



## Introduction

Welcome to IGN's Dynasty Warriors 6 strategy guide. Are you new to the Dynasty Warriors series? Or are you a veteran looking to maximize your experience by taking down as many targets at once? Look no further, as our guide will introduce you to each officer in the greatest novel ever written (and made into a videogame). All the stages, targets, and musou modes are covered, not to mention which weapon skills you should look for.

The Romance of the Three Kingdoms is historical fiction worth retelling again and again. In the case of Dynasty Warriors, the latest installment brings the tale to life once more with its reimagined character designs and its new renbu system. Whether you're a veteran of the previous games or a newcomer to the series, come see our guide for all the tips and tactics you'll need to seize victory and to discover the forty-plus playable characters!

Don't delay, read IGN's [Dynasty Warriors 6 Strategy Guide](#) today!

IGN wishes to thank the following online resources for background to the Romance of the Three Kingdoms:

- <http://www.chinaknowledge.de/History/Division/sanguo.html>
- <http://www.sanguo-online.com/story/>
- <http://www.chinapage.com/sanguo/sanguobg.html>

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# Control Basics

Omega Force and Koei's Dynasty Warriors 6 (originally named Shin Sangoku Musou 5 in Japan) continues to deliver the series' classic tactical fighting action. Fans of the previous installments should have no problem jumping straight into things here, but the changes to the controls and abilities (especially the power attacks, grapples, and tome-driven special attacks) are worth noting.

Universal Console Controls		Items and Power Ups
Left Stick	Running and Movement	
Right Stick	Rotates the camera	
Square Button X Button	Normal Attack	Perform a normal attack. Thanks to the renbu system, the normal combos are now seamlessly linked, allowing for a non-stop flurry of attacks.  Keep hitting enemies to raise the renbu rank, which in turn will enhance the normal and power attacks.
Triangle Button Y Button	Power Attack	Perform a power attack (charge attack). Press this for standard power attacks, whose combos will grow more elaborate with higher renbu ranks. Hold this for a sweeping power attack.
Circle Button B Button	Musou Attack	Perform a musou attack (invincible super attack) when musou energy is at maximum (flashing meter), or recharge musou energy until the meter is completely filled.  In 2-Player Mode, both Players' characters can perform double musou attacks when a band of energy appears between them.
L2 Button Left Trigger	Special Attack	Use a tome to activate special attacks (Swift Attack, True Speed, Volley, Rockfall, Fire), whose type depends on the character.
L1 Button Left Bumper	Defence Modifier	Guard, or sidestep when running. Also press this to reset the camera's position behind the character.  While guarding, press the Normal Attack Button and the Power Attack Button to perform normal grapples and power grapples, or to parry incoming enemy blows.
L2 Button Left Trigger	Special Attack	Use a tome to activate special attacks (Swift Attack, True Speed, Volley, Rockfall, Fire), whose type depends on the character.
X Button A Button	Jump, Ride, & Swim	Jump, mount and dismount horses, climb ladders, or swim more quickly.
R1 Button Right Bumper	Evasion & Horse Jump	Perform an evasive roll or flip, or leap when riding a horse.
D-Pad Down	Horse Call	Summon the equipped horse, causing it to appear nearby after a while.  If you do not take a horse with you into battle and ride a horse you find in the field, this function will not work.
R2 Button Right Trigger	Map Zoom Change	Adjust the mini-map display. Blue dots represent allied forces, while red dots represent enemy forces.  Note the old trick to get rid of map pings by quickly switching map zoom will no longer work.
Select Button Back Button	HUD toggle	Shows/hides the life meter display for enemies.
Start Button	Subscreen	Pause and access the Information Screen.

Likewise, there are items and power ups already familiar to many Dynasty Warriors' fans. In case you have been missing out on all the 1 vs. 100 fun, these are the items and power-ups you can find when playing the game. Items are dropped by high ranking enemies, enemy officers, item boxes, item jars, and even respawn in certain conditions.

Universal Console Controls	Items and Power Ups
<b>Restorative Items</b>	
Single Bun	Recovers 50 life points.
Double Buns	Recovers 100 life points.
Meat Joint	Recovers 200 life points.
Roast Chicken	Recovers 400 life points.
Jug of Wine	Refills musou gauge completely.
Hua-tuo's Balm (Blue Potion)	Restores all life points, musou and rendu rank.
Tome (Red Book)	Adds a special attack to a character.
<b>Upgrade Items</b>	
Weapon Case	Add a weapon to that officer, if the stage is completed.
Saddle	Adds a horse to the stable, if the stage is completed.
Small Experience Pouch (Copper)	Adds 50 experience points (when dropped by officers), or adds 10 experience points (when dropped by regular enemies who are killed under special conditions).
Medium Experience Pouch (Silver)	Adds 100 experience points.
Large Experience Pouch (Gold)	Adds 200 experience points.
<b>Temporary Items</b>	
Battle Axe	Increases attack (x2) temporarily.
Armor	Increases defense (x2) temporarily.
Wei-tuo Sky Boots	Increases speed temporarily.
Imperial Seal (Gold Stamp)	Bestows infinite musou energy temporarily.
Mystic Beads	Bestows infinite renbu rank temporarily.

## General Strategies

Skill & Objective	Enemy & Environment	Weapons & Mounts
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### Target Missions

For each stage and scenario (faction), there are three targets, which are optional objectives that award bonus experience points, weapons, and sometimes characters if they are successfully completed. To increase the characters' levels more quickly, try to achieve as many of them as possible, but don't worry about doing all of them at once.

The targets can be achieved in separate sessions in either Musou Mode or Free Mode, on any difficulty setting. Feel free to replay the same stages, reaching different targets each time. If a certain target proves to be really difficult, choose a high-level character and set the game to Easy. And don't forget the 2-Player Mode, if you're lucky enough to have a friend tagging along. Working with a second hero can make the targets much easier to reach.

The Stage Select Screen (in Free Mode) keeps track of which targets have been achieved. All characters should become available by the time all the targets are done. Here are some more related tips:

- For targets that require the elimination of specific enemy officers, your characters must be the ones who deliver the finishing blow. (In 2-Player Mode, either Player's character can do that.)
- For targets that require the occupation of specific bases, that can be done by computer-controlled allies. Better yet, after these types of targets are achieved in a stage, the involved bases can be lost again to enemies without penalty.
- For targets that require the maintenance of a certain percentage of life, that must be fulfilled by both Players' characters in 2-Player Mode.

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## Experience Points and Skill Points

There are many ways to gain experience points. Most of it comes from simply beating up enemies (with a small bonus for every 100 KOs, up to 1000 KOs), from grabbing the experience pouches dropped by enemy officers, and by achieving targets. Defeating regular enemies with special attacks (by using a tome) or while they are confused (by jumping down into a base from a cliff) will cause them to drop 10-point experience pouches. Using grapples to finish off enemy officers will make them drop larger experience pouches.

The characters gain 1 skill point per experience level, and such points are used to acquire the various bonuses on the skill charts. The characters' skill charts should be completely developed by the time they reach the maximum of level 50.

Obtaining the 3rd and infinite renbu ranks as soon as possible is a good idea, because having higher renbu ranks will allow the characters to deliver more damage per hit. Picking up special attack skills (the green icons) along with pouches and bags (for greater tome capacity) is handy if your characters frequently use special attacks.

Some of the less important skills, such as water sense (for increased swimming speed) and beastmaster (which prevents wolves and tigers from ripping off your characters' faces) should probably be obtained later, after the more useful upgrades. Skills like wardrums (for morale boosts) are also not as significant in 2-Player Mode, although they can really help if you're playing solo.

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## Tomes and Special Attacks

Tomes are used to activate special attacks, whose type depends on the character. Obtain the pouch and the bag (if available) on the skill charts to carry more tomes at a time, as well as to increase the probability of tomes being dropped.

- **Swift Attack** - Renders renbu rank infinite and reduces the effect of enemy attacks, making this almost comparable to a musou attack. Likewise, using this at low life points (red meter) will make it even more powerful, especially when it's combined with a true musou attack.
- **True Speed** - Increases running speed (like grabbing Sky Boots) and enables powerful non-stop dash attacks. Use this while riding horses to travel extremely fast.
- **Volley** - Rains down arrows. This kills enemy archers quickly, but it works well against other kinds of bad guys, too.
- **Rockfall** - Rains down rocks. The boulders can also roll down slopes and squish any enemies in the way.
- **Fire** - Emits a blast of elemental fire. If used inside bases (whether allied or hostile), all enemies within those bases will be affected, and better yet, they'll remain so even after the tome itself is spent.

Skill & Objective	Enemy & Environment	Weapons & Mounts
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## Bases, Strongholds, and Gates

Keeping friendly bases (except watchposts) is useful mainly for securing an infinite supply of food for your characters, because life-restoring items are seldom dropped by regular enemies in this game. If your characters still need more life points after grabbing a base's food item, they should leave and then come back a minute later, so another food item will appear there. (Allied officers normally don't recover life points, and they never take food items inside bases.)

Most gates at enemy bases can be slowly hacked apart. (For Sun Shang Xiang and Yue Ying, use sweeping power attacks to "shotgun" open the doors. Certain other characters, like Zhuge Liang, also have sweeping power attacks with similar effects.)

To take control of enemy bases, reduce their troop strengths to zero. Killing a corporal will reduce them by 20 men, and defeating enemy officers will reduce them by the numbers of soldiers under those officers' commands. Killing the guard captain will reduce them to zero instantly, but captains won't appear if there are more than 100 men, and they also don't appear at small watchposts.

Surprise attacks can be performed against enemy bases that are located directly below a cliff. Your characters (but not computer-controlled allies) simply have to jump down from above and land right inside the bases. If that is successfully done, the enemies inside will assume a cowering stance and be surrounded by dark, fart-like gas clouds. While confused, these enemies will have drastically reduced defense, and they may drop 10-point experience pouches.

Enemy bases can also be used to hold up allied forces, which can be useful if your characters need to personally kill an enemy officer (to achieve certain targets) and doesn't want computer-controlled allies to get in the way. After breaking into an enemy base (which will cause all its gates to open), your characters can just shoot through it, leaving any following allies to spend time conquering it.

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## Siege Attacks and Ladders

Upon approaching fortified castle gates that can't be busted open with standard attacks, siege engineers will try to build battering rams (to open the gates), ladders (to climb onto the walls), and possibly catapults (to destroy any ballistas on the walls).

To help allied forces breach gates, kill the enemy defense captains who keep appearing (because they will attack the siege equipment), and climb the ladders and destroy the ballistas on the walls. When climbing a ladder, prepare to guard as soon as a light shower of rocks falls over the ladder, indicating that someone is about to drop a boulder onto your characters' faces.

To repel enemy siege attacks, be sure to destroy any battering rams first. Getting rid of enemy officers also definitely helps.

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## Enemy Behavior and Elimination

Enemies may give off signs that indicate their behavior. Soldiers who emit a yellow spark are about to perform a power attack. Enemy officers who are glowing faint red are ready to perform musou attacks. Enemy officers who are super-charged with an electrical red aura are extremely powerful and very tough to kill.

Charging alone through hostile territory and meeting enemy officers within a base may result in enemy spear troopers encircling your characters, shoving them back into the middle if they try to flee. To break through them, kill the enemy officer, use musou attacks, or plow through them with a horse.

