

Destiny of an Emperor Level Up/Tactics Guide

by Binta

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DESTINY OF AN EMPEROR
Levelup / Tactic Guide

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What is this about?

This includes a chart of the HP you'll have on any given levelup, the tactics you learn on each level, and the minimum INT requirement to learn each tactic.

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Thanks to:

- GameFAQs, for accepting this FAQ
- Myself, for my hard work
- Capcom, for great games like this

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Version History

1.0 - (November 26, 2010) Initial release.

2.0 - (January 12, 2011) Added charts and ratings for each character who can join your team. Also corrected tacticians with 240+ INT are unable to learn Li Jian.

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HP / TACTIC CHARTS

Here you will see the amount of HP (soldiers) the Tiger Generals will have on any given level. It's always predetermined and nothing changes it. Maximum TP (tactical points), on the other hand, increases by 3-5 points randomly, and only if you have a tactician in your active team (reserves doesn't count) who can learn the tactic that goes with the level.

Example: You reach level 23, where you learn Wan Fu. To learn this, your current team needs at least one officer who has an INT of 220 or higher. If you don't have anyone whose INT is 220 or higher, you won't learn Wan Fu until you find an officer who's intelligent enough to use it (and they'll already come with it). On top of this, you'll miss out on the TP increase.

The INT requirements to learn/use a tactic are not be the exact values; I got these values from the least intelligent officers (at least the ones you can

recruit) who have access to the tactics.

Any level with dashes for the Tactics and INT columns means there are no tactics to learn on those levels.

LV	Guan Yu	Zhang Fei	Zhao Yun	Huang Zhong	Zhu Ge Liang	Ma Chao	Guan Xing	Zhang Bao	Jiang Wei	Tactics	INT
01	100	100	100	100	100	100	100	100	100	-	-
02	114	114	112	114	113	113	114	114	112	Lian Huo	100
03	130	130	125	130	128	128	125	130	130	Wuo Jian	100
04	148	149	140	148	145	145	149	148	140	Shui Tu	100
05	168	171	156	168	164	164	168	171	156	Chi Xin	100
06	191	196	174	191	185	185	191	196	174	Cheng Nei	130
07	217	225	195	217	209	209	217	225	195	Qi Shou	157
08	247	258	218	247	236	236	247	258	218	Ye Huo	100
09	281	296	244	281	267	267	281	296	244	Shui Jian	115
10	320	339	273	320	302	302	320	339	273	Shui Xing	100
11	365	389	309	365	342	342	365	389	309	Jie Ce	160
12	416	446	350	416	387	387	416	446	350	Fu Bing	220
13	474	512	396	474	438	438	474	512	396	Tong Xian	160
14	540	588	448	540	496	496	540	588	448	Yan Re	130
15	615	675	507	615	561	561	615	675	507	Shui Lei	130
16	701	775	574	701	635	635	701	775	574	Yin Xian	200
17	799	890	650	799	719	719	799	890	650	Ji Rou	200
18	911	1022	736	911	814	814	911	1022	736	Bei Ji	240
19	1039	1173	833	1039	922	922	1039	1173	833	Yi Xin	180
20	1185	1347	943	1185	1044	1044	1185	1347	943	Li Jian	157
21	1351	1536	1082	1328	1182	1182	1351	1536	1082	Hong Shui	160
22	1540	1752	1242	1488	1338	1338	1540	1752	1242	Da Re	180
23	1756	1998	1426	1668	1515	1515	1756	1998	1426	Wan Fu	220
24	2002	2278	1637	1869	1716	1716	2002	2278	1637	Ji Mian	200
25	2283	2598	1879	2095	1943	1943	2283	2598	1879	Tui Lu	157
26	2604	2963	2157	2348	2201	2201	2604	2963	2157	Gui Huan	157
27	2970	3379	2477	2632	2493	2493	2970	3379	2477	An Sha	180
28	3387	3854	2844	2950	2824	2824	3387	3854	2844	Jin Xian	255
29	3863	4395	3266	3307	3199	3199	3863	4395	3266	Shui Long	220
30	4406	5013	3750	3707	3623	3623	4406	5013	3750	Huo Shen	220
31	4939	5620	4306	4155	4104	4104	4939	5620	4306	Ce Mian	240
32	5537	6300	4945	4658	4649	4649	5537	6300	4945	-	-
33	6207	7062	5679	5222	5266	5266	6207	7062	5679	-	-
34	6958	7917	6521	5854	5965	5965	6958	7917	6521	-	-
35	7800	8875	7488	6562	6757	6757	7800	8875	7488	-	-
36	8744	9949	8599	7356	7654	7654	8744	9949	8599	-	-
37	9802	11153	9875	8246	8670	8670	9802	11153	9875	-	-
38	10988	12503	11340	9244	9821	9821	10988	12503	11340	-	-
39	12318	14017	13023	10363	11125	11125	12318	14017	13023	-	-
40	13809	15714	14956	11617	12602	12602	13809	15714	14956	-	-
41	15211	17309	16474	12796	13881	13881	15211	17309	16474	-	-
42	16755	19066	18147	14095	15290	15290	16755	19066	18147	-	-
43	18456	21002	19990	15526	16842	16842	18456	21002	19990	-	-
44	20330	23135	22020	17102	18552	18552	20330	23135	22020	-	-
45	22394	25484	24256	18838	20436	20436	22394	25484	24256	-	-
46	24668	28072	26719	20751	22511	22511	24668	28072	26719	-	-
47	27173	30923	29432	22858	24797	24797	27173	30923	29432	-	-
48	29932	34063	32421	25179	27315	27315	29932	34063	32421	-	-
49	32971	37522	35713	27736	30089	30089	32971	37522	35713	-	-
50	36319	41332	39340	30552	33144	33144	36319	41332	39340	-	-
51	38319	43332	41340	32552	35144	35144	38319	43332	41340	-	-

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TACTICIANS

Here is a list of tacticians who can join your side. They are ranked from most intelligent to least intelligent. Ranks with "T" mean there is at least one officer of equal intelligence. Be careful that some tiers are right next to each other, in case you misread ranks 4/5/6, 17/18, 23/24/25 as one tier.

Here's also a crude chart of what tactics you can learn. To read the A12345 and such mean, A is fire tactics, B is water tactics, C is healing tactics, D is defensive tactics, E is miscellaneous tactics, and F is indirect offensive tactics. The numbers represent the order the tactics are learned in that particular category. See next section for details.

