It is 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.

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 seepoys 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.

Previously you failed to stop the foreign traders escaping from the trading post at Fort Amethyst

You will try and destroy the foreign devils before they escape to the coast.

Victory Conditions part 2 Chasing down the devils

1/ Destroy the enemy troops and their civilians

2/ Avoid too many casualties. You fond the problem this creates

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 initiative (note you may defer to the Imperial Commander Admiral Loo Fah

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**

**Artillery -Jingals**

**Treat as light infantry for movement. Fires as other light artillery but maximum range of 12”**

**Junks – There are two Junks at Hei-Wei. There are treated as if moving artillery batteries. They can move upstream 4” per move or at sea. They can move 8”downstream. However they still have to roll to move as Irregular troops. Armed with one heavy other artillery gun which fires to either flank at. The junk can take 3 hits before it sinks.**