

HackMUN VI

CRISIS COMMITTEE: THREE KINGDOMS



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Note From the Chairs

Greetings Delegates!

Our names are Elan Suttiratana and Peter Park and it is our pleasure to welcome you to the Three Kingdoms Crisis Committee! We, alongside our HackMUN staff, are extremely honored to bring you this committee that features the complex geopolitical and cultural history of the Three Kingdoms period in China. We hope that you will advance your leadership, critical thinking, and collaborative skills by participating in this committee. We will explore a realm of intense debates, political maneuverings, and regional dynamics surrounding one of the most significant times in Chinese history. As delegates, you will step into the shoes of key historical figures to sway the outcome of this chaotic phase. To guide your preparations and ensure an engaging experience, we have prepared this background guide for you that provides historical context, the crisis at hand, and key figures. We encourage you to read all the contents of this background guide so that you gain an understanding of the events that lead up to the beginning of our committee. We also encourage you to look beyond this guide to gain a deeper understanding of the event, your position, and possible solutions to best prepare you for HackMUN.

If you are new to Model UN, do not be shy! MUN is home to one of the most encouraging communities in high school. The various experiences and perspectives that people bring to these conferences are what make Model UN so special. Try your best, be engaged, and embrace the opportunity to learn. We wish you all a great conference and look forward to the diplomatic resolve, passion, and joy that you will bring to this conference! Feel free to contact us with any questions. See you at HackMUN VI!

Sincerely,

Elan Suttiratana, Undersecretary General and Co-chair, HackMUN VI

Peter Park, Co-chair and Backroom Liaison, HackMUN VI

Peter King, Volunteering Consultant, Head of the Backroom and Co-author, HackMUN VI

Chairs and Backroom Directors of the Three Kingdoms Crisis Committee

threekingdomshackmun@gmail.com

Committee Procedure

This committee follows standard crisis committee procedure. Delegates will represent critical figures in the progression of the Three Kingdoms crisis and will experience intense negotiations, strategic decision-making, and rapid crisis management as they navigate through this committee.

Debate Format

Debate will consist of a series of unmoderated caucuses and moderated causes. In a moderated caucus, debate is structured and when proposed, a delegate should list the total amount of speaking time, then the individual speaking time, and finally the topic of debate. In an unmoderated caucus, discussion is unstructured and delegates travel around the room to converse with other delegates.

Notes

Crisis staff will be open to receiving notes. In these notes, delegates can communicate with the backroom to seek clarifications regarding their nation's current assets related to the war, reach out to figures who are not in the committee for help or information, and propose actions to advance their nation's objectives. Delegates can utilize these resources to carry out actions that have a substantial change to the situation, potentially leading to crisis updates. Examples of valuable resources in this war include troops, food, silk, and precious metals/stones.

Position Papers

If you wish to be considered for an award this year at HackMUN VI, you must submit a position paper. Position Papers help you effectively prepare for debate by engaging meaningfully with the topic before the conference. Furthermore, your chairs can better understand your position's unique issues and possible solutions. For this crisis committee, an ideal position paper reflects a comprehensive understanding of the historical context surrounding the Three Kingdoms and contains a description of your position and stance

within the conflict, the resources you may have at your disposal, and potential solutions to the challenges at hand. Please send position papers, around 1-2 pages in length, in Google Doc or PDF format to threkingdomshackmun@gmail.com by 8:00 AM on March 8th, 2025.

If you have questions about committee procedure, please feel free to reach out to threkingdomshackmun@gmail.com.