Like in the previous installments, defeating enemy officers will effectively remove all the forces under their commands.

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## Water

Falling into deep water is usually not a good idea, because getting back onto land requires gentle slopes, stairs, or ladders, which can be located at annoyingly remote corners. If your characters are riding horses in deep water and then dismount, the horses will automatically try to swim to the nearest slopes or stairs (but not ladders), making this a handy trick to get back onto land as soon as possible.

Characters cannot fight while swimming, but they can keep attacking if they're mounted. However, pressing the Jump Button to speed up while swimming is actually faster than riding horses or boats across deep water.

Skill & Objective	Enemy & Environment	Weapons & Mounts
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## Weapons and Elemental Damage

Weapons come in different types and with different special traits. As the renbu rank increases, "normal" or reach (green) weapons extend their attack range, skill (blue) weapons have higher striking speed, and strength (red) weapons become more damaging per blow. Better weapons can be acquired on the tougher difficulty settings and with characters who have the luck skill.

The little icon at the upper right corner of a weapon's image denotes its elemental power (if there is any), which is unleashed as your character keeps chopping away at enemies. Fire causes additional damage. Lightning supposedly stuns the bad guys. Ice, better yet, keeps victims continuously frozen for a brief period of time, leaving them open to several additional attacks and even grapples. Ice can be handy against super-charged foes who aren't easily stopped by other means.

The old flash element (high damage or instant death against enemies) is now relegated to the remaining category of miscellaneous special traits. Among these are other favorites like true musou (musou attacks are always true even when not at low life points), balance (easier time at winning deadlocks), and mystic seal (enhanced effects for whatever element the weapon has). Renbu spirit (renbu rank maintained longer when not hitting somebody) is best for characters who have acquired the higher renbu ranks and for those who aren't using horses with renbu gait (renbu rank preserved while mounted).

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## Horses and Mounts

Just like in the Orochi installment, all the characters in this game can call their horses (by pressing Down on the D-Pad), as long as they have equipped a horse via the Preparation Screen prior to starting a stage. The horses will show up even if your characters have climbed a ladder over a fortress wall or crossed a river.

Funny enough, horses are treated like weapons that can be collected or unceremoniously dumped. The difference, of course, is they can be used by everyone, and their stats can be increased. Horses with better initial stats and fancier descriptions are more likely to be acquired on the tougher difficulty settings and with characters who have the luck skill. Their level-up bonuses may also be improved if they are used by characters with the horsemanship skill.

Horses will gain a few special traits as they reach the maximum of level 5, with abilities such as musou spirit (free musou recharge) and find weapon (free weapon after finishing a stage). The primary purpose of horses is to race across the battlefield quickly, so fast horses (above 360 speed at level 1) are worth keeping, particularly when their speeds are upgraded to the upper limit of 500.

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## Finding Items Afield

The big yellow urns contain roast chicken or balms. Save them up until they're really needed and there are no friendly bases nearby, because life-restoring items are seldom dropped by regular enemies in this game. The large wooden crates contain saddles. Grab them to win a free horse after the stage.

Like in previous installments, defeated enemy officers drop experience bonuses and weapons, and sometimes they drop saddles (horses) instead. Guard captains may drop tomes, while bannermen may drop wine, temporary power-ups, and more tomes.



# Battlemap Guide

Yellow Turbans	Hu Lao Gate	Xia Pi
Wu Territories	Guan Du	Xu Chang
Chang Ban	Chi Bi	Cheng Du
Jing Province	He Fei	Ding Jun
Fan Castle	Yi Ling	Han Zhong
Shi Ting	He Fei Castle	Wu Zhang Plains



For the drawbridge, lower it from the north side (after crossing through the southwest or southeast base) before the computer-controlled allies do so.

To get rid of the enemy magic, go through the northwest or northeast paths, and destroy the two magic pots on either side of the central stairs and the Zhang Bao/Cao (Zhang Jiao's brothers) who guard them. After getting rid of one pot and the owning Zhang brother, use a horse to leap onto the stairs, ride across to the other side, and then jump into the area with the remaining pot to save time.

If you need an extra boost (when you are horseless), try pressing the strong attack while in mid-air. Some officers gain extra height when doing their mid-air charge move and lets you jump over high obstacles.

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In this game, there are actually two Hu Lao Gates: a north one and a south one. For an easier time at breaching them, quickly get rid of all the enemy officers and bases leading up to those gates, so all the allied forces can focus on reaching the gates. Then, climb the ladders set up by the siege engineers and destroy the ballistas on the walls.

Be sure to kill the defense captains who keep showing up, because they will try to wreck the battering rams. When Lu Bu shows up, he may attempt to kill Yuan Shao first, but if the allied forces start hacking away at Dong Zhuo, Lu Bu will try to come to his assistance.

Note that Lu Bu is extremely tough (even on the easiest difficulty); unless your officer is beefed up with many skills and defence, he will most likely kill you in one hit. Lu Bu will immediately seek you in battle if you defeat Diao Chan; if he does not go after you, he will most likely attack your allied commander. Keep this mind when you breach Hu Lao Gate and attack the enemy commander.



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The west and south gates must be breached with battering rams. After entering the castle, use the stairs at the corners of the walls to climb up toward the watchposts.

The watch posts mission is probably the most complicated (depending on whether or not you can navigate the map). A horse helps but beware of jumping off high areas. If you make a leap of faith and fail, you will spend several minutes back-tracking through the stage's river course to get back to dry land.

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This map is not only for the Conquest of Wu, but also for Sun Jian's personal musou (since the game assumes he wasn't crushed under a giant rock .... with two of his clones looking on). Deep water covers a large part of this area. To get back onto land, use the islands and shores around the middle.

It's probably easiest to attack the south end of the map after dealing with any loose opposition on your side. Unless the enemy creates events to spawn enemies on your side of the river, you will be able to sweep across the bridges and wipe them out.

In the event you do fall into the water, ditch the horse so you can hammer the Jump button to swim quickly to shore. If you are lost, a dismounted horse may sometimes start wading towards dry land. All you do at that point is follow it (but only if it's going the way you are).

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Defending the west fort and the east fort isn't easy with low-level characters, because they will be simultaneously attacked by Wen Chou and Yan Liang, who are both super-charged, along with several other generic enemy officers. One possible course of action is to defend the east fort first, killing as many enemy officers there as possible. Next, hurry over to the west fort before it falls, and do the same thing there. Afterward, follow the outer slopes at the southwest to climb back toward the allied main base, and destroy any enemy siege engines there to help defend it.

Here's where a second player can help you immensely. Unless you are an absolute god of musou games, there's probably no way you can fend off both hyper-officers attacking your friendly bases. While one player lures the enemy, the other player can attack from the back. Having a powerful second player can also relieve the stress of defending both forts at once.

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Both the outer front gate and the inner front gate need to be breached with battering rams. Going through the bases in the northwest side is easier (if your characters don't care about the gate-breaching target). Use the stairs at the corners of the walls to climb up toward the watchposts.

The lengthiest part of this stage is breaching the walls. Generally speaking, a single player needs to babysit the besiegers until a ladder can be built, carried, and deployed at the enemy base. Destroy the enemy ballista and your engineers will create rams more easily. No more assassinating defence captains to magically get the gate key.



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For the Wei scenario, cross the northwest bridge and follow the twisting slopes leading up toward the middle of the entire area to catch up to Liu Bei and his pals more quickly. (The north middle bridge leads to a very lengthy winding path.) Be sure to bring along a fast horse.

For an easier time against Zhang Fei, catch up to him and kill him before he gets super-charged on his bridge. If Liu Bei is too difficult to catch, just kill any refugee captain to piss him off, causing him to stop and fight instead. (The 300-KOs target and the don't-kill-refugees target are almost mutually exclusive, so try completing them in separate sessions.)

For the Shu scenario, the first set of enemy reinforcements (led by Xiahou Dun) will appear in the southeast. The second set (led by Zhang Liao) will appear way back in the north. The final set (led by Cao Cao) will appear around the central west, not far from the tiny shortcut (between the pair of bases) that leads toward the dock area.

The most tedious target to get for the Wei side is preventing the death of any of the peasant leaders. Two players on horses can really smooth the process; putting it on an easier difficulty will smooth it even further.



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Try not to fall into the water until doing so is really favorable, like when hurrying toward watchposts or bases for the targets. The stairs leading back onto land (marked by tiny white pips on the mini-map) are all located at far, often out-of-reach corners. However, swimming can be faster than riding the transport boats back to the docks. (Hit the greenish objects in the middle of the transport ships to move them.)

The shrine where Zhuge Liang calls for the wind is on the cliffs at the south middle, with a slope leading up to it from the south. Regardless of the scenario, expect lots of enemy officers to gather there. For the Wu scenario, Cao Cao will ride a boat toward the northeast dock if the fire attack is successful.

Depending on where you start, swimming may be necessary to get some targets. Note that you can achieve some targets with a different officer (or a second player) if one particular officer starts off in a bad starting point.

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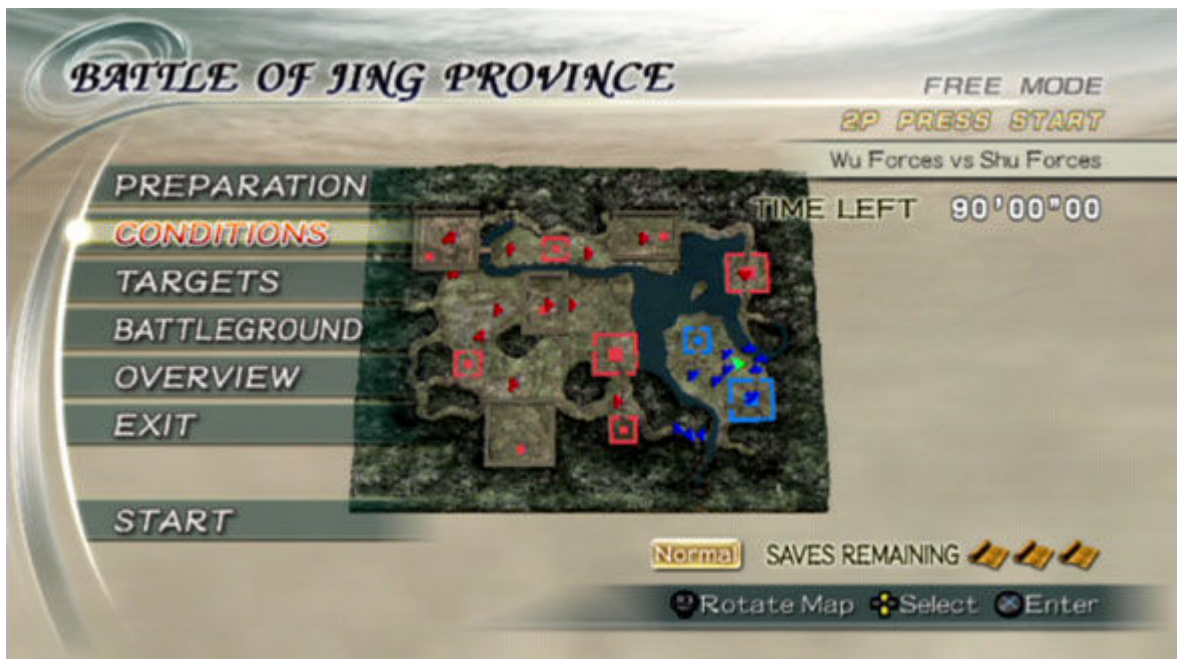


The west half of this entire area is easier to travel, but an enemy ambush is waiting for Pang Tong there. If desired, charge into the western regions first, kill the ambushing parties, and then proceed with the other targets. The east half of this area is a confusing maze of cliffs and narrow winding passageways.

