



Historical Crisis Committee

Junior Model UN 2018

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Dear delegates,

It is my pleasure to welcome you to the Historical Crisis Committee (HCC) at Junior Model United Nations 2018! I am Harshita Bondhi, your HCC director, and I will be serving on your dais with my lovely assistant director, Trisha Beher, and dazzling chair, Sanya Gupta. We've worked hard to prepare this thrilling trip to the past for you. Have you ever felt like your impact in a MUN committee is limited? Or like your position has little power? If your answer is yes, then a crisis committee is for you. Watch your directives have a real impact on a constantly shifting political and military stage to greatly influence the direction of the conflict.

About two thousand years ago, China was torn apart following the collapse of the once prosperous Han dynasty. From the chaos rose three prominent Chinese powers, and the Three Kingdoms period began, eventually becoming one of the most violent in Chinese history, with records showing that more than half of China's population died during it. This legendary power struggle poses one question: what is to be done when three kings all simultaneously claim to be the emperor of the same place? The tale of the kingdoms of Shu, Wu, and Wei is a tragic one, but you all can have the chance to rewrite history in this unique committee.

Crisis committees can vary from other committees in very distinct ways. For example, they have a unique Rules of Procedure and focus on a slightly different set of skills. Thinking on your feet, speaking off the top of your head, negotiating with those that strongly disagree with you, reacting quickly to updates, and being able to devise creative solutions are a few of the things you should be able to do or will learn to do in this committee. I say you should revel in it. Enjoy the freedom, the creativity, and the intensity. Few things are off the table, and crisis committees give room for a wide range of paths to resolve the crisis. Always remember that any action has some risk attached to it, and chance is always a factor. Weigh decisions as you would if you were really in such a position, and keep in mind how other delegates will react to your actions. We expect delegates to have an expert knowledge of the time period, which will assist them greatly in coming up with tactics and directives. Delegates should also be prepared for a committee that moves fast--in a normal committee, zoning out for five minutes isn't a big deal, but in a crisis, you may feel lost or not understand what is happening. You are going to have to talk more often than you would in a regular committee, as there are no resolutions to take up hours of work time. After outlining your plans in your position paper, come into committee focused on how best to achieve the goal of your character. As soon as you enter, get a feeling for the dynamics in the room, and figure out who to align yourself with and how you can use directives to support you while taking down your enemies. I believe in all of you, and I hope you enjoy the uniquely intense and exciting experience of a historical crisis committee. I hope each and every one of you has fun in our committee and returns to crisis again. Good luck!

Best Regards,

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Committee Introduction

The Historical Crisis Committee (HCC) is a specialized committee where delegates are challenged to interpret and mend history, diverging it from its original course. It is a crisis committee, which means it has a different ROP and uses directives to achieve change, which are quicker and more powerful alternatives to resolutions. The goal is to find a path to ending the crisis through a combination of well timed and creative directives, cooperation, and cunning strategy. This committee will help delegates learn about conflicts throughout history, specifically the Three Kingdom's Period. In addition, delegates will be able to use what they have learned in class to form coherent solutions to the situations presented to them. Delegates are expected to look beyond the actual course of history and find original ways to respond to the what has already occurred. However, delegates must stay in character, acting in the best interests of the person they are representing to strategically respond to problems in efforts to achieve their goals. HCC, like all crisis committees, has an unique Rules of Procedure (ROP) and position paper rules separate from those of normal committees, and delegates should check the website for more information on these differences. (juniormodelun.com)

Topic Introduction

The Three Kingdom's Period was an era of conflict between the three major powers in China: the Wei, Shu, and Wu. After the collapse of the powerful Han dynasty, these three kingdoms rose to fill the void, each led by an emperor claiming to rule all of China. This period was one of the most violent in China's history with infighting and conflict between government officials and royals making progress difficult as each kingdom sought to subdue the others. Each kingdom had new forms of technology and war strategy that they used to their advantage when trying to take over more of the nation. With the recent collapse of China's most powerful dynasty, the former kingdom was immersed in brutal conflict as each power aimed to take over all of China by any means possible.

