-In-C are inherited from the original Element, but all other upgrades and Element traits are ignored while in Dragon form. The Element may move after revealing itself if it has sufficient PIPs. If the Element would Flee, it reverts to its original Element type, replacing its True Form Element with its original Element, before making the Flee Move.

Judgement of Divine Law: Each time an Enemy Element Destroys a Friendly Element while within 5BW of a *Judgement of Divine Law* Element, place a Judgement Counter on that Enemy Element. A *Judgement of Divine Law* Element gets +1 CF in all combats for each Judgement Marker on its combat opponent.

Rapid Volley: These elements have a range of only 2BW and suffer -1 CM in ranged combat. Any flee results inflicted on enemy elements by a Rapid Volley element in close or ranged combat are converted to Destroyed results. If the Camp Followers are equipped with Repeating Crossbows, then

the camp may conduct ranged combat out to 2BW with a CF of +1, or +2 if shot at. In all combats, any flee results inflicted on enemy elements by the camp are converted to Destroyed results.

Ritual Spell: Shapeshift

Difficulty: Highest CF of target enemy element.

Choose one enemy element anywhere on the battlefield as a target before casting. Clerics, Priests, Paladins, and Dragons may not be chosen as targets. The highest of that element's combat factors, including the +1 bonus if it is a General, becomes the difficulty for the ritual. If the ritual is successful, the caster replaces the targeted enemy element and occupies its position on the battlefield, matching its front edge to the previous orientation of the target element's front edge. The targeted enemy element is then placed in contact with or garrisoning its own camp, castle, or BUA, or is destroyed if its side controls no such structures.

Only Shapeshifters may cast this ritual, and they may only do so if they choose not to deploy onto the battlefield at the beginning of the game. Shapeshifters are considered Level 5 Mages when they cast this ritual, and they may cast it when not on the battlefield. This ritual may not be cast by elements on the battlefield.