

# Romance of the Three Kingdoms

A Warrior Kings Scenario

## Situation

*It was ever so: The Empire, long divided, must unite. Long united, must divide.*

The Han Dynasty, after over five hundred years of successful rule, has finally collapsed. Following a chaotic civil war between the generals of the time, The Xian Emperor, last of the Han Dynasty, has abdicated. China is divided between three kingdoms.

The noted general, lord of the North, Cao Cao, has died, leaving his son, Cao Pi as King of Wei. Liu Bei, a prominent nobleman, has followed suit by declaring himself King of Shu in the Southwest, and emphasizing his close relation to the Imperial family. Sun Quan, a wealthy noble from the south, controls the Southeast as King of Wu.

The campaign starts in the year 221 with four main powers: Wei, Shu (or Shu Han), Wu, and the Xiongnu (or Hsiung-nu), the northern barbarian tribes. Historically, the wars continued until the year 280, should players have the patience to play that long.

## Basic Rules

The standard rules of Warrior Kings for campaigns applies, with the following modifications.

## Who Fights Whom

Ignore religious differences for Belligerents Table modifiers. (That is, treat all states as being of the same religion.) All three Chinese states, Wu, Shu, and Wei, are +1 to attack each other, as opposed to the Xiongnu. At the beginning of the game, Wu is a hated enemy of Shu.

No nation that had a collapse of government result the previous season will roll for Going to War.

## National Morale

After all NM modifiers are calculated and applied, any NM value below 0 is restored to 0. A nation with a base NM below its starting value only gains a point of NM if it gets a "Carry On" result on the Morale Results Table.

## Special Rules

### Generals

Every kingdom, apart from the Xiongnu, starts the game with one additional general. All generals have both a War Rating and a Loyalty Rating. Make a note of the general's values as they are rolled. The War Rating is rolled as usual. Roll for the Loyalty Rating

with a six-sided die. 1:LR of 3, 2-5:LR of 4, 6:LR of 5. The Loyalty Rating may change over time, but may never be lower than 3 or greater than 5.

With every battle, a kingdom may choose to send any of their available generals in command of the army, instead of the national leader. The general behaves as the commander in chief of the army throughout the battle. The general suffers normal leader death checks, and the army makes normal Leader Loss reaction tests if the general is lost. However, if the general is killed, the national leader still adds his War Rating to the National Morale.

Before committing to the battle, the player for the kingdom must roll two dice against the chosen leader's Loyalty Rating and apply the following results:

<b>GENERAL REACTION TABLE</b>	
Pass 2D6	The general remains loyal. If the battle ends in a victory, the general's Loyalty Rating is increased by one point (unless already at 5).
Pass 1D6	Roll against the Loyalty Rating on the Reluctant General Table.
Pass 0D6	Roll against the Loyalty Rating on the Rebellious General Table.

<b>RELUCTANT GENERAL TABLE</b>	
Pass 2D6	The general is loyal, but not enthusiastic. His Loyalty Rating will not change at the end of the battle.
Pass 1D6	The general has misgivings about this battle. If the battle ends in a defeat, the general's Loyalty Rating is decreased by one point (unless already at 3).
Pass 0D6	The general openly questions the wisdom of this course of action. Subtract one from his War Rating for this battle. (His War Rating will be restored to normal when the battle is over.) If the battle ends in a defeat, the general's Loyalty Rating is decreased by one point (unless already at 3).

<b>REBELLIOUS GENERAL TABLE</b>	
Pass 2D6	The general manages to avoid this appointment. Immediately reduce his Loyalty Rating by one (unless already at 3). You must choose another general, or the national leader to command the army.
Pass 1D6	The general decamps to a different kingdom. Randomly select one other kingdom with at least 5 RP of Chinese territory. They immediately gain control of this general.
Pass 0D6	<p>The general rises in rebellion! The general and one unit of the kingdom's army are immediately transferred to the enemy army. The enemy kingdom gains control of the general, who will automatically command their troops. The enemy kingdom ignores any General Reaction Table roll already made for this battle.</p> <p>If the rebel general wins the battle, the loser will not roll for National Morale, but automatically applies the "Collapse" results.</p> <p>In the unlikely event that the leaders of both armies rebel in the same battle, instead reduce both generals' Loyalty Rating by 1 and treat as an "Attacker Refused Battle" result.</p> <p>The unit joining the rebellious general will always be the unit with the highest CV, with mounted units taking precedence over infantry, and excluding artillery.</p>

At the end of every year, roll for the Leader Death Check for all Generals, as well as the leaders. After rolling for the Leader Death Check, every kingdom holding 5 or more recruiting points in China (that is, including the XiongNu if they hold 5 points outside of the original XiongNu territory) rolls 1D6. On a roll of "6" that kingdom receives one more general.

