



THE THREE KINGDOMS

THE SUN WU

CRISES ON THE ORIENT

GRAND CRISIS MANAGER: WILLIAM YANG GOODWIN '25

CHAIR: WILLIAM REMLEY '25

CO-CHAIR: NED KIELY '27

CRISIS DIRECTOR: JUNIOR MARTINS '26



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LETTER FROM THE GRAND CRISIS MANAGER

Dear Delegates,

I'm excited to present to you all the first three-way Joint Crisis Committee in BC High Model UN's history. I'm proud to serve as the Grand Crisis Manager for this committee, and am honored to be working alongside my good friends Lucas Silaj, William Remley, Rhodes Lee, KinJia and KinYuan Wong, and once again with Junior Martins on this extraordinary committee. These fine gentlemen have been hard at work for the last few months to bring to everyone a truly amazing crisis experience.

This JCC may differ slightly from a more standard crisis committee, and I hope that you all take this into consideration while doing your research and thinking about strategy before the conference begins. For the purposes of these differences, we have written guides and overviews of expectations, which you can find listed in the document below or contents above.

About me: I'm a senior at BC High, a member of Romero House, and I have been involved in BC High Model UN since I was in seventh grade. I was a Crisis Assistant as a freshman and sophomore under the then-Crisis-Director Zain Khan '24, and last year a Director for an advanced committee. Outside of MUN, I'm a varsity skier and sailor, a member of the Dever Players, and the President of Dungeons and Dragons club. Outside of school, I'm an avid reader, aspiring writer, and an inchoate practitioner of the Kunwu *jian* and related martial arts (some of which served as inspiration for aspects of this JCC.)

My goal here is to create an engaging crisis situation, testing and pushing your creativity, strategy, and adaptability in the backroom while maintaining an air of calculated thoughtfulness, well-spent intention, and pro-Dynastic cunning in the front room. I want to help you all dive into your interests, develop your characters' arcs, and watch everyone develop throughout the day as delegates.

I'm excited to see you all in March to reshape, rethink, and reimagine ancient China's history. And, I urge you to remember as you prepare for the JCC— **there are no limits to what you can accomplish.**

Here's to a great conference,

William Yang Goodwin '25

Liaison Officer

Grand Crisis Manager

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LETTER FROM THE CHAIR

Hello Delegates!

Welcome to BCHigh MUN XXXIII! My name is William Remley and I am very excited to be your chair and acting Emperor for this great court of the Wu Dynasty. I am honored to be a part of our first ever triple Joint Crisis Committee.

I am a senior at BC High and have been involved in Model UN ever since seventh grade, and diplomacy has been an interest of mine long before that. This will be my third BC High conference and, even with my long time involvement, this will be my first time on the dais. Outside of Model UN, I run the model rocket club, and I love to ski and hike.

This committee will be difficult, given the limited available sources and the complexity of a three way JCC. But, I believe that all of you have the ability to overcome these challenges, and ensure the success of the Wu Dynasty. I look forward to seeing all of you deliberating on the future of the kingdom, and I encourage you to work together for its betterment.

If you have any questions, comments, or concerns, feel free to reach out to me using the email below. I wish all of you best of luck, and hope you come prepared to change history.

William Remley '25

Deputy Director of Finance

Chair, Wu Dynasty

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LETTER FROM THE CO-CHAIR

Greetings Delegates,

My name is Ned Kiely, and I am excited to welcome you all to BC High's 33rd Model UN Conference. In this committee, you will be navigating the complexities of a triple joint crisis committee, which is unprecedented at BC High Model UN. In order to be the victorious kingdom, it is crucial that you all work together to make a logical course of action. Remember: Model UN is all about compromise and working together. If you do not do that, then you will not succeed.

Now, a little bit about myself. When I first came to BC High 3 years ago, I was a shy 12 year old who had taken an interest in politics and history. When I first heard about Model UN, I was very interested and wanted to go immediately. I went a lot during middle school, and I learned a lot. As we discussed various topics, I learned a lot about geopolitics, history, and the United Nations. However, I learned much more than that. While participating in Model UN, I acquired various important skills, such as public speaking, compromise, communication, and teamwork. Model UN has been a big part of my time in middle school, and now that I am a sophomore in high school, it continues to be important to me. I have met so many people through Model UN, and made quite a few friends. When I was asked to co-chair a committee at BC High's Model UN conference, I eagerly accepted. Now, I have the opportunity to be a part of the running of a Model UN conference, which I am very excited to do.

I would like to wish all of you good luck in researching; I know how tedious it can be. However, it is important that you all remember how rewarding it can be. With good research, you will be well prepared for the conference, and if you perform well in committee, you may even win an award. I also want to remind you all to meet new people. One of the greatest opportunities with Model UN is the chance to meet new people, and I want all of you to take that opportunity. When you are in committee, I recommend that you do not just stay with your school friends. Go talk with others, and meet new people. You can make new friends from other schools at conferences, and see them again and again over the course of many conferences. With that being said, good luck to all of you. I hope you are excited as I am. I will see you in committee!

Sincerely,

Ned Kiely '27

Co-Chair, Wu Dynasty
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LETTER FROM THE CRISIS DIRECTOR

Dear Delegates,

Let me be the first to say that I am extremely excited to be directing this Crisis. Everyone has worked extremely hard to ensure that all of you have an amazing experience and if it weren't for some of them, this massive undertaking would have never happened. Both my Chair, Will Remley, and Co-Chair, Ned Kiely, are dedicated to ensuring this runs as smoothly as possible.

