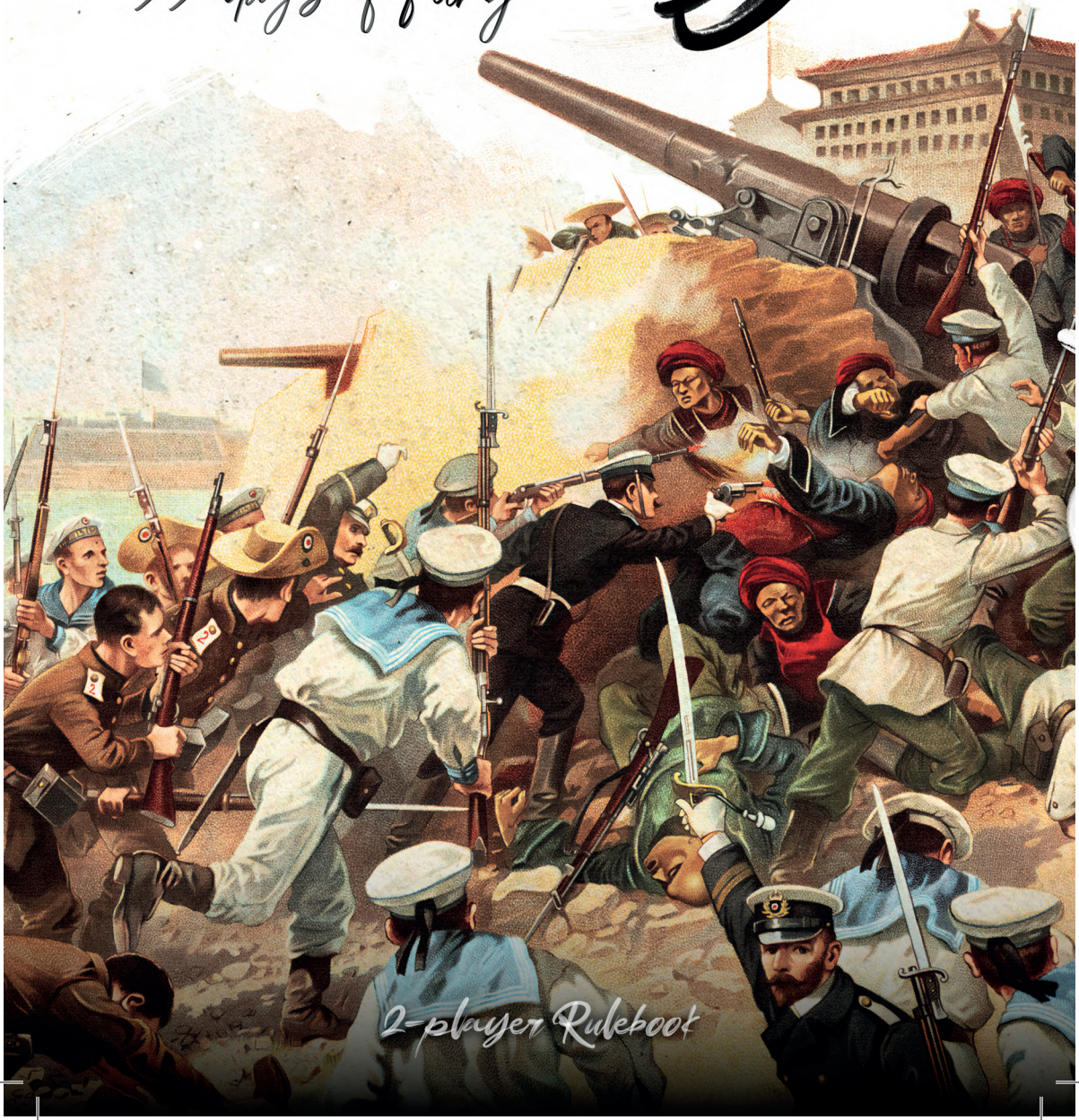
Peking

José Manuel Nera

55 days of fury



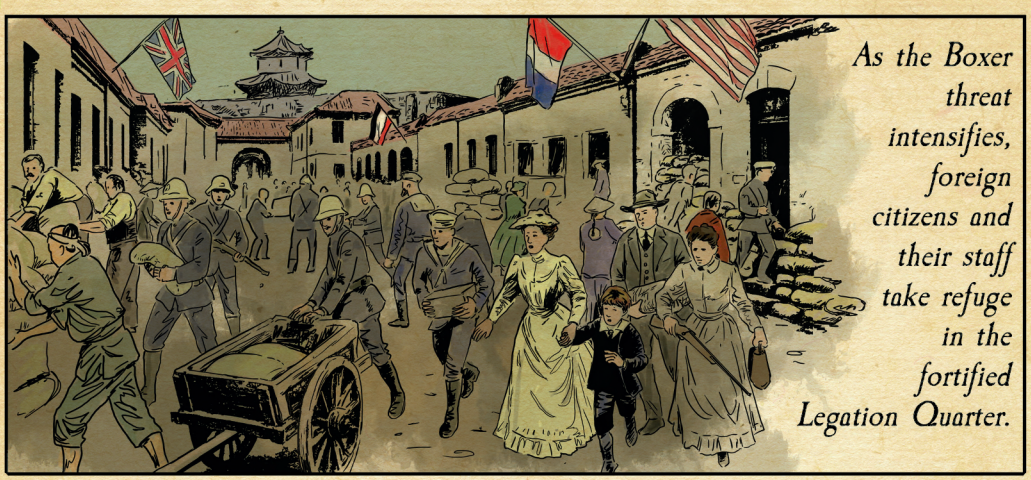
2-player Ruleboot


Peking, 1899. An ancient capital. Centuries of tradition contrast with a rapidly advancing modern world and an influx of Westerners.


Beyond the city walls, the Society of Righteous and Harmonious Fists, known as the Boxers, gains strenght, fueled by anti-foreign fervor.

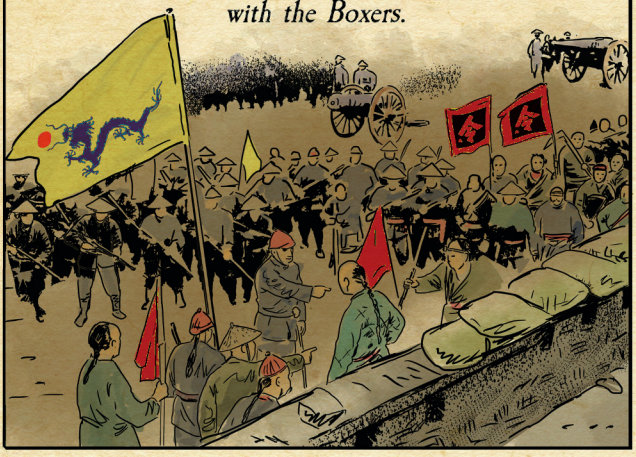

The violence escalates. Missionaries and Chinese converts become primary targets. They are attacked across the countryside.


The Imperial Court, divided but resentful of foreign demands, begins to see the Boxers as a potential tool.



As the Boxer threat intensifies, foreign citizens and their staff take refuge in the fortified Legation Quarter.

The Empress Dowager publicly declares war on the foreign powers, and Imperial troops join forces with the Boxers.



June 20, 1900. The German Minister, Baron von Ketteler, leaves the Legation Quarter for a crucial diplomatic meeting.





On his way, he is ambushed and murdered by an Imperial soldier — a direct act of war against the foreign powers.

With the assassination, all pretense of peace is abandoned. The siege of Peking has officially begun.



Glossary

AP: Action Point. Gained for cards and used to take Actions.

AU: Artillery Unit. Placed in an Artillery Position on the Map.

Bag: Each side has a bag referred to as the 'Bag', where a supply of available MU is kept.

Barricade: Protects the International side. It is always present on the map. Can be Intact, Damaged, Severely Damaged, or Destroyed.

KIA: Killed in action.

Net Combat Strength: The difference between the Combat Strength of both sides in a Zone after all Combat Strength modifiers are applied. The side with a positive Net Combat Strength rolls additional dice in an Engagement or Raid.

Map: The International Legations Complex section of the board. Comprises four Zones.

MU: Military Unit. Placed in a Post, Detachment, the Bag, the Infirmary (International side only), or the Relief Map (Chinese side only).

Relief Map: The side map tracking the progress of the Relief Expedition marker to Peking.

Siege Line: Protects the Chinese side. It is placed on the map during the game. It is placed on its Intact side, but can be Damaged or Destroyed by International Raids.

VP: Victory Point.

Zone: One of the four zones on the Map (1 to 4)

1. Introduction

Peking: 55 Days of Fury is a one-to-two-player game. It is the first volume in the Breach Point series. In the two-player game covered by this rulebook, each player takes control of one of the opposing sides (the Eight-Nation Alliance, or the Qing Army and Boxers) to recreate the siege of the International Legations in Peking that took place between June 20, 1900, and August 14, 1900 (1 month and 25 days).

The Eight-Nation Alliance, made up of Japan, Russia, the United Kingdom (Great Britain, Ireland, and the British Raj), France, the United States, the German Empire, Italy, and the Austro-Hungarian Empire, with the support of the Netherlands, Belgium, Spain, and Christian Chinese refugees, managed to withstand a 55-day siege carried out by the Qing Army and the Boxers.

In this rulebook the Eight-Nation group will be identified as the International side (blue), and the Qing Army and the Boxers as the Chinese side (red).

The game also has a solitaire mode, the rules for which are in the 1-player rulebook.