To find the three gates here (marked by tiny pairs of pips on the map), be sure to check the base list on the Information Screen. To reach the north and east watchposts, drop into the water, and then use the slopes at the ends of the narrow strip of land there.

Most of the targets here are on the east side of the map, so spend the time you need to clear things out. Don't race by a group of enemies without snapping a look at the top of your screen. If there is a location display (i.e., West Gate Door) then stop and cack a few enemies to see if the number drops. Although there is a mild red or blue tinge to the numbers to denote which faction a location is aligned with, the colors are not outstanding so you need to spot check and make sure the target locations are secured for your forces.

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A lot of water covers this area, but much of it is shallow. Again, look for slopes to get back onto land as necessary.

While similar to the Wu Territories map, the Jing Province is much easier to navigate. The hardest part to reach is the northern strip where some targets are located. Use the bridges from the south to get to them if time permits.

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This entire area is an insane mess of cliffs, rivers, and bridges. Don't fall into the water if possible, because getting back onto land is a serious pain in the butt. The drawbridge that can be lowered is located toward the southeast, just to the south of a regular bridge. It can be lowered from either end.

Stick to the plan for this stage -- do not fall off and always stay on the bridges. If you are fighting on the bridges and get knocked into the air, use the Guard button to recover and try to get onto high ground. Use a horse to blast past the enemy groups, then fight in wide areas to avoid being pushed into the drink.



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Mt. Ding Jun is in the southeast, while Mt. Cha Qi is in the northwest. Both mountains can be scaled via the slopes that spiral up around their sides. (Both of these slopes begin on the east face of their respective mountains, going counterclockwise for Ding Jun and going clockwise for Cha Qi.) Watch out for the broken terrain around and between the two mountains, and use the natural bridges to stay on high ground.

if you are having serious trouble taking both mountain forts for the targets, grab a second player. On the Xbox 360 and the Playstation 3, the second player does not use a profile and instead, uses the first player's profiles (but separate controls for 2P). It's called teamwork! My teamwork!



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The west and south gates can be breached only with battering rams. The castle is divided into several sections by the high walls cutting through its middle. To get out from the water canals, look for ladders. If the castle is flooded, use the stairs at the ends of the walls to climb back onto the high sections.

The Wei faction has one of the shortest missions here (if you are looking for an EXP and target exploit in free mode). Simply take over the forts south of the castle, then zip northwest to hit the other stronghold target. Once that's done, Xu Huang should be sitting pretty while head down southwest to kill the enemy commander. If this stage proves too long and tedious, you may find a better farming stage with Hu Lao Gate in Lu Bu's campaign.

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If possible, play the Shu scenario first to gain a general grasp of the stone sentinel's layout (whose section of the map will be fully revealed). After doing so, assaulting the stone sentinel for the Wu scenario should be much easier.

You honestly only get lost in the maze if you haven't played through the Shu forces and have a complete lack of navigation skills; since the exit is always on the south face, you simply orient yourself into seeking a way down and out.

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The east half of this area is very maze-like. Starting from the bottom of the canyons there, go up through the northeast post first, and then follow the bridge that winds back westward to reach the castle.

The central fortress is protected by several ramps leading up. Don't ride too far or fast, or you may wind up jumping off and having to do this all over again. The map's size is

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Shi Ting	He Fei Castle	Wu Zhang Plains



This entire area has extremely broken-up terrain. The roads entering the central Wan Castle are located at various elevations, and the network of natural bridges and tunnels at the southwest are difficult to see on the map. Be sure to allow for enough time to traverse the distant slopes that eventually lead to the areas of action.

This map is not unlike the Sidewinder map in Halo, but two tiered. The lower level is enwrapped by the upper level; ramps lead between both levels -- you can locate them very easily with the contoured map in the game. Rotate the map several times to get an idea of height.



Yellow Turbans	Hu Lao Gate	Xia Pi
Wu Territories	Guan Du	Xu Chang
Chang Ban	Chi Bi	Cheng Du
Jing Province	He Fei	Ding Jun
Fan Castle	Yi Ling	Han Zhong
Shi Ting	He Fei Castle	Wu Zhang Plains



The castle interior resembles a massive, blocky maze. Follow the lengthy corridors and stairs to move between the different parts of the castle. The central corridor has a giant conveyor belt (for some weird reason), along with other traps. For the Wu scenario, smash open the gate there and then go past it to shut off the conveyor belt. To save ground while the conveyor belt is moving, keep jumping forward.

For the conveyor belt, you can also ride a fast horse and keep the quick attacks going to avoid being dumped into the drink. If you are dumped into the water (or on the side of the castle's defenders), you will need to find ladders in the water to get back on dry land.



Yellow Turbans	Hu Lao Gate	Xia Pi
Wu Territories	Guan Du	Xu Chang
Chang Ban	Chi Bi	Cheng Du
Jing Province	He Fei	Ding Jun
Fan Castle	Yi Ling	Han Zhong
Shi Ting	He Fei Castle	Wu Zhang Plains



Only the north half of this entire area resembles something of a plain, with a shallow river that can be easily crossed. The south half is a nightmare of canyons and winding paths. Try to follow the slopes and stay on the bridges, because dropping down a cliff and then climbing back up can cost a lot of time.

The central forts for the Wei forces are subject to a surprise attack by spawned troops; pay attention to the battle log if you are looking to keep those targets intact.

# Officer Roll Call

Musou Mode Officers		Free Mode Officers	
Wei Officers	Shu Officers	Wu Officers	Other Officers
There are only 17 characters with a campaign in Musou Mode. Some are already available from the beginning, while others can be accessed after fulfilling the following conditions:			

## Shu:

**Zhao Yun** - Available by default.

**Guan Yu** - Available by default.

**Zhang Fei** - Available by default.

**Zhuge Liang** - Finish Musou Mode with a Shu officer.

**Liu Bei** - Finish Musou Mode with three Shu officers.

## Wu:

**Zhou Yu** - Available by default.

**Lu Xun** - Available by default.

**Sun Shang Xiang** - Available by default.

**Gan Ning** - Finish Musou Mode with a Wu officer.

**Sun Jian** - Finish Musou Mode with three Wu officers.

## Wei:

**Xiahou Dun** - Available by default.

**Dian Wei** - Available by default.

**Sima Yi** - Available by default.

**Zhang Liao** - Finish Musou Mode with a Wei officer.

**Cao Cao** - Finish Musou Mode with three Wei officers.

## Other:

**Diao Chan** - Finish Musou Mode with a Shu officer, a Wu officer, and a Wei officer.

**Lu Bu** - Finish Musou Mode with Liu Bei, Sun Jian, Cao Cao, and Diao Chan.

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## Extra Bonuses

- To earn a character's alternate outfit colors, reach level 25 for that character. This option can be found on the Character Select Screen.
- To earn a character's voice gallery, reach level 50 for that character. This option can be found in Camp Mode.

Musou Mode Officers		Free Mode Officers	
Wei Officers	Shu Officers	Wu Officers	Other Officers
There are 24 remaining characters who may be used by Player 2 in Musou Mode or by any Player in Free Mode. To gain access to them, achieve the following targets (in either Musou Mode or Free Mode) for the indicated stages and scenarios (factions):			

#### **Kingdom of Shu:**

**Ma Chao** - Battle of Han Zhong - Wei - Defeat Ma Chao, Zhang Fei, and Zhao Yun in 15 min.  
**Huang Zhong** - Battle of Mt. Ding Jun - Wei - Defeat Huang Zhong, and Xiahou Yuan survives.  
**Wei Yan** - Battle of Wu Zhang Plains - Shu - Wei Yan does not withdraw.  
**Guan Ping** - Battle of Fan Castle - Shu - Guan Ping does not withdraw.  
**Pang Tong** - Pacification of Cheng Du - Liu Bei - Pang Tong does not withdraw.  
**Yue Ying** - Battle of Wu Zhang Plains - Wei - Defeat Yue Ying and Guan Ping in 10 min.

#### **Kingdom of Wu:**

**Taishi Ci** - Conquest of Wu - Sun Ce - Score 500 or more KOs in 10 min.  
**Lu Meng** - Battle of He Fei - Wei - Defeat Lu Meng and Sun Quan in 20 min.  
**Huang Gai** - Battle of Chi Bi - Sun Quan - Huang Gai succeeds in burning Cao Cao's ships.  
**Zhou Tai** - Battle of Yi Ling - Shu - Defeat all enemy units in 20 min.  
**Ling Tong** - Battle of Shi Ting - Wei - Defeat Ling Tong, Gan Ning, and Xiao Qiao in 10 min.  
**Sun Ce** - Battle of Xia Pi - Sun Jian - Sun Ce, Sun Quan, and Zhou Yu do not withdraw.  
**Sun Quan** - Battle of Chi Bi - Lu Bu - Defeat Cao Cao and Sun Quan in 10 min.  
**Xiao Qiao** - Battle of Shi Ting - Wu - At least 7 of your units including Xiao Qiao survive until victory.

#### **Kingdom of Wei:**

**Xu Zhu** - Battle of He Fei - Wu - Defeat Xu Zhu and Cao Ren in 10 min.  
**Xiahou Yuan** - Battle of Mt. Ding Jun - Shu - Defeat Xiahou Yuan, and Huang Zhong survives.  
**Xu Huang** - Battle of Fan Castle - Allied - Xu Huang does not withdraw.  
**Zhang He** - Battle of Han Zhong - Shu - Defeat Zhang He, Sima Yi, and Cao Pi in 15 min.  
**Cao Ren** - Battle of Fan Castle - Lu Bu - Take all bases.  
**Cao Pi** - Battle of He Fei - Sun Jian - Defeat Cao Pi in 5 min.  
**Zhen Ji** - Invasion of Xu Chang - Lu Bu - Defeat Zhen Ji, Cao Pi, Cao Ren, and Xu Zhu in 15 min.

#### **Unaffiliated / Other:**

**Dong Zhuo** - Battle of Hu Lao Gate - Lu Bu - Defeat Liu Bei, Sun Quan, Yuan Shao, Dong Zhuo, and Zhang Jiao in 15 min.  
**Yuan Shao** - Battle of Guan Du - Cao Cao - Bai Ma Fort and Yan Jin Fort do not fall.  
**Zhang Jiao** - The Yellow Turban Rebellion - Allied - Win in 20 min. with Huangfu Song and Zhu Jun in Yellow Turban Main Camp.

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## **Extra Bonuses**

- To earn a character's alternate outfit colors, reach level 25 for that character. This option can be found on the Character Select Screen.
- To earn a character's voice gallery, reach level 50 for that character. This option can be found in Camp Mode.

