**IMPERIAL GLORY**

# HAN DYNASTY CHINA

XIII MAIUS MMXXIII

This is an expansion kit for *Imperial Glory,* the game of managing an ancient Eurasian empire in the period 50-220 CE. It requires the base game to play. This kit adds East Asia and the Han Dynasty. It supports scenarios for one or two players. For more information, please visit upandawaygames.com

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# COMPONENTS

East Eurasia Map
180 Cards
- 115 Ministerial
  - 70 Ministers
  - 21 Province
  - 10 Han corruption
  - 10 Kushan corruption
  - 2 Trade
  - 1 Antonine Plague
  - 1 Immunity
- 19 Fate
- 18 Ares
- 18 Han Arts
- 10 Science

12 Emperor cards
84 Counters
- 47 "x1" force
- 18 "x3" force
- 18 Han popularity
- 1 Han army marker

114 Cubes
- 25 transparent yellow (Han imperial)
- 10 black (neutral power)
- 10 green (influence)
- 10 silver (monument)
- 10 white (fort)
- 10 red (unrest/rebellion/loan)
- 10 8mm gold (1-Talent)
- 8 10mm gold (5-Talent)
- 5 transparent purple (temple)
- 5 transparent blue (aqueduct)
- 5 transparent orange (forum/market)
- 5 clear (harbor)
- 1 purple (capital)

17 Sticks
- 7 white (wall)
- 5 black (roads)
- 5 blue (canal)

# NEW RULES

*New rules for use with or without this expansion*

## Additions to setup

1. Each player places one of their imperial cubes in the 0 box of the Battle Track on the east map at the start of a game.
2. Each empire that begins with at least **seven** Areas starts play with their empire's Original Corruption card in their main deck.

## Corruption cards

When an empire first has **seven Areas**, add its Original Corruption card to its discard pile. This card is identical to other Corruption cards except that you cannot return it to the supply. When you have a Corruption card among your revealed cards:

- **Before Tax collection**
  If your Battle track status is **3**, **return** one of these Corruption cards to the supply.
- **During Tax collection**
  If you revealed one or more Corruption cards:
  - For each Corruption, halve the taxes collected for each Area, rounding not in your favor.
  - For each Corruption, halve all Trade income, per Trade card, rounding not in your favor.
  - Reduce the result of endeavors this turn by one per Corruption card. The modification can go negative.
  - Reduce the number of Ares cards drawn this turn by one per Corruption card, down to zero.
- **After Tax collection2**
  If your Battle track status is **0-2**, **add** a Corruption card from the supply to the discard pile, if available.

### When generating Influence

If you are generating an Influence point and happen to draw a Corruption card, you cannot return a Corruption card to the supply this turn.

### Battle Track changes

Increment your Battle Track marker as follows whenever your empire

- is in a battle with barbarians: +1
- is in a battle with another empire: +1
- conquers an Area (not its own rebel): + the Area's population value
- is raided: +1 per multiple of 7 raiding units

Reset the marker to 0 when the emperor dies.

## Map

**Multi-province Areas.** Some Areas, such Ji/Qing/Xu, feature more than one name. These represent actual, small provinces combined together to save space on the map. There is still a card for each Area. When taxed, they pay the full Economic Value. When conquering such an Area, add all its Province cards to the discard pile and, symmetrically, when losing one, remove all its cards from the deck. Such Provinces count as three for the purposes of the Civil War Fate card. The Economic Value is counted only once for end of game Glory points purposes and the Areas count as single for Battle Track purposes.

**Fate discard pile.** Instead of placing resolved Fate cards at the bottom of the deck, there is now a space on the map to discard them. When the deck is exhausted, reshuffle the discards to re-form the deck.

**Permanent roads.** The gray connections that emerge from Si Province are permanent roads.

**Mountain areas.** Defending in a mountain area such as Minyue confers two extra Ares cards. Horse units can travel to Mountain Areas, but fight as Sword units there, except for Bow Horse, which do not fight.

**Pre-existing constructions.** Constructions with which you enter a scenario, including printed roads, count in terms of the diversity of construction rule, which is, "You cannot attempt to build a second construction in a Province until every Province has at least one" and so on. For example, Si province begins with three constructed roads so it will probably be some time before you can construct anything more there.

**Non-coastal Areas.** Due to limited map space, **Bing**, **Yan/Yu**, and **Pyu States** appear as coastal, but are not.

**Pyu States connector.** The unconnected connector represents an off-map link that can take effect for Fate cards that check whether an Area is connected to an Area the empire does not own.

## The Turn

**Recruiting map restriction.** Force counters indicate on their backs to which map they belong. When recruiting, players must take forces from the pool that corresponds to the map that the Province is in.

**Trade policy.** Certain Philosopher ministers have the ability to change the trade policy for their empires. Ignore this ability for now as it applies only to four-player matches. The rules enabling this will appear in the next expansion.

