

YU JING

Comrade-subject, your children can become heroes of the Imperial State Yu Jing
Extract from electronic propaganda from the Information Ministry

The other great power and a bitter rival of Panoceania is Yu Jing, the Asiatic giant. The entire Far East is united beneath the banner of what was once China to form a single (though culturally varied) oriental nation. Product of great industrial and technological development and a forceful, thriving economy, Yu Jing is aspires to a dominant position in the Human Sphere.

Force list authored by Jouni Pohjola, version date Thursday, November 02, 2006

This list is intended primarily for use with Infinity the Game Yu Jing miniatures from Corvus Belli

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Fluff mostly ditto, with some rewriting and polishing by the list author*

Tech Level: 3

Strategy Rating: 20

Tactical Rating: 10

Tactical Aspect	Value	TR Cost
Maximum Unit Size	11	+2
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	25%	0
Maximum Vehicle Units	75%	+6
Initial ADR	10	0
Failed Figure Morale Test	Shame	0
Failed Unit Morale Test	Martyr	0
Tactical Advantage	Banzai Charge	+2

Frame Rating: 10

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	60	+1
Maximum VE Weapon Cost	160	+2
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	any	+1
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	2"	0

Victory Point Advantage

Land Grab: see pg. 73 of the Defiance: Vital Ground rulebook

Augmentations = 12 (maximum of 12)

General: Access to Enemy Weaponry (Multiply weapon cost by 2)
 - replaces any one standard weapon per game
 Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
 - replaces any one standard weapon per game

Army: Extra CDWs (see pg. 86 of Defiance: Vital Ground rulebook)

Infantry Indiv: Martial Arts (counts as Personal Tactical Computer, +15 PV per figure)

Total Reaction (counts as Covering Computer, +30 PV per figure)

Infantry Unit: After-Burst AI - 2", 7+ (+8 PV per Missile Launcher per Zhanshi)
Bio-protective Gear (+1 PV per Gǔiláng)
Electronic Counter-counter Measures (+10 PV per Zhanshi unit)
Heat Suture Kit (+20 PV per Tiger Soldier)
Honed Blade (+2 PV per Hsien)
Kinetic Enhancement (+5 PV per Shaolin Warrior Monk)
Refractive Cloak (+15 PV per Ninja)
Superheated Tip (+5 PV per Ninja)

Vehicle: Point Defense System (+10 PV per Gūijiǎ)

STANDARD INFANTRY

Gǔiláng – 14

The Gǔiláng scouts (Ghost Wolves) are the special arctic branch of the Yu Jing State Army. Their missions include aquatic and airborne deployment, infiltration under camouflage, artillery forward observation and reconnaissance in rocky and snowy terrain, all carried out under the terrible Fimbul storms of Svalarheima. Only the Gǔiláng are able to treat such hellish conditions as routine.

Type	SI
Size	2
Quality	Veteran
Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+2
Agility	9
Officer	2L (+50) OR 2L/2C (+145)
Hero Cost	+15
Covert Operations	4I (+12)

Primary Weapon: Boarding Shotgun OR Combi Rifle
Support Weapon: Multi Sniper Rifle
Side Arm: Anti-Personnel CDW OR Pistol
Augmentation: Bio-protective Gear

Ninja – 29

The Ninjas are an extinct breed. The Imperial State does not recognize the possibility that clans or cells of such sinister executioners exist. Rumors about highly skilled assassins that execute the darkest of missions for the State are just that: rumors.

Type	SI
Size	2
Quality	Elite
Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+B
Reflex	+3
Agility	10
Officer	2L (+50) OR 2L/1C (+110)
Hero Cost	n/a
Covert Operations	4I (+12)

Primary Weapon: Combi Rifle

Support Weapon: Multi Sniper Rifle
Side Arm: Anti-Personnel CDW OR Monofilament CDW OR Pistol
Augmentation: Refractive Cloak, Superheated Tip

Tiger Soldier – 18

The Tiger Soldiers are an elite airborne unit of the State, renowned for their audacious, lethal and rapid attacks and general ferocity. Their operational tasks include reconnaissance, hostile contact, ambush, and staging hasty defenses. As a Special Secret Operations force, they receive the hardest and strictest training in the Yu Jing army.

