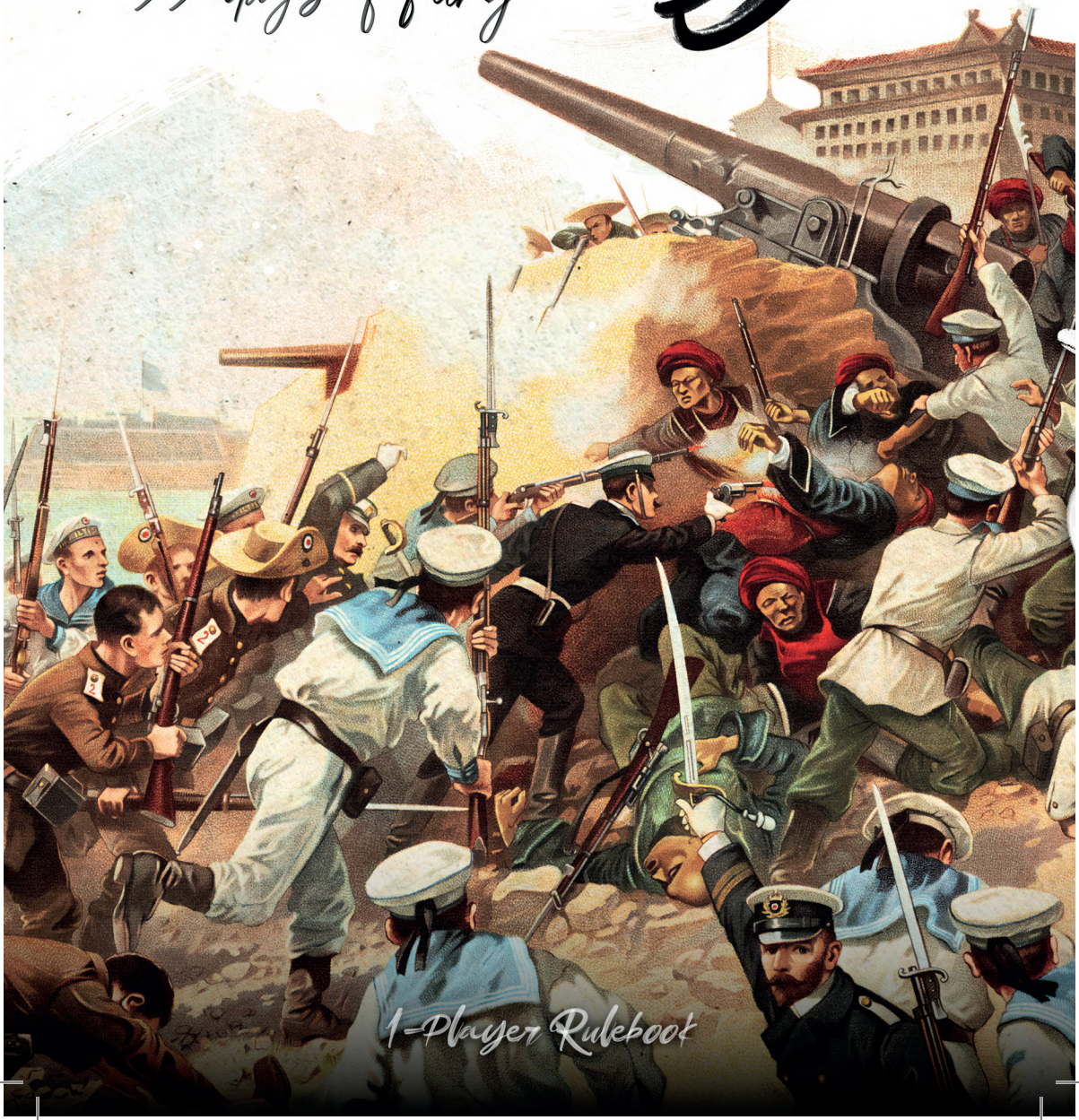
Peking

55 days of fury

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1-Player Rulebook

Solitaire Mode

To play in solitaire mode, you need to be familiar with the rules for the two-player mode.

In solitaire mode you command the International side. To win, you must score more victory points than the Chinese side.

