

« 55 minutes at Peking »

Chinese forces:

- 5 Boxers units (6 stands each)
- 3 Imperial Infantry units, totalizing 10 stands

International forces:

At the Legations Quarter: 8 infantry stands

Relief force: 40 infantry stands, distributed as follows:

- 2 British (Sikh) units
- 2 American units
- 1 French unit
- 2 Russian units
- 3 Japanese units



Deployment

Chinese player deploys first, anywhere in sectors identified by grey buildings.

International player then deploys; stands defending the Legations Quarter may be distributed to the player's liking in the corresponding sectors identified on the map by red buildings.

Relief units are deployed in the first row of sectors of the east side (left to right: British, American, French, and Japanese), except the two Russian units which are deployed in the second row (see Russian flags on the map).

Any Built up Area sector is considered as "cover". The lake is treated as "rough" terrain.

Special rule: walls

Sectors containing a wall section are treated as "rough" terrain/cover, and cut the LoS. Thus, fighting is not allowed when entering a "wall" sector, and a unit cannot perform a "travel march" when leaving a "wall" sector. Furthermore, any unit must pass a Reactivity test and must have occupied an adjacent sector since previous turn before entering a "wall" sector.

Victory Conditions

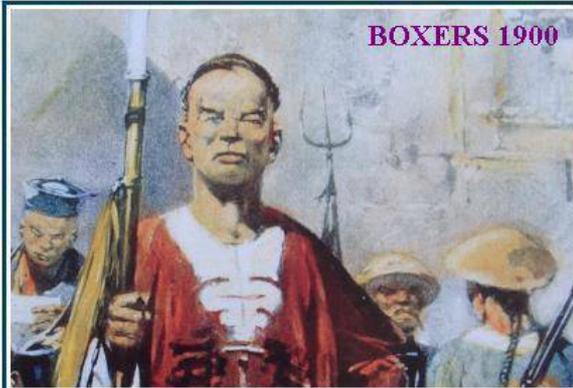
Chinese player wins if he succeeds in killing all the defenders of the Legations Quarter before their rescue.

Quick Reference Cards



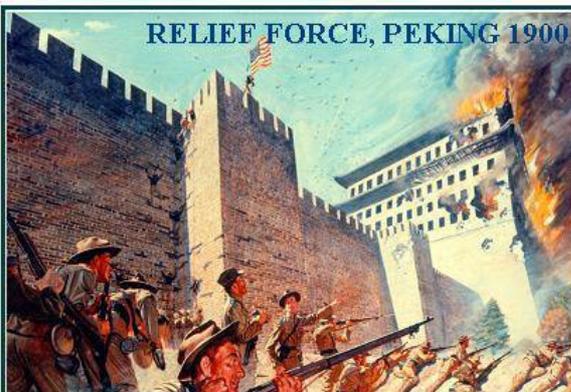
INTERNATIONAL FORCE, PEKING 1900

Doctrine: Close Order
Reactivity Level: Trained (3)
Travel March: 2 UD
Firing: "C" Class Unit
To Hit Number (not moving/moving):
 * 4/2 (close range, 1 UD)
 * 3 (medium range, 2 UD)
 * 1 (long range, 3 UD)
Assault Classification: Regulars (1/2/3)



BOXERS 1900

Doctrine: Close Order (tribesmen)
Reactivity Level: Poor (2)
Travel March: 3 UD
Firing: "F" Class Unit
To Hit Number:
 * 2 (close range, 1 UD)
 * 1 (medium range, 2 UD)
 * 1 (long range, 3 UD)
Assault Classification: Militia (1/2)
Special: Bold/Dashing



RELIEF FORCE, PEKING 1900

Doctrine: Close Order
Reactivity Level: Trained (3)
Travel March: 2 UD
Firing: "A" Class Unit
To Hit Number (not moving/moving):
 * 5/3 (close range, 1 UD)
 * 4/2 (medium range, 2 UD)
 * 3/1 (long range, 3 UD)
 * 2 (extreme range, 4 UD)
Assault Classification: Regulars (1/2/3)