**Nonplayers and Ares cards.** A nonplayer will play the **A False Army** and **Dig Trenches** cards whenever they have them and all the other new Ares cards as soon as applicable.

**Authoritative emperor.** *In some empires the position of imperial ruler had gained tremendous prestige and authority. In these empires the player, representing the first minister, has a more challenging role than usual.*

When drafting a minister in an Authoritative Emperor empire, the player can only take a minister of the type that corresponds to the emperor's **highest rating**. If no ministers of that type remain, the player can only take a minister of the type that corresponds to the second highest rating, and so on. When there is a tie, the player can choose from any that have the same rating. The player can go against the emperor's choice and draft a non-preferred type only by expending an **Influence** point on each occasion.

## Multiplayer Scenarios

**Turn Order.** In scenarios with more than one player, the first player is the earliest one on this list.

1. Kushan
2. Arsacid (Parthian)
3. Rome
4. Han

After this player, take turns in seating order around the table.

**Other player stacks.** Players can see the size and top counters of the stacks belonging to other players, but cannot inspect their contents.

**Constructions.** In multiplayer scenarios, the construction pool is shared by all players. The Kushan player, for example, is not limited to

the set of constructions packaged with the base game.

**Arts cards from other decks.** When you have exhausted your own Arts deck, you can take art from the decks of empires to which your empire directly connects via Provinces and/or Client Kingdoms.

# CLARIFICATIONS

*Elaboration of particular base game rules*

## Endeavors

**No ministers revealed.** If you draw only cards that are not ministers, treat the turn as a Pass in terms of accounting for success or failure.

**Accounting for Subterfuge endeavors.** If an Agent achieves a result of 7 or greater, it is not considered a Success because it is Subterfuge. Thus you do not draw a Popularity chit. However, it is appreciated by the Emperor and thus you do retain any Influence you may have allocated to be able to use the Agent.

**Subterfuge with a full treasury.** If you already hold all the treasury, you cannot try to raise unavailable talents just for the purpose of reducing popularity.

**Roads over difficult terrain.** The cost to build a road over a forest, mountain or desert connection is doubled.

**Diplomacy with Barbarians.** You can send an Emissary to a rectangular Area owned by Barbarians. Treat it as an independent Area for this purpose.

**Spending talents.** A player cannot spend talents uselessly. That is, having achieved, for example, a Success in an Arts endeavor, they cannot spend more funds than those necessary to achieve Success. Before a result is drawn, they cannot spend such that a draw of the lowest possible result would exceed the minimum required to succeed.

## Taxation

**Roads, canals and markets.** Each road and canal can only contribute to tax income once per player turn. The amount of income a canal, road or market can provide cannot exceed the Area's Economic Value.

## Combat

**Striking distance.** The only limitation on the distance a unit can strike is the number of the round. Thus, for example, Artillery can strike Spear as of round 6. Regardless of distance, the number of units struck is still at most three.

**Bow Horse deploying as Light Horse.** Before a battle, you can deploy some or all of your Bow Horse as Light Horse if you prefer. If both players are able to make this decision, the defender decides first, just after Ares cards have been drawn.

**Sieges.** When the attacker stays without the battle being resolved, this is termed a **Siege**. Do not discard the General used to initiate the combat, but save this card until the combat is resolved.

**Removing partial conquests.** A player can remove any of their own partial conquest cubes at any time during their own turn.

**Loss of capital to rebellion.** Designate another Province in your empire as the capital, cost-free, and move the emperor there automatically.

**Client Kingdoms defending** in combat play per the player's control, including control of

Ares cards. They can play the Organize Supplies card free.

**Client Kingdom force contributions** to a battle cannot exceed in number the units that the empire contributes. If Client Kingdoms offer more troops than the empire is using, the player chooses the ones to take.

**Retreat to a Client Kingdom.** If you retreat from a Barbarian Area you attacked via a Client Kingdom, you can pass through the Client and immediately move back to your own Province.

**Client Kingdom strikes.** When you include Client Kingdom allied forces in a battle and must assign strikes, you must assign one of your own forces first and can assign every other strike to Clients thereafter.

## Fate cards and their aftermath

*More information on particular Fate cards*

### Bankruptcy

If an empire has five outstanding loans and cannot pay its bills, even after dissolving the entire army, the game ends.

### Barbarians ...

**… and Strength.** When Barbarians attack from an Area they have conquered, determine their forces using the forces listed in their original Barbarian Area. When they defend in such an Area, they use the forces listed in the defending Area.

**… and Client Kingdoms.** When Barbarians attack one of your empire's Client Kingdoms, you can pay tribute to protect them just as with one of your Provinces.

**… and Automatic conquest.** When Barbarians achieve a conquest against an Area, they take over ownership of the Area, even if its population is greater than one.

