

King Wen's Tower



Game in Progress

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GM Checklist

- Welcome everyone
- Overview of Game
 - Warring States Period
 - Scenario Rules
- Setup
 - Map and Kingdom Sheets
 - Players choose Kingdoms
 - Tokens, Cards, Tiles and Reference sheets
- Introduction
 - Kingdom Descriptions
 - Conquering Scene for unplayed Kingdoms (1 question each)
- First Round:
 - Intrigue Scene
 - Horizontal & Vertical Alliances
 - Tower Phase
 - Token hand off (GM breaks ties)
 - Choose Kingdom Tile
 - Conquering Scene
 - Kingdom Player chose:
 - Battle or Surrender
 - Questions
- Second Round (and on until 1 Kingdom Left)
 - Intrigue Scene:
 - GM choose Kingdom
 - Tower Phase
 - Token hand off (all Kingdoms)
 - Choose Kingdom Tile
 - Conquering Scene
 - Kingdom Player choose:
 - Battle or Surrender
 - Questions
- Last Kingdom
 - Optional Intrigue Scene: War Council of Qin
 - Last Kingdom Player: Ying Zheng
 - Tower Phase
 - No Tokens
 - Play Kingdom Tile
 - Conquering Scene
 - Battle or Surrender
 - Questions
- Debriefing
 - King Wen Sequence
 - Find Kingdom Tile Hexagram
 - Answer Question
 - History
 - Share historical timeline

Materials

- Game rules
- Warring States Map
- GM Reference Sheets (pp. 13 - 16)
- Kingdom Sheets (7) One per Kingdom
- Player Reference (7) Hundred Schools, Stratagems
- Tokens (7) use counters, coins or stones, etc.
- Kingdom Tiles (12) Two per Kingdom, cut out
- Qin Agent Cards (12) cut out
- King Wen Sequence Table - Questions
- Blank paper - name cards for Intrigue Scenes

Table of Contents

GM Checklist.....	2
About the Game.....	4
Scenario Rules.....	5
Early Chinese History.....	8
Hundred Schools of Thought.....	9
Stratagems.....	10
Map of the Seven Kingdoms.....	11
Kingdoms of the Late Warring States Period.....	12
Intrigue Scene Summaries.....	13
Kingdom Summary Sheets:	
Qin (GM).....	15
GM Master list of Battle & Surrender Scenes.....	16
Qi.....	17
Intrigue Scene Summaries for Qi.....	18
Chu.....	19
Intrigue Scene Summaries for Chu.....	20
Yan.....	21
Intrigue Scene Summaries for Yan.....	22
Han.....	23
Intrigue Scene Summaries for Han.....	24
Zhao.....	25
Intrigue Scene Summaries for Zhao.....	26
Wei.....	27
Intrigue Scene Summaries for Zhao.....	28
Kingdom Tiles.....	29
Qin Agent Cards.....	30
64 Hexagrams of the Yi Jing.....	31
Warring States Period: Timeline.....	32
Thanks, Credits, Pronunciations.....	33

About the Game

Play the conflagration of force and philosophy at the formation of China as a nation.

The Setting

At the end of the Warring States period in China (453 – 221 B.C.E), a bloody countdown had begun. Seven kingdoms had fought for hundreds of years, but now the balance was tipping. The Qin (pronounced “chin”) state would soon crush all others, spitting them on the cold iron of the swords and spears of their massive armies. Four to six players take the rolls of these doomed kingdoms. Facing not only the domination of their culture and slaughter of their youth, but also the elimination of the Hundred Schools of Thought flowering in these lands. And so the aspiration for the mythic heights of civilization symbolized by King Wên. These are snuffed out by the hand of King Ying Zheng, who would become Qin Shi Huang, the first Emperor of China.

Overview

This is a fictional re-telling of the end of the kingdoms of China and the formation of the Qin empire. Play involves scenes of culture, warfare and intrigue, where each player jostles to avoid annihilation for one more round. These are freeform scenes of play using prepared scenes and characters. After each round, one kingdom is conquered by Qin. Epic moments of their their domination are described, with glory or humiliation. Those eliminated take on new characters—generals, scholars and laborers of Qin—to help blot out the other kingdoms who remain.

Player and GM Roles

The players take the roles of the Warring States of China which will soon be conquered by Qin. Each has a history of wars and alliances with the others. The GM plays the kingdom of Qin, and is gradually joined by players whose kingdoms are destroyed.

Tone and Philosophy

Historicity: This is a heroic tragedy, celebrating high points of development of ancient Chinese cultures. Players weave an alternate history version of the historical events. Historicity is respected in the themes, kingdoms and known philosophies represented, but uses fantastic elements such as gender equity, wu-xia, heroic last stands and unearthly skill on and off of the battlefield. Heroic and supernatural elements are optional. Many characters are composite. Timeline (p. 32) offers historical version of events.

Fate Play: Certain events are set (such as the conquering of the six Kingdoms, deaths and survival of some characters in scenes). All else is up for grabs, with these provisions: Those with advantage in a scene claim the final victories. Those at disadvantage may be given early victories, and suffer defeat in the end.

Winning and Losing: Playing to lose is necessary, but also look for ways to highlight the insight, resourcefulness and courageousness of those who will be vanquished.

Sources

Inspirations for this game come from books, films and games:

Books: *Stratagems of the Warring States*; *Record of the Grand Historian*; *Han Feizi*; *Book of Shang Yang*.

Games: *Mist-Robed Gate* (2007) ; *Dulce et Decorum* (2013); *Feng Shui* (1st Ed. 1996), *Swords without Master* (2012).

Chinese Wuxia cinema: *Red Cliff* (2008) a military campaign drama set 400 years later at the fall of the Han Dynasty; *Hero* (2002) which is set in the Warring States Period; *Crouching Tiger, Hidden Dragon* (2000) a more personal story of betrayal, love and loss.

International military drama: *Ran* (1985) King Lear reminiscent tale of Sengoku Jidai period of Japan; *The Bridge on the River Kwai* (1957) fictional story of prisoners of war and sabotage in WWII.

Anime and Manga: *Kingdom* (2012); *Buddha* ('72-'83); *Nausicaä of the Valley of the Wind* ('82-'94)

Scenario Rules

1. Introduction of Kingdoms

2. Explaining Rounds

3. Playing the Game

3a. Intrigue Scenes

3a.i.) Special Rules

3b. Tower Phase

3c. Conquering Scenes

3c.i.) Battle

3c.ii.) Surrender

4. Ending the Game

1) Introduction of Kingdoms

To get the group ready to play, start by laying out the Warring States Map and place the Kingdom Sheets on the table for everyone to see. The GM takes the Qin Kingdom sheet. Spread out the other Kingdom Sheets. Each is summarized by its name and a word or phrase. Have the players choose one that appeals to them.

The Kingdoms are listed below with a virtue they exemplify or defy, and summary characteristics:

GM:

Qin, Loyalty to State. Ambitious, Expanding.

Players:

Qi, Learning. Scholarly and Centralized.

Chu, Justice. Massive and Corrupt.

Yan, Loyalty to Family. Rich Borderland.

Han, Benevolence. Middle Class, Surrounded.

Zhao, Courage. Adaptive and Ill-Starred.

Wei, Tradition. Fortified and Conservative.

Beginning Kingdoms. Once everyone has chosen a Kingdom, read through the descriptions. Then have each player introduce the Kingdom they are playing to the rest of the group.

Kingdoms not chosen begin play Conquered. Play out an introductory Conquering Scene for each extra Kingdom (see page 6) but answer just 1 question for each. Choose Battle or Surrender randomly. The GM takes the role of the Kingdom's player.

2) Explaining Rounds

The game is played in Rounds. Each is made up of three parts:

- **Intrigue Scene**
- **Tower Elimination**
- **Conquering Scene**

What is an Intrigue Scene? The scene may be at Court, after a battle, a debate, or focus on engineering feats. Intrigue Scenes are freeform play between characters that show the pressure they are under, and help the players learn about the Kingdoms. Write name cards to keep track of characters.

What is Tower Elimination? A phase where it is determined which Kingdom is destroyed next.

What is a Conquering Scene? A scene describing the final battle, or surrender and desecration of one of the six Kingdoms conquered by Qin. Player chooses whether their Kingdom falls in Battle or through Surrender. These are dramatic scenes of devastation and loss. They are structured by questions and answers.

3) Playing the Game

Play begins with a Court Scene involving all the Kingdoms, then with each succeeding Round the GM will choose one Kingdom to focus on. Each Kingdom has scenes for the group to play described on their Kingdom sheet. Not all Kingdom scenes will be played out.

3a) Intrigue Scenes

The character of the Kingdom in focus is the main character in this scene. The GM plays a character that is a Leader of Qin or one of Qin's Agents (a person influenced by the Kingdom of Qin). The other players will take the role of the character from their Kingdom listed for this scene. Later, those from Conquered Kingdoms will play Agents of Qin assigned by the GM.

Opening Intrigue Scene: Horizontal and Vertical Alliances. The first Intrigue Scene is always the Horizontal and Vertical Alliances Scene. It involves all of the Kingdoms that are in play. In the

scene, the philosophers Su Qin and Zhang Yi try to bring the 6 Kingdoms into alliance with one another (“vertical” or north-south alliances) against Qin, or to submit to ally with Qin (“horizontal” or east-west alliances). GM: read the description and distribute roles. GM plays Qin’s Agent, Scholar Zhang Yi.

Later Intrigue Scenes. At the start of each Round, the GM chooses one of the remaining Kingdoms to be the focus for the Intrigue Scene. Each Kingdom has a unique Intrigue Scene. Not all will be played out in a given game. GM read description and cast according to roles for each Kingdom.

3a.i) SPECIAL RULES:

Thoughts. During the course of Intrigue Scenes the GM, or a player, may ask for the Thoughts of a character. Briefly interrupt the flow of the scene. Ask player to share character’s internal reflections to the current action, or ask a pertinent question. *Example: “How do you feel about allying with a country that almost conquered yours?”*

Fate and Advantage. Some events must occur, they are listed in scene descriptions as “Fate”. All else is up for grabs, with these provisions: Those noted to have “Advantage” in a scene claim the final victories. Those not at advantage are at a disadvantage. They may be given early victories, but suffer defeat in the end.

Wuxia. The group may choose to use larger-than-life martial art stunts. Main characters (of Qin or 6 Kingdoms) will always defeat side characters. Follow Fate play guidelines for deaths and overall losses. For example, *“Gen. Wang Jiang flips Zheng Guo’s guard Meng Jian across the canal, then she follows as Zheng Quo flees, skipping lightly across the surface of the water.”*

3b) Tower Phase

Handing off Tokens. Each player has a Token. After the Intrigue Scene each player must hand their Token to another player. The Kingdom belonging to the player with the most Tokens is Conquered. In Double Elimination, two with most Tokens are Conquered.

Players pass their tokens with no discussion. They

may hand their token to another player for any reason. For example, in retaliation for something their character did to theirs in-game, to acknowledge some mistake made by the receiving player that seems like it would naturally lead to the demise of the Kingdom, or perhaps because it will hurt to see that Kingdom be lost.

Ties. The GM also has a token, which is only used in the case of a tie. The GM hands their token to one of the tied players. That Kingdom is conquered.

Double Elimination. Depending on the number of players, there may be a round where two Kingdoms are conquered.

6 Players: Double Elimination on Round 4

5 Players: Double Elimination on Round 3

4 Players: No Double Elimination

Tile Placement. Each Kingdom has two tiles with its name on it. Tiles are used to form King Wen’s Tower. One Tile has a Yang line (unbroken, –) representing Battle, and one has a Yin line (broken, --) representing Surrender.