CHINESE IMPERIAL ARMY 1900

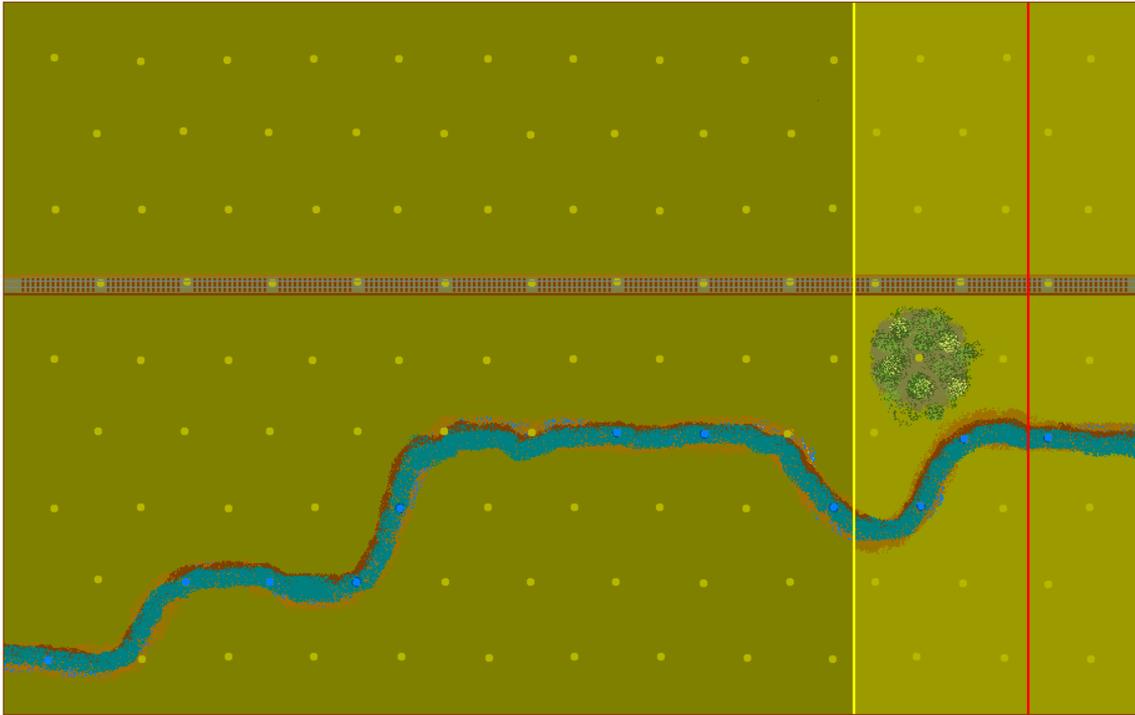
Doctrine: Close Order
Reactivity Level: Low (2)
Travel March: 2 UD
Firing: "B" Class Unit
To Hit Number (not moving/moving):
 * 5/3 (close range, 1 UD)
 * 4/1 (medium range, 2 UD)
 * 2 (long range, 3 UD)
 * 1 (extreme range, 4 UD)
Assault Classification: Regulars (1/2/3)

« Pei-Tsang » (solo game)

The player commands an international relief force of 32 infantry stands distributed in 8 units.

Example: 2 Japanese units, 2 Russians, 2 American, 1 French, and 1 British.

The relief force units are deployed in the first edge row sectors of the East side.



Terrain

A river and a railroad run across the battlefield, as shown on the map. Sectors crossed by the river are treated as “rough” terrain, and those crossed by the railroad are “open”.

Only the first three rows of sectors of the east side and those crossed by the river and the railroad are considered as “known” sectors; the others have to be discovered step by step.

Each time a unit is moved, player rolls 1d6 for each sector within a 2 UD radius of the unit:

- 1; open, no enemy troops,
- 2; open, possible enemy troops,
- 3; open and possible enemy troops on the southern bank of the railroad, or swamp (rough terrain) and no enemy troops on the northern side,
- 4; dense vegetation (rough/cover; cuts the LoS), no enemy troops,
- 5; swamp, no enemy troops,
- 6; village (cover), possible enemy troops.

It is suggested that discovered sectors may be identified with green tokens, and unidentified ones with red tokens.

If a newly discovered sector possibly contains an enemy unit, the player must roll to determine its number of stands:

- **1d6 - 3** stands of Imperial regular troops in an “open” sector,
- **1d8 - 2** stands of Boxers in a village.

Each time a new enemy unit appears, an appropriate token is added in the bowl.

Imperial regular units are considered *entrenched*.

Note: LoS is cut if crossing an undiscovered sector, and units cannot recoil nor perform an evade movement toward an undiscovered sector.

Chinese units' activation

When a Chinese token is picked from the bowl, the corresponding activated unit is selected randomly, firstly among those having one or several possible opponents in sight within 3 UD. Roll 1d6; the unit is successfully activated if 1/2/3/4 is rolled. If the Chinese army already sustained 8 casualties or more, its BS drops to 1/2/3, or even 1/2 if casualties have reached 16 stands or more.

- If successfully activated, a Boxers unit must assault its nearest opponent. If an assault cannot be performed, the unit may fire. If several possible opponents are within range, the targeted one is chosen randomly.
- If successfully activated, a Regular imperial unit must fire on its nearest opponent. If several possible opponents are within range, the targeted one is chosen randomly.

A Chinese unit performs no action if unsuccessfully activated, or if successfully activated but without any opponent within 3 UD.

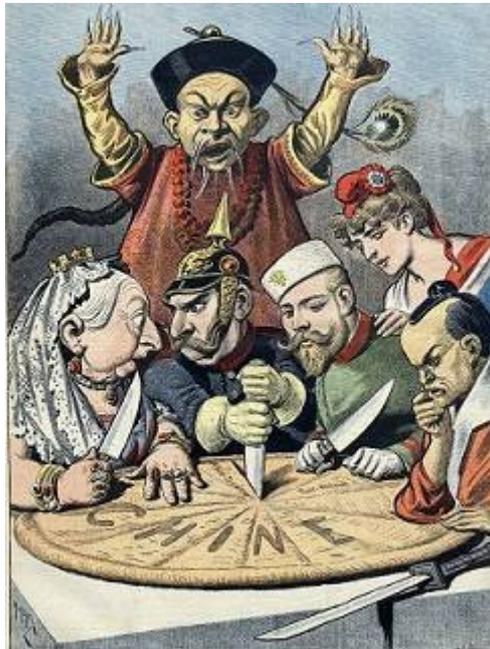
Visibility

The “visibility” rules apply normally, but:

- If the targeted unit didn't move since the beginning of the game, deduct 1 UD to the visibility range only if that unit didn't fire too.
- Boxers units don't benefit from the “smokeless powder” rule.

Victory conditions

The player has to exit his whole force by the West side of the table, without having suffered more than 8 casualties. If he discovered all the sectors in the process, then it is a resounding victory!



<http://regles.wargames.monsite-orange.fr>