> ***Play note:*** *When these solitaire mode rules refer to the second person, they are referring to the International side. For example: "choose one of the cards from your hand..." means you should choose a card from the International hand.*

1. Victory Conditions and Scoring

Victory conditions and scoring work the same as in the two-player mode.

2. Components

2.1. Boxer Cards

The Solitaire mode uses 18 Boxer cards. These cards determine the actions of the Chinese side during the game.



1. **Initiative:** A numerical value used for resolving the Initiative phase.
2. **Zones and Combat Strength:** Indicates the additional Combat Strength to be added to each Zone.
3. **Events Phase:** Indicates the actions the Chinese side performs during this Phase, and in which Zones.
4. **Action Phase:** Indicates the actions the Chinese side performs during this Phase, and in which Zones.
5. **Fog of War:** Indicates how the Chinese side resolves the Fog of War sub-phase of the Command Phase.
6. **Card Number:** For identification purposes only, it has no effect on the game.

2.2. Solitaire Mode Markers

	Zone markers: Used to identify each of the four Zones. In solitaire mode, the Zones are not numbered 1 to 4 but are named Spades, Hearts, Clubs, and Diamonds.
	Bonus Combat Strength markers: Used to add additional Combat Strength to the Chinese side in the Zones.
	Fog of War markers: Used to resolve Chinese Fog of War. There are several types of Fog of War events (see page 11 for a detailed explanation of each Fog of War event).

2.3. Other Components

1. Black Cloth Bag: To randomly select enemy Fog of War markers.
2. Player Aid Sheet: With a summary of the solitaire game mode rules.

3. Game Setup

The game setup is the same as the two-player mode, with the following exceptions:

1. Relief Map: Take a Chinese MU with a Combat Factor of 1 from the red Bag and place it on space #3 (Tientsin).
2. Chinese Boxer card deck: Create and shuffle a deck with the 18 Boxer cards. Leave the deck next to the board so the cards are at hand.
3. Fog of War markers: Place the Fog of War markers into the black bag.
4. Zones: The four Zone markers are randomly placed face-up, one in each Zone of the map. The Zones are then known as the Spades, Hearts, Clubs, and Diamonds Zones
    - In the Maintenance phase of Turn 3, the Zone markers are removed and placed randomly again, remaining that way for the rest of the game.
5. Siege Lines: Place two Intact Siege Line markers in the Spades Zone of the map.
6. Chinese MU: Deploy randomly during setup by drawing units from the red bag.

Design note: *The Chinese side does not use Commitment or Detachments in the Solitaire mode.*

4. Boxer Cards and Chinese Actions

Boxer cards determine the actions of the Chinese side. Each card is divided into two halves: an upper half with the actions the Chinese side will perform during the Events Phase, and a lower half with the actions for the Action Phase.

Each action is represented by an icon located in a row (corresponding to the type of action) and a column (the Zone where the action will be executed).

Possible actions and their corresponding icons are listed below:

Symbol	Row	Instructions
	Reinforcements	Place an AU marker in the identified Zone. If there is already an AU marker there, this action has no effect.
	Reinforcements	Reinforce all empty Chinese Posts in the identified Zone. To do this, randomly draw a Chinese MU from the red Bag.
	Surveillance	Place a Surveillance marker in the identified Zone. If there is already a Surveillance marker there, this action has no effect.
	Supplies / Morale	Increase Chinese Morale by one level. Morale increases by one level for each of these icons in the 'Supplies / Morale' row. The Zone where this icon is located is irrelevant. If Chinese Morale is at its maximum level, this action has no effect.
	Supplies / Morale	Increase Chinese Supply by one level. Supply increases by one level for each of these icons in the 'Supplies / Morale' row. The column where this icon is located is irrelevant. If Chinese Supply is already at its maximum level, this action has no effect.
	Attack	The Chinese side initiates an Artillery Fire in the identified Zone. If there is no AU marker in that Zone, this action has no effect.