Rank	INT	TACTICIANS	A12345	B12345	C12345	D12345	E12345	F12345
1.	255	Zhu Ge Liang	*****	*****	*****	*****	*****	** *
T 2.	240	Pang Tong	*****	*****	****	*****	*****	** *
T 2.	240	Zhang Zhao	*****	*****	****	*****	*****	** *
T 2.	240	Lu Sun	*****	*****	****	*****	*****	** *
3.	230	Zhou Yu	*****	*****	****	****	*****	****
T 4.	228	Yang Xiu	*****	*****	****	****	*****	****
T 4.	228	Chen Qun	*****	*****	****	****	*****	****
T 5.	225	Liu Bei	*****	*****	****	****	*****	****
T 5.	225	Jiang Wei	*****	*****	****	****	*****	****
T 6.	220	Xu Zhe	*****	*****	****	****	*****	****
T 6.	220	Cao Zhi	*****	*****	****	****	*****	****
7.	218	Lu Su	****	****	***	****	*****	* **
8.	215	Zhu Ge Jin	****	****	***	****	*****	* **
9.	211	Ma Liang	****	****	**	****	*****	* **
10.	210	Chen Pu	****	****	**	****	*****	* **
11.	204	Wang Can	****	****	**	****	*****	* **
12.	200	Li Ru	****	****	**	****	*****	* **
13.	199	Kan Ze	****	****	*	**	*****	* **
14.	198	Fa Zheng	****	****	*	**	*****	* **
15.	195	Ma Su	****	****	**	**	*****	* **
16.	192	Bu Xi	****	****	**	**	*****	* **
T17.	184	Ding Feng	****	****	**	**	*****	* **
T17.	184	Gu Yong	****	****	**	**	*****	* **
T17.	184	Wu Fan	****	****	**	**	*****	* **
T18.	180	Ju Sho	****	****	**	**	*****	* **
T18.	180	Cai Yong	****	****	**	**	*****	* **
T18.	180	Jiang Gan	****	****	**	**	*****	* **
T18.	180	Liu Ye	****	****	**	**	*****	* **
19.	176	Liu Ba	***	****	**	**	** **	* *
20.	175	Huo Hu	***	****	**	**	** **	* *
21.	170	Xu Shou	***	****	**	**	** **	* *
22.	165	Huang Quan	***	****	**	**	** **	* *
T23.	161	Lu Ji	***	****	**	**	** **	* *
T23.	161	Lu Fan	***	****	**	**	** **	* *
T24.	160	Li Yan	***	****	**	**	** **	* *
T24.	160	Tian Feng	***	****	**	**	** **	* *
T25.	157	Gong Zhi	***	***	*	**	* **	* *
T25.	157	Chen Deng	***	***	*	**	* **	* *
T25.	157	Mi Zhe	***	***	*	**	* **	* *
26.	130	Shen Pei	***	***	*	**	*	
27.	117	Xu Rong	**	**	*	**		
28.	115	Xue Zong	**	**	*	**		
29.	100	Song Ren	**	**	*	*		

If I missed any tacticians who can join you, feel free to inform me. Strangely enough, some enemies can use tactics but lose the ability to be a tactician when

they join your side. Characters like Pang De, who use tactics against you and have the common tacticians' portrait, are an example.

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THE TACTICS

Might as well discuss and analyze each of the tactics.

.....Slot 1 = Fire tactics.....

Lian Huo (2 TP) - Deals about 30-50 damage to one enemy. Pretty useful, because you don't have any better ways to spend your TP and it gives your weaker characters like Chen Deng or Mi Zhe a chance to inflict good damage.

Ye Huo (4 TP) - Deals about 70-150 damage to one enemy. Great in the Dong Zhuo chapter.

Yan Re (6 TP) - Deals about 100-200 damage to ALL enemies. It's good for softening enemies who are barely above 1000 soldiers, and maybe wiping out Rebel Forces in boss battles. But I wouldn't count on it to deplete an entire general of his army.

Da Re (8 TP) - Deals about 700-1100 damage to one enemy. Quite a big step up in damage, but don't use up your TP too fast because you may need to heal or something.

Huo Shen (12 TP) - Deals about 1000-2000 damage to ALL enemies. Try this with Bei Ji for some massive damage! Again, watch your TP.

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.....Slot 2 = Water tactics.....

Shui Tu (3 TP) - Deals about 50-70 damage to one enemy. Pretty much pointless.

Shui Xing (6 TP) - Deals about 90-200 damage to one enemy. It does a good job of taking out bosses in the Yuan Shu chapter.

Shui Lei (8 TP) - Deals about 130-250 damage to ALL enemies. I never really used this one.

Hong Shui (12 TP) - Deals about 1000-1600 damage to ALL enemies.

Shui Long (15 TP) - Deals about 1800-3000 damage to ALL enemies.

Since water tactics can only be used in battles that begin near water (you have to be adjacent or one space away from any body of water), you'll probably only have very specific uses for them. However, for those brief periods of time they can be devastating. I never found a practical use for Shui Tu and Shui Lei, though.

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In short: Early on, the water and fire tactics are very powerful. But later in the game, you'll be spending your TP on other tactics, namely healing, defensive, and indirect offensive tactics.

.....Slot 3 = Healing tactics.....

Chi Xin (3 TP) - Restores about 70-100 HP to one character.

Tong Xian (5 TP) - Restores about 400-700 HP to one character.

Yin Xian (10 TP) - Restores about 900-1500 HP to the whole team.

Wan Fu (10 TP) - Fully restores one ally!

Jin Xian (4 TP) - Restores about 4000-6000 HP to the whole team.

All the healing tactics are useful, so I can't say much about them, other than debating whether Wan Fu is better than Yin Xian and Jin Xian. When you first learn Wan Fu, Yin Xian still restores 90-100% to everyone, making Wan Fu inefficient. However, you'll quickly see how effective Wan Fu can be when commanding larger armies. Even with massive numbers, I find Jin Xian better overall because it still heals enough, heals everyone, and is so cheap to cast.

.....Slot 4 = Defensive tactics.....
Wuo Jian (4 TP) - Reduces damage from fire tactics. Useless.
Shui Jian (3 TP) - Reduces damage from water tactics. Useless.
Ji Rou (5 TP) - Reduces damage from ALL physical attacks. VERY useful, enjoy using it while you can.
Ji Mian (7 TP) - Prevents the other team's physical attacks from working. May or may not wear off at the beginning of your command input, so it can either be incredibly helpful or horribly inefficient. Don't rely on it too much, but at the same time don't discount it.
Ce Mian (17 TP) - Prevents the other team's tactics from working. Though quite expensive to cast, it's almost essential in the final bits of the game when you need to stop enemies from using Wan Fu or Ji Mian.

Ji Rou and above are lifesavers. Ce Mian especially when you're going up against Si Ma Yi.

.....Slot 5 = Miscellaneous.....
Cheng Nei (5 TP) - Increases "the castle's defensive rating". I honestly haven't noticed a difference in damage taken, and it could be luck but I've noticed opposing tactics failing more often with this in effect, which makes me think that's what it does. But with a brilliant officer or two, it's nothing. This is assuming my theory is correct, too.
Jie Ce (5 TP) - Cancels out all of the enemy's defensive tactics and indirect offensive moves they do. This is completely useless, because by the time you fight enemies who use Ji Rou, Bei Ji, or Ji Mian, you won't have this tactic anymore...and using this against other defensive tactics isn't going to make much of a difference, if at all.
Yi Xin (5 TP) - Temporarily disables one target. It's actually more useful than it sounds, enjoy it while you can.
Tui Lu (5 TP) - Retreat from a battle, even bosses. Pretty much pointless; why weren't this an Yi Xin switched around? It'd make more sense that way.
Gui Huan (6 TP) - Escapes the battle and teleports you to the palace Liu Bei is in. It's mildly useful, when you want to save and quit almost immediately.

