It is May 1822 and this is Southern China; Kowloon province

You are Imperial Governor Admiral Loo-Fah, Holder of the Majestic Order of the Jade Dragon

In the years following the great conflicts in Europe the Europeans have tried to press their goods onto the heavenly kingdom. This has caused great unrest especially in the south of China. As a result you have been sent by the Emperor to investigate the situation and potentially arrange re-education of local officials, specifically the notoriously corrupt Chow Fat Yin.

The situation is one of uproar and sedition through the countryside. Chow Fat Yin has stirred up the peasants to kill all foreign devils. As a result you need to ensure

1/ The foreigners are expelled from the Celestial Kingdom. Killing them is one option.

2/ The uprising against authority is quelled by ensuring as few of the rebels remain once the foreigners are gone.

You have arrived at the port of Hei-Wei with your fleet and a banner of elite imperial Tartar guards. Much to your satisfaction you have found that General Yang has organised a formidable defence of the port and city. His troops while willing to die for the Emperor are also equally impressed by his beheading any cowards!

Victory Conditions part two; Escape to the Sea

1/ Destroy the foreign force who are marching toward the sea

2/ Defend the coastline from enemy invaders.

3/ If possible ensure that 60 bases of peasants are lost in combat.

4/ Capture the foreign baggage. Your spies have alerted to you a chest full of emeralds.

Army Morale for Bannermen

-1 on command roles for every 12 Imperial infantry or cavalry bases

Forces available

C in C; Admiral Loo-Fah ; +1 on initiative rolls

General Yang, charismatic general to Bannermen, “inspiring” + 2 in combat if attached to garrison

*Imperial Bannermen* –regular infantry armed with best weapons in China

**Native drilled sepoys, regular status, other trained smoothbore muskets 8/6/5**

*Imperial Tartar Bannermen*- regular cavalry. Cream of guard cavalry

**Armoured Heavy Cavalry, conscript, armed with cavalry firearms 6/4/3**

Imperial mobile artillery

Jingal type artillery. **Treat as regular foot cavalry for movement. Shots as light other artillery with maximum range of 12”**

Fiendish Native Rockets

**Move as Irregular Artillery. Fires as light artillery but with siege artillery range. Subject to random drift (D6; 1 or 2, move target to closest friendly unit within 12”; 3 or 4, continue with shooting as normal; 5 or 6 move target to random enemy unit within 12” of target) Natural 1 immolates rocket team**

Major Fort garrisons +2 cover from seaward, +1 from land

2 x Fort siege grand batteries – cannot move of pivot

Fires as grand battery of siege artillery for 6 turns or until a 1 is rolled (gunpowder was often sold off on black market) +1 if shooting against ships but not boats – that’s why they are there

2 x garrison **Irregular Elite/rabble 8/7/6 (Elite inside forts, rabble outside)**

Outlying fort garrisons +1 cover

2 x heavy guns in fixed positions **other heavy artillery**

**2 x garrison; Irregular Elite/rabble 8/7/6 (Elite inside forts, rabble outside)**