

# THE GRAND CAMPAIGN



## INTRODUCTION

The Taiping Grand Campaign is the longest scenario, lasting 165 turns, each representing one month of the 13 years of the war, starting in April 1851 and ending in December 1864. One player represents the Taipings armies, with various other groups of bandits, rebels and revolts, and the other plays the Qings, comprising regular imperial forces and provincial armies. The Western powers of France and Britain which intervened during the period, known as the “Foreign Devils” are initially controlled by the Taipings but can switch sides.

- The **Taipings** player has impressive land-only force at the start of the game, but it is located in southern China, far away for their main objective and prize, the city of Nanking. He has to reach that focal point in the shortest of time, before his opponent can recover from the early blows.
- The **Qings** player must first hold against the Rebels with the spare forces allocated by the Emperor, and until he manages to make the Imperial Concern increase, he will be severely limited in the number of troops at his disposal. He must therefore trade land for time.

The weather, diseases, famine and all sorts of events will take their toll, and managing your recruitment and forces will be crucial. Be also very attentive to the possible impact of the Foreign Devils, as the situation could easily get out of control, depending on which side they make their huge power felt.

The game's event cards allow full replayability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fronts.

## DURATION

Duration: 200h+

Favored Side: None

Most Difficult Side to Play: Qings

The Grand Campaign lasts 165 turns, from April 1851 till December 1864, each turn representing a month (the whole war lasted 13 years).

The **Taipings** players starts first.



## FORCES

The Taipings include land, river, and sea forces, the Nien Bandits and Hui revolts (in central and western China), the Pingnan-Guo rebels in Yunnan or the Miao and Hong uprisings in the southeast. They also includes initially the land and naval forces of France and Britain.

The Qings forces include the Manchu Imperial army and navy, the Green Banner provincial troops, the Provincial Armies, the mercenary Ever-Victorious Army and potentially some western powers' forces.

## MAPBOARD

The map represents most of China, the islands of Hainan and Taiwan, as well the southern tip of Manchuria and the north of Vietnam (a.k.a. Tonkin). Offmap boxes also represent areas farther away from the mainland.

There are objectives on the map that yield Victory Points, and the numerous cities are distinguished by their roles as National or Provincial Capitals, Main Economic Centers or Treaty Ports, or other urban centers of importance.

The map regions color may change due to weather (turning brown under mud, white under snow conditions – See Weather in the special rules section). High mountains regions have more severe restrictions, and regions nearby the main rivers can become flooded. The major rivers of China are also playable for naval units.



### IMPORTANT – REGION AND CITY CONTROL

When an empty enemy region is entered, it will go to the control of the entering side. However, if that side does not leave land units in the said region, the control will revert to the previous owner at the end of the turn. Therefore you must keep forces at least one turn in newly captured regions if you want to gain control. The situation is both similar and worse in regions with an unbesieged enemy city: if you leave the region (even if correctly and previously controlled by you) and have not taken the city, the region will revert to enemy control at the end of the turn.

# VICTORY ★★★★★

## IMMEDIATE VICTORY

The **Taipings** player wins if he captures Peking, eliminates the Emperor and reaches 200 VP.

The **Qings** player wins if captures all Taiping cities and eliminate all their regular units or reaches 200 VP.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

## BONUS VP

Many structures give VP (usually +1, +2 for big cities) when captured, and may cause loss of VP if lost. All of those are shown by the VP stars on map and in the region navigator. Right click on any owned region and examine the “Regions” tab and the “Structures” tab to see locations that award VP

Elimination of an enemy Leader gives your side +3 VP. (+10 if Emperor or Hong).

Elimination of a Governor gives +1 VP and 1 Gold to the **Taipings** player.

Elimination of a Foreign Devil (French, British) combat unit gives +1 VP and 1 Gold to the **Qings** player.

Each year, both sides receive 1 VP for every 2 provincial capitals regions (not cities) they control.

Many events and cards add or remove VPs.

# REINFORCEMENTS

The calendar below lists the units that both sides will respectively receive during the game. There are just a few of them, and most are force pool additions (unless otherwise noted). The economic system of the game is used to produce most of the units. Note that quite a few units may arrive following the play of a card or by events (see below)

## TAIPINGS

[Turn 1]	April 1851:	2 Rebels in an empty region in Guangdong, 1 Militia in Pingnan
[Turn 22]	January 1853:	6 Conscript Banners in Force Pool
[Turn 24]	March 1853:	Leader <i>Li</i> with friendly stack
[Turn 36]	March 1854:	Leader <i>Chen</i> with friendly stack
[Turn 46]	January 1855:	6 Conscript Banners in Force Pool
[Turn 50]	May 1855:	Pirate Junk in Force Pool
[Turn 70]	January 1857:	6 Conscript Banners in Force Pool
[Turn 73]	April 1857:	Pirate Junk in Force Pool

NB: Nien Bandits reinforcements come on a regular but random schedule, usually 1 every 6 turns.

