

OFFICIAL THREE KINGDOMS REDUX COMPENDIUM

This document contains the complete list of generals and state enhancements in the Three Kingdoms Redux board game.

Each entry in this list contains the card text for each card, and rulings/clarifications regarding any interactions each card has with other cards. New rulings/clarifications will be added when required.

Overarching Principle 1: Benefits due to activation of general and/or state enhancement cards pertaining to the same action spaces are additive and the sequence of activation of benefits is determined by the player, where applicable.

Example 1: Shu takes the “demand tribute action” with Wei Yan, and has previously constructed the Imperial Palace state enhancement.

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).

Imperial Palace – After you take the “demand tribute action”, you receive 1 additional gold and 1 additional rice.

Shu chooses to receive 1 gold and 1 rice when taking the “demand tribute action”. Wei Yan’s skill is activated and Shu receives 1 additional untrained army and 1 weapon of his choice for each border location occupied by Shu (up to a maximum of 2). Shu also receives 1 additional gold and rice due to the activation of Imperial Palace.

Example 2: Wu has previously constructed the Garrison state enhancement. It takes the “win popular support action” with Lu Meng.

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.

Garrison – After you take the “win popular support action”, you may train 1 untrained army.

Wu receives 1 popular support token when taking the “win popular support action”. Lu Meng’s skill is activated and Wu chooses to receive an untrained army. Wu may then activate Garrison to train the untrained army received.

Overarching Principle 2: General skills that refer to an action are only activated when the general takes the action via the corresponding action space.

Example 3: Wei has recruited Dian Wei in a previous round.

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

Wei may only activate Dian Wei’s skill to train 3 untrained armies if Dian Wei wins the bid for the train armies action space and takes the “train armies action”. He may not, for example, train 3 untrained armies via the “hire instructor action”.

WEI GENERALS

Cao Cao

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

- For an action space, if Wei reaches a bid total after another state does so and Cao Cao is part of Wei's bid, then Wei wins that bid instead.

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.

- Cao Ren receives 5 gold or 5 rice, but not a mixture of gold or rice, if he is the 1st general stationed at a particular border.
- Cao Ren receives 3 gold or 3 rice, but not a mixture of gold or rice, if he is the 2nd general stationed at a particular border.
- Cao Ren receives 1 gold or 1 rice if he is the 3rd general stationed at a particular border.

Cao Hong

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

- Cao Hong's skill may be activated even if he is not the general left on the “control Han emperor” action space.

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.

- When Xiahou Dun takes the “produce spears/horses action”, he may receive 1 spear or 1 horse and train 1 untrained army instead.
- When Xiahou Dun takes the “produce crossbows/vessels action”, he may receive 1 crossbow or 1 vessel and train 1 untrained army instead.
- Xiahou Dun's skill may not be activated to train the untrained army received from activation of the Hereditary Army System. The untrained army is received only after Xiahou Dun takes the “produce spears/horses” or “produce crossbows/vessels” action.
- If Xiahou Dun's skill is activated when taking the “produce spears/horses” or “produce crossbows/vessels” actions, he may not activate the Spear Armoury, Stable, Crossbow Armoury or Harbour to receive an additional weapon. Activation of the Spear Armoury, Stable, Crossbow Armoury or Harbour requires production of 2 weapons of the corresponding type.

Xiahou Yuan

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

- Xiahou Yuan's skill may be activated regardless of the number of gold or army units he is assigned with to the “improve tribal relations” action space.

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.

- Yue Jin's skill may not be activated if he does not take the won action after that
- Yue Jin has to win a common bidding action space, i.e. the “battle” and “improve tribal relations” action spaces are excluded, to activate his skill.
- Yue Jin has to win the action space alone, i.e. without another Wei general or an alliance state's general if it is the alliance action space, on the same bid, to activate his skill.
- Yue Jin's skill may be activated if he wins the alliance action space alone, i.e. the alliance partner did not bid and win the alliance action space together with Yue Jin.
- If Yue Jin wins and takes the “demand tribute” action and activates his skill, then Wei may place the gold received from the activation of Yue Jin's skill on Imperial Jade Seal.

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.

- Li Dian's skill may not be activated if he does not take the won action after that.
- Li Dian's skill may be activated only after he wins an action space together with another Wei general. This includes the "battle" action spaces.
- If Li Dian wins and takes the "demand tribute" action and activates his skill, then Wei may place the gold received from the activation of Li Dian's skill on Imperial Jade Seal.

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.

- Xun Yu may activate his skill after looking at the drawn general cards during recruitment.
- Xun Yu's skill may be activated with Imperial Academy (Taixue). The sequence of activation is determined by Wei.

