

A CLASH OF IMPERIAL FORCES.

# · SIEGE AT PEKING ·

· RULE OF PLAY ·

## HISTORICAL BACKGROUND

The Boxer Rebellion is believed to have its roots in the Shantung province of China. Initially an underground movement created in reaction to German expansion in the region, the 'Fists of Righteous Harmony' acquired a considerable following among the discontented populace. A groundswell of anti-Christian sentiment, supported by the Boxer's claim of physical invulnerability, arose in response to the callous economic, political, and religious policies of the western powers. Realizing their potential as a mean for checking Allied ambitions, the dowager empress secretly encouraged Boxer activities.

By mid-June, 1900, with sections of the Imperial city ablaze, the German Baron von Ketteler massacred, and her militant counselors such as Prince Tuan urging action, the empress permitted Imperial troops to join forces with the Boxer 'patriots' in expelling the foreigners. After rejecting a court offer to withdraw from the city, the Allies in Peking reluctantly prepared their tiny legation area for attack, while expecting at any hour the arrival of Admiral Seymour's relief force. This conglomerate group of foreign troops and gunboats however bogged down in the capture of the Taku forts on the Pei Ho and the relief of the Allied garrison at Tientsin. The legation personnel in Peking were, for the time being, left to their own devices. At 4 p.m., June 20, the Chinese began their assault.

There can be no doubt that if the Chinese had pressed home a large scale assault with vigor that the legation quarters would have fallen during the first day or so. Surrounded and greatly outnumbered, the district was manned by an unusual mix of soldiers under the central command of Sir Claude MacDonald. Each national contingent used weapons different in caliber and possessed a limited quantity of ammunition for these weapons. Although food and water were plentiful, the besieged were woefully short of fighting men.

A great deal has been written about the siege. The Chinese used artillery, mines, fire, snipers, fortifications, and troops to dislodge the defenders. For fifty-five days the Allies responded with their meager artillery pieces, bayonet charges, and amazing resilience under constant stress. Some cracked under the pressure and became useless. Others like Colonel Shiba, MacDonald, Herbert Hoover, and many others, rose to the occasion and proved invaluable at critical points in the siege. The eyes of the world remained fixed on Peking. Approximately 15,000-20,000 Chinese troops struggled to burst through the fragile defenses. Meanwhile an international relief force at Tientsin was assembled with the simple directive to race for Peking. On August 13, 1900 the climatic moment arrived. Having endured weeks of shelling, attacks, and sniping, the Allies were put to a final test of strength. Trumpets blaring, masses of screaming Chinese troops made a last attempt to overwhelm the garrison. Every able bodied man was rushed to the defenses as rifle and cannon fire rang out continuously from all directions. The onslaught continued into the night as an endless stream of fire poured into the legation quarters. By 2 a.m. the assault was over. In the distance the defenders could hear the steady barrage of friendly artillery. The International Relief Force arrived, driving the Chinese troops from Peking. With their arrival the siege ended. What started out as eminent disaster had, after 55 days of hardship, been transformed into an episode of remarkable valor and faith on the part of the Peking defenders.

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## 1. INTRODUCTION

### 1.1 Setting:

*Siege at Peking* is a two player recreation of the Allied legation defense against the Boxer and Imperial forces of China; the game is also suitable for solo play. The siege lasted from June 20 to August 14 in 1900. For fifty-five days the greatly outnumbered Allied troops fought a desperate defense without relief, marked by countless incidents of exceptional courage and cowardice. *Siege at Peking* incorporates a variety of unusual factors which simulate this memorable event and the people who endured it. The Allied player must successfully defend the legation quarters until the end of the game. The Chinese player on the other hand, must try to overwhelm the garrison before the arrival of the Allied relief forces.

### 1.2 Structure:

*Siege at Peking* consists of a rules booklet, a 23" x 32" map, and 260 counters. After choosing sides the players should punch out the appropriate counters, consult the set-up rules, and place the counters on the map. A hexagonal grid is superimposed on the map to facilitate movement and combat; each hexagon is referred to as a hex.

### 1.3 Complexity:

The game is rated "1" on the WWI complexity scale, that is it has simple easily learned mechanics, and provides a game suitable for new players or a fast fun game for experienced players.

## 3. DEFINITION OF TERMS:

**Attack/Defense Strength:** Expressed in terms of points, it represents a unit's basic strength or value when attacking or defending.

**Movement Allowance:** Expressed in terms of points, movement allowance represents the number of hexes a unit may move through or into.

**Range:** Expressed in terms of the number of hexes a unit can fire through in order to attack an enemy unit.

**Leader Bonus:** A leader's bonus can be used in one of two ways - as a die roll bonus or as an addition to the strength of other unit's it is stacked with.

**Artillery Bonus:** Marked with an asterisk, artillery bonus represents an odds bonus for Allied attacks.

**Phasing Player:** The player whose turn it is, is referred to as the phasing player.

## 4. SEQUENCE OF PLAY

Each game turn consists of the following phases, played in the order shown.

**1. Chinese Big Gun Phase:** Chinese player positions and fires his two artillery pieces (See Big Gun Rules).

**2. Chinese Movement Phase:** Chinese player moves his units up to their full movement allowance, subject to terrain restrictions and enemy zones of control.

**3. Allied Reaction Phase:** Allied player moves his units up to half their movements allowance, subject to terrain and zone of control restrictions.

**4. Sniper Phase:** Chinese player may direct sniper fire against any one Allied leader in range and line of sight.

**5. Chinese Combat Phase:** Chinese player executes ranged fire and normal combat against Allied units. Allied player may attempt withdrawal beforehand.

**6. Allied Movement Phase:** Allied player moves his units up to their full movement allowance subject to terrain and zone of control restrictions.

**7. Allied Combat Phase:** Allied player executes bayonet charges, ranged fire and normal combat against enemy units.





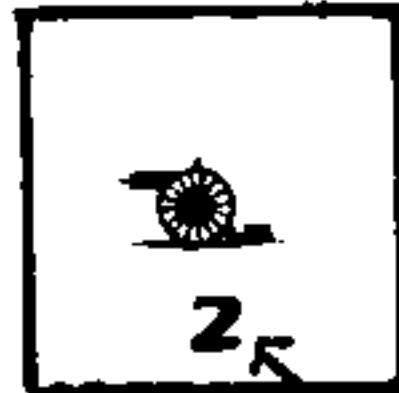



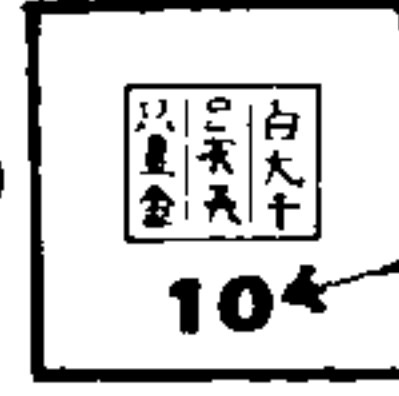


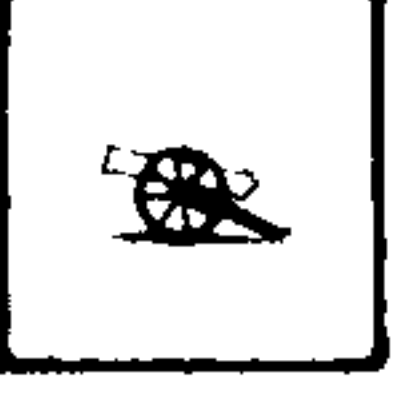
These seven steps complete one full game turn. Advance the game turn marker and repeat this process until turn 11.

## 5. MOVEMENT

### 5.1 General

Movement is calculated in terms of the number of hexes a unit can move into during its movement phase. Each unit needs sufficient movement points to enter a particular terrain hex. e.g. 8 points to enter the Tarter Wall from a

## 2. COUNTERS

<b>ALLIED COMBAT UNIT</b>		<b>ALLIED VOLUNTEERS</b>	<b>LEADER</b>
(front) 	(back) 	(front) 	
Combat factor	Reduced combat factor	Combat factor	
<b>ALLIED ARTILLERY</b>		<b>BOXER</b>	
		(front) 	(back) 
odds bonus	defense factor	Combat factor	reduced combat factor
(front) 			
Combat factor	<b>RUIN</b>	<b>FORTIFICATION</b>	<b>CHINESE BIG GUN</b>

non-wall hex "outside" the Wall. A unit cannot pass through or end its movement in the same hex as an enemy unit. If forced to do so it is eliminated. A unit may at no additional movement cost pass through or stack with friendly units. (see Stacking Rules). Units forced to move into a canal hex are eliminated; Allied units forced to exit the map are eliminated. See Terrain Effect Chart on the map for details of movement costs. Players may move as many of their units each turn as they wish – all, some, or none. Movement points may not be "loaned" from one unit to another, nor may movement points be accumulated from one turn to another.

## 5.2 Movement Allowances

Type of unit	Movement Points
Boxers	8
Imperial Troops	10
Allied Combat Units	6
Allied Leaders	6
Allied Artillery	6*
Civilians, Doctors	6

\*Must be stacked with an Allied combat unit (not leader or civilian) in order to move or fire.

## 6. ZONES OF CONTROL

A unit's zone of control consists of the hex it occupies and the six surrounding hexes. Upon entering an enemy ZOC. A unit must stop and can move no further during that particular movement phase. Allied units have 2 movement phases – reaction and full. Thus an Allied unit could enter an enemy ZOC in its reaction phase and exit during the following full movement phase. Allied units may not exit enemy ZOC during reaction movement. There is no extra cost for entering or exiting an enemy ZOC. A unit cannot move directly from one enemy ZOC into another enemy ZOC (*exception*: see Advance after Combat). Zones of control do not extend through/across canal hexes, into buildings, onto the Tartar Wall (unless the unit is on the wall already), nor from one building hex to another.

## 7. STACKING

Up to 10 Allied strength points, including leaders, can stack in one hex. Up to 30 Chinese (Boxer/Imperial) strength points can stack in one hex. Artillery and civilians do not count towards stacking. Units in violation of stacking rules are eliminated, the owning player choosing which units are to be eliminated. Only one Allied artillery unit is allowed per hex. Several leaders may be in a single stack.

## 8. COMBAT

### 8.1 Types of Combat

There are 4 types of combat: ranged fire, normal combat, bayonet charge (Allied player only), and sniper fire (Chinese player only).

#### 1. Ranged Fire

Ranged fire represents combat from more than one hex away. Allied units have a range of three hexes. Chinese have a range of two hexes. Units using ranged fire, including Allied artillery, need a clear line of sight to the target unit (see Line of Sight Rules). Units inside buildings or adjacent to or in a wall/fortification hex may use ranged fire, i.e. shoot through loop holes, firing slots, etc. Units firing from 2 or more hexes away are not affected by adverse combat results. Allied leaders may use ranged fire, civilians may not. Ranged fire is only used by the phasing (i.e. attacking) player; it can never be used in defense.

#### 2. Normal Combat

Units belonging to phasing player *must* attack all enemy units whose zone of control they are in. For example, a phasing unit in the open must attack an enemy unit in an adjacent build-

ing hex (the reverse would not be true, as the unit in the building is not in the zone of control of the enemy unit;)(see section 6). Units belonging to the phasing player *may* attack adjacent enemy units who are not exerting a zone of control over the phasing units, but do not have to do so. (Thus a phasing unit in a building hex can choose whether or not to attack an enemy unit in an adjacent non-building hex). Combined attacks against enemy units in more than one hex are allowed, and units in more than 1 hex can combine to make a single attack. No unit may attack or be attacked more than once per turn. Normal combat can be performed in conjunction with ranged fire. A unit's attack strength is unitary and cannot be divided among attacks. No attacks can be made at less than 1-3 odds; any unit forced to attack at less than 1-3 suffers an automatic "AE" (attacker eliminated) result.

### Example of Multihex combat

The 2 units marked "A" could combine to make a single attack on the 2 units marked "D" as every attacking unit is adjacent to every defending unit.

Other units further away can also join in this type of multihex attack, by means of ranged fire but only if they are in range of every unit being attacked and can trace LOS to all of them.

### 3. Bayonet Charge

On numerous occasions it became necessary for the defenders to rush enemy positions in order to deny them critical vantage points. Before the start of the Allied Combat stage any Allied units which did not move during the previous full movement phase may attempt a "cold steel" bayonet charge.

#### Procedure:

1. No more than 15 strength points, including leaders, may charge each turn. More than one leader may take part in a charge.
2. A leader (any nationality) must start the charge stacked with the charging units, (he therefore must have been stacked with them at the start of the movement phase: see above).
3. Move the charging units at half their movement allowance, subject to terrain and zones of control restrictions.
4. Place the charging units on top of the enemy units being attacked.
5. Quadruple the attacking strength of all charging units, including leaders. They need not attack other adjacent enemy units, only those whose hex they occupy.
6. Charging units do not receive die roll bonuses from the presence of leaders.
7. Charging units may not advance after combat.
8. Calculate the combat ratio, roll the die, and consult the Combat Results Table (CRT) and apply all results immediately.
9. Allied artillery can never be used in a bayonet charge.

### 4. Sniper Fire

Sniper fire is undertaken by the Chinese player in the Sniper Phase of each turn.

#### Procedure:

The Chinese player choose *one* Allied leader who is within range of a Chinese combat unit (Boxer or Imperial) and to whom the firing unit can trace a line of sight (see section 9). He rolls a single die and if the result is a "6" the Allied leader is considered a casualty and is removed permanently from play. A result of 1-5 has no effect. The Chinese player may direct sniper fire at only one Allied leader per turn.

### 8.2 Combat Resolution Procedure:

Players resolve attacks one at a time, in any order they choose, applying the results of each before moving on to the next. The phasing player adds the attack strength of his own units

and compares it to the total defensive strength of the defending units, applying any terrain benefits. Express this numerical relationship in terms of a combat ratio, dropping all fractions. Determine the combat ratio, and roll the die once for each attack, with the Allied player applying any leader/artillery bonuses for each attack. Find the combat result by cross-referencing the odds ratio and the die-roll on the Combat Results Table located on the map. This result is immediately applied and this simple calculation process continued until a player completes all attacks for his combat phase. Note that ranged fire and combat between adjacent units occurs in the same phase, and may be combined. *Example*: an Allied unit strength point 6 attacks a Boxer unit strength 8. A second Allied unit strength 10, 3 hexes away adds its fire to the attack, resulting in a combat ratio of 2:1 (16:8). Units cannot use ranged fire if they are in the zone of control of an enemy unit: they must instead attack an adjacent unit.

### Explanation of Combat Results

- AR Attacker retreats all units 3 hexes.
- DR Defender retreats all units 3 hexes.
- DL1 Defender loses 1 step from 1 unit (his choice) and retreats all units 3 hexes.
- AL1 Attacker loses 1 step from 1 unit (his choice) and retreats all units 3 hexes.
- AE Attacker eliminated.
- DE Defender eliminated.
- EX Exchange. Defender is eliminated. Attacker loses at least an equal number of strength points as the defender has lost. (Unit strengths are taken at their face value for the purpose of this calculation, i.e. ignore any terrain modifiers). Allied units which are eliminated are permanently removed from the game; Chinese units are not (see section 19).

### 8.3 Retreat after Combat

Units forced to retreat are under certain restrictions regarding movement. Units are eliminated if:

1. Forced to move into enemy zones of control. Friendly zones of control do not negate enemy zones of control during retreats, i.e. it is not possible to retreat through an enemy ZOC even if a friendly unit occupies or exerts a ZOC into the hex in question.
2. Forced to retreat into a canal hex.
3. A unit *ends* a retreat in violation of stacking restrictions (it may, however, exceed stacking restrictions *during* its retreat).
4. Surrounded by adjacent enemy units.
5. Allied units forced to exit the map are eliminated; allied units may never voluntarily exit the map.

#### Notes:

- (1) The owning player always retreats his own units.
- (2) Units that are in buildings and are required to retreat after combat may retreat 1, 2, or 3 hexes at the owning player's discretion; they do not have to retreat 3 hexes.
- (3) Units may not pass through a single hex more than once during the course of a 3 hex retreat. However, it is perfectly possible to "retreat forwards".

### 8.4 Advance After Combat

Whenever a unit is forced to retreat, the attacker/defender may advance one unit into any vacated hex. The option to advance must be exercised immediately. Units executing a bayonet charge may not advance after combat. Advance after combat may be made even if it means moving directly from one enemy ZOC to another. This is the only situation in which such a move is possible. *Restriction*: Allied units can only advance after combat if a leader took part

in the combat concerned; and only units which took part in a combat may advance as a result of that combat.

### 8.5 Line of Sight

A unit using ranged fire must have a clear line of sight between it and the target unit(s). A line of sight is determined by drawing a straight line from the center of attacking unit's hex to the center of the target hex. If this line is blocked a unit may not use ranged fire. A line of sight is blocked by: Tartar Wall, buildings, walls, fortifications, and by friendly and enemy units. Civilians do block LOS; leader counters alone in a hex do not block LOS, neither do unmanned artillery counters. Note that:-

1. Units on the Tartar Wall can always be fired at, provided LOS is not blocked in some other way. Units on one side of the Tartar Wall, however, cannot fire at units on the other side of the wall, i.e. cannot fire "over" the Wall.
2. Hexes containing buildings can be fired into but not through.
3. Walls/fortifications can be fired into, but not through.

### 8.6 Steps

#### Step Losses

Most combat units have 2 strength levels (front & back) which are called steps. A unit's full (front) strength represents one step. A unit's reduced (back) strength is its second step. When a unit is forced to lose a step flip the counter over to its reduced strength. If a unit is already at reduced strength and forced to lose a step, it is eliminated. Units which have no second step are simply eliminated the first time they lose a step.

#### Step Recovery

All allied units with 2 steps that suffer a strength loss are eligible for recovery to full (front) strength. Up to 3 units can attempt recovery per game turn. Stacking restrictions apply to units in hospital hexes.

#### Recovery Procedure:

1. Move the reduced unit(s) into the hospital hex.
2. At the start of the next turn roll the die once for each unit attempting recovery. A roll of 1, 2 or 3 restores the unit to full strength. Recovered units may move and fight on the turn of their recovery.

Reduced strength units attempting recovery defend normally but cannot attack in a turn in which they have unsuccessfully attempted recovery. There is no limit to the number of turns in which a unit can attempt step recovery, i.e. it may stay in hospital for several turns until recovered. Add 1 to each step recovery die roll for each doctor (Velde or Poole) eliminated during the game. At least one of the doctors must be present in the hospital in order for step recovery to be attempted; the doctor need not be in the same hospital hex as the unit(s) attempting step recovery.

## 9. ALLIED ARTILLERY

Allied artillery provide an odds bonus to Allied attacks. The bonus is shown on the artillery counter. A bonus of 2 gives one Allied attack an odds increase of "2" e.g. a 2-1 attack becomes a 4-1 attack. The artillery counter must be within

#### Credits

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Playtesting: Kieron Doyle, Wallace Poulter, Chris Hunt.

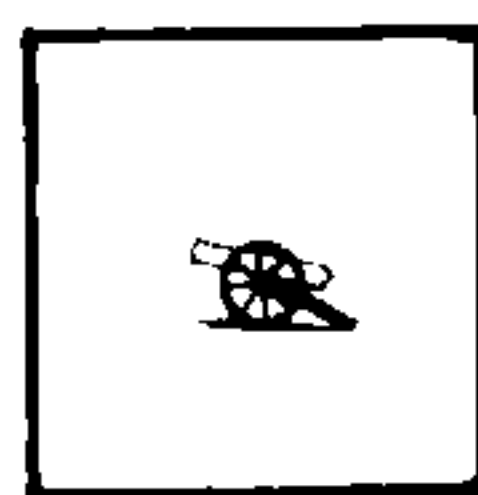
Graphics: Terry Pottle, Tim Barrance, David Lawrence, Briony Doyle.

4 hexes of the target unit. (Count the hex the target is in, but not the hex the gun is in), and have a clear LOS.

At least one Allied combat unit (any size) must be stacked with the artillery unit during attacks and for purposes of movement. An artillery unit moves at the same rate as other combat units providing it is stacked with a unit. If the Chinese unit moves through an 'unmanned' artillery counter, the latter is eliminated. The Big Gun never eliminates Allied artillery. Leader units cannot move or fire Allied artillery.

More than one artillery piece may be used in a single attack. *Example:* if a "1" and a "2" artillery piece are used, odds would go up from 2:1 to 5:1.

## 10. CHINESE BIG GUNS



The Chinese had available to them a variety of artillery used to bombard the defenders. One such piece of ordinance nicknamed 'The Big Gun' inflicted moderate damage on the legation quarters. The Chinese fired an estimated 60,000 rounds into the district but because of inferior gun crews and equipment their artillery was never used with telling effect, i.e. to blow open a massive breach in the Allied fortifications.

At the start of each turn the Chinese player places both Big Gun counters within any 3 hexes of any map edge but not in an enemy zone of control. Each gun is fired 4 times prior to movement or combat. They are removed from the map immediately after firing.

#### Firing Procedure:

1. For each shot the Chinese player announces first the row of hexes he is firing into. This must be a straight line of hexes. The direction may be changed after each shot.
  2. Roll the die once for each shot and multiply the number by four, e.g. a roll of 5 becomes 20.
  3. Count out this number in hexes in the designated direction from the Big Gun. The last hex counted is where the shell landed.
  4. Refer to the Big Gun Damage Chart and apply the results.
- Repeat this process until each gun has fired 4 times per turn.

#### Big Gun Damage Chart

Non-Clear Terrain

1	2	3	4	5	6
NE	NE	NE	NE	RUIN	RUIN

Clear terrain with units

NE	NE	NE	NE	SL	SL
----	----	----	----	----	----

**Procedure:** Check the hex where the shell landed. If this is a non-clear hex, or a clear with units present, roll the die once for each shot and apply the results.

#### Results:

Ruin = Place a ruin marker on the designated hex. Treat as rubble.

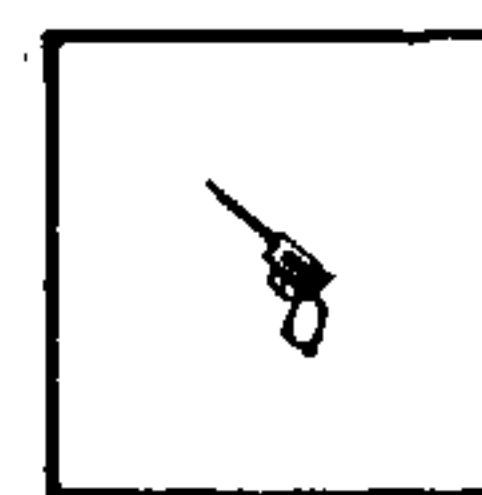
SL = Step Loss. 1 step loss for 1 unit in clear terrain (player's choice if more than one unit is present. Leaders may be removed to satisfy the loss of a step). Any civilians in clear hex are eliminated.

NE = No Effect.

#### Notes:

- (1) Allied artillery and Tartar Wall hexes are never affected by the Big Gun.
- (2) Units in non-clear hexes are never affected.

## 11. ALLIED LEADERS



### 11.1 General

A variety of personalities, military and civilian, are included to reflect their importance during the siege in terms of command, morale, and troop fighting effectiveness. Leaders have only one step and are eliminated if they suffer an 'Ex or DL1' when defending alone, or an 'AE' or 'AL1' combat result when attacking alone. Leaders have the same range and zone of control as other combat units. Leaders that are stacked with combat units that are eliminated are not therefore eliminated. Instead they are moved to the nearest friendly unit (owning players choice if several units are equi-distant). All leaders have combat strength of "1" (see below). Leaders can only aid combat if *stacked with* at least one unit involved; adjacency is not sufficient. Their special value is as follows:

1. Their strength of 1 can be used either as a normal combat strength of 1, or as a die roll bonus of 1 when attacking/defending alone or with other Allied units (*Exception:* Bayonet charges).
2. Leaders are necessary to attempt withdrawal before Chinese combat.
3. Leaders are necessary for Allied units to advance to after combat.
4. To give command control.

Leaders of any nationality can be freely mixed with other units. When the leaders "1" strength is used as a die-roll bonus, simply add 1 to the die-roll if the Allied are attacking, subtract 1 if they are defending. Leaders cannot use their combat factor as a die-roll modifier in the case of attacks made *solely* by ranged fire.

### 11.2 Command Control

In order to use their full movement allowance (6 movement points each turn), Allied units must be under 'command control' at the start of the Allied movement phase. A unit is under command control if it is within 4 hexes of a leader of the same nationality, or within 3 hexes of a leader of another nationality. *Exception:* Volunteer units are in command control only if they are within 2 hexes of a leader counter (of any nationality). In all cases count the hex the leader is in but not that which the unit is in. A unit is not in command control if the line (of 2, 3 or 4 hexes) it traces to a leader runs through enemy ZOC. *Exception:* command control can be traced through enemy ZOC if the hex in question is occupied by a friendly unit.

Allied units which are out of command control at the start of their (normal) movement phase, have a movement allowance that phase of 3 MPs not 6. Allied units which begin the Allied reaction phase out of command control have a movement allowance that phase of 2 MPs not 3. In other words, a unit which remained out of command control for an entire game turn, could expend a maximum of 2 MPs in the Allied reaction phase, and 3 MPs in the Allied movement phase.

Lack of command control has no effect upon combat. Chinese units are not subject to command control at all. Players who desire a quicker, simpler game may ignore the command control rules altogether (agree this with your opponent beforehand!).

## 12. ALLIED WITHDRAWAL

Before the start of Chinese combat any Allied units adjacent to enemy units may attempt withdrawal. To withdraw, a unit must be

stacked with or adjacent to a leader. Roll the die once for each leader. A roll of 1, 2, or 3 is required for successful withdrawal. If successful, all units stacked with or adjacent to that leader may retreat up to 3 hexes, subject to the restrictions of the enemy zones of control.

Note that one leader may fail to secure the withdrawal of a particular unit, but another nearby leader may enable it to withdraw successfully. The withdrawal die-roll is *per leader* not per unit.

### 13. FORTIFICATIONS



Allied fortifications are represented by counters or as fixed positions on the map. To build a fortification the Allied player must have at least 5 strength points in a clear hex. These points must not move during the Allied full movement phase. Before the start of the Allied combat phase place a fortification counter beneath the 5 strength points.

The Chinese relied extensively on fortifications and breastworks as a means of advancing under cover towards the Allied lines. In some places enemy fortifications were almost touching, forcing Allied troops to either retreat or rush the Chinese placements. To build a fortification the Chinese player must have at least 10 strength points in a clear hex. These points must not move during the Chinese movement stage. Before the start of the Chinese combat stage place 1 fortification counter beneath the 10 strength points.

Each side may build 12 fortifications during the game. Once placed they may not be removed except by the Big Gun results. Note: any fortification counters removed as a result of bombardment by the Chinese Big Guns may be re-used by the player who originally placed them on the map. Fortifications can only be built in clear terrain. Fortifications can be built in enemy ZOC. They confer defensive advantage on any occupying unit, irrespective of which side constructed them.

### 14. ATTRITION

During the siege many defenders, soldiers and civilians alike, died as a result of the hazards inherent in static warfare for example, illness, bombardment etc. Starting with game turn 2, the Allied player must remove one combat unit (any size/type) from play each turn until the game's end. The unit is removed at the beginning of the Allied player's turn.

### 15. CIVILIANS



Women, children, Chinese converts etc., are represented in the game. Civilians may never attack but have an intrinsic defense strength of one if stacked with an Allied combat unit. At least one Allied combat unit (any size) must be adjacent to or stacked with a civilian counter at all times; if all accompanying combat units are eliminated, the civilians are also eliminated. It is not sufficient to have a leader counter with a civilian unit. A single Allied combat unit may accompany several civilian units. Doctors do not need to be accompanied. If all 4 of the civilian counters are eliminated the Chinese player

needs to capture 2 fewer victory hexes than is otherwise the case in order to win the game. e.g. he would win on turn 7 by controlling 5 victory hexes; or would win at the end of the game by holding 5 of the "primary" victory hexes. Note that any civilian counter in clear terrain is eliminated if it suffers an "SL" result on the Big Gun Damage Chart. Civilian counters which are not *stacked with* at least one combat unit receives no terrain bonuses and may not move. Civilian counters have a ZOC only in the hex they occupy.

### 16. CHINESE MINES

Starting with turn 4 the Chinese player has available to him two mines which may be detonated on any game turn(s). To explode a mine the Chinese player, before his movement stage, announces the hex location of the mine. A mine can be exploded in any non-clear hex (except the Tartar Wall) adjacent to a Chinese unit. Place a Ruin marker on the designated hex. Mines can be exploded in hexes occupied by Allied units: Any Allied units present in a hex which is mined by the Chinese lose a step on a die-roll of 1-3 (roll the die once for each unit present).

### 17. RUIN MARKERS



Terrain which is destroyed by Chinese artillery or mines has a ruin marker placed on it for the game duration. Treat such hexes as 'ruin' (See Terrain Chart) for combat and movement purposes. Fortifications cannot be built on hexes with a ruin marker.

### TERRAIN

Because terrain plays a vital part in the game, it is useful to review some characteristics of various types:-

#### 1. The Tartar Wall

A unit defending on a Tartar Wall hex (i.e. any hex containing the Tartar Wall symbol) is quadrupled in strength if attacked from a non Tartar Wall hex. The Wall is never affected by artillery fire (i.e. cannot suffer a "ruin" result); nor can it be affected by mines.

N.B. It costs 8 MP to enter a Tartar Wall hex from outside the legation area (i.e. the clear terrain area along the edge of the map). It costs only 6 MP to enter the Wall from the legation side. Once on the Wall it costs only 1 MP to move from one Wall hex to another.

#### 2. Buildings

Zones of control are exerted *out* of buildings but never inside them. Thus a unit adjacent to a building does not exert a ZOC into the building. Neither do units inside a building exert a ZOC into any adjacent building hexes (i.e. they exert a ZOC only in the hex they occupy). Units defending in building hexes are always tripled in defense, even if attacked from adjacent building hexes within the same building.

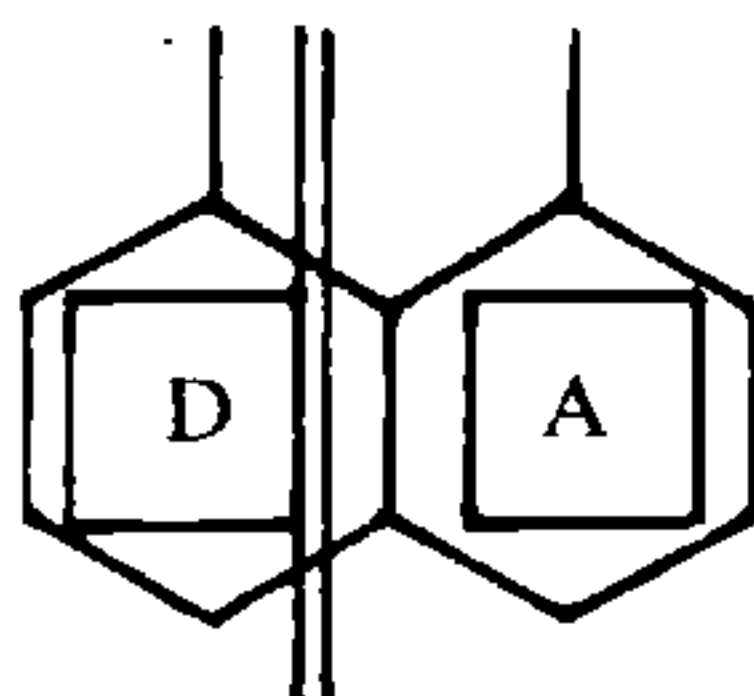
#### 3. Stone Bridge

Treat like wall/fortification for purposes of Line of Sight (LOS) rules.

#### 4. Walls/Fortifications/barricades

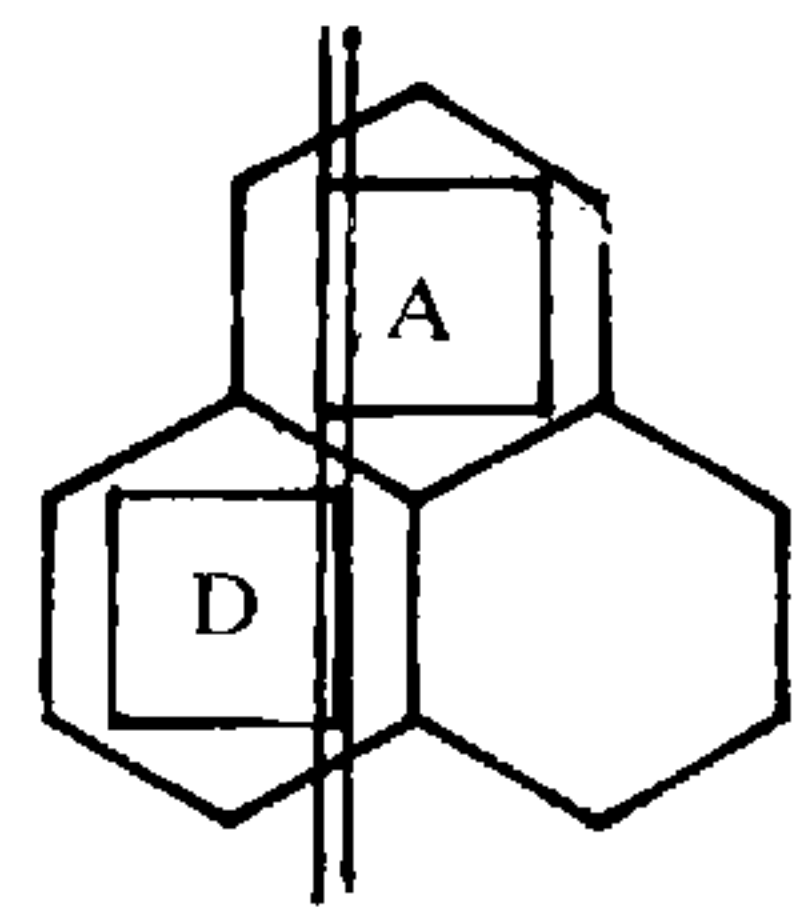
Examples:

(1)



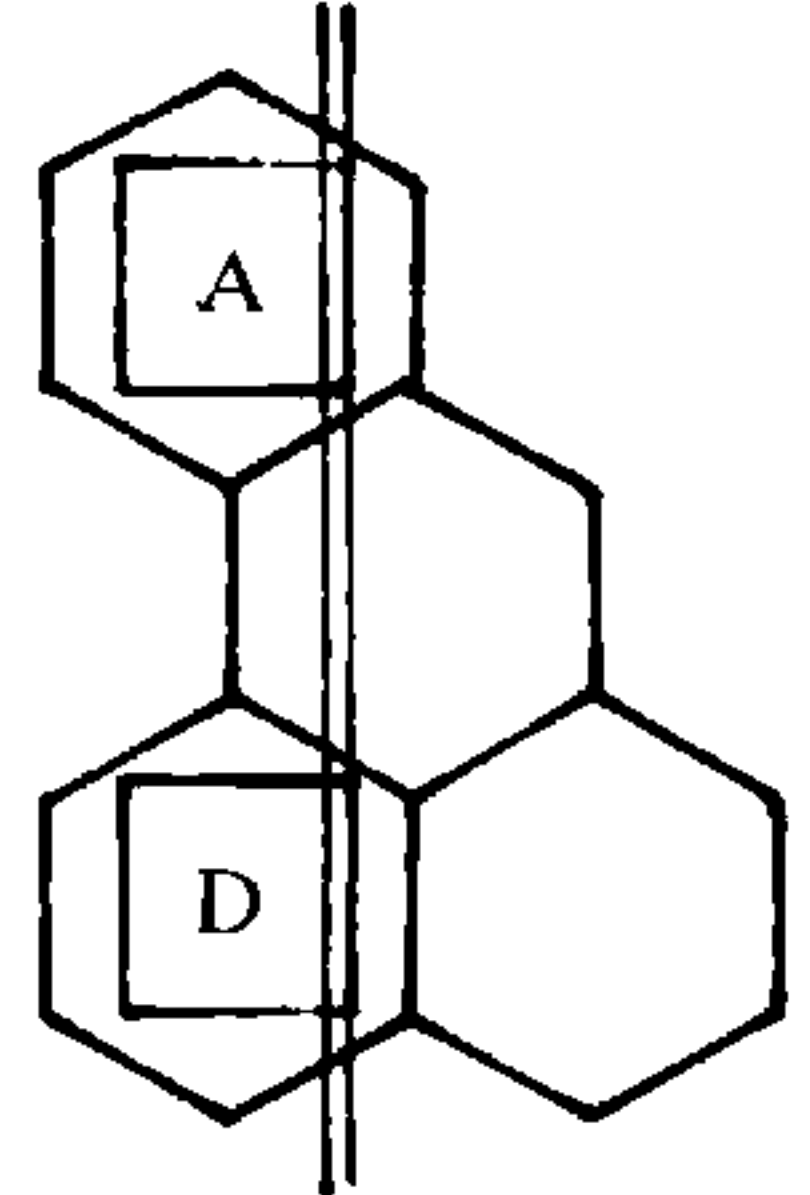
Defender (D) occupies the wall, the attacker (A) does not. Therefore the defender is tripled.

(2)



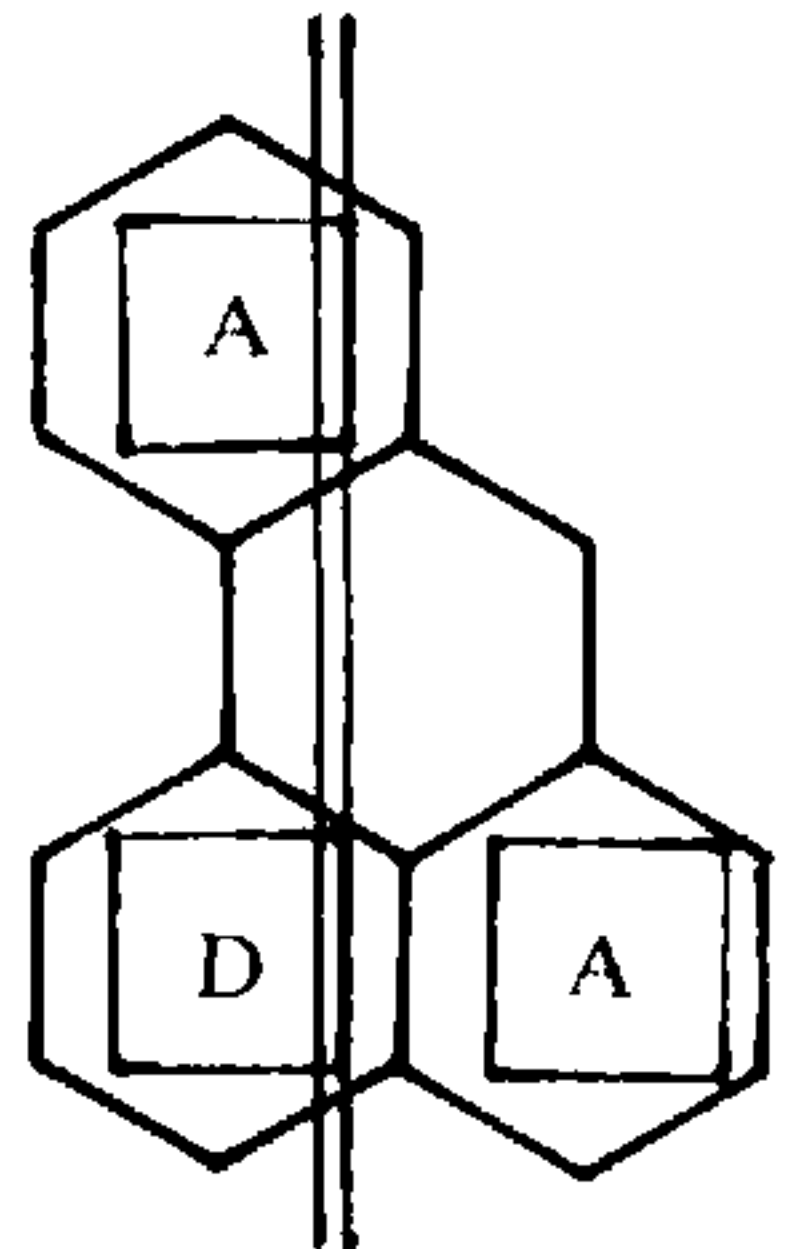
Both attacker and defender occupy the wall, defender is not tripled.

(3)



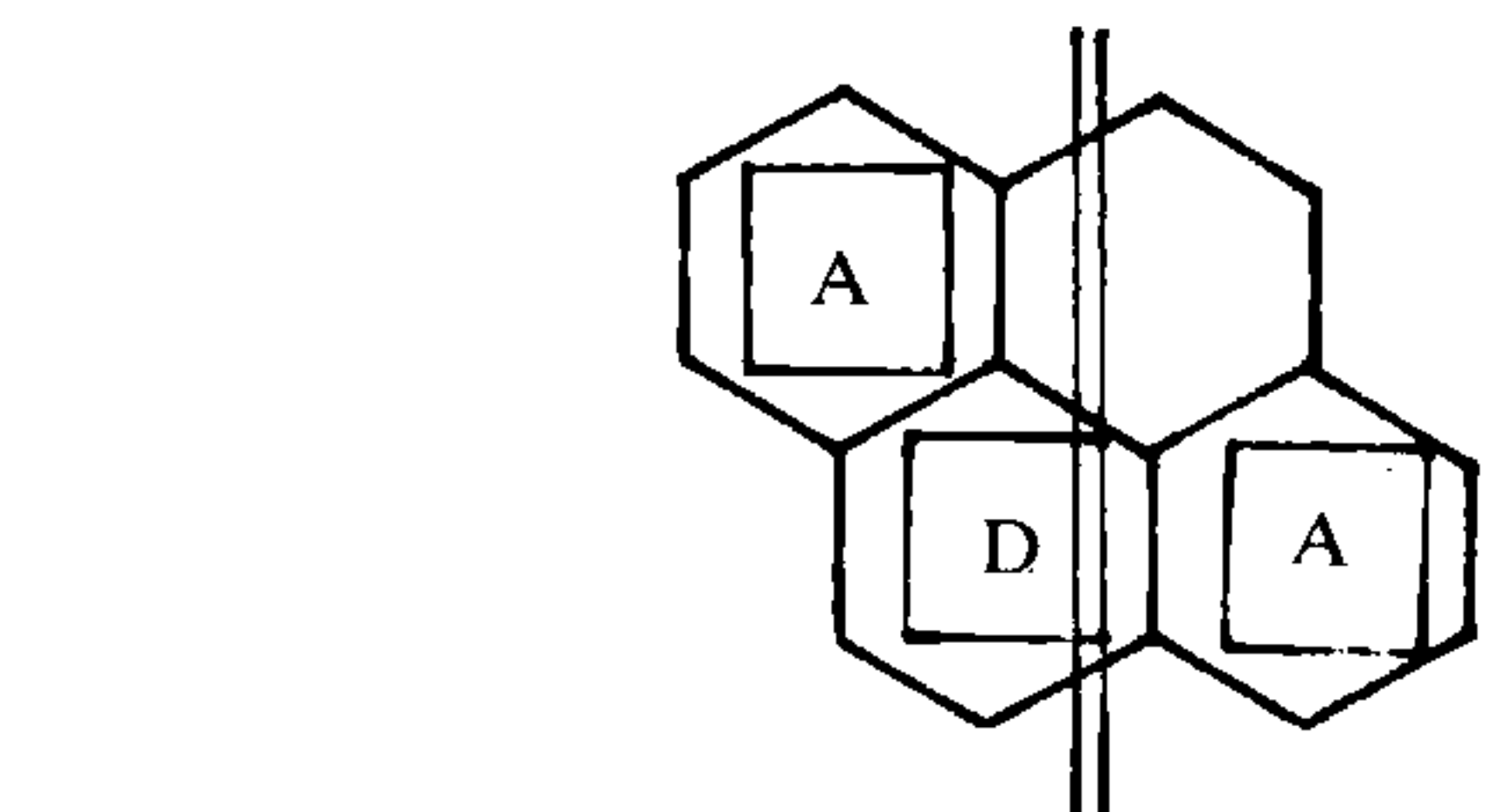
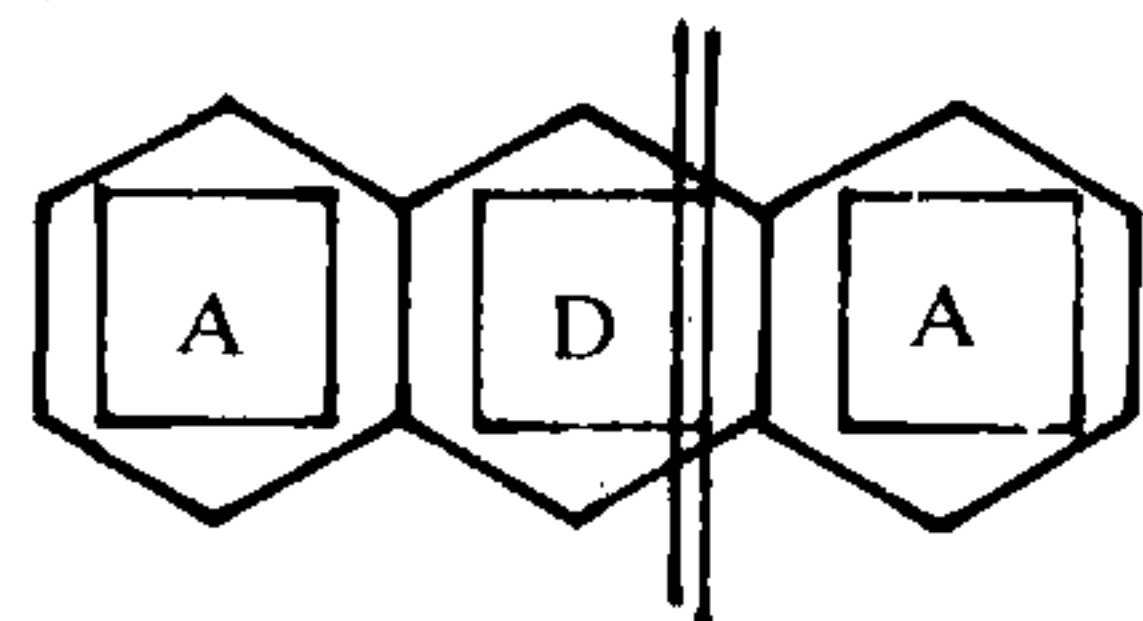
Again both players occupy the wall. Attacker (A) attacks using ranged fire, defender is not tripled.

(4)



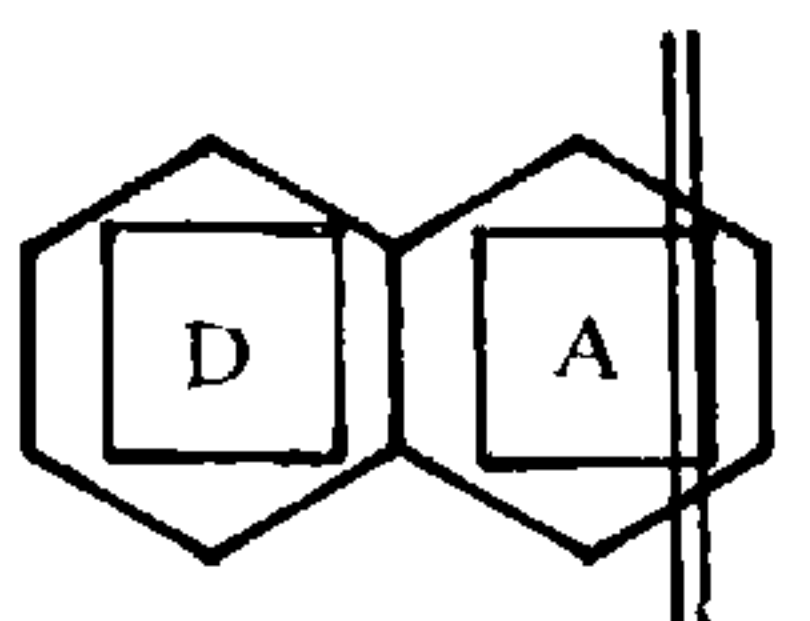
One of the attacking units (the one using ranged fire) is occupying the same wall as the defending unit, therefore the defender is not tripled.