A non-player controlled state will always try to send its leader with the highest combined War Rating and Loyalty Rating, treating the National Leader as having a Loyalty Rating of "3" (to shield the National Leader from unnecessary risk).

### **Declaring a New Empire**

A nation (including the Xiongnu) will automatically become the Empire of China, declaring a new dynasty, should all of the following criteria be met.

- There is no other Empire in play.
- It controls at least fifteen recruitment points in China. (Do not count Xiongnu lands.)
- It controls one or both of Loyang and Changan.

- It controls one or both of Chengdu and Jian Ye.

Once a nation has met these criteria, its leader automatically declares himself Emperor, and the following effects take place:

- The Empire immediately gains one additional point to its NM base.
- The Empire is permanently at war with all other Chinese kingdoms.
- The Empire adds one to the Loyalty Rating for all “General Reaction Table” rolls (but not “Reluctant General Table” or “Rebellious General Table” rolls).

The Empire loses its claim if it has lost both Loyang and Changan, and its government has collapsed. Should this happen, a new dynasty is declared should any kingdom (including the fallen Empire) meet the necessary criteria.

A kingdom can probably be deemed to have won the moment an Empire is created. Players may wish to continue playing, to see whether it can unify all of China, as the Jin Dynasty (the successor to the Kingdom of Wei) ultimately did.

### **Succession and Court Intrigue**

The following rules only apply to the Chinese Kingdoms (Wei, Shu, and Wu), and not the Xiong Nu.

When checking a new National Leader’s War Rating, roll for a new leader normally, but use a War Rating modifier of -1, ignoring the value on the army lists.

When a National Leader dies, roll 2D6 and check against a number equal to 7 minus the number of national leaders that kingdom has had. If both dice fail this check, the ruling dynasty has been overthrown. If one die fails, the new National Leader is a puppet ruler of the court. Subtract 1 from his War Rating. (Note that this means that the first successor to any kingdom cannot be overthrown or become a puppet.)

When a ruling dynasty is overthrown, the new ruler is selected from among that kingdom’s generals. The general with the highest combined War Rating and Loyalty Rating is made king. If the kingdom has no generals, roll for a new leader normally, but use the standard War Rating modifier, instead of the usual -1.

A newly-founded dynasty is treated as though it were a new kingdom. It does not count the previous dynasty’s rulers when rolling for succession.

After the new dynasty has been given a ruler, roll 2D6 against the Loyalty Rating of any additional generals in the kingdom. If the general fails on both dice, he is instantly eliminated. If he fails one die, his loyalty is reduced by one, unless already at three.

### **The Nanmen Tribes**

At the beginning of the game, Yunnan is nominally controlled by Shu, but historically was dominated by local tribes. The Nanmen have an army which may be attacked, even

though they are not an active kingdom. If the kingdom controlling Yunnan goes to war, roll to attack the southern tribes as well as the other kingdoms, with a -1 adjustment to the die roll. Roll for a Nanmen army on the list provided. If the Nanmen are victorious, Yunnan becomes neutral, but the Nanmen will not invade any other province. If the Nanmen are defeated in battle, their kingdom is destroyed, and they are no longer a part of the campaign.

## Historical Commentary

For those players who would like to keep track of who's who, here's a sampling of the various figures throughout this era. I have left out some of those who precede the period covered in this campaign. (Most notably, Guan Yu, whose death precipitated the collapse of the alliance between Shu and Wu, which starts this campaign.)