Xun You

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

- Xun You receives 2 rice for all popular support tokens that Wei receives.
- When the tribal relation track for Wei reaches 12, Wei must be able to pay 2 rice from its supply to receive 1 popular support token before collecting 2 rice from the general supply due to the activation of Xun You's skill. The payment of 2 rice occurs before the receipt of 2 rice.
- Wei must be able to pay 2 rice from its supply to activate Imperial Academy (Taixue) and receive 1 popular support token before collecting 2 rice from the general supply due to the activation of Xun You's skill. The payment of 2 rice occurs before the receipt of 2 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.

- Cheng Yu's skill may not be activated if he does not take the "trade rice and/or weapons action" after that.
- Cheng Yu may choose to receive either gold or rice, but not a combination of gold and rice.

Guo Jia

Credence – When Guo Jia takes the "hire instructor action", he does so at no cost.

- Nil.

Liu Ye

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

- Liu Ye's skill may not be activated if he does not take the "construct state enhancement" action after that.
- Liu Ye's skill may not be activated when activating Hao Zhao's skill to construct state enhancements. Liu Ye's skill may be activated only when he takes the "construct state enhancement" action via the "construct state enhancement" action space.

Yu Jin

Forebearance – 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.

- Wei has to decide on the activation of Yu Jin's skill immediately after the alliance action space is selected.
- If Yu Jin's skill is activated, then all 3 states are in the alliance. All 3 states may take the alliance action as long as each state assigns 1 general to the action space.
- Yu Jin does not have to be assigned to the alliance action space upon activation of his skill.
- Activation of Yu Jin's skill does not cause Wei to place any general out of turn. Bidding order remains the same and bidding starts as per normal after activation of his skill is declared.

Dian Wei

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

- Nil.

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 Chu’s skill may not be activated if he does not take the “recruit armies” action before that.
- If Wei did not take the “improve tribal relations” action and activates Xu Chu’s skill in a round, then Wei’s tribal relations level decreases by 1 during activation of Xu Chu’s skill and decreases by 1 during Reduce Tribal Relations Level, i.e. Wei’s tribal relations level decreases by 2 for that round.
- If Wei did not take the “improve tribal relations” action in an even round and activates both Xu Chu’s and Jia Xu’s skills, then Wei’s tribal relations level decreases by 1 for that round.
- If Wei did not take the “improve tribal relations” action in a round and activates both Xu Chu’s and Pang De’s skills, then Wei’s tribal relations level is unchanged for that round.
- If Wei did not take the “improve tribal relations” action in an even round and activates Xu Chu’s, Jia Xu’s and Pang De’s skills, then Pang De’s skill supercedes Jia Xu’s skill and Wei’s tribal relations level is unchanged for that round.

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.

- Xu Huang may be stationed with infantry units to border locations requiring cavalry, archery or naval units.

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.

- Zhang Liao receives 1 untrained army if Wei does not have any untrained armies in its supply during Receive/Activate Benefits.
- Zhang Liao receives 1 weapon of his choice if Wei does not have any weapons in its supply during Receive/Activate Benefits.
- Zhang Liao receives another weapon of the same type if Wei has 1 weapon in its supply during Receive/Activate Benefits.

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.

- Even rounds are rounds 2, 4, 6, 8, 10 and 12.
- If Wei did not take the “improve tribal relations” action and activates Jia Xu’s skill in an even round, then Wei’s tribal relations level remains unchanged during Reduce Tribal Relations Level of that round.
- If Wei did not take the “improve tribal relations” action in an even round where the tribal relations level is already at 12 and activates Jia Xu’s skill, then its tribal relations level is maintained at 12 for that round. In addition, Wei may pay 2 rice to receive 1 popular support.
- If Wei did not take the “improve tribal relations” action in an even round and activates both Jia Xu’s and Xu Chu’s skills, then Wei’s tribal relations level decreases by 1 for that round.
- If Wei did not take the “improve tribal relations” action in an even round and activates both Jia Xu’s and Pang De’s skills, then Pang De’s skill supercedes Jia Xu’s skill and Wei’s tribal relations level increases by 1 level for that round.
- If Wei did not take the “improve tribal relations” action in an even round and activates Jia Xu’s, Xu Chu’s and Pang De’s skills, then Pang De’s skill supercedes Jia Xu’s skill and Wei’s tribal relations level is unchanged for that round.

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.

- The first part of Zhang He’s skill may be activated only once during Receive/Activate Benefits of the round when he is recruited i.e. Wei receives 1 untrained army and 2 horses.

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.

- Nil.

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.

- Yang Xiu may not “collect tax” when taking the “develop farm or harvest” action.
- Yang Xiu may not “harvest” when taking the “develop marketplace or collect tax” 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.