Topic History

Topic History

The Han Dynasty was one of the most powerful in all of Chinese history but many opposed its rule due to the government's growing tolerance of religious freedom. The people grew opposed to the extent of religious freedom the government allowed its people. The great empire began to decline as senior officials and imperial relatives fell subject to infighting, and the power they held was abused by many in the government. A series of youths ascending the throne following the death of Emperor He in 105 CE meant greater reliance upon these imperial relatives and senior officials to govern China, which only spurred unpopularity against the Han Dynasty. In 184, a large rebellion known as the "Yellow Turban Rebellion" resulted in China beginning to splinter off into multiple opposing powers with distinctive leaders and military forces. This led to the start of a long period of instability as the emperor lost command of most of his most trusted strongmen and warlords. For the next six years, the ailing Han government was not able to control its empire and the emperor was soon replaced by Dong Zhuo, Lu Bu, and Cao Cao. Because of the number of natural disasters and constant war that beset China, the peasants believed that China had lost the Mandate of Heaven and needed a new leader.

The warlord Cao Cao brought about the surrender of the Yellow Turbans in 192, and then slowly began the process of killing off or defeating the other men in the area competing for power over the land. This gave him complete control of the southern part of the Northern China Plain by 198. By incorporating hundreds of thousands of Yellow Turbans into his own army and supporting them through military agricultural colonies, he was able to achieve great power and stability. The rest of the Northern China Plain was dominated by Yuan Shao, a warlord with a much larger army. Despite this, supply raids were successful in forcing Yuan Shao's army to retreat. Following Yuan Shao's death and the infighting between his sons, Cao Cao advanced north and won the battle of Ye. By 207, he had completely taken over the Northern China Plain, an area that contained about half of China's population. It was now the state of Cao Wei. More and more men were defeated, and Cao Cao accumulated yet more territory, gaining significant titles under the rule of the puppet Emperor Xian. He became the King of Wei in 217, and upon his death was replaced by his son, Cao Pi.

became the King of Wei in 217, and upon his death was replaced by his son, Cao Pi. He ended up on the imperial throne after the abdication of Emperor Xian, declaring himself the Emperor of Wei in 220.

Liu Bei and Cao Cao had always been respectful of one another as Cao had accepted Bei after Bei and his followers had fled from Lü Bu in 195. Together, they invaded the Xu province and executed Lu Bu and some of his subordinates. As the Han dynasty weakened, Cao became increasingly greedy for power betraying Liu Bei. In 208, Cao tried to unify the empire under his forming kingdom, but Bei's son, Liu Cong surrendered a large fleet in the area. Following this, Bei and Lu Su joined forces defeating Cao in the Battle at Red Cliffs. From 211-214, Bei remained in conflict with the Yi Province ultimately remaining triumphant and capturing Chengdu. As Cao gained control of most of Northern China, Bei used his own strategy and manpower to seize Hanzhong, located in the northern Wu empire, by killing one of Cao's generals in 219. Later the same year, the Shu conducted a surprise attack on the Yu capturing Jiangling. In 221, claiming most of the eastern part of China, Liu Bei declared himself the Emperor of Han which would later be known as Shu-Han. After two years of successful rule, Liu Shan took over the throne after his father's death. Though the Shu lacked the numbers the Wei had, they did have access to fertile land and had many skilled industrialists.

After Cao Pi forced Emperor Xian to abdicate, Sun Quan, a man who had inherited a warlord regime from his brother, agreed to submit to Wei. Cao Pi made him the vassal king of Wu. Liu Bei and Sun Quan had agreed on an alliance between the two territories, but it did not last long. In 222, Liu Bei attempted to invade Wu in the Battle of Xiaoting, but was crushed by Sun Quan's superior army and was forced to retreat. Later that year, Sun Quan declared Wu's independence from Wei. When Liu Shan replaced Liu Bei, he reaffirmed the alliance between Shu and Wu, and both kingdoms agreed to recognize each other's sovereignty.

After a number of battles between couples of the three main kingdoms, boundaries were established officially dividing the former kingdom. With each side having a significant advantage over the other two, warlords fought against each other in hopes of gaining more power and land for their empire. In some cases, emperors tried to mitigate tensions by compromising with each other, but this only delayed outbreaks for a short period of time. An exterior threat was growing beyond the established empires. Barbarians, specifically Southern barbarians were trying to gain power as well with the same motive as the three kingdoms. With a long history of unestablished compromises in regards to land ownership as well as the threat of another large power, tensions grew and war broke out again. Each time leaders tried to compromise with one another, some sort of misconception between them interfered with its success. The Battle of Pacification was one of many battles that occurred in the fight to obtain an advantage against the opposing sides. During this battle, the Shu-Han took their warriors and tried to pacify tensions with the southern barbarians in hopes of gaining their trust for future battles.