2. Victory Conditions

To win a game of *Peking: 55 Days of Fury* you must get more victory points (VPs) than your opponent. Each side has different ways of doing this:

International Side

- For each Chinese MU KIA: +1 VP.
- For each Chinese AU Sabotaged: +1 VP.
- For each Barricade Intact at the end of the game: +1 VP.
- -1 VP if one or two Diplomacy markers show their Tension side at the end of the game, or -2 VPs if all three markers show their Tension side.

Chinese Side

- For each International MU KIA: +1 VP.
- For each Destroyed Barricade: +1 VP.
- For every two (rounded down) Intact Siege Lines at the end of the game: +1 VP.
- If the Relief Expedition marker is held in a +1/+2 VP space on the Relief Map at the end of Turn 3, and again at the end of Turn 6, the Chinese side scores that many VPs (it can be scored twice). If the marker is on a –1/-2 VP space, the Chinese sides loses that many VPs at the end of Turn 3 and Turn 6.

Automatic Victory

The game can end automatically in the following cases:

- If any side scores 30 VPs, they are immediately declared the winner.
- If at the end of any Turn a side has a 15 VP advantage or more over their opponent, they are declared the winner.

3. Components

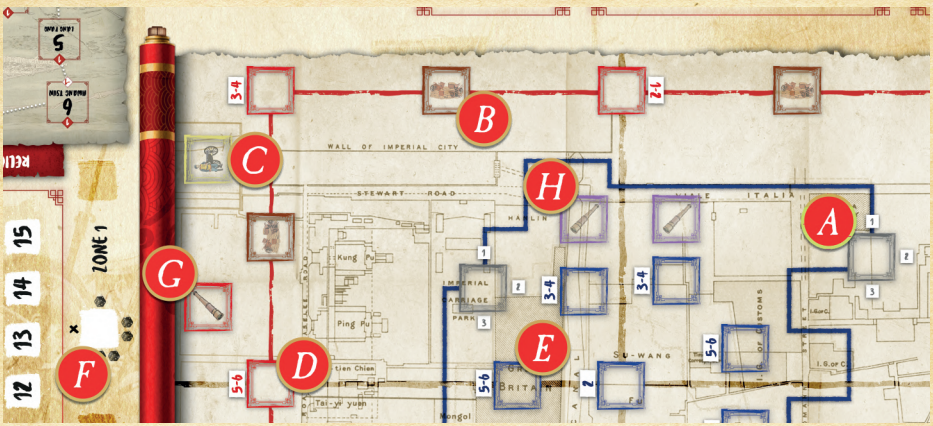
Peking: 55 Days of Fury contains the following components (includes components only used in the solitaire mode):

- 1 Mounted Map
- 70 Cards
- 180 Markers
- 10 Six-sided Dice
- 3 Cloth Bags
- 5 Player Aids
- 1 2-player Rulebook
- 1 1-player Rulebook

3.1. Mounted Map

The Mounted Map (board) has a central section representing the International Legation Complex, a Chinese Status section, an International Status section, and a Game Status section.

International Legation Complex: The International Legation Complex is the main game area. It represents the buildings and fortifications where the foreign defenders resisted the siege, and the perimeter from which the Chinese harassed them. It is split into four map zones (Zones), representing different parts of the complex. Each Zone contains several spaces.



Spaces:

A Space can be a Barricade (gray - International side only), Siege Line (brown - Chinese side only), Artillery Position (yellow – Chinese side only) or a Post. A Post can be Chinese (red) or International (blue)**. Only one marker can be placed in each Space.**

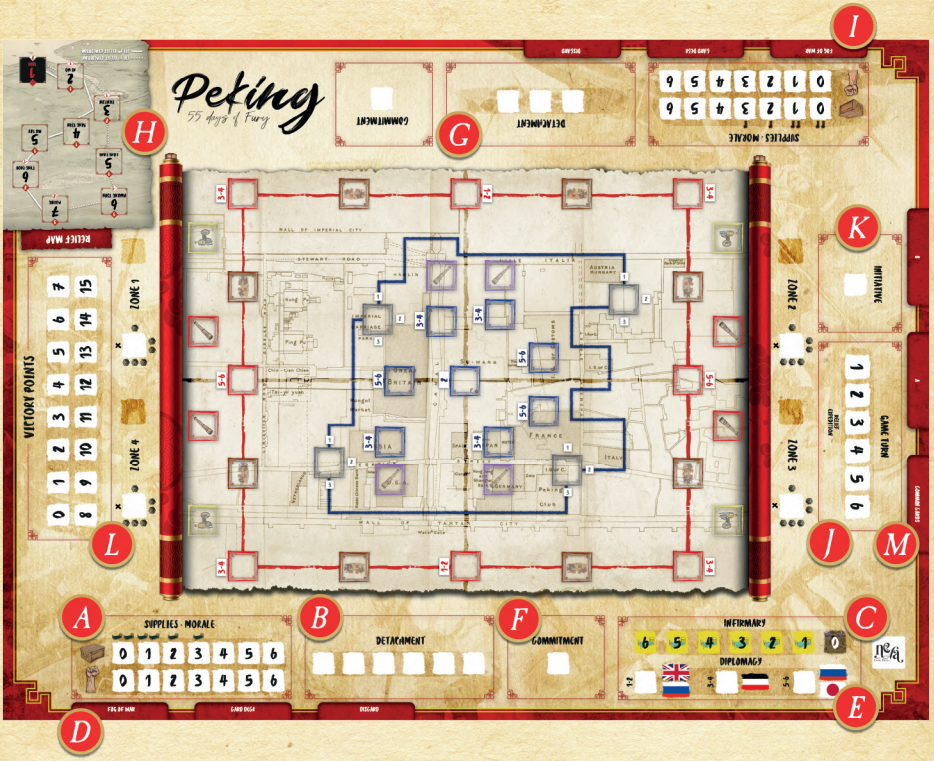
- **Barricades (A):** In each Zone, there is one space for an international Barricade (four in total). A Barricade marker is placed to show the status of the Barricade: Intact (3), Damaged (2), or Severely Damaged (1). If the Barricade is Destroyed, the marker is flipped to its destroyed side. A Barricade marker provides additional protection to an International MU located in the central Post of the complex. An Intact Barricade gives VPs to the International side at the end of the game. A Destroyed Barricade gives VPs to the Chinese side at the point that it is Destroyed.

- **Siege Lines (B):** In each Zone there are two spaces for Siege Lines (eight in total). A Siege Line marker is placed to show the status of the Siege Line (Intact or Damaged). If there is no marker, the Siege Line is not present (it has not been laid, or it has been Destroyed). Two Intact Siege Lines in a Zone protect a Chinese Artillery Unit (AU) in the same Zone from a Raid. Intact Siege Lines give VPs to the Chinese side at the end of the game.

- **Artillery Positions (C):** In each Zone there is one space – an Artillery Position – for an AU marker (four in total). If there is no marker, the AU is not present (it has not been placed, or it has been Sabotaged). A Sabotaged AU gives VPs to the International side at the point that it is Sabotaged.

- **Posts (D and E):** In each Zone there are six spaces for Posts, three for each side. Some Posts are common to two or more Zones. MU are placed in Posts of their color. Under no circumstances may MU of one side occupy the Post of the opposing side. MU located in Posts can fight and suffer casualties during the different Phases of each Turn.
- **Net Combat Strength Bonus (F):** The Net Combat Strength Bonus marker is placed in this space. It is used to track which side – if any – has a Net Combat Strength Bonus in a Zone, and by how much (+1, +2, or +3 additional dice).
- **Surveillance (G and H):** each Zone has a space for placing Surveillance markers. These spaces may belong to the Chinese (red) side or the International (blue) side.

3.1.2. Other map sections



International Status section: Beneath the International Legation Complex are tracks and areas related to the International side.

- **Supply and Morale Level Tracks (A):** Both these tracks have boxes numbered from 0 to 6, representing the different levels of Supply and Morale the International side has. It is not possible to have Supply or Morale level greater than 6 – any effect that would increase it beyond that is ignored.
- **Detachment (B):** An area with six boxes for placing MU. These MU spaces represent international forces that are ready for combat but are not currently deployed. During the different Phases of the Turn, the International side can move MU between a Detachment box, a Post, and the Bag.
- **Infirmary (C):** A track with seven boxes, numbered 6 to 0, where Wounded International MU are placed. The 0 box represents the cemetery.
- **Cards (D):** Three areas on the edge of the board to mark where the corresponding decks are placed. It comprises areas for the International Faction card deck, the discard pile, and the Chinese Fog of War card deck.
- **Diplomacy (E):** This area shows the current state of diplomatic relations between the nations. The state of these relations can negatively impact the International side in various ways.
- **Commitment (F):** This box is used to place the Commitment marker and show its availability during the game.

Chinese Status section: Above the International Legation Complex are tracks and areas related to the Chinese side. These are the same as the International side, with the following exceptions.

- **Detachment (G):** There are only three boxes for the Chinese. AU markers can also be placed there.
- **Relief Map (H):** This point-to-point map represents the area from Taku to Peking. It has seven numbered spaces, with space #1 representing the port of Taku and space #7 representing the city of Peking. The position of the Relief Expedition marker on the map represents where the international relief forces are located. This is important as the position of the marker at the end of Turn 3 and Turn 6 can increase or decrease the Chinese VP total. The upper red rhombus represents the Garrison strength, while the lower white rhombus represents the VPs.
- **Cards (I):** As the International side, but with areas for the Chinese Faction card deck and the International Fog of War card deck.

Game Status section: To the left and right of the International Legation Complex are the following tracks and areas for game tracking.