- If Wei did not take the “improve tribal relations” action and activates Pang De’s skill in a round, then Wei’s tribal relations level increases by 1 during activation of Pang De’s skill and does not decrease during Reduce Tribal Relations Level, i.e. the total increase in tribal relations level for that round is 1.
- If Wei activates Pang De’s skill in a round where the tribal relations level is already at 12, then its tribal relations level is maintained at 12 for that round. In addition, Wei may pay 2 rice to receive 1 popular support.
- If Wei did not take the “improve tribal relations” action in an even round and activates both Pang De’s and Jia Xu’s skills, then Pang De’s skill supercedes Jia Xu’s skill and Wei’s tribal relations level increases by 1 level for that round.
- If Wei did not take the “improve tribal relations” action in a round and activates both Pang De’s and Xu Chu’s skills, then Wei’s tribal relations level is unchanged for that round.
- If Wei did not take the “improve tribal relations” action in an even round and activates Pang De’s, Jia Xu’s and Xu Chu’s skills, then Pang De’s skill supercedes Jia Xu’s skill and Wei’s tribal relations level is unchanged for that round.

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.

- Hao Zhao’s skill may only be activated after he is stationed with 1, and only 1, army unit.
- The state enhancements’ pre-requisites still have to be met and costs still have to be paid.
- Liu Ye’s skill may not be activated when activating Hao Zhao’s skill to construct state enhancements. Liu Ye’s skill may be activated only when he takes the “construct state enhancement” action via the “construct state enhancement” action space.

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.

- When Sun Jian's skill is activated, place a +1 bid token together with Sun Jian's general token to denote the increase in combat bid.

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.

- Cheng Pu may construct 0 or 1 state enhancement from each deck.
- The state enhancements' pre-requisites still have to be met and costs still have to be paid.
- Lu Su's skill may not be activated when activating Cheng Pu's skill to construct state enhancements. Lu Su's skill may be activated only when he takes the "construct state enhancement" action via the "construct state enhancement" action space.

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.

- Huang Gai's skill may be activated only after all generals of all players have been assigned or passed.
- Huang Gai may only be moved to an empty common bidding action space.
- Huang Gai may not be moved to any of the "battle" or "improve tribal relations" action spaces.

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.

- Han Dang's skill may be activated up to 2 times, once when he is recruited and once when he is stationed.
- When Han Dang's skill is activated, Wu may place 1 marketplace token, developed marketplace side face up, on its treasury or 1 farm token, developed farm side face up, on its granary.
- The placement of marketplace or farm token on Wu's treasury or granary does not affect Wu's domestic development level.

Sun Ce

Fury – When Sun Ce takes the "recruit armies action", 1 of the armies is recruited trained.

- When Sun Ce's skill is activated, 1 of the recruited armies is trained and the other recruited army is untrained.

Lu Fan

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

- Lu Fan may carry out the trade at any time after he is recruited.
- There is no limit on the amount of gold/rice traded.

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.

- Zhou Yu's skill may be activated up to 2 times, once for the marketplace token and once for the farm token.
- Zhou Yu's skill may be activated just before the payment of popular supports tokens' upkeep.
- The popular support tokens are returned to the general supply.
- The marketplace token is placed on Wu's treasury with the developed marketplace side face up.
- The farm token is placed on Wu's granary with the developed farm side face up.
- The placement of marketplace or farm token on Wu's treasury or granary does not affect Wu's domestic development level.

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.

- Zhang Zhao’s skill may not be activated when playing Office of Minister of Finance (Dasi Nong). Zhang Zhao’s skill may be activated only when he takes the “collect tax” action via the “develop marketplace or collect tax” action space.

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 Hong’s skill may not be activated when playing Square-Pallet Chain Pumps. Zhang Hong’s skill may be activated only when he takes the “harvest” action via the “develop farm or harvest” action space.

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.

- The first part of Jiang Qin’s skill may be activated only once during Receive/Activate Benefits of the round when he is recruited i.e. Wu receives 1 untrained army and 2 vessels.

Zhou Tai

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

- Zhou Tai’s skill may be activated even if he is not the general left on the “control Han emperor” action space.
- Zhou Tai’s skill may not be activated when playing Nine-Rank System (Jiu Pin Zhong Zheng Zhi), because Zhou Tai needs to take the “control Han emperor” action to receive the untrained army.

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.

- Nil.

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.

- Taishi Ci’s skill may be activated only once (and only if he is not assigned for bidding in the Conflict Phase) during Receive/Activate Benefits of the round when he is recruited i.e. Wu receives 1 trained army and 1 weapon.

Sun Quan

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

- Nil.

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.

- If Wu did not take the “improve tribal relations” action and activates Ling Cao’s skill in a round, then Wu’s tribal relations level increases by 1 during Receive/Activate Benefits and does not decrease during Reduce Tribal Relations Level, i.e. the total increase in tribal relations level for that round is 1.
- If Wu activates Ling Cao’s skill in a round where the tribal relations level is already at 12, then its tribal relations level is maintained at 12 for that round. In addition, Wu may pay 2 rice to receive 1 popular support.

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.

- When Ling Tong takes the “improve tribal relations” action with 1 army unit, he receives 1 gold.
- When Ling Tong takes the “improve tribal relations” action with 2 army units, he receives 1 weapon of his choice.
- Ling Tong’s skill may not be activated if he takes the “improve tribal relations” action without army units or with gold.