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji


# XIAHOU DUN

Allegiance  
魏  
Tome Style  
Swift Attack



Statistic Bonuses			
Attack +95	Defense +95	Life +90	Musou +95
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b>            Extension - Temporary power-ups last longer.            Horsemanship - Horse abilities are improved.            Ice Resist - Nullifies elemental attack.            Spirit - Musou recovers more quickly.            Ward - Defence bonus when nearing death.            Wardrums - Allied morale increases more easily.</p>			
<p><b>Tome Skills (Green)</b>            Destroy - Greater damage to items when using tome ability.            Hinder - Reduces movement speed of enemies when using tome ability.            Rage - Increases damage during tome ability and makes it harder to interrupt.</p>			
<p><b>Biographical Data</b></p> <p>Xiahou Dun is distantly related to Cao Cao's clan (or gens). In the game, he serves as Cao Cao's personal mission specialist and enjoys a semi-independent field command.</p> <p>According to legend, he lost an eye to an errant arrow. In keeping with an archaic Chinese practice whereby people will not undergo bodily self-mutilation nor cut their hair out of filial piety for what their parents gave them at birth, Xiahou Dun swallowed his damaged eye.</p>			
<p><b>Fighting Motion</b></p> <p>Opting for a flanged war club instead of a great sword this time, Xiahou Dun continues to have nice, solid attacks. Both his normal and power grapples have good reach.</p> <p>With a high enough damage weapon acquired from harder stages, Xiahou Dun can really put the hurt on enemies without moving much. Just remember to splurge on tomes when the crowds thicken; his immobility may be great for cornering an officer in rare instances, but when taking over strongholds, this lack of movement hampers his crowd control.</p>			

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji



# DIAN WEI

Allegiance

## 魏

Tome Style

## Swift Attack

Statistic Bonuses			
Attack +105	Defense +65	Life +85	Musou +125
Maximum No. of Tomes: 2			

**Officer Skills (Red)**  
 Adrenaline - Attack is doubled when near death.  
 Arrow Guard - Arrows are deflected while attacking.  
 Fire Resist - Resist elemental attack.  
 Spirit - Musou charges faster.

**Tome Skills (Green)**  
 Battlecry - Enemies are stunned during tome attack.  
 Destroy and Pulverize - Structures take more damage.  
 Stamina - Tome attack lasts longer.

**Biographical Data**

Cao Cao's personal bodyguard and oft referred to as an "evil man". During Zhang Xiu's night attack on Wan castle, Hu Che Er stole Dian Wei's weapon, making him defenceless. Nevertheless, Dian Wei fought a suicidal rear guard action, allowing his liege to escape.

**Fighting Motion**

Dian Wei is the only guy who uses a ball-and-chain weapon in this game. His power grapple has an appreciably wider reach than his normal grapple, plus it swings the victim around in a large circle that can hit other enemies nearby. His power dash attack is a shoulder charge that can plow through rows of bad guys.

Although his ball looks powerful, if the weapon does not do the damage, its speed will only be detrimental to your cause. Focus on the range of the weapon (standard) and develop the renbu rank. Once Dian Wei hits his stride with power combos, his ball and chain will be more helpful than not.



Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji


# SIMA YI

Allegiance

## 魏


Tome Style

## Rock Fall



Statistic Bonuses			
Attack +105	Defense +90	Life +105	Musou +90
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Speed is doubled when near death.</p> <p>Extension - Temporary items last longer.</p> <p>Ice Resist - Resist elemental attack.</p> <p>Special Start - Begin a mission with one tome.</p> <p>Sprint - Running speed is increased.</p> <p>Victor's Aura - Confusion from surprise attack lasts longer.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Boulders and Heavy Boulders - Damage from rockfall increased.</p> <p>Command - Allied KO's are added to yours.</p> <p>Hinder - Enemies are slowed during rockfall.</p>			
<p><b>Biographical Data</b></p> <p>A vassal of Wei who was promoted when Cao Cao needed able bodied talent. He refused to be baited by Zhuge Liang in various Shu-Wei skirmishes, and adopted a defensive strategy that sapped Shu's strength. After serving loyally four generations of the Cao family, Sima Yi wins a power struggle with Cao Shuang and seizes control of the Wei Empire. This lays the groundwork for what would eventually become the short-lived Jin Dynasty.</p>			
<p><b>Fighting Motion</b></p> <p>Sima Yi may come off a bit creepy before, but this time he outright resembles a demon with his whip-like finger wires. Both his normal and power grapples have a disturbingly long reach and are extremely easy to perform. His evasive flip makes him faster than he looks, too. Sima Yi is also the only character who has the heavy boulders skill, which makes his rockfall special attacks the most damaging.</p>			

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji




# ZHANG LIAO

Allegiance  
魏  
Tome Style  
True Speed


Statistic Bonuses			
Attack +105	Defense +65	Life +85	Musou +125
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b>            Adrenaline - Attack is doubled when near death.            Horsemanship - Horse abilities are improved.            Special Start - Begin a mission with one tome.            Victor's Aura - Confusion from surprise attack lasts longer.            Ward - Defence is doubled when near death.</p>			
<p><b>Tome Skills (Green)</b>            Rush and Power Rush - Damage from true speed increased.            Stamina - Duration of tome attack is increased.</p>			
<p><b>Biographical Data</b></p> <p>A Wei officer who once served under Lu Bu. Upon Lu Bu's execution, Zhang Liao served under Cao Cao. It's said during his defense of He Fei, Zhang Liao was able to repel 100,000 troops with a mere force of 800. He was so feared, his mere presence could bestill a room of wailing mourners. Zhang Liao, along with Zhang He, Xu Huang, Yu Jin, and Yue Jin, are counted as the Five Generals of Wei.</p>			
<p><b>Fighting Motion</b></p> <p>Zhang Liao now goes for double axes, which give him a slightly higher striking speed. His normal grapple is fairly reliable. Like all musou officers, Zhang Liao's motions are unique, so while there may be imitators and look-a-likes, he is not an exact clone like certain characters.</p> <p>Generally fast enough for most situations, you will find Zhang Liao's lack of range possibly his greatest weakness. Extend it by keeping renbu high and sticking to standard weapons.</p>			

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji



Statistic Bonuses			
Attack +75	Defense +100	Life +110	Musou +95
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Attack is doubled when near death.            Extension - Temporary items have increased duration.            Special Start - Begin a mission with one tome.            Thunder Resist - Resists elemental attack.            Victor's Aura - Confusion from surprise attack lasts longer.            War Drums - Allied morale increases easier.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Boulders - Damage of rockfall is increased.            Command - Allied KO's are added to yours.            Hinder - Enemies are slowed during tome attack.            Landslide - Range of rockfall is increased.</p>			
<p><b>Biographical Data</b></p> <p>Acknowledged ruler of the state of Wei at the start of the Three Kingdoms. Skilled in arts and warfare, he wrote poetry, strategy, and tactics. During the Yellow Turban Rebellion, Cao Cao distinguished himself as a young field officer. Following the death of Dong Zhuo, he consolidated his power base in the central plains, establishing the Kingdom of Wei.</p>			
<p><b>Fighting Motion</b></p> <p>Cao Cao may not look very different from before, but his single-sword attack style has grown a lot fancier. His power grapple requires his intended victim to be carefully lined up in front of him, which can make it a pain in the butt to pull off.</p> <p>Stick with the swinging attacks and focus on accomplishing targets or using tome attacks for Cao Cao; without a reliable grappling attack, he cannot increase his levels as quickly as some other officers.</p>			

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji



**XU ZHU**

Allegiance  
**魏**

Tome Style  
**Swift Attack**


Statistic Bonuses			
Attack +75	Defense +105	Life +115	Musou +100
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Speed is doubled when near death.</p> <p>Ice Resist - Resists elemental attack.</p> <p>Lady Luck - Items found are of better quality.</p> <p>Recovery - More results from life and exp. items.</p> <p>Thunder Resist - Resists elemental attack.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Annihilate - Damage to soldiers is increased.</p> <p>Destroy - Damage to structures is increased.</p> <p>Overawe - Enemy defences are reduced.</p>			
<p><b>Biographical Data</b></p> <p>Described as, "A man who is as wide as he is tall." Along with Dian Wei, Xu Zhu served as a personal bodyguard to Cao Cao. Despite his size and gait, Xu Zhu's nickname of "Crazy Tiger" greatly hints of his battle prowess.</p>			
<p><b>Fighting Motion</b></p> <p>Xu Zhu shares his moves with Wei Yan, Huang Gai, and Dong Zhuo. His power dash attack is a straight rolling charge that can plow through rows of enemies. His power grapple requires the intended victim to be properly lined up in front of him, despite the motion of the grabbing arm.</p> <p>Being a motion clone, there's not much else to say about Xu Zhu. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			



Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji

# XIAHOU YUAN

Allegiance  
魏  
Tome Style  
Volley



Statistic Bonuses			
Attack +100	Defense +95	Life +95	Musou +95
Maximum No. of Tomes: 3			

**Officer Skills (Red)**

Adrenaline - Attack is doubled when near death.  
Ice Resist - Resists elemental attack.  
Swift Foot - Running speed is increased.  
Victor's Aura - Confusion from surprise attack lasts longer.  
War Drums - Allied morale increases easier.

**Tome Skills (Green)**

Battlecry - Stun enemies during tome attack.  
Fire Arrows - Volley uses fire arrows.  
Heavy Bolt - Volley uses ballista bolts.  
Stamina - Tome attack duration is increased.

**Biographical Data**

Brother to Xiahou Dun who served Cao Cao as a division commander. Famous for many accomplishments, including the defeat of Ma Chao. However, during the Battle for Ding Jun Shan, Xiahou Yuan was lured out by a Shu general and sniped by Huang Zhong.


**Fighting Motion**


Xiahou Yuan shares his moves with Huang Zhong and Zhou Tai. His normal grapple has a short reach, but it comes with a quick shockwave that can hit nearby enemies.

Being a motion clone, there's not much else to say about Xiahou Yuan. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji


# XU HUANG

Allegiance  
  
Tome Style  
True Speed



Statistic Bonuses			
Attack +115	Defense +75	Life +80	Musou +80
Maximum No. of Tomes: 2			
<b>Officer Skills (Red)</b> Extension - Temporary power-ups last longer. Recovery - More results from life and exp. items. Spirit - Musou gauge refills faster. Sprint - Running speed is increased. War Drums - Allied morale increases easier.			
<b>Tome Skills (Green)</b> Leader's Aura - Allied KO's are added to yours. Overawe and Terrify - Enemy defences weakened. Rush - Flash element imbued for tome attack.			
<b>Biographical Data</b>  A servant of Yang Feng, Xu Huang joined Cao Cao's forces having been persuaded by Man Chong. After Xu Huang's victory over Guan Yu at Fan Castle, Cao Cao labelled him a match for the great Sun Tzu (author of the Art of War). Xu Huang, along with Zhang He, Zhang Liao, Yu Jin, and Yue Jin, are counted as the Five Generals of Wei.			
<b>Fighting Motion</b>  Xu Huang shares his moves with Guan Ping, Lu Meng, Ling Tong, and Cao Ren. His power grapple has a greater reach than his normal grapple. In contrast to some of the others, his power jump attack is an explosive shockwave.  Being a motion clone, there's not much else to say about Xu Huang. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.			