**… and Voluntary concession.** A player attacked or raided by Barbarians, can, if they feel the outcome is inevitably against them, concede the conquest or in case of a raid, loss of Economic Level, in the interests of time.

**… and Raids requiring horses.** Only Barbarians who have horse units can raid. If a Barbarian would, under the rules, forgo a battle in favor of a raid, but they have no horse units, they simply do nothing.

**… and Raid profits.** If Barbarians perform a successful raid, they increase the Economic Level of the area from which the attack comes by one.

**… and Diplomacy.** If you make a barbarian-owned area into a client, change its ownership to neutral.

### Civil War

You can end Civil War by combat or by taking over the original Area of insurrection via diplomacy.

### Death of the Emperor ...

**… and large empire entropy.** If an empire has its Original Corruption card, whenever its emperor dies, make the following changes, in order:

1. Any of its Provinces that are in Rebellion become independent.
2. Any of its Provinces that are Unrest go into Rebellion.
3. Any of its Provinces that are at the lowest Economic Level go into Unrest.

**… and diplomatic losses.** When the emperor dies, remove any diplomatic cubes the empire

has placed on the name of an Area as a result of Diplomacy.

### Rebellion

Amend "Any forces you had in such a Province retreat to your adjacent Provinces of your choice, except for seven **slow** units" to "Any forces you had in such a Province retreat to your adjacent Provinces of your choice, except for seven **non-Horse** units".

# SCENARIOS

*A two-player and another solitaire scenario are on offer.*

## Scenario II: The Eastern Han Dynasty

**Player Count:** 1

**Player I:** Han Empire

**Maps:** Central and Eastern

**Capital:** Si (Add a Capital cube to indicate its status.)

**Other Provinces:** Liang, Bing, You, Ji/Qing/Xu, Yong, Yan/Yu, Yi, Yang, Jing, Jiao, Nanyue

**Client Kingdoms:** Wuhuan

**Forces:**

- Si: 1 Spear, 1 Sword, 1 Cavalry
- Liang: 1 Bow Horse
- Bing: 1 Bow Horse, 1 Sword
- You: 1 Bow Horse, 1 Sword
- Yang: 1 Sword
- Jiao: 1 Spear

Tip: for convenience one General card contains this force information. Another lists the rest of the starting Provinces and Client Kingdoms. They are otherwise Level 0 Generals.

**Walls**. Place walls next to the first named Area on the following connections:

- Liang – Hami
- Liang – Wuhuan
- Bing – Wuhuan
- You – Wuhuan
- You - Xianbei

**Forts**. Place a fort in each of these Areas: Kashgar, Khotan, Kucha, Dunhuang, Liang, Si, Bing, You.

**Canals**. Place a canal along the Ji/Qing/Xu – Yan/Yu connection.

**Treasury**: 20 Talents

**Trade cards**: Use one Roman and one Chinese Trade card.
**Corruption cards**: Begin with Original Corruption in the deck.

**Arts cards:** The Han dynasty cards are available (only).

### *Areas*

1. Shuffle into the main deck the scenario Trade cards and the Province cards that correspond to the empire's Provinces and Client Kingdoms.
2. Si has Economic Level 5 (value is 6)).
3. The following areas have an Economic Level of 1: Yi, Yang, Jing, Nanyue, Jiao, Minyue.
4. The Economic Level of all other Areas is 4. (For convenience leave unowned Areas unmarked until they change.)
5. For purposes of certain Fate cards, the following Areas border either the Parthian or Kushan empire, or both: Sogdia, Ferghana, Kashgar, Bactria, Arachosia, Gedrosia.

### *Special rules*

- The Han emperor can only travel within the area bounded by the capital Province and Provinces immediately adjacent to it.
- The Authoritative emperor rule applies to the Han Dynasty player.

### *End of the Scenario*

Play through the loss of the **sixth** emperor. Optionally, if you feel that you can do better with more time, you can continue through the loss of the ninth emperor.

### *Victory Conditions*

Rate your victory based on the total number of Glory Points achieved:

< 40: No glory
41-80: Moderate glory
81-120: Imperial glory
121-160: Stupendous glory
> 161: Earthshaking glory

Start by revealing the top card from the main deck.

## Scenario M1: Han and Kushan

**Player Count:** 2

**Player I:** Kushan Empire

**Player II:** Han Empire

**Maps:** Central and Eastern

### *Setup*

1. Set up the Kushan empire as described in Scenario I.
2. Set up the Han empire as in Scenario II.
3. Use all four trade cards, one of each type in the decks of each player. Treat the one that states "Rome: start" as Roman Trade and the "Han: start" as Chinese Trade. (In the future four-player scenario, there will be more elaborate rules for the use of these cards.)
4. Each player reveals the top card of their main deck.