I am a current sophomore and have been doing Model UN for the past two years. Last year I served as a crisis staffer under our current Grand Crisis Director, Will Yang Goodwin '25, and I wanted to serve at another conference to further my experience with MUN. Outside of MUN I am an avid enjoyer of the sciences and do personal research occasionally.

As Wu Dynasty delegates, your goals are to outsmart, outplay, and outmaneuver the other dynasties through quick, decisive action. Your victory will ultimately be decided by the relations you forge and how much you are willing to lose. Whether you resolve for peace or end up in an all-out war is up to you!

However, the goal of this conference is to have fun and not go crazy trying to take over China. Remember that you are still in Model UN and must resolve to be respectful in your work.

Looking forward to the Conference,

Junior Martins '27

Crisis Director

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CRISIS GUIDE

By Bill Goodwin '25 and KinJia Wong '26

A General Guide to Model UN Crisis Committees

Model UN Crisis Committees differ from traditional General Assembly (GA) simulations by introducing fast-paced, dynamic scenarios requiring quick thinking, diplomacy, and most importantly, adaptability. This guide provides an overview of how to approach crisis committees, including a run-down of the structure, along with some strategies and skills needed to succeed.

What is a Crisis Committee?

A Crisis Committee simulates a high-stakes political, economic, or military situation where delegates represent specific characters or countries, often within smaller groups. These crises evolve rapidly, with new events, problems, or developments being introduced in real-time, which require immediate action. Unlike GA sessions, where discussions are slow-paced and consensus-based, crisis committees focus on quick, decisive moves and seizing the initiative.

Key Elements of a Crisis Committee

- **The Crisis Itself:** A real or fictional scenario (e.g., a war, political upheaval, or natural disaster) that forms the central problem to resolve. Unlike a GA, each delegate has powers of their own, called "Personal Powers" or "Portfolio Powers."
- **Committee Structure:** Smaller groups with 10-20 delegates, each representing a unique position. This can be a country, or in our committee, a single person.
- **Crisis Updates:** Frequent updates from the backroom (people running the crisis behind the scenes) that alter the scenario. These could be unexpected events designed to throw you off, but most of the time they will be updating you on the happenings of the other committees.
- **Directives:** Delegates submit "directives," which are formal written instructions to handle the crisis. These directives can be individual or collective and can cover diplomatic, military, economic, or political actions. Directives will be covered in more depth later.
- **Personal Crisis Arcs:** Individual characters may have personal goals or ambitions that affect their actions and influence how they interact with the crisis.



THE STRUCTURE OF A CRISIS COMMITTEE

Overview

The procedure in crisis committees varies from other types of committees you may be used to. There are some key differences in the committee, which will go through different crisis steps in debate. It is important to note that this is only an overview with general guidelines and that chairs/co-chairs have the right to make any procedural changes they see fit during the committee.

General Debate

- I. Debate will always open with a roll call; to which all delegates respond “present” or “present and voting”.
- II. Crisis committees are generally less uniform in debate, with NO motions for speaker’s lists.
- III. Rather, the primary forms of debate in crisis committees are round robins, moderated caucuses, and unmoderated caucuses.
- IV. Due to the nature of a smaller-sized committee, delegates can offer a point of inquiry, without permission from the chair, as long as someone else is not speaking.
- V. Speeches are usually much briefer (20-30s), so it is not recommended to yield your time to other delegates.

Moderated/Unmoderated Caucuses

- VI. Moderated caucuses are formal debates, and the chair will individually recognize delegates to speak by raising their placard.
 - A. When motioning for an Unmoderated Caucus, you must clarify the topic, total time, and speaking time.
 - B. If there are not enough speakers, delegates can speak multiple times in a single moderated caucus.
 - C. If there are no other points or motions, the debate defaults to a moderated caucus of the chair’s discretion.
 - D. Example: “Motion for a 5 minute moderated caucus with a 30 second speaking time on XYZ” (Colloquially, a “five-thirty.”)
- VII. Unmoderated caucuses.
 - A. Traditionally the total time of Unmoderated Caucuses ranges from 5-10 minutes at a time.
 - B. Crisis Committees have less unmoderated caucuses than General Assemblies.
 - C. During the time allotted during an Unmoderated Caucus, delegates are allowed to freely walk around and collaborate with other people.
 - D. Unmoderated Caucuses are normally used to write, and merge directives.
 - E. Example: “Motion for a 10 minute Unmoderated Caucus”

Round Robins

- VIII. Round Robins are typically used as an alternative to the speakers list.
- IX. In a round robin, every delegate has the chance to speak, and the order is determined by where you are sitting around the room.
- X. Speaking times are generally limited to 30 seconds or less.



- XI. Round robins can be found most useful after a major crisis event/update, in which they will often be looked upon favorably by chairs.
- XII. Example: "Motion for a 30 second round robin".