Lu Su

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

- Lu Su’s skill may not be activated if he constructs a state enhancement that does not include gold or rice in its construction cost.
- Lu Su’s skill may not be activated when activating Cheng Pu’s skill to construct state enhancements. Lu Su’s skill may be activated only when he takes the “construct state enhancement” action via the “construct state enhancement” action space.

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.

- If Zhuge Jin wins the alliance action space but does not take the alliance action, then the first part of Zhuge Jin’s skill may not be activated, i.e. Wu does not receive the 1 rice.
- If Wu is not in the alliance and wins 5 or more action spaces, Wu may choose to take at most 4 actions to activate the second part of Zhuge Jin’s skill, i.e. Wu receives the 2 rice.

Gu Yong

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

- Gu Yong may take only one of the “trade rice” or “trade weapons” actions after taking the “hire instructor and/or import technology” action. The trade is based on the same rates as those stated on the “trade rice and/or trade weapons” action space.
- If Wu activates Gu Yong’s skill and did not take the “trade rice and/or weapons” action via the “trade rice and/or weapons” action space with other generals in the same round, then Wu may still activate Barter Market and Weapon Trading Post during Receive/Activate Benefits of that round.

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.

- When the second part of Lu Meng’s skill is activated, place a +2 bid token together with Lu Meng’s general token to denote the increase in administration bid.

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.

- Lu Xun receives 1 gold or 1 rice if he is the 2nd general stationed at a particular border.
- Lu Xun receives 3 gold or 3 rice, but not a mixture of gold or rice, if he is the 3rd general stationed at a particular border.
- Lu Xun receives 5 gold or 5 rice, but not a mixture of gold or rice, if he is the 4th general stationed at a particular border.
- Lu Xun receives 7 gold or 7 rice, but not a mixture of gold or rice, if he is the 5th general stationed at a particular border.

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.

- Ding Feng receives additional gold only for Wu’s flipped marketplace tokens, i.e. developed marketplace side face up, on Wu’s marketplace development spaces.
- Ding Feng receives additional rice only for Wu’s flipped farm tokens, i.e. developed farm side face up, on Wu’s farm development spaces.
- Ding Feng does not receive additional gold and rice for the marketplace and farm tokens on Wu’s treasury and granary.
- If Ding Feng takes the “demand tribute” action and activates his skill, then Wu may place the gold received from the activation of Ding Feng’s skill on Imperial Jade Seal.

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.

- Gan Ning receives the 2 weapons only if he is the first general stationed at a particular border.



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.

- The popular support token is returned to Shu's hand regardless of whether Liu Bei wins or loses the bid.
- The popular support token is returned to Shu's hand even if Liu Bei is the general left on the "control Han emperor" action space.
- The popular support token is returned to Shu's hand even if Liu Bei is the general stationed at a border location after winning a "battle" action space.
- If Liu Bei bids with a popular support token and wins the action space, but has not taken his action yet, then Shu may not use the popular support token used for bidding with Liu Bei for other purposes.
- If Liu Bei bids with a popular support token, wins and plans to take the "construct state enhancement" action, and the state enhancement's construction cost includes 1 popular support token, then Shu may not use the popular support token used for bidding with Liu Bei to meet that state enhancement's construction cost, because the popular support token is returned to Shu only after Liu Bei has taken his action.
- If Liu Bei bids with a popular support token and has taken his action or has been returned to Shu's hand, then Shu may use the popular support token used for bidding with Liu Bei for other purposes, e.g. meeting state enhancement's construction cost, Dong Yun's skill.

Guan Yu

Reputation – When Guan Yu takes the "recruit armies action", he receives 3 untrained armies instead.

- If Guan Yu wins the "train armies" action space with Zhang Fei, and Zhang Fei "recruits armies" instead of "trains armies", then Guan Yu's skill may not be activated as he did not take the "recruit armies" action via the "recruit armies" action space.

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.

- If Zhang Fei wins the "recruit armies" action space with Guan Yu, and Guan Yu "recruits armies", then Zhang Fei's skill may not be activated to "train armies" as he must take the same action as Guan Yu.

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.

- The first part of Chen Dao's skill may be activated only once during Receive/Activate Benefits of the round when he is recruited i.e. Shu receives 1 untrained army and 2 spears.

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.

- Zhou Cang's skill may be activated even if he is not the general left on the "control Han emperor" action space.

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.

- If Zhao Yun's skill is activated, Shu does not have to pay stationed armies' upkeep nor earn military VPs for Zhao Yun's border location. Military VPs are earned only with stationed army units.

Guan Ping

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

- Guan Ping may only carry out the trading between different weapon types with weapons in Shu's supply. Weapons with armies that are assigned on bids or stationed at border locations may not be traded.

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.

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

Ma Liang

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

- When Ma Liang takes the “improve tribal relations” action without gold or army units, the tribal relations level increases by 1 level.
- When Ma Liang takes the “improve tribal relations” action with 1 gold or 1 army unit, the tribal relations level increases by 2 levels.