These aren't very useful; the only one worth using is Yi Xin, but you'll lose that at level 25.

.....Slot 6 = Indirect offensive.....
Qi Shou (4 TP) - Increases the unseen "agility" stat of one character, making them more likely to go first in battle. Another tactic that won't see use because by the time it makes a difference you won't have it anymore.
Fu Bing (6 TP) - User attacks twice when this works. As a nice bonus, anybody who successfully uses this will get a 50-50 chance of extra attacks for the remainder of the battle, so it's not just the turn you use it.
Li Jian (6 TP) - Tricks its target into attacking his own allies. Try it if you like, but I didn't use this one much.
An Sha (10 TP) - Instantly kills one opponent. With a brilliant officer using this against low or even mid INT enemies, you can speed your way through most boss fights in no time at all!
Bei Ji (10 TP) - Increases attack power of one ally, this applies to fire and water tactics used by someone under this spell! A ludicrously useful tactic which will prove to be invaluable against the toughest enemies in the game.

Fu Bing is great for its time, especially if you can find the hidden weapons in the neighboring towns. Once you learn An Sha, it's wise to strategically switch tacticians so you can also switch between An Sha and Bei Ji. It all depends on the bosses you're about to face against.

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INTERESTING (MINOR) THINGS

Even if a character cannot learn tactics, they can still be a tactician if their STR is equal to or less than their INT.

Each red bar in the status screen represents 13 points of STR/INT/AP/AC/TP.

The reserves can hold 8 pages of 8 generals. You can store up to 64 generals in the reserves, and 7 in your active party, making a grand total of 71.

There are 139 possible generals who can join you, but because some leave you'll have access to 134 by the end of the game.

Throughout the game, you might notice the life bars change colors when your HP is high enough. Here are the exact values for each color:

Pink	0-499
Orange	500-2000
Yellow	2001-5000
Light Blue	5001-10000
Dark Blue	10001-15000
Green	15001-above

Every pixel represents:

Pink.....	10
Orange.....	40
Yellow.....	100
Light Blue.	200
Dark Blue..	300
Green.....	400

Full life bar:

Pink.....	631
Orange.....	2521
Yellow.....	6301
Light Blue.	12601
Dark Blue..	18901
Green.....	25201

Finally, because of Bei Ji, officers with 240+ INT are unable to use (or learn) An Sha or Li Jian, regardless of your army's level.

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GENERALS WORTH CAPTURING

Han Zhong
Hua Xiong
Li Ru
Ji Ling
Lu Guang
Zhang Ren
Gan Ning
Lu Su
Zhou Yu
Zhang Zhao
Zhu Zhi
Tai Si Ci
Lu Sun

Zhang Liao
Cao Zhang
Dian Wei

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RECRUITABLE GENERAL CHARTS

This is a list of all the generals you can recruit, in order of appearance / availability. Here are what the ratings mean:

- 1=Garbage. A waste of effort, character slot, and resources.
- 2=I would seriously not recommend using that person.
- 3=Pretty much pointless.
- 4=Not without a use, but still sucks.
- 5=Nothing special here. A ho-hum character that's neither great nor crap.
- 6=Decent, but easily outclassed by better characters.
- 7=Good, but not great. May have some flaws that don't hinder them TOO badly.
- 8=A solid character who should have a place on your team whenever possible.
- 9=Killer character! They definitely deserve a spot in your fighting team.
- 10=Unstoppable beast!

Liu Bei	[Rating: 9/10]	HP 314,	STR 180,	INT 225,	AGI 49
Guan Yu	[Rating: 9/10]	HP Grows,	STR 245,	INT 180,	AGI 58
Zhang Fei	[Rating: 9/10]	HP Grows,	STR 250,	INT 75,	AGI 60
Song Ren	[Rating: 2/10]	HP 110,	STR 80,	INT 100,	AGI 44
Song Yong	[Rating: 1/10]	HP 104,	STR 60,	INT 40,	AGI 30
Mi Zhe	[Rating: 7/10]	HP 161,	STR 73,	INT 157,	AGI 70
Chen Deng	[Rating: 7/10]	HP 153,	STR 94,	INT 157,	AGI 54
Han Zhong	[Rating: 4/10]	HP 204,	STR 80,	INT 30,	AGI 40
Zheng Mao	[Rating: 1/10]	HP 153,	STR 93,	INT 34,	AGI 55
Cheng Yuan Zhi	[Rating: 2/10]	HP 195,	STR 85,	INT 68,	AGI 50
Liu Feng	[Rating: 8/10]	HP 399,	STR 187,	INT 162,	AGI 128
Yang Jin	[Rating: 6/10]	HP 247,	STR 125,	INT 40,	AGI 48
Hua Xiong	[Rating: 7/10]	HP 439,	STR 162,	INT 36,	AGI 126
Li Su	[Rating: 2/10]	HP 299,	STR 99,	INT 45,	AGI 66
Guan Ping	[Rating: 9/10]	HP 418,	STR 200,	INT 137,	AGI 140
Huo Hu	[Rating: 7/10]	HP 236,	STR 80,	INT 175,	AGI 40
Li Ru	[Rating: 7/10]	HP 362,	STR 18,	INT 200,	AGI 100
Li Jue	[Rating: 4/10]	HP 399,	STR 120,	INT 72,	AGI 67
Xu Rong	[Rating: 1/10]	HP 314,	STR 90,	INT 117,	AGI 60
Guo Ji	[Rating: 4/10]	HP 418,	STR 128,	INT 72,	AGI 90
Wang Gui	[Rating: 6/10]	HP 346,	STR 110,	INT 40,	AGI 55
Lu Bu	[Rating: 10/10]	HP 439,	STR 255,	INT 72,	AGI 180
Cai Yong	[Rating: 7/10]	HP 380,	STR 117,	INT 180,	AGI 100
Hu Zhen	[Rating: 1/10]	HP 299,	STR 90,	INT 45,	AGI 60
Fen Chou	[Rating: 5/10]	HP 399,	STR 153,	INT 36,	AGI 110
Zhang Ji	[Rating: 4/10]	HP 362,	STR 147,	INT 36,	AGI 97
Zhou Chao	[Rating: 4/10]	HP 346,	STR 140,	INT 20,	AGI 91
Lei Bo	[Rating: 6/10]	HP 643,	STR 142,	INT 76,	AGI 120
Chen Ji	[Rating: 3/10]	HP 531,	STR 85,	INT 47,	AGI 63
Ji Ling	[Rating: 8/10]	HP 613,	STR 192,	INT 47,	AGI 120
Zhang Xun	[Rating: 7/10]	HP 675,	STR 183,	INT 28,	AGI 91
Han Xian	[Rating: 3/10]	HP 585,	STR 114,	INT 38,	AGI 96
Li Feng	[Rating: 1/10]	HP 557,	STR 76,	INT 57,	AGI 56
Liang Ji	[Rating: 1/10]	HP 643,	STR 85,	INT 76,	AGI 67
Chen Lan	[Rating: 1/10]	HP 460,	STR 76,	INT 57,	AGI 56
Liang Gang	[Rating: 1/10]	HP 506,	STR 85,	INT 28,	AGI 63
Lu Fan	[Rating: 4/10]	HP 817,	STR 76,	INT 161,	AGI 60
Zhou Cang	[Rating: 8/10]	HP 506,	STR 215,	INT 85,	AGI 128
Lu Guang	[Rating: 8/10]	HP 1037,	STR 160,	INT 50,	AGI 136
Shen Pei	[Rating: 1/10]	HP 1255,	STR 60,	INT 130,	AGI 48
Gao Lan	[Rating: 5/10]	HP 942,	STR 100,	INT 60,	AGI 85