Directives:

Committee Directives: Submitted on behalf of the entire committee and requires collaboration from multiple roles. They can range from military actions to diplomatic solutions. **In a BCHMUNC XXXIII crisis committee, a Directive requires a minimum of 3 sponsors and a maximum of 5.** The other specifics are left to individual Chairs' discretion. The Portfolio Powers of a directive's Sponsors will be considered regarding the directive's execution, but Directives differ from Personal Directives in the fact that a Directive alone may carry the weight of the committee, or in our case, the resources and **will of the Emperor**.

Personal Directives: Submitted individually by delegates, these are often actions like espionage, moving troops, etc., but can be anything possible per your portfolio powers. Best used to progress your own goals—known as your "crisis arc". Examples of effective Personal Directives and common mistakes delegates often make are listed below, in the **Writing Effective Notes** subsection.

Joint Personal Directives: The bread and butter of experienced crisis delegates, a Joint Personal Directive (JPD) is a way to write a Directive without needing it to be brought to a full committee vote. This is best used when two or more delegates need to combine their personal powers to achieve something, ie. a joint military maneuver, outfitting an army with new gear, or taking out an opponent with one-two combo in one fell swoop.

Press Releases: Public announcements that can be used to influence other delegates or the direction of the crisis. In our JCC, this can be an important way to communicate with the opposition, as **Press Releases are broadcasted to the other committee(s) and to the general public.**

Key Skills for Success

In general, strategies good for a GA are good for a crisis committee. But the next few are especially important.

- **Adaptability:** Unlike traditional MUN, crisis committees shift rapidly. You need to be flexible and able to adjust your strategies as new information is revealed.
- **Creativity:** Think outside the box. We reward bold, innovative actions.
- **Diplomacy:** Even though crises are fast-paced, diplomacy is still at the heart of every MUN committee. Make alliances, maintain relationships, and know when to compromise.
- **Management:** handle pressure well, and be able to make quick decisions that balance both your personal arc and the greater needs of the committee.



WRITING EFFECTIVE DIRECTIVES

Be Specific: Clearly outline the goal of the directive, the steps necessary to achieve it, what personal powers are contributing, and your best-case ultimate end goal of the directive.

Coordinate with Allies: When submitting directives, the more people the better. Working closely with other delegates to ensure your directive gains the necessary support.

Anticipate Countermoves: Be strategic by thinking ahead. How might the opposition respond to your directive? Consider crafting backup plans in case your initial strategy fails, and outline those in your directive as well.

Keep Things Close: **Your personal powers should be some of your closely guarded secrets.** It can make for a powerful negotiating point if they are revealed, but doing so could allow someone else to know your weakness and begin to tear down your arc.

Writing Crisis Notes

Notes are the main component which separate traditional committees from those with crisis elements. You receive one or two notepads at the start of the day, in which you write plans, actions, questions, plots, etc. Think of this as writing to your private secretary who is able to act on your behalf outside the committee.

The dais will periodically collect these notepads and forward them to the backroom to respond to your note. If you use your notes effectively, you'll be able to promote your private interests, build alliances, use or even expand your portfolio powers, and obtain new resources for the committee.

Ultimately, notes build your importance and power in committee. With a series of well written notes, you can take the spotlight of the committee. The next "crisis break" can be about you and your plans, which is a good goal to have. When your notes are causing crisis breaks, you become more influential in the decisions of the committee.

Remember the following when writing notes:

The Three Rs: Resource, Request, Reason.

(credit: University of Chicago, <https://munuc.org>)

- I. **Resource:** All you need to do is state a reminder of what you already have. While this does not need to cover everything, it should be relevant to the next part of the note.
 - A. "I would like to access my granaries and *tael* reserves in Chengdu."



- II. **Request:** Keep requests small for the most part, these are more likely to be granted. Ask for anything which is an extension of your current resources. In addition, notes should **not** be addressed to the crisis staff. They instead should be addressed as a letter might: to a character, such as a secretary, servant, or general, within the simulation setting.
 - A. “Recruiters should be hired with the silver, and they should attempt to rally two armies of spearmen.”

- III. **Reason:** This final part is the most important in your note. It provides a justification for your request and gives the dais more insight into your ultimate strategy.
 - A. “One army of spearmen will rendezvous with Ma Teng, the Unyielding Tiger of Liang, at our border with the Wei, and join his armies there. The other army will be left in reserve in Chengdu, defending the city and training the skills.”

Example Note A

It hits all of the points above!

Dear Secretary Ming,

I would like to access my granaries and *tael* reserves in Chengdu. Recruiters should be hired with the silver, and they should attempt to rally two armies of spearmen. One army of spearmen will rendezvous with Ma Teng, the Unyielding Tiger of Liang, at our border with the Wei, and join his armies there. The other army will be left in reserve in Chengdu, defending the city and training their skills.

General Yao, (any other parties involved)

How the Backroom Might Reply

Not only did the request get approved, you even received an additional option to strengthen your soldiers.

The recruiters were hired using two units of our *tael*, leaving seven in the treasury. The soldiers were received by the Unyielding Tiger at the border, and the other army is training outside of our capital, Chengdu.

The commander of the army commented to the messenger that his novice recruits are having trouble with poor weaponry and armor—and is requesting the lord three *tael* to outfit his men. If you do so, their power will surely increase!



Example Note B

It is missing all the above!

To Crisis,

I would want to attack the border of Wei quickly and swiftly, and please execute our emperor to put myself on the throne.

How the Backroom Might Reply

The request went through. but you got severely punished for the lack of specifics and reason for your actions.