### *Game end and victory*

1. The game ends when a player loses their last emperor.
2. The winner is the player with the most Glory Points.

# PLAYER NOTES

Some pronunciations for those unfamiliar with the certain letters in Chinese transliteration:

- **A – "ah".** For example, "An" rhymes with "khan".
- **C – "ts"**. For example, as in "tsunami" if you pronounce the "t".
- **Qi – "ch"**. For example, "Qin" sounds similar to "chin".
- **Xi – "sh".** For example, "Xin" sounds similar to "shin".

Compared to the Kushan, the Han Empire is probably the greater challenge to get right. Both have great potential, but the Han tend to have more tricky twists and turns to navigate. There are a lot more moving parts, more things that can happen and more obstacles to overcome. Generally, you start out in pretty good shape and if you play your cards right, you can keep that going. But at some point the plague strikes and then come the hard times that really test your mettle, with a limited army and probably a limited income. You may go down at this point, which historically is what happened, but if you somehow survive, it should be possible to right the ship and get back on course, even improving on where you started. This is your challenge.

As to strategy and tactics, to encourage you to undertake the fun of discovering the optimal

moves for yourself, they are not here, but if you really must have them, please see upandawaygames.com/ImperialGlory.

## DESIGN NOTES

The interesting question with the Han dynasty is how it all went wrong. It had happened once before, in 9 CE, when Wang Mang took over. Members of the dynasty had, by 23, ousted him, however, and over time reunited most of the empire. Thus chastened, you would think they would resolve to do better, and at first they did. But after a few virtuous rulers, the threat and the need to pull together were gone. The people in power, not just the emperors, but their wives, parents and in-laws behaved as people who have no challenge often do: they pleased themselves. What little effort they expended went into maintaining power. When a fish rots, it starts from the head and before long this level of corruption spread throughout the nobility and official ranks. This process is reflected via the corruption cards that clog up the works, making the player's life more difficult and/or expensive. This tends to be true in this empire anyway because there are so many provinces. Just when you have a fierce need to respond to a situation, you may draw nothing but provinces and have your hands tied while you hope the situation doesn't get worse. These are the problems of large empires.

This expansion involved a great deal more research. Because so many more documents have survived, there is probably more to read about even a single year of Later Han dynasty history than the entirety of the Kushan. It was possible to give a real life name to every single advisor, and still not use over half the individuals researched. There were many more choices available for the arts and sciences as well.

It doesn't often happen, but there were also a couple of "aha" moments in this design. One was the starting canal. After I had created the map (for more on how, see upandawaygames.com/design/05.html), I researched where the grand canal that I knew existed should fit on it. When I saw that the inevitable location was also the very best place it could be in game terms, I thought something must be going right.

The other came out of a question I asked a Chinese friend some time ago. Two later dynasties – the Sui and the Tang – had, shortly after their accession, attacked the kingdoms of the Korean peninsula. Why, just as a question of general interest, did they have to perform such an unfriendly act, I asked. My friend wasn't sure, but years later I am playing this game as the Han dynasty and what should come up but the opportunity to invade the Korean peninsula. In evaluating whether to do it, I saw that if successful, it would accomplish multiple goals: increase the emperor's popularity, provide more income, eliminate an unstable border and provide another place to enhance prestige via items such as temples and monuments. Not only had I answered my own question, I felt that the design must be on the right track.

It has been fun to finally play with another player on board. At the very least, you now have the chance to avoid some of the worst Fate cards, in theory at least. Not to mention laugh at the other's misfortunes. I cannot wait to add both Rome and Parthia in the next installment. I hope you think so too.

# MINI BIOS

### *Generals*

Ban Chao – Re-established control over and administered the desert areas for over 30 years, leading forces against the Xiongnu. Appointed Protector-General of the "Western Regions". Usually outnumbered, he skillfully played on the divisions among his opponents. Successfully defended Kashgar with minimal forces from the Kushans by use of a scorched earth policy.

Dong Zhuo – During the Yellow Turban rebellion, turned a winning situation into a losing one. Usurped power after the murder of all the government eunuchs and the flight of the emperor. Appointed his half brother emperor and began a rule of terror, inspiring opposition leaders to raise their own armies and launching civil war. Assassinated by his personal bodyguard, **Lü Bu**.

Dou Xian – Gained command after his sister became empress. Defeated the Xiongnu repeatedly until finally they disappeared to the west, never to be seen again. Their areas were taken over by the Xianbei. He fell from power when Emperor He decided to end the yoke of the Dou family, arresting their supporters and ordering them to suicide.

Duan Jiong – Protector in the Qiang area, to whom the Qiang responded with many raids. Defeated them, but then unrest began among the Qiang within the empire. Impeached in 161, but the man who accused him was found to be corrupt and so he returned in 163. By 165, vigorous fighting drove more of the rebels away. Showed great tenacity and enterprise. Emperor Huan approved his promise to genocide the Liang tribes. Killed himself after being imprisoned for being associated with the eunuch reformers.