- **Turn Track (J):** Numbered from 1 to 6, which is the maximum number of Turns a game can last. Each Turn represents approximately 9 days of the siege. Space #3 has a reminder to reset the Relief Expedition marker on the Relief Map at the end of Turn 3 and increase or decrease Chinese side VPs based on its position.

- **Initiative Box (K):** This records which side has the Initiative.
- **Victory Points Track (L):** This track is used by both sides to track their VPs. It is numbered from 0 to 15. If a side reaches 15 VPs, they flip their marker to its '+15' side and can continue to add VPs, up to a maximum of 30.
- **Common Cards Zone (M):** This is an area for placing the Common cards that both sides can draw in Phase *5.6.5. Fog of War.*

3.2. Cards

There are three types of cards in the game: Faction cards, Common cards, and Fog of War cards. They are used:

- During **Phase 1 - Initiative** to determine which is the Initiative side for the turn.
- During **Phase 3 - Events** where each side plays two or three cards to execute Primary and Secondary Events.
- During **Phase 5 - Action** where each side plays the rest of the cards from their hand to get Action Points (APs) to perform Actions.

Faction Cards

Each side has nine Faction cards



1. **Descriptive image of the event.**
2. **AP value.**
3. **Support icon - used to execute a Secondary Event during the Events Phase. A card can have a maximum of two different Support icons. Icons can be of the Lion, Heron, or Dragon type.**
4. **Initiative value.**
5. **Event title. The color of the title indicates which side the card belongs to (blue = International, red = Chinese).**
6. **Description of the Primary Event.**
7. **Secondary Event Support icon requirement.**
8. **Description of the Secondary Event.**
9. **Card number (for identification purposes only; has no effect on the game).**

Common Cards



1. **Side colors: red and blue mix.**
2. **Reminder to remove the card when its events are used.**

Throughout the game, each side can obtain Common cards. They are the same as Faction cards except that they can be played by either side: the title is printed in two colors (blue and red) instead of just one.

At the start of the game, these cards are placed in the Common Cards Zone of the board. If during Phase 5.6.5 Fog of War a side places a Fog of War card (see below) in their opponent's discard pile, then they take a Common card. When a player takes a Common Card, it is placed in their discard pile, making it available to be played in later turns (when a draw deck is formed from the discard pile). Common cards have stronger Events than Faction cards.

Common cards are removed from the game if their Primary or Secondary Event is executed. Otherwise, once played, they are placed in the player's discard pile.

Fog of War Cards



1. **Fog of War Icon.**
2. **Side color (red or blue).**
3. **Reminder to remove the card when its events are used.**
4. **Historical context.**

There are International and Chinese Fog of War cards. At the start of the game, each side's Fog of War cards are placed in relevant area of the opposing side's section. During Phase *5.6.5. Fog of War* of each Turn, each player takes one of their opponent's Fog of War cards and decides whether to place it in their discard pile or the discard pile of their opponent.

Unlike Faction cards and Common cards, Fog of War cards do not have a Secondary Event. Once their Event is executed, the card is removed from the game, otherwise it is placed in the player's discard pile (as with Common cards).

A side can use its own Fog of War cards normally, like any other card (during the Initiative, Event, and Action phases).

3.3. Markers

There are 180 markers, comprising MU, AU, and other markers.

Military Units (MU)

Each MU marker represents a group of soldiers.





1. Illustration of the nation's soldier.
2. Flag of the nation.
3. Combat Strength - Ranging from 1 to 3. During combat, the Combat Strength of all MU on each side are added together.
4. Manpower Factor - Ranging from 0 to 3. Used by the International side to Repair Barricades, and by the Chinese side to Lay or Repair Siege Lines.

On the reverse, MU markers display the same information as the front.



Artillery Units (AU): AU markers are exclusive to the Chinese side. They are placed on Artillery Positions on the map. There are four of these, so there can only be a maximum of four AU markers on the map. AU markers can only be destroyed ("Sabotaged") by Raids.

Each AU marker has a Combat Factor of 2.

Other Markers

Markers are used to track different aspects of the game.

	**Turn (x1):**	To track the six game Turns.
	**Initiative (x1):**	A double-sider marker placed in the Initiative-side space to mark which side is the Initiative-side for the Turn.
	**Infirmary Blocked (x3):**	Placed at set-up to track which beds are not in use in the Infirmary. A marker is removed by the Expand Infirmary Special Action.
	**Net Combat Strength Bonus (x4):**	Double-sided markers placed on the Net Combat Strength Bonus space of each Zone to track which side has a Net Combat Strength Bonus – if any – and by how much in that Zone.
	**Relief Expedition (x1):**	A double-sider marker placed on the Relief Map to track the progress of the International Relief Expedition towards Peking.
	**International Barricade (x4):**	Double-sided markers placed on the Barricade space of each of each Zone. The arrow-side shows the status of the Barricade. If the Barricade is Destroyed it is flipped to its Destroyed side.
	**Victory Points (x2):**	Double-sided markers placed on the Victory Points Track to track the victory points of each side. If a side has more than 15 VP the marker is flipped to its 15+VP side.
	**Supply (x2):**	Each side has a Supply marker in its color to track its Supply level.
	**Morale (x2):**	Each side has a Morale marker in its color to track its Morale level.
	**Engagement (x2):**	Each side has an Engagement marker in its color to mark the location where it will undertake its Initial Engagement.
	**Chinese Siege Line (x8):**	A double-sider marker placed in a Siege Line space at set-up or following a Lay Siege Line action by the Chinese side. The side with a 'x' marks the Siege Line is Damaged. Otherwise, it is Intact.

	**Diplomacy (x7):**	Double-sided markers, three of which are placed in the Diplomacy area, to show if there is Diplomatic Tension between the international nations, and what the game effect is. When the Parchment side is showing there is no tension.
	**Surveillance (x8):**	Each side has four of these markers, which can be used to boost the chance of a successful Attack. Only one marker from each side can be placed in each Zone.
	**Fire (x3):**	Double-sided markers placed in a Zone by an Event. The face showing marks the side that is affected. No more than one Fire marker may be placed in a Zone.
	**Commitment (x2):**	Each side has a Commitment marker in its color to show its Commitment Level.

3.4. Others

10 Dice

Each side has 5 six-sided dice in their side's color.

2 Military Unit Bags

Each side has a Military Unit bag (their 'Bag') in their side's color to hold available MU. Throughout the game, MU will enter and exit the Bag for various reasons.

3 Player Aids

Peking: 55 Days of Fury has two player aid sheets that summarize the game's mechanics. The back of the sheets also includes a detailed game sequence for the two-player game.

1 Rulebook

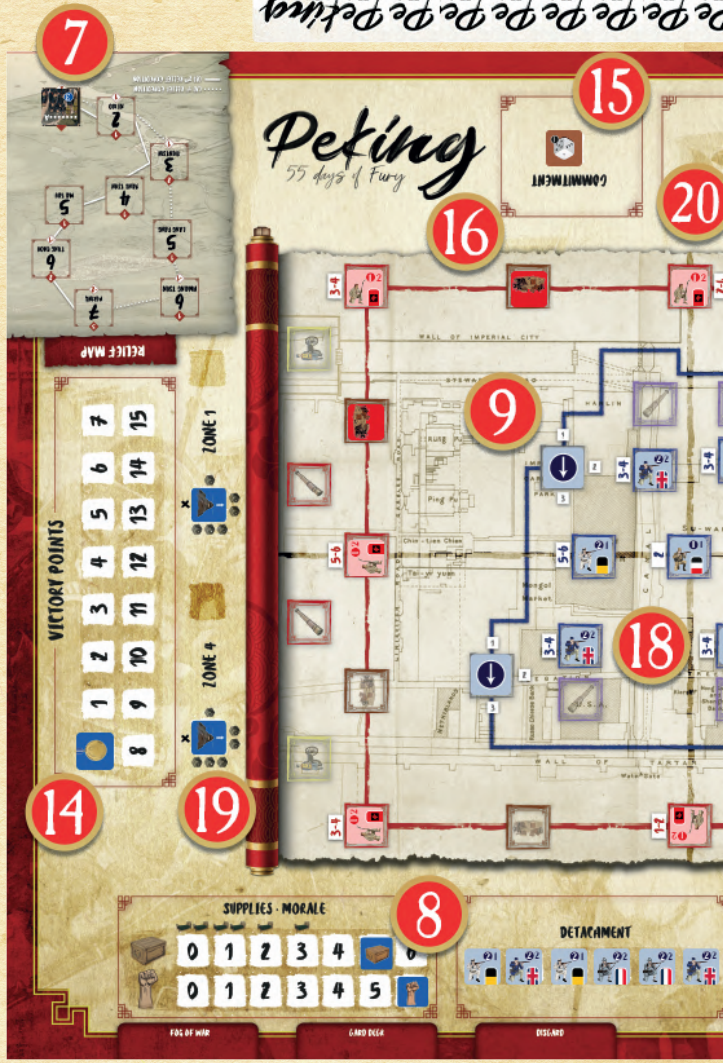
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Note: *Game components not listed above belong to the solitaire mode, which you can find in the 1-player Rulebook.*

4. Setup




12
5
5
11


7
Peking
55 days of Fury
15
20
16
9
18
14
19
8
RELIEF MAP
VICTORY POINTS
ZONE 1
ZONE 4
SUPPLIES · MORALE
DETACHMENT
FOG OF WAR
CARD DECK
DISCARD