You have sent three armies of trainee infantry on an expedition to the Wei border. Your men ran into armies led by your ally Ma Teng, the Unyielding Tiger of Liang, but began fighting them, confusing them with the enemy. One army was obliterated by the general's defending forces, while the other two, fleeing, suffered heavy losses due to illness and hunger.

You hired an assassin off the farmer's market, promising him one *tael* upon completion of the task. The attempt on the emperor's life went unnoticed, as his attempt to poison the emperor with extra salted pickles left him uncomfortable—but not dead.

Tips, and Common Pitfalls to Avoid

Tunnel Vision: Don't become so focused on your personal arc that you ignore the broader crisis. You need to keep one eye on the larger committee while advancing your individual plans.

Overcomplicating Directives: While creativity is important, overly complex directives can slow down the committee or confuse the crisis staff. Keep your ideas clear and actionable.

Acting Too Quickly: While crisis committees reward fast action, acting too quickly and rashly can lead to poor outcomes. Take time to assess the situation before acting: slow is steady, and steady is fast.



COMMITTEE-SPECIFIC MECHANICS

Due to the nature of this committee, there will be a number of mechanics designed by the Crisis Staff that will be in each frontroom in order to ease the burdens on the delegates' minds.

After all, the Three Kingdoms is a period of war, and this JCC is first and foremost a simulation of how that war could have gone. For this purpose, each Delegate will have command of their represented character's portfolio powers.

You can find your portfolio powers at the end of this document.

IMPORTANT!

This committee will be fast paced. In the interests of time, crisis notes may be **emailed** to the backroom staff. For more information regarding this, or general pre-committee questions, email the Grand Crisis Manager of the Three Kingdoms and the Crisis Director of the Conference at w.yang-goodwin25@students.bchigh.edu and kj.wong26@students.bchigh.edu.

Portfolio Powers

Portfolio powers are the public powers and resources your position has. For example, a general might have command of an army of soldiers. These troops' movements and activities would be up to the sole discretion of the general commanding them. Or, a governor of a certain area would have the ability to levy taxes on the population or requisition food from the peasantry to add to their own coffers. Or, a lord of a city would have great influence over the local economy, thus giving him the ability to raise, train, reinforce, or bolster an army of its own.

Of course, limits apply. A division of soldiers trained in a city would only obey their City Lord so long as they remained close to the city, fed and happy. To go further, for instance, a proper general would be needed to keep the men in line. Yet at the same time, these generals would be helpless if their armies were to go hungry—perhaps as a consequence of getting on the wrong side of a Governor—or without provisions—if the City they hailed from is conquered.

The portfolio powers that your positions hold are not detailed in this Background Guide; they will be provided to you at the start of committee. However, general information about each position's powers are provided at the end of this document, in the "Character Portfolios" section.

Your portfolio powers are your greatest strengths, and potentially your greatest weaknesses. It is hereby advised that you keep your powers secret from everyone, be they friend or foe.



Resources

A nation's resources form the cornerstone of its ability to sustain its people, defend its borders, and expand its influence. While many aspects of a nation's economy could be considered, for simplicity, we focus on two key resources: Money and Food. These serve as the dual pillars of survival and growth, influencing every facet of governance, diplomacy, and war.

MONEY

"Money makes the world go round."
- Matshona Dhlwayo

Measured in *tael*, money represents the economic power of a nation. It is a versatile and critical resource, serving purposes that extend far beyond simple trade. A healthy treasury ensures the smooth operation of a nation's Cities and provides leverage in the political arena.

Functions of Money:

- Urban centers rely on money to fund services, maintain public order, and sustain infrastructure. A City without funding becomes a breeding ground for unrest, crime, and decay.
- Soldiers demand wages, and mercenaries expect timely payment. Without money, morale plummets, desertion rises, and loyalty wanes.
- Bribes, tributes, and gifts can often open doors that swords cannot. Many officials, in order to do their duty, may demand a "gift."
- Investments in technology, infrastructure, and education rely on a steady flow of currency, enabling a nation to stay competitive. These advances allow for the training of better-equipped and stronger soldiers.

How to Gain Money:

- A City Lord or a Governor may impose taxes on their citizens. This money includes many sources: profits, merchants' bribes, property, food, etc.
- The Capital province, as an economic hub, produces an extremely large amount of money that is stored in national coffers, able to be accessed as a part of a Committee Directive.
- A General may pillage or sack an enemy City or Province, and receive resources from their defeated foes.



FOOD

"If you keep your armies out in the field for a long time, your supplies will be insufficient. When your forces are dulled, your edge is blunted, your strength is exhausted, and your supplies are gone, then others will take advantage of your weakness and rise up."

- Sun Tzu, *The Art of War*

Food represents the agricultural and logistical backbone of a nation. It sustains the population, ensures the productivity of laborers, and supplies armies during campaigns. Unlike money, which is highly flexible, food has a more direct and immediate impact on survival.

Functions of Food:

- A well-fed populace is a happy and productive one. Food shortages lead to famine, which can cause unrest, migration, and even rebellion.
- Soldiers in the field require consistent rations to maintain their strength and morale. A poorly supplied army is more likely to lose battles, even against inferior foes.

To gather Food:

- Provinces under the control of a Governor or Regional Advisor grow staple crops, and fish in nearby rivers/oceans.
- A General may raid an enemy Province, and receive Food from the villages and towns that they plunder.