Introduction to the Committee

This crisis committee will navigate the domestic and international military, political, and economic ramifications of the ongoing Three Kingdoms conflict, where war, shifting alliances, and internal instability threaten the survival of each state. As tensions rise between Wei, Shu, and Wu, delegates will be tasked with securing their factions' dominance through diplomacy, military strategy, and governance. Delegates will assume the roles of key figures such as generals, chancellors, and advisors, making critical decisions that could either strengthen their kingdom or lead to its downfall. With war looming on all fronts, economic strain, and internal divisions, conflict is inevitable. Each kingdom faces unique challenges: Wei, the largest and most resource-rich, must maintain its vast empire while fending off internal dissent; Shu, the smallest yet ambitious, seeks legitimacy and expansion despite limited resources; and Wu, reliant on its naval strength, must defend its territory while balancing fragile alliances. How will the committee navigate military campaigns, diplomatic negotiations, and governance? Will decisive action lead to the unification of China under one ruler, or will the balance of power remain in a fragile stalemate? Can internal struggles be managed, or will betrayals and political intrigue undermine stability? Throughout the simulation, delegates will be forced to adapt to shifting events—unexpected betrayals, battlefield losses, supply shortages, and diplomatic crises. The fate of the Three Kingdoms rests in their hands, and only those who can think strategically, negotiate effectively, and lead decisively will emerge victorious in this era of chaos.

A Brief History

The Han Dynasty (汉朝)

Shortly after the death of China's first emperor, Qin Shi Huang (秦始皇), the Qin Dynasty split into eighteen kingdoms, each of which claimed allegiance with one of two revolutionaries: Xiang Yu (项羽) of Chu and Liu Bang (刘邦) of Han. This marked the beginning of the Chu-Han Contention, which culminated in Liu Bang's victory over Xiang Yu at the Battle of Gaixia in 203 BC. At this point, Liu Bang assumed the throne as Emperor Gaozu (汉高祖) of the newly founded Han Dynasty.



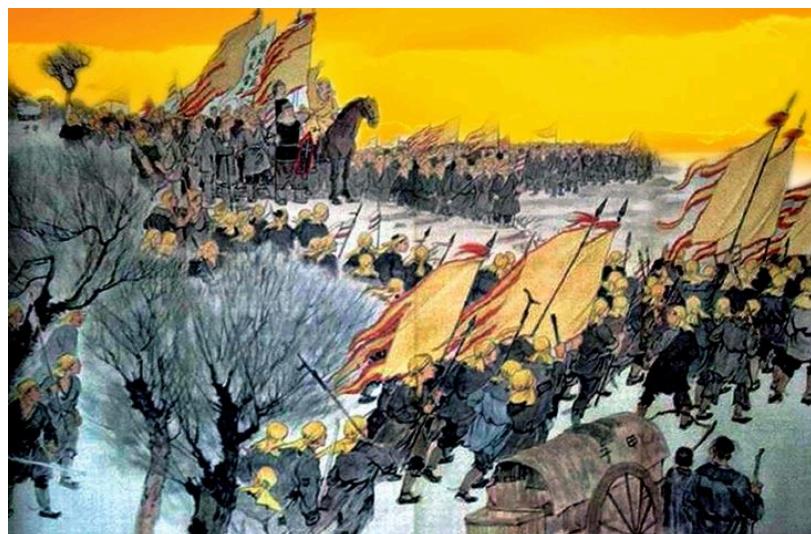
Initially, the Han Dynasty divided into thirteen centralized provinces, formally known as commanderies, around the capital region. The remainder of the territory was divided amongst ten kingdoms, which while still under Han rule, were more autonomous than provinces and under less centralized influence. However, their kings were gradually replaced with members of the royal family by order of the imperial court. The Revolt of the Seven Kingdoms in 154 BC cemented the imperial desire to eliminate the power of

kingdoms, and the Emperor took near-absolute control over the kingdoms, erasing their former autonomy.

Interestingly, to its citizens, the cultural, social, and economic achievements of the Han mostly outweighed its authoritarian policy, allowing it to remain in power for more than four centuries. The Han adhered to Confucianism, stressing the importance of filial piety, virtue, and balance. Additionally, their recordkeeping bordered on obsessive: in such a literate society, everything had to be documented.