Peking
55 days of Fury
3
Peking
55 days of Fury
2

Peking
55 days & Fury

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55 days & Fury

Peking
55 days & Fury

SUPPLIES · MORALE
DETACHMENT
INITIATIVE
ZONE 2
ZONE 3
GAME TURN
INFIRMARY
COMMITMENT
DIPLOMACY
ITALIA
AUSTRIA HUNGARY
FRANCE
ITALY
GERMANY
Club
CITY

BERNARDO COLOGÁN

PLANNING

Peking
55 days & Fury

Peking
55 days & Fury

Set-up by following the steps described here:

1. Place the main board. Sit opposite the other player, with the International Status section facing the International player and the Chinese Status section facing the Chinese player.
2. Place the Faction cards. The International player shuffles the International Faction cards (01-09) and places the deck face-down in the designated spot on the International Status side of the board. The Chinese side player does the same with their Faction cards (10-18) on the Chinese Status side of the board.
3. Place the Fog of War cards. The International player shuffles the Chinese Fog of War cards (44-52) and places the deck face-down in the designated spot on the International Status side of the board. The Chinese player does the same with the International Fog of War cards (35-43) on the Chinese Status side of the board.
4. Place the Common cards. Take the Common cards (19-34), shuffle them and place the deck face-down in the designated spot on the board. Then, draw two cards from the deck; the first will be placed in space A and the second in space B of the Common cards area (place both cards face-up).
5. Place all MU in their side's respective Bags: the International MU in the blue bag and the Chinese MU in the red bag.
6. The International player places the three Infirmary Blocked markers on spaces #4, #5, and #6 of the Infirmary.
7. The Chinese player places the Relief Expedition marker (A) on space #1 of the Relief Forces Route Map.
8. Each player places their Supply marker on level 5 of the Supply Track and the Morale marker on level 6 of the Morale Track.
9. The International player places a Barricade marker in each Barricade space (one per Zone), with the marker pointing to Intact (3).
10. The International player randomly places three of the seven Diplomacy markers, Parchment side up, in each of the spaces in the Diplomacy area. The remaining Diplomacy markers are set aside (they can be used as reminders of when a Diplomacy affect applies in a Zone).
11. The International player places their Surveillance and Engagement markers, as well as the five blue dice, next to their side of the board.
12. The Chinese player places their Surveillance, Engagement, AU, Siege Line and Fire markers, as well as the five red dice, next to their side of the board.
13. Place the Turn marker on space #1 of the Turn track and the Initiative marker, with the Chinese side (red) face up, in the space on the Initiative side.
14. Both players place their respective Victory Point markers on space #0 of the Victory Points track.
15. Both players place their respective Commitment markers on the corresponding space, on the '1' side.

16. The Chinese player takes two Siege Line markers and places them, Intact side up, in Siege Line spaces #1 and #2 in Zone 1.
17. The Chinese player takes one AU marker and places it in any space of their Detachment area.
18. First, the Chinese player draws and places an MU from their Bag to one of their Posts. Players then alternate completing this two-step process. A MU can be placed in any empty Post of its color; the player decides which after drawing it. This action is repeated until all Posts for both sides are occupied.
19. Place a Net Combat Strength Bonus marker in each Net Combat Strength Bonus space. Determine the facing and side of each marker based on the total Combat Strength of each side in each Zone after placing the MU in the Posts (step 18). See 5.5.1.2 to calculate the Net Combat Strength Bonus.
20. Fill the emtpy spaces of the Detachment areas by randomly drawing MU from the respective Bags.
21. Each player draws seven cards from their Faction card deck. These cards will form their hand for the first turn.

Everything is now ready to begin the game.

Play note: **From here-on 'players' are referred to as 'sides'.**

5. Game Sequence

- Initiative
- Initial Engagement
- Events
- Maintenance
- Action
  - Basic Actions
  - Special Actions
- Command

5.1. Initiative Phase

During this Phase, each side chooses one of the seven cards from their hand and places it face down on the board. Then, both sides simultaneously reveal their card. The side with the higher Initiative value becomes the Initative side, and will play first in each Phase. The Initative side cannot give up the Initiative to their opponent at any point.

In the case of a tie, the side that had the Initiative on the previous turn keeps it. In the first Turn, ties will keep Initiative with the Chinese side. Flip the Initiative marker if needed to track initiative for the rest of the turn.

If the card played for Initiative is a Fog of War card, the event will also be triggered (regardless of which side wins the Initiative). Note that opponent Fog of War cards can never be played. If both sides play a Fog of War card then the side that wins the Initiative exectures their Event first.

Cards played for the Initiative (Faction and Common Cards) are discarded. If a side played a Fog of War card, the card for the Initiative is removed from the game instead.

5.2. Initial Engagement Phase

The Initiative side must select one of the four Zones and place their Engagement marker in it. Then, the non-Initiative side does the same in one of the three remaining Zones.

The Initiative side then performs their Initial Engagement in their chosen Zone. Once that is resolved, the Engagement marker is flipped. The non-Initiative side does the same in their chosen Zone.

The Initial Engagement is the same as the *Engagement Action (see 5.5.1)*, except that:

- It is mandatory.
- It is possible to select a Zone without MU.

If in a chosen Zone there are no MU present, or only MU from one side, the Engagement does not occur, but the Engagement marker will still be flipped (as if it had taken place).

Play note: *You can choose a Zone free of opponent MU if you do not wish an Initial Engagement to happen. This may be because your side is weak in all the contested Zones and you do not want to risk casualties.*

5.3. Events Phase

Each side plays two or three cards from their hand to execute up to two Primary Events and two Secondary Events.

Starting with the Initiative side, the acting side selects two cards for the Primary Event (in the center of the card) from their hand and places them on the table. They can optionally play a third card from their hand alongside the first two as a 'Support card'. Any Event on the Support card is ignored. If a Support icon (top left panel) on the Support card matches a Secondary Event icon (at the bottom of the card) on one of the first two cards, that Secondary Event may be executed.

When resolving this Phase:

- Opponent Fog of War cards cannot be played.
- A Primary Event does not need to be executed; the player can play the card for no effect (or just to trigger the Secondary Event with a Support card).

- The Support card can be used to execute both Secondary Events, but a Support icon cannot be used more than once – i.e. if a side wishes to trigger the Secondary Events on both played cards, the Support Card would need to have two Support icons, each of which corresponded to the Secondary Event the side wishes to execute.
- The order in which the Events are executed (Primary and any Secondary) is up to the choice of the acting side.

Once the Events are resolved, the cards are discarded, and the non-Initiative side repeats the same process.

Example 1:

The International side plays two cards (1 and 2) for their Primary Events, and a Support card. The Support card has two Support icons, each of which correspond to a Secondary Event requirement on the two cards. The International side can therefore execute both the Primary and Secondary Events on cards 1 and 2. They can do so in any order they choose.



Event 1 Event 2 Support card

Example 2:

In this case, the played cards both require the same Support icon to execute the Secondary Event. The played Support card has this icon, but since it can only be used once, the acting side must choose which of the two Secondary Events they wish to execute with it. The other Secondary Event cannot be executed.



A+B NO A or B YES

5.4. Maintenance Phase

During this Phase, both sides, starting with the Initiative side, perform two types of Maintenance check.

A. International Side: Supply and Diplomacy

Supply Status

The International side performs a Supply check by rolling a die:

- **1 to 4:** Lose two Supply levels.
- **5 to 6:** Lose one Supply level.

Once the Supply roll has been made and the Supply marker repositioned on the track, the following effect is applied:

- Supply is at level 4, 5, or 6: No effect.
- Supply is at a level below 4: Food shortages lead to illness, with the following effects:
  - **Level 3 or 2:** One International MU is moved from a Detachment box to the Infirmary (see *International Infirmary, p.30*).
  - **Level 1 or 0:** Two International MU are moved from Detachment boxes to the Infirmary.

Play note: *The Supply track has*  *icons as a reminder of this effect.*

If there are insufficient MU available in Detachment boxes to meet this requirement, MU must be randomly drawn from the Bag instead.

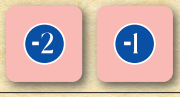
Diplomatic Status

After the Supply check, the International side performs a Diplomatic check. The International side rolls one die for each Diplomacy marker (in the Diplomacy area of the International section) on its Parchment side. On a roll of 1, the marker is flipped to its Tension side to indicate tensions between nations.

When Tension occurs, the International side must apply the revealed effect in any Zone where MU of the nation(s) whose flag is shown are present. If the first Diplomacy box is affected (with flags of Britain and Russia), only Map Zones with both British and Russian MU present are affected.

Tension effects can be cumulative if multiple effects apply to the same Zone.

There are four types of Tension, with the following effects:

	**Tactical dispute:** Subtract 1 or 2 from the International side's total Combat Strength in the affected Zone.
	**Communication breakdown:** No modifier (Morale, Event, or Commitment) may be applied by the International side in the affected Zone.
	**Conflicting priorities:** Subtract 2 from the Manpower Factor of the International side in the affected Zone.
	**Water hoarding:** One Fire marker affecting the International side is not removed in the Clean-up step.

Play note: *The only way for the International side to remove a Fire marker if Water hoarding is in play is to take Diplomacy Special Action to flip that Tension marker. The Fire marker is removed in the Clean-up step.*

Play note: *It's easy to forget to apply these penalties, so take Diplomacy markers from those that were set aside at set-up and place one Parchment side up in each affected Map Zone as a reminder.*

Example: *The Diplomacy marker in the first space (with the flags of Britain and Russia) is flipped to its Tension side revealing a Tactical dispute (-2). This means that going forward, the International side will have a -2 penalty to its total Combat Strength in any Zone where MU of both Britain and Russia are present.*

B. Chinese Side: Supply and Relief map

Supply Status

This the same as the Supply check for the International side, but with the follow effects:

- **1 to 2:** Lose two Supply levels.
- **3 to 4:** Lose one Supply level.
- **5 to 6:** No effect.