Balancing Money and Food

A prosperous nation finds equilibrium between these resources. Excess wealth without adequate food leads to hunger and instability, while an abundance of food without money stifles growth and limits military or diplomatic options. In order to secure victory in conflict, leaders must strategize to ensure that neither resource is neglected.

- Sustained military campaigns require both a steady stream of gold *tael* to pay soldiers, and a surplus of food to keep them fed.
- A Governor or Regional Advisor can focus their provinces' efforts on *either* Money or Food, but not both.

Effective resource management is not just about accumulation but distribution, preparation, and foresight. A wise ruler understands that the true strength of a nation lies in the careful stewardship of its resources.



ARMIES

"The strength of a nation lies not in its wealth but in the mettle of its warriors."
- Zhizhi Tongjian

Armies are the backbone of a nation's power, a projection of its will on the battlefield and beyond. They safeguard borders, enforce sovereignty, and serve as instruments of conquest or defense. An army's strength, morale, and discipline can determine the fate of a nation.

Functions of Armies

- Protection and Defense: Armies are the first line of defense against external threats. They secure borders, protect vital cities, and ensure the safety of trade routes.
- Instruments of Expansion: A well-maintained and strategically deployed army can claim new territories, crush uprisings, and impose a nation's influence on its rivals.
- Maintainers of Order: Soldiers may also serve as enforcers of law and order, suppressing rebellion, quelling riots, or imposing martial law when needed.

Maintaining Armies

To maintain an effective fighting force, leaders must address several key considerations:

- Recruitment: Soldiers are drawn from the populace, trained to fight, and organized under the leadership of skilled generals. A nation's ability to recruit depends on the quality of its Cities, which each may muster a *Standing Army* of a size listed in the table below.
- Equipment: Armies require weapons, armor, and siege equipment. A poorly equipped army is vulnerable, even if its numbers are vast. Investment in armories and technological advancements improves the efficacy of soldiers in battle.

Mobilizing Armies

A General, Governor, or Regional Advisor may call upon troops under their command to mobilize for war or defense. Armies can be a part of a City or Province's *Standing Army*, dispatched to respond to immediate threats on the home front, or sent on campaigns with a General to achieve long-term objectives.

The Power of Leadership

A great army without capable leadership is like a blade without a hilt. Generals and commanders shape the destiny of battles through tactics, strategy, and charisma. Victory often depends on their ability to outmaneuver opponents, inspire troops, and adapt to unforeseen challenges.

An army is both a nation's shield and its sword, a symbol of strength and resilience. To wield it wisely is to secure the future; to misuse it is to invite ruin.



HISTORICAL CONTEXT

“It is a truth universally acknowledged that an empire long united will fall apart.”

Chinese Civilization has long stood the test of time. Beginning around 2100 BCE, the mythical Xia Dynasty brought on and established the dynastic tradition that has, until very recently, held firm. However, as with many systems, it is fraught with peril. This cycle is powered by court culture; court culture arises from child emperors and regencies. When an Emperor dies with a young son, the son is unable to rule on his own. As such, power is given temporarily to court **eunuchs**, who acted as **regents** in those days. These regents often would also use their power corruptly: accepting bribes in exchange for government positions, allowing political infighting within the court, and conspiring to increase personal influence to the detriment of subject and sage. Weaknesses in these dynasties from infighting and exploitation of the population led to the destruction of many such, including the Xia, Shang, Zhou, and Qin—which preceded the Han.

The Han (206 BC - 220 AD) was put into power after the overthrow of the bloody Qin Dynasty following the Warring States period (475 - 221 BC). Many advancements were made in the first centuries of Han rule, leading many to believe it as the onset of a great Chinese Golden Age. Despite this, corruption in the government was rampant. Dissent among the nobility led to the assassination of officials like *Han Gaozu*, exploitation of the common people led to famine, hunger, and death in the countryside—and after four centuries, unrest finally became rebellion.

The Yellow Turbans’ revolt in 184 AD—fueled by peasant unrest and the rhetoric of **Taoist** leader *Zhang Jue*—shattered the empire through the heartland. The peasants amassed into war-bands tens of thousands in size, and in the capital, the massacre of court eunuchs in 189 AD left the child-emperor himself vulnerable. Regional warlords like *Cao Cao*, *Dong Zhuo*, and *Sun Jian* rose to prominence in what would become the Wei, Shu, and Wu kingdoms, respectively. The central authorities, puppeted by tyrannical eunuchs relied on them and their standing armies to suppress rebellion. Wielding power far beyond the reach of **Luoyang**’s long arm, they began to vie for dominance amongst themselves.

And, in the late second century, there was another issue of transition. The Han’s strength had long been eroded by the time of the Yellow Turban revolt—the only thing keeping them in power was the continued presence of their “**Son of Heaven**.” But, without the military might, economic wherewithal, or political capital to protect him: in an analogy first used by *Han Gaozu*, “the deer was loose.” He holding the **Mandate of Heaven** had left his cover, and now the chase was on.