Xu Zhe	[Rating: 9/10]	HP 643,	STR 73,	INT 220,	AGI 171
Xu Shou	[Rating: 2/10]	HP 1255,	STR 40,	INT 170,	AGI 100
Yan Liang	[Rating: 7/10]	HP 1381,	STR 180,	INT 40,	AGI 144
Wen Hun	[Rating: 8/10]	HP 1449,	STR 190,	INT 40,	AGI 152
Zhao Yun	[Rating:10/10]	HP Grows,	STR 245,	INT 216,	AGI 67
Tian Feng	[Rating: 6/10]	HP 1141,	STR 120,	INT 160,	AGI 108
Ma Yan	[Rating: 1/10]	HP 942,	STR 90,	INT 80,	AGI 64
Lu Xiang	[Rating: 4/10]	HP 942,	STR 150,	INT 50,	AGI 120
Zhang Yi	[Rating: 1/10]	HP 989,	STR 100,	INT 90,	AGI 80
Guo Tu	[Rating: 7/10]	HP 1317,	STR 180,	INT 90,	AGI 144
Ju Shou	[Rating: 3/10]	HP 1449,	STR 40,	INT 180,	AGI 100
Gong Zhi	[Rating: 1/10]	HP 1197,	STR 94,	INT 157,	AGI 85
Huang Zhong	[Rating: 8/10]	HP Grows,	STR 235,	INT 147,	AGI 76
Wei Yan	[Rating:10/10]	HP 1317,	STR 228,	INT 136,	AGI 228
Yang Ling	[Rating: 6/10]	HP 1197,	STR 168,	INT 42,	AGI 160
Bao Long	[Rating: 3/10]	HP 1255,	STR 126,	INT 63,	AGI 120
Chen Ying	[Rating: 2/10]	HP 1197,	STR 136,	INT 42,	AGI 123
Pang Tong	[Rating:10/10]	HP 3765,	STR 99,	INT 240,	AGI 72
Ma Su	[Rating: 7/10]	HP 1754,	STR 138,	INT 195,	AGI 170
Ma Liang	[Rating: 6/10]	HP 1449,	STR 59,	INT 211,	AGI 180
Zhu Ge Liang	[Rating:10/10]	HP Grows,	STR 122,	INT 255,	AGI 56
Liu Kui	[Rating: 2/10]	HP 3262,	STR 110,	INT 110,	AGI 115
Zhang Ren	[Rating: 9/10]	HP 3262,	STR 207,	INT 165,	AGI 207
Meng Da	[Rating: 4/10]	HP 3589,	STR 154,	INT 132,	AGI 154
Tao Qian	[Rating: 1/10]	HP 2226,	STR 90,	INT 160,	AGI 80
Yan Yan	[Rating: 7/10]	HP 3262,	STR 207,	INT 154,	AGI 207
Fa Zhang	[Rating: 2/10]	HP 2965,	STR 66,	INT 198,	AGI 180
Yang Huai	[Rating: 3/10]	HP 2965,	STR 165,	INT 99,	AGI 157
Huang Quan	[Rating: 1/10]	HP 2695,	STR 66,	INT 165,	AGI 75
Leng Bao	[Rating: 1/10]	HP 2024,	STR 180,	INT 99,	AGI 120
Ma Chao	[Rating: 8/10]	HP Grows,	STR 245,	INT 162,	AGI 88
Ma Dai	[Rating: 9/10]	HP 3110,	STR 225,	INT 175,	AGI 180
Li Yan	[Rating: 1/10]	HP 2827,	STR 90,	INT 160,	AGI 130
Liu Ba	[Rating: 1/10]	HP 2569,	STR 99,	INT 176,	AGI 99
Liu Xun	[Rating: 2/10]	HP 3110,	STR 132,	INT 99,	AGI 120
Lei Tong	[Rating: 6/10]	HP 3110,	STR 184,	INT 88,	AGI 207
Wu Lan	[Rating: 6/10]	HP 2965,	STR 180,	INT 99,	AGI 195
Gao Pei	[Rating: 2/10]	HP 2827,	STR 172,	INT 88,	AGI 126
Wu Yi	[Rating: 6/10]	HP 3589,	STR 176,	INT 146,	AGI 176
Wang Lei	[Rating: 1/10]	HP 2827,	STR 135,	INT 132,	AGI 62
Zhang Bao	[Rating: 8/10]	HP Grows,	STR 240,	INT 150,	AGI 100
Guan Xing	[Rating: 8/10]	HP Grows,	STR 237,	INT 175,	AGI 98
Ling Tong	[Rating: 2/10]	HP 5516,	STR 161,	INT 103,	AGI 161
Wu Fan	[Rating: 1/10]	HP 5014,	STR 69,	INT 184,	AGI 176
Fan Zhang	[Rating: 1/10]	HP 4780,	STR 185,	INT 90,	AGI 161
Chen Wu	[Rating: 1/10]	HP 5014,	STR 161,	INT 115,	AGI 154
Gan Ning	[Rating: 8/10]	HP 6069,	STR 223,	INT 140,	AGI 218
Lu Su	[Rating: 8/10]	HP 6365,	STR 120,	INT 218,	AGI 199
Zhou Yu	[Rating:10/10]	HP 6365,	STR 195,	INT 230,	AGI 209
Gu Yong	[Rating: 1/10]	HP 5014,	STR 127,	INT 184,	AGI 110
Kan Ze	[Rating: 2/10]	HP 5259,	STR 160,	INT 199,	AGI 143
Zhu Ge Jin	[Rating: 6/10]	HP 6365,	STR 125,	INT 215,	AGI 198
Jang Qin	[Rating: 2/10]	HP 5259,	STR 182,	INT 115,	AGI 172
Han Dang	[Rating: 1/10]	HP 5516,	STR 180,	INT 115,	AGI 126
Ding Feng	[Rating: 6/10]	HP 15769,	STR 120,	INT 184,	AGI 48
Chen Pu	[Rating: 5/10]	HP 9326,	STR 120,	INT 210,	AGI 168
Zhang Zhao	[Rating: 9/10]	HP 8082,	STR 140,	INT 240,	AGI 178
Bu Xi	[Rating: 3/10]	HP 7003,	STR 124,	INT 192,	AGI 88
Huang Gai	[Rating: 7/10]	HP 9326,	STR 217,	INT 103,	AGI 207
Zhang Hong	[Rating: 7/10]	HP 10763,	STR 113,	INT 211,	AGI 187

