The Three Kingdoms of China

Introduction

In the years preceding 220 the Han Dynasty suffered one of the worst and most long-winded falls in history. A series of child emperors who were routinely taken advantage of and manipulated by the men of their courts in favour of their own desires and personal agendas; civilian uprisings all over the nation due to produce and finance taxes that left them broke and starving; as well as constant fighting and war with the Xiongnu tribes of the North. When the Emperor Xian finally abdicated his power, that marked the official end of the Han Dynasty.

The Rise of the Wei Kingdom

The Wei kingdom began to ferment before the Han Dynasty even fell and it all started with a man named Cao Cao. Cao Cao came from a previously well-established family that had slowly began to lose its power and in an effort to rescue his blood-line, Cao Cao sought work in the palace and use that to his advantage and reestablish his honor.
Cao Cao used his influence to gain command of troupes, fight battles, acquire land and sow betrayal in the hearts of those close to the emperor at the time. In his time he was able to redeem the Han Dynasty by establishing military reform and training extremely efficient soldiers and military officers in order to gain control around the Yangtze river which he did. He also made political connections with the Northern tribes fighting the Han in order to gain their military knowledge and develop horse-back cavalries with skilled archers that did not previously exist in the Chinese military.
However; in 208, Cao Cao sought out a fight along the Yangtze river to reunify China and occupy the Southern Regions, and despite gaining control of it early on, a series of unfortunate mistakes led to Cao Cao's army being taken by surprise and losing in the Battle of Red Cliff, allowing the rival kingdoms to gain control over the river and thereby gaining control of the South of China and creating difficult passage between the North and South. It is this battle that solidified the separation of China and began the rift that would create the Three Kingdoms Era.
Time passed and Cao Cao had a son whom he groomed to succeed him and upon the death of his father and the inheritance of all his quietly acquired land and loyal armies, Cao Pi manipulated and forced the Emperor Xian of the Han Dynasty to submit his control and power to Cao Pi in 2020. That is the birth of the Wei Kingdom.

The Status of the Wei Kingdom as of 230

Cao Pi has since died and been succeeded by his son Cao Rui. The kingdom prospered, civilians were granted land and directed to return agricultural lands that were abandoned during the uprisings and fighting; this allowed them to farm and eat and earn money; which granted the Cao family of rulers great favour with their people and earned them loyalty. They had also developed strong alliances with the Koreans, Vietnamese and Japanese leaders as well as strengthening their ties to the Northern tribes allowing them to gain military strength and diplomatic alliances.

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The Rise of the Shu Kingdom

Liu Bei was a distant relative of the Han dynasty's ruling family and often used his power and influence to chase his humanitarian and moral ventures. While being favorable and somewhat influential, he was also broke. He was often relying on the financial and military support of Cao Cao and other dukes or generals in power even during the Han dynasty. However, this does not mean he wasn't smart. In 208 he used his connections to leak and feed information that was then used to defeat Cao Cao's army at the Battle of Red Cliff which allowed him to lay down the roots for the Shu Kingdom.
This battle allowed Liu Bei to slowly amass one the strongest armies in the region, however during expeditions in 219, many of his best generals were slain including General Zhang Fei who presided over the strongest platoon of Liu's armies. These losses greatly weakened their forces and ruined their offensive power for years to come.
Then, in 221, he officially established the Shu Kingdom with their Captial in Chengdu, only to die shortly after in 223 and be succeeded by Liu Shan who would proceed to rule for the rest of the Kingdom's lifetime.

The Status of the Shu Kingdom as of 230

With Liu Shan now in control as king, not much has changed, he is slowly trying to retrain his militants and strengthen their economic foundation with plans to launch many offensive attacks against the Wei. The Shu Kingdom are not particularly concerned with the Wu who are mainly offended by the Wei as well. Could they be an ally?

The Rise of the Wu Kingdom

Before the establishment of the official Wu kIngdom, Sun Quan and his family operated as a warlord and his vassal kingdom under the name "Dong Wu". The family has chosen to remain unbothered int he South, refusing to interfere or invlolve themselves in the war of the Shu and Wei.
However, the Wei did not like this and launched multiple large scale attacks in 222 and 225 which promptly failed as the Wu's defensive power was great and the region was stable. In 228, the Wei attack once again, this time the Wu respond offensively and beat the Wei badly, this leads to the formal establishment of the Wu Kingdom and they join the war officially in 229 with Sun Quan as their leader.
Slowly, people from the North migrate towards the Wu in the South having heard of the regional stability and agricultural propsperity.