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.

- Huang Zhong still bids for “battle” action spaces with up to 2 army units as his Leadership is 2.
- Immediately after Huang Zhong is stationed with archery units to a border location, Shu may add 1 archery unit from its supply to the same border location.
- The upkeep of 1 gold and 1 rice and award of 1 VP per round still applies for the 3rd archery unit.

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).

- Wei Yan receives 1 additional untrained army if Shu is not occupying any border location.
- Wei Yan receives 1 additional untrained army and 1 additional weapon if Shu is occupying 1 border location.
- Wei Yan receives 1 additional untrained army and 2 additional weapons if Shu is occupying 2 or more border locations.
- Training Ground may not be activated to train the additional untrained army received from the activation of Wei Yan’s skill. Training Ground may be activated only when Shu chooses to receive 1 untrained army when taking the “demand tribute” action.

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.

- If Pang Tong wins the alliance action space but does not take the alliance action, then the first part of Pang Tong’s skill may not be activated, i.e. Shu does not receive the first gold.
- If Shu wins 5 or more action spaces but chooses to take less than 5 actions, then the second part of Pang Tong’s skill may not be activated, i.e. Shu does not receive the second gold.

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.

- Liao Hua’s skill may only be activated from round 6 onwards.
- Liao Hua may be assigned with different army types to the “battle” and “improve tribal relations” action spaces.
- When Liao Hua occupies 2 border locations, both border location tokens are removed and placed on Shu’s treasury or granary.
- Although Liao Hua occupies 2 border locations, he still counts as 1 stationed general for Shu for the purpose of determining the game end condition.

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 Wan’s skill may only be activated after taking the “trade rice and/or weapons” action.
- Jiang Wan may “hire instructor”, i.e. pay 1 rice and train up to 2 untrained armies, only after receiving the 1 untrained army.

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.

- Nil

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.

- The first part of Yan Yan’s skill may be activated only once during Receive/Activate Benefits of the round when he is recruited i.e. Shu receives 1 untrained army and 2 crossbows.

Li Yan

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

- The state enhancements’ pre-requisites still have to be met and costs still have to be paid.
- Jiang Wei’s skill may not be activated when activating Li Yan’s skill to construct state enhancements. Jiang Wei’s skill may be activated only when he takes the “construct state enhancement” action via the “construct state enhancement” action space.

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.

- The popular support token is returned to the general supply.
- Dong Yun’s skill may not be activated if he does not take the “trade rice and/or weapons” action after that.

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.

- Shu does not need to pay any popular support tokens’ upkeep if it has 5 or less popular support tokens in its supply.
- Shu still needs to pay for its stationed armies’ upkeep.

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 Chao does not receive 1 horse during Receive/Activate Benefits of the round when he is recruited.
- Shu must have at least 2 horses in its supply, i.e. not stationed at border locations, to activate Ma Chao’s skill during Receive/Activate Benefits of each subsequent round.
- If Shu has less than 2 horses in its supply, the horses remain on Ma Chao’s general card.

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 Dai receives gold for border location tokens on Shu’s treasury and rice for border location tokens on Shu’s granary during Receive/Activate Benefits of each round.
- If Shu has more than 3 border location tokens on its treasury or granary, it must choose 3 of them to receive the gold or rice. Shu’s choice of 3 border location tokens may change from round to round.

Wang Ping

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

- Wang Ping's skill may not be activated for border locations occupied by Shu before his recruitment.
- If Liao Hua is stationed to occupy 2 border locations, then Wang Ping's skill may be activated to receive 2 popular support tokens.

Jiang Wei

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

- Jiang Wei may replace any 1 of the state enhancement's costs, e.g. popular support, weapon, army and rice, with 1 gold.
- Jiang Wei's skill may not be activated when activating Li Yan's skill to construct state enhancements. Jiang Wei's skill may be activated only when he takes the “construct state enhancement” action via the “construct state enhancement” action space.



STATE ENHANCEMENTS – SEPARATION DECK

Rattan Armour

You may train 1 untrained army immediately. At the end of the game, you earn 1 VP for every 2 infantry units you have stationed (maximum 2 VPs).

- Infantry units earning VPs with Rattan Armour also earn VPs with Iron Armour and Siege Ladder.

Iron Armour

You may train 1 untrained army immediately. At the end of the game, you earn 2 VPs if you have stationed the most number of infantry units, or 1 VP if you tie for the most number.

- Infantry units earning VPs with Iron Armour also earn VPs with Rattan Armour and Siege Ladder.

Horse Armour

You may train 1 untrained army immediately. At the end of the game, you earn 1 VP for every 2 cavalry units you have stationed (maximum 2 VPs).

- Cavalry units earning VPs with Horse Armour also earn VPs with Siege Ladder.

