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

You are local Governor Chow Fat Yin,

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 told the central government has despatched an official Admiral Loo Fah to investigate the situation and potentially arrange re-examination of local officials. As this normally involves being sent alone to the Amur region or the end of the world this is to be avoided.

You have been able to stir up resentment against the foreigners. This is simple as they are so strange in appearance with their white and black skins. Some villagers consider them to be animals in clothing. Indeed the thought has crossed your mind when you see their sepoys with facial piercings and jewels.

Although not a natural warrior you have seen fit to hire a northern Warlord San-Kollun-Son to command the local garrison. The task is to expel or kill the foreigners starting with the Christian mission at the Inn of the Black Swans. This is an ironic name the villagers use to describe the women who say nothing and dress in black like black swans.

You will try and destroy the foreign devils before Admiral Loo Fah arrives

Victory Conditions part one; The race to Fort Amethyst

1/ Destroy the enemy troops and civilians stationed at the Inn of the Black Swans.

2/ Capture the enemy fort on the river. This will be hard as it is heavily garrisoned. But China has many braves.

3/ Ideally you will be seen to command (join) a unit in combat which wins. You will receive victory points

Army Morale

*-1 on command roles for every 20 bases. It high but I expect you to have many casualties*

Forces available

C in C; You ; +1 on command rolls

The Black Swan party;

Governor Chow Fat Yin -1 Command; Charismatic when rolling for non-cavalry units

Deputy Governors

Northern Warlord San-Kollun-Son - Can only command Yung-ying (Brave regulars), Tigermen or cavalry. He is respected as a military leader but is hated by civilans as a cruel Mongolian

Troops

Yung-ying, skirmishers, tigerman and cavalry can move and fight in line, supported line and masse.

Levies and mobs move and fight as if in masse or road column.

Yung-ying infantry with matchlocks, crossbows, bows etc. Irregular **conscript 8/7/5**

Imperial levies with halberds etc. **Irregular conscripts 12/10/7 no shooting.**

Village mobs with knives, clubs, parasols etc.**Irregular rabble 12/10/7 no shooting**

Skirmishers with jezails etc., **Irregular average "regular" skirmishers 6/5/4 Will use the skirmish factor for shooting.**

Tigermen **Irregular average “regular” skirmishers 6/5/3 Fanatics – must charge opposing infantry if possible**

Cavalry mixture of Manchu and Bannermen**Regular conscript light cavalry 6/5/4**