Where We Are Now

Our crisis begins in 230, with the Wu having just joined the fight, a population of approximately 56 million people across China. The Wei Kingdom have control over Northern China, the Wu and Shu share parts of Southern China, with the Shu engaged in frequent war and battles with the Wei and the Wu mostly passive and avoiding enagagement in major fights. The Wei are strong as ever, the Shu are losing popularity and the Wu are gaining favor among the people.

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Chair Guide

Directive Format

Main description of the directive, one or two simple sentences of what the delegate/group intends to do.

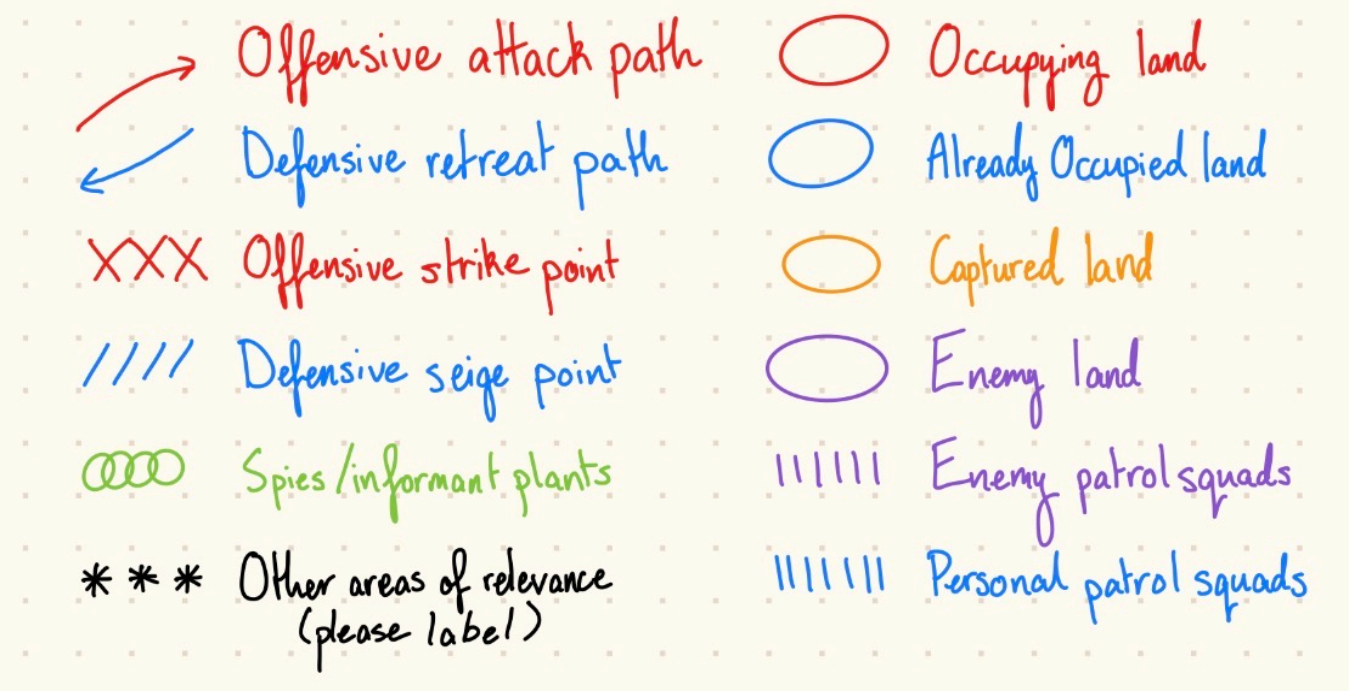
- Bullet Point
- Step-by-step
- Of how the delegates
- Plan to enact their directive
    - Side-bar bullets
    - Where the delegate
    - Declares how many peopl (soldiers or otherwise) are involved
    - How much money they might spend
    - What food they have (if relevant)
    - What materials/equiptment/weapons, they will use

War Plan Format

Main description of their overall war plan, this can be one full paragraph, two maximum, of what they would like to acheive in an ideal world where they win every battle.