Timeline

206 BCE - Rise of the Former Han Dynasty

25 CE - Rise of the Later Han Dynasty

9 CE - Fall of the Former Han Dynasty

184 CE - Yellow Turban Rebellion, a religious rebellion against Han rule/Rise of Wei, Shu, and Wu warlords

208 CE - Battle of Chibi-Battle of Red Cliff, the first struggle for power between the rising kingdoms, Cao Wei, Shu Han, and Eastern Wu. It ultimately resulted in the decimation of most of the North by Cao Cao

209 CE - Battle of Jiangling, an opportunity for the Wu empire to begin its establishment as a growing empire

215 CE to 222 CE - The struggle for control over Nanzhong and other adjacent cities. Some temporary compromise took place

219 CE - Surprise attack on and capture of Jiangling from the Yu warlords

220 CE - Fall of the Han Dynasty/Start of the "Period of Disunity"

220 CE - Rise of the Wei empire with its capital in Luoyang

221 CE - Rise of the Shu Han empire in the Sichuan Province

222 CE - Liu Bei attempts to invade Wu in Battle of Xiaoting

222 CE - Rise of the Wu empire south of the Yangtze River

225 CE - Battle of Pacification in Nanzhong starts

Current Situation

The year is 225 CE and the Kingdom of Shu has just won the War of Pacification in Nanzhong. From Spring to Autumn the fighting wore on, and now, in this bloody September, the southern barbarians have had their rebellions quelled.

For years the Han Dynasty has been the central power for all of China. The powerful empire exemplified a kingdom that was the epitome of power. Upon the collapse of the Han, war has broken out in China as everyone tries to claim power. This is now known as the "Period of Disunity" because everyone is fighting each other rather than fighting together as they once did under Han rule. Amidst the battling, three distinct and violent empires have now arisen: the Wei, the Shu, and the Wu. These bloodthirsty empires are committed to becoming the supreme rulers of all of China, and their emperors are determined to do whatever they can to bring their empire up to the glory the Han once held.

Now, it is up to the administrations of each kingdom to seek an end to the chronic instability of China. Be it through war or grudging peace, there simply must be a resolution to this conflict. The Kingdom of Shu and the Kingdom of Wu still have their newly rebuilt alliance, fueled through a mutual animosity towards Wei. Wu declared its independence from Wei a few years ago, while Shu was forced to recover from a gruesome battle at the hands of Wei.

Each kingdom has three generals, an emperor, an heir, and a secretary. They must work together to make crucial decisions for all the facets of their diverse kingdoms. Loyalty between kingdoms and between officials of the same administration will be tested as new and unforeseen events occur, changing the face of China's crisis. What is more important, the domination of China, or the mitigation of casualties?

Kingdom Descriptions

(Cao) Wei Kingdom:

The Cao Wei Empire was established in 220 CE and was the strongest and largest of all the three kingdoms. Cao Cao established the empire following the fall of the Han Dynasty. As a part of an aristocratic family, he had much exposure to hierarchical power and was in close contact with regional dukes. As the Han Dynasty began to weaken, he built an army composed of the dukes' territories and united it under a northern empire being crowned King of Wei. His son, Cao Pi, later took over the throne and continued to build a larger internal army. With its capital in Loyang and access to the Yellow River basin, the Wei had the benefits of holding the imperial seals, most of the country's wealth, and thirty million of its people.

Shu (Han) Kingdom:

As opposed to the Wei, the Shu Han Kingdom was established in 221 CE after a period of instability. Liu Bei was one of the descendants of the King of Jing in the Han Dynasty era and was supposed to be in line for the throne. However, his father soon passed away and his mother had to reclaim their fortune by making straw mats and sandals. Liu Bei was very strategical and built his army through cooperation and business-like sportsmanship. He relied on the support of dukes like Cao Cao who betrayed him and overtook his land. In the effort to recapture Jingzhou, Liu Bei fought with the Wu army in the Battle of Yiling and, unfortunately, lost. He soon died of illness and his son, Liu Chan, succeeded him. Liu Chan helped the kingdom prosper despite the former ruler's actions and occasional mishaps. He established a system of strict discipline to manage the army, making him a feared leader. Under his rule, the agricultural and handicraft industrial industry flourished giving the Shu the strategic advantage of possessing weapons and support of warlords.