# REINFORCEMENTS

## QINGS

[Turn 1]	April 1851:	Guangxi Militia in a friendly region with city in Guangxi province
[Turn 20]	November 1852:	Western Sailors unit inside Shanghai/Songjiang
[Turn 22]	January 1853:	3 Manchu Banners in Force Pool
[Turn 24]	March 1853:	Leader <i>Tung Chi</i> with friendly stack
[Turn 36]	March 1854:	Leader <i>Chuang Fu</i> with friendly stack
[Turn 46]	January 1855:	3 Manchu Banners in Force Pool
[Turn 48]	March 1855:	Leader <i>Tuo</i> with friendly stack
[Turn 60]	March 1856:	Leader <i>Xiang</i> with friendly stack
[Turn 70]	January 1857:	3 Manchu Banners in Force Pool
[Turn 94]	January 1859:	3 Manchu Banners in Force Pool
[Turn 118]	January 1861:	3 Manchu Banners in Force Pool
[Turn 142]	January 1863:	3 Manchu Banners in Force Pool

## REINFORCEMENTS VIA EVENTS OR CARDS

Many cards for both sides (Junks, Recruits, Artillery, etc...) provide for replacement, units repairs or upgrades, reinforcements taken from the force pool or new units. Some other key cards in the game will bring interesting reinforcements, either in terms of military units or leaders. Here is a short summary of the main ones, for each side.

## **QINGS EVENTS**

**Army of Xiang:** allows for the creation of the first provincial army, in Henan. Leader and units in the provincial capital, more troops in force pools. Other provincial army cards can now be drawn.

**Burgevine:** this happens only after Ward is in play. This leader will replace him if killed.

## **QINGS CARDS**

**1856+ Barrier Forts Card :** add Fort in Canton

**1857+ Chinese Gordon Card :** add Gordon with Ward / replaces him

**1857+ Fredrick Townsend Ward Card :** add the Ward leader in Shanghai (cannot move from there till EVA card is played)

**1857+ EVA Card :** add the 1st EVA Regiment with Ward and other EVA units in Force Pool

**Anytime: Li Xiubin Card.** Leader Li Xiubin enters play.

**After Event Army of Xiang (see above):** the 4 cards **Provincial Army** : xxx for Anhui, Hubei, Jiangsu and Zhejiang add leaders and units in the province capital plus more units in the force pool.

**Steamship Cards (x3):** add a modern Steamship unit at a cost of 3 VP. If sunk, it cannot be rebuilt.

**Diplomacy is at Threats or War levels: Taku Forts Card :** add Fort in Tientsin

**Anytime: Western Volunteers Card:** one Western volunteer unit, only if leader Burgevine is in play.



# REINFORCEMENTS

## TAIPING EVENTS

**Capture of Changsha:** the city receives strong garrison, new regiments and supplies, as well allowing the draw of some ships reinforcements.

**Nanking Capital:** the city is now capital of the Taiping, with a strong garrison, extra defensive gun batteries and local troops. Hong 'leader' is moved and locked there.

**Dungan Revolt:** over 10 rebels appear in random regions of Guansu and Shanxi.

**Tianjing Massacre:** 3 key leaders are eliminated: Yang, Wei and Qin.

**Red Turbans Uprising:** over 10 rebels and their leader Ling appear in Guangdong.

**Panthay Rebellion:** over 10 rebels and their leader Du appear in Yunnan (triggered by Pingnan Guo card play)

## TAIPING CARDS

**1857+ Canton Operation Card :** after Arrow Incident, Franco-British forces attack Canton

**After Event Tianjing Massacre: Chen Yucheng Card.** Add leader *Chen* with Hong. Comes along with an elite cavalry unit (non buildable if destroyed).

**Anytime: Henry Burgevine Betrayal Card.** Leader *Burgevine* is removed from Qings and join the Taiping with same location as leader *Li* or in Nanking.

**Anytime: River Fleet Card.** If any of Chongging, Changsha or Nanshang is owned. Add 10 junks units in a fleet inside the city.

**Anytime: Small Sword Society Card.** Gain of a Triad unit.

**Anytime: Wang Card.** Leader *Wang* is received on a friendly stack.

**Anytime: Yangze Pirates Card.** A Pirate Junk unit enters play on the Yangze River.

**Steamship Cards (x3):** add a modern Steamship unit at a cost of 3 VP. If sunk, it cannot be rebuilt.

**Anytime: Western Volunteers Card:** one Western volunteer unit, only if leader *Burgevine* is in play.

**After 1857 and if a port is controlled: Modern Guns card:** a unit of the 'New Army' enters play in a port.

# REPLACEMENTS

## AUTOMATIC REPLACEMENTS

During the first 20 early turns, both sides receive an automatic set of replacements according to the calendar below. Those replacements come in addition to those the sides may purchase during the economic phases (every quarter, see next section) or those received by the play of cards or events.