Type	SI
Size	2
Quality	Veteran
Move	5J
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+1
Agility	8
Officer	2L (+50) OR 2L/2C (+145)
Hero Cost	+18
Covert Operations	2 (+4)

Primary Weapon: Boarding Shotgun OR Combi Rifle/Light Flame Thrower
Support Weapon: Multi Sniper Rifle
Side Arm: Anti-Personnel CDW OR Pistol
Augmentation: Heat Suture Kit

Shaolin Warrior Monk – 28

Shaolin Warrior Monks are practicing Zen Buddhists and are superb exponents of the martial arts. The severe discipline and rigorous training they undergo in their monasteries makes them instinctive fighters: exquisitely lithe, fast and lethal. The army uses the Shaolin as light assault troops, spearheads to break through and rout the enemy formations.

Type	SI
Size	2
Quality	Fanatic
Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	3@7+
Reflex	+3
Agility	10
Officer	3L (+95) OR 4L (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Boarding Shotgun OR Chain Rifle OR Combi Rifle
Support Weapon: -
Side Arm: Anti-Personnel CDW OR Pistol
Augmentation: Kinetic Enhancement

Zhanshi – 11

The Zhanshi are the pillars of the army, the main general purpose troops. They participate in most combined arms actions and in offensive operations, as well as make up the defensive garrisons of the cities and frontier posts.

Type	SI
Size	2
Quality	Regular

Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+1
Agility	8
Officer	2L (+50) OR 2L/1C (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Combi Rifle
Support Weapon: Combi Rifle/Light Grenade Launcher OR Machine Gun OR Missile Launcher
Side Arm: Anti-Personnel CDW
Augmentation: After-Burst AI - 2",7+ (Missile Launcher only), Electronic Counter-counter Measures

POWERED INFANTRY

Hsien – 41

The Hsien, or Immortals, are the personal elite guard of the Emperor. They are best of the select best, devoted to the Emperor until death without thought for themselves or for anyone else. They specialize in intense combat actions and in going into or repelling assaults by firepower, close combat and counter attack.

Type	PI
Size	2
Quality	Elite
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+K
Reflex	+1
Agility	5
Officer	2L (+50) OR 2L/2C (+145)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Boarding Shotgun OR Multi Rifle
Support Weapon: Machine Gun
Side Arm: Anti-Personnel CDW OR Monofilament CDW
Augmentation: Honed Blade

Invincible – 27

With the Chang Sheng Chun, or the Invincible Army powered infantry division lays the heart of the military power of Yu Jing. The Invincible Army was born during the military reform of Minister Tseng Huan. He wanted to exchange the army model of the State, based on large quantities of poorly trained light troops, for a more modern and effective one. Military research was improved and focused on the development of strong and tough servo-powered infantry armor.

Type	PI
Size	2
Quality	Veteran
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+K
Reflex	0
Agility	4

Officer	2L (+50) OR 2L/2C (+145)
Hero Cost	+27
Covert Operations	0
Primary Weapon:	Boarding Shotgun OR Multi Rifle
Support Weapon:	Machine Gun
Side Arm:	Anti-Personnel CDW OR Monofilament CDW
Augmentation:	-

Yáokòng – 43

The Yáokòngs are the remote control units that Yu Jing employs as mobile support to defend an area or to stop the advance of the enemy with their considerable firepower.

Type	PI
Size	3
Quality	Matrix
Move	6S
Armor Rating	+2
Damage Capacity	2
Field Save	n/a
HTH Rating	1 @ 10+
Reflex	-1
Agility	6
Officer	1F (+30) OR 2F (+60)
Hero Cost	+57
Covert Operations	1 (+3)

Primary Weapon:	Combi Rifle
Support Weapon:	Guided Missile Launcher OR Machine Gun
Side Arm:	Anti-Personnel CDW OR Monofilament CDW
Augmentation:	-

VEHICLES

Gūijiǎ – 151

“With a Gūijiǎ, the best light combat machine that our advanced technology can offer, the soldier can cross the most infernal battlefield without fear, helping Yu Jing bear its destination. [...] The Gūijiǎ Squadrons were the artifices of glorious victories during the Neo Colonial Wars”

Extracts from electronic propaganda from the Information Ministry

Type	VE
Size	4
Quality	Anime Mecha
Move	6
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	1 @ 6+KV
Reflex	-1

Primary Weapon:	Multi Machine Gun/Heavy Flame Thrower (180 degrees front, +224 PV) OR Multi Machine Gun/Heavy Grenade Launcher (180 degrees front, +164 PV)
Secondary Weapon:	Fletcher Storm CDW OR Monofilament CDW OR Particle Cloud CDW
Augmentation:	Point Defense System

STANDARD INFANTRY WEAPONS

Boarding Shotgun– 15

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2AK	5	10	15	20	25	-	-	-	un

Chain Rifle – 32

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1C	-	-	5	10	15	-	-	-	un

Combi Rifle– 32

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

Combi Rifle/Light Flame Thrower (parallel combo weapon¹) – 55

¹May fire either as Combi Rifle or Light Flame Thrower. Bearer must choose before target declaration.