The first to begin the hunt was *Dong Zhuo*, the **Gansu** warlord who had been observing events from outside of the capital with relish. Receiving word on the emperor’s movements,



he intercepted the fleeing boy and his retinue. Plotting to instate himself into power, before a year had passed, *Dong Zhuo* had browbeat all of his opposition and commenced a nighttime regime shift. With the city burning, he seized the opportunity and immediately declared himself as the new regent. The original Emperor, *Shaodi*, was deposed, carted out of Luoyang, while his younger brother *Xiandi* would reign as *Dong Zhuo*'s puppet.

The new child-emperor remained under *Dong Zhuo*'s control even as turmoil swept through the kingdom. Massive droughts and famines killed thousands, and nomadic raiders pillaged many villages and towns. The government officials and regional leaders still in power began overtaxing the peasants, worsening the disaster. "Bandits and rebels had sprung up everywhere," say the records of the **Zhizhi Tongjian**, some armies of which boasted numbers approaching 50,000.

Such bandits, though, were insignificant when compared to the great lineages and noble factions who, while protesting loyalty to the Han, resented *Dong Zhuo* and began to mobilize against him at the end of the second century AD. With power bases in the outer provinces, and the economic strength to attract able scholars and mighty generals, these clans regressed into archaic states that drew their roots from the **Spring and Autumn** period almost half a millenia ago. In order to gratify their territorial ambitions, they gathered behind the banners of the Shu, Wei, and Wu kingdoms, and openly declared that they would be aimed at claiming for themselves the title of *ba*, or "**hegemon**," over the **Middle Kingdom**.

Threatened, *Dong Zhuo* decided to abandon Luoyang. He would retreat to the old capital of **Chang'an** in the Wei valley, a fortress city nearer to his own homeland. As he fled, however, Luoyang was ransacked and burnt to the ground again, its population of 500,000 herded west at sword-point. Dissent claimed thousands of lives along the way and, finally Chang'an too was plunged into chaos when, in 192 AD, *Dong Zhou* was struck dead by his own bodyguard, creating a power vacuum.

The next decade brought no respite from bloodshed, as Chang'an was repeatedly sacked by avenging armies and ravaged by famine. The emperor in turn was passed back and forth between handlers, then married to an empress, and finally offloaded back to the ruins of Luoyang. From there, he was whisked off east to Xu—a coastal region near **Shandong** dominated by the wily *Cao Cao*. As of 196 AD, *Han Xiandi* was under the Cao family's protection, and would remain so until his death in 234.

The young Emperor bestowed upon *Cao Cao* the title of duke of Wei in 213 AD and prince of Wei in 216, officially endorsing what would come to be known as the largest of the Three Kingdoms. When *Cao Cao* died due to an illness, his son, *Cao Pi*, took control. *Cao Pi* quickly forces the emperor to abdicate the throne in 220 AD, declaring himself emperor of the new Wei Dynasty. After such a handover, they could reasonably claim to be in possession of the Mandate of Heaven, and thus the sole legitimate successors of the Han.



Much of the same could be said for the founders of the other two kingdoms of the period, however. From the east, *Sun Cei* had contested *Dong Zhuo's* 189 AD claim for Han succession. Then *Sun Quan*, his near-invincible brother and successor, reconstituted the region of Wu in the lower **Yangtze** basin as the second of the Three Kingdoms. Appointed king of Wu by *Han Xiandi* and later declaring himself the legitimate emperor, Sun Quan extended his Wu dynasty's authority to all China below the Yangtze, even including parts of northern Vietnam.

The third and final kingdom to emerge during this tumultuous era was Shu, established in the rugged lands of Sichuan. *Liu Bei*, a distant relative of the Han imperial family, styled himself as the righteous protector of the Han legacy, though his claims to power were no less self-serving than his rivals. With the aid of his brilliant strategist *Zhuge Liang*, *Liu Bei* secured the western provinces and declared himself emperor of Shu in 221 AD. Despite its lofty ideals, Shu was the smallest of the three kingdoms, hemmed in by mountainous terrain and plagued by limited resources, which left it at a strategic disadvantage compared to the Wei and Wu.

Though each kingdom professed allegiance to the *legacy* of the Han, they were locked in relentless conflict over supremacy. The era of the Three Kingdoms (220–280 AD) became one of the most legendary periods in Chinese history, filled with tales of cunning strategy, heroic warriors, and high politics. The period, in truth, epitomized the chaos and splendor of dynastic China at its zenith. It was not until the rise of the Jin dynasty that these kingdoms would be reunited, but the legacy of the Wei, Wu, and Shu live on.



TERMS TO KNOW

Eunuch (宦官)

A castrated man who typically served as an official in the inner palace, often holding significant political influence in Chinese imperial courts.

Regent (摄政者)

A person appointed to govern in place of a monarch who is a minor, absent, or otherwise unable to rule.

Yellow Turban Rebellion (黄巾之乱)

A major peasant revolt against the Han dynasty in 184 CE, inspired by Taoist beliefs and dissatisfaction with corruption and famine.

Luoyang (洛阳, *homonym*, “setting of the sun”)

The capital city of the Eastern Han dynasty, serving as a political and cultural hub for centuries. During the Three Kingdoms period, the capital of the Wei.

Taoism (道教, *lit.* “study of the way”)

A Chinese philosophical and religious tradition emphasizing harmony with the Tao (the Way), nature, and the universe.

Abdicate (退位)

(For a monarch) To formally renounce or relinquish the throne or authority.

Son of Heaven (天子)

A title used by Chinese emperors to signify their divine right to rule as intermediaries between heaven and earth.