### TAIPINGS

[Turn 1-12]	April 1851 to March 1852: 2 each turn
[Turn 13-18]	April 1852 to September 1852: 3 each turn
[Turn 19-24]	October 1852 to March 1853: 4 each turn
[Turn 36]	March 1854: 1
[Turn 46]	January 1855: 1
[Turn 70]	January 1857: 1

### QINGS

[Turn 1-24]	April 1851 to March 1853: 1 each turn
[Turn 36]	March 1854: 1
[Turn 46]	January 1855: 1
[Turn 48]	March 1855: 1
[Turn 60]	March 1856: 1
[Turn 70]	January 1857: 1
[Turn 94]	January 1859: 1
[Turn 118]	January 1861: 1
[Turn 142]	January 1863: 1

In addition, the **Taipings** will receive automatic replacements or upgrades of units stacked with their supreme leader Hong.

On the **Qings** side, the local provincial governors will automatically rebuild some previously eliminated units of the local Green Banner armies, and this for each province (see Provinces below).

Also, if the level of Imperial Concern reaches or exceed 50, the **Qings** will receive 6 replacements for free each quarter.

It is advised to buy many replacements during the Economic phases as those received automatically will not be sufficient to cover the losses.

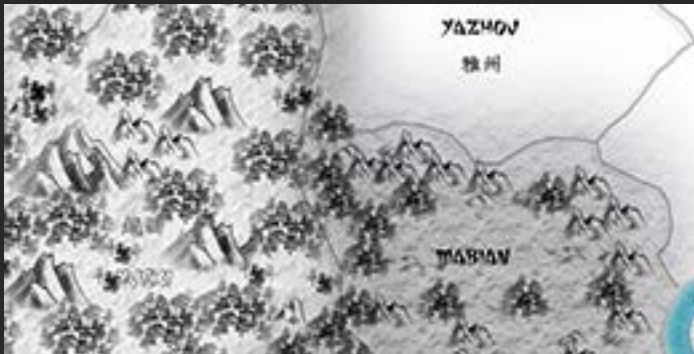
There will be, each turn and for each side an event, during the end phase, that will assign losses to units (because of famine, desertions, diseases etc...), in various numbers and targets. The amount of losses and units hit will be higher during bad weather (winter, floods).

# WEATHER

This is a decisive factor in this campaign. At start, the weather is fair and has no specific impact on the game. During Fall and Spring, rain will fall more commonly, and the weather may turn to Mud. In Winter, snow will fall frequently (first on the mountains and highlands, then everywhere).

## MUD

When the weather turns to rain, mud happens and the map regions' colors turn brownish (see map capture here). Terrains under mud usually have a higher movement cost and most pursuits and breakthrough are cancelled or severely limited.



## SNOW

When the weather turns to snow, map regions' colors turn white (see map capture here). Terrains with snow have a higher movement cost than in fair weather (but lower than during mud). Attackers are penalized, both on land and at sea (rivers will usually freeze, preventing or slowing movement a lot), and defenders too in some terrains like mountains.

**In winter, the losses outside cities are very important, so it is strongly advise to seek shelter inside structures whenever safe and possible to do so!**

## FLOODS

At the beginning of Spring, usually in April, the regions next to the major rivers (Yangze, Yellow and Jiang rivers) will become flooded.

This is an effect similar to Mud, but even worse.



Each time the weather changes, players are warned by a weather forecast message (usually the first time it happens) and, above all, by the map region color change.



# SPECIAL RULES

## CARDS

One card is drawn generally each turn in this game, and players may keep up to 12 of them in hands. However, some extra cards are drawn every winter start (two extra) and spring start (one extra). Some events can bring more cards too. Last, but not least, the diplomatic game (see below) generates its own draw of extra cards.

## FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only the look of one of the units there is displayed on those that are nearby to friendly units) until they enter in battle with those. Some game cards (e.g. Spies card) allow the examination of the opponent's stacks though.

## SUPPLY SOURCES, DISTANCE, RELAYS AND PENALTIES

Supply affects both sides. Supply sources are identified by the supply icon (which looks like 2 Rice jars).

Sources are identical for both sides: they are the major cities and capitals,, the rice-growing regions and all ports (provided the said port is not blockaded and connected by sea to another friendly non-blockaded port).