The player chooses what course of action their Kingdom will take: to fight and resist the Qin in a final Battle, or to Surrender, causing fewer casualties among the people, but showing how some vital aspect of their Kingdom is destroyed. This choice determines what scene will be played out in the Conquering Scenes. A description of the scene to be played is on the Tile.

Choose one and place the Kingdom Tile in King Wen’s Tower. Start from the bottom of the tower and build up. With each placement, the Tiles gradually form the six lines of a hexagram from the *Yi Jing* (or *I Ching*), the *Book of Changes*.

Conquered Kingdoms at Start of Game

If playing with 4 or 5 players, place the Tiles for two Kingdoms which are not in use, first. Choose which side is up randomly. These Kingdoms are conquered at the start of play. As an introduction to the system, play out a Battle or Surrender scene for each, but with just one Question. GM takes Kingdom player role.

3c) Conquering Scenes

Kingdom to be eliminated is destroyed in a final Battle or through Surrender.

3c.i.) BATTLE. A decisive moment when the tide is turning, or fateful actions are taken. There can be moments of seeming victory, and even in defeat the power and cleverness of the vanquished Kingdom are highlighted.

A brief description of the Battle on the Kingdom sheet, elaborated on by the GM, provides the framework for the Battle. The description includes how Qin overcomes the Kingdom. The players build to this with the Stratagem and a series of Questions.

Stratagem. The player of the Conquered Kingdom chooses a Stratagem their Kingdom will use in this Battle, and describes how. GM describes Qin response.

Questions. Three Questions are asked of the Conquered Kingdom's Player by the other players, about the Battle. These are questions that describe some part of the events of the Battle, and ask for a description of how it occurred. Cannot be questions that need a "yes" or "no" answer.

Examples

---"Tell me how your soldiers survived the storm before we slaughtered them mercilessly..."

---"What was the terrible fate of the children of the nobles when the palace burned?"

---"How did the small group of elite engineers and warriors divert the river to flood your city?"

---"How did your daughter sacrifice herself to save you at the final desperate charge?"

3c.ii.) SURRENDER. The Kingdom has suffered through many Battles, and a final threat is levied that pushes their leader to submit to Qin. The lives of many—soldiers and civilians—are saved. However, Qin destroys the Kingdom as it was and absorbs it into its empire. Philosophies not approved by the Emperor are stomped out, and old ways of life are ended.

The GM describes the cultural atrocity visited upon the Conquered Kingdom. The Kingdom's player describes aspects of value or virtue in the Kingdom

and asks question of three of the other players about how it was lost.

Example:

Q: "The philosophers of the Nature School heard of the burning of books and secreted away the speeches of their learned masters. They then burn other texts and say they've destroyed the speeches. How were the texts lost despite this effort?"

A: "The scholars all put up a united front, denying that the books still exist, but one of the investigators gets one of them drunk. Once she divulges that they are still extant, they arrest and torture all the others. The speeches are found and burned before them, just before they are all executed."

Playing Qin's Agents. After a player's Kingdom is Conquered, they then play Agents of Qin during the rest of the game. These are Generals, Philosophers and corrupted members of other courts who push the agenda of Qin.

GM distributes characters as needed by handing out Qin Agent Cards. Agents are listed in scene description in order of priority. Players may keep same character or change, at GM's discretion.

4) Ending the Game

Last Kingdom. once there is one Kingdom remaining, skip the Intrigue Scene. Play final Tower phase and Conquering Scene for this Kingdom.

Optional Final Intrigue Scene. If there is time, a Qin Intrigue scene may be played out before the final Conquering Scene. All play Qin Agents having a council of war before obliterating the final Kingdom.

Qin's Victory. After the last Kingdom has been conquered Qin has won. Thank the players for their contributions.

King Wen's Tower. See what Yi Jing hexagram you've created through play. Read the entry on the chart on page 30 and answer the question together.

History. For curiosity, look over the historical timeline of the Warring states. You can see how the Kingdoms succumbed historically, and how that compares with your alternate history version of the events.

EARLY CHINESE HISTORY

China's first dynasties are dated back to 2100 BCE (before the Common Era) with the Xia dynasty, followed by the Shang dynasty, and then the Zhou. These eras were recorded in the *Shiji* or *Records of the Grand Historian* by Sima Qian, pre-eminent classical Chinese historian. Sages ruled, like Yu the Great, founder of the Xia dynasty. Stories of exceptional rulers were collected by Sima Qian during the Han Dynasty in the second century CE (common era).

The early historical period was begun by the long-lived Zhou dynasty, a long period from 1066 to 266 BCE. According to Sima Qian, this dynasty was founded by the sage King Wen (Wen Wang Qu). King Wen is credited with reducing taxes on farmers, abolishing unjust laws and setting a model of right conduct for the kingdom. According to custom, he created traditional order and discovered the meanings of the hexagrams of the I-Ching while imprisoned by the last king of the Shang Dynasty. He is lauded in poem and song from later eras, such as the poem "King Wen's Tower" from the *Classic of Poetry* one of the Five Classic texts attributed to Confucius. His son, King Wu, overthrew the Shang, but King Wen is acknowledged as the founder of the dynasty.

The early or Western Zhou period, particularly under the early rulers, is remembered as a time of peace, justice and prosperity. It was later harkened back to as a golden age. It was followed by the Eastern Zhou period, also known as the Spring and Autumn Period. This era was a time of increasing warfare and strife, but also a time of great knowledge and development of philosophy and learning. Some of the most influential thinkers lived during this time including Kong Qiu, Kong Fuzi ("Master Kong"), known as Confucius in Europe; and also Li Er, known as Laozi, author of the *Book of Changes* or *Dao De Jing*.

The Spring and Autumn period saw the rise of five powers or hegemonies, that held sway over the lands. This era ended when one of the kingdoms, Jin, was partitioned into Han, Zhao and Wei. Thus began the Warring States period, which saw seven kingdoms vie for power: Qin, Qi, Chu, Yan, Han, Chu, Zhao, Wei. There was great mobility of station during this time, as warring kings sought talented generals, thinkers and engineers. Philosophers traveled from court to court, traditionally known as the Hundred Schools of Thought. They debated moral, diplomatic and pragmatic theories. Qin gained power and eventually conquered all of the kingdoms. The Emperor Qin Shi Huang's tomb was decorated with the famous terra cotta warriors symbolizing Qin's massive armies. He founded the imperial seat of China in 221 BCE which was held by rulers of various dynasties until the end of the Qing dynasty in 1911 CE.

Thus began the Warring States Period, which saw seven kingdoms vie for power: **Qin, Qi, Chu, Yan, Han, Zhao, Wei.** There was great mobility of station during this time, as warring kings sought talented generals, thinkers and engineers... Qin gained power and eventually conquered all of the kingdoms... founding the imperial seat of China in 221 BCE which was held by rulers of various dynasties until the end of the Qing dynasty in 1911 CE.

HUNDRED SCHOOLS OF THOUGHT

The **Xiajia Academy** of Qi hosted philosophers and scholars from the Hundred Schools of Thought that flourished during the Spring and Autumn and Warring States Periods. Records of only a few survive.

Confucianism - (*Rujia*, or School of Scholars) Teachings of Kong Fu Zi (Confucius, 551-479 BCE) and Mengzi (Mencius, 372-289 BCE). Ethical system of virtues and right relations, as between ruler and subjects, husband and wife, parents and children. Fundamental belief in the goodness of people, and ability for self-improvement and cultivation of individuals. Central virtues: Benevolence, Justice, Propriety, Knowledge, Integrity. Rulers should lead by high moral example.

Moism - (*Mojia*, or School of Mo) Teachings of Mo Di Zi (470 - 391 BCE). Universal and collective love. "Everyone is equal before heaven." Pragmatic, empirical and concrete, emphasized trusting what can be observed directly, not ideals. Frugality and minimism valued over extravagance, particularly in rituals of state. Pacifism and defensive fortifications valued over wasteful warfare. Unity of society is preeminent. Rulers rule by divine right, and should appoint ministers based on their individual virtue, rather than family position or political influence.

Legalism - (*Fajia*, or School of Law) Based on ideas of Li Kui in his Book of Law. Originated and rose to pre-eminence during the Warring States period, particularly in the Qin Kingdom and Empire. Laws are fixed and publicly known. Penalties for breaking the law, rewards for obeying them. Strong Social controls and punishment of nobles same as common people implemented in Qin. Power of ruler is based on their position, not their self, and must be maintained by use of secret, unseen "methods" (ie, spying, manipulation, whatever it takes).

Agrarianism - (*Nongjia*, or School of Tillers) Inspired by early sage King Shennong, said to work in fields alongside the peasants and ancient minister and agricultural innovator, Hou Ji. Development of farming seen as key to successful society. Utopian philosophy with communal and egalitarian agrarian society as ideal. Ruler should focus on agriculture and equalize social ranks.

Diplomatic School - (*Zhonghengjia* or School of Vertical and Horizontal) Founding text is *Gu Gui Zi*, said to be written by Guiguizi or Guigu Xiansheng, teacher of Su Qin, who formed an alliance among six Kingdoms against Qin, Zhang Yi who helped destroy the alliance and many others. Scholars of Diplomatic School traveled from court to court, promoting "vertical" or north-south alliances between smaller countries against Qin, and "horizontal" or east-west alliances between larger countries such as Qin and Qi against multiple smaller countries.

Military School - (*Bingjia*) Study of military strategies and tactics. Foundational text: *The Art of War*, by Sun Zi. Wisdom of Warring States Period was collected during later Han dynasty in the *Stratagems of the Warring States*. Major proponent during this period was Sun Bin of Wei, later a brilliant strategist for Qi. Said to have studied with hermit Guiguizi (teacher of Su Qin and Zhang Yi). Central tenets: war as costly last resort, need to end engagements quickly, importance of position with relation to other army and in landscape, formations and strategies, understanding that conditions change rapidly in war and leaders must change plans accordingly. Ruler should seek to avoid war, but strike swiftly and intelligently if need be.

Naturalists - (*Yinyangjia*, or School of Yin Yang). Founded by Zou Yan (305 - 240 BCE), influential scholar at the Xiajia Academy of Qi. Founded upon far-ranging study of all known natural and historical knowledge. Combined theory of the Wu Xi, five agents or elements: Fire - Metal - Wood - Earth - Water, in creative and destructive cycles, with the Yin - Yang dualism (cold - hot; passive - active; female - male). Basis of Chinese medicine and understanding that health is affected by diet and lifestyle rather than supernatural spirits. Ruler should find balance and align with the natural orders of the world.

Other Schools: Daoism (Followers of the Way, major texts written during this era, but formulated as a philosophy after the Qin dynasty) Ruler should strive to do a little as possible; Logicians (School of Names) investigation through question and answer, support for peaceful means for ending of state conflicts; School of Minor Talks: ideas from notable people on the street collected and shared with officials.

Stratagems of the Warring States

excerpted from translation available via Wikipedia, last edit on 9 February 2014.

Deceive the heavens to cross the ocean - Mask your real goals, by using the ruse of a fake goal, until the real goal is achieved. Tactically, this is known as an 'open feint': in front of everyone, you point west, when your goal is actually in the east.

Besiege Wèi to rescue Zhào - When the enemy is too strong to be attacked directly, then attack something he holds dear. Know that he cannot be superior in all things. Somewhere there is a gap in the armour, a weakness that can be attacked instead. The idea here is to avoid a head on battle with a strong enemy...

Kill with a borrowed sword - Attack using the strength of another (in a situation where using one's own strength is not favorable). Trick an ally into attacking him, bribe an official to turn traitor, or use the enemy's own strength against him. The idea here is to cause damage to the enemy by getting a 3rd party to do the deed.