Geng Kui – Sent by **Dou Xian** to defeat the remaining northern Xiongnu, which he did, twice. After this they abandoned their kingdom. But in 109, the southern Xiongnu rebelled. Sent with reinforcements, he quickly had them begging to surrender. A decade later he managed to drive off a major attack by the Xianbei and relieve a siege. But after this they began to raid regularly.

Guan Yu – Began in the volunteer militia fighting the Yellow Turban rebellion eventually gaining commands and serving as a bodyguard to Liu Bei. Captured in the civil wars and forced to serve Cao Cao for a time, he chopped off an enemy commander's head in battle and was allowed to return to Liu and put in charge of Jing province, where he went on to win a famous victory against Cao Ren. Eventually, two warlords combined against him and he was captured and killed.

Huangfu Song – One of 3 imperial commanders when the Yellow Turban rebellion broke out, helped suppress it and the Liang province rebellions. Later successful in driving back the Qiang rebellion. Known as a capable administrator who always gave credit to others.

Ren Shang – A cavalry expert and Protector-general of the Western Regions after **Ban Chao.** Defeated the northern Xiongnu, but recalled and executed for being too inflexible, about which Ban Chao had warned him.

Sun Cheng – Eunuch general who rose to prominence under Emperor Zhang. Known for his strategic acumen and bravery, played a key role defending against external threats and suppressing rebellions. He always tried to keep the emperor on the right path. Exiled for a

while, he was brought back and when he died, buried with honors.

Zhou Yu – Strategist who played a leading role in defeating the numerically superior forces of the northern warlord **Cao Cao** at the Battle of Red Cliffs, and again at the Battle of Jiangling. Died of illness at age of 35 while preparing to invade Yi Province.

### *Governors*

Cheng Jin – A Grand Administrator. His embezzlement, bribery, and other acts of corruption caused widespread discontent among the people of Nanyang in Xu province. Eventually arrested and publicly executed.

Gao Ci – Administrator of Jing province who pardoned bandits, allowing them to roam freely and commit crimes, which led to widespread lawlessness and insecurity among the locals. He also engaged in bribery, offering money to Liang Ji, a prominent court official, to gain favor and avoid punishment. His fate is unknown.

Geng Bi – Geng Bi was an inspector who led troops against the Qiang, which ended disastrously due to poor planning and insufficient resources. He was killed by his own men and several officers defected to the rebels, resulting in raids on the capital.

Li Gu – As an administrator, a troubleshooter who ended up banished to the mountainous area of Taishan for his pains

Liu Yu – A governor of You who settled the Wuhuan problem and made the position in the northeast much better

Wei Li – A protector of the Qiang living in China. He made roads, founded iron works and established Confucian schools to teach about marriage and family.

Zang Min – An inspector and capable commander, he led troops against the Yellow Turban rebellion, successfully suppressing them in several regions.

Zhang Huan – He had been a successful general of the north, but dismissed in 159 because Liang Ji had appointed him. He later recovered to become administrator in 163 and then General on the Liao River.

Zhao Chong – An administrator in Liang province, he brought troops and became protector over the areas threatened by the Qiang. He defeated several Qiang tribes before being killed in a skirmish in 144.

Zong Jun – A protector of the Qiang living in China. He attacked shamanism and set up schools.

### *Emissaries*

Ban Yong – A son of **Ban Chao** who pacified Turfan and thereby got the rest of desert areas to submit. Established a military colony and reopened talks with the Kushan, Ferhana and Sogdia.

Chen Gui – As emissary to the southern Xiongnu, impeached their leader, Xiuli, for failing to control his people. Xiuli killed himself, upon which Chen was recalled and sent to prison. Later became General on the Liao, where he reconstructed the rebellious area with the help of tax concessions. Greatly respected and Xianbei raids lessened.

Geng Chong – In 109, the Han renegade Han Zong convinced the southern Xiongnu in Wuhuan to rebel. They attacked forces led by the Emissary Geng, but failed to oust him.

Guo Xun – Sent with **Ban Chao** to western regions for diplomacy, but killed by rebels from the Kucha area.

Huangfu Gui – A friend of **Zhang Huan** who replaced him as general of the north and then became emissary to the Xiongnu. Not as effective as Zhang Huan, he later took over in the Qiang area with some success.
Ma Shi – An emissary who eliminated the Xiongnu-Wuhuan alliance in 144.
Pang Can – A general, but more a diplomat. He worked to get the Qiang to trust China.
Zhang Dan – A replacement emissary, he put down a Xiongnu rebellion.
Zhang Xiu – Employed by various warlords, he was not particularly effective.
Zhu Huan – As a county chief, when a plague broke out he distributed food supplies to the people and ordered medical supplies distributed to the sick. As a result he gained respect and recognition from the locals. Later quelled two rebellions and became a successful general.