Distance for supply is 3 regions from a source or a relay.

A supply relay is any town, city or port , a depot or a logistical unit.

When land units get out of supply, the following penalties apply on the turns they are out of supply (or consecutive turns for second, third and fourth turn values below):

[First Turn ]   Morale value: -1, Movement Modifier: -1.

                  Morale checks tests multiplier: 3 (if roll below multiplier times morale, -1 hit)

[Second Turn]   Morale value: -1, Attack Modifier: -1, Movement Modifier: -2

                  Morale checks tests multiplier: 2 (if roll below multiplier times morale, -1 hit)

[Third Turn]    Morale value: -2, Attack Modifier: -1, Defense Modifier: -1, Movement Modifier: -3

                  Morale checks tests multiplier: 1 (if roll below multiplier times morale, -1 hit)

                  Artillery units are eliminated

[Fourth Turn]   Morale value: -2, Attack Modifier: -2, Defense Modifier: -2, Movement Modifier: -3

                  Morale checks tests multiplier: 0 (if roll below multiplier times morale, -2 hits)

                  Artillery and Cavalry units are eliminated

Naval units out of supply are immobilized.

Out of supply penalties also apply inside besieged cities and blockaded ports under siege.

**Supply Depot units** give a +1 Morale bonus in battle, as well as a 1 Gold loot to the victor when destroyed.

## BREAKTHROUGHS AND PURSUITS

In this game, breakthrough is NOT possible (except for Mongol and Nien cavalry) but pursuit during combat is allowed for fast units (essentially cavalry, light units and bandits). It is usually limited to clear or hills terrains, and almost impossible during bad weather (mud, snow) or in the regions with mountains.

Pursuit is allowed at sea, although it is much more rare.



# SPECIAL RULES

## ECONOMIC PHASE

Every turn, both sides will collect income (gold) from the regions and cities they control (if they provide income, as indicated by the numerical value shown on them – see below).



## SOURCES OF INCOME AND TYPES/ICONS

**Cities:** they provide **1 or 2 points of income** (a few rare ones provide even 3 or 4), and are identified on the map by the following icons:



Industrial City/Port \$1   Major City/Port \$1   Provincial Capital \$1   Treaty Port \$2   National Capitals \$3

*NB: some cities have additional symbols (foundry, ship), they provide special extra reinforcements in guns and ships on a random but regular base*

**Rice growing areas: \$1**



**Shipbuilding and trade areas: \$1**

**Mining and Foundry: \$1**

Every **third turn** (starting turn 3), both sides will have an Economic phase where they can spend their accumulated income on purchases of new units, extra replacements or cards.

Replacements and cards have a flat cost of \$2 and \$3 respectively. Units cost will vary depending on their types and their side.

- Basically, Taiping conscripts (trained and equipped with firearms) are much more expensive than levies, militias and banners.
- Ships are costlier, the most expensive units being those of the more advanced technology (rifles, modern guns and steamships, western troops).
- Regiments and ships of the Foreign Devils (France, Britain, see below) are the costliest of all.

## DIPLOMATIC BOXES

Each of the **four diplomatic sectors** provides an **income of \$1** (as long as the diplomatic sector is active) (which makes for \$2 income for the Qings and same for Taiping)

## THE TAIPIING CAPITAL

When the Taiping capture Nanking, they will declare it as their capital. The city icon will change and the Taiping will receive garrisons there.



Their leader **Hong** (see below) will be automatically moved inside the city, and will no longer be able to move away from it.

In addition to the bonus in VP and cost in IC (see next), the city generates more income for the Taiping and allows the occurrence of some key events and cards. Do not lose it once captured.

# SPECIAL RULES

## IMPERIAL CONCERN

This is the **key concept** in the early campaign game. The Imperial Concern (IC) is an index that usually grows (it may go down via card play too) and each of the levels it reaches (at a certain numerical value, usually over a multiple of 5) has different game effects for the Qings side.



It is used to represent the attitude of the Emperor towards the revolt (initially he did not care at all about it) and the lower the IC the less can be done by the Qings.

IC values are usually changed by cards and major cities and provincial capital captures by the Taiping. They also increase when the Taiping move north and/or cross the major rivers (Yangze and Yellow River). In the following effects below, what is called "Imperial Army" are the elite troops located at Shuntian/Peking at the start of the game.

Note that the IC will grow automatically by +1 each winter, and also by another +1 for each of the following cities continuously controlled by the Taipings: Guangzhou/Canton, Shuntian/Shanghai and Nianjing/Nanking.