Once the Supply check has been made and the Supply marker repositioned on the track, the following effect is applied:

- Supply is at level 4, 5, or 6: No effect.
- Supply is at a level below 4: The Chinese side's Morale level is reduced:
  - Level 3 or 2: Lose one Morale level.
  - Level 1 or 0: Lose two Morale levels.

Play note: *the Supply track has*  *icons as a reminder of this effect.*

Relief Expedition

After the Supply check, the Chinese side rolls a die to determine the movement of the Relief Expedition marker on the Relief Map. The result determines how many times the marker advances a space towards Peking:

- **1 to 2:** 1 space.
- **3 to 5:** 2 spaces.
- **6:** 3 spaces.

These advances are executed one by one, resolving a combat in each space if required, until all are completed (see 6.2 Combat on the Relief Map).

5.5. Action Phase

With the cards remaining in their hand, each side now perform Actions, starting with the Initiative side.

The Initiative side reveals all the cards in their hand and sums up the APs (the numerical value in the upper-left corner of the card - any Event text is ignored).

They then perform Actions until they pass. They must pass if they have no APs remaining. Unspent APs do not carry over to the next Turn.

Once the Initiative side passes, they discard their cards. The non-Initiative side then repeats the process.

Reminder: *The opponent's Fog of War cards are considered blank and so the AP value on the card is ignored. The opponent's Fog of War cards are also discarded during this phase.*

Types of Actions

There are two types of Action:

a) **Basic Actions:** These are the same for both sides. Each Basic Action can be performed a maximum of twice per Phase. The first use costs 1 AP, and the second use costs 2 APs (for a total of 3 APs if the action is repeated).

b) **Special Actions:** These are different for each side (except for the Special Action: Increase Morale). They cost 2 APs and cannot be repeated in the Phase (except for the Chinese Special Action: Lay Siege Line).

5.5.1. Basic Actions

Design note: *Certain Event cards allow a side to perform enhanced Basic Actions: the concept and procedure is the same as set out below; just apply the changes described in the Event.*

A. Attack (1 AP)

There are three types of Attack:

- **Engagement.**
- **Raid.**
- **Artillery Fire.**

The following rules apply to all types of Attack:

- No more than 5 dice can be rolled by a side, whether acting as the attacker or the defender.
- No more than one Attack (regardless of the type) can be performed by a side in the same Zone during the same Phase.

Engagement

An Engagement is where the MU of both sides simultaneously exchange rifle fire. The side taking the Action is the attacker. The other side is the defender. An Engagement can result in MU becoming KIA or Wounded (AU, Barricades, and Siege Lines cannot be affected).

It is resolved as follows:

1. Select the Zone.
2. Net Combat Strength Bonus calculation.
3. Dice rolls.
4. Casualties.

1. Select the Zone.

The attacker chooses one of the four Zones. A Zone cannot be selected if it does not contain MU of both sides. All MU of both sides deployed in Posts in that Zone participate in the Engagement.

Some Posts are common to two Zones (for example, in Zone 1, the Chinese posts 1-2 and 5-6 and the International post 5-6). MU deployed in those Posts participate in Engagements in both Zones.

International Post 2 is common to all four Zones, so that MU participates in all Engagements.

Design note: *International Post 2 is central to the defense of the complex. It represents a flexible reserve of forces that can be positioned where required.*

2. Net Combat Strength calculation

Net Combat Strength is the difference between the Combat Strength of both sides in a Zone. It can have a value from 0 to 3, and it grants extra dice to the side that has a positive difference.

The Net Combat Strength of a Zone is calculated at setup and before each Engagement or Raid Attack that takes place in that Zone.

To do this, each player totals the Combat Strength of all their participating MU (including AU for the Chinese side).

If the Tactical dispute Diplomacy marker is present in the Zone, the International side then reduces its Combat Strength by that amount (-1 or –2).

Then, optionally, a side may choose to use one of their Surveillance markers in that Zone (if present) to attempt to increase their total Combat Strength. If both sides have a Surveillance marker present, the attacker decides first.

Note: *Both sides make this decision before the attacking side rolls for the effect of the Surveillance marker.*

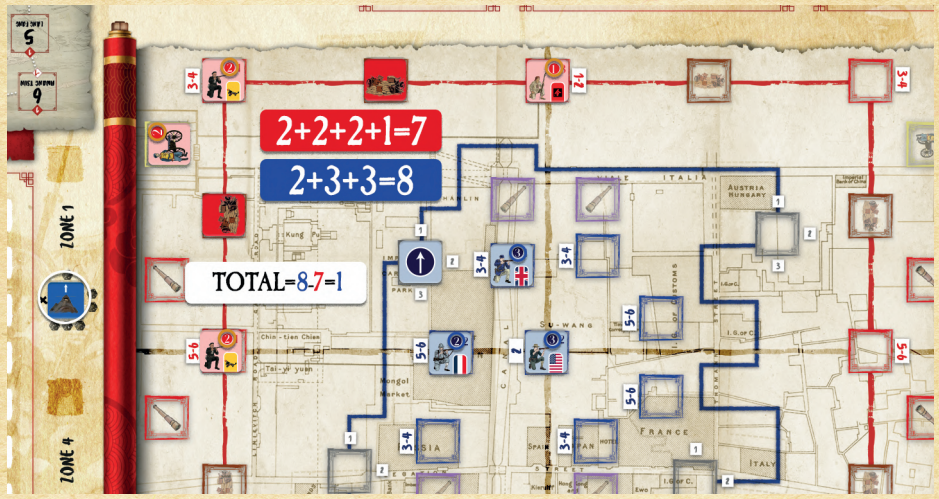
A side attempting to use a Surveillance marker rolls a die:

- **1 to 2:** The marker is not activated. It remains in place.
- **3 to 4:** The side adds +1 to their total Combat Strength for that Attack. The marker is then removed and placed in the general supply.
- **5 to 6:** The side adds +2 to their total Combat Strength for that Attack. The marker is then removed and placed in the general supply.

After applying any Surveillance effect(s), the side with the higher Combat Strength value subtracts the value of their opponent. The resulting amount is their Net Combat Strength Bonus, with this amount equaling the number of additional dice they roll (if the values are the same, neither side gets a Net Combat Strength Bonus).

The maximum Net Combat Strength Bonus is 3.

Play note: *Use the Net Combat Strength Bonus marker to track the current situation in a Zone. Rotate the marker to indicate the bonus (+1, +2, or +3 additional dice). If neither side has a bonus, rotate it to the no bonus icon; it doesn't matter which face is showing.*



Example: *In Zone 1, including the AU, the Chinese side has a total Combat Strength of 7, while the International side has a total of 8. Note that MU that are present in more than one zone are included in this total. Once calculated, the International side has a Net Combat Strength Bonus of 1.*

3. Dice rolls.

The attacker rolls one base die, the defender rolls two base dice (the base number of dice rolled is independent of the number of MU each side has present).

If a side has a Net Combat Strength Bonus, it adds additional dice equivalent to that bonus (max of three) (see opposite).

Then, if a Fire marker is present in the Zone, the side whose face is showing on the marker (red for China, blue for International) rolls one fewer die. If this would leave the side with no dice, they do not participate in the Attack.

- The attacker rolls their dice. They may then apply Modifiers *(p.29)* to the rolled dice. Then, the defender does the same.

Modified results are applied per die as follows:

- **6 or more:** KIA
- **5:** Wounded
- **4 or less:** No effect.

Design note: *Therefore, the number of dice you roll does not depend on the number of Units you have in the Zone. The relevant factors are whether you are the attacker or defender, if there is a Fire marker, and if you have a Net Combat Strength Bonus.*

4 . Casualties

Once both sides have rolled their dice and the results have been determined, both sides apply Casualties. Casualties suffered by the defender are resolved first. KIAs are resolved before Wounded.

Casualties suffered by the Chinese side

Each of the four Zones has three Posts for Chinese MU. They are numbered 1-2, 3-4, and 5-6.

The Chinese side first rolls a die for each KIA result they have suffered. The number indicates which MU receives the KIA. If that Post is empty, the die is re-rolled until an MU is selected. The process is then repeated for Wounded results.

For KIA results: That MU is removed from the game, and the International side receives 1 VP.

For Wounded results: That MU is returned to the Bag.

Casualties suffered by the International side

The process is the same as for the International side, with the following exceptions:

- When determining which MU receive a KIA or Wounded result, a roll of a '1' means that result is cancelled, unless the Barricade in that Zone is Destroyed, in which case the die is re-rolled until another number is rolled.

Design note: *This reflects the better protection the International soldiers received inside the complex from the barricades.*

Play note: *The '1' result canceling the effect also applies if it is rolled as a re-roll – i.e. if a proceeding roll was for an empty Post and thus needed to be rerolled.*

- The Chinese side receives 1 VP for each International MU KIA.
- International MU that receive a Wounded result are placed in the Infirmary (see *International Infirmary, p.30*).

Raid

A Raid is a 'hit and run' style sabotage attack. Both sides can Raid, but they have different objectives.

International side:

Raid a Siege Line or raid an AU. This option cannot be taken if there are two Intact Siege Line markers in the target Zone (i.e. at least one Siege Line must be on its Damaged side, or at least one Siege Line space must be empty, to Raid an AU in the chosen Zone).

Chinese side:

- Raid a Barricade.