Repeating Crossbow

You may train 1 untrained army immediately. At the end of the game, you earn 1 VP for every 2 archery units you have stationed (maximum 2 VPs).

- Archery units earning VPs with Repeating Crossbow also earn VPs with Siege Ladder.

Tower Ship

You may train 1 untrained army immediately. At the end of the game, you earn 1 VP for every 2 naval units you have stationed (maximum 2 VPs).

- Naval units earning VPs with Tower Ship also earn VPs with Siege Ladder.

Mobile Siege Tower

You may remove either 1 military VP from both opponents or 2 military VPs from one opponent immediately after you construct this state enhancement.

- You may activate Mobile Siege Tower only once.
- You must activate Mobile Siege Tower immediately after constructing it.

Catapult

One of your border ties counts as a win. The tied border still counts as a tie for your opponent.

- If both of your borders are ties, only one of them counts as a win at the end of the game.

Watchtower

You earn 1 VP if you occupy at least 2 border locations of a border. This applies to both borders.

- For border locations earning VPs with Watchtower, the army units on these border locations also earn VPs with Rattan Armour, Iron Armour, Horse Armour, Repeating Crossbow, Tower Ship and Siege Ladder, if applicable, at the end of the game.

Siege Ladder

At the end of the game, you earn 1/2 VPs if you have stationed 3/4 army types.

- You earn 1 VP if you stationed 3 different army types.
- You earn 2 VPs if you stationed 4 different army types.
- Army units earning VPs with Siege Ladder also earn VPs with Rattan Armour, Iron Armour, Horse Armour, Repeating Crossbow and Tower Ship, if applicable, at the end of the game.

Battering Ram

When you assign generals to a battle action space, each general's contribution to the bid total is increased by 1.

- When activating Battering Ram, place a +1 bid token together with each general token assigned to a battle action space to denote the increase in bid.

Armistice with Border Tribe

You prevail in the case of a tie (1st or 2nd) during scoring of the civil harmony category.

- If you are joint 1st during scoring of the civil harmony category, you will be individual 1st instead. The opponent(s) who was joint 1st with you will be individual 2nd or joint 2nd, as the case may be, instead.
- If you are joint 2nd during scoring of the civil harmony category, you will be individual 2nd instead. The opponent who was joint 2nd with you will be individual 3rd instead.

City Walls

You earn 1 VP if you are individual 3rd during scoring of the civil harmony category.

- City Walls is activated only if you are individual 3rd.
- If you are joint 2nd with a player who constructed Armistice with Border Tribe, then you may activate City Walls.

Imperial Jade Seal

After you take the “demand tribute action”, you may place 1 of the gold received on this card. At the end of the game, you earn 1 VP for every 2 gold on this card (maximum 2 VPs).

- If Yue Jin wins and takes the “demand tribute” action and activates his skill, then Wei may place the gold received from the activation of Yue Jin's skill on Imperial Jade Seal.
- If Li Dian wins and takes the “demand tribute” action and activates his skill, then Wei may place the gold received from the activation of Li Dian's skill on Imperial Jade Seal.
- If Ding Feng takes the “demand tribute” action and activates his skill, then Wu may place the gold received from the activation of Ding Feng's skill on Imperial Jade Seal.
- If you have also constructed Imperial Palace and take the “demand tribute” action, then you may place the gold received from the activation of Imperial Palace on Imperial Jade Seal.
- Barrack and Training Ground may not be activated with Imperial Jade Seal, because no gold is received when activating Barrack and Training Ground.

Nine-Rank System (Jiu Pin Zhong Zheng Zhi)

If you did not take the “control Han emperor action” this round, gain 1 rank immediately after constructing this state enhancement.

- You may activate Nine-Rank System (Jiu Pin Zhong Zheng Zhi) only once.
- You must activate Nine-Rank System (Jiu Pin Zhong Zheng Zhi) immediately after constructing it.

Puppet Theatre

You prevail in the case of a tie (1st or 2nd) during scoring of the rank category.

- If you are joint 1st during scoring of the rank category, you will be individual 1st instead. The opponent(s) who was joint 1st with you will be individual 2nd or joint 2nd, as the case may be, instead.
- If you are joint 2nd during scoring of the rank category, you will be individual 2nd instead. The opponent who was joint 2nd with you will be individual 3rd instead.

Bronze Sparrow

You earn 1 VP if you are individual 3rd during scoring of the rank category.

- Bronze Sparrow is activated only if you are individual 3rd.
- If you are joint 2nd with a player who constructed Puppet Theatre, then you may activate Bronze Sparrow.

Chinese Abacus

At the end of the game, you earn 2 VPs if only your marketplace development level is 5, or 1 VP if another state's marketplace development level is also 5.

- You also earn the VPs from Capital City or Tax Modification (Hu Tiao) System, if applicable.

Irrigation

At the end of the game, you earn 2 VPs if only your farm development level is 5, or 1 VP if another state's farm development level is also 5.