Zhu Zhi	[Rating: 9/10]	HP 10261,	STR 210,	INT 95,	AGI 143
Zhou Tai	[Rating: 7/10]	HP 10763,	STR 180,	INT 45,	AGI 195
Xue Zong	[Rating: 1/10]	HP 9326,	STR 69,	INT 103,	AGI 110
Lu Ji	[Rating: 1/10]	HP 11289,	STR 57,	INT 161,	AGI 62
Xu Sheng	[Rating: 8/10]	HP 11289,	STR 195,	INT 103,	AGI 204
Tai Si Ci	[Rating: 9/10]	HP 15769,	STR 230,	INT 123,	AGI 209
Lu Sun	[Rating: 9/10]	HP 11841,	STR 215,	INT 240,	AGI 180
Pang De	[Rating: 1/10]	HP 2965,	STR 212,	INT 200,	AGI 190
Xia Hou Yuan	[Rating: 7/10]	HP 11289,	STR 204,	INT 168,	AGI 212
Jiang Wei	[Rating:10/10]	HP Grows,	STR 204,	INT 225,	AGI 250
Zhang Liao	[Rating: 9/10]	HP 13027,	STR 232,	INT 216,	AGI 237
Xia Hou Dun	[Rating: 7/10]	HP 13665,	STR 204,	INT 192,	AGI 212
Xia Hou Shang	[Rating: 4/10]	HP 17349,	STR 156,	INT 144,	AGI 158
Xia Hou De	[Rating: 4/10]	HP 16540,	STR 168,	INT 132,	AGI 168
Cao Zhen	[Rating: 6/10]	HP 10763,	STR 192,	INT 192,	AGI 200
Cao Zhi	[Rating: 7/10]	HP 13665,	STR 132,	INT 220,	AGI 225
Cao Ren	[Rating: 5/10]	HP 14333,	STR 180,	INT 156,	AGI 180
Cao Xiu	[Rating: 3/10]	HP 15034,	STR 162,	INT 108,	AGI 175
Cao Chun	[Rating: 2/10]	HP 13665,	STR 168,	INT 48,	AGI 168
Cao Zhang	[Rating: 9/10]	HP 19087,	STR 242,	INT 168,	AGI 237
Cao Hong	[Rating: 1/10]	HP 11841,	STR 156,	INT 60,	AGI 156
Cao Ang	[Rating: 6/10]	HP 18197,	STR 180,	INT 84,	AGI 180
Xia Hou Mao	[Rating: 6/10]	HP 16540,	STR 180,	INT 84,	AGI 180
Dian Wei	[Rating: 8/10]	HP 20020,	STR 222,	INT 48,	AGI 225
Niu Jin	[Rating: 7/10]	HP 20020,	STR 204,	INT 36,	AGI 212
Yang Xiu	[Rating: 7/10]	HP 20999,	STR 124,	INT 228,	AGI 190
Jiang Gan	[Rating: 4/10]	HP 19087,	STR 136,	INT 180,	AGI 150
Xun Huo	[Rating: 1/10]	HP 25418,	STR 72,	INT 108,	AGI 164
Li Dian	[Rating: 2/10]	HP 23103,	STR 156,	INT 108,	AGI 156
Wang Shuang	[Rating: 7/10]	HP 20999,	STR 216,	INT 48,	AGI 225
Liu Dai	[Rating: 3/10]	HP 26661,	STR 168,	INT 84,	AGI 168
Chen Qun	[Rating: 5/10]	HP 24233,	STR 72,	INT 228,	AGI 190
Lu Wen	[Rating: 4/10]	HP 22026,	STR 168,	INT 132,	AGI 168
Le Xin	[Rating: 5/10]	HP 29332,	STR 168,	INT 72,	AGI 168
Wang Can	[Rating: 1/10]	HP 13027,	STR 36,	INT 204,	AGI 156
Mao Jie	[Rating: 2/10]	HP 24233,	STR 132,	INT 72,	AGI 132
Hou Cheng	[Rating: 3/10]	HP 18197,	STR 192,	INT 108,	AGI 192
Liu Ye	[Rating: 1/10]	HP 16540,	STR 60,	INT 180,	AGI 180

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CHARACTER GUIDE

Same as above, but this one gives comments and my opinion for each general.

.....Liu Bei [Rating: 9/10] HP 314, STR 180, INT 225, AGI 49
 Enjoy using him while you can, because he isn't with you for long. Unless you're trying to level up to 12 so you can get Fu Bing without missing out on the MTP gain on level 12.

.....Guan Yu [Rating: 9/10] HP Grows, STR 245, INT 180, AGI 58

.....Zhang Fei [Rating: 9/10] HP Grows, STR 250, INT 75, AGI 60

.....Song Ren [Rating: 2/10] HP 110, STR 80, INT 100, AGI 44
 Well, he can be a tactician, even though he won't be doing a good job of it.

.....Song Yong [Rating: 1/10] HP 104, STR 60, INT 40, AGI 30
 Replace ASAP.

.....Mi Zhe [Rating: 7/10] HP 161, STR 73, INT 157, AGI 70
 Pretty much your tactician of choice until Li Ru or Huo Hu come along.

.....Chen Deng [Rating: 7/10] HP 153, STR 94, INT 157, AGI 54
Whether Chen Deng is better than Mi Zhe or not, I cannot say. He hits a bit harder and has equal INT, but he's also slower. The HP difference is almost nil.

.....Han Zhong [Rating: 4/10] HP 204, STR 80, INT 30, AGI 40
Not much for fighting, but he does have a decent amount of HP for that time. The main reason to use him is to persuade the bridge builder.

.....Zheng Mao [Rating: 1/10] HP 153, STR 93, INT 34, AGI 55
So what if he's better than Song Yong? At least Song Yong can be used as a filler character! No reason to ever use him.

.....Cheng Yuan Zhi [Rating: 2/10] HP 195, STR 85, INT 68, AGI 50
He isn't quite as sucky as Zheng Mao, but really, do you want to drag this piece of crap around?

.....Liu Feng [Rating: 8/10] HP 399, STR 187, INT 162, AGI 128
A worthy replacement for Liu Bei, you'll be using him for a significant amount of time.

.....Yang Jin [Rating: 6/10] HP 247, STR 125, INT 40, AGI 48
He's just beefier than the other idiots you've met so far.

.....Hua Xiong [Rating: 7/10] HP 439, STR 162, INT 36, AGI 126
Hua Xiong is the first general you can capture who is actually worth using. Not only because of his high stats (except INT), but he's ready to join you rather early, so he can see quite a bit of usage.

.....Li Su [Rating: 2/10] HP 299, STR 99, INT 45, AGI 66
Terrible stats, and better generals will be available right away.

.....Guan Ping [Rating: 9/10] HP 418, STR 200, INT 137, AGI 140
An excellent character, noticeably better. You'll want to use him for a long time before you decide to leave him in the reserves.

.....Huo Hu [Rating: 7/10] HP 236, STR 80, INT 175, AGI 40
Definitely a step up from the other tacticians. Keep him until you either get Li Ru, Cai Yong, or Xu Zhe.

.....Li Ru [Rating: 7/10] HP 362, STR 18, INT 200, AGI 100
By far the most intelligent officer until Xu Zhe is available, and for a long time too. Just make sure you have 5 other generals in your party, because you certainly don't want to be using him for attacking!