	Attack	The Chinese side initiates an Engagement in the identified Zone. This only happens if the Chinese side has a Net Combat Strength Bonus in that Zone or a chance to gain one by using Surveillance marker in that zone. If there are no Chinese MU in that Zone, this action has no effect. If there are no International MU in the Zone but there are Chinese MU, the Chinese side will initiate a Raid. If the Barricade in that Zone is already Destroyed, this action has no effect.
	Attack	The Chinese side initiates a Raid in the identified Zone. This only happens if the Chinese side has a Net Combat Strength Bonus in that Zone or a chance to gain one by using Surveillance marker in that zone. If this is not the case, or there are no Chinese MU in that Zone, this action has no effect. If the Barricade in that Zone is already Destroyed but there are International MU there, and the Chinese side has a Net Combat Strength Bonus in that Zone or a chance to gain one by using Surveillance marker in that zone, the Chinese side initiates an Engagement instead. If this is not the case, this action has no effect.
	Repair	The Chinese side Repairs a Siege Line in the identified Zone. Chinese MU are not required to meet the Manpower Factor requirement. If there is no Damaged Siege Line marker in that Zone, this action has no effect. If a Repair action occurs, Chinese Supply is reduced by one level. If the Chinese Supply level is at zero, this action has no effect.
	Build	The Chinese side Lays a Siege Line in the identified Zone. Chinese MU are not required to meet the Manpower Factor requirement. If a Lay Siege Line action occurs, Chinese Supply is reduced by one level. If the Chinese Supply level is at zero, this action has no effect. If there is no empty space to place a Siege Line marker in the Zone, the Chinese side will attempt to Repair a Damaged Siege Line (see above). If there is no Damaged Siege Line, this action has no effect.

5. Game Sequence

5.1. Initiative Phase 1

First, choose one card from your hand for its Initiative value. Then, draw a card from the Boxer card deck and check its Initiative value. As in the two-player game, the side with the highest value becomes the Initiative side, and in the case of a tie, the side that had the Initiative on the previous turn keeps it, with ties going to the Chinese side on Turn 1.

The drawn Boxer card may have a Fog of War icon next to the Initiative value. In that case, if you lose the Initiative, you must draw a Fog of War marker at random from the bag and immediately resolve the event shown on it (see the Fog of War marker glossary on page 11). Set aside the Fog of War marker (do not return it to the bag) once its effect is applied.

After the Initiative side is determined, the Boxer Card is discarded.

5.2. Initial Engagement Phase 2

Draw a card from the Boxer deck and check the Zones and additional Combat Strength section. Place the additional Combat Strength markers indicated in the relevant Zones.

The additional Combat Strength markers—which do not exist in the two-player mode—give the Chinese side an extra advantage when calculating the Net Combat Strength Bonus in that Zone for the rest of the Turn. Once these markers are placed, recalculate the Net Combat Strength Bonus of each Zone.

The Initiative side then performs their Initial Engagement in their chosen Zone.

If the International side is the Initiative side, play this Phase as per the two-player mode.

If the Chinese side is the Initiative side, it selects the Zone where it has the greatest Net Combat Strength Bonus. In case of a tie, it selects the Zone with a Surveillance marker. If two or more Zones are still equally favorable, then refer to the Boxer Card and check which Zone has a red circle marked next to it. Starting with this Zone, go clockwise until you reach one of the above tied Zones: this is the Zone the Chinese side selects to Engage. If it does not have a Net Combat Strength Bonus in any Zone, it selects the Zone where it has the highest Combat Strength total. Use the same criteria as with the Net Combat Strength Bonus to select a Zone if two or more Zones are still equally favorable.

After both sides have selected the Zone for their Engagement marker, resolve the Engagement, the same as in the two-player mode.

5.3. Events Phase 3

As in the two-player mode, the Initiative side goes first.

For the International side, you resolve the Phase in the same way as in the two-player mode.

For the Chinese side's go, you draw a Boxer card and resolve the top half of the card, resolving each of the six rows in turn based on the Zone in the column and the icon in the row for that Zone (see the table on p.4-5 for the icon explanation), until they are all resolved.

Design note: *While there may seem to be a lot of actions to resolve per card, the reality is that it is unlikely the Chinese side will be able to perform all of them.*



Example: *During the Event Phase, the Chinese side begins by checking the first row: Reinforcements. Start with the Spades column: as a tick icon is present, any empty Post in that Zone is filled with a Chinese MU drawn from the bag. It then proceeds to the next (Hearts) column and repeats this process, until all columns in the row have been actioned. It then moves to the next row: Surveillance. As the first column (Spades), has no icon, it takes no action. In the second column (Hearts), there is a Surveillance icon, so a Chinese Surveillance marker is placed in that Zone (note: if a Chinese Surveillance marker was already in that zone, it would skip to the next column).*

The third row is Supply/Morale, which does not depend on specific Zones. The Chinese side counts the number of Supply and Morale icons in this section of the card and raises its Supply / Morale level by the corresponding amount..