- You also earn the VPs from Capital City or Tax Modification (Hu Tiao) System, if applicable.

Capital City

You prevail in the case of a tie (1st or 2nd) during scoring of the domestic development category.

- If you are joint 1st during scoring of the domestic development category, you will be individual 1st instead. The opponent(s) who was joint 1st with you will be individual 2nd or joint 2nd, as the case may be, instead.
- If you are joint 2nd during scoring of the domestic development category, you will be individual 2nd instead. The opponent who was joint 2nd with you will be individual 3rd instead.
- You also earn the VPs from Chinese Abacus and Irrigation, if applicable.

Tax Modification (Hu Tiao) System

You earn 1 VP if you are individual 3rd during scoring of the domestic development category.

- Tax Modification (Hu Tiao) System is activated only if you are individual 3rd.
- If you are joint 2nd with a player who constructed Capital City, then you may activate Tax Modification (Hu Tiao) System.
- You also earn the VPs from Chinese Abacus and Irrigation, if applicable.

Pulp Papermaking

At the end of the game, you earn 2 VPs if you have constructed the most number of state enhancements, or 1 VP if you tie for the most number.

- Nil.

STATE ENHANCEMENTS – UNIFICATION DECK

Spear Armoury

After you take the “produce spears/horses action” to produce 2 spears, you receive 1 additional spear.

- You do not receive the additional spear if 1 or 2 horses are produced.
- If Xiahou Dun’s skill is activated when taking the “produce spears/horses” action, he may not activate the Spear Armoury to receive an additional spear. Activation of the Spear Armoury requires production of 2 spears.

Stable

After you take the “produce spears/horses action” to produce 2 horses, you receive 1 additional horse.

- You do not receive the additional horse if 1 or 2 spears are produced.
- If Xiahou Dun’s skill is activated when taking the “produce spears/horses action”, he may not activate the Stable to receive an additional horse. Activation of the Stable requires production of 2 horses.

Crossbow Armoury

After you take the “produce crossbows/vessels action” to produce 2 crossbows, you receive 1 additional crossbow.

- You do not receive the additional crossbow if 1 or 2 vessels are produced.
- If Xiahou Dun’s skill is activated when taking the “produce crossbows/vessels action”, he may not activate the Crossbow Armoury to receive an additional crossbow. Activation of the Crossbow Armoury requires production of 2 crossbows.

Harbour

After you take the “produce crossbows/vessels action” to produce 2 vessels, you receive 1 additional vessel.

- You do not receive the additional vessel if 1 or 2 crossbows are produced.
- If Xiahou Dun’s skill is activated when taking the “produce crossbows/vessels action”, he may not activate the Harbour to receive an additional vessel. Activation of the Harbour requires production of 2 vessels.

Hereditary Army System

After you take the “produce spears/horses action” or “produce crossbows/vessels action”, you receive 1 untrained army.

- Xiahou Dun’s skill may not be activated to train the untrained army received from activation of the Hereditary Army System. The untrained army is received only after Xiahou Dun takes the “produce spears/horses” or “produce crossbows/vessels” action.

Barrack

After you take the “demand tribute action” to receive 1 untrained army, you receive 1 additional untrained army.

- You do not receive the additional untrained army if you choose to receive gold and/or rice.
- If you have also constructed Training Ground and choose to receive 1 untrained army when you take the “demand tribute action”, then you receive 1 untrained army and 1 trained army instead.
- Barrack may not be activated with Imperial Jade Seal, because no gold is received when activating Barrack.

Training Ground

When you take the “demand tribute action” to receive 1 untrained army, you receive 1 trained army instead.

- You do not receive the trained army if you choose to receive gold and/or rice.
- Training Ground may not be activated to train the additional untrained army received from the activation of Wei Yan’s skill. Training Ground may be activated only when Shu chooses to receive 1 untrained army when taking the “demand tribute” action.
- If you have also constructed Barrack and choose to receive 1 untrained army when you take the “demand tribute action”, then you receive 1 untrained army and 1 trained army instead.
- Training Ground may not be activated with Imperial Jade Seal, because no gold is received when activating Training Ground.

Garrison

After you take the “win popular support action”, you may train 1 untrained army.

- Nil

Roadways

Collect 1 marketplace token from the general supply and place it on your treasury.

- Roadways is activated only once, by placing a marketplace token with the developed marketplace side face up on your treasury.
- Your stationed armies’ upkeep is reduced by 1 gold, starting from the next Update and Maintenance.
- The placement of marketplace token on your treasury does not affect your state’s domestic development level.

Wooden Ox

Collect 1 farm token from the general supply and place it on your granary.

- Wooden Ox is activated only once, by placing a farm token with the developed farm side face up on your granary.
- Your stationed armies’ upkeep is reduced by 1 rice, starting from the next Update and Maintenance.
- The placement of farm token on your granary does not affect your state’s domestic development level.

Nine Bestowments

Collect 1 marketplace/farm token from the general supply and place it on your treasury/granary.

