It is 1822 and this is Southern China; Kowloon province

You are EIC agent Captain Jonathan Richmond RN ret,

In the years following the Napoleonic wars Europe is at peace. However certain European states have sought to still restrict the imports of the world’s greatest traders, the English. One example of this is the massive tariffs levied by the Tsars of Russia on beers. This has lead in turn to expansion of trade in India and China. I’m sure you are aware of the new popular drink in India, India Pale Ale. In addition you have been a vital cog in the development of the Opium trade in Southern China.

All this is about to end. Recent uprest in the countryside has been exploited by the local governor in an effort to rid him of the exotic produce of India, and also to restrict the local Christian Missionary movement. You have decided it is best to make for the Portuguese settlement at Macao.

Previously…

You were able to break out to Fort Amethyst, mainly due to the role of Major Dundee paving the way over in Chinese blood. You are now travelling into Hei-Wei and the mouth of the Jin-Yang River. At the mouth of the river there is a set of coastal fortifications you will need to storm from land or sea in order to make a safe passage out to sea. If you try to run the forts it is assumed that you will run afoul of the assorted minefields and river obstacles. The trading sloop Amethyst has had to be scuttled as it was damaged beyond repair. However you feel you have the advantage of surprise now to meet a RN expedition to rescue you. You have been told to head towards the “red rocket signal”.

Victory Conditions part two; The race to the Sea

1/ Escape off table to the sea. Sort of obvious really.

2/ Critically one of the trains carries a chest of what you claim is vital company documents. Only you know that The Inn of the Black Swan has been in part a cover operating in very illegal ruby and amethyst trading. If this is found the local governor can have you all executed. It is also literally worth a king’s ransom. You will be asked to identify which train this is with and will not be able to transfer it during the race to the sea.

Special rules

1/ The Imperial Road to Hei-Wei is a metalled road. Baggage can move up to 12” on this important road only.

Army break points

-1 On command rolls for every 12 bases lost. Note losing baggage counts as treble points. You’re not supposed to lose these after all. Note losses include the relief forces commanded by another player.

Forces available

You ; Captain Jonathan Richmond (The RN Commander is the overall C-in-C so rolls initiative)

Captain Bernard Skinner; HEIC 2nd Bengal Native Infantry Charismatic

Detachment Royal Marines (Elite, British, excellent shots, smooth bore muskets, 6/-/2)

1st Detachment Madras Grenadiers (Elite, British drilled Sepoys, good shots, SBm , 6/4/2)

2nd Detatchment Madras Grenadiers (Elite, British drilled Sepoys, good shots, SBm , 6/4/2)

HEIC Employees Infantry (Conscript, British, SBm, SBm , 8/6/4)\*

\*A collection of clerks, shopkeepers etc pressed into uniforms and given muskets – god help us!

1 sections of Madras artillery (Trained, good shots, foot artillery) \*\*

\*\* This is in effect two guns per section. So damage will reduce the troop to one gun.

2 baggage trains moving at regular foot artillery speed. No shooting and -3 on combat.

Major Elias Dundee; OC commanding; Ex HM 25th foot

Detachment Skinners Horse (Elite, British, Lancers; 6/-/2)

1st Bengal Native Infantry (Trained, British drilled Sepoys, good shots, SBm , 6/4/2)

2nd Bengal Native Infantry (Trained, British drilled Sepoys, good shots, SBm , 6/4/2)

1st foot troop (Trained, good shots, light foot artillery)

2nd foot troop (Trained, good shots, light foot artillery)