The Yellow Turban Rebellion

For years, floods, famine, and disease plagued the Han Dynasty, all while conniving eunuchs undermined the Emperor's power. Many people of the Han began to believe that the Emperor had lost the Mandate of Heaven, and was no longer fit to rule. As the imperial court's legitimacy began to be questioned, ambitious nobles across the country thirsted for power. Zhang Jue (张角), a healer and the leader of a major Taoist movement, the Way of the Taiping (Great Peace), took advantage of the weakened Han and led his followers to overthrow the Han government. In the spring of 184 AD, Zhang Jue launched a full-scale rebellion in northern China, backed by around 360,000 followers. The rebellion spread



rapidly across China, as the disgruntled masses and power-hungry nobility realized it had the potential to bring down the Han. One year later, most of the original rebellion had been

quelled, and Emperor Ling (汉灵帝) proclaimed the end of the rebellion. But the Emperor soon learned it to be a pyrrhic victory, with subsequent revolts and casualties among powerful Imperial officials, like the deaths of He Jin (何进) and Dong Zhuo (董卓), along with the destruction of Imperial facilities, leading to the Han's grip on China loosening even more. Realizing the impotence of its centralized government, the Han distributed more control amongst regional leaders, who they believed would remain loyal to the empire. This belief was misplaced, further empowering new warlords. While Zhang Jue was killed and his movement never took root, he succeeded in one of his goals: the Han's imperial court fell in 189 AD.

The Emergence of the Three Kingdoms

After the fall of the Han Dynasty, China was left in a state of chaos and fragmentation. As the central authority of the once-mighty Han Dynasty collapsed, ambitious warlords across the land seized the opportunity to expand their territory and influence, consolidating power. The power vacuum left by the decline of the Han resulted in several factions and regional leaders vying for supremacy. The imperial court, once the heart of governance, became a shadow of its former self, controlled by competing warlords seeking legitimacy through alliances, betrayals, and military conquest. Without a single ruler to claim the Mandate of



Heaven—the divine right to rule—China was left fractured, with no clear path to unity. Before stability could return, one leader would have to rise above all others, crushing opposition and securing control over the land. The warlords, driven by ambition and an unyielding hunger for power, embarked on a brutal struggle for dominance. Thus began the legendary period known as the Three Kingdoms—a time of unparalleled warfare, heroism, and relentless pursuit of the Mandate of Heaven.

What Now?

The Rise of Cao Cao: A New Power Emerges

Following the assassination of Dong Zhuo and the chaos that ensued, the power struggle for control over China intensified. With no clear ruler in place, the fragmented empire continues to spiral into disarray, as various warlords, opportunists, and former allies now vie for dominance. Among them is Cao Cao (曹操), a military leader with a reputation for cunning strategy and ruthless ambition. After taking advantage of the instability, Cao Cao swiftly consolidates power in northern China, presenting himself as the protector of the emperor, while secretly maneuvering to increase his own influence over the imperial court.



In 196 AD, Cao Cao's forces captured Emperor Xian (汉献帝), using the young, dethroned emperor as a figurehead to legitimize his rule, while quietly consolidating his power behind the scenes. His military might and political savvy allow him to eliminate his rivals with precision, and he begins to push his ambitions southward, challenging the power of other emerging warlords. Due to his growing strength, Cao Cao's rise sparks opposition from those who see his ambition as a threat to the remnants of the Han Dynasty and to their own power.

Meanwhile, the southern territories, led by Sun Quan (孙权), and the lands to the west, led by warlord Liu Bei (刘备), pose the greatest resistance against Cao Cao's expansion. Eventually, Cao Cao and Liu Bei die of old age, passing their growing empires down to their sons Cao Pi and Liu Shan. Tensions rise as warlords begin to form their own alliances, each maneuvering to control critical territories and resources. With the empire fractured into numerous factions, the question now becomes: can Cao Pi overcome the burgeoning alliance between Sun Quan and Liu Shan and achieve his goal of unification? Or will the

emerging southern and western powers stop his father's momentum and lead to an even more fragmented and volatile China?



