

SETUP

- Generals: Draw 6, select 4
- State Enhancement Cards: 1 Separation card + 3 Unification cards
- Resources: 3 gold tokens + 3 rice tokens
- Tribal Relations Level: 5

GAME SEQUENCE

CONFLICT PHASE OF A ROUND

- 1) **Recruit Generals (page 6 of rulebook)**
 - Round 3 Recruitment: Draw 3, select 1
 - Round 5 Recruitment: Draw 3, select 1
 - Round 9 Recruitment: Draw 3, select 1
- 2) **Select Alliance Action Space (page 7 of rulebook)**
 - 3rd player selects alliance action space and places alliance token on it
 - Alliance action space may only be one of the common bidding action spaces, except the “control Han emperor” and “win popular support” action spaces
 - Alliance action space may not be the same action space for consecutive rounds
- 3) **Bid for Action Spaces (page 7 of rulebook)**

RESOLUTION PHASE OF A ROUND

- 1) **Remove Tokens (page 10 of rulebook)**

Players with losing bids on any action space must:

 - return the corresponding losing bid general tokens with the army units, bid tokens and the Han emperor token, if applicable, from those action spaces to their respective supplies
 - return any popular support tokens placed with the corresponding general tokens from those action spaces to the general supply

Return any general token that was left on the “control Han emperor” action space during the previous round to the corresponding player’s supply. Alliance token remains on the game board.
- 2) **Determine Turn Order for Next Round (page 10 of rulebook)**
 - Rearrange the state action markers on the action order track in the same order as the state markers on the bid order track
 - Count the number of successful bids for each player
 - Determine turn order for next round’s bidding in the following manner:
 - o Number of successful bids
 - o First tie-breaker: Military VPs of affected players
 - o Second tie-breaker: Order of Wei/Wu/Shu for affected players
- 3) **Take Actions (page 11 of rulebook)**
- 4) **Reduce Tribal Relations Level (page 17 of rulebook)**
 - Players who did not take the “improve tribal relations” action during the round must now move his tribe marker down his tribal relations track by 1 level, towards the minimum of level 1
- 5) **Receive/Activate Benefits (page 17 of rulebook)**

UPDATE AND MAINTENANCE AFTER THE END OF A ROUND

- 1) **Flip Criterion Markers (page 17 of rulebook)**
- 2) **Pass Han Emperor Token (page 17 of rulebook)**
 - The winner of the “control Han emperor” action space in the just completed round collects the Han emperor token from either the previous winner or the general supply
- 3) **Pay Popular Support Tokens’ and Stationed Armies’ Upkeep (page 17 of rulebook)**
 - 1 rice token for every 2 popular support tokens in player’s supply
 - 1 gold token and 1 rice token for each stationed army unit, reduced by corresponding number of marketplace/farm and border location tokens on the state’s treasury/granary
- 4) **Award Military VPs for Stationed Armies (page 18 of rulebook)**
 - 1 VP for each stationed army unit at the border locations
- 5) **Update Round Track (page 18 of rulebook)**

GAME END CONDITIONS

- Round 12
- Any player reaches level 5 for both of his farm and marketplace developments
- Any player gains promotion to Emperor
- Any player stations his 5th general at a border location

SCORING CATEGORIES

Scoring Table for Comparative Categories:

Domestic Development/ Civil Harmony/Rank	VPs	Border Results
Individual First	5	Wins both borders
Joint First	3	Wins 1 border, ties 1 border
Individual Second	2	Wins 1 border, loses 1 border OR Ties both borders
Joint Second	1	Ties 1 border, Loses 1 border
Individual Third	0	Loses both borders

If all three players are tied, then all players are considered joint first, i.e. all players earn 3 VPs.

- 1) **Military**
 - Read off military VP track
- 2) **Border**
 - For both borders, win/tie/lose border if occupy more/equal/less border locations than opponent at that border, then refer to above scoring table
- 3) **Border Location**
 - Sum up VPs from border location tokens on player's treasury and granary
- 4) **Domestic Development**
 - Compare sum of marketplace and farm development levels of each player, then refer to above scoring table
- 5) **Civil Harmony**
 - Compare tribal relations level + number of popular support tokens of each player, then refer to above scoring table
 - Tribal relations level of 9/10/11/12 earns additional 1/2/3/4 VPs respectively
- 6) **Rank**
 - Compare rank of each player, then refer to above scoring table
 - Each earned rank is worth an additional 1 VP
- 7) **Han Emperor Token**
 - Holder of the Han emperor token earns 2 VPs, i.e. player who won the "control Han emperor" action space in the penultimate round
- 8) **State Enhancement**
 - Sum up total VPs earned from constructed state enhancement cards of each player
- 9) **Deficit Token, -3 VPs each**
 - Sum up total number of negative VPs for deficit tokens of each player

The player with the **highest VP** total is the **winner**. In case of a tie, the player with the highest number of gold + rice tokens on hand is the winner. If there is still a tie, the order of Shu/Wu/Wei is followed among the affected players.

WEI GENERALS

Cao Cao (Authority) – Cao Cao prevails in cases of ties of totals during bidding.

Cao Hong (Prerogative) – After Cao Hong takes the “control Han emperor action”, he may “collect tax” or “harvest”.

Cao Ren (Endurance) – Immediately after Cao Ren is stationed at the 1st/2nd/3rd border location of a border, he receives 5/3/1 gold or rice.

Cheng Yu (Acumen) – When Cheng Yu takes the “trade rice and/or weapons action”, he receives gold or rice equal to the number of army units stationed by Wei before taking the action.

Dian Wei (Might) – When Dian Wei takes the “train armies action”, he may train up to 3 untrained armies instead.

Guo Jia (Credence) – When Guo Jia takes the “hire instructor action”, he does so at no cost.

Hao Zhao (Anticipation) – At the end of each round after Hao Zhao has been stationed with 1 army unit, he may construct 1 state enhancement.

Jia Xu (Control) – At the end of each even round, if Wei did not take the “improve tribal relations action”, Wei’s tribal relations level is maintained instead.

Li Dian (Intimidation) – When Li Dian wins an action space with other Wei generals, he receives either 1 gold and 1 rice or 1 weapon of his choice before taking the action.

Liu Ye (Leverage) – When Liu Ye takes the “construct state enhancement action”, he receives 1 popular support token before taking the action.

Pang De (Loyalty) – After Pang De wins an action space together with Cao Cao, if Wei did not take the “improve tribal relations action” that round, Wei’s tribal relations level is increased by 1 (or maintained at 12) instead.

Sima Yi (Reverence) – When Sima Yi takes the “import technology action”, he draws 1 state enhancement card from both the Separation and Unification decks instead.

Xiahou Dun (Endeavour) – When Xiahou Dun takes the “produce spears/horses action” or “produce crossbows/vessels action”, he may receive 1 corresponding weapon and train 1 untrained army instead.

Xiahou Yuan (Stature) – After Xiahou Yuan takes the “improve tribal relations action”, he receives 1 untrained army.

Xu Chu (Brawn) – After Xu Chu takes the “recruit armies action”, he may reduce Wei’s tribal relations level by 1 to train up to 2 untrained armies.

Xu Huang (Infantry Mastery) – Xu Huang may be stationed with infantry units to any border location. If he does so, he may flip the corresponding border location token to the 1 VP side.

Xun You (Trust) – Xun You receives 2 rice whenever Wei receives a popular support token.

Xun Yu (Foresight) – Xun Yu may pay 1 rice to draw 1 additional general card during each recruitment of generals. If he does so, he also receives 1 untrained army.

Yang Xiu (Presumption) – When Yang Xiu takes the “develop farm or harvest action”, he may “develop marketplace” instead. When he takes the “develop marketplace or collect tax action”, he may “develop farm” instead.

Yu Jin (Forbearance) – At the end of the round when Yu Jin is recruited, place 2 Wei bid tokens on this card. During each Conflict Phase, after the alliance action space has been selected, he may return 1 of these Wei bid tokens to join the alliance.

Yue Jin (Aggression) – When Yue Jin wins a common bidding action space alone, he receives 1 gold/rice and 1 weapon of his choice before taking the action.

Zhang He (Cavalry Expertise) – At the end of the round when Zhang He is recruited, he receives 1 untrained army and 2 horses. After he takes the “recruit armies action” or “train armies action”, he receives 1 horse.

Zhang Liao (Composure) – At the end of each round, if Wei has no untrained armies in its supply, Zhang Liao receives 1 untrained army. In addition, if Wei has 0/1 weapon in its supply, he receives 1 weapon of his choice/1 weapon of the same type.

SETUP

- Generals: Draw 6, select 2
- State Enhancement Cards: 3 Separation cards + 3 Unification cards
- Resources: 5 gold tokens + 5 rice tokens + 2 popular support tokens
- Tribal Relations Level: 7

GAME SEQUENCE

CONFLICT PHASE OF A ROUND

- 1) **Recruit Generals (page 6 of rulebook)**
 - Round 3 Recruitment: Draw 4, select 2
 - Round 5 Recruitment: Draw 4, select 2
 - Round 9 Recruitment: Draw 3, select 1
- 2) **Select Alliance Action Space (page 7 of rulebook)**
 - 3rd player selects alliance action space and places alliance token on it
 - Alliance action space may only be one of the common bidding action spaces, except the “control Han emperor” and “win popular support” action spaces
 - Alliance action space may not be the same action space for consecutive rounds
- 3) **Bid for Action Spaces (page 7 of rulebook)**

RESOLUTION PHASE OF A ROUND

- 1) **Remove Tokens (page 10 of rulebook)**

Players with losing bids on any action space must:

 - return the corresponding losing bid general tokens with the army units, bid tokens and the Han emperor token, if applicable, from those action spaces to their respective supplies
 - return any popular support tokens placed with the corresponding general tokens from those action spaces to the general supply

Return any general token that was left on the “control Han emperor” action space during the previous round to the corresponding player’s supply. Alliance token remains on the game board.
- 2) **Determine Turn Order for Next Round (page 10 of rulebook)**
 - Rearrange the state action markers on the action order track in the same order as the state markers on the bid order track
 - Count the number of successful bids for each player
 - Determine turn order for next round’s bidding in the following manner:
 - o Number of successful bids
 - o First tie-breaker: Military VPs of affected players
 - o Second tie-breaker: Order of Wei/Wu/Shu for affected players
- 3) **Take Actions (page 11 of rulebook)**
- 4) **Reduce Tribal Relations Level (page 17 of rulebook)**
 - Players who did not take the “improve tribal relations” action during the round must now move his tribe marker down his tribal relations track by 1 level, towards the minimum of level 1
- 5) **Receive/Activate Benefits (page 17 of rulebook)**

UPDATE AND MAINTENANCE AFTER THE END OF A ROUND

- 1) **Flip Criterion Markers (page 17 of rulebook)**
- 2) **Pass Han Emperor Token (page 17 of rulebook)**
 - The winner of the “control Han emperor” action space in the just completed round collects the Han emperor token from either the previous winner or the general supply
- 3) **Pay Popular Support Tokens’ and Stationed Armies’ Upkeep (page 17 of rulebook)**
 - 1 rice token for every 2 popular support tokens in player’s supply
 - 1 gold token and 1 rice token for each stationed army unit, reduced by corresponding number of marketplace/farm and border location tokens on the state’s treasury/granary
- 4) **Award Military VPs for Stationed Armies (page 18 of rulebook)**
 - 1 VP for each stationed army unit at the border locations
- 5) **Update Round Track (page 18 of rulebook)**

GAME END CONDITIONS

- Round 12
- Any player reaches level 5 for both of his farm and marketplace developments
- Any player gains promotion to Emperor
- Any player stations his 5th general at a border location

SCORING CATEGORIES

Scoring Table for Comparative Categories:

Domestic Development/ Civil Harmony/Rank	VPs	Border Results
Individual First	5	Wins both borders
Joint First	3	Wins 1 border, ties 1 border
Individual Second	2	Wins 1 border, loses 1 border OR Ties both borders
Joint Second	1	Ties 1 border, Loses 1 border
Individual Third	0	Loses both borders

If all three players are tied, then all players are considered joint first, i.e. all players earn 3 VPs.

- 1) **Military**
 - Read off military VP track
- 2) **Border**
 - For both borders, win/tie/lose border if occupy more/equal/less border locations than opponent at that border, then refer to above scoring table
- 3) **Border Location**
 - Sum up VPs from border location tokens on player's treasury and granary
- 4) **Domestic Development**
 - Compare sum of marketplace and farm development levels of each player, then refer to above scoring table
- 5) **Civil Harmony**
 - Compare tribal relations level + number of popular support tokens of each player, then refer to above scoring table
 - Tribal relations level of 9/10/11/12 earns additional 1/2/3/4 VPs respectively
- 6) **Rank**
 - Compare rank of each player, then refer to above scoring table
 - Each earned rank is worth an additional 1 VP
- 7) **Han Emperor Token**
 - Holder of the Han emperor token earns 2 VPs, i.e. player who won the "control Han emperor" action space in the penultimate round
- 8) **State Enhancement**
 - Sum up total VPs earned from constructed state enhancement cards of each player
- 9) **Deficit Token, -3 VPs each**
 - Sum up total number of negative VPs for deficit tokens of each player

The player with the **highest VP** total is the **winner**. In case of a tie, the player with the highest number of gold + rice tokens on hand is the winner. If there is still a tie, the order of Shu/Wu/Wei is followed among the affected players.

SHU GENERALS

Liu Bei (Charisma) – If Liu Bei bids for an action space with popular support tokens, 1 of the popular support tokens is returned to Shu's supply after he takes his action or when he returns to Shu's supply.

Chen Dao (Infantry Expertise) – At the end of the round when Chen Dao is recruited, he receives 1 untrained army and 2 spears. After he takes the “recruit armies action” or “train armies action”, he receives 1 spear.

Dong Yun (Efficacy) – When Dong Yun takes the “trade rice and/or weapons action”, he may pay 1 popular support token to “collect tax” and “harvest” before taking the action.

Fa Zheng (Support) – At the end of each round, if Shu is occupying at least 1 border location, Fa Zheng may train 1 untrained army.

Fei Yi (Popularity) – Shu's popular support tokens' upkeep is reduced by up to 2 rice. At the end of each round, Fei Yi may exchange 1, and only 1, popular support token for 2 gold and 2 rice.

Guan Ping (Flexibility) – Guan Ping may trade any weapon for another weapon type at any time, except during the round he is recruited.

Guan Yu (Reputation) – When Guan Yu takes the “recruit armies action”, he receives 3 untrained armies instead.

Huang Zhong (Archery Mastery) – When Huang Zhong is stationed with archery units, he may station 1 additional archery unit from Shu's supply to his border location at the same time.

Jiang Wan (Eloquence) – After Jiang Wan takes the “trade rice and/or weapons action”, he receives 1 untrained army and may then “hire instructor”.

Jiang Wei (Inspiration) – When Jiang Wei takes the “construct state enhancement action”, he may replace 1 of the construction costs with 1 gold.

Li Yan (Prowess) – At the end of rounds 3, 6, 9 and 12, Li Yan may construct 1 state enhancement.

Liao Hua (Experience) – Starting from round 6, Liao Hua may be assigned and stationed with 2 army types, and may occupy 2 border locations with 1 army unit each.

Ma Chao (Cavalry Mastery) – At the end of the round when Ma Chao is recruited, place 4 horses on this card. At the end of each subsequent round, he receives 1 of these horses if Shu has at least 2 horses in its supply (they breed).

Ma Dai (Austerity) – At the end of each round, Ma Dai receives gold and rice equal to the corresponding number of border location tokens on Shu's treasury and granary (maximum 3 border location tokens).

Ma Liang (Poise) – When Ma Liang takes the “improve tribal relations action”, he increases Shu's tribal relations level by 1 additional level.

Pang Tong (Guile) – When Shu is in the alliance and Pang Tong takes the “alliance action”, he receives 1 gold before taking the action. If Shu takes 5 or more actions in a round, Pang Tong also receives 1 gold before Shu takes its actions.

Wang Ping (Honour) – Wang Ping receives 1 popular support token whenever Shu occupies a border location.

Wei Yan (Clout) – After Wei Yan takes the “demand tribute action”, he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).

Yan Yan (Archery Expertise) – At the end of the round when Yan Yan is recruited, he receives 1 untrained army and 2 crossbows. After he takes the “recruit armies action” or “train armies action”, he receives 1 crossbow.

Zhang Fei (Defiance) – When Zhang Fei takes the “recruit armies action”, he may “train armies” instead. When he takes the “train armies action”, he may “recruit armies” instead.

Zhao Yun (Courage) – Zhao Yun may be stationed without army units. If he does so, he may flip the corresponding border location token to the 1 VP side.

Zhou Cang (Helmsmanship) – After Zhou Cang takes the “control Han emperor action”, he receives 1 popular support token. After he takes the “win popular support action”, he receives 1 vessel.

Zhuge Liang (Ingenuity) – After Zhuge Liang takes the “develop marketplace action”/“develop farm action” and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

SETUP

- Generals: Draw 6, select 3
- State Enhancement Cards: 2 Separation cards + 3 Unification cards
- Resources: 4 gold tokens + 4 rice tokens + 1 popular support token
- Tribal Relations Level: 6

GAME SEQUENCE

CONFLICT PHASE OF A ROUND

- 1) **Recruit Generals (page 6 of rulebook)**
 - Round 3 Recruitment: Draw 4, select 2
 - Round 5 Recruitment: Draw 3, select 1
 - Round 9 Recruitment: Draw 3, select 1
- 2) **Select Alliance Action Space (page 7 of rulebook)**
 - 3rd player selects alliance action space and places alliance token on it
 - Alliance action space may only be one of the common bidding action spaces, except the “control Han emperor” and “win popular support” action spaces
 - Alliance action space may not be the same action space for consecutive rounds
- 3) **Bid for Action Spaces (page 7 of rulebook)**

RESOLUTION PHASE OF A ROUND

- 1) **Remove Tokens (page 10 of rulebook)**

Players with losing bids on any action space must:

 - return the corresponding losing bid general tokens with the army units, bid tokens and the Han emperor token, if applicable, from those action spaces to their respective supplies
 - return any popular support tokens placed with the corresponding general tokens from those action spaces to the general supply

Return any general token that was left on the “control Han emperor” action space during the previous round to the corresponding player’s supply. Alliance token remains on the game board.
- 2) **Determine Turn Order for Next Round (page 10 of rulebook)**
 - Rearrange the state action markers on the action order track in the same order as the state markers on the bid order track
 - Count the number of successful bids for each player
 - Determine turn order for next round’s bidding in the following manner:
 - o Number of successful bids
 - o First tie-breaker: Military VPs of affected players
 - o Second tie-breaker: Order of Wei/Wu/Shu for affected players
- 3) **Take Actions (page 11 of rulebook)**
- 4) **Reduce Tribal Relations Level (page 17 of rulebook)**
 - Players who did not take the “improve tribal relations” action during the round must now move his tribe marker down his tribal relations track by 1 level, towards the minimum of level 1
- 5) **Receive/Activate Benefits (page 17 of rulebook)**

UPDATE AND MAINTENANCE AFTER THE END OF A ROUND

- 1) **Flip Criterion Markers (page 17 of rulebook)**
- 2) **Pass Han Emperor Token (page 17 of rulebook)**
 - The winner of the “control Han emperor” action space in the just completed round collects the Han emperor token from either the previous winner or the general supply
- 3) **Pay Popular Support Tokens’ and Stationed Armies’ Upkeep (page 17 of rulebook)**
 - 1 rice token for every 2 popular support tokens in player’s supply
 - 1 gold token and 1 rice token for each stationed army unit, reduced by corresponding number of marketplace/farm and border location tokens on the state’s treasury/granary
- 4) **Award Military VPs for Stationed Armies (page 18 of rulebook)**
 - 1 VP for each stationed army unit at the border locations
- 5) **Update Round Track (page 18 of rulebook)**

GAME END CONDITIONS

- Round 12
- Any player reaches level 5 for both of his farm and marketplace developments
- Any player gains promotion to Emperor
- Any player stations his 5th general at a border location

SCORING CATEGORIES

Scoring Table for Comparative Categories:

Domestic Development/ Civil Harmony/Rank	VPs	Border Results
Individual First	5	Wins both borders
Joint First	3	Wins 1 border, ties 1 border
Individual Second	2	Wins 1 border, loses 1 border OR Ties both borders
Joint Second	1	Ties 1 border, Loses 1 border
Individual Third	0	Loses both borders

If all three players are tied, then all players are considered joint first, i.e. all players earn 3 VPs.

- 1) **Military**
 - Read off military VP track
- 2) **Border**
 - For both borders, win/tie/lose border if occupy more/equal/less border locations than opponent at that border, then refer to above scoring table
- 3) **Border Location**
 - Sum up VPs from border location tokens on player's treasury and granary
- 4) **Domestic Development**
 - Compare sum of marketplace and farm development levels of each player, then refer to above scoring table
- 5) **Civil Harmony**
 - Compare tribal relations level + number of popular support tokens of each player, then refer to above scoring table
 - Tribal relations level of 9/10/11/12 earns additional 1/2/3/4 VPs respectively
- 6) **Rank**
 - Compare rank of each player, then refer to above scoring table
 - Each earned rank is worth an additional 1 VP
- 7) **Han Emperor Token**
 - Holder of the Han emperor token earns 2 VPs, i.e. player who won the "control Han emperor" action space in the penultimate round
- 8) **State Enhancement**
 - Sum up total VPs earned from constructed state enhancement cards of each player
- 9) **Deficit Token, -3 VPs each**
 - Sum up total number of negative VPs for deficit tokens of each player

The player with the **highest VP** total is the **winner**. In case of a tie, the player with the highest number of gold + rice tokens on hand is the winner. If there is still a tie, the order of Shu/Wu/Wei is followed among the affected players.

WU GENERALS

Sun Jian (Initiative) – When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.

Chen Wu (Vehemence) – After Chen Wu takes the “produce spears/horses action”, he receives 1 additional crossbow or vessel. After he takes the “produce crossbows/vessels action”, he receives 1 additional spear or horse.

Cheng Pu (Governance) – At the end of the round when Cheng Pu is recruited, he may construct 1 Separation deck and 1 Unification deck state enhancement.

Ding Feng (Acclaim) – After Ding Feng takes the “demand tribute action”, he receives additional gold and rice equal to the corresponding number of flipped marketplace and farm tokens on Wu’s marketplace and farm development spaces.

Gan Ning (Stealth) – Immediately after Gan Ning is stationed at the 1st border location of a border, he receives 2 weapons of the same type as that he is stationed with.

Gu Yong (Supererogation) – After Gu Yong takes the “hire instructor and/or import technology action”, he may either “trade rice” or “trade weapons”.

Han Dang (Merit) – At the end of the rounds when Han Dang is recruited and is stationed, collect 1 marketplace/farm token from the general supply and place it on Wu’s treasury/granary.

Huang Gai (Deception) – At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.

Jiang Qin (Naval Expertise) – At the end of the round when Jiang Qin is recruited, he receives 1 untrained army and 2 vessels. After he takes the “recruit armies action” or “train armies action”, he receives 1 vessel.

Ling Cao (Naval Mastery) – At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the “improve tribal relations action” that round, Wu’s tribal relations level is increased by 1 (or maintained at 12) instead.

Ling Tong (Tolerance) – After Ling Tong takes the “improve tribal relations action” with 1/2 army units, he receives 1 gold/1 weapon of his choice.

Lu Fan (Rectitude) – Lu Fan may trade 1 gold for 1 rice and vice versa at any time.

Lu Meng (Potential) – After Lu Meng takes the “win popular support action”, he receives 1 untrained army or 1 weapon of his choice. Starting from round 4, Lu Meng’s administration increases to 4.

Lu Su (Wit) – When Lu Su takes the “construct state enhancement action”, the construction cost is reduced by 1 gold or 1 rice.

Lu Xun (Patience) – Immediately after Lu Xun is stationed at the 2nd/3rd/4th/5th border location of a border, he receives 1/3/5/7 gold or rice.

Sun Ce (Fury) – When Sun Ce takes the “recruit armies action”, 1 of the armies is recruited trained.

Sun Quan (Influence) – When Sun Quan takes the “win popular support action”, he receives 2 popular support tokens instead.

Taishi Ci (Integrity) – If Taishi Ci is not assigned during the Conflict Phase of the round when he is recruited, he receives 1 trained army and 1 weapon of his choice at the end of that round.

Zhang Hong (Productivity) – Immediately before Zhang Hong takes the “harvest action”, he receives 2 rice for each flipped farm token on Wu’s farm development space.

Zhang Zhao (Frugality) – Immediately before Zhang Zhao takes the “collect tax action”, he receives 2 gold for each flipped marketplace token on Wu’s marketplace development space.

Zhou Tai (Intrepidity) – After Zhou Tai takes the “control Han emperor action”, he receives 1 untrained army.

Zhou Yu (Unity) – At the end of the round when Zhou Yu is recruited, place 1 marketplace and 1 farm token from the general supply on this card. At the end of each round, he may pay 2 popular support tokens to move 1 of these tokens to Wu’s treasury or granary.

Zhuge Jin (Diplomacy) – When Wu is in the alliance and Zhuge Jin takes the “alliance action”, he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.