Combi Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

Light Flame Thrower

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1BC	-	-	5	10	15	-	-	-	un

Combi Rifle/Light Grenade Launcher (parallel combo weapon¹) – 46

¹May fire either as Combi Rifle or LGL. Bearer must choose before target declaration.

Combi Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

LGL

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	10	20	30	40	-	2@9+	-	yes	6

Machine Gun – 45

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	15	30	45	60	-	-	-	un

Missile Launcher – 19

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1A	-	-	30	45	60	-	2	-	4

Multi Sniper Rifle– 28

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	40	UN	-	-	1	-	un

Pistol – 5

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	10	15	20	25	-	-	-	un

POWERED INFANTRY WEAPONS

Guided Missile Launcher (parallel combo weapon¹) – 28

¹May fire either Crack or Guided Frag rounds. Bearer must choose before target declaration.

Crack

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1A	-	-	30	45	60	-	2	-	4

Guided Frag

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	45	60	2@7+	-	yes	4

Multi Rifle (parallel combo weapon¹) – 45

¹May fire either Armor Piercing or Regular ammo. Bearer must choose before target declaration.

Armor Piercing

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1A	10	20	30	40	-	-	-	-	un

Regular

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

VEHICLE WEAPONS

Multi Machine Gun/Heavy Flame Thrower (parallel combo weapon¹) – 149

¹May fire either as HMG in regular, AP or EXP modes, or as a Heavy Flame Thrower. Bearer must choose one of the four modes before target declaration.

AP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2A	-	15	30	45	60	-	-	-	un

EXP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	15	30	45	60	-	-	-	un

Heavy Flame Thrower

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CB	-	5	10	15	-	-	-	-	un

Regular HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	15	30	45	60	-	-	-	un

Multi Machine Gun/Heavy Grenade Launcher (parallel combo weapon¹) – 109

¹May fire either as HMG in regular, AP or EXP modes, or as a Heavy Grenade Launcher. Bearer must choose one of the four modes before target declaration.

AP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2A	-	15	30	45	60	-	-	-	un

EXP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	15	30	45	60	-	-	-	un

Heavy Grenade Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	25	40	55	60	2"@9+	-	yes	6

Regular HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	15	30	45	60	-	-	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Anti-Personnel CDW – 7/21

Infantry CDW: 2",1@7+

Fletcher Storm CDW – 40/131
Vehicle CDW: 4”,2@5+

Hand Grenade – 3
Grenade: 2”,1@9+

Monofilament CDW – 23/76
Infantry CDW: 3”,2@5+

Particle Cloud CDW – 12/41
Vehicle CDW: 2”, -2 LOS
This effect lasts until the following turn’s resolution phase; keep template on table

Smoke Grenade – 5
Grenade: 2”, -2 LOS
This effect lasts until the following turn’s resolution phase; keep template on table

TOTAL FRAMES = 21 (maximum of 25)

8 Unique Infantry Frames
13 Unique Weapons (6/6 combiweapons)

STANDARD UNITS = 10 (maximum of 15)

At least 50% of the army’s point value must be made up of units purchased from the following list.

Agents of the Emperor (exclusive)

4-6 Hsiens
0-5 Ninjas

Gūijiā Squadron (exclusive)

2-11 Gūijiās

Gūiláng Cadre

4-11 Gūilángs

Hsien Cadre (elite, exclusive)

4-11 Hsiens

Invincible Squad

4-11 Invincibles

Ninja Kill Team (elite)

4-11 Ninjas

Shaolin Sect

5-11 Shaolin Warrior Monks

Tiger Soldier Assault Team

4-11 Tiger Soldiers

Yáokòng Maniple (exclusive)

6-11 Yáokòngs

Zhanshi Squad

5-11 Zhanshi