.....Li Jue [Rating: 4/10] HP 399, STR 120, INT 72, AGI 67
Maybe if you switched him and Hua Xiong, it'd be debatable whether to use him. But no, he's not very useful.

.....Xu Rong [Rating: 1/10] HP 314, STR 90, INT 117, AGI 60
Don't bother, really. Poor in combat, and even Mi Zhe and Chen Deng make better tacticians.

.....Guo Ji [Rating: 4/10] HP 418, STR 128, INT 72, AGI 90
This guy is moderately strong, but he'll never be as good as those already established in your army.

.....Wang Gui [Rating: 6/10] HP 346, STR 110, INT 40, AGI 55
A tad weaker than Yang Jin, but the difference in their attack power is negligible and his HP is significantly better. A good replacement if you don't

already have Hua Xiong or Lu Bu.

.....Lu Bu [Rating:10/10] HP 439, STR 255, INT 72, AGI 180
It can take a bit of luck to get Lu Bu to recognize the Gemsword, but you'll be glad you did. By far the deadliest warrior on your team, and skipping out on him means you'll have to deal with him a few more times. Enjoy using him while you can, because he leaves when you first meet Yuan Shao.

.....Cai Yong [Rating: 7/10] HP 380, STR 117, INT 180, AGI 100
Now this guy is quite versatile. He can be useful as your tactician and/or in your front five.

.....Hu Zhen [Rating: 1/10] HP 299, STR 90, INT 45, AGI 60
Worthless unit, there's no advantages to using him. Period.

.....Fen Chou [Rating: 5/10] HP 399, STR 153, INT 36, AGI 110
He could've been useful, but by the time he's available you've already established a full team.

.....Zhang Ji [Rating: 4/10] HP 362, STR 147, INT 36, AGI 97
A bit better than Zhou Chao in every way (see next character for details) but you won't be using him because this guy needs to be captured in a random battle, whereas Zhou Chao can be found in Chang An.

.....Zhou Chao [Rating: 4/10] HP 346, STR 140, INT 20, AGI 91
Like Wang Gui, he's only useful if you don't already have Lu Bu. Even then, his only purpose is to be a slight improvement over Wang Gui.

.....Lei Bo [Rating: 6/10] HP 643, STR 142, INT 76, AGI 120
A pretty decent character, but you won't be using him for long.

.....Chen Ji [Rating: 2/10] HP 531, STR 85, INT 47, AGI 63
Pretty bad, don't put any effort into looking for him.

.....Ji Ling [Rating: 8/10] HP 613, STR 192, INT 47, AGI 120
Go ahead and use this guy, he's pretty good for the time you'll be using him.

.....Zhang Xun [Rating: 7/10] HP 675, STR 183, INT 28, AGI 91
Use only if you don't want to be bothered trying to get Ji Ling, and only if you happen to run into this guy.

.....Han Xian [Rating: 3/10] HP 585, STR 114, INT 38, AGI 96
Not quite as sucky as the next three guys, but still useless.

.....Li Feng [Rating: 1/10] HP 557, STR 76, INT 57, AGI 56
Please...

.....Liang Ji [Rating: 2/10] HP 643, STR 85, INT 76, AGI 67
Marginally "better" than Li Feng and the next two guys, but he's nothing.

.....Chen Lan [Rating: 1/10] HP 460, STR 76, INT 57, AGI 56
Why does this guy suck so much? Even if he joined in the Dong Zhuo chapter, he'd still suck like hell.

.....Liang Gang [Rating: 1/10] HP 506, STR 85, INT 28, AGI 63
Pure and utter crap.

.....Lu Fan [Rating: 4/10] HP 817, STR 76, INT 161, AGI 60
Not terrible, but still someone you shouldn't use.

.....Zhou Cang [Rating: 8/10] HP 506, STR 215, INT 85, AGI 128
Pretty strong physically, keep him until you find better characters.

.....Lu Guang [Rating: 8/10] HP 1037, STR 160, INT 50, AGI 136
Most likely the first character you can get whose HP is over 1000, his decent STR and AGI can also be of tremendous help.

.....Shen Pei [Rating: 1/10] HP 1255, STR 60, INT 130, AGI 48
Don't buy into his high HP. Worthless in and out of combat.

.....Gao Lan [Rating: 5/10] HP 942, STR 100, INT 60, AGI 85
Good damage-absorber, but that's it.

.....Xu Zhe [Rating: 9/10] HP 643, STR 73, INT 220, AGI 171
Best tactician until Pang Tong or Zhu Ge Liang come along. Definitely use him as your tactician, but you can feel free to use him in a team of five. Make the most of him before he leaves (which happens after completing the Jing Zhou and Yuan Shao chapters).

.....Xu Shou [Rating: 3/10] HP 1255, STR 40, INT 170, AGI 100
You shouldn't have a use for him, because Xu Zhe is better. Again, don't buy into his high HP.

.....Yan Liang [Rating: 7/10] HP 1381, STR 180, INT 40, AGI 144
Pretty good unless you get someone better like Wen Hun, who's available at the same time.

.....Wen Hun [Rating: 8/10] HP 1449, STR 190, INT 40, AGI 152
A step up from Yan Liang in every way.

.....Zhao Yun [Rating:10/10] HP Grows, STR 245, INT 216, AGI 67
This guy is THE MAN. Even though he's a little slow and his HP is a rather low at lower levels, you'll quickly see by a long shot he's one of the best characters in the game. Also as an added bonus he looks kickass, too!

.....Tian Feng [Rating: 6/10] HP 1141, STR 120, INT 160, AGI 108
Well he could've been useful if you just didn't have better characters already.

.....Ma Yan [Rating: 1/10] HP 942, STR 90, INT 80, AGI 64
Not even a damage absorber, because your levels are approaching his.

.....Lu Xiang [Rating: 4/10] HP 942, STR 150, INT 50, AGI 120
Not bad, but nowhere near as good as Lu Guang, Wen Hun, Yan Liang, or Wei Yan because he doesn't benefit from the 1000 HP attack multiplier.

.....Zhang Yi [Rating: 1/10] HP 989, STR 100, INT 90, AGI 80
Leave him.

.....Guo Tu [Rating: 7/10] HP 1317, STR 180, INT 90, AGI 144
Now this guy isn't bad at all...just that he's available a bit later than he would've been useful in.

.....Ju Shou [Rating: 3/10] HP 1449, STR 40, INT 180, AGI 100
Suffers the same problem as Tian Feng.

.....Gong Zhi [Rating: 1/10] HP 1197, STR 94, INT 157, AGI 85
None of his stats are good, let alone satisfactory for this part of the game.

.....Huang Zhong [Rating: 8/10] HP Grows, STR 235, INT 147, AGI 76
One of the Tiger Generals, I think that says enough.

.....Wei Yan [Rating:10/10] HP 1317, STR 228, INT 136, AGI 228
If you can complete the Chang Sha castle at the first opportunity, this guy will devastate everybody you come across. Even if you pursue Yuan Shao before settling Jing Zhou, he's still a solid character.