### *Architects*

Cao Cao – One of his many positions was Minister of Works, responsible for overseeing projects, such as roads, canals, and buildings. Legendary for his craftiness, He later became much more famous as one of the warlords in the Three Kingdoms period. Even today there is a popular expression in Chinese that means "Speak of the Cao Cao and there he is."
Duo Rong – Known for his expertise in construction and engineering, in the reigns of Huan and Ling, appointed to oversee the construction of the imperial university.
He Jin – Son of a butcher, a general who managed the forts and armory around the capital.
Liu Chong – A descendant of Emperor Ming and an expert in crossbows and fortification. HIs realm was an island of sanity when the rest of the land descended into chaos.
Qiao Xuan – A court architect and later successful defending commander, but continually in difficulty because of an inability to see the big picture.
Wang Lang – Began as a Palace Gentleman due to academic proficiency, then an administrator of a commandery. Formed a secret alliance with the Shanyue tribes and financed them to fight a warlord. Later appointed by **Cao Cao** as the Minister of Works.
Xun Shuang – A reformer who tried to stay out of governmen. Once drafted, tried to promote Confucianism, enforce rules, lower taxes, and the oversupply of maids. Unpopular, he fled to southern China for 10 years, but returned and quickly rose to become Minister of Works trying to balance relations among officials. Died of illness while planning to depose the tyrant **Dong Zhuo**.
Yang Biao – Appointed an Excellency of Han.
Yang Qiu – Court Architect for Emperor Ling and twice arrested for excess zeal in local administration. Later Director of Retainers. Accused **Wang Fu,** a leading eunuch and the general **Duan Jiong**. Wang Fu and his sons were beaten to death. Eventually promoted out of the position and when plotting to get it back, was discovered and accused of treason. Died in prison.
Zhang Wen – Grand Excellency of Works 184-5 CE, Grand Commandant 186-7. Oversaw response to Liang rebellion. Conspired against **Dong Zhuo** after he took over. Ordered executed, but instead "farewelled" when leaving to fight the Qiang. Despite this, he kept the Qiang invaders out of the capital.

### *Artists*

Ban Zhao – Poetess author of *Lessons for Women*, the founding text of Confucian femin-

ism. Finished her brother's history of the period and an instructor in Taoist sexual practices.
Cai Yan – A composer, poetess, writer and, for a time, captive of the Xiongnu.
Cao Buxing – A painter who excelled in dragons, tigers and human figures.
Cao Zhi – Originator of the poetry style called Jian'an and a son of **Cao Cao.**
Ch'in Chia – Poet and civil servant married to another poet. Wrote "Poems for My Wife" while he had to go away and she remained ill at home. His expression of helpless melancholy and graceful, gallant compliments influenced the development of poems on conjugal love.
Chen Lin – One of the "Seven Scholars of Jian'an" and military advisor to Cao Cao. A major exponent of the Jian'an poetry style. One of his poems was translated as "Water the Horses at a Breach in the Great Wall".
Kong Rong – One of the "Seven Scholars of Jian'an", politician and minor warlord. Famed for his quick wit and elaborate literary style. Defeated in 196, he escaped, but was eventually put to death by **Cao Cao** for his criticisms. Only five of his poems survive.
Mi Heng – Writer and musician, who like many fled the north to escape chaos, settling in Jing province, but later at the court of **Cao Cao**. "Rhapsody on a Parrot" is his only surviving work. Prone to erratic behavior, offensive jokes and an arrogant attitude, eventually he was executed.
Wang Can – Politician and poet who contributed greatly to the law and standards for **Cao Cao.** One of the "Seven Scholars of Jian'an". Renowned for his eidetic memory. Once while watching a game of *Go* someone knocked over the board. He was able to place all the pieces back from memory. Died of illness at 41. His poems were solemn, heart-stirring laments, "The Poem of Seven Sorrows" a good example.
Wang Yi – Anthologist, librarian, and poet employed by Emperor Shun. Known for his commentary work on the anthology Chu Ci. Wrote nine poems, called "Nine Longings".
Xu Gan – Philosopher and one of the "Seven (poet) Scholars of Jian'an". Best known for a discourse on the relationship between names and actualities. Lived for a time in hiding in southern Jiao province.
Xue Zong – Poet and politician known for his quick wit. Assisted pacification of an area in Nanyue province. Once helped convince a warlord not to undertake a risky campaign.