Wait at leisure while the enemy labors - It is an advantage to choose the time and place for battle. [So] you know when and where the battle will take place, while your enemy does not. Encourage your enemy to expend his energy in futile quests while you conserve your strength. When they are exhausted and confused, attack with energy and purpose.

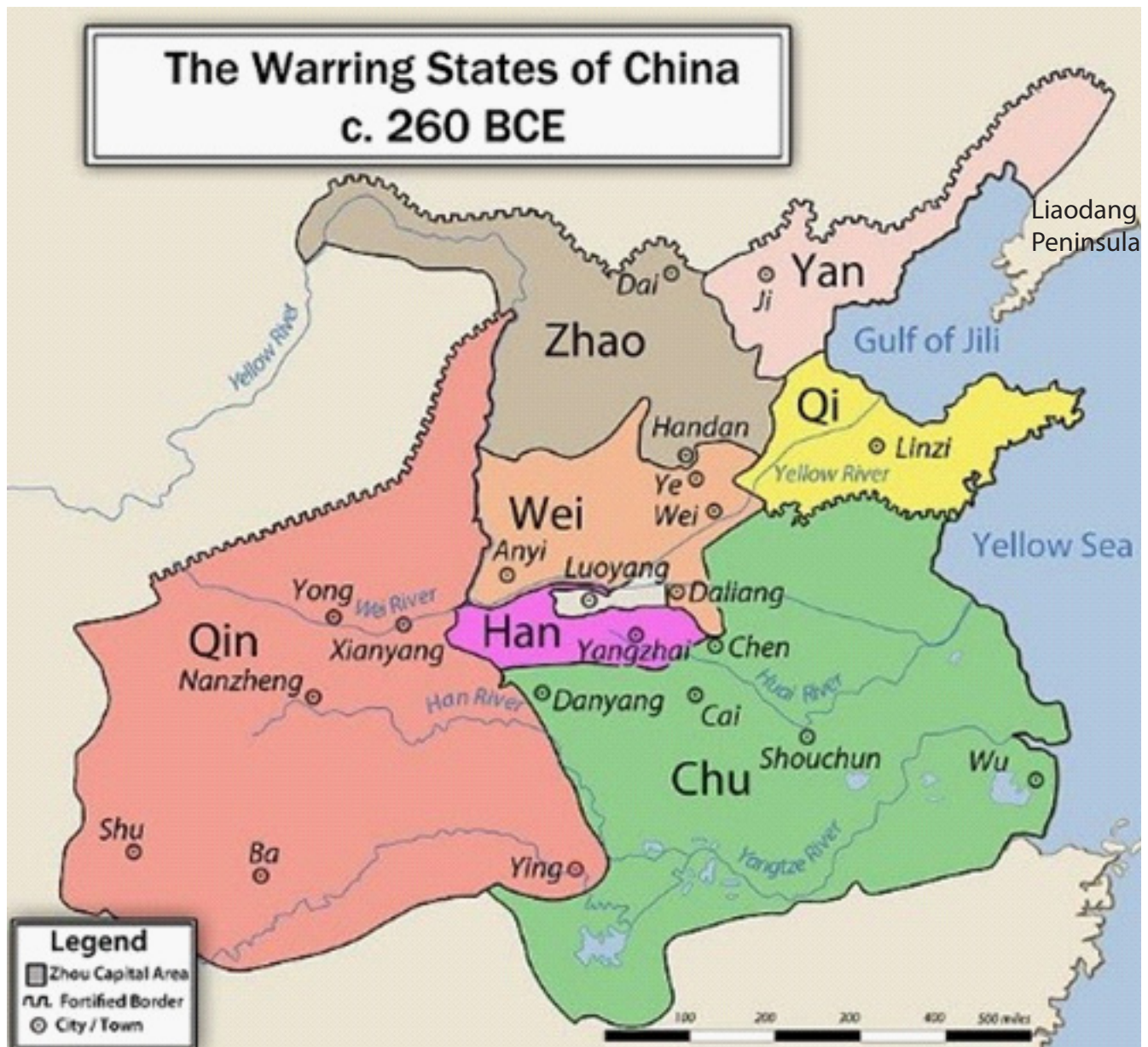
Loot a burning house - When a country is beset by internal conflicts, when disease and famine ravage the population, when corruption and crime are rampant, then it will be unable to deal with an outside threat. This is the time to attack. Keep gathering internal information about an enemy. If the enemy is currently in its weakest state ever, attack it without mercy and totally destroy it to prevent future troubles.

Create something from nothing - A plain lie. Make somebody believe there was something when there is in fact nothing. One method of using this strategy is to create an illusion of something's existence, while it does not exist. Another method is to create an illusion that something does not exist, while it does.

Watch the fires burning across the river - Delay entering the field of battle until all the other players have become exhausted fighting amongst themselves. Then go in at full strength and pick up the pieces.

Sacrifice the plum tree to preserve the peach tree - There are circumstances in which you must sacrifice short-term objectives in order to gain the long-term goal. The scapegoat strategy whereby someone else suffers the consequences so that the rest do not.

Take the opportunity to pilfer a goat While carrying out your plans be flexible enough to take advantage of any opportunity that presents itself, however small, and avail yourself of any profit, however slight.



- Qin** (Loyalty to State) Taking territory, protected by passes, brutal legalism.
- Qi** (Learning) Jiaxia Academy, effective government, isolated politically.
- Chu** (Justice) Massive resources and population, rife with corruption.
- Yan** (Loyalty to Family) Rich with iron ore, built walls, fought Xiongnu.
- Han** (Benevolence) Middle class kingdom. Moderate legalism. Great thinkers.
- Zhao** (Courage) Adopted Xiongnu cavalry tactics. Earthquake and famine.
- Wei** (Tradition) Defended by Rivers and focused on agriculture. Independent.

KINGDOMS OF THE LATE WARRING STATES PERIOD (OR WESTERN ZHOU) 453 BCE — 221 BCE

Qin Ambitious, expanding power of China. Consolidated power through centralization of power and enforcement of harsh penalties for breaking the law. Conscription of peasantry for military, encouragement of large families. Took over land to the south, and is defended to the east by mountain passes in Zhao, Wei and Han. Encouraged rise of leaders from the ranks and from foreign lands. Ruthless and determined leaders. Strategy: “befriend those afar, attack those near.”

Qi On the coast of the Yellow Sea and the Gulf of Jili, Qi was at the crossroads of east-west and north-south trade routes, making it a vital economic center. A gathering place for brilliant scholars and thinkers, Qi hosted the Jiaxia Academy and others after its closing. Qi vied with Qin as the pre-eminent state during much of the Warring States period. Bloody legacy of ruling family: Tian family gained position by killing the Jiang family who ruled before them.

Chu Massive southeastern Kingdom of China. Wealthy and corrupt, nobles extracted wealth from the populace. The King was known to travel with an extravagant entourage. Expansionistic, conquered many smaller surrounding countries. Home to many tribes from other lands, Chu was derided as a foreign state by other Kingdoms. Large land area, with rich agricultural land and a high population. Strong folk religion traditions that united disparate peoples. Humid subtropical climate with hot summers and brutal winters.

Yan Northeastern Kingdom on coast, bordering the Xiongnu and other steppe nomad peoples. Expanding to the east, recently claimed Liaodong Peninsula. Source of iron ore and innovated using iron in weapons. Built early portions of Great Wall to fend off foreign peoples in the north. Nearly conquered by Qi who invaded during a time of succession crisis. Formed alliance between Zhao, Han, Wei, and Qin to retaliate by invading and nearly conquering Qi.

Han Small central Kingdom on Yellow River, contains pass to Qin Kingdom providing access to North China Plain so was target of many Qin attacks. Often looked to other Kingdoms for help in defense. Country strengthened by series of reforms including the creation of a legal bureaucracy with promotion based on performance. Policies allowed prosperity of merchants and free peasants, making Han a *xiaokang* or “well off,” middle-class kingdom where most had enough to meet their needs and live comfortably. Surrounded by other Kingdoms and lacked room to expand.

Zhao Northern Kingdom, Zhao fought its neighboring states as well as the Xiongnu to the north. High elevations and cold arid desert. Military was weak until adopted Xiongnu weapons and tactics, then became among those most feared. During the Warring States period, Zhao was struck by two natural disasters — an earthquake and a severe famine.

Wei Small central country, surrounded by other Kingdoms. Focused inward and tried to outcompete Qin by improving their own agricultural capacity. Western region threatened with Annexation by proximity of Qin. Later capital location, Daliang protected by Rivers and moats, but conquered by Qin general who diverted river to flood city. Monsoon climate, with cold, dry winters and hot, humid summers. Plains suited to agriculture.

GM INTRIGUE SCENE LIST

Opening Scene: Horizontal and Vertical Alliances. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin (“Horizontal” or east-west alliance) or against Qin (“Vertical”, north-south). Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin* sent by Zhao.

Cast: Qin - Zhang Yi of Qin, (scholar, Horizontal alliance advocate)

Qi - *Queen Jian* (educated, young)

Chu - *Queen Kaolie* (decadent, corrupt)

Yan - *King Xi* (calculating, cold)

Han - *King An* (seeking allies, embattled)

Zhao - *Su Qin** (scholar, Vertical alliance advocate) **Wei** - *King Hui* (internally focused, practical)

Key Past Events: Qi attempt to conquer Yan and fallout; Chu annexation of Qi, Wei and Han land.

*If Zhao is Conquered at start, Su Qin is dead, and alliance he brokered is shaken.

Qi Intrigue Scene: Debate at Xiajia Academy in Qi. Scholars from the many Kingdoms are gathered to discuss the events of the war and philosophy. They debate the questions: “What is the ideal state? How would it be governed?” Each bringing the perspective of their School of Thought.

Cast: Qin - Zhang Yi of Qin, (Dip.), Minister Shang Yang, Chancellor Hou Sheng of Qi, Gen. Wang Ben

Qi - *Zou Yan* (Naturalist School)

Chu - *Qu Yuan* (Confucian School)

Yan - General *Yue Yi* (Military School)

Han - *Han Fei* (Legalism School)

Zhao - *Su Qin** (Diplomatic School)

Wei - *King Hui* (Agrarian School)

Key Past Events: Zou Yan and Su Qin were rival students. Han Fei’s book is praised in Qin.

*If Su Qin is present and Vertical Alliance was created in Opening Scene, Su Qin wears Alliance Robes.

Chu Intrigue Scene: In the final throes of the disastrous Battle of Hangu Pass, generals of both sides parley over battle lines. Several kingdoms worked together to attack Qin, via narrow Hangu Pass. Qin is in the process of repulsing them, and the battle is about to be lost. Chu’s Prime Minister Lord Chunshen is in charge of the attack, and faces blame from the allies.

Cast: Qin - Gen. Wang Jian, Gen. Wang Ben, Minister Shang Yang, King Ying Zheng

Qi - *General Sun Bin* (brilliant, takes long view)

Chu - *Lord Chunshen* (wealthy, overbearing)

Yan - General *Yue Yi* (position weak at home)

Han - *King An of Han* (fearful for his Kingdom)

Zhao - Gen. *Li Mu* (won’t give up, ingenious)

Wei - *General Pang Juan* (ruthless, driven)

Advantage: Qin has the advantage in this situation. However, allies could turn tide and win battle if agree on convincing strategy. This will not change the course of the war.

Key Past Events: Chu annexation of Qi, Wei and Han land as outcome of past battles. Pang Juan and Sun Bin were fellow, rival students. Pang Juan caused Sun Bin’s disability and exile from Wei.