.....Yang Ling [Rating: 5/10] HP 1197, STR 168, INT 42, AGI 160
His HP isn't getting him anywhere and you already have enough good characters.

.....Bao Long [Rating: 3/10] HP 1255, STR 126, INT 63, AGI 120
Decent agility but that's it.

.....Chen Ying [Rating: 2/10] HP 1197, STR 136, INT 42, AGI 123
Ugh.

.....Pang Tong [Rating:10/10] HP 3765, STR 99, INT 240, AGI 72
This guy is WAY overpowered! He's tough to get, but well worth it! By far the best general until maybe near the endgame. Let him take the lead because he has more than enough HP to be a tank.

.....Ma Su [Rating: 7/10] HP 1754, STR 138, INT 195, AGI 170
He's actually more useful than you might think, offensively and defensively.

.....Ma Liang [Rating: 6/10] HP 1449, STR 59, INT 211, AGI 180
Another general who could've been good if you just didn't have someone better.

.....Zhu Ge Liang [Rating:10/10] HP Grows, STR 122, INT 255, AGI 56
I think 255 INT says it all; the most brilliant tactician is effective in and out of battle. He allows for the highest MTP, and can use the best tactics. In battle, enemy tactics almost never work on him.

.....Liu Kui [Rating: 2/10] HP 3262, STR 110, INT 110, AGI 115
Those stats aren't getting him anywhere. He does come in early, but I wouldn't get him unless you're really desperate for a damage absorber.

.....Zhang Ren [Rating: 9/10] HP 3262, STR 207, INT 165, AGI 207
Packs a pretty good punch, and considering how early you get him in the Shu chapter, he'll likely have double or triple the HP your other generals have. Good speed, too.

.....Meng Da [Rating: 4/10] HP 3589, STR 154, INT 132, AGI 154
Mediocrity.

.....Tao Qian [Rating: 1/10] HP 2226, STR 90, INT 160, AGI 80
Are you serious? Pathetic stats, and his HP isn't even that good. He doesn't even learn tactics, so don't let his portrait fool you.

.....Yan Yan [Rating: 7/10] HP 3262, STR 207, INT 154, AGI 207
A good choice if you don't have Zhang Ren or Ma Dai yet.

.....Fa Zhang [Rating: 2/10] HP 2965, STR 66, INT 198, AGI 180
High agility, but there's more to a good general. Which he doesn't have.

.....Yang Huai [Rating: 3/10] HP 2965, STR 165, INT 99, AGI 157
Not impressive.

.....Huang Quan [Rating: 1/10] HP 2695, STR 66, INT 165, AGI 75
This guy is no match for Pang Tong, or most everyone else in this chapter.

.....Leng Bao [Rating: 1/10] HP 2024, STR 180, INT 99, AGI 120

Not impressing anybody. Considering better candidates at this point in the game, he's completely useless.

.....Ma Chao [Rating: 8/10] HP Grows, STR 245, INT 162, AGI 88
Excellent strength and he does grow in HP due to being a Tiger General. He isn't as badass as Zhao Yun, but that doesn't stop him from being a good character.

.....Ma Dai [Rating: 9/10] HP 3110, STR 225, INT 175, AGI 180
An excellent character who doesn't need to be found in a random battle to obtain so you can make good use of this guy.

.....Li Yan [Rating: 1/10] HP 2827, STR 90, INT 160, AGI 130
This guy is AWFUL!

.....Liu Ba [Rating: 1/10] HP 2569, STR 99, INT 176, AGI 99
No. Stop it now...

.....Liu Xun [Rating: 2/10] HP 3110, STR 132, INT 99, AGI 120
Below-average at best, and you likely have established your team for this point.

.....Lei Tong [Rating: 6/10] HP 3110, STR 184, INT 88, AGI 207
His agility is impressive, but Zhang Ren has the same and does everything else better.

.....Wu Lan [Rating: 6/10] HP 2965, STR 180, INT 99, AGI 195
Not bad, but you probably won't be using him much if you do.

.....Gao Pei [Rating: 2/10] HP 2827, STR 172, INT 88, AGI 126

.....Wu Yi [Rating: 6/10] HP 3589, STR 176, INT 146, AGI 176
An okay general with acceptable stats in each category, but he does come in rather late in the Shu chapter, so you won't need him.

.....Wang Lei [Rating: 1/10] HP 2827, STR 135, INT 132, AGI 62

.....Zhang Bao [Rating: 8/10] HP Grows, STR 240, INT 150, AGI 100
He'll have the highest HP of all your members and his stats are pretty good, but for some reason you can't put him in the reserves should you include him in your active party. Because of this I don't recommend using him, but go ahead and use him if you like.

.....Guan Xing [Rating: 8/10] HP Grows, STR 237, INT 175, AGI 98
For some reason you also can't take him out of your party if you decide to include him. This kind of takes the flexibility out of your possible teams, which can be bad in a low-level game. If you could just put Guan Xing and/or Zhang Bao in the reserves after adding them to your active team, then I wouldn't mind using them.

.....Ling Tong [Rating: 2/10] HP 5516, STR 161, INT 103, AGI 161

.....Wu Fan [Rating: 1/10] HP 5014, STR 69, INT 184, AGI 176

.....Fan Zhang [Rating: 1/10] HP 4780, STR 185, INT 90, AGI 161

.....Chen Wu [Rating: 1/10] HP 5014, STR 161, INT 115, AGI 154

.....Gan Ning [Rating: 8/10] HP 6069, STR 223, INT 140, AGI 218
Pretty good tank for the remainder of Wu, and considering it's a long chapter you can go ahead and use this guy.

.....Lu Su [Rating: 8/10] HP 6365, STR 120, INT 218, AGI 199
He's pretty good if your most brilliant officers have Wan Fu and you still want to use Yin Xian. Good stats are other reasons to use him.

.....Zhou Yu [Rating:10/10] HP 6365, STR 195, INT 230, AGI 209
The first officer who can learn An Sha, this guy can really destroy most enemies that stand in your way. Take your time to recruit him, you'll be saving lots of time in the long run.

.....Gu Yong [Rating: 1/10] HP 5014, STR 127, INT 184, AGI 110

.....Kan Ze [Rating: 2/10] HP 5259, STR 160, INT 199, AGI 143

.....Zhu Ge Jin [Rating: 6/10] HP 6365, STR 125, INT 215, AGI 198

.....Jang Qin [Rating: 3/10] HP 5259, STR 182, INT 115, AGI 172

.....Han Dang [Rating: 1/10] HP 5516, STR 180, INT 115, AGI 126

.....Ding Feng [Rating: 6/10] HP 15769, STR 120, INT 184, AGI 48

The first character you can get whose HP is over 10000, his STR and INT are acceptable, but not enough for him to truly be a great character. He's as slow as a slug, too. Watch out for that.

.....Chen Pu [Rating: 5/10] HP 9326, STR 120, INT 210, AGI 168

.....Zhang Zhao [Rating: 9/10] HP 8082, STR 140, INT 240, AGI 178

.....Bu Xi [Rating: 3/10] HP 7003, STR 124, INT 192, AGI 88

.....Huang Gai [Rating: 7/10] HP 9326, STR 217, INT 103, AGI 207

.....Zhang Hong [Rating: 7/10] HP 10763, STR 113, INT 211, AGI 187

Think Ding Feng, but trade in some HP and a wee bit of strength for improved intellect and agility. Good, but not useful.