### *Philosophers*

Chen Shou – As court astronomer for Emperor Huan, reported on eclipses and important omens. Tortured and killed by Liang Ji for saying that an eclipse was a sign of  future demise.
Cui Yuan – Calligrapher, mathematician, philosopher, poet and politician who did his best work on calendar reform.
Gao You –Historian, philosopher and politician, who wrote commentaries on earlier philosophers. His work is now mostly lost. A student of **Lu Zhi**.
Hua Tuo – A physician celebrated for his diagnoses, treatments and cures. From Yang province, he was the first in China to use anesthesia. He may have learned Ayurveda medical techniques from early Buddhist missionaries. He was forced by **Cao Cao** to treat his migraines, which he did using acupuncture, but did not wish to do so, for which he was killed.
Jia Kui – Wrote a million words of commentary on the classics.
Lu Zhi – Pre-eminent scholar of his era. Wrote the *History of the Eastern Han*. Led forces against

the Yellow Turbans, but was removed after false accusations by a eunuch that he refused to pay bribes to avoid.

Ma Rong – Poet and politician who wrote commentaries on the Five Classics, Developed the much-used double column commentary method.

Wang Chong – Astronomer, meteorologist, naturalist, and philosopher, who developed a mechanistic theory of the world. He was the first to describe the chain pump and also the water cycle.

Wang Fu – Essayist, historian, philosopher, and poet from Liang Province. Led the life of a recluse writing his Critical Essays on philosophy, politics, economics and the military in 10 volumes, a mixture of legalism, Taoism and Confucianism. Criticized policymakers and is increasingly read today.

Zhang Heng – A world class talent and one of the most brilliant individuals of any empire in this period. Astronomer, poet, scientist, inventor of the seismograph and many others.

Zhongli Yi – A magistrate beset by an epidemic that killed 10,000 people, he comforted the people door to door, but also ordered development of new medicines, trying it first on himself, despite their having been made from poisonous herbs. They successfully contained the disaster.

### *Agents*

Chen Deng – Politician, general and popular governor. Served as a mole in Xu Province, assisting **Cao Cao** in eliminating **Lü Bu.**

Dian Wei – A soldier known for his tremendous physical strength. Acted as an assassin and bodyguard for Cao Cao.

Li Ying – Anti-eunuch Confucianist who inspired fear in all the imperial retainers. Accused of factionalism and imprisoned by the eunuchs, dying there.

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# CREDITS

This is a 2023 Rick Heli design. Thanks so much to Eveleen Tang for help with the map. Thank you to Frank Branson, "newelement" and all the other playtesters.

Dedicated to **Dr. Anthony F. Buccini,** unsung hero of SPI's great *Empires of the Middle Ages,* which was a partial inspiration to this game.




# CHARTS AND SUMMARIES

The following charts and summaries are intended for easy reference by a second player. They are the same as those of the base game, plus the clarifications defined earlier.

## Combat Summary

**1. Determine Forces for Independent Areas and Client Kingdoms.** Each specifies a defense force at the upper right. Read this in conjunction with the Army Codes table on the Battle Board. A period (.) separates each army type from the next. A plus sign indicates a variable size force. Draw a Result card to determine the number of forces of the type.

**2. Pay for Supply.** The attacker pays 1 Talent/5 forces, rounded up. If the target Area or connector is Desert, 1 Talent/3 forces.

**3. Set up the Battle board. A Nonplayer places eligible units inside any Fort. See Fort rules.** Each side places their units in matching spaces, attacker on one side, defender on the other. Bow Horse can redeploy as Light Horse after drawing Ares cards. Place a marker on the first round space.

**4. Draw Ares cards equal to the General's level.** Nonplayer level equals its Population. Play only on your turn or to cancel an opponent card. Must distribute extra attack sources as widely as possible. Nonplayer always cancels when able. Always plays **Organize Supplies, Scorched Earth, A False Army, Dig Trenches** and **Empty Fort,** when able. Plays **Weaken the Center** on round 4. Plays **Mountain Pass** if it has at least as many slow units as the attacker. The player decides the play of Ares cards for a defending Client Kingdom.

**5. Determine Initiative.** The higher General level acts first. Ties go to the defender.

**6. Conduct Attacks.**

**Trade Attacks.** The side with the initiative attacks first. Pick an attacking counter and a target.

The Nonplayer attacks the most counters it can. If ties, attacks

a. Unit with fewest enemy in its immediate downstream space(s).
b. Unit with fewest enemy two spaces downstream from it.
c. Unit that is the only remaining enemy of its type.
d. Randomly among tied targets.

Each attacked/struck unit is out of the battle. Place them in their column at the Battle Board edge.

**Restrictions:**

Only **fast** units can attack on turns 1-3.

Maximum **distance** of attack equals the turn number.

Must attack a unit that requires crossing **fewest number of arrows.**

Strike a number of units equal to the **number of arrows crossed,** but maximum 3. **Archers** and **Bow Horse** units can make at most **two** attacks each. If out of arrows, Bow Horse can switch to Light Horse.If your losses covered a new **Break** space this turn, draw a Result. If it is equal to or lower than the number of your losses, the battle is over and you lose. If both sides are checking for breaks, the side with more losses draws first. If this is tied, side with fewer slow units checks first. If this is tied, each side draws and only the higher result applies. If this is tied, neither side breaks and the battle continues.