The map at the start of committee (~220 AD)

Pathways Forward

As warlords, will you support the Cao clan's vision for a unified China under a strong, centralized rule, or will you resist him and align with other factions to prevent one warlord from consolidating too much power? How will you navigate shifting alliances, manage the growing unrest in your territories, and maintain support among your people while the empire teeters on the brink of complete disintegration? Your decisions will shape the course of this tumultuous period.

Delegates are encouraged to collaborate across alliances to explore creative solutions and de-escalate tensions. Through diplomacy, crisis management, and decisive action, delegates have the power to shape the outcome of the Chinese Three Kingdoms committee, leaving a lasting impact on the trajectory of the conflict and the lives of those affected by it. As delegates navigate through the complexities of the Three Kingdoms era, they must remain

committed to prioritizing themselves and their kingdom's needs in order to achieve their vision of a perfect China, while working and collaborating with allies and perhaps even enemies to achieve this goal.

Committee Positions

Note to delegates: Please read both your own role and the roles of other delegates prior to the conference.

Kingdom of Cao Wei:

Cao Pi (曹丕) - Emperor of Wei

Cao Pi, as Emperor of Wei, holds a critical position in the political and military landscape of the Three Kingdoms period, overseeing the administration and expansion of the Wei state. As the first emperor of Cao Wei, he controls key institutions, including the imperial court and military command, allowing him to implement legal reforms, consolidate power, and manage state affairs. In times of war, his leadership will direct military campaigns, forge alliances, and counter threats from Shu Han and Eastern Wu. In diplomatic settings, he legitimizes Wei's rule through strategic policies and ideological claims. Cao Pi's authority will ensure a stable and centralized governance amid ongoing conflicts.

Cao Ren (曹仁) - General-in-Chief, Wei

Cao Ren plays a central role in the military command of Wei, serving as General-in-Chief and overseeing large-scale defensive and offensive operations. As a trusted cousin of Cao Pi, his leadership is crucial in securing key territories and maintaining order across the empire. His immense personal wealth allows him to fund military campaigns, fortify cities, and ensure his forces remain well-equipped. Ren is particularly known for his defensive prowess, having held critical strongholds against Shu Han and Eastern Wu. Beyond his military capability, Cao Ren is famous for his adherence to protocol, as well as for his incredible bravery and courage in battle.

Cao Hong (曹洪) - General of the Rear and Cavalry, Wei

Cao Hong holds a vital position in the Wei military, serving as both General of the Rear and General of Cavalry. Tasked with protecting supply routes and reinforcing key positions, he plays a crucial role in maintaining the strength of the state's forces. As a trusted relative of

Cao Pi, he is often at the forefront of major campaigns, leading cavalry units in swift, decisive strikes against enemy forces. His steadfast loyalty and tactical skill make him a cornerstone of Wei's military strategy. Cao Hong is very wealthy, and many members of the royal family harbor some resentment for him for his frugality, including the Emperor himself.

Zhang He (张郃) – General of the Left and who Attacks the West, Wei

Zhang He holds a significant role in the Wei military as General of the Left, commanding forces in the western regions and leading critical offensives against rival states. Known for his strategic mind, he is tasked with overseeing military operations in Wei's western territories and executing attacks aimed at weakening Shu Han and Eastern Wu. Zhang He's leadership in these campaigns is marked by his careful planning, resourcefulness, and execution, enabling Wei to press forward in key border regions. His expertise in both managing large-scale military actions and coordinating with other commanders stems primarily from his vast geographical knowledge, giving him the ability to accurately predict battlefield situations.