Yan Intrigue Scene: Driven by the fall of the other Kingdoms, Crown Princess Dan of Yan sends Jing Ke to assassinate King Ying Zheng of Qin. Taking the head of a Qin defector General Fan Wuji (who committed suicide for the purpose) and a map of Yan with a blade hidden in it. Delegates from other Kingdoms are secretly aiding Jing Ke, as they all have audience before the King in his grand hall.

Cast: Qin - King Ying Zheng, Minister Shang Yang, Gen. Wang Jian, Gen. Wang Ben

Qi - *Queen Jian* (educated, young)

Chu - *Scholar Qu Yuan* (patriotic, hate Qin)

Yan - *Jing Ke* (assassin, master swordsman)

Han - *Scholar Han Fei* (famous legalist, Qin favorite)

Zhao - *Su Qin* (scholar, Vertical alliance advocate) **Wei** - *King Hui* (reluctant, practical)

Fate and Advantage: The assassination fails. Jing Ke is caught and killed. Rulers have advantage.

Key Past Events: King Xi attempted to ally with Xiognu. Princess doubts ability to forge alliance.

INTRIGUE SCENES

Han Intrigue Scene: Attempt to kidnap Zheng Guo, Han engineer who is helping Qin build great canals, and sabotage of these canals. Qin has workers from many countries forced to work on canal. Zheng Guo was sent by King An to bankrupt Qin with massive canal engineering work. Has backfired: canals were successful and increased food for armies. Zheng Guo has sided with Qin. She has plan to fix problems with canals silting up. Qin Generals are visiting to inspect work. Conspirators enter camp dressed as workers to complete mission.

Cast: Qin - Gen. Wang Jian, Gen Wang Ben, worker Meng Jiangu, overseer Chen Fuling

Qi - Gen. Sun Bin (brilliant, takes long view)

Chu - Gen. Xiang Yan (uses tricks, massive army)

Yan - General Yue Yi (position weak at home)

Han - Zheng Guo (Han spy, turned Qin ally)

Zhao - Gen. Li Mu (won't give up, ingenious)

Wei - Pang Juan (ruthless, driven)

Fate and Advantage: The canals are not destroyed. The conspirators have advantage to escape.

Key Past Events: Qi attempt to conquer Yan and fallout; Chu annexation of Qi, Wei and Han land.

Zhao Intrigue Scene: Zhao has suffered an earthquake, followed by a famine. Queen Jian is traveling to another court [GM choose which] to seek humanitarian and military aid from other Kingdoms (and to defend against Qin). Minister Guo Kai of Zhao is paid by Qin to undermine talks, in order to isolate Zhao.

Cast: Qin - Minister Guo Kai of Zhao, Chancellor Hou Sheng of Qi, Zhang Yi, Shang Yang

Qi - Queen Jian (educated, young)

Chu - Queen Kaolie (decadent, corrupt)

Yan - Crown Princess Dan (mistrustful, resourceful)

Han - Han Fei (influential legal theorist)

Zhao - Queen Qian (martial, desperate)

Wei - Prince Shen (concerned about the populous)

Key Past Events: Qi attempt to conquer Yan and fallout; Chu annexation of Qi, Wei and Han land.

Wei Intrigue Scene: Negotiations over the surrender of Wei's capital city of Anyi, and relocation of the capital to Daliang which is much farther from Qin. After losses by other countries to Qin, Wei is under pressure to allow Qin to annex portions of their land. A council of Wei, Qin and other Kingdoms takes place to discuss Wei's options. Held in King Hui's palace in Anyi, Wei.

Cast: Qin - Wang Jiang, Wang Ben, Zhang Yi, King Ying Zheng, Minister Shang Yang

Qi - Gen. Sun Bin (brilliant, takes long view)

Chu - Gen. Xiang Yan (uses tricks, massive army)

Yan - King Xi (calculating, cold)

Han - King An (fearful for his Kingdom)

Zhao - Queen Qian (martial, desperate)

Wei - Prince Shen (concerned about the people)

Key Past Events: Qin's conquering of other Kingdoms.

OPTIONAL

Final Intrigue Scene: Qin has conquered all but one Kingdom. The generals and leaders of Qin have a council of war to plan the final offensive, and to make plans for the dawning of the Qin empire.

Cast: All Play Qin Agents

King Ying Zheng (played by Kingdom to be Conquered), soon to be Emperor - (close to realizing imperial ambitions, still seeking immortality)

Minister Shang Yang (harsh legalist, hated and feared)

Scholar Zhang Yi ("vertical alliance" scholar)

Gen. Wang Jian (brilliant and practical military leader, mother of Wang Ben)

Gen. Wang Ben (innovative military strategist, son of Wang Jian)

Minister Guo Kai of Zhao (traitor to Zhao, rewarded by Qin)

Prisoner (General or leader from one of the Conquered Kingdoms held as prisoner and interrogated about final Kingdom to be Conquered)

Qin - GM



Zhong, Loyalty to State. Ambitious. Expanding.

The westernmost state of China during the Warring States Period (453 BCE – 221 BCE). Occupying the Wei River valley, Qin was accessible to the eastern states only through a series of mountain passes, giving Qin a strong defensive position. The lords of Qin consolidated the lands to the south such as the Kingdom of Shu, in the western Sichuan basin (site of modern day Sichuan), and land controlled by the Rong, various likely sino-tibetan tribal groups. Qin alternately fought and allied with the Rong until they finally conquered them and annexed those lands making Qin one of the largest kingdoms in China at the start of the Warring States Period. Opportunistically attacked or allied with other Kingdoms.

Philosophy: Qin embraced Legalism, a school of thought that emphasized fixed, harshly enforced laws, and leader who used secret methods (spying, manipulation etc.) to rule. Social policies were enacted by Minister Shang Yang to increase the population, increase the agricultural capacity of the land and to maximize military. Peasants were conscripted, immigration was encouraged to swell farming and military ranks and weaken nearby lands. Farmers who did not fulfill harvest quotas were enslaved. Laws made women marry young and encouraged families to have many children. Strong control by state and leader lead scholars to view Qin as an early version of the modern totalitarian state. Empire burned books and killed scholars of schools not approved by Emperor (“burning of books, burying of scholars”)

Resources: A strong infrastructure, defensible lands, massive armies and the resources of other kingdoms as they were conquered in turn. Also, Qin valued ability over noble blood, so quality Generals, thinkers and leaders rose from foreign or humble origins.

Qin Agents:

King Ying Zheng of Qin - Ruler of Qin, conquered Qi, Chu, Yan, Han, Zhao, Wei and united China as Qin Shi Huang - the First Emperor of Qin. He survived several assassination attempts. Obsessed with search for immortality. Highly respects work of Scholar Han Fei of Han.

Shang Yang - Implemented sweeping Legalist reforms in Qin. Stripped land rights from nobles and awarded to soldiers and generals successful in war. Hated and feared. Sees Han Fei’s work as too limited.

Zhang Yi - Scholar of the Diplomatic School. Proponent of “Horizontal Alliances” with Qin. She was student of famed hermetic teacher Gu Guizi, and rival of Su Qin. Ambitious and silver-tongued.

Wang Jian - Brilliant general of Qin. Lead successful invasions of Zhao and Chu. Older woman, hard worker and aware of need for propriety and giving face to superiors.

Wang Ben - Innovative general of Qin. Son of Wang Jian. Captured Wei and Qi through superior tactics and engineering. Insightful and brash. Effective but merciful.

Guo Kai of Zhao - Zhao minister. Bribed by Qin to poison Queen Qian of Zhao’s mind against her General, Li Mu who lead successful defense against Qin. She has been promised power when Qin takes over Zhao.

Hou Sheng of Qi - Chancellor of Qi. Bribed by Qin to convince young Queen Tian Jian to remain aloof from Kingdoms allying against Qin. Follower of Mohism, he thinks this best for Qi.

Additional Characters: Meng Jiangu woman laborer, clever. **Chen Fuling** male overseer of Qin

GM Master List of Battle and Surrender Scenes

Opening Intrigue Scene: Horizontal and Vertical Alliances

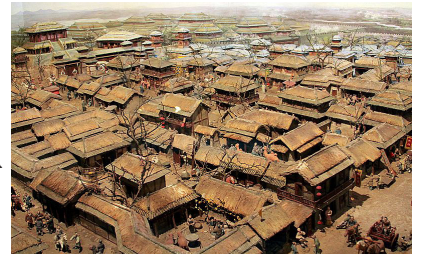
Diplomatic congress to debate alliance with Qin (“horizontal” or “east-west”), or other Kingdoms against Qin (“vertical” or “north-south”). GM plays Scholar Zhang Yi, proponent of Horizontal alliances and an agent of Qin Kingdom. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin. Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin of Zhao.

Note: if Zhao is Conquered at start, Su Qin has been killed, and alliance of 6 Kingdoms he built is being tested.

Qi

Battle: Qi forces are mustered at the border, but Qin army heads straight for Qi’s capital Linzi, home of Xiajia Academy, richest city of the time.

Surrender: Burning of books, burying of scholars. After Qin conquered all of China, writings not approved of were burned, dissident scholars buried alive. A flash-forward to the depredations suffered by Qi at that time.

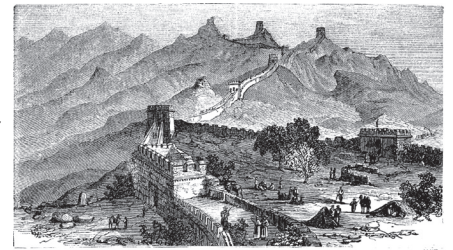


Model of ancient Linzi

Chu

Battle: Qin invades with 600,000 men. Chu makes daring attacks with their equally massive army—making a surprise attack against the encamped Qin troops, then trying to lure Qin into a precipitous attack—but are outwitted and defeated.

Surrender: Uprisings, and corvée (forced labor) of Chu workers to build the Great Wall. The huge population of Chu fought against Qin, but was conscripted into major engineering works such as the Great Wall and land reclamation.



Yan

Battle: Final desperate defense on Liaodong Peninsula (see map of Kingdoms), mountainous but fertile land of narrow valleys recently taken from the ancient Korean Kingdom of Gojoseon.

Surrender: Surrender of Crown Princess Dan who planned assassination of King Ying Zheng of Qin, and crushing reparations paid. King Xi hands over his daughter, and bankrupts Kingdom.

Han

Battle: Siege of capital and slaughter of hundreds of thousands. Han, close to Qin’s borders, has been a thorn in their side for generations. Their resistance brings down the wrath of the Qin army on the citizens of Han.

Surrender: Destruction of *xiaokong* (middle-class or “well off”), egalitarian society. Han has built a prosperous merchant class and landed peasantry. These are pressed into service for Qin and their independence and rights are subsumed by Qin.



Zhao

Battle: Collapse of formerly unbeatable Zhao troops after execution of tactician General Li Mu. Li Mu’s tactics of surprise attacks by hidden troops (“creating something from nothing” stratagem), seen as cowardice and Qin spies convinced Queen Qian to ask Li Mu to step down (which she refused to do), and eventually to order her execution.

Surrender: Zhao troops commandeered and Qin armies trained to use Xiongnu archer-cavalry tactics. The strength of Zhao military training is used by Qin.



Wei

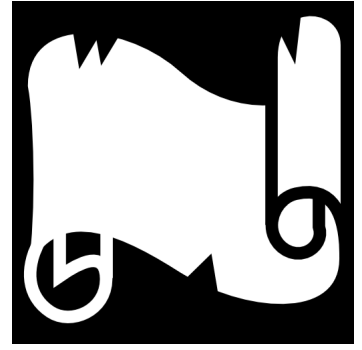
Battle: Wei untouchable due to rivers and moats at new capital of Daliang, until river is diverted to flood the capital. The city is surrounded by defensive fortifications and water barriers thought to be unbeatable. Qin General Wang Ben sees opportunity to use water against Wei, diverting water from Yellow River and tributary to flood city.