### *National Leaders*

<b>Shu</b>	<b>Wei</b>	<b>Wu</b>
<p>221-263 The kingdom of Shu was established by Liu Bei, a close relative of the last Han Emperor. The Liu family claimed succession to the Han on the basis of this relationship.</p> <p>Despite the support of able generals such as Zhuge Liang, Shu was unable to subdue either Wei or Wu. After the death of Zhuge Liang, Shu was conquered by Wei.</p>	<p>220-264 The kingdom of Wei was declared by the Han general Cao Cao. Although the Cao family was not as well-connected as either the Liu or the Sun, Cao Cao's enormous talents as a general and as an administrator, as well as Wei's control of the traditional capitals of Changan and Luoyang gave Wei its claim to succeed the Han Dynasty.</p> <p>265-316 After the death of Cao Cao's grandson, Cao Rui, the Cao family ruled in name only, and real power eventually fell to the family of Wei's chief minister, Sima Yi. His son, Sima Zhao dispensed with the puppet rulers, establishing the Jin Dynasty under the Sima family. His son, Sima Yan, reunited China in 280, but only briefly.</p>	<p>222-280 Wu dominated the area south of the Yangtse River, taking advantage of the enormous economic resources developing in that area. The Sun family controlled Wu. The Sun were wealthy noblemen who claimed legitimacy through the revival of the old Warring States southern kingdom of Wu, which they hoped would replace the now-fallen Han.</p> <p>Like Wei, Wu was beset by court intrigue, and failed to produce a dominant family like the Jin's Sima. The disunited Wu finally capitulated to Jin in 280.</p>
<p>221-223 <b>Liu Bei</b> Fought a disastrous campaign against Wu, and died soon afterwards</p>	<p>220-226 <b>Cao Pi</b> One of Cao Cao's many sons. He spent much of his reign attacking his brothers.</p>	<p>222-252 <b>Sun Quan</b> A wealthy nobleman and the son of a prominent general. Sun Quan fought off the attacks by Shu and in response founded the kingdom of Wu, hoping the kingdom would become the stepping stone to a new dynasty.</p>
<p>223-263 <b>Liu Shan</b> The son of Liu Bei. He continued the struggle against Wei and Wu for forty years, aided by the Zhuge family. In 263, he was finally defeated by Wei, leading to the overthrow of Wei by Jin.</p>	<p>226-239 <b>Cao Rui</b> Son of Cao Pi. He fought several campaigns against Wu and Shu, as well as putting down a rebellion in the northeast.</p>	

	<p><b>239-253 Cao Fang</b> An infant when he succeeded to the throne, his reign was entirely dominated by the rival claims of the Cao and Sima families.</p>	
	<p><b>254-259 Cao Mao</b> Puppet ruler to Sima Yi.</p>	<p><b>252-257 Sun Liang</b> Youngest son of Sun Quan. He was a weak ruler, controlled by court interests.</p>
	<p><b>260-264 Cao Huan</b> Sima Yi's son Sima Zhao overthrew Cao Mao and installed Cao Huan as his puppet.</p>	<p><b>258-263 Sun Xiu</b> Puppet ruler installed by another member of the Sun family, Sun Li.</p>
	<p><b>264-265 Sima Zhao</b> Established the Jin Dynasty after overthrowing the last Wei ruler of the Cao family.</p>	<p><b>264-280 Sun Hao</b> Another puppet ruler installed by court intrigue. Due to the dissipation of power to the local nobles, Wu was unable to resist the growing power of the Jin Dynasty, and Sun Hao capitulated to Sima Yan in 280.</p>
	<p><b>265-289 Sima Yan</b> Completed the unification of China by conquering Wu in 280. The Jin dynasty was driven out of the north by barbarian invaders 36 years later. China was not reunited again until the Sui dynasty was established in 581.</p>	

*Noteworthy Generals***Shu**

**Zhuge Liang** (184-234) A remarkably talented and loyal general and administrator during the reigns of Liu Bei and the early years of Liu Shan. He died of illness during a campaign against Wei, though even the rumor that he had really survived was enough to rout the Wei army!

**Jiang Wei** (204-264) Zhuge Liang's protégé and successor. He was recruited away from the Kingdom of Wei early in his career. He committed suicide following his defeat by Deng Ai in 263.

**Wei Yan** (?-234) A general in the early days of Shu. He rebelled against Liu Shan and Zhuge Liang and was defeated and killed.

**Wei**

**Sima Yi** (179-251) A leading general of the Wei dynasty, and an even greater political power. His sons became de facto rulers over Wei, eventually establishing the Jin dynasty.

**Deng Ai** (c. 200-264) Was given the task of leading the armies that finally defeated Shu. He destroyed Shu's armies and led a long siege of Chengdu before Liu Shan at last capitulated.

**Wu**

**Lu Xun** (183-245) A successful general, related by marriage to the Sun family. His defeat of Liu Bei in 221 helped to establish Sun Quan's claims against Wei and Shu.

**Zhou Tai** (?-225) Formerly a pirate leader, he was recruited as a general in the Wu armies during the early years.