

# Hail Caesar Army Lists: Biblical & Classical

## Han Chinese Errata

The Han Chinese troops values table shown on page 64 of the supplement is unfortunately incomplete. The correct version is as follows:

Han China Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry armed with spears and swords	7	7	3	0	4+	6	Drilled	29 per unit
• Extra to upgrade heavy infantry to veteran – up to half	7	7	3	0	4+	6	Drilled, Elite	+3 per unit
• Extra to incorporate archers into the rear ranks of any of the above	7	7	3	2	4+	6	As above	+2 per unit
• Extra to give any of the above heavy infantry and/or veterans long spears	7	7	3/0	As above	4+	6	As above	+3 per unit
Medium infantry armed with spears and swords	6	6	3	0	5+	6	Drilled	26 per unit
• Extra to incorporate archers into rear ranks	6	6	3	2	5+	6	Drilled	+2 per unit
• Reduction to field any of the above as impressed convicts or rebel militia	As above				Levy			-6 per unit
◦ Extra to make rebel militia fanatic	As above				Levy, Fanatic			+1 per unit
Light infantry swordsmen	5	5	3	0	6+	6		20 per unit
• Extra to make swordsmen elite with sword in both hands – up to 1 unit	6	6	3	0	6+	6	Elite, Tough fighters	+6 per unit
• Extra to give swordsmen double-handed swords – up to 1 unit	6	5	2/0	0	6+	6	Tough fighters	+2 per unit
Light infantry archers with bows or crossbows	4	4	3	3	6+	6		21 per unit
• Reduction to field light infantry archers as small units	3	3	2	2	6+	4		-6 per unit
Southern tribal medium infantry warbands with spears and/or javelins	8	6	2	0	5+	6		24 per unit
Southern tribal light infantry archers fielded as small units	3	3	2	2	0	4		14 per unit
Skirmishers armed with javelins fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows or crossbows fielded as small units	2	2	2	2	0	4		12 per unit
Medium cavalry with spear and/or javelins	8	5	3	0	5+	6		27 per unit
Light cavalry with spear and/or javelins	7	5	3	0	6+	6		25 per unit
Light cavalry with crossbows fielded as small units	5	3	2	2	6+	4	Feigned flight, See Note	21 per unit
Light cavalry with javelins and bows fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Horse archers fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Four-horse light chariots with crossbow and spear-armed crew	8	6	3	3	4+	6		32 per unit
Light artillery Xuanfeng missile thrower	1	1	2	2	0	3		15 per unit
Commanders	1 commander must be provided per division All commanders including general have leadership 8.							Free
• Extra to upgrade general to leadership 9	The general can have leadership 9 at the following extra cost.							+25 points