- Bullet Point
- List of all their
- Main attacks plans/points
- Plan Bs Cs and Ds
    - Side-bar bullets
    - Where the delegate
    - Declares how many peopl (soldiers or otherwise) are involved
    - How much money they might spend
    - What food they have (if relevant)
    - What materials/equiptment/weapons, they will use

Marked up maps that point to where they would like to do things, using the following key;



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Schedule

Directives will be closed for all of Thursday, allow your delegates to begin plotting and prepare their plans and write directives for the following day.
Friday 30 minutes after registration I will open directives for 30 minutes ONLY. Delegates must use that time to send them all in at once. The 30 minutes after that will be when Backrooms begin to deliberate and pass or reject, after than, all directives will go into effect and be announced in the relevant order through “News Releases” (private directives not included) and will be followed by 1 hour of planning and deliberation before the cycle repeats. Directives involving or relating to starting a war will not be accepted and will be deleted or ignored until the second directive session.
After lunch, war will begin, and will be activated by the very first war initiative sent during the second directive session whomever it may be from should it be logical and sensical. War will operate with one backroom staff member in each commission with an admin providing live updates to the maps and other staff members and will operate on a turn-based system (similar to rogue-like or top-down games; see Baldur’s Gate, Persona, etc) with actions going into effect immediately.

Delegations

Chairs should prepare 15 delegations if possible. Rulers/emperors will all be the same delegate, reincarnated; for example;
Delegate 1 is Cao Rui, when Cao Pi dies, that delegate will now become Cao Rui, and then the next and next and the cycle continues. Delegate 1 will officially be known on their Plaque Card as “Emperor of the Wei”.

Rules

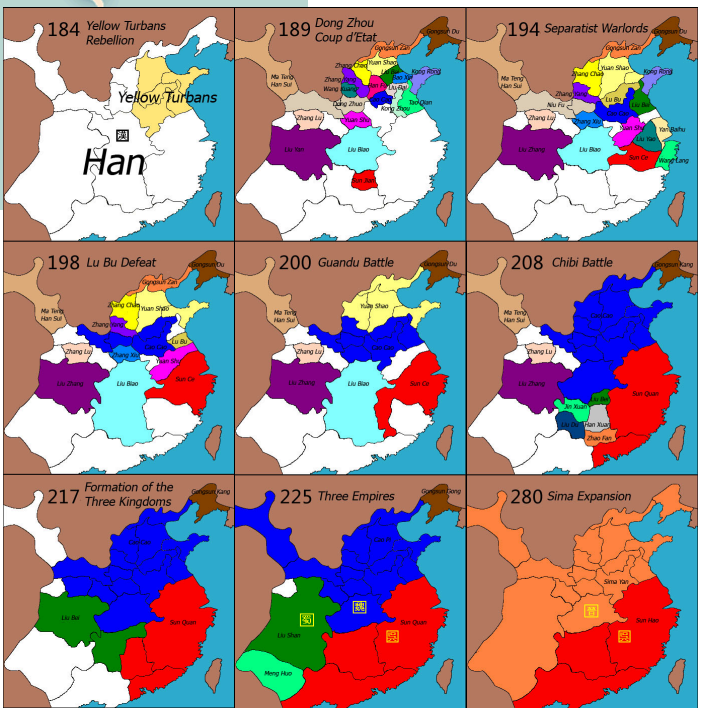
Assassinations will be possible through directives if and when it makes sense and with specified methods.
Absolutely no AI is permissible throughout the weekend in any way shape or form, no exceptions, this is not up for debate, no delegates or chairs may use it for research or to produce any work or for any other reason at all relating to the conference. If anyone is caught using AI they will be subject to a three strike system with the third strike resulting in suspension from conference activities.
If delegates do not adhere to the directive and war plan formats I have prepared their directives or plans will be ignored and will not be considered.
The passing of directives is subject to the estimated abilities of the delegation and their party as well as whether or not the consequences of the directive will be productive to progressing the overall weekend and there is little to no room for arguing with backstaff, if for whatever reason a chair believes that their delegate’s directive was wrongfully denied they are allowed to request review from the backstaff or an explanation to the chair only which may not be revealed to the delegate. IF the chair sees the explanation as insufficient the delaget may return and argue their reasons to the backstaff and the directive may be overturned.
There is zero tolerance for the use of any and all slurs, any and all harmful phrases or names, and no room for the debate or perpetuation of harmful topics or rhetorics, including; but not limited to; red pill ideology, black pill ideology, eugenics, or any and all discussions about controversial topics regarding marginalized communities.

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Maps







Cites

[China Highlights]
[EBSCO History and Politics]