The fourth action row is Attack. Again, the Chinese side applies the effect column by column from left to right. There may be up to three types of icons: Engagement, Artillery, or Raid. The Chinese side applies each of these actions if possible; otherwise, it skips them.

The fifth row is Repair. Where the Repair icon is displayed in a column, the Chinese side Repairs one Siege Line in that Zone, provided the Supply cost can be met. If all Siege Lines are Intact in that Zone, no action is taken.

The sixth and final row is to Lay Siege Line. Where there is a Siege Line space available space in the Zone, the Chinese side Lays Siege Line in that Zone, provided the supply cost can be met.

5.4. Maintenance Phase

The International side resolves this Phase the same way as in the two-player mode. The Chinese side ignores this Phase (including rolling for the movement of the Relief Expedition – that only now happens via the International side taking the Special Action to move the Expedition marker).

5.5. Action Phase 4

As in the two-player mode, the Initiative side goes first.

For the International side, you resolve the Phase the same as in the two-player mode,

For the Chinese side's go, you draw a Boxer Card and resolve the bottom half of the card, resolving each of the six rows in turn based on the Zone in the column and the icon in the row for that Zone (see the table on p.4 for the icon explanation), until they are all resolved. (Refer to the Example in 5.3 - the Action Phase is resolved following the same process as the Event Phase).

Exception: *The International special action Advance Relief Expedition requires 1 AP rather than 2 when played in solitaire mode.*

5.6. Command Phase 5

Scoring and Victory Check

This is the same as in the two-player mode.

Fog of War

As in the two-player mode, the Initiative side goes first.

For the International side, you resolve the Phase the same as in the two-player mode, except for when you decide to give a Fog of War card to the Chinese side. In that case, draw Fog of War markers from the black bag, executing their effect as you draw them, until you have drawn a number of markers equal to the number of Action Points on the drawn card. Then, remove that card from the game.

Then select a Common card from spaces A and B, or draw a card from the Common card deck. Then, add the new card it to your discard pile (as in the two-player mode).

For the Chinese side, draw a Boxer card and refer to the bottom edge of the card: it will feature either an A, B or International Fog of War icon, or a combination thereof. Apply the following effects:

1. **If A and/or B:** Remove the A and/or the B Common Card from space A or B on the board. If there is no card in that space (i.e. it has already been drawn by the International side), there is no further effect.
2. **If International Fog of War icon:** The International side receives an International Fog of War Card (blue). Draw one of these cards from the Chinese Fog of War deck and add it to your discard pile.

Reinforcements

As in the two-player mode, the Initiative side goes first.

For the International side, you resolve the Phase in the same way as in the two-player mode.

For the Chinese side, randomly draw MU from the red Bag and place them in empty Posts.

Clean-up

Resolve as per the two-player mode, with the exception that the Chinese side does not draw cards.

End of Turn 3

At the end of Turn 3:

1. Return the Boxer cards that have been discarded to the Boxer deck and shuffle it.
2. Remove the Zone markers from the map (Spades, Hearts, Clubs, and Diamonds) and randomly re-assign them. They will remain that way for the rest of the game.

6. Solitaire Mode Specifics

The following clarifies some important concepts for interpreting the actions of the Chinese side.

6.1. Chinese Combat Modifiers

In each attack or defense, if the Chinese side has enough Morale, it will use a Morale level to modify a die roll with the following priorities:

Engagement

1. Add +1 to a die roll to get a 6 (causing a KIA result).
2. Add +1 to a die roll to get a 5 (causing a Wounded result).
3. Re-roll a die.

Raid

1. Add +1 to a die to get a Success (modified roll of 5 or 6).
2. Re-roll a die to try to get a Success (modified roll of 5 or 6).
3. If the Chinese side is Raiding, add +1 to a roll of '1' to avoid a Wounded result.

Artillery Fire

1. Add +1 to a die to try to get a Success (modified roll of 5 or 6).
2. Re-roll a die to try to get a Success (modified roll of 5 or 6).