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji



Statistic Bonuses			
Attack +115	Defense +105	Life +110	Musou +105
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Speed is doubled when near death.            Swift Foot - Running speed is increased.            Thunder Resist - Resists elemental attack.            War Drums - Allied morale increases easier.            Water Sense - Swimming speed is increased.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Shadow and Multiple Shadow - More after-images created for tome attack.            Stamina - Tome attack duration is increased.</p>			
<p><b>Biographical Data</b></p> <p>An officer once under the command of Yuan Shao, he was forced to flee due to false charges brought against him by Guo Tu. Zhang He took to Cao Cao and fought campaigns against the Shu, getting begrudging acknowledgement from Zhuge Liang of his tactical savvy. At the Battle of Jie Ting, Zhang He surrounds Ma Su and soundly defeats him. Zhang He, along with Xu Huang, Zhang Liao, Yu Jin, and Yue Jin, are counted as the Five Generals of Wei.</p>			
<p><b>Fighting Motion</b></p> <p>Zhang He shares his moves with Ma Chao, Taishi Ci, and Sun Ce. His normal grapple is fast to perform, and his musou attack ends with a projectile blast. In contrast to the others, his power jump attack is a gorgeous-looking shockwave. Zhang He also wears the flashiest outfit, and his sense of fashion even extends to the appearances of bases. Awesome.</p> <p>Being a motion clone, there's not much else to say about Zhang He. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji



# CAO REN

Allegiance  
魏  
Tome Style  
Swift Attack

Statistic Bonuses			
Attack +85	Defense +110	Life +75	Musou +135
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b>            Arrow Guard - Deflect arrows when attacking.            Fire Resist - Resist elemental attack.            Ice Resist - Resist elemental attack.            Special Start - Begin battle with one tome.            Thunder Resist - Resist elemental attack.            Ward - Defence is double when near death.</p>			
<p><b>Tome Skills (Green)</b>            Overawe - Enemy defences are reduced.            Rage and Wild Rage - Overall damage from swift attack increased.</p>			
<p><b>Biographical Data</b>             Cao Cao's younger cousin and a man who purportedly excelled in archery and horsemanship. He defended Jing Province during the Battle of Chi Bi, and under Cao Pi, Cao Ren holds the title of Grand Marshal.</p>			
<p><b>Fighting Motion</b>             Cao Ren shares his moves with Guan Ping, Lu Meng, Ling Tong, and Xu Huang. His power grapple has a greater reach than his normal grapple. In contrast to some of the others, his power dash attack is a linear energy wave, and his musou attack also ends with a similar wave.             Being a motion clone, there's not much else to say about Cao Ren. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			



Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji


# CAO PI

Allegiance

## 魏


Tome Style

## Volley



Statistic Bonuses			
Attack +105	Defense +110	Life +90	Musou +90
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Speed is doubled when near death.</p> <p>Extension - Temporary items have increased duration.</p> <p>Ice Resist - Resist elemental attacks.</p> <p>Special Start - Begin a battle with a tome.</p> <p>Swift-Foot - Running speed is increased.</p> <p>Wardrums - Allied morale increases easier.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Battlecry - Stun enemies during tome attack.</p> <p>Command - Allied KO's are added to yours.</p> <p>Ice Arrows - Volley uses ice arrows.</p> <p>Rapid Shot - More arrows are fired during volley.</p>			
<p><b>Biographical Data</b></p> <p>Cao Cao's second son, who became Emperor of Wei after forcing the then current Emperor to step down. Cao Pi attacked both kingdoms of Shu and Wu, but with little results. Ultimately, he decided to focus on domestic policies.</p>			
<p><b>Fighting Motion</b></p> <p>Cao Pi shares his moves with Sun Quan and Yuan Shao. His normal attacks include a thrust with a boosted range, thanks to a short energy projectile. His normal grapple is fairly easy to perform.</p> <p>Being a motion clone, there's not much else to say about Cao Pi. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Xiahou Dun	Dian Wei	Sima Yi	Zhang Liao
Cao Cao	Xu Zhu	Xiahou Yuan	Xu Huang
Zhang He	Cao Ren	Cao Pi	Zhen Ji



Statistic Bonuses			
Attack +110	Defense +125	Life +140	Musou +105
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Extension - Temporary items have increased duration.</p> <p>Ice Resist - Resist elemental attacks.</p> <p>Lady Luck - Better items found from drops.</p> <p>Recovery - More gain from life and exp. items.</p> <p>Special Start - Begin a battle with a tome.</p> <p>Water Sense - Swimming speed is increased.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Flame - Damage from fire attack increased.</p> <p>Hinder - Enemies slowed from tome attack.</p> <p>Hungry Flame - Range of fire attack increased.</p>			
<p><b>Biographical Data</b></p> <p>A woman supposedly of peerless beauty. She was married to Yuan Shao's second son Yuan Xi. After the seizure of Ji Province by Cao Cao, she was taken by Cao Pi as his own wife.</p>			
<p><b>Fighting Motion</b></p> <p>Zhen Ji shares her moves with Diao Chan. Her power dash attack is a massive energy whirlwind that can mow down large groups of bad guys, and it can hit prone enemies, too. Her normal and power grapples have good reach and are very easy to use.</p> <p>Being a motion clone, there's not much else to say about Zhen Ji. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	


# ZHAO YUN

Allegiance

蜀

Tome Style

True Speed



Statistic Bonuses			
Attack +100	Defense +75	Life +90	Musou +95
Maximum No. of Tomes: 2			

**Officer Skills (Red)**

Adrenaline - Attack is doubled when near death.

Recovery - More gain from life and exp. items.

Swift-Foot - Running speed is increased.

Spirit - Musou gauge refills faster.

Wardrums - Allied morale is easier to increase.

**Tome Skills (Green)**

Leader's Aura - Allied KO's are added to yours.

Overawe - Enemy defences lowered.

Rush - Flash element bestowed on true speed attack.

Stamina - Tome attack lasts longer.

**Biographical Data**

A Shu officer who once served Yuan Shao, then Gongsun Zan. Impressed by Liu Bei's virtuousness, Zhao Yun swears fealty to Liu Bei and becomes a Five Tiger General. Zhao Yun's deeds include single handedly rescuing Liu Bei's son Liu Shan at the Battle for Chang Ban.

**Fighting Motion**

Zhao Yun has a good balance of speed, attack range, and power, along with decent grapples. His power attacks can launch enemies upward for something resembling an aerial combo, and his power dash attack is a spinning slash that lasts for a long while.

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	


# GUAN YU

Allegiance

## 蜀

Tome Style


### Swift Attack



Statistic Bonuses			
Attack +110	Defense +85	Life +70	Musou +90
Maximum No. of Tomes: 3			
<b>Officer Skills (Red)</b> Arrow Guard - Deflect arrows by attacking. Horsemanship - Horse abilities are improved. Sprint - Running speed is increased. Thunder Resist - Resist elemental attack. Ward - Defence is doubled when near death. Wardrums - Allied morale is easier to increase.			
<b>Tome Skills (Green)</b> Rage and Wild Rage - Overall damage from tome attack increased. Stamina - Tome attack lasts longer.			
<b>Biographical Data</b>  A legendary man who was deified upon his death. He swears an oath of brotherhood with Liu Bei and Zhang Fei, and helped them establish the foundations of the Shu Empire. Along with Zhao Yun, Zhang Fei, Huang Zhong, and Ma Chao, Guan Yu is considered one of Shu's Five Tiger Generals.			
<b>Fighting Motion</b>  Guan Yu is sort of like a human tank. His attacks may not look super-imaginative, but they're guaranteed to dish out pain. Lots of it. His normal grapple is very quick and has a long reach.  Since he is a default character and he has Horsemanship, you may want to use Guan Yu as your initial character. Once you complete his Musou, the second player can use Guan Yu to power-up horses and pass them off to the weaker first player. The idea of a giant grizzled warrior thundering up to smash some enemy officer's face in should be enough impetus to make Guan Yu into some bad-ass, kill-all ringer.			



Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



# ZHANG FEI

Allegiance

## 蜀

Tome Style

## Swift Attack

Statistic Bonuses			
Attack +115	Defense +75	Life +80	Musou +105
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Arrow Guard - Deflect arrows when attacking.</p> <p>Extension - Temporary items last longer.</p> <p>Recovery - More gains from life and exp. items.</p> <p>Spirit - Musou gauge refills faster.</p> <p>War Drums - Allied morale is easier to increase.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Annihilate - Damage to soldiers is increased.</p> <p>Battlecry - Stuns enemies with tome attack.</p> <p>Destroy - Structures take more damage.</p> <p>Overawe - Enemy defences are reduced.</p>			
<p><b>Biographical Data</b></p> <p>A Five Tiger General and sworn clan brother to Liu Bei and Guan Yu. Allegorical accounts say Zhang Fei single handedly held the Chang Ban Bridge at the Battle of Chang Ban - a story similar to that of Horatio at the bridge. Given to food and drink, his drunkenness is said to be one of his vices.</p>			
<p><b>Fighting Motion</b></p> <p>Gameplay-wise, Zhang Fei is comparable to Guan Yu in many ways, although his normal grapple is a humorous-looking beat-down attack. His power grapple is to grab, spin, and then throw his victim, whose body can hit other enemies in the way.</p>			

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



#### Statistic Bonuses

Attack +95

Defense +100

Life +95

Musou +100

Maximum No. of Tomes: 3

#### Officer Skills (Red)

Arrow Guard - Deflect arrows when attacking.

Extension - Temporary items last longer.

Recovery - More gains from life and exp. items.

Spirit - Musou gauge refills faster.

War Drums - Allied morale is easier to increase.

#### Tome Skills (Green)

Battlecry - Stuns enemies with tome attack.

Flame and Hellfire - Damage from fire attack increased.

Stamina - Tome attack duration is increased.

#### Biographical Data

A strategist and advisor to Liu Bei, referred to as the "Sleeping Dragon". After conquering the south, Zhuge Liang's northern campaign was stopped at Wu Zhang Plains.

#### Fighting Motion

Zhuge Liang is one of the niftier new character designs, and we're not just talking about the black-and-white getup of his gloves. His normal attacks unleash short-range projectiles, and his power attacks are laser beams that take a while to fire but have very long reach. His power dash attack is a fat energy ball that can mow down a large group of enemies.

But most dangerous of all is his normal grapple, which has an obscenely wide reach and is exceptionally fast to perform. His power grapple's short reach makes it more difficult to use, but who cares? Zhuge Liang is also the only character who has the hellfire skill, which makes his fire special attacks the most lethal.