- Nine Bestowments is activated only once, by placing a marketplace or farm token with the developed marketplace or developed farm side face up on your treasury or granary.
- Your stationed armies’ upkeep is reduced by 1 gold or 1 rice, depending on your choice of marketplace or farm token when constructing Nine Bestowments, starting from the next Update and Maintenance.
- The placement of marketplace or farm token on your treasury or granary does not affect your state’s domestic development level.

Military Habitation (Tuntian) System

You receive gold and rice equal to the corresponding number of tokens on your treasury and granary immediately after you construct this state enhancement.

- You receive 1 gold for every marketplace token and every border location token on your treasury.
- You receive 1 rice for every farm token and every border location token on your granary.

Imperial Palace

After you take the “demand tribute action”, you receive 1 additional gold and 1 additional rice.

- If you have also constructed Imperial Jade Seal and take the “demand tribute” action, then you may place the gold received from the activation of Imperial Palace on Imperial Jade Seal.

Bronze Coinage

When you take the “trade rice and/or weapons action” or “hire instructor and/or import technology action”, you receive 1 gold before taking either action.

- You may not activate Bronze Coinage if you do not take the “trade rice and/or weapons” action or “hire instructor and/or import technology” action after that.
- The gold received may be used as part of the “trade rice and/or weapons” action.

Heavy Moldboard Plough

When you take the “trade rice and/or weapons action” or “hire instructor and/or import technology action”, you receive 1 rice before taking either action.

- You may not activate Heavy Moldboard Plough if you do not take the “trade rice and/or weapons” action or “hire instructor and/or import technology” action after that.
- The rice received may be used as part of the “trade rice and/or weapons” action.
- The rice received may be used to pay for the “hire instructor” action.

Finery Forge and Ferghana (Dawan) Horse

When you take the “trade rice and/or weapons action”, you receive 1 weapon of your choice before taking the action.

- You may not activate Finery Forge and Ferghana (Dawan) Horse if you do not take the “trade rice and/or weapons” action after that.
- The weapon received may be used as part of the “trade rice and/or weapons” action.

Weapon Trading Post

At the end of each round when you did not take the “trade rice and/or weapons action”, you may trade 1, and only 1, weapon for 2 gold.

- When activating Weapon Trading Post, you may buy 1 weapon of your choice for 2 gold or sell 1 weapon from your supply for 2 gold.
- If Wu activates Gu Yong’s skill and did not take the “trade rice and/or weapons” action via the “trade rice and/or weapons” action space with other generals in the same round, then Wu may still activate Weapon Trading Post during Receive/Activate Benefits of that round.

Barter Market

At the end of each round when you did not take the “trade rice and/or weapons action”, you may trade 1, and only 1, weapon for 2 rice.

- When activating Barter Market, you may buy 1 weapon of your choice for 2 rice, or sell 1 weapon from your supply for 2 rice.
- If Wu activates Gu Yong’s skill and did not take the “trade rice and/or weapons” action via the “trade rice and/or weapons” action space with other generals in the same round, then Wu may still activate Barter Market during Receive/Activate Benefits of that round.

Office of Minister of Finance (Dasi Nong)

“Collect tax” immediately after you construct this state enhancement.

- You may activate Office of Minister of Finance (Dasi Nong) only once.
- You must activate Office of Minister of Finance (Dasi Nong) immediately after constructing it.
- You may construct Office of Minister of Finance (Dasi Nong) even if you do not have any flipped marketplace tokens, i.e. developed marketplace side face up, on your state’s marketplace development space.
- Zhang Zhao’s skill may not be activated when playing Office of Minister of Finance (Dasi Nong). Zhang Zhao’s skill may be activated only when he takes the “collect tax” action via the “develop marketplace or collect tax” action space.

Square-Pallet Chain Pumps

“Harvest” immediately after you construct this state enhancement.

- You may activate Square-Pallet Chain Pumps only once.
- You must activate Square-Pallet Chain Pumps immediately after constructing it.
- You may construct Square-Pallet Chain Pumps even if you do not have any flipped farm tokens, i.e. developed farm side face up, on your state’s farm development space.
- Zhang Hong’s skill may not be activated when playing Square-Pallet Chain Pumps. Zhang Hong’s skill may be activated only when he takes the “harvest” action via the “develop farm or harvest” action space.

Imperial Academy (Taixue)

You may draw 1 additional general card or pay 2 rice to receive 1 popular support token during each recruitment of generals.

- You may activate Imperial Academy (Taixue) after looking at the drawn general cards during recruitment.
- Xun Yu’s skill may be activated with Imperial Academy (Taixue). The sequence of activation is determined by Wei.
- Wei must be able to pay 2 rice from its supply to activate Imperial Academy (Taixue) and receive 1 popular support token before collecting 2 rice from the general supply due to the activation of Xun Yu’s skill. The payment of 2 rice occurs before the receipt of 2 rice.