Raid Sequence:

A Raid has the following steps for both sides:

1. Select the Zone.
2. Net Combat Strength Bonus calculation.
3. Dice rolls.
4. Sabotaging.
5. Casualties.
6. Reposition.

1. Select the Zone

This is the same as with an Engagement *(p.23)* except a Zone without any opponent MU may be selected.

2. Net Combat Strength Bonus calculation

This is the same as with Engagement, except Chinese AU do not participate.

3. Dice rolls

This is the same as with Engagement, except the Raiding side achieves a success on a result of 5 or 6, while the non-Raiding side only achieves a success on a result of 6.

For the Raid to be successful, the Raiding side must achieve more successes. If this does not happen, Casualties are resolved (see below), the Raiding side may Reposition, and the Raid ends (there is no Sabotaging step).

4. Sabotaging

If the Raid was successful, the Raiding side can Sabotage once if the net number of its successes was one, or twice if the net number of successes was more than one.

Resolving Sabotage:

International side is Sabotaging:

- Siege Line: An Intact Siege Line marker is flipped to its Damaged side. ***Note:*** *A Siege Line marker can only be removed by a specific card event – it cannot be removed by Sabotage.*
- Artillery: An AU marker is removed from the game if it is Sabotaged. The International player side receives 1 VP. ***Reminder:*** *An AU marker cannot be Sabotaged if there are two Siege Line markers on their Intact side in the Zone.*

Chinese side is Sabotaging:

- Barricade: The Barricade marker is rotated 90 degrees towards the '1' indicator ('Severely Damaged'). If it is already Severely Damaged, it is flipped to Destroyed. The Chinese player then receives 1 VP.

Note: *A Destroyed Barricade cannot be Repaired (see 5.5.1. Repair p.33).*

Example: *The International side performs a Raid. After rolling the dice and applying Modifiers, they get three successes. The Chinese player gets one success. Therefore, the International player can Sabotage twice in the selected Zone. With the first Sabotage they flip one of the two Siege Line markers in the Map Zone to its Damaged side. With the second Sabotage, they remove the AU in the Zone and gain 1 VP. They had to perform the Sabotage in this order as the AU could not be targeted if there were two Siege Line markers on their Intact side in the Zone.*

5. Casualties

For each result of 1 rolled by either the Raiding or non-Raiding side, a Wounded result applies to the Raiding side (see Casualties step of Engagement). The Raiding side determines which MU is affected (there is no KIA result).

6. Reposition.

The Raiding side may then optionally Reposition any remaining Units between the Posts in the chosen Zone.

Artillery Fire

Artillery Fire can only be initiated by the Chinese side.

The Chinese side selects a Zone with an AU, rolls three dice, then applies any Modifiers they wish to apply. Modified results of '5' or greater are successes.

If there is at least one International MU in the Zone, the International side rolls two dice, then applies any Modifiers they wish to apply. A modified result of a '6' is a success. If no International MU are present, the International side does not roll any dice.

The Artillery Fire is successful if the Chinese side gets more successes than the International side.

If successful, the Barricade in the Map Zone is rotated once towards the '1' indicator ('Severely Damaged') if the net number of successes was one, or twice if the net number of successes was more than one. If it is rotated when it is already Severely Damaged, it is flipped to Destroyed. The Chinese player then receives 1 VP.

Shrapnel from Artillery Fire

For each result of '1' rolled by the Chinese side, a Wounded result applies to the International side (if an MU is present in Zone). The Chinese side determines which Unit(s) are Wounded and placed in the Infirmary (there is no KIA result). Exception: MU located on the International Post '2' (central post) are exempt from shrapnel-related injuries, unless they are the sole MU present in that area.

Combat Modifiers

Both sides can apply Modifiers to their dice rolls. There are three types of Modifier:

- Morale
- Event
- Commitment

Play note: *Fire and Diplomatic modifiers may also apply in a Zone, but these are automatic, rather than an optional modifier a side can use. A side may only modify its own dice rolls.*

Morale and Event Modifiers can be applied to any Attack roll. Commitment Modifiers can be applied to any roll.

The decision to apply modifiers is made after rolling their dice, but before applying the results.

Example: *The Chinese side rolls three dice for an Artillery Fire. After seeing the results, they decide to apply modifiers. This happens before the International side rolls their dice.*

Morale and Event Modifiers cannot be used in the same Attack. A Commitment Modifier can be used along with either of these types of Modifier, but not on the same die. If there are multiple Attacks in the same Phase, the same type of Modifier can be used in the different Attacks.

A die can only be modified once by a Modifier.

Example: *A side rolls a '1' and uses a Morale modifier to reroll it. It then rolls a 2. It cannot use a Commitment Modifier to reroll again.*

Morale Modifier

By lowering its Morale by one level on its Morale track a side can add +1 to a single die roll, or re-roll one die.

Event Modifier

The effect of an Event played during the Events Phase may allow a side to apply Modifiers during an Attack, as written on the card.

Commitment Modifier

By lowering its Commitment by one level, a side can re-roll one or more dice. Unlike a Morale or Event Modifier, any type of roll may be rerolled, not just Attack rolls (e.g. a roll to determine which MU receives a KIA result can be rerolled with a Commitment Modifier).

Example: *The International side rolls three dice in an Engagement and gets 5, 2, and 1. They use a Morale Modifier to add +1 to the 5, ensuring a Chinese KIA (for 1 VP). Additionally, they use a Commitment modifier to re-roll the 2 and 1, getting a 6 and a 3 (and a second Chinese KIA).*

International Infirmary

When an International MU receives a Wounded result from an Attack, or due to a low Supply level effect (in the Maintenance Phase), it is placed in the Infirmary.

Infirmary Structure

The Infirmary consists of six beds numbered 1 to 6 and a seventh space, 0, representing the cemetery.

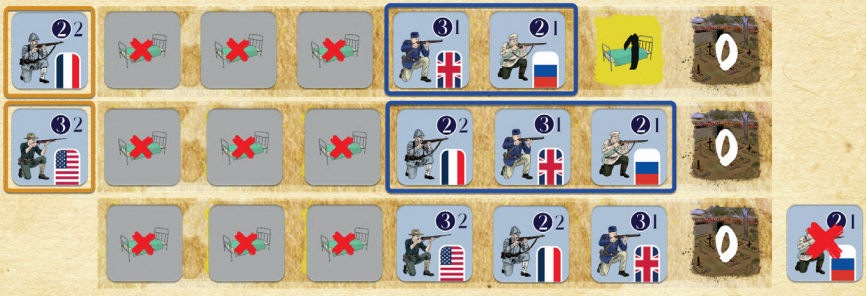
At the start of the game, beds 4, 5, and 6 are not in use (they have an Infirmary Blocked marker on them). The International side can take the 'Expand Infirmary' Special Action during the Action Phase to make an additional bed available.

Play note: **This means the International side can take a maximum of three Expand Infirmary Actions in the game – the third time it will make bed 6 available, after which there are no more beds to make available.**

Entering the Infirmary

An MU that enters the Infirmary is placed in the highest numbered bed (before the first Expand Infirmary action is taken this will be bed 3).

If that bed is already occupied, the occupying MU, and any MU in beds to the right of it, are shifted one bed to the right. If there is an MU in bed 1, this will move them to the cemetery, at which point they become KIA, with the same effect as per an Attack result.



Example: *A French and an American International MU are wounded during an Attack. The highest numbered bed is currently 3. As a British MU already occupies bed 3, it is moved to bed 2 to accommodate the French MU, and the Russian MU in bed 2 is moved to bed 1. The American MU is then added to bed 3, shifting all the other MU one bed rightwards again. This moves the Russian MU into cemetery space (space 0). It becomes KIA and so it is removed, and the Chinese side scores 1 VP.*

Leaving the Infirmary

The International side can take the 'Heal Units' Special Action (*see 5.5.2.A p.35*) to move MU out of the Infirmary. Certain Events also permit this.

B. Movement (1 AP)

The Movement Action allows a side to move up to two MU and/or AU (Chinese side only), using the following Movement Types (if moving two MU, they do not need to use the same Movement Type).

Movement Types:

1. **From the Detachment area to a Post**

Move a MU from its Detachment area to any a Post in any Zone.

- If the Post is empty, the MU is placed there.
- If the Post is occupied, the new MU is placed there, and the current MU is placed in that side's Bag.

2. **From the Bag to a Post or the Detachment area**

Draw a random MU from the Bag, then, after reviewing which MU has been drawn, do one of the following:

- Place it in any Post in any Zone. If the Post is already occupied, place that current MU in that side's Bag.
- Place it in a Detachment area space. If the space is occupied, place that current MU in that side's Bag.
- Return the drawn MU to the Bag. This still counts as one of the two allowed Movements.

3. **Between Posts**

Swap two MU between Posts in any Zone. Although two MU are moved, this only counts as one of the two allowed Movements.

4. **Move an AU (Chinese side only)**

- Move an AU from the Detachment Area to an empty Artillery Position.
- Move an AU from one Zone to an empty Artillery Position in another Zone. It is not necessary for there to be a Siege Line marker in the destination Zone.

Note: *The Chinese side can only bring an AU onto the map by using the 'Artillery Support' Special Action or if permitted by an Event.*

5. Relief Map (Chinese side only)

The Chinese side may move: one MU from the Chinese Bag or Detachment area to a Chinese-controlled space on the Relief Map (only if there is no Chinese MU currently present on the Relief Map - see 6. Relief Map *p.39*).

- Move the MU on the Relief Map (if there is one) to an empty Post, Detachment space, or back into the Bag.