Mandate of Heaven (天命)

The divine right or approval believed to be granted by heaven to a just ruler, which could be revoked if the ruler became despotic or ineffective.

Gansu (甘肃, *lit.* “sweet solemnity”)

A province in northwestern China, historically important as part of the Silk Road and for its military significance during the Three Kingdoms period.



Zhizhi Tonjian (资治通鉴)

A comprehensive Chinese historical text, compiled in the Song dynasty, covering the period from the Warring States to the Five Dynasties (403 BC – 959 AD). Used as a source for this document.

Spring and Autumn Period (春秋时期)

A period in Chinese history (770–476 BC) during the Zhou dynasty, characterized by political fragmentation and the emergence of regional states.

Hegemon (霸, or ba)

Also translated as “overlord.” A dominant leader or state that asserts control or influence over others.

Middle Kingdom (中国)

A term used to describe China. In ancient days, China was considered above the Mortal realm but below the Heavens: thus, the Middle Kingdom.

Chang'an (长安, lit, “extended peace”)

An ancient city in what is now Xi'an, significant as a political and cultural center during the Late Han. Used as a stronghold by Dong Zhuo as he fled Luoyang.

Shandong (山东, lit, “east of the mountains”)

A coastal province in eastern China, under the control of the Cao family. Used as refuge for the boy-emperor Han Xiandi in the last years of the Late Han.

Yangtze (长江, lit, “long river”)

The longest river in Asia, running through central China, vital for trade, agriculture, and transportation. Control of the Yangtze River was strategically important during the Three Kingdoms period.

Yellow River (黄河)

Known as the "Cradle of Chinese Civilization," this river is central to China's earliest history and culture. Flooding of the basin was a common occurrence for most of China's history, until construction of the Sanmenxia dam began in the twentieth century with help from the Soviet Union.



STATE OF THE DYNASTY

"He who does not forget the past is a master of the present" - Sima Qian, Shiji

Members of my court, today is an amazing day, for I, Sun Quan, no longer address you as a warlord, but as Emperor of the Wu Dynasty. For today I make official my great conquest of the southern dynasties, and claim my right to be the successor of the great Han!. But this great triumph does not mean we are without problems, for things aren't perfect yet. Heaven will not let her favored sons and daughters rest easy: the other two false dynasties are a constant threat to our power.

First, The political situation isn't great. As of now the government reflects its warlord origins and is mainly made up of military leaders, which was good for our great conquest but not for our stability. These generals are known for their individualism and independence, a trait good for military command but will hurt our unity. This has also led to scholars being sidelined in my government, which I believe will lead to less qualified and effective leaders. This issue is only made worse by the hereditary nature of positions in this government, including in the Wu court. I believe this will lead to improperly prepared people coming to power.

But the biggest problem is the effectiveness of my government. A large influx of barbarians from the north along with the partial assimilation of the Shanyue Tribes has led to population growth. And although this is allowing more of southern China to be settled, it also means several families are beginning to rise to power within the empire. I fear that these families may begin to act autonomously from my government. This will lead to a lack of unity within the nation, making defense and counter attacks against the other kingdoms much more difficult. Funding campaigns will only become more and more difficult as time goes on. Also these families could lead to infighting within the dynasty, which would be the death of our great empire. This problem is only growing as time goes on and these families become more and more powerful.

Lastly, of course there is the problem of the other two kingdoms. These false dynasties are the greatest threat to the continued existence of our great empire. Although some limited trade is possible with the other dynasties like Shu, we have engaged in border skirmishes with both kingdoms. We are especially threatened by Wei due to their larger military strength. This has put us in a very difficult situation as we don't have the unity to raise a large enough army to protect ourselves. The previous problems must be solved in order to ensure the sanctity of Wu and the military must be expanded in order to defend our borders. Hopefully, one day if these problems are solved, we can build the strength to conquer the rest of China, and become the rightful successor to the Han.



CHARACTER PORTFOLIOS

Governors

Governors each oversee multiple cities composing one region. Each region under your influence can produce money or food. If all of your cities produce the same resource, the total amount increases. In addition, all lands conquered by armies of your Dynasty must be placed under a Governor's control.

Sun He - You are a member of the Sun family and a former crown prince. **Though political strife led to your downfall, you still serve the Wu Kingdom as a governor.** Your leadership is marked by a deep understanding of courtly politics and an unyielding drive to prove your worth to your family and people.

Shi Hui - **You are the Governor of Zhejiang and the son of Shi Xie.** Tasked with overseeing the southernmost territories of the Wu Kingdom, you walk a fine line between loyalty to the empire and the pull of regional independence. Your leadership is pragmatic, but your ambitions could spark unrest.

Sun Ba - **As the younger brother of Sun Quan, you are a fierce warrior and bold leader.** Despite your aggressive nature and ambition, your governance is effective, marked by your dedication to expanding Wu's influence. However, you must navigate the court's suspicion of your motives.

Zhuge Ke - You are the nephew of Zhuge Liang and a rising star in the Wu Kingdom. Known for your sharp intellect and strategic mind, **you are entrusted with governing the crucial province of Danyang.** While your talents are admired, your ambition and arrogance could lead to conflict with your peers.