### #0 EMPEROR INDIFFERENT (LEVEL 0 TO 9)

This is where the game starts. At this stage, there is no positive effect because there is basically no Imperial Concern. Effects are:

- \* 75% of the gold collection is 'lost' (goes to other spending).
- \* The Imperial Army in Shuntian (Beijing) cannot move.
- \* The Mongol units in the north are immobilized for 9 months and cannot go south of the Yangze
- \* The Manchu units in the north are immobilized for 9 months
- \* Each Green Banner army is restricted to its own province (exception: Guangxi and Guizhou are allowed in Guangdong, but not the reverse)
- \* The newer types of troops (Provincial Armies, EVA) cannot be created.

### #1 EMPEROR DOUBTFUL (LEVEL 10 TO 19)

When IC has reach at least 10, some minor changes occur (and a card will let the player know).

- \* 50% of the gold collection is 'lost' (goes to other spending).
- \* The Imperial Army in Shuntian (Beijing) may now move anywhere North of the Yangze River.
- \* The Mongol units in the north are still limited to movement north of the Yangze
- \* Other Manchu units (yellow color) are free to move anywhere in China.
- \* Each Green Banner army is restricted to its own province (exception: Guangxi and Guizhou are allowed in Guangdong, but not the reverse)
- \* The newer types of troops (Provincial Armies, EVA) cannot be created.

### #2 EMPEROR CONCERNED (LEVEL 20 TO 29 OR JIANGNING/NANKING TAKEN BY TAIPINGS)

It is possible that this happens even if the IC is not yet at level 20 or higher if Nanking has fallen to the Taiping rebels.

- \* 25% of the gold collection is 'lost' (goes to other spending).
- \* All the units of the Imperial Army and Mongols are free to move anywhere from now on.
- \* Each Green Banner army is allowed to move in provinces adjacent to their own.
- \* The newer types of troops (Provincial Armies, EVA) cannot be created.

### #3 EMPEROR WORRIED (LEVEL 30 TO 40)

Now the IC is large enough to allow for more drastic changes, especially in terms of income.

- \* No more gold collection 'lost' (all is allocated to the war effort)
- \* Each Green Banner army is free to move everywhere from now on.
- \* The newer types of troops (Provincial Armies, EVA) can now be created.

# SPECIAL RULES

## IMPERIAL CONCERN (continued)

#4 EMPEROR FRIGHTENED (LEVEL 40 TO 49 OR TAIPING CONTROL 6+ CAPITAL OR ARROW INCIDENT CARD PLAYED)

The Emperor can take new measures to deal with the Taiping rebels and face the Foreign Devils.

- \* Extra 15 gold collection from taxes (all is allocated to the war effort)
- \* Buying foreign weapons and hiring mercenaries is encouraged.

#5 EMPEROR PANICKED (LEVEL 50 OR HIGHER, OR PEKING LOST)

This may happen anytime if the Qings capital has been captured by the FD's or Taipings, even if the IC value is below 50.

- \* Extra 25% gold collection (all is allocated to the war effort)
- \* Each quarter, 6 new replacements are gained for free due to forced conscription.
- \* The Emperor is free to move.
- \* From now on, every increase of 5 Imperial Concern causes the Qings to lose one extra VP, then 2 extra VPs after level 100 has been reached.

## THE FOREIGN DEVILS (FDs)

This is the term used in China to represent the Western powers that put pressure and take hostile moves versus Qings China at the time. Although many European nations, and the US, are concerned, in game terms they are mostly the French and British forces (those who actually attacked China at the time).



Those forces, for gameplay reasons, are controlled by the Taiping but mostly immobile and inactive until some events and cards make them enter play. The major change is when Qings are at war with them (see Diplomacy) and their forces will come in full.



FDs are not allowed to enter Treaty Ports regions or structures, whoever controls them (even during War), except Canton and Tianjin (southeast of Shuntian/Beijing).

Similarly, Taiping are not allowed to enter regions controlled by FDs. When at war, the FDs can enter any other region in China and, if they control at least Tianjin region and city, and possibly the Qings capital, they will most likely force a peace of on China, in the way of a Treaty costing VP to the Qings and creating more Treaty Ports.

When the peace is signed, no other war may occur and diplomacy between them and Qings is over (see Diplomacy below). Their forces are removed from the map and their territories closed to both sides (technically the game gives control of those to the Qings).

## MODERN ARMAMENT IN BATTLE

Only a few units in the game have modern weapons. Those are essentially the FD's land and naval units, the EVA units, and the 'New Army' regiments of the Taipings (come by event). When in battle, at sea or on land, those units have special rounds of battles where they are basically the only ones to shoot (this representing superior range and rate of fire of their weapons).

When Chinese forces not equipped with those weapons are engaged against them, they are bound to suffer many losses and probably break before they can do anything: having strong defense positions and morale-boosting leaders is then essential to stand a chance.

# SPECIAL RULES

## TROOPS TRAINING AND UPGRADES

During the course of the game, both sides will constantly train their militias and levy units into better troops (usually with 1 more level of morale and better combat values, conscript).

The Taiping militias will become trained ones, the Qings provincial militia will become regular provincial banners infantry. The Qings units of other types don't get trained.



Untrained Qing Militia



Trained Qing Militia



Untrained Taiping Militia



Trained Taiping Militia

The Taiping trained militia will also upgrade to conscripts (with firearms) and those, later, will train into regulars (the best troops). Both sides will also see some of their regulars upgraded to veterans occasionally.



Taiping Conscripts



Taiping Regular

On average, 2 units get trained every second turn, and 1 of each of the trained ones or conscripts are upgraded on the Taiping side.

However, the process will last only during the first 9 years of the game (Turn 96 will be the last one), after which the war exhaustion will render it void, or, at least much unfrequent and lower in quantities.

## PROVINCIAL FORCES – GREEN BANNER ARMY

The Qings have forces that are limited (initially) to their provinces of origins. This is called the Green Banner army. Each of those land units is shown with green counters, and each unit bears the flag of its home province (see the provinces names, flags and area below).



Those units are not allowed to move outside of their provinces initially (this changes with higher IC levels), and can only be produced there. When the IC level grows, they will be allowed to move into nearby adjacent provinces (but no further). Note that the allowance to move inside neighbors is already granted to units of the 3 southern provinces of Guangxi, Guangdong and Guizhou initially.

Green Banner flag





# SPECIAL RULES

## PROVINCE GOVERNORS.

In addition, each province has one provincial governor unit.

It works as a leader, giving essentially a +2 morale bonus in battle to his stack and a defensive bonus to the stack (unaffected by other side's leaders).

A Governor can never leave his province, in any case or IC level.

If eliminated, it will be re-appointed automatically later in a friendly city of its province, if any. In addition, while in play, a governor will automatically recreate one previously destroyed Green Banner troop of his province.



## PROVINCIAL FORCES – THE PROVINCIAL ARMIES

Later in the game, after the IC has reached at least a value of 30, the event “The Army of Xiang” (Henan province) will occur. This is the first appearance of the so-called Provincial Armies.

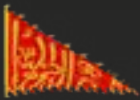
Units for those armies are still province based for their recruitments, but have a greater freedom of movement than the Green Banner troops. They are also much better in battle (the equivalent of the veteran Taiping units) and therefore absolutely mandatory for a Qings victory. After the first provincial army is created, the Qings will receive cards to create provincial armies in other provinces (but not all of them).

## NIEN – PINGNAN GUO - HONGS - MIAO - HUI

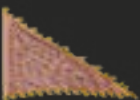
Those are various rebels, revolts and bandits that are in practice ‘independent’ but are given to Taiping control for gameplay reasons. They all have geographical limitations for their deployment and fighting.



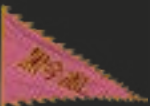
The Nien bandits are limited mostly to central China. They receive reinforcements regularly (every quarter or so) and leaders and troops by events.



The Pingnan Guo are the Muslim rebels from Yunnan and restricted to this province both for movement and construction. They receive reinforcements regularly and a leader and troops by event.



The Hong are rebels from south China (originally Guangdong) and won't leave or be raised outside of the 5 southeastern provinces of China (Fujian, Henan, Guangxi, Guangdong and Guizhou), but won't be allowed elsewhere.



The Miao uprising will affect mostly Guangxi and Guizhui, in southeastern China.



Finally the Dungan (or Hui) revolt will create a rebellion of Muslims in the north and west of China.

# SPECIAL RULES

## HONG – EMPEROR XIA-FENG

The supreme leader of the Taipings, Hong Xiuqan, is shown as a leader but does not operate like other leaders (in game terms he is a support unit). He does not lead the battle (his values are not used in combat) but provides a Morale and Movement bonus to his stack. It also allows the appearance of new Militia recruits, which are received regularly (they will join the location where Hong is located).



When the Taipings establish their capital, Hong settles there and can no longer move. He no longer provides a movement bonus but does provide a defensive bonus. If he is killed in battle, the Taiping side may lose the game (game end will be started after a few random turns, and the Taiping will lose 20 VPs).



Emperor Xia-Feng is the supreme leader of the Qings, and starts the game immobile inside his palace in Beijing. He is not allowed to move until the imperial concern is high enough (as described previously). He is not a leader and does not command in battle but provides a Morale bonus to his stack.

If he is killed in battle or siege, the Qings side loses 20 VPs but the game will continue.

## CAVALRY

Most cavalry units in the game are some sort of mounted forces, i.e. allowing them faster movement and bigger range. They can also exert pursuit in clear or hill terrains if their side is victorious. However, the



Qings Mongol cavalry, as well as the FD's cavalry have the ability to impose cavalry superiority: when there are twice as many of them on one side than on the other in suitable terrains and weather, the benefiting side will get a combat bonus (+1) and inflict more losses.

## FIXED UNITS - CITY DEFENSES

Fixed units are Forts and Entrenchments. Only a few of those units can be in play (2 Qings forts, 3 entrenchments on each side limited to Canton, Nanking and Shanghai) and none early on. They enter play essentially via cards. Those units cannot retreat and prevent conquest of their regions unless they get destroyed and can take quite a few hits. They can prove decisive in defense.

Both sides will also randomly but automatically receive extra city defense units (militias and gun batteries). Those units are immobile and enter only inside cities. They count for stacking and are mostly useful to reinforce the garrisons of key locations: place them wisely when you receive them.

## SIEGES AND BLOCKADES

Port cities must be blockaded – in addition to the minimum siege requirements in life points – so that the siege is processed. If there is no blockade, the only allowed action is assault (even above minimum siege requirements).

Assaults are always possible, but very costly, as the garrison size of cities is important. We have the following (with some exceptions for particular cases) for Chinese (non FDs) structures:

- Cities / ports: 1 City Militia
- Major cities / ports: 1 City Militia + 1 Regular Garrison + sometimes 1 City Battery
- Provincial and National capitals: 2 City Militia + 2 Regular Garrison + 1 City Battery

# SPECIAL RULES

## RIVER WAR

Major rivers in China can only be entered by Chinese naval units (not by FDs naval units which are restricted to open waters).

The case of the Pearl River estuary (between Canton and HK) is particular: there is a British squadron on patrol there (which in fact blockades Canton). Even if the FD are not at war, the unit will attack all Qings naval units moving there. This is a gameplay artifice to prevent excessive and un-historical sea transfer of units by Qings between north and south China. This ship unit is immobile, but will move away under 3 cases:

- when the Taipings besiege Canton (i.e. 20+ strength of units in the region),
- when the Canton Operation occurs,
- Or when the FD are at war with the Qings.



## TREATY PORTS – CANTON – SHANGHAI – TIENTSIN

The Treaty ports are identified with a specific icon (usually showing a parchment and a value of 2) as shown here.



They cannot be entered by FD's forces. Their capture or loss leads to bigger changes in IC or VPs, but for three of them the conquest by Taipings may lead to major negative effects for them.

The 3 ports concerned are Canton, Shanghai and Tientsin (not a Treaty port initially but may become one). Each time one is captured, all French and British Diplos favorable to the Taiping are removed from every diplomatic sector or box. In addition there is a risk that each capture pushes the FD's to intervene in favor of Qings China (or to reduce the risk of war if war has not yet occurred).

## NORTHERN INDOCHINA (a.k.a. TONKIN)

This region, south of the map, is a tributary region of the Qings.

It cannot be entered by Chinese-raised troops of the Qings, only the locally raised Tonkinese forces. Taiping and FDs may enter the region.



## DIPLOMACY

Diplomacy is a mini game inside the game.

The principle is the following: both sides place or receive via cards and events diplomatic chits (called **Diplos** hereafter) in different part of the Diplomatic Map (see right).

There is a **Qings** sector (used to play the diplomacy against the Qings) in the top part, and a **Taiping** sector in the bottom part, (used for the diplomacy against the Taiping).



# SPECIAL RULES

## DIPLOMACY (Continued)

Those Diplos are used both to:

- Allow play of special diplomatic action cards that are randomly distributed to each side every quarter (between 1 and 3 of them).
- Build up in the diplomatic boxes to generate Levels (see next).

The action cards are used to move Diplos on to the Tension Tracks boxes (called Levels), with 6 of them located on a track concerning the Qings, and 6 other on the track concerning the Taipings. When one of those boxes is filled with 10 Diplos, it receives a unique Level Marker and the level effects are implemented. There is an indicator inside each box that summarizes its level effects (nb: which can also be viewed via the usual terrain effect info).

The Qings Track levels: they express the relationship between Qings China and the Foreign Devils (France and Britain). Note that after the War has been fought, the whole track is disabled (except for the Peace level) and the Qings sector of the diplomatic map is sealed off for both sides.



Peace: Peace with the Barbarians, no more war, support may be received. Not available until a war occurred.



Neutrality\*: Nothing special, normal relations. A few minor rumors here and there.



Tensions: A few tensions may occur once in a while, with increased frequency (depends on Diplos in the box). More cards with negative effect may be drawn.



Incidents: An incident has occurred, more may happen (depends on Diplos there). More cards with negative effect may be drawn.



Threats: Western powers threaten intervention. Some offensive action may happen occasionally.



War: Western powers will declare war, this is certain, but when? When it happens (event), the Foreign Devils units enter play and attack the Qings.

*The game's starting level (Grand campaign scenario) is shown with an \**

The NO symbol (see right) on a parchment means it cannot be reached now.





# SPECIAL RULES

## DIPLOMACY (Continued)

The Taiping Track levels: they express the perception and attitude of the Foreign Devils (France and Britain) towards the Taipings. This mostly translates in economic support and more or less cards covering weapons and equipments.

	Favorable:	Western powers view Taipings favorably and provide support (income and more cards)
	Interest*:	Nothing special, normal relations. Small Diplo support.
	Indifference:	Nothing special, normal relations but mostly a lack of interest
	Rejection:	An incident is put forward in the Western Press, more will follow. Taipings are rejected and lose the Foreign Devils units and territories control.
	Disgust:	Behavior of the Taipings causes deep disgust among Western powers (less cards)
	Hostility:	All support lost (cards removed), the Qings receive it instead (more cards and income). All Foreign Devils and territory are hostile.

*The game's starting level (Grand campaign scenario) is shown with an \**

The two levels at the start of each track cannot be accessed early in the game. Peace (Qings) requires a war to have occurred before. Favorable (Taiping) requires the control of Nanking by Taiping and at least Threats level with Qings, but is no longer reachable after War with the Qings has occurred.

Some key international events (*Crimean War, Sepoy Mutiny, Treaties, US Civil War*) will strongly affect the play of Diplomatic Cards and/or the purchase of Diplos.

Explanations will be provided in the events, with the rough summary of the 4 major ones being:

**Crimean War:** no French or British Diplos can be purchased while it lasts

**Treaty of Paris:** lifts the Crimean War limitation

**Sepoy Mutiny:** no British Diplos can be purchased while it lasts (from 9 months to a year)

**US Civil War:** French or British Diplos are no longer available.

# SPECIAL RULES

## MODERN WEAPONS

The modern rifles that equip the FD's troops (and the EVA units), as well as their warship and artillery are more efficient and with a longer range than those used in China at the time.



The presence of the units equipped with them creates an extra set of rounds in the combat (long-range artillery, modern rifles) that basically give the user up to 2 extra battle rounds in which to inflict deadly damages. This makes those units, even less numerous, formidable foes.

A few modern guns and steam warships will be available to both sides for purchase (via cards) during the course of the game. The Taipings will also be able, later in the game, to create a new army equipped with those weapons (they cannot be bought directly but are received via the play of the Modern Rifles card, which requires control of a port, as those rifles are imported from the West).

## THE EVER-VICTORIOUS ARMY (EVA) – FOREIGN FORCES AND ARMS

At IC level 30 or higher, and provided the Qings hold Shanghai, a leader named “Ward” will enter play there at some point after 1855. When this leader is in play, more cards and events will take place and allow the creation of new very efficient combat units (European-trained and equipped), in Shanghai.



Those units are the ‘Ever-Victorious Army’ (or EVA). This port is therefore critical to be kept for the Qings.



Ward will be replaced or supplemented by other leaders afterwards  
(Burgevine - left, Gordon - right),



all via cards or events. The EVA troops can only be constructed in ports (preferably Shanghai).

The occurrence of the EVA will also increase the frequency of draw of reinforcement's cards providing better weapons, guns or steamships, all of which improve dramatically the Qings forces.

# SPECIAL RULES

## FORTIFIED TOWNS

Those units are exclusive to the Qings and exist only in specific regions. When destroyed, they can be rebuilt, but only in their region of origin.

In combat, they take hits last and will never retreat, so the only way to win against them is to destroy them in battle.

They also protect friendly units in regions from retreat (i.e. even if defeated, they won't retreat and the attacker will have to, even if victorious).

They are therefore extremely useful as blocking points, especially if protected by other mobile field forces.



## HUANG HO (YELLOW RIVER) CHANGES COURSE

The Huang Ho (Yellow River) has changed its course dramatically in 1855, following heavy floods!

The river now flows northeast instead of southeast, and the regions nearby the new course have been devastated, leading to thousands of death and a completely changed nature.

Game wise, the regions alongside the river are now permanent flooded terrains, with the consequences on stacking and movement terrain cost increased to 5.

The crossing of every region border with its neighbour in the area is considered as a minor river (cost +1 MP).

Former Yellow River sections in the southeast have lost most of its water and therefore naval movement there, although still possible, is much slower (5 per segment) and the number of boats severely limited there (6 max). The new course is still uncharted and dangerous, and therefore not open to navigation (in other words, Yellow river is now cut-off from the sea).