Surveillance markers

The Chinese side will always use a Surveillance marker in a Zone where there is an Engagement or Raid action taken by either side if doing so may give it an advantage – either by rolling more dice or reducing the number of dice the enemy rolls – in the combat.

Play note: *This will be the case in most situations. The only time when a Surveillance marker would not give a potential advantage would be if the Chinese side already has +3 Net Combat Strength Bonus, or the International side had a total Combat Strength on the Zone of 5+ (in which case the max +2 from the Surveillance marker has no positive effect, as the max New Combat Strength Bonus is +3).*

Fire markers

A Fire marker is only placed by a Fog of War marker in solitaire mode, and only ever affects the International side.

6.2. Chinese Attacks

During the Events and Action Phases, when an icon on the Boxer Card indicates that the Chinese side must perform an attack in a Zone, that attack will only be carried out if the situation is favorable to it.

For the situation to be favorable to the Chinese side, it must have a Net Combat Strength Bonus in that Zone or a chance to gain one by using Surveillance marker in that zone.

6.3. Relief Map

The Relief Map works the same as in the two-player game, with one exception: the Chinese side cannot move an MU to the map as a Movement action.

This means that, until the end of Turn 3, it only has the MU with a Combat Factor of 1 that is placed at setup on the Relief Map. At the end of Turn 3 this Chinese MU, if it has not already been returned to the Bag following a combat, is returned to the Bag. A Chinese MU with a Combat Factor of 2, is then placed as Tientsin (space #3) (draw from the bag until you find an MU with a Combat Factor of 2 and return the rest to the bag).

6.4 Commitment and Detachments

The Chinese side does not use Commitment or Detachments in the Solitaire mode.

7. Fog of War Marker Glossary

This is an explanation of the effect of each of the Fog of War markers in the black bag.

After resolving a Fog of War marker, set it aside (do not return it to the bag until the Return marker is drawn, see below).

	All Fog of War markers have the same back.
	**Lay Siege Line:** In a clockwise direction, starting from the Spades Zone, place an Intact Siege Line marker in the first free Siege Line space you find.
	**Diplomacy Check:** Randomly flip one Diplomacy marker (in the Diplomacy Area of the International section) from its Parchment side to its Tension side. There is no effect if all the Diplomacy markers are already flipped to their Tension side. The Diplomacy spaces on the map are numbered 1–2, 3–4, and 5–6 so they can be selected randomly by rolling a die.
	**Fog of War:** Take a card from the Chinese Fog of War card (from the deck in the International Status section) and place it in your discard pile.
	**Damage to Defenses:** One Barricade is rotated once towards Severely Damaged (1). If it is already at Severely Damaged, flip the marker to its Destroyed side. To determine which Barricade is affected, begin with the Zone shown on the marker and go clockwise by Zones until you reach a Barricade that is not Destroyed, then apply the effect.
	**Loss of Morale:** If possible, reduce International Morale by one level.
	**Loss of Supplies:** If possible, reduce International Supply by one level.
	**Wounded:** Send an International MU of your choice from the International Detachment area to the Infirmary. If there are no International MU in the Detachment area, take a random one from the International Bag.
	**Fire:** If there are Fire markers available in the reserve (off the map), take one and place it on its blue side in the Spades Zone. If there is already a Fire marker in this Zone, continue checking Zones clockwise until you reach a Zone that does not have a Fire marker in it, and place it there.
	**Return:** When you draw this marker, return all the discarded Fog of War markers back into the bag. If you still have Fog of War markers to draw after refilling the bag, continue drawing and resolving them.

Play note: *All Fog of War markers are discarded (kept to one side) once their effect is applied. They are only returned to the bag when the Return marker is drawn.*

8. Difficulty Levels

Hard:

- Draw a 2 Combat Strength Chinese MU for Tientsin during setup instead of a 1 Combat Strength MU; after Turn 3, place a 3 Combat Strength MU instead of a 2 Combat Strength MU, if possible.
- Zones with two intact Siege Lines give the Chinese side an extra defense die (max 5).
- Chinese Surveillance rolls always get +1 DRM.

Extreme (apply the Hard rules above plus the following):

- Draw one extra Fog of War marker in the Command Phase.
- The Chinese side ignores the Supply/Morale track and always has morale and supply needed for Attacks and Siege Line repairs/builds.