Move a Chinese MU present on the Relief Map by one space towards Taku or Peking. This MU may enter a space occupied by the Relief Expedition marker to attack (see 6. Relief Map *p.39*).

Example: *The Chinese side spends 2 APs on Movement. This allows them to make up to four Movements. For the first Movement they move an AU from Zone 4 to Zone 3. For their second Movement they draw an MU from the Bag and place it in the '5-6' Post in Zone 4, placing the MU that is currently there back into the Bag. For their third Movement they move an MU from the Peking space to the Hwang Tsun space on the Relief Map, and for the final Movement they draw another MU from the Bag and place it in a free space in their Detachment area.*

C. Surveillance (1 AP)

The Surveillance Action allows a side to place a Surveillance marker in any of the four Zones. This marker can provide a Combat Strength Bonus modifier during an Engagement or Raid Attack.

No more than one Surveillance marker from each side can be placed in the same Zone.

D. Supply (1 AP)

The Supply Action allows a side to make a die roll on their Supply Table to attempt to increase their current Supply level.

Reminder: *Supply Points are necessary to Lay or Repair Siege Lines (Chinese) and Repair Barricades (International).*

International Supply Action

Result:

- 1: Supplies are looted. Decrease Morale by one level.
- 2: No new supplies arrive. No effect.
- 3-5: Limited supplies get through. Increase the Supply level by one.
- 6: A large shipment arrives. Increase the Supply level by two.

Chinese Supply Action

Result:

- 1-2: Increase the Supply level by one.
- 3-5: Increase the Supply level by two.
- 6: Increase the Supply level by three.

E. Repair (1 AP)

This action allows the Chinese side to flip a Siege Line marker from Damaged to Intact or the International side to rotate a Barricade marker towards Intact (3).

In addition to the 1 AP cost, in order to conduct a Repair, the acting side must:

1. Reduce its Supply Level by one (if the side's Supply level is 0, the Repair Action cannot be taken).
2. Have sufficient Manpower (the value on the top right of a MU marker):
    - **International:** Requires a total of at least 4 Manpower Factors between all of the International MU in the Zone of the Barricade being repaired. ***Reminder:*** *Check the Diplomatic Status. A Conflicting priorities marker can reduce the Manpower Factors in the zone.*
    - **Chinese:** Requires a total of at least 5 Manpower Factors between the one or two Chinese MU adjacent to the Siege Line being repaired.

Repair effects

International side: Improve the Barricade by one level – e.g. from Severely Damaged (1) to Damaged (2), or from Damaged (2) to Intact (3). Do this by rotating the Barricade marker 90 degrees clockwise.

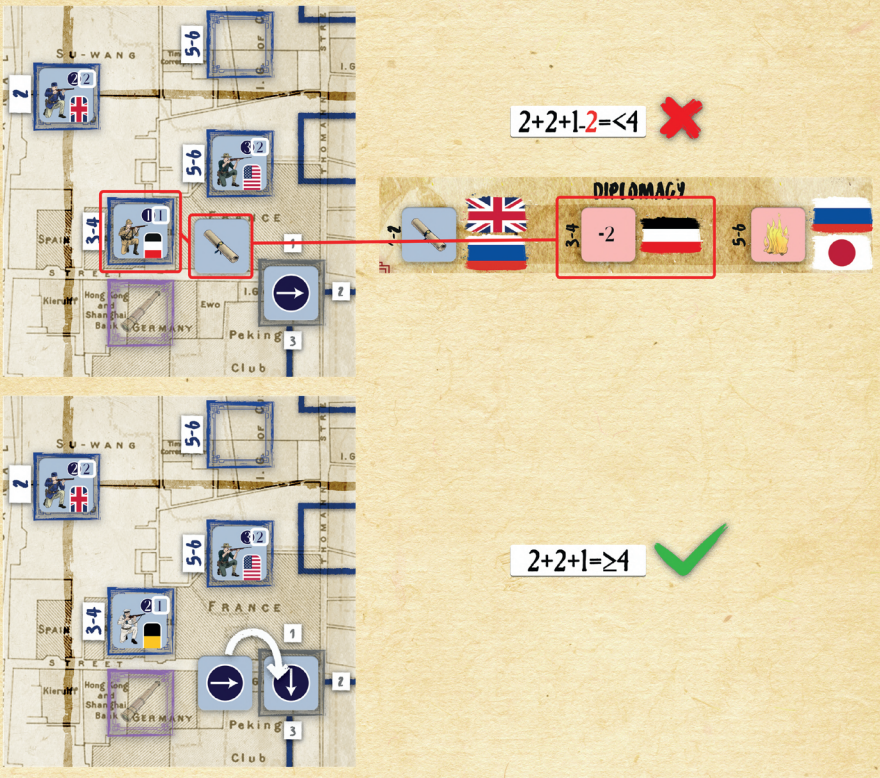
If the Barricade marker is on its Destroyed side, it cannot be repaired.

Chinese side: A Siege Line is moved from Damaged to Intact. The marker is flipped to its Intact side to show this.



Chinese Repair Example: *In the first image above, the Chinese side attempts to Repair a Damaged Supply Line. The combined Manpower Factors of the two MU adjacent to the Damaged Supply Line total 4; as this is less than 5, the Repair cannot proceed.*

In the second image, another Chinese Repair attempt is shown, but this time the total Manpower Factors equal 6, which meets or exceeds the required threshold of 5, allowing the Repair to be completed. Reduce the Chinese Supply by one level and flip the Damaged Supply Line marker to its Intact side.



International Repair Example: *In the first image, the International side intends to Repair a Damaged Barricade. The combined total Manpower Factors of all MU in the Zone amounts to 5; however, there is a Diplomacy marker present, indicating that reference to the Diplomacy area is required for further action. In the Diplomacy area, a -2 Manpower modifier applies if at least one German MU is present. As there is a German unit in this scenario, the adjusted total Manpower becomes 3. Since this figure is less than 4, the Repair cannot proceed.*

In the second image, another attempt can be made, but this time there is no German MU present, so the -2 modifier does not apply. The total Manpower is 5; since this number is equal to or greater than 4, the Repair can proceed. Reduce the International Supply by one level and rotate the Barricade marker towards the value 3, indicating that the Repair has been completed.

5.5.2. Special Actions

Each side has Special Actions it can take. These cost 2 APs, and cannot be repeated; that is, a side can only take one Action of each type per Action Phase (exception: the Chinese Special Action Lay Siege Line can be taken twice).

A. International Special Actions

Expand Infirmary (2 APs)

At the start of a game, beds 4, 5, and 6 of the Infirmary are not available. The Expand Infirmary Action allows the International side to make an additional bed available.

To do so, they remove the Infirmary Blocked marker from the lowest numbered unavailable bed. From now on, that bed can be occupied by a Wounded MU.

Heal Units (2 APs)

With this action, the International side can:

- Place the two MU in the lowest numbered beds in the Infirmary into the Bag

OR

- Place one MU, from any bed in the Infirmary, in one of the following: an empty Post in any Zone post, an empty Detachment space, or into the Bag.

If there are MU in the Infirmary to the left of a free bed that results from this Action, shift them rightwards so that the free bed(s) is filled.

Advance Relief Expedition (2 APs)

This Special Action allows the International side to advance the Relief Expedition marker one space towards Peking on the Relief Map (see 6.1).

Increase Commitment (2 APs)

This Special Action allows the International side to increase its Commitment by one level. To do so, the, the Commitment marker is placed on the Commitment marker on its '1' side, if the space is currently empty, or flipped from its '1' side to its '2' side.

Diplomacy (2 APs)

This Special Action allows the International side to flip a Diplomatic marker from its Tension side to its Parchment (inactive) side.

Raise Morale (2 APs)

This Special Action allows the International side to increase its Morale by two levels on the Morale track.

B. Chinese Special Actions

Lay Siege Line (2 APs)

This Special Action allows the Chinese side to place a Siege Line marker, on its Intact side, in an empty Siege Line space. This action reduces the Chinese Supply by one level and requires a total of at least 5 Manpower Factors between the one or two Chinese MU adjacent to the Siege Line space (if no MU are adjacent on either side, the Action is not possible in the chosen space).

This Special Action can be taken twice in the same Action Phase.

Note: *This is the only Special Action that can be taken more than once per Action Phase.*

Increase Commitment (2 APs)

This is the same as the equivalent International Special Action (see *p.35*).

Artillery Support (2 APs)

This Special Action allows the Chinese side to attempt to place one or two AU in empty Artillery Position(s) on the map, in an empty Detachment space, or in a combination of both.

The Chinese side rolls one die:

- **1:** No effect
- **2 to 5:** Place 1 AU
- **6:** Place up to 2 AU

Raise Morale (2 APs)

This is the same as the equivalent International Special Action (see *p.35*).

5.6. Command Phase

The Command Phase comprises the following steps:

- Relief Map Scoring (Turn 3 & 6 only)
- Defenses Scoring (Turn 6 only)
- Diplomacy Scoring (Turn 6 only)
- Victory Check
- Fog of War
- Reinforcements
- Clean-up

5.6.1. Relief Map Scoring

On Turn 3 and Turn 6, the Chinese side checks the location of the Relief Expedition marker on the Relief Map.

- If it is in position 1, they score 2 VPs.
- If it is in position 2 or 3, they score 1 VPs.
- If it is in position 6, they lose 1 VPs.
- If it is in position 7, they lose 2 VPs.

On Turn 3, after VPs have been allocated, the Relief Expedition marker is flipped to its B side and placed in Taku (space 1).

5.6.2. Defenses Scoring

On Turn 6 both sides score VPs based on the state of their defenses:

- International side: +1VP for each Intact Barricade.
- Chinese side: +1 VP for every two Intact Siege Lines.