(Eastern) Wu Kingdom:

In 222 CE, the Wu Empire was still forming but was involved in the warring states period nonetheless. In an early struggle against the Wei, neither side won giving the Wu a chance to form their own powers. Sun Quan saw the opportunity to gather his people to form a force equal to that of the Wei and Shu. Though they lacked a strong military leader, his people were composed of strong warriors and were culturally and economically distinct from the others. Being from the southeast, they had access to the Yangtze River, another essential source of transport and access point. With the most water access they were able to take control of many strategically important waterways, an essential part of warfare.

Map:



Position Descriptions

Note: Personal jurisdiction may fluctuate as the committee continues due to circumstance(ex: being kidnapped or dethroned). What a specific individual may or may not do unilaterally is ultimately up to dais discretion. If you would like specific information regarding your position, refer to the bolded and italicized information.

Wei Empire:

Cao Pi -- Emperor of Wei during the Three Kingdoms period. Ambitious son of warlord Cao Cao, who expanded the Wei Dynasty to encompass the entire northern part of China.
Personal jurisdiction: Signs off on directives concerning domestic and foreign affairs. ***Must sign off on all political and military changes for Wei, unless officials that facilitate these actions go rogue. Can sign off on other centralized responsibilities, like executions, rewards to citizens, and public statements.***

Cao Rui -- Son of Cao Pi, crown prince of Wei. Strong militarist and strategist but often spent excessive amounts of his wealth on construction projects.
Personal jurisdiction: May propose and implement policy/military action for Wei. ***Becomes emperor if Cao Pi is assassinated.***

Chen Qun -- After Cao Pi took over rule of Wei from his father, Cao Cao, Chen Qun was appointed a Master of Writing, and later promoted to take higher positions among the Masters of Writing. He proposed the nine-rank civil service nomination system.
Personal jurisdiction: ***Can change factors relating to government personnel and structure, such as the hiring/firing of general employees, barrier of entry into the government, and allocation of security for officials. Can also issue public statements, propaganda, and messages to other kingdoms.***

Sima Yi -- Military general and government official, regent of the Wei Kingdom. Recognized for his skillful defence of the Wei against invasions from other kingdoms
Personal jurisdiction: Currently ***has control of 5,000 troops, and is authorized to deploy them anywhere. Can modify regulations, training, recruitment, and similar factors relating to these troops.***

Gongsun Gong -- A minor Wei warlord who often advised that other warlords be punished by death after the Cao Cao victory. He was a ruthless killer; however, his impatience and weakness prevented him from showing as much potential on the battlefield. Is the General of Chariots and Cavalry.
Personal jurisdiction: ***Authorizes deployment of the Wei cavalry, a force of 10,000 troops. Can modify regulations, training, recruitment, and similar factors relating to the Wei Cavalry.***

Meng Da-- Defected from Shu years ago, and now works as a Wei general and the Administrator of Xincheng. Some say he secretly yearns to defect back to Shu. The emperor has tasked him with defending the southwestern border.
Personal jurisdiction: ***Can control what happens in the province of Xincheng, and has control over 2,000 troops that can only be deployed within Wei. Can modify regulations, training, recruitment, and similar factors relating to these troops.***

Shu Empire:

Liu Shan -- The final ruler of the Shu-Han Dynasty. Though he was emperor, he did not care for the governmental power of the empire which led to the Shu's untimely demise through economic instability and an attack from the Wei.
Personal jurisdiction: Signs off on directives concerning domestic and foreign affairs. ***Must sign off on all political and military changes for Shu, unless officials that facilitate these actions go rogue. Can sign off on other centralized responsibilities, like executions, rewards to citizens, and public statements.***

Zhuge Liang -- Serves as the imperial chancellor of Shu. He was known as an exceptional scholar and strategist by all and he used this intelligence to establish the base for the powerful Shu Empire.
 Personal jurisdiction: Liu Shan, having no heir, currently has Zhuge Liang named as regent in case of his death. **If Liu Shan dies, Zhuge Liang essentially becomes emperor.** Can pass directives concerning other officials, internal systems, and some emperor powers. May propose and implement policy/military action for Shu.