Either side can **Retreat to an adjacent, owned area,** attacker first, losing three units from the active part of the Battle Board. A Nonplayer never retreats. After a retreat, or if a side is **without counters** (it loses), or if after 6 rounds both sides cannot strike, attacker loses. Go to Determine Losses.

**7. Increment the round marker. Return to Conduct Attacks.**

**8. Determine Losses.** Take losses from the bottom up. If **no remaining units,** or you **broke,** or attacker lost because both sides were unable to strike, lose equal to the Result. If you **retreated,** lose 3, taking first from the active part of the Battle Board. Winner loses 1 unit for every 3 the loser lost, rounded up. If the attacker wins a combat in which a **Fort** was used, remove a Fort from the Area.

## Account for Success or Failure

**Military Endeavors.** In the case of combat, it is a **failure** if you lose all your forces, retreat or break; any other result is a **success**. In case of a **Raid**, if you gained Talents it was a success; otherwise, a failure. If you chose Military to relocate forces, but did not engage in Combat or Raid, treat it as a Pass. If you took an Area (not a rebellion), take an extra Popularity.

**Pass.** Return to the general supply all the Influence you allocated this turn.

**Multiple Endeavors.** If you were able to attempt multiple Endeavors, apply the same rules to each of them; start with the leftmost and proceed right.

**No ministers revealed.** If you draw only cards that are not ministers, treat the turn as a Pass in terms of accounting for success or failure.

**Subterfuge.** Success does not permit drafting a card or drawing Popularity.

## Construction Summary

| Construct | Cost | Token | Benefit |
|---|---|---|---|
| **Aqueduct** | 3 |  | +2 to Develop the Province |
| **Canal** | 3 |  | +2 Tax value to 2 joined areas |
| **Fort** | 3 |  | Modifies Combat, Unrest, Raid. |
| **Forum/ Market** | 4 |  | +2 Tax value |
| **Harbor** | 4 |  | +2 Tax value for sea Province |
| **Monument** | 1 |  | Glory Points |
| **Road** | 3 |  | +2 Tax value, extra movement |
| **Temple** | 2 |  | Glory Points |
| **Wall** | 3 |  | Modifies Raid. |

# Endeavors Summary

## Military (General)

You can move each force up to 3 Areas:

- But at most 2 through mountains.
- A road cancels a mountain.
- No Horse units can enter Forest areas.

## Raids (General)

1. Draw a Result.
2. + the level of the General card.
3. + 1 if wall next to your Province on the path.
4. − 1 if a wall next to the target Area.
5. − 1 per Fort in the target Area.

**Results:**

**2-7:** No effect (fail)

**8-12:** Decrease the target's Economic Level

## Economy (Governor)

1. Pay Talents equal to the population.
2. Draw a Result.
3. + the level of the Governor card.
4. + 2 if an Aqueduct present.
5. -- 2 for each conquest cube.
6. -- 2 per enemy diplomatic cube.
7. Add Talents.

**Results:**

**2-5:** No effect (fail)

**6-9:** Remove any Unrest, Economic Value +1.

**10-12:** Remove any Unrest, Economic Value +2.

## Diplomacy (Emissary)

1. Target: Area in or adjacent to your empire.
2. Pay 3 Talents.
3. Draw a Result.
4. + the level of the Diplomat card.
5. + 1 if you have at least 10 forces adjacent
6. + 1 if the Area is your Client Kingdom.
7. − based on opposing Emperor modifier

**Results:**

**2-8:** No effect (fail)

**9-12:** Success

## Arts (Artist)

1. Draw top 3 Arts cards deck and choose one.
2. Place the others at the bottom of the deck.
3. Pay Talents equal to the indicated level.
4. Draw a Result.
5. + the level of the Artist
6. − the level of the Arts card.
7. + Talents to increase the result.

**Results**:

**2-5**: No effect (fail). Place card at deck bottom.

**6-12**: Success. Claim the card.

## Philosophy (Philosopher)

1. Draw the top Science card and a Result.
2. + the level of the Philosopher card.
3. − the level of the Invention card.

**Results:**

**2-7:** No effect (fail). Place card at deck bottom.

**8-12:** Success. Claim the card.

## Subterfuge (Agent)

### Option I: Remove a Minister

1. Choose a Minister card from your revealed cards or discard pile.
2. Remove a random positive Popularity marker.
3. Draw a Result.
4. + the level of the Agent card.
5. − the level of the Minister card.

**Results**:

**2-5**: No effect (fail)

**6-12:** Return the Minister card to the bottom of its deck.

### Option II: Confiscate Funds

1. Return 3 Popularity counters
2. Draw a Result.
3. Gain Result + Agent level in Talents. Return Agent to the Agents deck if less than 7.