

FIFTY FIVE DAYS AT PEKING

- Fort Endymion

A scenario for the Boxer Rebellion

July 2017

Setting out from Tientsin on 10 June 1900, Admiral Seymour's Relief Expedition had five trains carrying 915 British, 512 Germans, 312 Russians, 157 French 111 Americans, 54 Japanese, 42 Italians and 26 Austrians, with 7 field guns, 10 machine guns and rail repair equipment. They were expecting to reach Peking, 85 miles away, by nightfall but were delayed by damaged tracks and only reached Lofa that afternoon. The main defensive position at Lofa was a Chinese house fortified by Lieutenant Horatio Walcott Colomb adjacent to the railway line and named 'Fort Endymion' after the ship he was serving in. Though harassed by several hundred Boxers they expected no resistance from the Imperial Chinese Army. If anything they thought it would assist them against the Boxers. Players each command a different Allied contingent or the Chinese defenders. The two sides compete to accumulate most prestige from the fight.

Basing	Frontage	Depth	No. of figures	Strength Points
Foreign Devil Foot	40mm	30mm	3	4
Chinese Imperial Foot	40mm	30mm	2	2
Kansu Braves	40mm	30mm	3	3
Boxers	40mm	40mm	4-5	2
Jingal	40mm	40mm	2	2
Machine gun	40mm	40mm	2	4
Chinese cannon	40mm	As needed	0-4	0
Leader	40mm	20mm	1	2

Figure scale is about 1:8 for Allies (24 figures = 120 men), 1:1 for Leaders and 1:8 for Chinese.

Strength Points – Most Chinese have 2 Strength Points (SP) per element and can have no more than 2 Jingal elements on the field. Allies are in squads of 4 elements (4 SP per element) with Leaders as per Set Up.

Leader bonus is added by Leaders to cold steel fights of elements with which they are in base contact. If caught alone, Leaders fight cold steel at 2 SP.

Morale is always good for the Allies, the Kansu Braves and Chinese cannons.

For other Chinese troops, the Allies roll two D6 at the start of each Chinese turn and the Chinese must remove a Boxer or Chinese Imperial Foot element of their choice for each score of 6.

Casualties – A casualty marker should be placed for any element that is destroyed.

Shooting is line of sight, so for example an element cannot be shot at by a squad that has a remnant enemy element still in front of it. This must be eliminated first. Troops on higher levels of buildings can shoot/be shot at over intervening friends who are not fighting with cold steel. Leaders do not shoot. All foot, except Boxers, can move and shoot.

The Chinese cannons can fire either at the train or the fort. The modern Chinese cannon hits on a 1 on a D6. The antiquated Chinese cannon hit on a 1 on a D10 unless they get within 3' of their target in which case they hit on a 1 on a D6. A cannon can't fire if all its crew have been shot down, unless it is adjacent to a Chinese Imperial Foot or Kansu Braves element, which then can do no other shooting.

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Key Charts

Turn Sequence

- Allies roll for Chinese morale (except on Turn 1)
- Chinese roll for reinforcements
- Chinese move
- Chinese shoot
- Resolve cold steel
- Allies roll for reinforcements (from Turn 11)
- Allies move
- Allies shoot
- Resolve cold steel

Movement (in base widths)

	In open	Crossing wall or ploughed field	In building
Foot	4	2	1
Jingals/Cannon	2/2	1/-	1/-

Shooting

Range	Type	Dice per SP
<12"	Boxers	1:2
<12"	Allies	1:1
<24"	Allies*	1:2
Any <24"	Chinese Regulars	1:2
<36"	Jingal	1:1

Roll of 6 is a hit and removes a strength point.

*Machine gun shoots 1:1 to 24" and hits on a roll of 4-6.

Saving roll of 4-6 on a D6 if behind wall, in building or other cover.

Risk to Leader

If a unit a Leader is attached to receives casualties, throw a D10.

On a score of:

8 – Winged: unable to move or provide Leader Bonus for a full turn.

9 – Sorely Wounded: must retire 12" then can't move or provide Leader Bonus for 2 full turns.

10 – Killed outright: Allied Leaders convert result to Sorely Wounded first time rolled. Killed if roll 10 in a later test.

Cold Steel

Each side adds SP +1 D6

Add modifiers

- +1 Bonus of attached Chinese Leader
- +2 Bonus of attached Allied Leader
- 2 Opponent defending cover
- 1 Per element overlapping or contacting flank or rear

Chinese artillery don't fight, are captured if contacted.
Railway navvies don't fight, are killed if contacted.

Cold Steel Outcome

Decisive victory (doubled):

Loser eliminated. Winner loses 1 SP if total was odd, no loss if even total. Winner follows up one base depth, unless defending cover.

Inconclusive:

Winner loses 1 SP. Loser loses 2 SP. Attacker must fall back 2 base depths, facing enemy.

Draw:

Both lose 1 SP and stay in combat.