.....Zhu Zhi [Rating: 9/10] HP 10261, STR 210, INT 95, AGI 143

The first heavy hitter whose HP is over 10000, he can dish out and take heavy punishment.

.....Zhou Tai [Rating: 7/10] HP 10763, STR 180, INT 45, AGI 195

Not too shabby, another heavy hitter whose HP is over 10000. I'd rather use Zhu Zhi, though. But go ahead and use him if you can, he isn't too bad.

.....Xue Zong [Rating: 1/10] HP 9326, STR 69, INT 103, AGI 110

A plague to the field, I do not recommend using him for anything.

.....Lu Ji [Rating: 1/10] HP 11289, STR 57, INT 161, AGI 62

Useless, and not just because of Zhu Ge Liang, Pang Tong, Lu Su, and Zhou Yu. He just plain sucks.

.....Xu Sheng [Rating: 8/10] HP 11289, STR 195, INT 103, AGI 204

Strong attacks and high AGI may warrant using him.

.....Tai Si Ci [Rating: 9/10] HP 15769, STR 230, INT 123, AGI 209

Even better than the first 10000+ HP fighters in every way, and his HP is high enough so he can take advantage of the 10000+ HP attack multiplier much longer than they can.

.....Lu Sun [Rating: 9/10] HP 11841, STR 215, INT 240, AGI 180

One of the best characters in a low-level game, still pretty good otherwise. Don't underestimate some of the non-Tiger Generals, their AGI is one reason.

.....Pang De [Rating: 1/10] HP 2965, STR 212, INT 200, AGI 190

For some reason, he doesn't show up until late in the game after beating him as a boss. Real bummer, because he would've been great if you could get him in Shu.

.....Xia Hou Yuan [Rating: 7/10] HP 11289, STR 204, INT 168, AGI 212

He's definitely useable. I'd use him if he just happens to be around, but I wouldn't go out of my way trying to capture him.

.....Jiang Wei [Rating:10/10] HP Grows, STR 204, INT 225, AGI 250
One of the best characters in every way, especially because his HP grows, as a Tiger General. Only problem is his status portrait looks rather fruity.

.....Zhang Liao [Rating: 9/10] HP 13027, STR 232, INT 216, AGI 237
This guy is great. All of his stats are excellent and his HP is pretty good when he's first available. His HP remains reasonable for the endgame, even at level 50-51.

.....Xia Hou Dun [Rating: 7/10] HP 13665, STR 204, INT 192, AGI 212
Better than Xia Hou Yuan. See Xia Hou Yuan comments for a similar analysis.

.....Xia Hou Shang [Rating: 4/10] HP 17349, STR 156, INT 144, AGI 158
All stats are too mediocre, they simply aren't enough.

.....Xia Hou De [Rating: 4/10] HP 16540, STR 168, INT 132, AGI 168
See above.

.....Cao Zhen [Rating: 6/10] HP 10763, STR 192, INT 192, AGI 200
Good stats, but considering his HP and your other characters, you shouldn't be using him.

.....Cao Zhi [Rating: 7/10] HP 13665, STR 132, INT 220, AGI 225
sigh Just how many tacticians are "good, but useless because of Zhu Ge Liang or the likes"? Here's another one.

.....Cao Ren [Rating: 5/10] HP 14333, STR 180, INT 156, AGI 180

.....Cao Xiu [Rating: 3/10] HP 15034, STR 162, INT 108, AGI 175

.....Cao Chun [Rating: 2/10] HP 13665, STR 168, INT 48, AGI 168
Yeech, mediocre stats only rubbed in to being worse because his terrible INT will only result to being An Sha'd frequently.

.....Cao Zhang [Rating: 9/10] HP 19087, STR 242, INT 168, AGI 237
Now this guy packs some serious power. He's arguably better than some of the Tiger Generals, namely because of his far superior agility. Definitely worth getting in a low-level game! Very good in a normal playthrough as well.

.....Cao Hong [Rating: 1/10] HP 11841, STR 156, INT 60, AGI 156
Another character who simply doesn't have what it takes to handle the endgame.

.....Cao Ang [Rating: 6/10] HP 18197, STR 180, INT 84, AGI 180
Moderate stats and low INT, nothing special.

.....Xia Hou Mao [Rating: 5/10] HP 16540, STR 180, INT 84, AGI 180
Cao Ang with less HP, he's of no use to you.

.....Dian Wei [Rating: 8/10] HP 20020, STR 222, INT 48, AGI 225
Even if you don't actually use him, he's worth capturing because he won't be part of a boss battle he would be in otherwise.

.....Niu Jin [Rating: 7/10] HP 20020, STR 204, INT 36, AGI 212
Pretty solid hitter with a healthy supply of HP. Just beware of his terrible INT, as An Sha will work easily.

.....Yang Xiu [Rating: 7/10] HP 20999, STR 124, INT 228, AGI 190
How many times will I have to say this? He's good but with Zhu Ge Liang and the

likes he isn't very useful.

.....Jiang Gan [Rating: 4/10] HP 19087, STR 136, INT 180, AGI 150
Not as terrible as some countless characters are, but still pretty bad.

.....Xun Huo [Rating: 1/10] HP 25418, STR 72, INT 108, AGI 164
Good HP, but it isn't enough to save him from the pits of uselessness.

.....Li Dian [Rating: 2/10] HP 23103, STR 156, INT 108, AGI 156
This guy isn't going to help you at all, he sucks.

.....Wang Shuang [Rating: 7/10] HP 20999, STR 216, INT 48, AGI 225
Finally, a good character in awhile, after dealing with so many sucky ones!
Granted, he won't be one of your top units, but he's good nonetheless.

.....Liu Dai [Rating: 3/10] HP 26661, STR 168, INT 84, AGI 168
Good HP, but it isn't enough to save him from the pits of uselessness.

.....Chen Qun [Rating: 5/10] HP 24233, STR 72, INT 228, AGI 190
Good, but useless, especially considering how late in the game he joins.

.....Lu Wen [Rating: 4/10] HP 22026, STR 168, INT 132, AGI 168
Ignore him.

.....Le Xin [Rating: 5/10] HP 29332, STR 168, INT 72, AGI 168
Very high HP, but that doesn't make up for his poor stats.

.....Wang Can [Rating: 1/10] HP 13027, STR 36, INT 204, AGI 156
No STR, below-average HP and being outclassed by better tacticians...I think
this says enough.

.....Mao Jie [Rating: 2/10] HP 24233, STR 132, INT 72, AGI 132
You're so close to finishing the game by the time he's available, he sucks!

.....Hou Cheng [Rating: 3/10] HP 18197, STR 192, INT 108, AGI 192
Same as Mao Jie, but he's a little more balanced. Still not worth using though.

.....Liu Ye [Rating: 1/10] HP 16540, STR 60, INT 180, AGI 180
And the last character who joins you...sucks!