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	


# LIU BEI

Allegiance

## 蜀


Tome Style

### Volley



Statistic Bonuses			
Attack +90	Defense +100	Life +100	Musou +105
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Speed is doubled when near death.</p> <p>Lady Luck - Find better items.</p> <p>Spirit - Musou gauge refills faster.</p> <p>Thunder Resist - Resist elemental attack.</p> <p>Ward - Defense is doubled when near death.</p> <p>War Drums - Allied morale is easier to increase.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Command - Allied KO's are added to yours.</p> <p>Rapid Shot - More arrows are fired during volley.</p> <p>thunder Arrows - Volley attack uses electrical arrows.</p>			
<p><b>Biographical Data</b></p> <p>First emperor of the Shu Kingdom, he fought in the Yellow Turban Rebellion. After establishing his base of power, Liu Bei attempts to restore the Han Dynasty, but is ultimately unsuccessful.</p>			
<p><b>Fighting Motion</b></p> <p>Liu Bei gets all fresh and awesome by swinging two swords at once (as previously done by Lu Xun). Compared to Guan Yu and Zhang Fei, he has a shorter attack reach but a higher striking speed, and his power attacks include a brief aerial combo. His evasive flip is highly effective, plus it looks really, really cool.</p>			

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



# MA CHAO

Allegiance

## 蜀


Tome Style

## True Speed

Statistic Bonuses			
Attack +100	Defense +100	Life +80	Musou +110
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Horsemanship - Horse abilities are increased.</p> <p>Ice Resist - Resist elemental attack.</p> <p>Recovery - More gain from life and exp. items.</p> <p>Spirit - Musou gauge refills faster.</p> <p>Thunder Resist - Resist elemental attack.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Battlecry - Stuns enemies with tome attack.</p> <p>Rush and Power Rush - Increases damage of true speed.</p> <p>Stamina - Duration of tome attack is increased.</p>			
<p><b>Biographical Data</b></p> <p>Eldest son of Ma Teng, he attempts to avenge his father by marching an army from Xi Liang to capture and kill Cao Cao at Chang An. After the attack fails, he goes into service with Liu Bei and provided various strategies to fight the Wei.</p>			
<p><b>Fighting Motion</b></p> <p>Ma Chao shares his moves with Taishi Ci, Sun Ce, and Zhang He. His normal grapple is fast to perform, and his musou attack ends with a projectile blast. In contrast to the others, his power jump attack is a fiery blast.</p> <p>Being a motion clone, there's not much else to say about Ma Chao. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			



Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



# HUANG ZHONG

Allegiance


## 蜀

Tome Style

## Volley


Statistic Bonuses			
Attack +105	Defense +75	Life +85	Musou +120
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Recovery - More gain from life and exp. items.</p> <p>Spirit - Musou gauge refills faster.</p> <p>Sprint - Running speed is increased.</p> <p>Thunder Resist - Resist elemental attack.</p> <p>Victor's Aura - Confusion from surprise attack is increased.</p> <p>Ward - Defense is doubled when near death.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Heavy Bolt - Volley uses ballista bolt.</p> <p>Piercing - Arrows explode on impact from volley.</p> <p>Rapid Shot - More arrows fired during volley.</p> <p>Stamina - Duration of tome attack is increased.</p>			
<p><b>Biographical Data</b></p> <p>A master of the bow, it was said he can hit a target with perfect accuracy. He first served Liu Biao and Han Xuan. It was in service with the latter Huang Zhong had a fierce disagreement with Guan Yu. However, he later served under Liu Bei and fought in Yi Province and Ding Jun Shan. After Liu Bei's ascension to the throne of Han Zhong, Huang Zhong was promoted as Five Tiger General.</p>			
<p><b>Fighting Motion</b></p> <p>Huang Zhong shares his moves with Zhou Tai and Xiahou Yuan. His normal grapple has a short reach, but it comes with a quick shockwave that can hit nearby enemies.</p> <p>Being a motion clone, there's not much else to say about Huang Zhong. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



Statistic Bonuses			
Attack +130	Defense +110	Life +95	Musou +110
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Adrenaline - Attack is doubled when near death.            Arrow Guard - Deflect arrows when attacking.            Beastmaster - Wild animals will not attack you.            Recovery - More gain from life and exp. items.            Victor's Aura - Confusion from surprise attack is increased.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Destroy - Structures are damaged more.            Rage - Overall damage from tome attack is increased.            Overawe and Terrify - Enemy defences greatly reduced.</p>			
<p><b>Biographical Data</b></p> <p>An officer under Liu Biao, he serves under Liu Bei after the change of power. Despite friction with Zhuge Liang, Wei Yan is entrusted by Liu Bei with various campaigns for Shu. After Zhuge Liang's death, Wei Yan's attempt at rebellion is put down by Ma Chao's brother Ma Dai.</p>			
<p><b>Fighting Motion</b></p> <p>Wei Yan shares his moves with Huang Gai, Xu Zhu, and Dong Zhuo. His power dash attack is a straight rolling charge that can plow through rows of enemies. His power grapple requires the intended victim to be properly lined up in front of him, despite the motion of the grabbing arm.</p> <p>Being a motion clone, there's not much else to say about Wei Yan. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



# GUAN PING

Allegiance


## 蜀

Tome Style

## True Speed

Statistic Bonuses			
Attack +115	Defense +95	Life +120	Musou +105
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Arrow Guard - Deflect arrows when attacking.</p> <p>Lady Luck - Find better items.</p> <p>Recovery - More gain from life and exp. items.</p> <p>Spirit - Musou gauge refills faster.</p> <p>Swift Foot - Running speed is increased.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Battlecry - Stuns enemies with tome attack.</p> <p>Overawe - Enemy defences are reduced.</p> <p>Shadow - After-images are created during tome attack.</p>			
<p><b>Biographical Data</b></p> <p>An adopted son of Guan Yu, he and Guan Yu defend Jing Province. At the Battle of Mai castle, he and Guan Yu are captured by Wu forces, and executed.</p>			
<p><b>Fighting Motion</b></p> <p>Guan Ping shares his moves with Lu Meng, Ling Tong, Xu Huang, and Cao Ren. His power grapple has a greater reach than his normal grapple. In contrast to some of the others, his power jump attack is an explosive shockwave.</p> <p>Being a motion clone, there's not much else to say about Guan Ping. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



# PANG TONG

Allegiance

## 蜀


Tome Style

## Rock Fall

Statistic Bonuses			
Attack +105	Defense +85	Life +105	Musou +100
Maximum No. of Tomes: 3			
<b>Officer Skills (Red)</b> Evade - Speed is doubled when near death. Extension - Temporary items last longer. Fire Resist - Resist elemental attack. Special Start - Begin battle with one tome. Thunder Resist - Resist elemental attack. Victor's Aura - Confusion from surprise attack is increased.			
<b>Tome Skills (Green)</b> Command - Allied KO's are added to yours. Landslide and Avalanche - Range of rockfall is increased. Stamina - Duration of tome attack is increased.			
<b>Biographical Data</b>  A classmate of Zhuge Liang, he was the one who suggested linking river boats at the Battle of Chi Bi. He was also the one who advised Liu Bei in capturing Liu Biao's land in order to establish the Shu kingdom.			
<b>Fighting Motion</b>  Pang Tong shares his moves with Zhang Jiao. His power grapple has a much better reach than his normal grapple. In contrast to Zhang Jiao, his power attacks come with a big energy ball (instead of a fireball). Pang Tong is also the only character who has the avalanche skill, which gives his rockfall special attacks the greatest reach.  Being a motion clone, there's not much else to say about Pang Tong. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.			



Wei		Shu	
Wu		Other	
Zhao Yun	Guan Yu	Zhang Fei	Zhuge Liang
Liu Bei	Ma Chao	Huang Zhong	Wei Yan
Guan Ping	Pang Tong	Yue Ying	



# YUE YING

Allegiance

## 蜀

Tome Style

## Volley

Statistic Bonuses			
Attack +110	Defense +120	Life +115	Musou +105
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Ice Resist - Resist elemental attack.</p> <p>Recovery - More gain from life and exp. items.</p> <p>Special Start - Begin battle with one tome.</p> <p>Spirit - Musou gauge refills faster.</p> <p>Victor's Aura - Confusion from surprise attack is increased.</p> <p>Ward - Defence is doubled when near death.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Heavy Bolt - Volley uses ballista bolts as well.</p> <p>Range - Range of volley is increased.</p> <p>Rapid Shot - More arrows fired during volley.</p>			
<p><b>Biographical Data</b></p> <p>Zhuge Liang's wife and daughter of Huang Cheng Yan. Purportedly not attractive, Zhuge Liang married her for her erudite knowledge on astronomy, geography, strategy and policy-making. Upon her death, she tells her son to remain pious and respectful to his father.</p>			
<p><b>Fighting Motion</b></p> <p>Yue Ying shares her moves with Sun Shang Xiang, the two being among the most drastically altered characters in this game. Her regular arrow attacks let her easily smack enemies from a distance, and her sweeping power attack can rapidly destroy enemy gates and archery towers. In contrast to Sun Shang Xiang, Yue Ying's musou attack ends with a massive laser beam focused around herself (instead of an arrow shower).</p> <p>Being a motion clone, there's not much else to say about Yue Ying. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			



Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			


# ZHOU YU

Allegiance

## 吳


Tome Style

True Speed



Statistic Bonuses			
Attack +110	Defense +105	Life +90	Musou +80
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Adrenaline - Attack is doubled when near death.</p> <p>Extension - Temporary items last longer.</p> <p>Special Start - Begin battle with one tome.</p> <p>Spirit - Musou gauge refills faster.</p> <p>Victor's Aura - Confusion from surprise attack is increased.</p> <p>War Drums - Allied morale is easier to increase.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Battlecry - Stuns enemies with tome attack.</p> <p>Leader's Aura - Allied KO's are added to yours.</p> <p>Shadow - After-images are created from tome attack.</p> <p>Stamina - Tome attack lasts longer.</p>			
<p><b>Biographical Data</b></p> <p>Sworn brother of Sun Ce, due to their marriage to the Qiao sisters. After Sun Ce's death, Zhou Yu becomes a chief lieutenant to Sun Quan. He leads the forces of Wu to victory through ploys at the Battle of Chi Bi.</p>			
<p><b>Fighting Motion</b></p> <p>Ditching his old sword, Zhou Yu goes for a Monkey King-style look with his new bo attacks. His normal grapple is fast to perform. His power grapple is a forward leap that has a good reach and can easily connect with his victim.</p>			

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			



# LU XUN

Allegiance

## 吳

Tome Style

### Fire

Statistic Bonuses			
Attack +115	Defense +130	Life +95	Musou +75
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Speed is doubled when near death.</p> <p>Fire Resist - Resist elemental attack.</p> <p>Special Start - Begin battle with one tome.</p> <p>Swift Foot - Running speed is increased.</p> <p>Victor's Aura - Confusion from surprise attack is increased.</p> <p>Water Sense - Swimming speed is increased.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Command - Allied KOs are totalled with yours.</p> <p>Hungry Flame and Living Flame - Range of fire attack greatly increased.</p>			
<p><b>Biographical Data</b></p> <p>A Wu officer who is married to Sun Ce's daughter. In cooperation with Lu Meng, he captures Jing Province and Guan Yu. Promoted to the Supreme Commander for the Battle of Yi Ling, Lu Xun defeats Liu Bei's massive armies with well laid plans.</p>			
<p><b>Fighting Motion</b></p> <p>Lu Xun uses a single sword instead of two this time around. He has decent grapples, and his power attacks form an elaborate aerial combo. Lu Xun is also the only character who has the living flame skill. That gives his fire special attacks the biggest reach, although that doesn't make much of a difference when they're used inside bases.</p>			

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			

# SUN SHANG XIANG

Allegiance

## 吳

Tome Style

### Volley



Statistic Bonuses			
Attack +110	Defense +115	Life +130	Musou +115
Maximum No. of Tomes: 2			

**Officer Skills (Red)**  
 Extension - Temporary items last longer.  
 Spirit - Musou gauge refills faster.  
 Sprint - Running speed increased.  
 Swift Foot - Running speed increased.