Meng Guang -- Serves as the colonel of the Garrison Cavalry. He was well educated and knowledgeable, often helping the emperor by finding legal documents or historical records.
 Personal jurisdiction: **Controls all 10,000 troops of the Garrison Cavalry.** Can modify regulations, training, recruitment, and similar factors relating to these troops.

Li Hui -- Serves as an assistant general to the Shu State under chancellor Zhuge Liang. Originally, he lied to Liu Bei and falsely reported rebellions against the state. When reported to the emperor, Liu believed that there was no way Hui could betray him and promoted him to aide-de-camp.
 Personal jurisdiction: **Controls 2,000 troops that may only be deployed within Shu.** Can modify regulations, training, recruitment, and similar factors relating to these troops.

Deng Zhi -- Currently employed by Liu Shan as a Master of Writing.
 Personal jurisdiction: **Can change factors relating to government personnel and structure**, such as the hiring/firing of general employees, barrier of entry into the government, and allocation of security for officials. **Can also issue public statements, propaganda, and messages to other kingdoms.**

Xiang Chong -- Serves as Commandant to the Central Army. He was well liked by Liu Bei for his great military talents before Liu Shan took over as emperor, leading to his fast promotion through governmental ranks.
 Personal jurisdiction: **Controls 5,000 troops that may be deployed anywhere.** Can modify regulations, training, recruitment, and similar factors relating to these troops.

Wu Empire:

Sun Quan -- Emperor of Da of the Wu Empire. He inherited the warlord regime from his brother and declared an independent Wu Empire. Unlike the other empires, he made sure the Wu were more based on the separation of politics and ideologies.
 Personal jurisdiction: Signs off on directives concerning domestic and foreign affairs. **Must sign off on all political and military changes for Wu**, unless officials that facilitate these actions go rogue. Can sign off on other centralized responsibilities, like executions, rewards to citizens, and public statements.

Sun Deng -- Crowned Prince of Wu, son of Sun Quan. Next in line for the Wu throne. He was known for his great intelligence, virtue, and respect for filial piety to his parents.
 Personal jurisdiction: May propose and implement policy/military action for Wu. **Becomes emperor if Sun Quan is assassinated.**

Hu Zong -- Served as the secretary to the Kingdom of Wu. He often helped the emperor by planning strategic moves to help lead the Wu Empire to success.
 Personal jurisdiction: **Can change factors relating to government personnel and structure**, such as the hiring/firing of general employees, barrier of entry into the government, and allocation of security for officials. **Can also issue public statements, propaganda, and messages to other kingdoms.**

Zhu Huan -- Served as the General who Uplifts Military Might. Though he was an essential military general, he did not receive any important responsibilities until after the Battle of Jiangling. Since then, Zhu Huan successfully quelled a few rebellions and took charge of defences.
 Personal jurisdiction: **Controls 5,000 troops that may be deployed anywhere.** Can modify regulations, training, recruitment, and similar factors relating to these troops.

Quan Cong -- Served as the general who Pacifies the South. He was always known for his generosity towards those suffering from famine and poverty and was outspoken on state affairs.
 Personal jurisdiction: **Controls 2,000 troops that may only be deployed within Wu.** Can modify regulations, training, recruitment, and similar factors relating to these troops.

Zhang Zhao -- Served as the general who Pacifies Distant Lands.

Personal jurisdiction: **Controls all 10,000 troops of the Garrison Cavalry.** Can modify regulations, training, recruitment, and similar factors relating to these troops.

Guiding Questions

1. What resources does your kingdom have that will help you succeed? Which resources do you lack?
2. What does your character's personal history say about their own goals?
3. Is there any way your territory's geography can play to your advantage during the conflict?
4. What does your bloc hope to achieve from this conflict? What do you hope to achieve?
5. What kind of compromise could prevent a war between the three kingdoms?
6. What technological advances would be helpful to improving your kingdom's chances of success? By what means can you obtain these advances?

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