Jia Xu (贾诩) – Grand Commandant, Palace Counselor, Wei

As Grand Commandant and Palace Counselor, Jia Xu wields significant influence over both political and military affairs. As an astute strategist and advisor, his counsel is sought on matters of statecraft, diplomacy, and defense. Jia Xu's intelligence allows him to formulate complex strategies that guide Wei through turbulent times, from military campaigns to internal governance. His position as Palace Counselor gives him direct access to the emperor, enabling him to shape policy and decisions at the highest levels. He has previously advised the Emperor against further expansion, opting to focus on interior development, but is certainly capable of crafting intricate military strategies against the enemies of Wei.

Liu Ye (刘晔) – Palace Attendant, Wei

Liu Ye holds a crucial role as an advisor within the Wei court, serving as a Palace Attendant with significant influence behind the scenes. While his title may seem modest, his counsel is

highly regarded by the emperor and key officials. Liu Ye's role extends beyond day-to-day palace duties, as he advises the Emperor on matters of statecraft, diplomacy, and internal politics. His ability to navigate the complexities of court life and offer strategic guidance allows him to play a vital role in shaping the direction of Wei's governance.

Sima Yi (司马懿) – Supervisor of the Imperial Secretariat, General who Pacifies the Army, Wei

Sima Yi holds a prominent position as Supervisor of the Imperial Secretariat and General who Pacifies the Army, where his strategic brilliance and advisory role are essential to the stability of Wei. As Supervisor of the Imperial Secretariat, Sima Yi manages critical state affairs and ensures the smooth functioning of the bureaucracy. His tactical acumen as a military leader, combined with his tutoring of Cao Pi as a child, makes him Cao Pi's closest advisor, shaping Wei's military strategies. Known for his cautious yet calculated approach, Sima Yi's ability to influence both governance and warfare allows him to steer Wei through difficult political and military challenges. His expertise in planning, diplomacy, and command position him as one of the most influential figures in the Three Kingdoms period.

Hua Xin (华歆) – Minister over the Masses, Wei

As Minister Over the Masses, Hua Xin's role extends beyond military concerns to the well-being and management of the citizenry. In this capacity, he oversees the administration of civil affairs, ensuring that the people are properly governed and resources are effectively distributed. His expertise in governance and organization allows him to advise on policies that maintain social order and promote stability within Wei. As a strategist, Hua Xin formulates approaches to address both internal challenges and the management of Wei's population during times of unrest. His contributions as an administrator and advisor ensure the smooth functioning of the state, helping to balance the needs of the people with the demands of a growing empire.

Kingdom of Sun Wu:

Sun Quan (孙权) – Emperor of Wu

Sun Quan, as Emperor of Wu, holds a commanding role in both the military and political spheres, overseeing the administration of one of the Three Kingdoms. As ruler, he is responsible for the governance of Wu's territories, ensuring the stability of the state and protecting it from external threats. Sun Quan's leadership is characterized by a blend of diplomacy, strategic alliances, and military expertise, which allow him to navigate the complex and often volatile relationships with Wei and Shu. His ability to maintain control over a diverse and sometimes fractious realm demonstrates his political acumen. Notably, he is much younger than Cao Cao and Liu Bei, allowing him to in many cases adopt a neutral stance and a flexible foreign policy, with the sole goal of pursuing the interests of his country.

Lu Xun (陆逊) – Grand Chief Controller, Senior General-in-Chief, Wu

Lu Xun holds a distinguished position as Grand Chief Controller and Senior General-in-Chief, where his military expertise is instrumental in securing the kingdom's borders and expanding its influence. As a strategist and seasoned commander, Lu Xun leads critical military campaigns against rival states, particularly Wei, with a focus on both offensive and defensive operations. His tactical brilliance is showcased in major victories such as the Battle of Yiling, where his leadership played a decisive role in Wu's triumph and defeating the feared Liu Bei. Known for his careful planning and ability to adapt on the battlefield, Lu Xun is arguably Wu's most powerful military leader at this time. Beyond his military prowess, Lu Xun is known for his moral character and deep understanding of political progression.