**Tome Skills (Green)**  
 Command - Allied KO's are totalled with yours.  
 Heavy Bolt - Ballista arrows are used in volley.  
 Ice Arrows - Ice arrows are used during volley.  
 Rapid Shot - More arrows are fired during volley.


**Biographical Data**

Daughter of the Sun family, and one of Liu Bei's wives. Her allegorical fascination with men's clothing and battle should be taken under advisement.

**Fighting Motion**

Sun Shang Xiang shares her moves with Yue Ying, the two being among the most drastically altered characters in this game. Her regular arrow attacks let her easily smack enemies from a distance, and her sweeping power attack can rapidly destroy enemy gates and archery towers. In contrast to Yue Ying, Sun Shang Xiang's musou attack ends with a wide shower of arrows (instead of an orbital laser beam).

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			



# GAN NING

Allegiance

## 吳

Tome Style

## True Speed

Statistic Bonuses			
Attack +95	Defense +95	Life +95	Musou +100
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Adrenaline - Attack is doubled when near death.</p> <p>Evade - Speed is doubled when near death.</p> <p>Extension - Temporary items last longer.</p> <p>Fire Resist - Resist elemental attack.</p> <p>Spirit - Musou gauge refills faster.</p> <p>Victor's Aura - Confusion from surprise attacks is increased.</p> <p>Water Sense - Swimming speed is increased.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Overawe - Enemy defences are lowered.</p> <p>Shadow and Multiple Shadow - Many after-images are created for true speed.</p>			
<p><b>Biographical Data</b></p> <p>A former pirate who wore bells and surrounded himself with ruffians and other riff-raff. He served Liu Biao and Huang Zu. but after being passed over for promotion, Gan Ning left to serve Sun Quan. With Zhou Yu and Lu Su giving recommendations, Gan Ning fought at Chi Bi and then campaigned against the Wei. A Shu ally, Shamohe, killed Gan Ning, but he was avenged by Zhou Tai.</p>			
<p><b>Fighting Motion</b></p> <p>Gan Ning trades away his old pirate scimitar for twin daggers. His normal and power grapples are standard stuff, but his sweeping power attack is a lightning-fast dashing cut. All of that, of course, just makes him look more and more like a ninja.</p>			



Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			


# SUN JIAN

Allegiance

## 吳

Tome Style

Swift Attack



Statistic Bonuses			
Attack +95	Defense +95	Life +100	Musou +95
Maximum No. of Tomes: 3			

**Officer Skills (Red)**

Adrenaline - Attack is doubled when near death.  
Horsemanship - Horse abilities are improved.  
Victor's Aura - Confusion from surprise attacks is increased.  
War Drums - Allied morale is increased more easily.  
Water Sense - Swimming speed is increased.

**Tome Skills (Green)**

Annihilate - Enemy soldiers take more damage.  
Battlecry - Stuns enemies with tome attack.  
Destroy - Structures take more damage.  
Hinder - Enemies are slowed with tome attack.

**Biographical Data**

Said to be descended from the legendary Sun Tzu, author of the Art of War. Sun Jian made his commission famous by defeating local pirates, then heaped more glory during the Yellow Turban Rebellion, leading to the governorship of Chang Sha. During the campaign against the usurper Dong Zhuo, Sun Jian led the vanguard to Luo Yang. After the battle, Sun Jian found the Imperial Seal hidden in a city well and he took it with him.

**Fighting Motion**

Sun Jian has the crappiest and toughest-to-connect grapples compared to Liu Bei and Cao Cao. On the bright side, his power jump attack is a linear energy wave.

When playing him, make sure to focus on using regular strikes and ignore the counter attack and grapple maneuvers. Lacking reliable grapples, take the swift attack tomes when you have them to blow past enemy officers.



Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			


# TAISHI CI

Allegiance

## 吳

Tome Style

Swift Attack



Statistic Bonuses			
Attack +90	Defense +95	Life +85	Musou +110
Maximum No. of Tomes: 2			

**Officer Skills (Red)**

Adrenaline - Attack is doubled when near death.

Arrow Guard - Deflect arrows by attacking.

Fire Resist - Resist elemental attack.

Recovery - More gain from life and exp. items.

Ward - Defence is doubled when near death.

**Tome Skills (Green)**

Destroy - Structures take more damage.

Overawe - Enemy defences are reduced.

Rage - Overall damage from tome attack is increased.

**Biographical Data**

A Wu officer who saved Kong Rong, viceroy of Bei Hai, out of filial obligation to his mother. He then serves Liu Yong against Sun Ce, but transfers his allegiance after Liu Yong is defeated. Taishi Ci is killed in battle at He Fei.

**Fighting Motion**

Taishi Ci shares his moves with Ma Chao, Sun Ce, and Zhang He. His normal grapple is fast to perform, and his musou attack ends with a projectile blast. In contrast to the others, his power jump attack is a linear energy wave.

Being a motion clone, there's not much else to say about Taishi Ci. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			


# LU MENG

Allegiance

## 吳


Tome Style

## Rock Fall



Statistic Bonuses			
Attack +100	Defense +110	Life +90	Musou +100
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Extension - temporary items last longer.</p> <p>Fire Resist - Resist elemental attack.</p> <p>Special Start - Begin battle with one tome.</p> <p>Spirit - Musou gauge refills faster.</p> <p>War Drums - Allied morale is increased more easily.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Boulders - Size of rockfall is increased.</p> <p>Command - Allied KOs are added to yours.</p> <p>Landslide - Range of rockfall is increased.</p> <p>Overawe - Enemy defences are reduced.</p>			
<p><b>Biographical Data</b></p> <p>An exceptional warrior, his bragging was admonished by Sun Quan. Thereafter, Lu Meng took to studying the finer points of statesmanship and became a paradigm of wisdom and valor. With Lu Xun, Lu Meng takes Jing Province and captures the great Guan Yu in the process.</p>			
<p><b>Fighting Motion</b></p> <p>Lu Meng shares his moves with Guan Ping, Ling Tong, Xu Huang, and Cao Ren. His power grapple has a greater reach than his normal grapple. In contrast to some of the others, his power jump attack is a fiery shockwave.</p> <p>Being a motion clone, there's not much else to say about Lu Meng. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			



# HUANG GAI

Allegiance


## 吳

Tome Style

Swift Attack

Statistic Bonuses			
Attack +110	Defense +85	Life +75	Musou +115
Maximum No. of Tomes: 2			
<b>Officer Skills (Red)</b> Adrenaline - Attack is doubled when near death. Evade - Speed is doubled when near death. Fire Resist - Resist elemental attack. Recovery - More gain from life and exp. items. Sprint - Running speed is increased. Ward - Defence is doubled when near death. Water Sense - Swimming speed is increased.			
<b>Tome Skills (Green)</b> Destroy and Pulverize - Structure damage is greatly increased. Overawe - Enemy defences are reduced.			
<b>Biographical Data</b>  A Wu officer who began service with Sun Jian. He participated in the plot of the Fire Ships at Chi Bi by succumbing to Zhou Yu's fake attack. Surrendering to Cao Cao, Huang Gai sets fire to the Wei fleet when the chance arose.			
<b>Fighting Motion</b>  Huang Gai shares his moves with Wei Yan, Xu Zhu, and Dong Zhuo. His power dash attack is a straight rolling charge that can plow through rows of enemies. His power grapple requires the intended victim to be properly lined up in front of him, despite the motion of the grabbing arm.  Being a motion clone, there's not much else to say about Huang Gai. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.			

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			



# ZHOU TAI

Allegiance

## 吳

Tome Style

## True Speed

Statistic Bonuses			
Attack +100	Defense +85	Life +80	Musou +115
Maximum No. of Tomes: 2			

**Officer Skills (Red)**  
 Arrow Guard - Deflect arrows by attacking.  
 Spirit - Musou gauge refills faster.  
 Thunder Resist - Resist elemental attack.  
 Ward - Defence is doubled when near death.  
 Water Sense - Swimming speed is increased.

**Tome Skills (Green)**  
 Rush - Damage from true speed is increased.  
 Shadow - After-images from true speed are created.  
 Overawe and Terrify - Enemy defences are greatly reduced.

**Biographical Data**

A Wu officer who allies with Sun Ce and a former pirate Jiang Qin. Injured in battle, Zhou Tai still manages to rescue Sun Quan from Xuan Cheng. At the Battle of Yi Ling, Zhou Tai kills the barbarian king Shamoke.

**Fighting Motion**

Zhou Tai shares his moves with Huang Zhong and Xiahou Yuan. His normal grapple has a short reach, but it comes with a quick shockwave that can hit nearby enemies.

Being a motion clone, there's not much else to say about Zhou Tai. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.



Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			


# LING TONG

Allegiance

## 吳

Tome Style


True Speed



Statistic Bonuses			
Attack +105	Defense +105	Life +100	Musou +120
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b></p> <p>Adrenaline - Attack is doubled when near death.</p> <p>Extension - Temporary items will last longer.</p> <p>Fire Resist - Resist elemental attack.</p> <p>Swift Foot - Running speed is increased.</p> <p>Ward - Defence is doubled when near death.</p> <p>Water Sense - Swimming speed is increased.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Hinder - Enemies are slowed during tome attack.</p> <p>Shadow - After-images created for true speed.</p> <p>Stamina and Stamina Plus - Tome attack lasts very long.</p>			
<p><b>Biographical Data</b></p> <p>Son of Ling Cao. He has a bitter rivalry against Gan Ning for the death of the elder Ling, but he is reproached by Lu Meng and Sun Quan. Later, when fighting Yue Jin of Wei, Ling Tong is thrown from his horse and was about to be killed when Gan Ning slays Yue Jin, thus saving him. Afterwards, both men agree to friendship.</p>			
<p><b>Fighting Motion</b></p> <p>Ling Tong shares his moves with Guan Ping, Lu Meng, Xu Huang, and Cao Ren. His power grapple has a greater reach than his normal grapple. In contrast to some of the others, his power dash attack is a linear energy wave.</p> <p>Being a motion clone, there's not much else to say about Ling Tong, except his tome attack will make him the new "Gan Ning" if his stamina skills are both bought. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			



Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			



# SUN CE

Allegiance


## 吳

Tome Style

### Swift Attack

Statistic Bonuses			
Attack +105	Defense +75	Life +90	Musou +115
Maximum No. of Tomes: 2			
<b>Officer Skills (Red)</b> Adrenaline - Attack is doubled when near death. Special Start - Begin battle with one tome. Spirit - Musou gauge refills faster. Swift Foot - Running speed is increased. Victor's Aura - Confusion from surprise attack is increased. Water Sense - Swimming speed is increased.			
<b>Tome Skills (Green)</b> Hinder - Enemies are slowed during tome attack. Shadow - After-images created for true speed. Stamina and Stamina Plus - Tome attack lasts very long.			
<b>Biographical Data</b>  The oldest son of Sun Jian, he serves Yuan Shu after Sun Jian's death. He later borrows a contingent of Imperial soldiers in exchange for the Imperial Seal and forges his own base of power in Jiang Dong. He lays out the foundations of the Wu kingdom with Zhou Yu, but dies an early death.			
<b>Fighting Motion</b>  Sun Ce shares his moves with Ma Chao, Taishi Ci, and Zhang He. His normal grapple is fast to perform, and his musou attack ends with a projectile blast. In contrast to the others, his power jump attack is a shockwave.  Being a motion clone, there's not much else to say about Sun Ce. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.			