Surrender: Wei surrenders to avoid battle and their land is annexed. Their peasants are conscripted to fight for Qin and Wei’s farms now feed Qin and their troops.



Daliang

Qi



Li, Knowledge. Scholarly and Centralized.

On the coast of the Yellow Sea and the Gulf of Jili, Qi was at the crossroads of east-west and north-south trade routes, making it a vital economic center. Qi vied with Qin as the pre-eminent state during much of the Warring States period. Bloody legacy of ruling family: Tian family gained position by killing the Jiang family who ruled before them. A gathering place for brilliant scholars and thinkers, Qin hosted the Jiaxia Academy and others after its closing. Paying scholars the wages of a government official, the brightest and best were drawn to Qi. Qi warred with its neighboring states: Yan, Zhao, and Wei, as well as Chu. Qi nearly conquered Yan by invading during a succession crisis. In turn was devastated and nearly conquered in retaliation by an alliance of Yan, Han, Zhao, Qin and Wei.

Philosophy: Enacted reforms to centralize the state, but valued scholarly study and right relations between ruler and ruled.

Resources: Coastal access for fishing, and travel. The Yellow River and temperate plains allowed for agriculture and settlement. Many brilliant thinkers drawn to the Kingdom by Jiaxia Academy.

Traditional Enemies: Frequently at war with Wei, Yan and Chu. Formerly allied with Qin (and also dominated Yan). Invaded and nearly conquered Yan. In return, nearly conquered by alliance between Qin, Qi, Zhao and Wei. Rivalry with Chu.

Queen Jian - Ruler of Qi, member of Tian house which gained power by killing the last scion of the house of Jiang. Educated, scholarly and young. Influenced by her mother the Dowager Queen and Minister Hou Sheng.

Sun Bin - Brilliant military thinker, formative member of the Military School. She was said to be descendent of Sun Tzu. Wrote book on tactics of Warring States Period. Tutored by hermit scholar Gui Guzi. Originally from Wei, but fled after being tortured and tattooed as a traitor due to betrayal by former fellow student, Pang Juan. Cannot walk (kneecaps removed during torture). Enters battle tied to her saddle.

Zou Yan - Brilliant and erudite scholar of the Naturalism School. Made a thorough study of all known knowledge, natural, philosophical and historical. He arrived at system involving the Five Agents (or Elements) Fire - Metal - Wood - Earth - Water, and the complementary opposites of Yin and Yang, which influenced later Daoist thinkers.

Scenes:

Intrigue: Debate at Xiajia Academy. What is the ideal state?

Battle: Qi forces are mustered at the border, but Qin army heads straight for capital.

Surrender: Burning of books, burying of scholars (this is literal, scholars were buried).

Qi Intrigue Scene Roles

Opening: Horizontal and Vertical Alliances. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin (“Horizontal” or east-west alliance) or against Qin (“Vertical”, north-south). Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin of Zhao (if Zhao is unconquered).

Role: Queen Jian - young, highly educated woman. Wary of other states Qi has fought and dominated in the past. Considering alliance with Qin, but unsure they can be trusted.

QI INTRIGUE

Intrigue: Debate at Xiajia Academy in Qi. Scholars from the many Kingdoms are gathered, hosted by Qi where they are supported by the state. They discuss the events of the war and philosophies of statehood. The scholars debate the questions: “What is the ideal state? How would it be governed?” Each scholar brings the perspective of their School of Thought and has different perspective based on the way their home country is run.

Role: Zhou Yan - Scholar of the Naturalist School. Brilliant thinker who studied Chinese history and learning to its roots. Proponent of balance as expressed by Yin/Yang and Five Elements. Necessity for ruler to align with nature.

Chu

Intrigue: Parley during Battle of Hangu Pass, where 6 Kingdoms try to act together against Qin. Disastrous failure for allies. Chu blamed for allied loss against Qin.

Role: Gen. Sun Bin - she rides tied to her horse, since she cannot walk. Looking toward impacts of this battle on long struggle against Qin. Sees opportunity to one-up Chu. Feels forgiveness for Gen. Pang Juan, former fellow student and cause of her disabilities.

Yan

Intrigue: Assassination attempt on King Ying Zheng at Court by assassin from Yan.

Role: Queen Jian - present at court to discuss detente with Qin. Not aware of the plot on King Ying Zheng’s life. Long-lived enmity with Yan.

Han

Intrigue: Attempt to kidnap engineer Zheng Guo to sabotage Qin canals. Generals lead a small, disguised commando group to capture Zheng Guo and deal damage to Canal.

Role: Sun Bin - traveling on horseback or carried on back of brawny soldier, sent to help ensure Qin’s ability to wage war is not augmented by plentiful crops.

Zhao

Intrigue: Seeking aid from other Kingdoms after earthquake and famine.

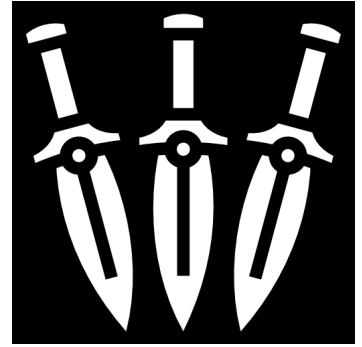
Role: Queen Jian - willing to consider providing aid, to help allow Zhao to take attention of Qin from Qi, looking for assurances of mutual aid and non-aggression from Zhao

Wei

Intrigue: Negotiations over the surrender of Wei’s capital city Anyi to Qin.

Role: Gen. Sun Bin - support moving capital, but against annexation of land by Qin.

Chu



Yi, Justice. Massive and Corrupt.

The southeastern state of China during the Warring States Period (453 BCE – 221 BCE). The land is crossed by the River Yangtze and its four major tributaries. Ancient site of a primeval forest reclaimed for rice cultivation over time. The climate is humid subtropical with hot summers and brutal winters. Home to many tribes from other lands, Chu was derided as a foreign state by other Kingdoms. A massive state, with rich agricultural land and a high population. Chu fielded huge armies and was seen as one of the most difficult targets by the Qin. Strong folk religion traditions that united disparate peoples.

Philosophy: Expansionistic, conquered many smaller surrounding countries. Wealthy and corrupt, nobles extracted wealth from the populace. The King was known to travel with an extravagant entourage. Reformed by Wu Qi during the late 390s, but on decline again during the final confrontations with Qin. Courts known to be corrupt.

Resources: Massive armies, extensive lands. Diverse populace. Wealthy, but corrupt. Site of the Yangtze river, Jingnan Plain, known as the “Plain of a Thousand Lakes” and many mountain ranges.

Traditional Enemies: Successively conquered lands of plains *Jing Man*, mountain *Yue* and other foreign peoples in the South. Fighting border wars with Qin and the smaller Kingdoms of Wei and Han over central plains. Rivalry with Qi.

Queen Kaolie - Ruler of Chu. She is corrupt and decadent, with huge entourage. Arrogant and confident of her Kingdom’s massive army, but meticulously observant of ancestral rites.

Lord Chunshen - Chu Prime Minister who famously lead allied nations to invade Qin through Hangu Pass, with disastrous results. Massively wealthy and powerful lord, with 3,000 retainers. Uncle of Queen Kaolie. Overbearing but fearless in battle.

Xiang Yan - Chu General who crushes Qin invasion force of 200,000 through surprise night attack after false retreat. Driven and critical of low discipline and training of Chu’s army.

Qu Yuan - Statesman and poet of Chu. Author of the landmark collection of Chinese poetry *Songs of the South*. Minister at court and advocate of Vertical alliances against Qin, until discredited by slander. He retired to country, to write and collect folk poetry. Exemplar of patriotism, the Dragon Boat Festival is in memory of his suicide in protest of Qin conquering Chu.

Scenes:

Intrigue: After battle of Hangu Pass. Chu blamed for allied loss against Qin.

Battle: Qin invades with 600,000 men. Chu makes daring attacks but are outwitted.

Surrender: Uprisings, and corvée (forced labor) of Chu workers to build the Great Wall.

Chu Intrigue Scene Roles

Opening: Horizontal and Vertical Alliances. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin (“Horizontal” or east-west alliance) or against Qin (“Vertical”, north-south). Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin of Zhao (if Zhao is unconquered).

Role: Queen Kaolie - decadent and corrupt ruler. Travels with excessive entourage. Confident in strength of Chu armies and population to support them against Qin. Needs to be convinced that Chu needs help of others before she’ll make any alliance.

Qi

Intrigue: Debate at Xiajia Academy in Qi. Scholars from the many Kingdoms are gathered. The scholars discuss the events of the war and debate the questions: “What is the ideal state? How would it be governed?”

Role: Qu Yuan - Confucian School. Supports right relations between ruler and ruled, importance of ritual, and potential of the individual.

CHU INTRIGUE

Intrigue: Parley during Battle of Hangu Pass, where Kingdoms try to act together against Qin. Kingdoms pulled together by Chu, to try to take the initiative and stall momentum of Qin by bottling them in at a major access point. Disastrous failure for allies. Chu blamed for allied loss against Qin.

Role: Lord Chunshen - Incredibly wealthy lord, confident of the size of Chu’s armies to defeat Qin. Contemptuous of smaller countries like Wei, Han and Yan.

Yan

Intrigue: Assassination attempt on King Ying Zheng at Court by assassin from Yan.

Role: Scholar Qu Yuan - Brings poem as offering. Volunteered to be envoy to Qin in hopes of witnessing death of King Ying Zheng. Enthusiastic member of conspiracy.

Han

Intrigue: Attempt to kidnap engineer Zheng Guo to sabotage Qin canals. Generals lead a small, disguised commando group to capture Zheng Guo and deal damage to Canal.

Role: Gen. Xiang Yan - Has plan to bribe workers to incite riot as distraction.

Zhao

Intrigue: Zhao seeks aid from other Kingdoms after earthquake and famine.

Role: Queen Kaolie - has plenty of resources to share, but looking for advantage to be gained by helping Zhao. Very open to bribes.

Wei

Intrigue: Negotiations over the possible surrender of Wei’s capital city Anyi to Qin.

Role: Gen. Xiang Yuan - sees this as stepping stone for Qin to push further east. Argues against ceding land to Qin despite similar land-grabs made by Chu. Not open to bribes, sees these as what has undermined Chu army.

Yan



Xiao, Loyalty to Family. Rich. Northern Borderland.

Northeastern state of China, bordering the Xiognu and other steppe nomad peoples. Capital located in current-day site of Beijing. Occupy extensive coastline and mouth of the Yellow River. Recently claimed Liaodong Peninsula to east of Yan. Source of iron ore and innovated using iron in weapons. Rich in metal, used knife and spade shaped money. Built early portions of Great Wall to fend off foreign peoples in the north. Nearly conquered by Qi who invaded during a time of succession crisis. Qi was repelled by a revolt against them in Yan. Formed alliance between Zhao, Han, Wei, and Qin to retaliate by invading and nearly conquering Qi.

Philosophy: Legendary tradition of filial piety and strong family bonds. Military strength valued.

Resources: Strong weapons, isolated position. Coastline and land to the east to expand into. Massive walls built against Xiognu incursion to the north.

Traditional Enemies: Nearly conquered by Qi. Frequent warfare with Zhao along mountainous border, but allied with Zhao at other times. Border troubles with Xiognu. Beginning to expand to the east. Short-term alliance with Qin, Zhao, Wei and Han to fight back when almost conquered by Qi.

King Xi - Ruler of Yan. Seeking alliance with Dai, Qi, Chu and Xiognu to fight off Qin. Unaware of daughter's plot to assassinate King of Qin. Calculating and cold. Sees Kingdom's safety as highest goal.

Crown Princess Dan - Heir to throne of Yan. Impatient with ups and downs of the war, and afraid of massive power of Qin. She will send assassin Jing Ke to attempt to kill Ying Zheng, King of Qin, himself.

Yue Yi - General and Tactician of Yan. She lead allied force of Yan, Zhao, Qin, Han and Wei against Qi in retaliation for nearly conquering Yan. Captured 70 walled cities of Qi, but lost when alliance crumbled. Seen as a threat by the King Xi due to her tremendous success.

Jing Ke - Master swordsman, sent on mission by Princess Dan to kill Ying Zheng. Driven and prepared to die for this cause.

Scenes:

Intrigue: Assassination attempt on Ying Zheng, King and future emperor of Qin, at Qin's Grand Hall when many Kingdoms and leaders come for audience.

Battle: Final desperate defense on Liaodong Peninsula.

Surrender: Demand for surrender of Crown Princess who planned assassination of Ying Zheng, and crushing reparations for trying to kill King Ying Zheng.

Yan Intrigue Scene Roles

Opening: Horizontal and Vertical Alliances. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin (“Horizontal” or east-west alliance) or against Qin (“Vertical”, north-south). Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin of Zhao (if Zhao is unconquered).

Role: King Xi - Calculating ruler of Yan. Determined to gain allies against threats of Qi as well as Qin. Looking to unusual allies such as the Xiognu nomads. Worried about internal as well as external threats.

Qi

Intrigue: Debate at Xiajia Academy in Qi. Scholars from the many Kingdoms are gathered. The scholars discuss the events of the war debate the questions: “What is the ideal state? How would it be governed?”

Role: Gen. Yue Yi - Military School. Support strong military and use of appropriate stratagems for warfare or governance in order to gain advantage.

Chu

Intrigue: Parley during Battle of Hangu Pass, where Kingdoms try to act together against Qin. Disastrous failure for allies. Chu blamed for allied loss against Qin.

Role: Gen. Yue Yi - Sees this campaign as opportunity to weaken Qin, but she would be happy to see Qi come out the worse after the conflict.

YAN INTRIGUE

Intrigue: Driven by the fall of the other Kingdoms, Crown Princess Dan of Yan hires Jing Ke to assassinate King Ying Zheng of Qin. Taking the head of a Qin defector General Fan Wuji (who committed suicide for this purpose) and a map of Yan with a blade hidden in it. Some delegates from other Kingdoms are secretly aiding Jing Ke. Each has an audience with King Ying Zheng in his grand hall during the celebration of a recent conquest.

Role: Jing Ke - Master swordsman, sent on mission by Princess Dan to kill Ying Zheng. Driven and prepared to die for this cause. (Will be caught and killed.)

Han

Intrigue: Attempt to kidnap engineer Zheng Guo to sabotage Qin canals. Generals lead a small, disguised commando group to capture Zheng Guo and deal damage to Canal.

Role: Gen. Yue Yi - Believe she was sent by King Xi on this dangerous mission to die. Wishes to prove her loyalty.

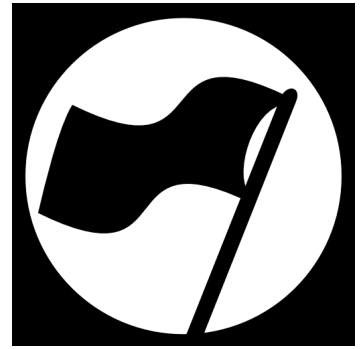
Zhao Intrigue: Zhao seeks aid from other Kingdoms after earthquake and famine.

Role: Crown Princess Dan - Sent as envoy by King Xi to deny aid to Zhao. Mistrustful of ability of Kingdoms to stand against Qin. May seek to provide resources to Zhao secretly.

Wei Intrigue: Negotiations over the possible surrender of Wei city Anyi to Qin.

Role: Gen. King Xi - Supports most pragmatic course of action. Not inclined to help.

Han



Ren, Benevolence. Middle-class. Surrounded.

Small kingdom along Yellow River, between Qin, Chu and Wei. Formed during the partition of Jin in 453 BCE (as were Wei and Zhao) starting the Warring States Period. Located at pass from Qin kingdom providing access to North China Plain, so was target of many attacks. Surrounded by other Kingdoms and lacked room to expand. Often looked to other Kingdoms for help in defense. Country strengthened by series of reforms including the creation of a legal bureaucracy with promotion based on performance. Fostered independence of ruler from influence by ministers. Policies allowed prosperity of merchants and free peasants, making Han a *xiaokang* or “well off,” middle-class kingdom where most had enough to meet their needs and live comfortably.

Philosophy: Moderate legalist governance based on merit and quality of performance. Freedom of leader from influence by ministers. Valued prosperity of populace in *xiaokang* (“well-off”) society.

Resources: A strong, happy populace and prosperous economy. Brilliant, influential thinkers.

Traditional Enemies: Threatened on every side by larger Kingdoms. Guarded southern Qin pass, and attacked by Qin often for access to plains. Frequent alliances with neighbors Zhao, Wei or Qi for help against Qin, or attacks by one of them. Helped Yan when they were almost conquered by Qi.

King An of Han - Ruler of Han. Cousin of Han Fei. He leads country which has been weakened by many wars with Qin and other countries. Sent Zheng Guo to Qin to drain their resources in massive canal project. Backfired. First to be focused on by Qin in final battles. Respects legalism as espoused by Han Fei, but fears its misuse. A thoughtful but pragmatic middle-aged ruler.

Zheng Guo - Han engineer directed by King of Han to design elaborate canal system for Qin to sap their resources and block their expansion to the east. She convinced Qin to undertake it, however, they were able to marshall the resources and the canal increased their agricultural production, aiding conquest by feeding armies. A brilliant but troubled young woman.

Han Fei - Foundational Legalist thinker, author of the *Hanfeizi*. Advocated Legalism in Han, some of which was adopted after his time there. Cousin of the King and a member of the nobility. Admired in Qin, but was looked down upon in Han. Sent to Qin as diplomatic envoy and warmly received.

Scenes:

Intrigue: Kidnapping of Zheng Guo of Han to sabotage Qin canals.

Battle: Siege of capital and slaughter of hundreds of thousands.

Surrender: Destruction of *xiaokong* society of Han: losses of property and freedom endured by people of this prosperous, egalitarian Kingdom.

Han Intrigue Scene Roles

Opening: Horizontal and Vertical Alliances. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin (“Horizontal” or east-west alliance) or against Qin (“Vertical”, north-south). Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin of Zhao (if Zhao is unconquered).

Role: King An - Embattled by Qin, surrounded by stronger Kingdoms. King An is looking for allies to help support his country. Thinks they will be first target of Qin.

Qi

Intrigue: Debate at Xiajia Academy in Qi. Scholars from the many Kingdoms are gathered. The scholars discuss the events of the war debate the questions: “What is the ideal state? How would it be governed?”

Role: Han Fei - Famous Legalism Scholar, whose works are well-known and respected in Qin. Supports penalties for breaking law, but not to extent practiced in Qin.

Chu

Intrigue: Parley during Battle of Hangu Pass, where Kingdoms try to act together against Qin. Disastrous failure for allies. Chu blamed for allied loss against Qin.

Role: King An of Han - afraid of power of Qin if not checked. Hangu Pass is nearby to Han. Limited troops to offer, but has strong motivation for allies to win.

Yan

Intrigue: Assassination attempt on King Ying Zheng at court by assassin from Yan.

Role: Han Fei - Envoy to Qin for Han. Aware of but not involved in plot. Warmly received by King Ying Zheng.

HAN INTRIGUE

Intrigue: Attempt to kidnap Zheng Guo, Han engineer who is helping Qin build great canals, and sabotage of these canals. Zheng Guo was send by King An to bankrupt Qin with massive canal engineering work. Has backfired: canals were successful and increased food for armies. Zheng Guo has sided with Qin. Zheng Guo has plan to fix problems with canals silting up by cutting new feeder channels. Qin Generals are visiting to inspect work. Conspirators enter camp dressed as workers to complete mission.

Role: Engineer Zheng Guo - She has been living in Qin for many years, and has overseen successful building of huge canal to irrigate fields. Now has challenge to stop Canal from silting up by building new channels to feed canal. Her loyalties are in question: by Han for completing the work, and by Qin if her original purpose is found out.

Zhao: Zhao seeks aid from other Kingdoms after earthquake and famine.

Role: Han Fei - Representing King An to discuss sending aid to Zhao. Han Fei wants to encourage populous to trade and provide aid, rather than levying taxes to raise extra.

Wei: Negotiations over surrender of Wei’s capital city Anyi to Qin.

Role: King An - Vehemently opposed to giving Qin more land. Would surround Han.

Zhao



Xin, Integrity. Adaptive and Ill-starred.

In the northwest of the Warring States, Zhao fought its neighboring states as well as the Xiongnu to the north. Formed during the partition of Jin in 453 BCE (as were Wei and Han) starting the Warring States Period. Much of the land is at high elevations and cold arid desert, some of it in present in the Mongolian Plateau. Traditionally home of nomadic peoples, the Zhao were hardened and used to making do with little. Military was weak until adopted Xiongnu weapons and tactics, then became among those most feared.

During the Warring States period, Zhao was struck by two natural disasters — an earthquake and a severe famine. In 229 BCE, Qin took advantage of the situation to launch a pincer attack from the north and south on Handan, Zhao's capital. Three Qin armies embarked to coordinate the attack on Handan.

Philosophy: Strong military and adoption of new technology and philosophies as needed.

Resources: A strong military, with superior weapons and tactics (cavalry) to many other Kingdoms.

Traditional Enemies: Constantly at war with Xiongnu and other northern nomadic peoples. Vacillated between being at war with Han, Yan or Wei, and allying with them against Qi or Qin. Buffered from Chu by Han and Wei. Guard northern Qin pass. Helped Yan when they were almost conquered by Qi.

Queen Qian - Ruler of Zhao. Re-trained army to use Xiongnu cavalry and archery tactics. Became strongest army in the Warring States, but was smashed in the battle of Changping and never recovered. Queen Qian was manipulated by her minister Guo Kai, who was paid by Qin to make her distrust her brilliant and successful General Li Mu. Dealing with Kingdom hit by earthquake and famine.

Li Mu - Brilliant general of Zhao. She built fortifications around the capital city, causing a deadlock with Qin. Ordered to surrender control of her troops at urging of Guo Kai, but refused. Focused on saving her Kingdom from Qin threat. Accomplished warrior.

Su Qin - Accomplished and driven Scholar of the Diplomatic School. Proponent of Vertical Alliances against Qin. He traveled from state to state to bring together alliances. Supported by Zhao in this endeavor. Taught by hermit scholar Gui Guzi. Contemporary and rival of Zhang Yi of Qin.

Scenes:

Intrigue: Seeking aid from Kingdoms after Zhao is hit by earthquake and famine.

Battle: Unsurmountable defense planned by General undermined by Agent of Qin.

Surrender: Qin armies trained to use Xiongnu weapons and tactics.

Zhao Intrigue Scene Roles

Opening: Horizontal and Vertical Alliances. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin (“Horizontal” or east-west alliance) or against Qin (“Vertical”, north-south). Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin of Zhao (if Zhao is unconquered).

Role: Su Qin - Pre-eminent scholar of the Vertical School, seeking to create alliance among 6 Kingdoms against Qin.

Qi

Intrigue: Debate at Xiajia Academy in Qi. Scholars from the many Kingdoms are gathered. The scholars discuss the events of the war debate the questions: “What is the ideal state? How would it be governed?”

Role: Su Qin - Diplomatic School. Advocate of vertical alliances, see Qin’s legalism as a threat to all Kingdoms freedom and to free-flowing discourse such as this debate.

Chu

Intrigue: Parley during Battle of Hangu Pass, where Kingdoms try to act together against Qin. Disastrous failure for allies. Chu blamed for allied loss against Qin.

Role: Gen. Li Mu - Dead set on finding a way to win against Qin. Favors destruction of pass fortifications through avalanche.

Yan

Intrigue: Assassination attempt on King Ying Zheng at court by assassin from Yan.

Role: Su Qin - Diplomatic envoy, helps assassin. Brings plea from Zhao for aid as cover.

Han

Intrigue: Attempt to kidnap engineer Zheng Guo to sabotage Qin canals. Generals lead a small, disguised commando group to capture Zheng Guo and deal damage to Canal.

Role: Gen. Li Mu - Believes sabotage can save the lives of many by crippling Qin.

ZHAO INTRIGUE

Intrigue: Zhao seeks aid from other Kingdoms after earthquake and famine. Zhao has suffered an earthquake, followed by a famine. Queen Jian is traveling to another court to seek humanitarian and military aid from other Kingdoms, to defend against Qin. Minister Guo Kai of Zhao is paid by Qin to undermine talks, in order to isolate Zhao.

Role: Queen Qian - Desperate for help from other Kingdoms. Watching her people’s hope of resisting Qin fading away. Ready to make any deal she can to acquire aid.

Wei

Intrigue: Negotiations over surrender of Wei’s capital city Anyi to Qin.

Role: Queen Qian - Supports pragmatic actions in order to maintain independence of a Kingdom. Looking for opportunities to exploit possible weaknesses of Qin.

Wei



Li, Tradition. Well-defended and Conservative.

Located in the northern central plains, surrounded by other Kingdoms. Formed during the partition of Jin in 453 BCE (as were Zhao and Han) starting the Warring States Period. Climate is governed by monsoons, with cold, dry winters and hot, humid summers.

Han invaded Wei along with Zhao in 370 when Marquess of Wei died leaving no successor. Armies fell into disagreement and both retreated, allowing King Hui of Wei to succeed. Attacked and defeated by Qin in 364. Saved by intervention of Zhao. Moved capital to Dailing to make safe from Qin attack. Attacked Zhao in 354. Zhao saved by intervention of Qi and plan of brilliant strategist Sun Bin (Great-great-great-grandson of Sun Tzu), who had them attack Dailing to divert Wei from overrunning Zhao. One of 36 Great Stratagems: "besiege Wei, save Zhao."

Philosophy: Agrarianism under King Hui of Liang. Invested in canals and reclaiming land to increase agricultural production. Farmers central to society, egalitarian values.

Resources: A vital economy and well-developed agricultural system. capital defended by the Yellow River and moats which surrounded it.

Traditional Enemies: Surrounded by other nations. Tried to focus inward on Kingdom building. Warred with Qi, Chu, Qin, and sometimes allied with Zhao, Han and Yan against these. Warred with Zhao off and on. Guard middle Qin pass. Helped Yan when they were almost conquered by Qi.

King Hui - Ruler of Wei. Focused efforts of Kingdom on improving agricultural methods and strengthening economy. Not interested in fighting Qin, but instead want to build up his own Kingdom. Thoughtful, down to earth leader. Knowledgeable about farming and close to his peasant subjects.

Pang Juan - General of Wei. Taught by hermetic scholar Guo Guzi, as was rival student Sun Bin of Qi. Caused Sun, who escaped to Qi, to be tortured and tattooed as a traitor. Intent on fighting Qi and Han, traditional enemies of Wei.

Prince Shen - Commander of troops for King Hui. Defends capital of Wei against Qin by reinforcing fortifications and relying on rivers and moats to defend City. Determined, but mindful of civilian deaths.

Scenes:

Intrigue: Battle of Maling. Stratagem of missing stoves.

Battle: Wei capital untouchable due to rivers and moats, until river diverted to flood city, killing thousands of citizens.

Surrender: Land annexed, peasants conscripted and agriculture feeds Qin armies.

Wei Intrigue Scene Roles

Opening: Horizontal and Vertical Alliances. Meeting in a safe and neutral space, representatives from all the Kingdoms discuss the pros and cons of allying with Qin (“Horizontal” or east-west alliance) or against Qin (“Vertical”, north-south). Lead by Diplomatic Scholars Zhang Yi of Qin, and Su Qin of Zhao (if Zhao is unconquered).

Role: King Hui - Conservative King of Han, focused on improving agriculture and economy of Wei to compete with Qin. Sees Qin, Chu and Qi as pending threats.

Qi

Intrigue: Debate at Xiajia Academy in Qi. Scholars from the many Kingdoms are gathered. The scholars discuss the events of the war debate the questions: “What is the ideal state? How would it be governed?”

Role: King Hui - Agrarian School. See farms as central to society and importance of humility of leaders.

Chu

Intrigue: Parley during Battle of Hangu Pass, where Kingdoms try to act together against Qin. Disastrous failure for allies. Chu blamed for allied loss against Qin.

Role: Gen. Pang Juan - Ruthless general, ready to make hard sacrifices to win against Qin. Blames Chu for this loss, since Qin poses greater threat to smaller Kingdoms. Will try to blame Qi and Sun Bin if possible for loss.

Yan

Intrigue: Assassination attempt on King Ying Zheng at court by assassin from Yan.

Role: Prince Shen - Sent by his father, King Hui to treat with Qin to not annex land.

Han

Intrigue: Attempt to kidnap engineer Zheng Guo to sabotage Qin canals. Generals lead a small, disguised commando group to capture Zheng Guo and deal damage to Canal.

Role: Gen. Pang Juan - Wants to cripple Qin. Open to further killing and destruction.

Zhao

Intrigue: Zhao seeks aid from other Kingdoms after earthquake and famine.

Role: Prince Shen - Sent to offer what aid Wei can provide. Worried for the people.

WEI INTRIGUE

Intrigue: Negotiations over the surrender of Wei’s capital city of Anyi, and relocation of the capital to Daliang which is much farther from Qin. After losses by other countries to Qin, Wei is under pressure to allow Qin to annex portions of their land. A council of Wei, Qin and other Kingdoms takes place to discuss Wei’s options. Held in King Hui’s palace in Anyi, Wei.

Role: King Hui - Weighing the possibility of being invaded by Qin if they do not cede this territory, versus the possibility of fighting back. It would be great loss of improved land. Already making plans to move capital no matter what comes from this negotiation.

Qi



Battle

Qi forces muster at the border, but Qin army heads straight for capital.

Qi



Surrender

Burning of books, burying of scholars.

Chu



Battle

Chu defends against Qin army of 600,000.

Chu



Surrender

Bloody uprisings and corvée of Chu workers to build the Great Wall.

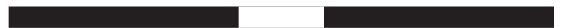
Yan



Battle

Final desperate defense on Liaodon Peninsula.

Yan



Surrender

Surrender of failed assassination conspirators and crushing reparations.

Han



Battle

Seige of capital and slaughter of hundreds of thousands.

Han



Surrender

Destruction of "xiaokong society" (prosperous egalitarianism).

Zhao



Battle

Collapse of formerly unbeatable Zhao troops after execution of tactician General Li Mu.

Zhao



Surrender

Zhao troops commandeered and Qin armies trained to use Xiongnu weapons and tactics.

Wei



Battle

Wei capital, defended by rivers and moats, flooded by diverted tributary.

Wei



Surrender

Land annexed, peasants conscripted and Wei's farms feed Qin.

King Ying Zheng

Ruler of Qin, he eventually conquers Qi, Chu, Yan, Han, Zhao and Wei. He admires Legalist work of Han Fei. Survives several assassination attempts. Obsessed with conquest and search for immortal life.

Agent of Qin

Minister Shang Yang

Sweeping legalist reformer of Qin. Feels Han Fei's work doesn't go far enough. He instituted harsh penalties for crimes and social controls to boost Qin capacity for war. Universally hated and feared.

Agent of Qin

Scholar Zhang Yi

Scholar of the Diplomatic School. Proponent of "Horizontal" (east-west) Alliances with Qin. Student of famous hermit scholar Gu Guzi, rival of fellow student Su Qin who worked to forge "Vertical" (north-south) alliance against Qin

Agent of Qin

Gen. Wang Jian

Brilliant General of Qin. She lead successful invasions of Zhao and Chu. Older woman, hard worker and aware of need for propriety and giving face to superiors. Mother of Gen. Wang Ben.

Agent of Qin

Gen. Wang Ben

Brilliant General of Qin. Gen. Wang Jian is his mother. Eventually captured Wei and Qi through superior tactics and engineering. Insightful and brilliant. Effective in warfare but merciful.

Agent of Qin

Minister Guo Kai of Zhao

Zhao minister bribed by Qin to turn Queen Qian against her General Li Mu who lead successful defense against Qin. She has been promised power when Qin is conquered.

Agent of Qin

Chancellor HouSheng of Qi

Chancellor of Qi. He was bribed by Qin to convince young Queen Jian to remain aloof from other kingdoms allying with one another against Qin. A follower of Mohism, he empirically thinks this is the best course for Qi.

Agent of Qin

Engineer Zheng Guo of Han

A brilliant engineer of Han, she was sent to weaken Qin with massive canal project which turned out to be a major success for Qin. Zheng Guo becomes an Agent of Qin if survives kidnapping attempt. Is discovered by Qin as spy, but is forgiven due to success of canal. A woman of torn loyalties.

Agent of Qin

Worker Meng Jian

Qin worker on the Zheng Guo canal project. Has worked on canal since the beginning. Strong as a horse, but always ready for a good time. Clever and resourceful.

Agent of Qin

Overseer Chen Fuling






















Qin overseer of the workers on the Zheng Guo canal project. Working with conscripted laborers from many countries. Harsh and exacting. Hoping to rise in the ranks.























Agent of Qin

Hexagrams of the Yi Jing

King Wen Sequence

King Wen is said to have created a classic set of these hexagrams and their interpretation, while imprisoned by the last Emperor of Shang, whose empire King Wen and his son King Wu, overthrew when they founded the Zhou dynasty.

	I	Heaven. What was Qin's real strength?
	2	Virtue. Who had the most character?
	3	Beginnings. What did the first Kingdom's loss do?
	4	Youth. How were the youth of the Empire told?
	5	Waiting. Who is waiting for Qin to destroy itself?
	6	Obstruction. What were the 6 Kingdoms' biggest obstacles?
	7	Army. What role did superior forces play?
	8	Allies. What made or destroyed alliances?
	9	Small. What role did the small Kingdoms play?
	10	Destruction. What terrible outcomes were avoided?
	11	Peace. What was Qin's imperial peace like?
	12	Standstill. How was Qin blocked or delayed?
	13	Fellowship. What new connections were formed?
	14	Fire in Heaven. Who continued to fight for justice?
	15	Modesty. Who showed humility after the war?
	16	Enthusiasm. Who grew to support the empire?
	17	Following. Who were the leaders in the war?
	18	Decay. How did corruption surface in the Empire?
	19	Aid. How did Qin treat those who needed aid?
	20	Contemplation. What did the myth of Qin become?
	21	Laws. What laws and penalties did Qin impose?
	22	Grace. Who submitted to Qin with dignity?

