

Juan

Boxer Rebellion Miniature Rules



"Support the Qing, Destroy the Foreign"

*Do not say,
"Why were the former days better
than these?"
For you do not inquire wisely
concerning this.*

-Ecclesiastes 7:10

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REQUIRED MATERIALS AND GAME SCALE

Required materials to play Tuan are: 1) at least two six sided die, 2) a playing surface of at least 4' by 4' with some terrain features for variety, 3) a tape measure or yard stick measuring in inches, and 4) at least 100 miniatures, preferably 15mm in scale. Each non officer or non leader figure represents 5 men. Each gun represents one gun. Each inch on the playing surface equals 20 yards. Each game turn equals 2 minutes.

INTRODUCTION

Tuan simulates land battles between Chinese forces against the Allies during the Boxer Rebellion of 1899-1900. The rules provide for a variety of troops and equipment. The rules are interwoven with the morale of each unit. After a few games, players can second guess the rules knowing only the morale of each unit and making several die rolls. The games are fluid, yet not totally predicable. The rules emphasize playability. A set of optional rules are available if the players want to add them. Historical literature is wanting for the Boxer Rebellion. Therefore, Tuan goes into some detail on the history. While not essential, the next section, "A Bit of History," enhances future games.

I. A BIT OF HISTORY

China has a long history. How far does one go back to tie the past to the Boxer Rebellion? While perhaps arguable, the Opium War of 1839-1842 was the turning point. China was defeated by a Western power, Great Britain, for the first time. The defeat brought concessions that allowed trade in five ports and the loss of Hong Kong Island. Previously, China regulated its own trade and contact with the West. Other nations soon followed and acquired land and trading concessions from China either through political power or war. By 1899, when the Boxers first started rebelling, Austria-Hungary, Germany, France, Great Britain, Italy, Russia, Japan, and the United States had diplomats, legations, and military forces in China. These countries were expansion minded and wanted part of the material wealth that China had to offer.

It is also worth noting that Christian missionaries from the United States and Great Britain where in China. They were successful in converting the Chinese. Germany helped establish the Catholic Church. What was China's response to the changes? The Chinese were proud. They considered the foreigners barbarians. They enjoyed material wealth as the Westerner, but also placed high value in other areas such as the arts, their ancestors, and Confucianism. The Chinese were not expansion oriented and not fond of contact with outsiders. The current situation confronted them with western technology, military presence, unfair concessions, and Christianity. All were changing the shape of China as the Imperial Chinese government stood helplessly idle. The Boxer Rebellion provided a way for the masses to expel the foreigners and return China to the past.

A. A TYPICAL BOXER

The average Boxer was a country peasant. While not fond of Westerners, they affected him little. However, a series of droughts and floods left the agriculturally oriented peasants unemployed. Added to that, the new western railroads shut down much employment found in the canal transportation system. The net effect was angry, unemployed peasants. The Boxer movement had rural roots and was quickly accepted by the local people. Secret societies had been in China for centuries. At first the Imperial and Provincial Chinese governments tried to suppress the Boxers, but realized the size and strength of the movement was beyond their resources. The governments did nothing. This allowed new members to freely join and the movement grew. The Boxers believed that the Gods withheld good rains because foreign barbarians and Chinese Christian converts defiled Chinese soil. Rid the land of these people, return to traditional Chinese values and lifestyle, and the Gods would find favor with China and bless it. The peasants trained diligently in martial arts and used traditional Chinese weapons. Firearms were discouraged. Each man wore at least one article of red clothing to identify himself as a Boxer. Spiritual training was intense with meditation, chants, and swallowing charms. The Boxers believed that if they trained hard enough, a spirit invaded each of their bodies. The spirit was likely a hero or warrior from a Chinese opera. Each spirit placed an invisible bell around the individual that protected them from all attacks by the foreigners.

B. THE IMPERIAL PALACE

The Imperial princess Tao Hsi was in a difficult position, but was optimistic. She and most of her Imperial staff did not like the foreigners either, but past wars brought defeat resulting in even more entanglement. She saw Chinese traditions and culture threatened. Her first reaction to the Boxers was to view them as an uprising. Uprisings in China were common and were dealt with by military force. However, when the Boxers defeated Imperial Colonel Yang Futong and his men, she realized that the rebellion was large and that the Imperial Army would have trouble containing it. Furthermore, she learned that the Boxers supported the Imperial government. This was important because she, and most of her staff, were Manchus. The Manchus were invaders from the north who took over the Ming dynasty in 1644. They established the Ch'ing dynasty over China. Many Chinese considered the Manchus foreigners. The Boxers openly accepted them. The flags the Boxers carried read, "Support the Qing (Ch'ing), destroy the foreign(er)." These were the princess' objectives also. She remained neutral with the hope that the Boxers would expel the foreigners. She ordered the Imperial and Providential troops not to interfere with the Boxers. Later, she removed pro Western individuals from her staff (some executed) and replaced them with staffs who were pro Boxer. On June 21, 1900, the princess ordered all Imperial and Provincial troops to assist the Boxers, while carefully wording her decrees not to declare war.

C. THE PROVINCES

Each province in China had its own governor and army. The northern provinces were pro Manchu and tended to ally themselves with the Imperial Palace in Peking, while the southern provinces were more autonomous. The Boxer movement was not strong in the southern provinces and the Provincial armies kept the Boxers at bay. When the princess declared full support of the Boxers by the Provincial armies, delegates from the southern provinces were

already meeting with the Allies in Shangi Hi negotiating peace. The Allies agreed that if the Provincial troops controlled the Boxers, the Allies would not send in their troops into their respective provinces. The plan worked and the southern provinces stayed out of the conflict. However, the northern provinces sent their armies into the rebellion.

D. THE ALLIES

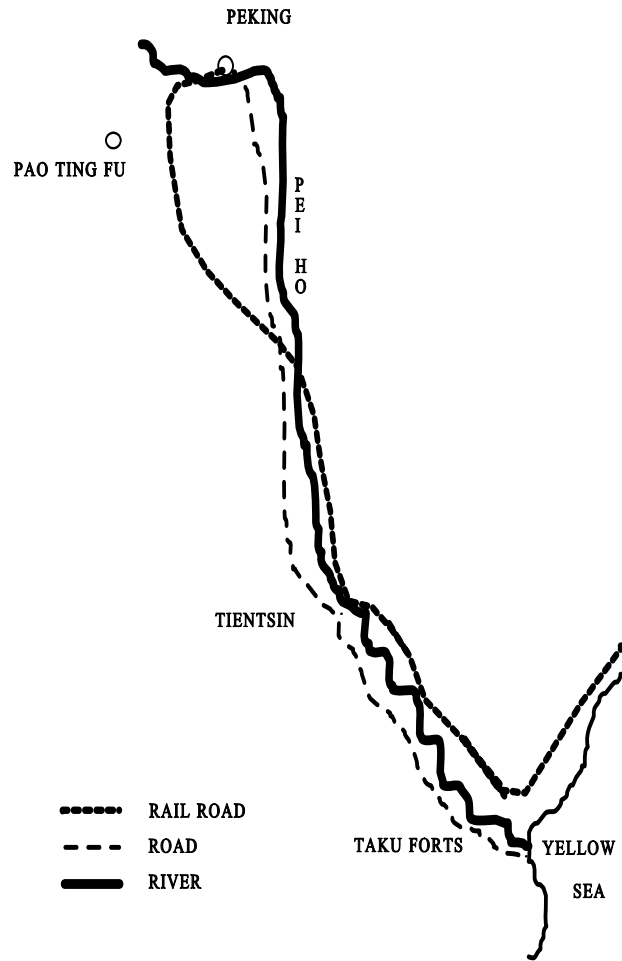
The Allies consisted of Great Britain, France, Germany, Italy, Austria-Hungary, Russia, the United States, and Japan. Japan, while not from the West, had adopted western thought, technology, and military structure in less than one generation. The Allies prospered economically from the fruits of science and technology. They assumed that China would embrace their progress but failed to comprehend China's reflective culture. At the same time, the Allies were not totally united in their presence in China. Each were interested in their own gain and wary of the other. Japan and Russia were very distrustful of each other and at times refused to fight together. The United States respected China's sovereignty, had no land gains, and wanted all nations to have fair trade with China. In fact, the U.S. at first remained neutral during the rebellion, but quickly joined in when Chinese artillery fired on a U.S. ship. Strong nationalism at times resulted in uncoordinated attacks. Fortunately for the Allies, the Chinese were even more uncoordinated and failed to capitalize on the situation. Bertrand Russell perhaps captures the contrast between the Western and Chinese world views in the following:

*"When I went to China, I went to teach; but every day that I stayed I thought less and less of what I had to teach them and more of what I had to learn from them ... Among those whose stay is short, or who go only to make money, this attitude is sadly rare. It is rare because the Chinese do not excel in the things we really value - military prowess and industrial enterprise... I think, at the bottom, they think that China is the greatest nation in the world, and has the finest civilization. A Westerner cannot be expected to accept this view, because it is based on traditions utterly different from his own."*¹

E. WHERE THE ACTION IS

Most of the rebellion occurred south of Peking. Unfortunately, Allied forces were not present in Pao Ting Fu, a town about sixty miles southwest of Peking. There the Boxers martyred many Chinese Christians and missionaries. Most fighting occurred from Peking southeast to the Taku Forts on the coast of the Yellow Sea (see Map 1). By early June 1900, the Boxers and Chinese military forces joined in attacking the Allies. The Allies were off guard and found themselves under siege in Peking and Tientsin. The Taku forts along the Yellow Sea were entirely in Chinese hands. Prior to the siege of Tientsin, an Allied expedition force, the Seymour Expedition, advanced from Tientsin toward Peking along the railroad. Poorly supplied and overwhelmed by the Chinese, they performed a fighting withdrawal back to Tientsin. By August

Russell Bertrand in The Problem of China, Century, New York, 1922.



area of conflict during the Boxer Rebellion.

Figure 1. The

he allies took over the Taku forts and Tientsin, and still hold the foreign legations in Peking. A second relief force assembled in Tientsin and a series of battles occurred as the allies followed the Pei Ho (river) toward Peking. The typical scenario entailed Chinese troops dug in while the Allies pushed forward. The Allies advanced under withering fire, but prevailed as the Chinese withdrew. The Chinese defense of Peking was minimal and by August 15 the Allies occupied Peking. Small actions against the Boxers continued until October 20, and then the rebellion was over.

F. NATIONAL REPRESENTATION

For the Allies, the countries that were the closest or had more interest in China had more military presence. Japan represented the strongest presence, then Russia. Great Britain, the United States, France, and Germany also significantly contributed units. Most of Great Britain's units were not from England, rather from India, Nepal, and China. Italy and Austria-Hungary contributed few units to the rebellion. Sailors were present from all the countries. The Allied units were tenacious in defense during the sieges and in high spirits during the campaign to Peking. Except for the Seymour Expedition, the units were well supplied.

For China, the Boxers and Imperial units were well represented, with Provincial troops contributing to a lesser extent. The modern Chinese Imperial units were armed and trained by various allied countries, most notably Germany. These units had modern weapons, though ammunition was limited. Training and discipline were light. The Imperial troops tended to lay down good fire power, but when the allies were ready to close, the units typically retreated in good order. The traditional Imperial and Provincial units varied in quality, but were usually less enthusiastic about battle than the modern units. Their weapons and organization had failed past wars against modernized armies. The Boxer Rebellion was no different. The Boxers shunned firearms and were not well organized. However, they were valiant if not fanatical in their assaults and could inflict casualties if they got into hand-to-hand combat.

ORGANIZING YOUR FIGURES

The platoon, troop, and section represent infantry, cavalry, and artillery, respectively, for the Allied and modernized Chinese Imperial armies. Boxers are organized the same as Chinese Imperial infantry, but with the tuan substituting for a platoon. Most Boxers carry hand held weapons, though a few may have firearms. Four figures and an officer (lieutenant) make up an infantry platoon. Each figure represents five men, except the officer who represents one man. Three figures and an officer (lieutenant) make up a cavalry troop. Each figure represents five mounted men, except the officer who is represented by one figure. A gun, one figure, and an officer represent one section of artillery or wheeled machine gun (example: gattling gun). The gun represents one gun, the figure five men, and the officer figure one man. Exceptions are for hand carried guns such machine guns and the gingal. One figure represents three men and one leader figure represents one leader. Mount each figure on its own magnetic base. Then form a unit (platoon, troop, or section) by placing the appropriate number of figures on one common steel base in a line, figures facing out in one direction. This is called a tray. Some figures become casualties during the game and are removed from play. When a casualty occurs, simply remove the figure. The space left on the tray shows that the unit has had a casualty.

The remainder of the Chinese Army consists of regular Imperial and Providential units. They are organized on the tray in the same way as the modern Chinese units. However, they are armed with traditional weapons. Only one weapon type is allowed on each tray. The weapon types are called tigermen (skirmishers), pikemen, swordmen, musketeers, archers, artillery, and cavalry. When fielding these troops, generally the tigermen are in the lead. Their uniforms are striped like a tiger and meant to frighten horses. They also carry a grappling hook to dismount cavalry and a sword and shield for hand-to-hand combat. Following the tigermen are pikemen, then swordmen, then finally musketeers and archers. The artillery and cavalry are in the rear or flanks. Obviously players are not bound to this type of organization, but it is historical. The allies and modern Imperial Chinese units are free to organize as they wish. Generally, infantry is in the center, artillery in the rear, cavalry on the flanks.

PLAYING THE GAME

First, players decide their scenario with objectives and the figures used. The players decide which side, Allies or Chinese, has the initiative for the remainder of the game. Each tray has a morale number. Morale for all Allied trays is one, for modern Chinese Imperial units two, for Boxer and traditional Chinese Imperial and Provincial units, a three. The game begins with the first turn and follows the outline:

- I. Players dice to determine who activates.
- II. Current player designates tray(s) to activate.
- III. Activated trays are diced to determine the number of actions. A random event is possible while dicing.
- IV. Activated trays choose and carry out actions. Fire and hand-to-hand combat may cause morale checks, routs and retreats.
- V. Players repeat I through IV above.
- VI. After both players have activated all trays, the turn is over. A new turn begins.

The following gives detail to the outline above. Also, Appendix A diagrams a typical playing sequence that is helpful to reference.

I. Determining Who Activates

Each player rolls a six sided die. The player with the initiative adds + 1 to his die roll. The high die wins and that player attempts to active one or more trays.

II. Choosing Trays to Activate

The current player selects one or more trays to activate. If several trays, the player designates a lead tray and all trays 8 " or less from that tray may attempt to activate as one group. For the Allies, the lead tray and other selected trays must be from the same nation. Artillery is exempt from the 8" rule when firing and may fire with nationalities other than its own.

III. Activating Trays

If the current player selects only one tray, the player rolls one die. A die roll less than or equal to the tray's morale means that the unit may perform one action. Two actions are awarded if the die roll is greater than the tray's morale. If the player attempts to activate more than one unit, simulating a company or even battalion move, roll for each tray. If the die roll is less than the tray's morale, the tray receives no action. If the die roll equals the tray's morale, the tray receives one action. If the die roll is greater than the tray's morale, the tray receives two actions. A tray's morale can never be less than 1 or greater than 4 regardless of casualties or other modifiers. If playing with several trays, players may want to place markers next to trays that have activated. This avoids confusion as to what trays have activated during the game turn.

IV. Action Options

The various actions for each tray are listed below. Each action is described later.

Infantry

1. Change formation - column to skirmish, skirmish to column.
2. Move.
3. Fire.
4. Charge.
5. Rally.
6. Resupply ammunition.

Cavalry

1. Change formation - column to skirmish, skirmish to column.
2. Move.
3. Dismount or mount.
4. Fire.
5. Charge.
6. Rally.
7. Resupply ammunition.

Artillery, Wheeled and Hand Carried Machine Guns

1. Limber or unlimber: Mantle or dismantle
2. Move.
3. Fire.
4. Charge
5. Rally.
6. Recrew Gun.

Change Formation: Trays in skirmish formation are in a fragmented line and are taking advantage of the local terrain. Trays in column formation are moving in column and receive a movement benefit on roads. In column, trays cannot fire nor charge into hand-to-hand combat. If attacked in hand-to-hand combat while in column, the tray automatically falls into skirmish formation.

Move: Trays may move up to their full movement allowance in open terrain. In broken terrain,

movement is a 1:2 ratio for infantry, 1:3 ratio for cavalry and artillery. For example, an infantry platoon traveling 4" up a slope pays a 1:2 ratio for movement, or a cost of 8". Broken terrain consists of rock fields, brush, woods, gullies, up slopes, streams, and rivers. The cost is full movement to enter structures such as houses, walls, trenches, and entrenchments. Horses and artillery trays cannot enter rock fields, houses, or cross walls. Table 1. lists movement.

Table 1. Movement and terrain effects.

Terrain Type	Infantry	Cavalry	Artillery
Open	6"	12"	10"
Rock Fields	1:2	N/A	N/A
Broken	1:2	1:3	1:3
Structures	full move	N/A	N/A
Roads	8"	14"	12"

Fire: If the tray activates by itself, it can only fire by itself and at one target per action. If the tray activates with other trays, the trays combine fire against any one or combination of targets. Trays fire 180° to their front. The target must be within the range of the firer. Conduct fire by rolling a die for each figure on the tray(s) that is not an officer or leader figure. For every die roll greater than the tray's morale, a hit is scored. For every 6 rolled, a casualty against the target results. To determine the casualty, roll the die again. A roll of 1-5 results in a figure lost, while a 6 results in a leader lost. [Example: A modern Imperial Chinese platoon, morale of 2, without casualties, fires at an American Marine platoon. The Chinese player rolls a 1,2,5, and 6. Two hits result, one of which causes a casualty. A six sided die is rolled resulting in a 2, one marine figure is removed]. Broken terrain and structures modify fire when a target is in it. Terrain modifies fire by increasing the morale of the firing tray by one. The increase in morale is for fire only. [Example: The previous Chinese platoon retains it's morale of 2, but fires at a morale of 3 if the target is in brush terrain]. Terrain blocks fire when broken terrain or structures are between the firer and the target. Trays cannot fire through trays.

Fire with artillery: Artillery fire is unique. It can combine fire against any target with any friendly trays on the board. It rolls for activation as if it were 8" or less from the supported tray(s). Artillery cannot fire if friendly trays are closer to the target than they are from the friendly artillery. This simulates line-of-sight problems and the risk of hitting friendly units with artillery. This rule can be ignored if the artillery is higher in elevation than the friendly trays. If artillery or a machine gun becomes targeted by artillery and casualty hits are scored, roll a 6 sided die for each casualty. A result of 6 eliminates the leader, 5 eliminates a gun, 1-4 eliminates the crew. Artillery can fire indirectly by means of a spotter. This means that the canon does not have to see the target, rather a spotter can see for the artillery as long as the spotter can see the target and the artillery. The spotter must be the leader of the canon and not be more than 6" from the canon. Only gun crews can fire canons and guns, a leader by himself cannot. Weapons with ranges and fire potential are shown in Table 2.

Table 2. Weapon ranges and fire potential.

Weapon Type	Range	Fire Potential
Rifle	32"	1 die/figure
Carbine	24"	1 die/figure
Musket	12"	1 die/figure
Pistol	6"	1 die/figure
Bow and arrow	6"	1 die/figure
Spear	3"	1 die/figure
Light Artillery (a)	Unlimited	4 die/piece
Heavy Artillery (a)	Unlimited	6 die/piece
Muzzle Loading, Smooth Bore Artillery	50"	2 die/piece
Muzzle Loading, Rifled Bore Artillery	100"	3 die/piece
Mechanical Machine Gun (b)	36"	5 die/piece
Self Firing Machine Gun (c)	40"	7 die/piece
Gingal	36"	1 die/piece
Rocket	40"	1 die/piece

(a) These are breech loading artillery pieces. Light artillery is a 3" gun or less, heavy artillery greater than 3".

(b) Mechanical machine guns consist of Nordelft, Gattling, and Gardner guns. They tend to be wheeled.

(c) Self firing machine guns consist of Maxim, Hotchkiss, and Colt guns. They tend to be hand carried.

Morale Checks, Retreating and Routing: Trays that suffer hits must make a morale check. For each hit, roll the die. If any rolls are less than or equal to the target tray's morale, the target tray is adversely affected. One roll results in the tray retreating. The tray retreats by automatically activating two movements 180° away from the firing tray at a normal movement rate. The

defending player may face the retreating tray in any direction he desires. If two or more rolls are less than or equal to the tray's morale, the tray routs. Routing results in the tray moving two movements 180° away from the firing tray. The routing tray faces 180° away from the firing tray. The routed tray may not conduct any other actions until rallied. Artillery and gun crews and leaders that rout leave the guns behind. Routed trays attacked in hand-to-hand combat may only defend with one die roll.

Deteriorating Morale and Officer Casualties: Each tray has an assigned morale at the start of the game. As the tray takes casualties, the morale increases. For each casualty, add one to the tray's morale for the remainder of the game. A tray's morale cannot go above 4. When a 6 is rolled for a casualty, roll one die again. If another 6 is rolled, the officer or leader figure is a casualty. When the officer or leader is lost, increase the tray's morale by one.

Charge: If a tray wants to enter hand-to-hand combat, it must charge. A charge costs two movement actions acquired in the same action phase. This rule obviously penalizes high morale trays in that they must roll the die high enough to perform two movement actions for the charge. If the initiative die roll allows a charge, give the charging tray one die roll of additional movement. The number rolled equals the additional inches the tray moves. The attacking tray must have enough movement so that the attacking tray touches the enemy tray in order to close into hand-to-hand combat. Attacking trays can attack defending trays in structures without expending all movement to enter the structure. The attacking tray only needs to touch the structure with its tray. The attacking tray can attack as many trays as it can touch. More than two trays can attack one tray, again, as long as their trays touch. It is possible to attack the flank or rear of a tray only if the attacking tray started movement on the flank or rear of the defending tray. Hand-to-hand combat is simultaneous. After all attacking trays touch the defending trays, the attacking player calls out which trays attack which defending trays. Roll one die for each figure on the tray that is not an officer or leader. For each die roll greater than the attacking tray's morale, a hit is scored. Each time a 6 is rolled, the defender takes a casualty as in fire combat. Guns and canons cannot be a casualty in hand-to-hand combat. The defending tray rolls likewise, casualty figures being able to attack. The tray that scored the most hits wins. The losing tray rolls the number of hits the winning unit scored to determine if the tray retreats or routs. As in fire combat, after rolling the die, if none of the rolls are less than or equal to the losing tray's morale, the tray remains where it is. If one die roll is less than or equal to the losing tray's morale, the losing tray retreats. If two or more die rolls are less than or equal to the losing tray's morale, the unit routs. Retreating and routing in hand-to-hand combat is the same as in fire combat. Any casualties during the melee of the losing tray lowers the tray's morale prior to rolling for retreat and rout. If the number of hits are the same for both the attacking and defending trays, no trays retreat or rout. If trays remain in hand-to-hand combat, they can freely move out of hand-to-hand combat on their next action, or continue to fight. If they continue to fight, no action is rolled for and hand-to-hand combat is immediate. Terrain affects hand-to-hand combat. Trays defending in buildings, behind walls, or on hilltops with attackers below, roll two die per defending figure. The better of the two rolls are selected. Trays attacking into trenches, entrenchments, or into gullies attack with two die rolls per figure, selecting the better of two rolls. Trays attacking the flank or rear of a tray roll two die for each non leader figure and select the best roll. Routed trays can only defend with one die in hand-to-hand combat.

Cavalry and Hand-to-Hand Combat: Cavalry that charges into combat rolls two die per non leader figure and selects the best roll. This benefit is selected only if the charging cavalry attacks defenders on foot and in open terrain. The cavalry has to be in open terrain during the entire charge.

Hills are considered open terrain. If cavalry attack the flank or rear of the target, three die are rolled per non leader figure and the best rolls selected. Cavalry may not attack into buildings, over walls, or into trenches. All other cavalry attacks and defenses are rolled as normal with one die per non leader figure.

Rally: Rallying is a unique action. Trays do not have to roll for activation to attempt to rally, but rally can only be attempted for each tray once per turn. The player simply rolls a die for the routed tray. If the tray's morale is 1 a die roll of 3,4,5,6 rallies the tray. If the morale of the tray is 2, rolls of 4,5,6 rallies the tray. Morales of 3 and 4, a die roll of 6 rallies the tray. If the tray fails to rally, the tray rout moves automatically away from the nearest enemy tray. If the tray rallies, that is all the tray can do for that turn. Players must attempt to rally every routed tray every turn starting on the turn after the tray was routed. Once rallied, the tray rolls for activation as normal during the following turn.

Resupply Ammunition: Supply depots are not represented in Tuan. They are abstract. A tray runs out of ammunition due to a random event (see random event section). The tray must activate a resupply ammunition action and roll the die. For the Allies, ammunition is resupplied on a roll of 3,4,5,6. For the Chinese, ammunition is resupplied on a roll of 5,6. Hand held missile weapons (spears) cannot be resupplied. Once they are thrown, they are out of the game.

Mount and Dismount: Cavalry trays mount or dismount in whatever formation they are in, column or skirmish. Only dismounted trays in skirmish formation may fire small arms. Only non officer, dismounted figures may fire.

UnLimber and Limber: Dismantle and Mantel: Limber is when the artillery is hitched to a caisson and ready to move, unlimbered is when the artillery is unhitched and prepared to fire. Machine guns, rocket launchers, and gingsals require mantling to fire and dismantling to move.

Recrew Gun: Recrewing a gun occurs when the canon or gun crew has been forced to retreat due to fire or hand-to-hand combat. It takes one action to get refamiliar with the gun once the crew has returned.

V. COMPLETING THE TURN

The turn is over when all trays of all players have activated or attempted to activate. Players do not have to activate all trays, but must forfeit activating trays they choose not to activate. If all the players have activated all the trays on one side and the other side has yet to activate all trays, the side with remaining unactivated trays activates the remaining trays. A new turn begins with

rolling for initiative and all trays are available for activation or rally attempt.

RANDOM EVENTS

When a tray rolls for activation and a 1 is rolled, a random event occurs. Roll two die and apply the event before selecting an action. The random events are listed below. Not all random events are applicable, use common sense. The random event only happens to the selected tray or lead tray.

<u>Die Roll</u>	<u>Event</u>
2	The tray fires on action on a friendly tray if possible. The owning player determines which tray is fired upon.
3	A sniper kills the activated tray's leader, remove the leader and take a morale check.
4	The platoon retreats one movement. Unlimbered artillery limbers or limbered artillery limbers. Dismantled guns set up or set up guns dismantle. Dismounted cavalry mounts or mounted cavalry dismounts.
5-8	Ammunition depleted if the tray has fired at least once during the game, otherwise not applicable
9	The tray receives two additional actions for a total of three actions.
10	Ensign inspired and acts as a leader if the tray's leader is a casualty or becomes a casualty.
11	Boxer tuan frenzies and charges the nearest allied unit. The tuan retains a morale of 2 regardless of casualties.
12	Tray inspired. The tray has a moral of 1 for the remainder of the game regardless of casualties.

OPTIONAL RULES

The optional rules add flavor to Tuan and do not detract from the basic rules. Players can pick and choose which rules to employ, therefore favoring one side or the other. The rules are broken out by nationality. Admittedly, some of the rules exaggerate history.

A. THE BOXERS

Optional Rule #1: Early in the rebellion the Boxers firmly believed that they were impervious to all Allied attacks against them. Allied accounts state that Boxers were seen trying to assist a fallen comrade, who, they believed, had fallen because he had tripped, not because he had taken an Allied bullet. Therefore, at the start of the scenario, all Boxers have a morale of 1. They remain 1 until they take hits from fire or hand-to-hand combat. Immediately after the hit, the morale drops to 3, unless of course a casualty occurs, then the morale drops to a 4. By taking a hit, even if it doesn't result in a casualty, it is assumed that someone amongst the Boxers is bleeding and the perceived belief in immunity is shattered.

Optional Rule #2: Separate tuans of Boxer women were formed, called Red Lanterns. They were not combat troops, rather emphasized mystic healing and protection. Some accounts read that individual women or small groups of women were with Boxer men during combat. Perhaps these Red Lantern women gave the men comfort and protection. For the sake of the game, the Chinese player can add one figure, representing five Red Lanterns, to a normal Boxer tray. The Lanterns do not fight. The morale of the Boxer tray is 2 until it takes a casualty. With a casualty, the morale drops to a 4. Red Lantern figures should be used very sparingly, perhaps only one or two in a game.

B. IMPERIAL AND PROVINCIAL CHINESE TROOPS

Optional Rule #1: Chinese artillery crews, both Imperial and Provincial, often times fought just as well as any Allied artillery crew. Therefore, all Chinese artillery crews are given a morale of 1 at the start of the game.

Optional Rule #2: Cooperation and coordination with Imperial, Provincial, and Boxer units was not always good. The Chinese player may limit multitrays actions only for trays of each type, meaning only Imperial trays move together, Provincial together, and Boxers together.

Optional Rule #3: The best Imperial cavalry were stationed in the southern providences and stayed out of the rebellion. Instead of having two automatic hits in hand-to-hand combat, all Chinese cavalry has only one automatic hit.

Optional Rule #4: The effectiveness of tigermen against enemy cavalry is questionable, but giving the benefit of the doubt, have cavalry loose the two die roll when combating tigermen.

C. THE ALLIES

Optional Rule #1: Relations between Russian and Japanese units were strained. For game purposes, Russian and Japanese trays must remain 8" or more away from each other. Artillery support for each other is not allowed.

D. ALL COUNTRIES

Optional Rule #2: When any tray attempts to charge defending cavalry and the cavalry is not routed, the defending cavalry may counter charge. The counter charging cavalry does not need to roll for activation, charge is automatic. To receive the charge bonus, the terrain must be open and attacked units in the open.

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APPENDIX A

The following figures follow a typical Tuan scenario. On the top of the page are the Chinese forces consisting of two Imperial Chinese rifle platoons and a tuan of Boxers (Figure 1). The Imperial Chinese are in a trench. A hill separates the Imperial Chinese and the Boxers. At the bottom of the page are four Japanese rifle platoons and a light breech loading cannon. The cannon is limbered with four horses. Directly in front of the limbered cannon is a hill. Each darkened oval represent an officer or Boxer leader. Each empty oval represents five enlisted men or Boxers. The Japanese player's objective is to clear the Chinese and occupy the hill with the cannon. The Chinese objective is to prevent the Japanese occupation. The Japanese player has the initiative and play begins.

Figure 1. Turn 1 begins. Both players dice for activation. The Japanese player rolls a 1, the Chinese player rolls a 3. Because the Japanese player has the initiative, he adds 1 to the die roll resulting in a 2. The Chinese player has the initiative by the higher roll. Being on the defensive, the Chinese player does not want to advance, while at the same time is out of rifle range and cannot attack the Japanese. He therefore sacrifices the Boxer tuan by designating the tuan as activated and doing nothing. The Boxer tuan can do nothing for the remainder of Turn 1.

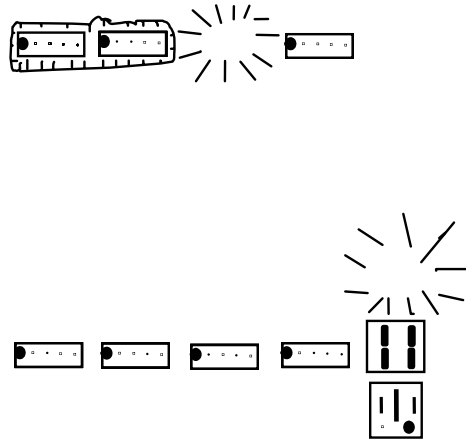


Figure 1.

Figure 2. Both players dice for activation again. This time the Japanese player wins. The Japanese player wants to position his cannon, so goes for a sure thing and rolls for the cannon by itself. He rolls a 2. With a morale of 1, the artillery performs two actions. The hill is small, so despite a 1:3 ratio for movement, the cannon makes it to the top of the hill in one action. For the second action, the cannon unlimbers. The cannon and horses are now two separate trays.

The players again dice for activation and again the Japanese player wins. This time the Japanese player wishes to move all four rifle platoons. He selects the platoon second from the left as the lead tray and measures 8" from it. It reaches the remaining platoons, so all can attempt to activate. Starting from left to right, he rolls a 2,4,6,and 1. With morales of 1, the first three platoons move a double movement for the turn. The fourth platoon rolled a 1, so it can only perform one move. