

龍虎 三国志 龍虎

Dragons & Tigers of the Three Kingdoms

1. INTRODUCTION

Dragons & Tigers of the Three Kingdoms begins in 189 AD with Dong Zhuo's usurpation of the Han Dynasty's imperial court, and recreates the flow of events until China was divided by a few powerful warlords. Two (or more) players become warlords of the Three Kingdoms, and fight utilizing their military forces and allies to eliminate all opposing kingdoms and become the ruler of a unified China.

Note: These rules assume two players - see 12.0 for playing with three or four.

2. COMPONENTS

2.1 Game Board

The game board includes a map of China divided into 27 areas, and various tables used in the game.

(A) Brown borders between areas represent mountains.

(B) Blue borders between areas represent great rivers.

(C) Armies moving across mountains or great rivers into an enemy-controlled area, your armies suffer attrition.

2.2 Game Counters



From left to right: Warlord, Retainer (General), Retainer (Strategist), Army

Game counters include named characters, armies, and various markers.

(A) Characters are divided into *warlords* and *retainers*. The number of stars in the center of the counter indicate the character's *command* rating. The numbers on the right indicate (top to bottom) the

character's *valor*, *administration*, and *diplomacy* ratings. The number on the bottom left indicates the character's *loyalty* rating.














- 1) Warlord counters represent a warlord himself. When a warlord counter is removed from play, the warlord has died.
- 2) Retainers are divided into those who serve a specific warlord and "free" retainers who have not yet been recruited. Free retainers have "人材" written on the back. Some retainers have red stars, indicating the retainer is a *strategist*.

(B) Army counters have numbers on the front and back indicating the military strength of the army. Players can freely combine and divide army counters like currency.



(C) Other counters include a Round marker, a Mandate of Heaven marker, Main Kingdom and Ally Kingdom markers, etc.

 Round	 Mandate of Heaven	 Emperor Xian	
 Blue Dragon Main Kingdom	 White Tiger Main Kingdom	 Blue Dragon Allied Kingdom	 White Tiger Allied Kingdom

 Activation Chit (back)	 Blue Dragon Activation Chit	 Traitorous Kingdom Activation Chit	 Cao Cao Activation Chit
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2.3 Dice

Obtain several six-sided dice for resolving combat.

2.4 Pools

Prepare two containers (opaque cups or mugs) to hold activation chits (the activation pool) and free retainers (the free retainer pool).

3. SETUP

Kingdoms and their Starting Territory

Cao Cao 曹操	Kezhou 克州
Liu Bei 劉備	Pingyuan 平原
Sun Wu 孫吳	Changsha 長沙
Yuan Shao 袁紹	Bohai 渤海
Gongsun Zan 公孫讚	Youzhou 幽州
Yuan Shu 袁術	Nanyang 南陽
Liu Zhang 劉璋	Chengdu 成都
Liu Biao 劉表	Xiangyang 襄陽
Ma Teng 馬騰	Liangzhou 涼州
Traitorous Kingdoms 奸賊軍	
Dong Zhuo 董卓 Lü Bu 呂布	Luoyang 洛陽
Li Ru 李儒	Chang'an 長安
Hua Xiong 華雄	Anding 安定
Zhang Lu 張魯	Hanzhong 漢中
At the end of Round 1:	
Lü Bu 呂布	Xuzhou 徐州

3.1 Kingdom Assignment

(A) First, players decide amongst themselves who will play as the Blue Dragon faction and who as the White Tiger faction. Next, they decide which kingdoms they will control, choosing their main kingdom and two allied kingdoms from the original nine.

Dong Zhuo (Li Jue), Zhang Lu, and Lü Bu are collectively known as the Traitorous kingdoms and can never be a player's main or allied kingdom.

(B) Each player rolls one die. The player who rolled the highest chooses kingdoms first, fourth, and fifth. (C) The other player chooses kingdoms second, third, and sixth.

Note: This is a snake draft.

(D) Any kingdom left unchosen becomes a neutral kingdom.

3.2 Main and Allied Kingdoms

Choose one of the kingdoms you control to be your *main kingdom* and place your Main Kingdom marker on it. Place Allied Kingdom markers on your two other kingdoms.

(A) Your main kingdom can never be made neutral and will never betray you in battle.

(B) At the end of each turn, you can change your main kingdom.

(C) If your main kingdom is eliminated in battle, and you control an allied kingdom, choose one of them to become your new main kingdom and continue the game.

Note: All of a player's kingdoms, main and allied, are friendly to each other.

3.3 Setup of Characters and Armies

(A) In each warlord's territory, place the warlord, their retainers, and 10 armies. Place counters for neutral kingdoms in the same way. Do not place the pieces for Zhuge Liang 諸葛亮, Sun Ce/Sun Quan 孫策/孫權 at start.

(B) The Traitorous kingdoms set up as follows:

- 1) Dong Zhuo 董卓 (black with yellow print) begins in control of three areas; 5 armies are placed in each. Place Dong Zhuo and Lü Bu 呂布 in Luoyang 洛陽, Li Ru 李儒 in Chang'an 長安, and Hua Xiong 華雄 in Anding 安定.
- 2) Place Zhang Lu (light grey), his retainers, and 10 armies in Hanzhong.
- 3) Lü Bu's counters (dark grey with red print) are set aside at the start of the game.

3.4 Other Counters

(A) Place all activation chits except those for neutral kingdoms in the Activation Pool.

- (B) Place all free retainers in the Free Retainer Pool.
- (C) Place the Mandate of Heaven marker in the center of the Mandate display.
- (D) Place the Round marker in the Round 1 box on the Round track.
- (E) Place the Emperor Xian piece in Luoyang 洛陽.

4. SEQUENCE OF PLAY

In this game, one round is equivalent to approximately two years.

4.1 Turn Order

- (A) Put the activation chits for the Blue Dragon and White Tiger factions, the activation chit for each player's kingdoms, and the activation chits (2) for the Traitorous kingdoms into the Activation Pool, and then pull one at random (any player can do the pull). The kingdom whose chat was pulled takes their turn.
- (B) An activation chit with the name of the warlord activates that warlord's forces for a turn. An activation chit with Blue Dragon or White Tiger allows that player to choose one of their controlled warlords to activate for a turn.
- (C) An activation chit for the Traitorous kingdoms allows the player of the immediately preceding turn's *opponent* to choose and activate one of the Traitorous kingdoms (Dong Zhuo, Zhang Lu, or Lü Bu) under their control for a turn. If pulled at the start of a round before any player has activated, return the chit to the pool and pull again.

Example: a Blue Dragon activation chit is pulled and executed. The next activation chit drawn is for the Traitorous kingdoms - the White Tiger player chooses one Traitorous kingdom to activate and control for their turn. If the next chit drawn is also Traitorous kingdoms, the Blue Dragon player would choose one Traitorous kingdom to activate and control for their turn.

(E) An activated warlord may perform the following actions as their turn, in the order indicated below.

- ① Mandate of Heaven
- ② Diplomacy
- ③ Levy
- ④ Movement
- ⑤ Combat

4.2 Mandate of Heaven

The active player rolls a die, moves the Mandate of Heaven marker on the Mandate Display in the direction indicated by the die result, and enacts the event indicated in the space moved to (see 10.0). If the Mandate of Heaven marker moves off the display, the round is over.

4.3 Diplomacy

Active warlords and retainers with *diplomacy* ratings can negotiate with opposing allied kingdoms and neutral kingdoms. Each character can negotiate once.

- (A) To make a neutral kingdom an ally, roll one die; if the result is less than or equal to the negotiating character's diplomacy rating, the attempt is successful. Place an Allied Kingdom marker in that kingdom and add the kingdom's activation chit to the pool. That kingdom's territory may now be entered.
- (B) A character may also attempt to make an opposing allied kingdom neutral, but a +1 penalty is added to the die roll. Diplomacy ratings of characters in the allied kingdom do not affect the roll. When an allied kingdom becomes neutral, ignore its activation chit when it is pulled from the pool.
- (C) When an allied kingdom becomes neutral, combat occurs immediately if there are formerly friendly armies in the same area(s). The active player determines the order to resolve combat. After all are resolved, continue with further diplomacy (if desired).

4.4 Levy

The active kingdom may *levy* armies according to the *manpower* of the areas it controls.

- (A) Active warlords and retainers add their administration ratings to the manpower values of the kingdom's controlled areas.
- (B) A warlord that controls no areas may still use the manpower of the area occupied by its warlord to levy armies.
- (C) Each new army levied costs 1 manpower. Manpower cannot be saved or transferred to other kingdoms.
- (D) Levied armies are placed freely in areas controlled by the active kingdom. Even if an area is shared with another kingdom, all levied armies may be placed there.

(E) Levied armies cannot be placed in an area controlled by another kingdom, even if the active kingdom has armies in that area. However armies raised by a warlord who controls no areas, and armies raised by a retainer's administration rating, may be placed in that character's area regardless of control.

(F) Army counters may be freely divided or combined, like currency. However, armies cannot be levied if there are no counters to represent them. You cannot voluntarily eliminate armies to make them available for levy elsewhere.

4.5 Movement

A character from the active kingdom with a command rating of 1 or higher can move up to two areas, accompanied by armies (none, some, or all) from the active kingdom that start in the same area. Armies cannot move on their own.

(A) There is no limit to how many armies may accompany a moving character, nor is there a limit to the number of armies that can occupy a single area.

(B) A moving character can only enter an area controlled by an opposing or neutral kingdom (even if empty) if accompanied by armies; they must then stop.

(C) Multiple characters starting in the same area may move independently to different areas.

(D) Moving characters cannot "pick up" armies in areas they enter. However, they may "drop off" armies in areas under the active kingdom's control as they move.

(E) At least one character or army must remain in the area at the start of the move.

(F) An army that moves cannot move again in the same movement phase.

4.5.1 Crossing Mountains

Brown dashed-line borders represent mountains.

(A) When crossing a mountain border into an opposing or neutral area (regardless of the presence of armies), the moving armies will suffer attrition losses.

(B) Count the number of moving armies and consult the Attrition Table. Immediately eliminate the indicated amount from the moving armies.

4.5.2 Crossing Great Rivers

Blue borders represent great rivers. When crossing a great river, moving armies will also suffer attrition losses, following the same rule above (4.5.1). However, if the moving character has the Boats ability, use the Boats column on the Attrition Table when determining losses.

4.5.3 Blue Dragon and White Tiger Factions

(A) When a Blue Dragon or White Tiger faction activation chit is pulled, any and all characters and armies friendly to that player in the same area may move - however each kingdom's armies and characters must be led by a character from their kingdom with a command rating of 1 or higher.

(B) When multiple kingdoms' armies are moved together, they are totaled for the purpose of attrition from crossing mountains or great rivers. The owning player decides which armies are lost to attrition.

4.6 Combat

Active armies in the same area as opposing or neutral armies must resolve combat. If combat occurs in multiple areas, the active player decides the order in which they are resolved. For specific procedures, see Rule 5.

4.7 End of Turn

After Combat, the active kingdom's turn ends. That kingdom's player then pulls a new chit from the pool. It becomes the turn of the player who controls the kingdom of the activation chit pulled (the opposing player, if Traitorous kingdoms is pulled). If the pool is emptied before the round ends, return all pulled chits to the pool and continue play.

4.8 End of Round

When the Mandate of Heaven marker moves off the Mandate Display, the round ends immediately. The active kingdom's turn ends and they do not take any further actions. cannot take any further actions.

When a round ends, the functions are performed:

- ① New Warlords Appear
- ② Warlord Succession
- ③ Relocation of Allies
- ④ Changing Main Kingdom

After the completion of **Round 8**, the game ends.

4.8.1 New Warlords Appear

(A) At the end of **Round 1**, **Dong Zhuo** 董卓 dies. Flip his counter over to become Li Jue 李傕. Also flip his retainers to their other sides. All his armies, controlled areas, and recruited retainers remain as they are. If any of Dong Zhuo's retainers were killed or joined him from other warlords, place them in the same area as Li Jue. If Dong Zhuo was killed, do not place Li Jue. If other warlords control Li Ru 李儒 or Hua Xiong 華雄, they may retain control of them.

(B) Next, place **Lü Bu** 呂布, his retainers, and 10 armies in the Xuzhou 徐州 area. Use the Lü Bu warlord counter (dark grey with red print) and not his Dong Zhuo retainer counter (black with yellow print). Place Lü Bu and his retainers/armies even if Dong Zhuo or Lü Bu has been killed, or if Lü Bu has betrayed Dong Zhuo and joined another warlord as a retainer.

4.8.2 Warlord Succession

Warlords are replaced according to this schedule.

(A) At the end of **Round 1**, If the warlord **Liu Yan** 劉焉 has not been eliminated, flip him over to become Liu Zhang 劉璋.

(B) At the start of the game, the kingdom of **Sun Wu** 孫吳 is led by Sun Jian 孫堅, and the counter for Sun Ce/Sun Quan 孫策/孫權 is not yet in play. At the end of **Round 2**, flip Sun Jian over to become Zhou Dui 周堆, and place Sun Ce as a warlord in the same area. Then, at the end of **Round 4**, flip Sun Ce over to become Sun Quan. Area control and disposition of armies remain as-is. At the end of Round 2 or Round 4, if the Sun Wu kingdom has been eliminated, restore the kingdom according to rule 11.4.

4.8.3 Relocation of Allies

When armies from multiple friendly kingdoms occupy the same area at the end of a round, all but one kingdom's armies must be relocated out of the area into other areas under friendly control; the end result must be no more than one kingdom's armies in each area, if possible. Armies relocated this way can pass through areas controlled by unfriendly kingdoms if necessary (even neutral or opposing kingdoms) with no limit on distance. Only armies are relocated. Control of areas may change due to relocation.

4.8.4 Changing Main Kingdom

Each player may change which friendly kingdom is their main kingdom, if desired.

4.8.5 Other Housekeeping

(A) The player whose activation was interrupted by the end of the round is the first player to relocate allies or change their main kingdom.

(B) Return the Mandate of Heaven marker to the center of the display and return all activation chits to the pool.

(C) Move the Round marker one space forward and start a new round. The above sequence repeats until eight rounds have been completed.

5. COMBAT

Active armies in the same area as opposing or neutral armies must resolve *combat*.

(A) Characters and/or armies from multiple friendly kingdoms in one area are combined into one force for combat.

(B) Resolving combat follows this sequence:

- Betrayal Check
- Contest of Strategy
- Contest of Valor
- Battle
- Retreat

(C) Combat continues until one player retreats or has no armies remaining. If combat continues, skip the first three steps and go straight to Battle.

Note: When a **Traitorous kingdom's forces are attacked, the active kingdom's opponent makes all decisions for them for the duration of the battle.**

5.1 Betrayal Check

If a player has a character with a diplomacy rating of 2 or higher in the combat area, and armies from an opposing allied kingdom are present, the player may make a *betrayal check*. In combat against neutral kingdoms, a character with a diplomacy rating of 1 or higher may make an *alliance check*.

(A) Choose one opposing kingdom to be the target of the check and roll one die. If the value of the die (+1 for a betrayal check) is equal to or less than the character's diplomacy rating, the check is successful. The targeted kingdom becomes your ally and immediately participates on your side in the current

combat (or the combat ends if they were the only opposing armies).

(B) If both players have eligible characters, the attacker makes their betrayal check first. The defender may make a betrayal check against a former ally who just betrayed them in this combat. The attacker will not get an opportunity to make a betrayal check against the ally targeted by the defender.

(C) If a player has multiple eligible characters, only one can make a betrayal check per combat.

5.2 Contest of Strategy

If the active player has a strategist (character with red stars) in the area, resolve a Contest of Strategy.

(A) Roll one die for each strategist involved. Consult the corresponding column on the Contest of Strategy Table to determine the hits inflicted on the opponent's armies. Multiply the hits by the strategist's number of stars to determine the total hits inflicted.

(B) Some strategists have red diamonds. A red diamond counts towards the base number of hits, but does not count towards the strategist's command rating.

(C) If both players have strategists, both sides roll for hits.

5.3 Contest of Valor

If any character involved in the combat has a valor rating of 1 or more, resolve a Contest of Valor.

(A) Each player selects their character with the highest valor rating and rolls one die.

(B) If the result is equal to or less than the character's valor rating, inflict hits equal to the result against opposing armies.

5.4 Battle

(A) First, each player determines which of their characters will use their command rating in the battle.

- 1) A retainer may use their command rating even if their warlord is in the same battle. A character from a friendly kingdom may be chosen if they do not belong to the active kingdom. Armies in an area with no friendly characters use a command rating of 1.

- 2) A player may add the (red) stars of one friendly strategist in the area to the command rating.

(B) Next, each player rolls one die for each friendly army in the battle, to a maximum of five dice. Each roll equal to or less than the command rating will inflict one hit.

(C) Hits are inflicted simultaneously. Each hit eliminates one opposing army in the area - the owning player chooses which armies are lost. You may "make change" using available counters to reduce the total number of armies - if proper counters are not available, eliminate enough additional armies to conform with available counters.

5.5 Retreat

Combat continues until one player retreats from the area or is completely eliminated. At least one round of battle must be fought before retreat is allowed. Armies alone without a character cannot retreat.

(A) The attacker may declare a retreat first. If they do not, the defender may declare a retreat.

(B) Attackers must retreat to the area they occupied before entering combat. Defenders may retreat to any adjacent area that does not have any unfriendly armies (including neutral and Traitorous armies). They may retreat to unoccupied areas.

Note: It is unclear if a retreat across mountains or a great river to an unoccupied area should cause attrition (4.5.1), but perhaps simpler to just ignore it.

(C) If a kingdom loses control of its last area due to retreat, it is not eliminated so long as it still has armies; it can survive in any area controlled by a friendly kingdom. If a kingdom loses all its territory and all its armies, it is eliminated. Remove its activation chit from play.

(D) There is no pursuit.

5.6 End of Combat

(A) Combat ends when one player has no armies remaining in the combat area.

(B) If both players have armies remaining, return to **5.4 Battle**.

Note: Do not perform Contests of Strategy or Valor again.

(C) If both players' armies are eliminated at the same time in a contest or battle, the attacker loses, and

attacking characters must retreat; make capture checks for every attacking retainer.

5.7 Warlords and Retainers Killed or Captured in Battle

(A) A warlord is not eliminated even if all their kingdom's armies are eliminated in combat. Instead relocate the warlord to any other area with their kingdom's armies, passing through areas controlled by unfriendly kingdoms if necessary (even neutral or opposing kingdoms) with no limit on distance. If there are no other areas with armies from their kingdom, the warlord is **killed**.

(B) If all of a player's armies in an area are eliminated in combat, that player's retainers are subject to capture checks. Roll a die for each retainer - on a 1 or 2 the retainer is captured.

(C) Make a *submission check* for each captured retainer. If the result is greater than the retainer's loyalty rating, the retainer joins the kingdom of its captor (flip its counter). Otherwise the retainer is beheaded and removed from the game.

(D) If multiple kingdoms capture a retainer, the capturing player decides which kingdom makes the submission check.

(E) A retainer that is not captured is relocated as in (A) above.

6. AREA CONTROL

An area is controlled by the kingdom who solely occupies the area with at least one character or armies. An area with no characters or armies is neutral.

(A) If armies from multiple kingdoms are in an area, the armies belonging to the area's controlling kingdom are placed in control box (brown square) inside the area to clarify which kingdom controls the area.

(B) At any moment during the game, if one kingdom solely occupies an area, they take control of that area immediately.

(C) If multiple friendly kingdoms win a combat, the owning player choose which kingdom gains control of the area.

7. VICTORY CONDITIONS

- 1) Eliminate all your opponent's kingdoms.
- 2) At the end of Round 8, the total number of areas controlled by your kingdoms is greater than the opponent's total.
- 3) If the number of areas controlled is the same, calculate the total manpower of your territory. The player with the more manpower wins. If total manpower is also the same, the game is a draw.

8. THE TRAITOROUS KINGDOMS

The factions of Dong Zhuo 董卓 (Li Jue 李傕), Zhang Lu 張魯, and Lü Bu 呂布 are collectively called the Traitorous kingdoms and do not belong to either player. Diplomacy and betrayal checks in combat cannot be made against these factions. Player armies in the same area as a Traitorous kingdom must always resolve combat.

(A) The player controlling a Traitorous kingdoms activation chit chooses one of the Traitorous kingdoms to control for a turn (Li Jue and Lü Bu are considered separate armies).

(B) Traitorous kingdoms are never subject to diplomacy or betrayal checks in battle. However, capture and subsequent submission checks against retainers are made normally.

(C) If the total number of areas controlled by Traitorous kingdoms at the end of the game (after Round 8) is greater than the number of areas controlled by each of the players, China comes under control of the Traitorous kingdoms and both players lose the game.

9. EMPEROR XIAN

(A) At the start of the game the Emperor Xian counter is placed in the Luoyang 洛陽 area. Subsequently, any player who controls the area occupied by the Emperor controls him as well.

(B) A warlord who controls Emperor Xian may use *Imperial Decree* once during his turn if the Emperor is in Luoyang 洛陽, Chang'an 長安, or Xuchang 許昌.

(C) If the player who controls Emperor Xian fails a diplomacy roll or betrayal check in battle, they may invoke *Imperial Decree* and remove 5 armies from the map as an offering to reroll the die. If the *Emperor Flees* event has occurred and the Emperor is not in

Luoyang, Chang'an, or Xuchang, *Imperial Decree* is not available.

(D) Emperor Xian may only be moved during the movement phase of the kingdom that controls him, together with characters/armies from that kingdom.

(E) If combat occurs in Emperor Xian's area, the winner of the combat gains control of Emperor Xian.

10. MANDATE DISPLAY EVENTS

10.1 Retainer Dies

(A) Roll one die, consult the Retainer Dies Table, and select one kingdom from the corresponding row.

(B) The player controlling the kingdom chooses which retainer from that kingdom dies. A free retainer may be chosen. If the warlord selected is neutral or from the Traitorous kingdoms, the active player chooses which retainer dies.

10.2 Recruit Retainer

(A) The active player pulls one free retainer at random from the pool.

(B) The pulled retainer joins the active kingdom. Place the retainer in any area occupied by the kingdom's armies. Free retainers cannot change their affiliation to other friendly kingdoms.

(C) If the game continues for a long time and the free retainer pool is emptied, return all dead retainer counters to the pool. Retainers returned this way can still use their special abilities.

10.3 Bountiful Harvest

The active kingdom increases their total manpower by 3 this turn.

10.4 Emperor Xian Flees

The controller of Emperor Xian must turn him over to his opponent, who places him with any one of his warlords.

Note: If Emperor Xian is controlled by a Traitorous kingdom, determine randomly which player he flees to.

10.5 Family Restoration

(A) If a warlord was eliminated on a previous turn (no longer on the map), the active player chooses one area and places the warlord, one surviving retainer,

and 10 of the warlord's armies in that area. (*Exception: Liu Bei, Oath of the Peach Garden, 11.3*)

(B) If no eliminated warlord is available, this event has no effect. Traitorous warlords are eligible to be restored, except for Dong Zhuo 董卓 (Li Jue 李傕 is allowed).

(C) If multiple warlords have been eliminated, the active player must choose exactly one to restore.

(D) If a neutral kingdom is restored, it remains neutral. If an allied kingdom is restored, it remains an ally.

(E) If neutral or opposing armies occupy the area where the warlord is restored, combat is resolved immediately. If the restored warlord loses this battle, he is eliminated again.

10.6 Famine

(A) Find the area among those controlled by the active player with the most strength, then eliminate half the armies (round up) from that area. Allied armies in that area are also halved.

(B) If multiple areas are tied for most armies, the active player decides which is affected.

(C) In addition, the manpower for levy this turn is zero, including the administration ratings of all retainers. No other actions (diplomacy, movement) are allowed this turn.

10.7 Yellow Turban Remnants Uprising

The active player chooses one area controlled by their opponent and rolls one die. Remove enemy armies equal to the result. If the result is a 6, roll the die again and add the two results together. If the second die is also a 6, do not roll again.

10.8 Barbarian Raids

(A) Roll one die and consult the Barbarian Raids Table to determine which areas are attacked by barbarians.

(B) For each indicated area, the active player rolls one die and removes enemy armies in that area equal to the result. If the result is a 6, roll the die again and add the two results together. If the second die is also a 6, do not roll again.

10.9 Assassinate Retainer

(A) The active player chooses one retainer from another warlord, even a free retainer.

(B) The active player rolls one die. On a 1 or 2, the retainer is killed.

11. CHARACTER SPECIAL ABILITIES

Some characters have special abilities, as explained below.

11.1 Cao Cao's "Edict Seeking Talented Individuals"

At the start of Cao Cao's 曹操 Mandate of Heaven phase, if he controls fewer than three free retainers, he rolls one die. On a 1 or 2, Cao Cao pulls one free retainer immediately. Then, roll the die for the Mandate of Heaven normally.

11.2 Liu Bei's "Three Visits"

Zhuge Liang 劉備, a retainer of Liu Bei 劉備, is set aside at the start of the game. Starting on Round 4, if Liu Bei is in Xiangyang 襄陽 at the start of his Mandate of Heaven phase (whether under his control or not), place Zhuge Liang as his retainer. Once Zhuge Liang has appeared, this ability cannot be used again.

11.3 Liu Bei's "Oath of the Peach Garden"

When Liu Bei 劉備 is restored by Family Restoration (10.5), also place Guan Yu 關羽 and Zhang Fei 張飛 in his arena, even if they were previously killed. This ability may be triggered any number of times so long as the conditions are met.

11.4 Sun Ce and Sun Quan's "Three Generations of Sun Wu"

If the Sun Wu 孫吳 kingdom is eliminated, restore Sun Ce 孫策 at the end of Round 2 (only), or restore Sun Quan 孫權 at the end of Round 4 (only) in Jianye 健業. Follow the same procedure as Family Restoration (10.5). When placing Sun Ce/Sun Quan, also place Zhou Yu 周瑜 (even if killed) and 10 armies.

11.5 Zhang Lu "Five Pecks of Rice Taoist Rebellion"

Zhang Lu 張魯 may enact this event at the start of his Mandate of Heaven phase, every time it is his turn. Resolve the Rebellion following the same procedure as Yellow Turbans (10.8).

11.6 Zuo Ci "Wizard"

(A) A warlord who has Zuo Ci 左慈 as his retainer may roll two dice for the Mandate of Heaven and choose which result to use.

(B) The warlord may use Zuo Ci's wizard ability every turn, if activated more than once this round.

(C) Zuo Ci has no other abilities - do not even place his counter on the map.

(D) At the end of the round, return Zuo Ci's counter to the Free Retainer pool.

(E) Zuo Ci cannot die. If he is selected for the Retainer Death event, or his warlord is eliminated, return his counter to the Free Retainer pool.

12. RULES FOR THREE OR FOUR PLAYERS

This game is for two players, but it can be played with three or four players.

12.1 Preparation

The third player is the "Vermilion Bird" faction and the fourth player is the "Black Tortoise" faction. Players will have to prepare their own Main Kingdom and Allied Kingdom markers, and activation chits.

12.2 Kingdom Assignments

Players first decide who will play as Blue Dragon, White Tiger, Vermilion Bird, and Black Tortoise. Then each player chooses their kingdoms.

12.2.1 Assigning Kingdoms in 3-Player Games

Each player chooses their main kingdom and two allied kingdoms from among the original nine kingdoms.

(A) Each player rolls one die; the high roller will choose first, sixth, and seventh.

(B) The player who rolled the second highest chooses second, fifth, and eighth.

(C) The last player chooses third, fourth, and ninth.

Note: This is still a snake draft.

12.2.2 Assigning Kingdoms in 4-Player Games

Each player chooses their main kingdom and one allied kingdom from among the original nine kingdoms.

Players choose kingdoms using the same snake draft method above.

12.2.3 Choosing Kingdoms During the Game

(A) After a kingdom is restored by the Family Restoration event in a 3- or 4-player game, each player rolls a die, and the high roller gains the kingdom as an ally.

(B) A player who has lost their last kingdom and been eliminated from the game may still roll to get control of a restored kingdom in this manner.

12.3 The Traitorous Kingdoms

When an activation chit for the Traitorous kingdoms is drawn in a 3- or 4-player game, it is controlled by

the player to the right of the player who took the last turn.

12.4. All other rules remain unchanged for 3- and 4-player games.

CREDITS

Game Design: Tenjin Roshi (“Master Tianjin”)

Playtesting: Nishikawa Yutaka, Akase Ryo

Production: Simulation Journal Co., Ltd.

English Translation: Scott Muldoon

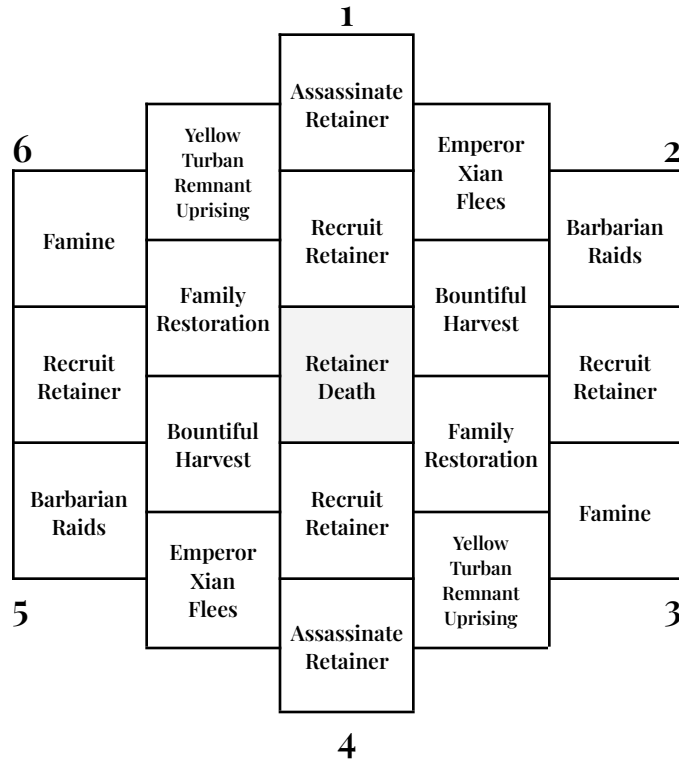
LIST OF AREAS

Liangzhou 涼州 (2) Tianshui 天水 (2)	Anding 安定 (3) Chang'an 長安 (4)	Youzhou 幽州 (2) Bohai 渤海 (3) Jingzhou 井州 (2) Pingyuan 平原 (2) Zheng 鄭 (3) Hedong 河東 (3) Kezhou 克州 (3) Luoyang 洛陽 (4)	Qingzhou 青州 (3) Tuzhou 塗州 (3)
Chengdu 成都 (4)	Hanzhong 漢中 (2) Xiangyang 襄陽 (4) Ba 巴 (3) Wuling 武陵 (2)	Qiao 譙 (3) Nanyang 南陽 (3) Xuchang 許昌 (4) Jiangxia 江夏 (2) Changsha 長沙 (2) Yuzhang 予章 (2)	Shouchun 壽春 (3) Jianye 建業 (4)

KINGDOM DETAILS

Kingdom	Home Area	Levy	Characteristics
Cao Cao 曹操	Kezhou 克州	3	Powerful warlord with diplomacy
Liu Bei 劉備	Pingyuan 平原	2	Good diplomacy, valorous retainers, amazing advisor later
Sun Wu 孫吳	Changsha 長沙	2	Some diplomacy, strong successors, easy expansion
Yuan Shao 袁紹	Bohai 渤海	3	Good diplomacy, safe position
Gongsun Zan 公孫讚	Youzhou 幽州	2	Some diplomacy
Yuan Shu 袁術	Nanyang 南陽	3	A little diplomacy, weaker generals
Liu Biao 劉表	Xiangyang 襄陽	4	A little diplomacy
Liu Zhang 劉璋	Chengdu 成都	4	A little diplomacy, remote position, weak warlord
Ma Teng 馬騰	Liangzhou 涼州	2	Some diplomacy, remote position

MANDATE OF HEAVEN DISPLAY



10.1 Retainer Death

Roll one die on the Retainer Death Table, select one kingdom; player controlling that kingdom chooses one retainer to die. If neutral or Traitor, active player chooses..

10.2 Recruit Retainer

Active kingdom pulls one free retainer at random from the pool. Place in any area with active kingdom's armies.

10.3 Bountiful Harvest

Active kingdom increases their total manpower by 3 this turn.

10.4 Emperor Xian Flees

Controller of Emperor Xian must turn him over to opponent, who places him with any one of his warlords.

10.5 Family Restoration

If a warlord was eliminated on a previous turn (no longer on the map), the active player chooses eliminated warlord and places him, one surviving retainer, and 10 armies in one area. (Exception: Liu Bei, Oath of the Peach Garden, 11.3) Traitorous warlords are eligible to be restored, except for Dong Zhuo.

10.6 Famine

Active player's area with most armies eliminates half (round up). Allied armies are also halved. Total manpower for levy this turn is zero, No other actions (diplomacy, movement) allowed this turn.

10.7 Yellow Turban Remnants Uprising

Active player chooses one enemy area and removes enemy armies equal to one die. If result is 6, roll again and add together.

10.8 Barbarian Raids

Roll one die on the Barbarian Raids Table. In each area, the active player removes enemy armies equal to one die. If result is 6, roll again and add together.

10.9 Assassinate Retainer

Active player chooses one retainer from another warlord, even a free retainer, and rolls one die. On a 1 or 2, retainer is killed

Dragons & Tigers of the Three Kingdoms



SEQUENCE OF PLAY

- ① Mandate of Heaven
- ② Diplomacy
- ③ Levy
- ④ Movement
- ⑤ Combat

ROUND END SEQUENCE

- ① New Warlords Appear
- ② Warlord Succession
- ③ Relocation of Allies
- ④ Changing Main Kingdom

RETAINER DEATH TABLE

1	Cao Cao 曹操
2	Liu Bei 劉備, Liu Biao 劉表, Liu Yan 劉焉
3	Sun Wu 孫吳
4	Yuan Shao 袁紹, Yuan Shu 袁術
5	Gongsun Zan 公孫瓚, Ma Teng 馬騰
6	Dong Zhuo 董卓 (Li Jue 李傕), Zhang Lu 張魯, Lü Bu 呂布

BARBARIAN RAIDS TABLE

1	Youzhou 幽州, Jingzhou 井州
2	Hedong 河東, Chang'an 長安, An Ding 安定
3	Liangzhou 涼州, Tianshui 天水
4	Chengdu 成都, Ba 巴
5	Wuling 武陵, Changsha 長沙
6	Yuzhang 予章, Jianye 健業

ATTRITION TABLE

Strength	Mountain or River	River (Boats)
1-2	none	none
3-5	1	none
6-8	2	1
9-11	3	1
12-14	4	2
15-17	5	2
18-20	6	3
21-25	7	4
26-30	8	5
31-40	9	6
41+	10	7

STRATEGY CONTEST TABLE

1	No losses
2	No losses
3	1 hit per ★ or ◇
4	1 hit per ★ or ◇
5	3 hits per ★ or ◇
6	5 hits per ★ or ◇

LIST OF LEADERS (Player Kingdoms)