(5)



In each case illustrated the attacking player is not occupying the defenders' wall. However, the attack is taking place from both sides of the wall, so the defender is not tripled. The same would be true if either or both of the attacking units were using ranged fire.

(6)



The defending unit is not manning the wall, and is therefore not tripled.

Units occupying a wall hex/fortification/barricade hex may use ranged fire (subject to LOS) in any direction. Units may never fire *through* a wall they do not themselves occupy, though they may fire *into* it. Note that units may fire *along* a wall they occupy; for example in case (4) above the attacking unit (A) occupying the wall may fire along the wall at the defending unit (D).

Terrain effects on combat are not cumulative. In the case of a hex containing more than one type of terrain, the defender calculates terrain effects as for the single most advantageous type of terrain present.

### 19. CHINESE REPLACEMENTS

Starting with turn 2, the Chinese player receives 3 Boxer and 3 Imperial units of any size per turn. These units are drawn from the pool of eliminated Chinese units. If there are insufficient units in the pool, the Chinese player may instead restore reduced units, i.e. those that have suffered a step loss, to full strength. Replacement units appear on any map edge hex; half strength units which are restored to full strength are restored *in situ* both replacement units and restored units may move normally that turn.

### 20. GAME TURN RECORD

There are 11 game turns with each turn representing 5 days. At the end of a full game turn advance the marker. After turn 11 play ceases and victory is determined.

### 21. VICTORY CONDITIONS

There are 11 "Victory hexes". These are hex numbers 0914, 1015, 1227, 1228, 1726, 2019, 2020 (the "primary" victory hexes), and 1236, 2208, 3012, 3235 (the "secondary" victory hexes). The Chinese player wins the game if:-

1. at any point in the game he controls a number of victory hexes (primary or secondary) equal to the current turn number. For example, if he controls 5 victory hexes at any point during game turn 5, he wins the game; or
2. he controls all 7 primary victory hexes at the end of the game; or
3. he eliminates all Allied combat units (including leaders).

A player controls a victory hex if he occupies it, or if one of his units was the last to occupy or pass through it. A victory hex is always controlled by a player who currently occupies it, even if it is also in the ZOC of an enemy unit. Furthermore, if player A was the last to pass through a victory hex, he retains control of it until such time as one of his opponent's units does so. That is, it is not enough for player B to place the hex in his ZOC, he must have a unit in the hex, however briefly, for control to change hands. At the start of the game all victory hexes are controlled by the Allied player.

### 22. SET-UP

The Allied player sets up all of his units within the area delineated by the following hexes:

0103, 3903, 3907, 3811, 3813, 3723, 3824, 3825, 3728, 3737, 3337, 2440, 0340, 0335, 0333, 0325, 0322, 0321, 0218, 0207, 0106.

The Chinese player then brings into play any or all of his units on any map edge hex subject to stacking restrictions. Chinese units may start a game turn on a map edge in an enemy zone of control. At the end of each game turn the Chinese player may remove any or all of his units from the map and return them to play on the following turn on any map edge(s).

## Designer's Notes

Siege games by and large suffer from a common complaint - static play. One side has little to do waiting patiently while his adversary pounds relentlessly against his defenses until the end of the game. I have tried to overcome this problem through a variety of means such as the bayonet charge, leader bonuses, and the Allied reaction stage. The end result is a situation where the defender must execute an extremely skillful defense mixed with limited offensive actions in order to survive. The Chinese player must learn how to apply maximum force at weak points and exploit the first breakthrough with great vigor, ignoring all casualties. The legation area has been reduced to its essential features with an emphasis on man made structures i.e. barricades, walls, etc. Movement, although relatively rapid, is more important as a means for rushing troops to desperate sectors or for planning attack routes into the district. *Siege at Peking* lends itself to solitaire play and this is recommended for the beginner in order to rehearse various methods of attack and defense. Having said that, a few comments regarding play are in order.

#### *Allied Player*

Yours is the extremely difficult task of parceling out troops in sufficient strength to preserve the integrity of your defenses. An emergency fire brigade consisting of several units including leaders and the Italian one pounder is essential. This ad hoc group must be ready to plug gaps in the lines, launch bayonet charges, and assist hard pressed sectors. Be especially careful about keeping open a line of retreat. If one line of fortifications collapses, fall back onto the next prepared line. Contest ground bitterly but know when to cut losses and retire. Remember, you have nowhere to go but back onto the district's heart and there is precious little ground to surrender. Whenever possible place your troops and man made fortifications with an eye towards interlocking zones of control and fields of fire. Always keep the Tartar Wall adequately manned and leave no troops in clear terrain. Quite simply terrain is your biggest asset. Leaders are vulnerable and must be committed to the action if you hope to survive. I wish I could add more words of advice but the Allied player is greatly outnumbered. You will spend all eleven turns running from one emergency to the next. If you keep your composure and nerve you will survive.

#### *Chinese Player*

The burden of attack is obviously on your shoulders. You must continuously pressure the defenders, striving to penetrate their defenses as quickly as possible. Diversionary attacks should be made at one map end to pin down the enemy while a major assault is launched elsewhere. Attrition early on works in your favor so be willing to absorb high casualty rates. Building advance fortifications forces Allied troops to withdraw or attempt a risky bayonet charge. Occasionally it pays to lure the defenders into a bayonet charge by overextending Boxer troops whereupon you engulf the defenders with overwhelming force. The Big Gun and the mines are merely minor contributions and should not be relied upon. Brute force and clever feints will keep your opponent second guessing your attack routes. Mistakes are inevitable at that point. Almost always advance after combat. Every hex gained is a minor victory in itself. By turn 9 you should be ready to launch a massive attack against the Allied last line of defense and the fighting will become quite fierce. Victory will depend in large measure on your personal determination and initiative in the face of a stubborn defense.



# • COMBAT RESULTS TABLE •

Die Roll	Combat Results										Die Roll
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	
1	AE	AE	AL1	AL1	AR	DR	DR	DL1	DL1	EX	1
2	AE	AL1	AL1	AR	DR	DR	DL1	DL1	EX	EX	2
3	AL1	AL1	AR	DR	DR	DL1	DL1	EX	EX	DE	3
4	AL1	AR	DR	DR	DL1	DL1	EX	EX	DE	DE	4
5	AR	DR	DR	DR	DL1	EX	EX	DE	DE	DE	5
6	DR	DR	DR	DL1	EX	EX	DE	DE	DE	DE	6

All odds greater than 8-1 are treated as 8-1

**AE** Attacker eliminated

**AL1** Attacker loses 1 step from 1 unit of his choice and retreats all other units 3 hexes

**AR** Attacker retreats all units 3 hexes

**DE** Defender retreats all units 3 hexes

**DL1** Defender loses 1 step from 1 unit of his choice and retreats all other units 3 hexes

**EX** Exchange: Defender eliminated, attacker loses at least an equal number of strength points

**DE** Defender eliminated