5.6.3. Diplomacy Scoring

On Turn 6, at the end of the game, the International side may lose points if it has neglected its diplomatic relations, as follows:

- -1 VP if one or two Diplomacy markers show their Tension side.
- -2 VP if all three markers show their Tension side.

5.6.4. Victory Check

If at this point one side has 15 VPs or more than their opponent, they win an Automatic Victory.

> ***Reminder:*** *If at any point in the game a side has 30 VPs or more than their opponent, they win an Automatic Victory.*

If it is Turn 6, the game ends here and the side with the most VPs wins.

If both sides end the game on the same number of VPs, the winner is:

1. The side that has a higher Morale level. If still drawn:
2. The side that has a higher Supply level. If still drawn:
3. The game is a tie.

5.6.5. Fog of War

The Initiative side draws one card from the opponent Fog of War deck, looks at the card, then chooses between two options:

- Place the card in their own discard pile. This prevents their opponent from receiving it and later playing it. Doing this reduces the acting side's Morale by one level. If they do not have enough Morale, they must place the card in their opponent's discard pile (see the next point).

- Place the card in their opponent's discard pile. If they do this, they may then take a Common card, either face-down from the Common card deck or by choosing one of the two face-up cards (in A and/or B). The selected Common card is then placed in the acting side´s discard pile.

The non-Initiative side then repeats this process.

Play note: *When you place the opponent's Fog of War card to your own discard pile, you are preventing your opponent from using it in future turns. As a negative trade-off, that card, being in your discard pile, will at some point become part of your hand. These cards can only be played by the side they belong to. So, if you have the opponent's Fog of War card in your hand, it's equivalent to having a blank card or one less card. You won't be able to use it and must discard it in your Action Phase when revealing your cards to perform actions.*

5.6.6. Reinforcements

In Initiative order, both sides place reinforcements in empty Posts, then in Detachment spaces.

To do this, the Initiative side draws a MU from their Bag and decides where to place it (it can be in any Zone). This process continues until all the empty Posts are filled.

Then the non-Initiative side repeats this process.

The Initiative side then draws MU from the Bag and places them in empty spaces in their Detachment area. Then the non-Initiative side repeats the process.

5.6.7. Clean-up

The Turn ends by resolving these steps:

A. Remove the Engagement and Fire markers from the map (Reminder: The Water hoarding Diplomacy marker prevents the removal of a blue Fire marker). Surveillance markers remain on the map.
B. Replenish Common cards. If spaces A and/or B are empty, refill them with a face-up card(s) drawn from the Command card deck.

Note: *When a Common card is taken from space A or B, it is not replenished immediately; the space remains empty until this exact moment.*

C. Recalculate the Net Combat Strength Bonus in each Zone.

D. Draw cards. Each side draws seven cards from their draw deck. If there are insufficient cards remaining, they shuffle their discard pile and form a new draw deck with it. Then, they draw the necessary cards to complete a hand of seven cards.

E. Move the Turn marker to the next space.

6. Relief Map

Action on the Relief Map simulates Chinese attempts to block the arrival of the International Relief Expedition into Peking.

Space #1 (Taku) is always under International control. The other spaces (2 to 7) start under Chinese control. Each such space has a number in red that represents the inherent Chinese Garrison strength of that space. Every time the Relief Expedition marker successfully advances, it will take control of the new space.

The Chinese side can send a single MU to a space it controls to try to stop the advance of the Relief Expedition marker.

The Relief Map comes into play:

A. During the *5.4.B. Maintenance Phase*, when the Chinese player roll one die to determine how many spaces the Relief Expedition marker advances (As explained in 6.1).

B. During some Movement Actions (5.5.1.B.5.). Action when the Chinese side moves a MU to or from the map, or between spaces on the map, or the International side takes a Special Action to Advance the Relief Expedition (5.5.2.A.).

Important: *Only one Chinese MU is allowed on the Relief Map.*

6.1 Movement on the Relief Map

- During Turns 1, 2, and 3, the First Relief Expedition (A) is used. It begins the game in space 1 (Taku). This marker will always advance along the route marked by a dashed line.
- During Turns 4, 5, and 6, the First Relief Expedition marker (A) is replaced (flip) by the Second Relief Expedition (B). When it comes into play it is placed in space 1 (Taku). This marker will always advance along the route marked by a solid line.

The Relief Expedition marker must always advance toward Peking.

Note: *While the First Relief Expedition (A) is active, the marker moves along the dashed route from Taku to Peking. Once the Second Relief Expedition (B) is activated, the marker will follow the solid route instead, replacing the previous path.*

6.2. Combat on the Relief Map

A combat occurs on the Relief Map when the Relief Expedition marker advances and enters a Chinese controlled space. The Relief Expedition will always be the attacker (though the Chinese MU may be allowed to advance and counterattack if permitted by an Event).

Combat is resolved as follows:

1. Total Combat Strengths are calculated. The Chinese Combat Strength is the Garrison strength, plus the Combat Strength of the MU (if present); however, the Garrison strength is only included when defending, meaning the Chinese side uses only the MU strength when attacking. The Relief Expedition's Combat Strength is indicated on the marker: 3 or 5.
2. The attacker rolls as many dice as their Combat Strength (to a maximum of 5 dice). Then, they decide if they will use any Modifiers (Commitment and/or Morale).
3. The defender does the same.
4. Each result of 5 or 6 is considered a success by the side that rolled it.

Result:

- Difference in successes between both sides is 0: The defender holds their position. The attacker returns to its starting space.
- Difference in successes between both sides is 1:
    - In the attacker's favor: The attacker remains in the space where the combat occurred. If the International side is the attacker and there was a Chinese MU in that space, that MU retreats one space toward Peking. If the MU is already in the Peking space, return it to the Bag. If the Chinese side is the attacker, the Relief Expedition retreats one space toward Taku.
    - In the defender's favor: The defender holds their position. The attacker returns to the space it attacked from.
- If the difference in successes between both sides is 2 or more:
    - In the attacker's favor: The attacker stays in the space where the combat occurred. If the International side is the attacker and there was a Chinese MU in that space, that MU is returned to the Bag. If the Chinese side is the attacker, the Relief Expedition retreats two spaces toward Taku.
    - In the defender's favor: The defender holds their position. The attacker returns to its starting space, then retreats one additional space.

Note on Control: *The International side retains control of the space it retreated from if it still has movements available on the Relief Map to re-enter the space immediately, otherwise the Chinese side gains control of the space (and the Relief Expedition must attack the Garrison in that space again when it subsequently re-enters it).*

Play note: *This means the Chinese side will take back control except where in the Relief Expedition step of the Chinese Maintenance Phase the Chinese side rolled a 3+. This would mean the Relief Expedition has a minimum of two or three spaces it can move into on the Relief Map. Assuming it has at least one of those movements remaining after it loses the combat, it can move back into the space it retreated from.*

7. Designer's Notes

I have always been interested in sieges, which is why I developed this unique system, which I'm calling the Breach Point system. My goal is that players can enjoy a dynamic experience, despite the generally static nature of the siege itself.

I chose the siege of the International Legations in Peking not only because it was technically interesting, but also because it was iconic, made famous by the classic film *55 Days at Peking*.

In keeping with the goal of creating a dynamic game engine, the main mechanic of this game is card management. You will need to optimize your hand to get the most out of your strategy.

The challenge in card games is that the hand your draw does not always deliver what you need. Hence I have introduced a hybrid system that combines an Events Phase with an Action Points Phase.

The way fog of war works in this game, through a deck building mechanic, is leftfield, but I think interesting, and I am very satisfied with the result.

In *Peking: 55 Days of Fury* the sides are asymmetric. Players must employ different strategies depending on the side they play. This provides replayability, which is a very important factor for me in my game designs.

The International side

The International player will feel the pressure of the siege. The scarcity of supplies can be difficult to manage, as the Wounded (whether from combat or lack of supply) can become KIA, granting victory points to the opponent.

They will have to efficiently manage the Infirmary and the Supply level. This task is more difficult than it seems, as at the same time they need to be fending off attacks from the Chinese player and trying to Sabotage their Siege Lines.

On the Relief Map, the International side has a more passive role, though a Special Action allows them to advance the Relief Expedition marker, which could put the Chinese side under pressure at a given moment.

Then there's the diplomatic angle. Citizens from many different nations were besieged in the International Legations Complex, and relations between some of the countries were not always good. In extremis, this affected how well there were able to work together to defend themselves, and tthe game reflects this elegantly with the Diplomacy markers.

The Chinese side

The military units of the Chinese side are not as strong as those of the International side in terms of firepower. In particular, the military units of the Boxers have the lowest Combat Strength values, reflecting their lack of modern armaments. But they make up for that in numbers. When a Chinese military unit is Wounded they are always returned to the Bag, and they have higher Manpower Factors.

Surveillance markers play a very important role for the Chinese side as they can change the conditions of a combat in their favor.

The Chinese side also has Artillery units that they must use to break down International Barricades. However, they must likewise protect them behind Siege Lines, so they can't be taken out by Raids from the International side.

The goal of the Chinese side is to build and keep all their Siege Lines Intact, destroy the International Barricades so they can't be repaired, and try to hold back or prevent the advance of the Relief Expeditions.

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While board game design occupies a significant portion of our free time, running a publishing house demands even more. Without the unconditional support of my family and friends, it would not be possible to carry out this fascinating project at Neva Game Press.

For this reason, this new title of mine is dedicated to my family and friends, who make this dream possible.

10. Credits

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