Kingdom	Name		Cmd.	Valor	Admin	Dipl.	Loyalty
Cao Cao	曹操	Cao Cao	☆☆☆	2	2	2	✱
Cao Cao	夏侯惇	Xiahou Dun	☆☆	3	0	0	✱
Cao Cao	夏侯淵	Xiahou Yuan	☆☆	3	0	0	✱
Cao Cao	曹仁	Cao Ren	☆☆	2	0	0	✱
Liu Bei	劉備	Liu Bei	☆☆	2	0	2	✱
Liu Bei	關羽	Guan Yu	☆☆	5	0	0	✱
Liu Bei	張飛	Zhang Fei	☆☆	5	0	0	✱
Liu Bei	諸葛亮	Zhuge Liang	★★★	0	4	3	✱
Sun Wu	孫堅	Sun Jian	☆☆	3	0	1	✱
Sun Wu	周瑜	Zhou Yu	★★	0	1	1	✱ B
Sun Wu	孫策	Sun Ce	☆☆	3	0	1	✱
Sun Wu	孫權	Sun Quan	☆	1	1	2	✱
Sun Wu	程普	Cheng Pu	☆☆	2	0	0	4
Sun Wu	黃蓋	Huang Gai	☆☆	2	0	0	5 B
Yuan Shao	袁紹	Yuan Shao	☆☆	1	0	2	✱
Yuan Shao	文醜	Wen Chou	☆☆	3	0	0	3
Yuan Shao	顏良	Yan Liang	☆☆	3	0	0	3
Yuan Shao	張郃	Zhang He	☆☆	3	0	0	2
Gongsun Zan	公孫讚	Gongsun Zan	☆☆	2	0	1	✱
Gongsun Zan	趙雲	Zhao Yun	☆☆	4	0	0	4
Gongsun Zan	嚴綱	Yan Gang	☆	2	0	0	3
Gongsun Zan	公孫越	Gongsun Yue	☆	1	0	1	✱
Yuan Shu	袁術	Yuan Shu	☆☆	1	0	1	✱
Yuan Shu	紀靈	Ji Ling	☆☆	3	0	0	3
Yuan Shu	張勳	Zhang Xun	☆	2	0	0	3
Yuan Shu	雷薄	Lei Bo	☆	2	0	0	3
Liu Biao	劉表	Liu Biao	☆☆	0	0	1	✱
Liu Biao	蔡瑁	Cai Mao	☆☆	2	0	0	2 B
Liu Biao	黃祖	Huang Zu	☆☆	2	0	0	3
Liu Biao	黃忠	Huang Zhong	☆☆	4	0	0	4
Liu Zhang	劉焉	Liu Yan	☆	0	0	2	✱
Liu Zhang	劉璋	Liu Zhang		0	0	1	✱
Liu Zhang	張任	Zhang Ren	☆☆	3	0	0	5
Liu Zhang	嚴顏	Yan Yan	☆☆	2	0	0	3
Liu Zhang	吳懿	Wu Yi	☆☆	2	0	0	3
Ma Teng	馬騰	Ma Teng	☆☆	3	0	1	✱
Ma Teng	馬超	Ma Chao	☆☆	4	0	0	4
Ma Teng	韓遂	Han Sui	☆☆	2	0	1	3
Ma Teng	侯選	Hou Xuan	☆	2	0	0	3

LIST OF LEADERS (Traitorous Kingdoms and Free Retainers)

Kingdom	Name		Cmd.	Valor	Admin	Dipl.	Loyalty
Dong Zhuo	董卓	Dong Zhuo	☆☆	3	0	0	*
Dong Zhuo	呂布	Lü Bu	☆☆	6	0	0	0
Dong Zhuo	華雄	Hua Xiong	☆☆	3	0	0	3
Dong Zhuo	李儒	Li Ru	★	0	0	0	3
Dong Zhuo	李傕	Li Jue	☆	2	0	0	*
Dong Zhuo	郭汜	Guo Si	☆	2	0	0	3
Dong Zhuo	張濟	Zhang Ji	☆	2	0	0	3
Dong Zhuo	樊稠	Fan Chou	☆	2	0	0	3
Zhang Lu	張魯	Zhang Lu	☆	0	0	0	*
Zhang Lu	張衛	Zhang Wei	☆	1	0	0	*
Zhang Lu	閻圃	Yan Pu	★	0	0	0	3
Lü Bu	呂布	Lü Bu	☆☆	6	0	0	*
Lü Bu	張遼	Zhang Liao	☆☆	3	0	0	3
Lü Bu	陳宮	Chen Gong	★	0	0	0	5
Free Retainer	司馬懿	Sima Yi	★★★	0	4	2	3
Free Retainer	龐統	Pang Tong	★★★	0	2	1	4
Free Retainer	陸遜	Lu Xun	★★★	0	2	1	4
Free Retainer	徐庶	Xu Shu	★◇	0	1	0	3
Free Retainer	荀彧	Xun Yu	★	0	1	2	3
Free Retainer	郭嘉	Guo Jia	★◇	0	1	1	4
Free Retainer	魯肅	Lu Su	★	0	1	2	4
Free Retainer	程昱	Cheng Yu	★	0	2	1	4
Free Retainer	賈詡	Jia Xu	★	0	1	2	3
Free Retainer	法正	Fa Zheng	★	0	1	1	2
Free Retainer	太史慈	Taishi Ci	☆☆	3	0	0	3
Free Retainer	呂蒙	Lü Meng	☆☆☆	3	0	0	4
Free Retainer	魏延	Wei Yan	☆☆	3	0	0	2
Free Retainer	甘寧	Gan Ning	☆☆	3	0	0	3 B
Free Retainer	徐晃	Xu Huang	☆☆	3	0	0	4
Free Retainer	左慈	Zuo Ci	Wizard				