	23	Splits. What relationships were destroyed?
	24	Return. What themes were in the war?
	25	Innocence. How were innocents affected by the war?
	26	Taming. How were the Kingdoms who resisted humbled?
	27	Food. Did the Empire begin with feast or famine?
	28	Leader. How did rulers' decisions affect subjects?
	29	The Deep. How did water make the empire flourish?
	30	Fire. What role did wisdom and learning have?
	31	Influence. Who had the most influence in the war?
	32	Duration. How was it the last Kingdom endured?
	33	Retreat. Who fled from Qin?
	34	Power. What were the key powers?
	35	Progress. Who besides Qin gained the most?
	36	Darkening. What was the greatest loss of the war?
	37	Family. How were families destroyed by the war?
	38	Opposition. Who offered the strongest opposition to Qin?
	39	Obstruction. Who rose up against the Qin empire?
	40	Deliverance. Who was saved from the war?
	41	Decrease. What was destroyed for the Empire?
	42	Increase. What did the Empire build?
	43	Break-through. What was the war's turning point?
	44	Meeting. What new alliances formed?

	45	Gathering. What brings people together under Qin?
	46	Rising. Who gained during the war?
	47	Oppression. How did injustice manifest?
	48	Work. How did the Empire use peoples labor?
	49	Revolution. How long 'til revolution breaks out?
	50	Fate. What was the fate of King Ying Zheng?
	51	Shock. How did Qin use fear in the Empire?
	52	Mountain. Who fled to the mountains to resist?
	53	Development. Who tried to save what was lost?
	54	Union. Who joined with or fought the empire?
	55	Abundance. What prosperity did the Empire bring?
	56	Wandere. Who took to the roads to keep hope alive?
	57	Gentleness. What sweetness was saved?
	58	Joy. Who found joy after the war?
	59	Dissolution. Who fell into total decadance?
	60	Limits. What new limits were placed on the 6 Kingdoms?
	61	Truth. What realizations did the defeated have?
	62	Low. Who was humiliated after the war?
	63	Forethought. Who had prepared well for defeat?
	64	Afterthought. Who suffered most from their defeat?

Appendix: Chinese Warring States Period - Rise of the Qin Empire

238 BCE — 221 BCE

238 Ying Zheng takes throne of Qin

238 Qin War of Unification plan formulated: “ally with distant states and attack nearby ones”

236 Qin attacks Zhao while Zhao attacks Yan. Qin leaders are Huan Yi, Wang Jian and Liaoyang. Zhao loses 9 cities.

232 Qin splits forces to attack Zhao, but is defeated by force led by Li Mu. Heavy Zhao losses, and retreat to capital, Handan.

231-230 Zhao suffers earthquake and famine

230 Qin army led by Interior Minister Teng invades capital of Han, Zheng.

229 King An of Han surrenders. Han annexed by Qin.

229 Qin invade suffering Zhao capital with pincer attack from north and south. Wang Jian, Jiang Lei and Yang Duanhe lead Qin. Li Mu and Sima Shang lead Zhao defense, and build defensive structures. Qin cannot advance and stalemate ensues.

229 Qin bribe Guo Kai, minister in Zhao, to create conflict between King Qian of Zhao and Li Mu. Li is ordered to hand over command to deputies Zhao Cong and Yan Ju. Li refuses. Later captured and killed by King's men.

228 Qin attack Zhao after Li Mu is replaced by less competent deputies. Zhao conquered. Brother of King Qian, Prince Jia or “King of Dai” escapes and creates rebel army.

228 Qin army led by Wang Jian prepare to invade Yan. Yan minister Ju Wu suggests to King Xi to seek alliances with Dai, Qi and Chu, and Xiongnu in north. Crown Prince Dan doubts alliances and sends Jing Ke to assassinate Ying Zheng, king of Qin, with map of Dukang and severed head of Fan Wuji, defector Qin general. Attempt fails, Jing Ke is killed.

226 Ying Zheng orders Wang Jian to attack Yan, using assassination attempt as pretext. Qin win over Yan and Dai forces, and take Ji (current day Beijing), capital of Yan. King Xi of Yan and Crown Prince Dan retreat, and are pursued to Yan River. Where battle destroys Yan army. King Xi later executes Crown Prince Dan and send severed head to Qin as peace offering. Qin does not attack Yan for 3 years following.

225 Qin army of 600,000 led by Wang Ben conquers 10+ cities on northern border of Chu state. Meant to guard Qin from flank attack while invading Wei.

225 Qin invades Daliang, capital of Wei. Dailing at confluence of Sui and Ying rivers, and Hong Canal: very good defensive position. Wide moat with five gates with drawbridges. Wang

Ben directs Qin forces to direct rivers from Yellow River and Hong Canal to flood Daliang. After 3 month siege, Wei has 100,000+ casualties, including civilians, and King Jia of Wei surrenders. Wei is annexed by Qin.

224 Qin army of 200,000 men led by Li Xin and Meng Wu to attack Chu. Wang Jian, Qin general, retired after saying would need 600,000 men but was ignored.

224 Qin army in Chu destroy Li Xin's forces with a sneak attack and forced march, lead by Lord Chang Ping who incited rebellion from castle previously conquered by Li Xin.

224 Ying Zheng visits Wang Jian in person to ask him to lead 600,000 man force to invade Chu, with Meng Wu as deputy. Wang Jian sends frequent messengers to Ying Zheng asking for rewards for his family to reduce king's suspicion due to large size of force.

224 Invasion of Chu by 600,000 Qin force, through south of Chen, and camp at Pingyu. Full strength of Chu armies, led by Xiang Yan, attack Qin camp, and fail in their attack. Wang Jian orders troops not to advance, Xiang Yan and Chu retreat, and Qin launch surprise counter attack, now pursuing retreating Chu. Xiang Yan is killed in battle.

224 King Jian succeeds to throne of Qi, aided by mother, dowager queen. Qin bribe Qi chancellor Hou Sheng to convince King of Qi not to help other states.

223 Qin attack Shouchun, capital of Chu with larger force. Fuchu, king of Chu is captured, and Chu state is annexed by Qin.

222 Dai conquered by Qin led by Wang Ben. Zhao Jia captured.

222 Qin army lead by Wang Ben invades Liaodong and destroys remains of Yan army. Captures King Xi of Yan and annexes state.

221 Qi is only remaining state not yet annexed by Qin. Troops are hurriedly mobilized. Military not well equipped and morale low.

221 Qi rejects meeting with Qin's envoy. Ying Zheng uses as pretext to order Wang Ben to lead army against Qi. Wang Ben's army avoids Qi army at border and attacks Qi directly. Reach capital, Linzi with little resistance. King Jian surrenders without a fight at urging of Hou Sheng. Qi is annexed.

221 Ying Zheng proclaims himself “Qin Shi Huang” (First Emperor of Qin), and founds the Qin Dynasty. Qin Empire is 36 prefectures, with Xianyang as the capital. Centralized state form is influential for future dynasties, but Qin Dynasty only lasts 16 years.

Thanks and Credits

Fastaval

This game was written as a submission to Fastaval, a Danish game convention which solicits original , innovative role playing game scenarios annually. Many thanks to my sparring partner Troels Ken Pedersen for input and coaching. To the GMs who ran the game, Chresse Burke, Elias Helfer, Brand Robins, Jens Thorup Rasmussen, Mads Ahola, and Tor Vange. The players for participating and providing feedback on their experiences, and to the staff of Fastaval for making it all possible.

<http://www.fastaval.dk/?lang=en>

U.S .Playtesters

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Historical Advisors

Thank you for pointing me toward reputable sources.

All errors of history, interpretation or judgement are mine.

Ben Lehman, Alexis Siemon, Jonathan Walton, James Mendes Hodes

Map

China Map 260BCE Warring States Period, 27 October 2010, PhilG88.

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<http://en.wikipedia.org/wiki/File:EN-WarringStatesAll260BCE.jpg>

End Characters

The name of Qin Shi Huang.

Consonant Pronunciations

Names use Pinyin romanization without tones.

These common consonants represent different sounds than they do typically in English.

Q - “ch” as in “chin”

Zh - “j” as in “jam”

X - “sh” as in “sheep”

韶

皇

席

WARRING STATES OF CHINA

278-221 B.C.E.

Miles
0 80 160

LEGEND



QIN



HAN



ZHAO



YAN



WEI



CHU



QI



Royal Domain



Fallen Capital



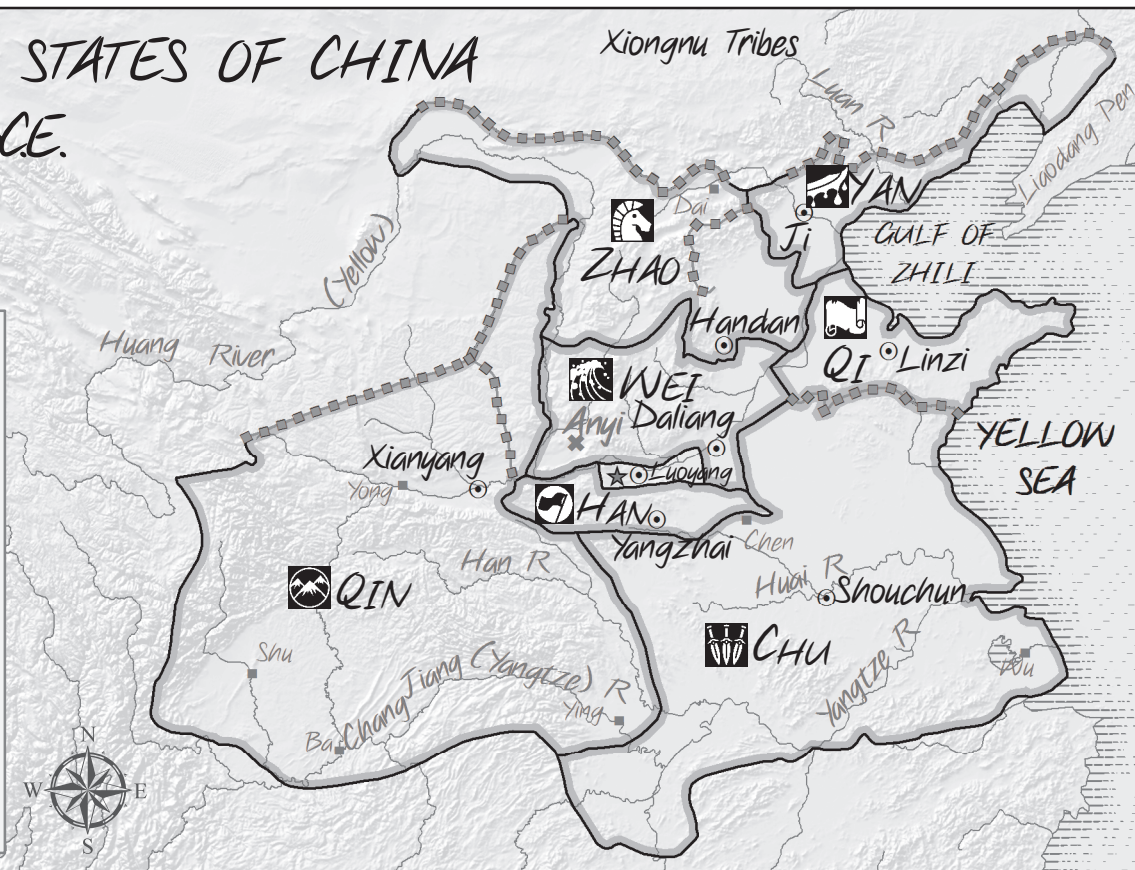
Capital City



Town



Fortification



WARRING STATES OF CHINA

278-221 B.C.E.