Bu Zhi - **A skilled administrator and diplomat, you have been entrusted with governing the critical frontier province of Jiaozhi after the Shi family's decline.** Known for your keen intellect and even temper, you excel in balancing the demands of the court with the needs of the local populace.

Pan Zhang - **Once a fearsome naval commander, your transition to governance showcases your adaptability.** You oversee a key riverside province, ensuring that trade and military logistics flow seamlessly. Your reputation for discipline ensures loyalty among your subjects but earns you few friends at court.

Inspectors

Inspectors serve at the city level. They are Mayor-type figures. Cities are economic centers, producing Money, but also are important rallying points for the armies of a Dynasty, grounds where a military may be recruited and trained. All present Inspectors belong to the Wei Province.

Puyang Zing - **You are the inspector of Wu Commandery, with capital Changsha,** tasked with overseeing its development and security. Your pragmatic leadership ensures that your city remains a



stable and thriving part of the Wu Kingdom. However, your rigid adherence to the law sometimes alienates the local populace.

Wan Yu - **You are the Inspector of the bustling trade city of Jingzhou.** Known for your innovative policies and ability to foster economic growth, you work to ensure that Wu's wealth flourishes. Your unorthodox methods occasionally draw criticism from traditionalists in the court.

Zhang Bu - **As the inspector of Nanhai, you are responsible for safeguarding one of Wu's key military outposts.** A disciplined leader and skilled strategist, you are always prepared for potential invasions by the rival kingdoms. Your unwavering loyalty to the Sun family defines your tenure.

Generals

Generals are tasked with leading forces of soldiers to defend their Dynasty's interests, though the means they do so may vary. Not only can they command their own bannermen, by Directive, a General may marshall the forces of the Dynasty itself.

Sun Jian - **You are the Tiger of Jiangdong, a legendary warrior whose valor is unmatched.** Known for leading from the front, your presence on the battlefield inspires your troops and strikes fear into the hearts of your enemies. Your loyalty to your family and kingdom drives your relentless pursuit of victory.

Lu Yin - **You are the Commandant Who Watches the Armies, a seasoned general whose wisdom and calm demeanor instill confidence in your soldiers.** Your ability to maintain morale and cohesion in the face of adversity makes you an indispensable leader in the Wu army.

Lü Meng - **You are the General Who Sweeps the Wilderness, a master tactician and one of Wu's most brilliant military minds.** Under your command, even inexperienced soldiers become formidable warriors. Your strategic reforms and leadership have brought great success to the Wu Kingdom.

Lü Dai - **You are the Grand Marshal of the Army, a stalwart defender of Wu's borders,** known for your meticulous planning and unbreakable resolve. Your expertise in fortifications and defensive tactics ensures that the kingdom remains safe from invasion.

Lu Xun - **You are the General Who Guards the West, a cunning and resourceful commander** whose adaptability and quick thinking on the battlefield are unparalleled. Your ability to strike swiftly and decisively allows you to secure vital resources and strategic victories for the Wu Kingdom.

Ding Feng - A battle-hardened warrior who rose from humble beginnings, **your relentless bravery and sharp instincts have earned you a place among Wu's most trusted warriors.** You specialize in leading aggressive, decisive assaults that break enemy lines.

Zhou Fang - **You are a master of cunning and subterfuge, having famously lured a rival army into a devastating trap.** Your talents are indispensable in campaigns that require outwitting enemies, and your ability to sow confusion among foes is legendary.



Specialists

Specialist roles encompass all who do not fit into the traditional roles outlined above. Whether this be a crafty prince or cunning princess that controls capital politics, to priests and shamans that claim to spread vicariously the will of the divines, to mighty warriors and wise sages whose deeds seem almost magical—they are listed as a Specialist.

Lady Sun - **Sister to Sun Quan and widow of Liu Bei**, you wield considerable influence in the Wu court due to your familial ties and sharp political acumen. Known for your martial prowess and strong-willed personality, you act as a stabilizing force in the capital, balancing the ambitions of powerful factions while advocating for the Sun family's interests.

Shi Xie - As a scholar and mystic, you are revered for your wisdom and mastery of celestial patterns. **Your ability to foresee events and provide strategic counsel has cemented your position as an indispensable advisor to the Wu court.** Even the most skeptical officials cannot deny your uncanny insights.

Meng Huo - **As the charismatic leader of the Nanman tribes, you embody the fierce independence and unique traditions of the southern lands.** Though a rival to the Han-led kingdoms, your capture and eventual alliance-building with Zhuge Liang of Shu have cemented your name in history.

Lady Triệu - **You are a heroic figure from the southern lands of Vietnam, renowned for your courage and leadership in resisting foreign domination.** After forging an alliance with the Wu Kingdom, you bring your indomitable spirit and loyal warriors to their aid. Your fierce independence and charisma inspire all who follow you.

Notes: Some positions are not historically accurate. This allows us to create an engaging committee for all delegates. Follow the background guide's lore over online sources.

Some positions are not even real! For example, Jie Hua was fabricated during a late night call. Finding information about a time that wasn't fully recorded is hard! Some places have significance, but we simply could not find their corresponding people. For the sake of everyone's sanity, all fake characters have been underlined.



QUESTIONS TO CONSIDER

How will you work with the other members of the Wu court to deal with the other two dynasties and unify China?

How will you ensure internal stability within Wu?

How will each of you maintain your own power within Wu while protecting it from outside forces?



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