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			



# SUN QUAN

Allegiance


## 吳

Tome Style

## Volley

Statistic Bonuses			
Attack +110	Defense +100	Life +95	Musou +90
Maximum No. of Tomes: 2			
<b>Officer Skills (Red)</b> Arrow Guard - Deflect arrows by attacking. Evade - Speed is doubled when near death. Horsemanship - Horse abilities are increased. Recovery - More gain from life and exp. items. Special Start - Begin battle with one tome. Ward - Defence is doubled when near death. War Drums - Allied morale is easier to increase.			
<b>Tome Skills (Green)</b> Fire Arrows - Fire arrows used during volley. Heavy Bolt - Volley uses ballista bolts. Hinder and Obstacle - Greatly slows down enemies.			
<b>Biographical Data</b>  First emperor of the Wu. Second son of Sun Jian and younger brother to Sun Ce. Sun Ce advised his brother about not squandering the kingdom's military strength by saying, "You think your offense is strong, but your defense is stronger." At the Battle of Chi Bi, Sun Quan took this advice against the larger Wei army and emerged victorious.			
<b>Fighting Motion</b>  Sun Quan shares his moves with Cao Pi and Yuan Shao. His normal attacks include a thrust with a boosted range, thanks to a short energy projectile. His normal grapple is fairly easy to perform.  Being a motion clone, there's not much else to say about Sun Quan. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.			

Wei		Shu	
Wu		Other	
Zhou Yu	Lu Xun	Sun Shang Xiang	Gan Ning
Sun Jian	Taishi Ci	Lu Meng	Huang Gai
Zhou Tai	Ling Tong	Sun Ce	Sun Quan
Xiao Qiao			



**XIAO QIAO**  
 Allegiance  
 吳  
 Tome Style  
 True Speed

Statistic Bonuses			
Attack +125	Defense +130	Life +105	Musou +95
Maximum No. of Tomes: 2			
<p><b>Officer Skills (Red)</b>            Beastmaster - Wild animals will not attack you.            Evade - Speed is doubled when near death.            Extension - Temporary items last longer.            Lady Luck - Find better items.            Special Start - Begin battle with one tome.            Sprint - Running speed is increased.            Swift Foot - Running speed is increased.            Water Sense - Swimming speed is increased.</p>			
<p><b>Tome Skills (Green)</b>            Leader's Aura - Allied KOs are added to yours.            Rush - True speed attack damage is increased.            Stamina - Duration of the tome attack is lengthened.</p>			
<p><b>Biographical Data</b></p> <p>First emperor of the Wu. Second son of Sun Jian and younger brother to Sun Ce. Sun Ce advised his brother about not squandering the kingdom's military strength by saying, "You think your offense is strong, but your defense is stronger." At the Battle of Chi Bi, Sun Quan took this advice against the larger Wei army and emerged victorious.</p>			
<p><b>Fighting Motion</b></p> <p>Xiao Qiao still wields dual fans, but she no longer stumbles during her more powerful attacks. Her striking speed is very high, and her normal grapple is quick and easy to use. Her evasive flip is handy as well as cool-looking, too. Sadly, her big sister, Da Qiao, does not appear in this game.</p> <p>Xiao Qiao is not a motion clone, but she is also not playable in Musou Mode. Her fans are otherwise almost the same from the previous games, save for the tweaking done to accomodate her in the renbu fighting system. Her speed is her greatest asset in rough terrain.</p> <p>Just don't forget -- if she stops running, she'll probably die.</p>			

Wei		Shu	
Wu		Other	
Diao Chan	Lu Bu	Dong Zhuo	Yuan Shao
Zhang Jiao			

# DIAO CHAN

Allegiance  
別  
Tome Style  
True Speed



Statistic Bonuses			
Attack +100	Defense +125	Life +120	Musou +100
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b>            Beastmaster - Wild animals will not attack you.            Extension - Temporary items last longer.            Ice Resist - Resist elemental attack.            Special Start - Begin battle with one tome.            Water Sense - Swimming speed is increased.</p>			
<p><b>Tome Skills (Green)</b>            Hinder and Obstacle - Greatly slows down enemies.            Rush - True speed attack damage is increased.            Shadow - After-images are created with tome attack.</p>			
<p><b>Biographical Data</b></p> <p>A songstress who was known for her great beauty. Deified as one of China's Great Four Maidens. Diao Chan gets close to both Dong Zhuo and his adopted son Lu Bu in order to beset both men against each other, in order to protect her father Wang Yun from Dong Zhuo's machinations.</p>			
<p><b>Fighting Motion</b></p> <p>Diao Chan shares her moves with Zhen Ji. Her power dash attack is a massive energy whirlwind that can mow down large groups of bad guys, and it can hit prone enemies, too. Her normal and power grapples have good reach and are very easy to use.</p> <p>Being a motion clone, there's not much else to say about Diao Chan. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			



Wei		Shu	
Wu		Other	
Diao Chan	Lu Bu	Dong Zhuo	Yuan Shao
Zhang Jiao			

Statistic Bonuses			
Attack +115	Defense +115	Life +115	Musou +150
Maximum No. of Tomes: 1			
<b>Officer Skills (Red)</b> Adrenaline - Attack is doubled when near death. Horsemanship - Horse abilities are improved. Spirit - Musou gauge refills faster.			
<b>Tome Skills (Green)</b> Rage and Wild Rage - Overall damage is increased during tome attack. Stamina and Stamina Plus - Tome attack lasts very long.			
<b>Biographical Data</b> A legendary man who fought like a demon, he knew no other equal in the time he lived. He was known to have betrayed his stepfather Ding Yuan for Dong Zhuo. Later, Lu Bu slew Dong Zhuo. Because of his shifting loyalties, Cao Cao chose to execute Lu Bu instead of impressing him into Wei's service.			
<b>Fighting Motion</b> Just to show how mighty he is, Lu Bu now wields twin double-edged spears that are normally combined into a super-sized, Krull-style glaive, glaib, or whatever the heck it's called. His sweeping power attack is to chuck that sucker out like a boomerang, and his power grapple shows how his weapon can also be used like a giant blender. Lu Bu is also the only character who can't get a pouch, which means he can never hold more than one measly tome at a time. But hey, his high stats and concentrated special attack skills should solve that problem. Notice Lu Bu only has a maximum of one tome (and he cannot increase his frequency of getting one). Play with a second player who can earn tomes quickly to quickly devastate the computer's opposition on Hard and above.			



Wei		Shu	
Wu		Other	
Diao Chan	Lu Bu	Dong Zhuo	Yuan Shao
Zhang Jiao			


# DONG ZHUO

Allegiance

## 別


Tome Style

Swift Attack



Statistic Bonuses			
Attack +100	Defense +95	Life +95	Musou +95
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Adrenaline - Attack is doubled when near death.</p> <p>Horsemanship - Horse abilities are improved.</p> <p>Ice Resist - Resist elemental attack.</p> <p>Recovery - More gain from life and exp. items.</p> <p>Spirit - Musou gauge refills faster.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Battlecry - Stuns enemies with tome attack.</p> <p>Destroy and Pulverize - Structures take great damage.</p> <p>Hinder - Enemies are slowed during tome attack.</p>			
<p><b>Biographical Data</b></p> <p>Former prefect of Xi Liang, he is summoned by the schemer He Jin to protect the young Han emperor. Instead, Dong Zhuo usurps the Imperial throne. His adopted son Lu Bu ultimately kills Dong Zhuo over the favors of wily Diao Chan.</p>			
<p><b>Fighting Motion</b></p> <p>Dong Zhuo shares his moves with Wei Yan, Huang Gai, and Xu Zhu. His power dash attack is a straight rolling charge that can plow through rows of enemies. His power grapple requires the intended victim to be properly lined up in front of him, despite the motion of the grabbing arm.</p> <p>Being a motion clone, there's not much else to say about Dong Zhuo. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Diao Chan	Lu Bu	Dong Zhuo	Yuan Shao
Zhang Jiao			




# YUAN SHAO

Allegiance  
別  
Tome Style  
Volley

Statistic Bonuses			
Attack +115	Defense +115	Life +95	Musou +95
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Evade - Speed is doubled when near death.</p> <p>Lady Luck - Find better items.</p> <p>Special Start - Begin battle with one tome.</p> <p>War Drums - Allied morale increases more easily.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Command - Allied KOs are added to yours.</p> <p>Stamina and Stamina Plus - Tome attack lasts very long.</p> <p>Thunder Arrows - Volley uses thunderstrike arrows.</p>			
<p><b>Biographical Data</b></p> <p>A member of the distinguished Yuan family, he leads the Allied Forces against the usurper Dong Zhuo. He later fought with Cao Cao for possession over the central plains of China, but ultimately lost at the Battle of Guan Du.</p>			
<p><b>Fighting Motion</b></p> <p>Yuan Shao shares his moves with Sun Quan and Cao Pi. His normal attacks include a thrust with a boosted range, thanks to a short energy projectile. His normal grapple is fairly easy to perform.</p> <p>Being a motion clone, there's not much else to say about Yuan Shao. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			

Wei		Shu	
Wu		Other	
Diao Chan	Lu Bu	Dong Zhuo	Yuan Shao
Zhang Jiao			



# ZHANG JIAO

Allegiance  
別  
Tome Style  
Fire

Statistic Bonuses			
Attack +100	Defense +100	Life +120	Musou +90
Maximum No. of Tomes: 3			
<p><b>Officer Skills (Red)</b></p> <p>Beastmaster - Wild animals will not attack you.</p> <p>Evade - Speed is doubled when near death.</p> <p>Extension - Temporary items last longer.</p> <p>Fire Resist - Resist elemental attack.</p> <p>Ice Resist - Resist elemental attack.</p> <p>Thunder Resist - Resist elemental attack.</p> <p>War Drums - Allied morale increases more easily.</p>			
<p><b>Tome Skills (Green)</b></p> <p>Command - Allied KO's are added to yours.</p> <p>Flame - Fire attack is stronger.</p> <p>Hungry Flame - Fire attack has greater range.</p>			
<p><b>Biographical Data</b></p> <p>A former official from the Ju LU Territory, he spread religious teachings of a sect known as the "Way of Peace". He used the chaos and turmoil of the day to gather popular support and declaring a rebellion against the dying Han Dynasty.</p>			
<p><b>Fighting Motion</b></p> <p>Zhang Jiao shares his moves with Pang Tong. His power grapple has a much better reach than his normal grapple. In contrast to Pang Tong, his power attacks come with smaller fireballs that have a longer range (instead of energy balls).</p> <p>Being a motion clone, there's not much else to say about Zhang Jiao. The bright side is that if you and your buddy like his moves, you have several different skins to choose from.</p>			