Zhuge Jin (诸葛亮) – General of the Left, Wu

As General of the Left, Zhuge Jin plays a massive part in the defense and expansion of Wu's territories. As a seasoned commander, Zhuge Jin leads numerous campaigns, ensuring the security of Wu's borders and engaging in crucial battles against rivals like Wei and Shu. His

strategic expertise is evident in his leadership during critical moments, where his ability to manage large forces and adapt to shifting battlefield conditions proves invaluable. Known for his discipline and tactical foresight, he was also reputed for the strength of his character, building absolute loyalty between Sun Quan and himself.

Gu Yong (顾雍) – Prefect of the Masters of Writing, Wu

Gu Yong holds a significant position as Prefect of the Masters of Writing, where his role as an advisor is crucial in shaping the political landscape of Wu. As a key figure in the administration, he oversees the state's civil affairs, advising the emperor and senior officials on matters of governance, policy, and law. His expertise in statecraft and governance allows him to craft strategic policies supporting Wu's stability and growth. Gu Yong's influence is felt not only in his administrative duties but also in his ability to guide decision-making at the highest levels, ensuring that Wu remains resilient in the face of internal and external challenges. Gu Yong is known for his integrity and wisdom, abstaining from alcohol and improper behavior. Sun Quan once said, "When Gu Yong is around, no one will have fun."

Lü Dai (吕岱) – General who Stabilises the South, Wu

As General Who Stabilizes the South, Lü Dai's leadership is essential in maintaining control over Wu's southern territories. Tasked with securing the region and preventing uprisings, Lü Dai expertly manages both military defenses and civil administration. His ability to assess and neutralize internal threats ensures the stability of Wu's southern provinces, protecting them from external invasions and internal strife. Known for his calm demeanor and strategic foresight, Lü Dai excels in managing complex situations, allowing Wu to focus on its broader military and political objectives. He is known for his preference of simple life, to the point where when working far from home, his family lived in poverty because he did not send any income home.

Zhang Zhao (张昭) – Army Advisor, General who Assists Wu

Zhang Zhao serves a crucial role as Army Advisor and General Who Assists Wu, where his strategic insight and advisory skills are pivotal to the military success of Wu. As an advisor,

Zhang Zhao is deeply involved in planning and executing key military campaigns, offering counsel on tactics, alliances, and troop deployments. His expertise helps guide the leadership of Wu in navigating the complex political and military challenges of the Three Kingdoms period. Zhang Zhao's contributions go beyond battlefields; he plays an integral role in shaping Wu's overall strategy, ensuring the kingdom remains strong and resilient in the face of its rivals. His wisdom and foresight make him a trusted figure among Wu's military leadership. He is a loyal, outspoken figure, but feared due to his sternness and sometimes, condescension.

Kingdom of Shu Han:

Liu Shan (刘禅) – Emperor of Shu

Liu Shan, as Emperor of Shu, holds a pivotal yet complex role in the leadership of his kingdom. Although his reign is marked by the influence of his advisors and generals, Liu Shan's position as the ruler of Shu still carries significant weight in shaping the kingdom's policies. His reign follows the legacy of his father, Liu Bei, and while he may not be as politically or militarily active as other leaders, he remains a symbol of Shu's legitimacy. Surrounded by capable advisors like Zhuge Liang, Liu Shan's role is often seen as one of continuity, ensuring that the kingdom remains united and focused on its goal of resisting the power of Wei and Wu. His leadership, though often criticized for lack of strong direct action, is marked by reliance on his trusted counselors to guide Shu through turbulent times.

Zhuge Liang (诸葛亮) – General of the Right, Imperial Chancellor of Shu

General of the Right and Imperial Chancellor of Shu, Zhuge Liang is widely regarded as the greatest military strategist in all of China. As a key advisor to Liu Shan, Zhuge Liang's political and military acumen is the core of Shu's strategies. His role as General of the Right places him at the forefront of Shu's defense and expansion, where his ingenious tactics have become legendary. As Imperial Chancellor, he oversees the administration of the empire, crafting policies that stabilize and strengthen Shu internally. His strategic brilliance, seen in campaigns like the Northern Expeditions, cements his legacy as a master tactician Zhuge

Liang's ability to combine diplomacy, military genius, and governance ensures that his influence remains unmatched in Shu's pursuit of survival and power. Additionally, he is a strong proponent of education and science, having been credited with inventing land mines and the wheelbarrow.

Zhao Yun (赵云) – General Who Guards the Army, Shu

Zhao Yun, as General Who Guards the Army, is renowned for his military prowess, loyalty, and bravery. Serving as one of the most trusted generals under Liu Bei and later Liu Shan, Zhao Yun plays a pivotal role in safeguarding Shu's forces and ensuring the protection of key figures, particularly during battles and strategic retreats. His exceptional skill in cavalry tactics and his ability to rally troops in dire situations make him a formidable presence on the battlefield. Zhao Yun's legendary feats, such as his heroic rescue of Liu Shan's son during the Battle of Changban, highlight his courage and commitment to his commanders. He has a reputation for his bravery and fierceness in battle.

Zhang Fei (张飞) – Colonel-Director of Retainers, General of Cavalry, Shu

Zhang Fei, as Colonel-Director of Retainers, oversees convict labor for public works, ensuring the construction of roads, canals, and fortifications that strengthen Shu's infrastructure and logistics. His role supports military mobility, trade, and internal stability. As General of Cavalry, he strategizes swift troop movements, reinforcing defenses and launching rapid offensives. His leadership balances governance with military preparedness, making him vital to Shu's stability and expansion. He is hailed as one of the mightiest warriors of his time, and is characterized by his courtesy to the gentry and cruelty to his subordinates.

Ma Su (马谡) – Royal Advisor, Shu

Ma Su serves a crucial role as a royal advisor, where his intelligence and strategic thinking are highly valued by the leadership. As a trusted counselor and former general, he advises on military strategies, governance, and political affairs, helping to shape key decisions during the reign of Liu Shan. Known for his sharp mind and knowledge of military theory,

Ma Su is particularly influential in the development of Shu's military plans, as a general himself. Despite this, Ma Su's role as an advisor remains significant in Shu's governance and military endeavors during the Three Kingdoms period.

Yin Mo (尹默) – Palace Counsellor, Shu

As Palace Counsellor, Yin Mo's role as an advisor is central to the functioning of the Shu court. Trusted by the emperor and key officials, Yin Mo provides counsel on a wide range of issues, including statecraft, diplomacy, and internal governance. His insights help shape the direction of Shu's policies and strategies, especially in the complex political environment of the Three Kingdoms period. Though not as well-known as some military leaders, Yin Mo's influence in the court ensures the smooth operation of Shu's administration.

Committee Directives:

These must be voted on and passed with simple majority. Committee Directives need at least 3 sponsors.

Military Directives:

- Must have at least 2 sponsors that hold office as Generals
- Military directives consist of conducting an attack, mounting a defense, reinforcing a region, etc.
- Some actions can be conducted through crisis notes, but most major actions must be passed as directives

Political Directives:

- A committee directive designed to change something kingdoms themselves, like establishing alliances
- Must be sponsored or signed by the Emperor of a kingdom

Voting:

- For the sake of simplicity, every committee member can vote for any directive. Not every member can be a sponsor on every directive, however.

Crisis Notes:

Crisis notes are like directives but they are not shared with the committee.

Committee members can use Crisis Notes for anything they want accomplished, personally or professionally, without having to disclose this to committee members. Note that actions outside a committee member's powers will be limited to the scope of one's power by the committee's backroom.

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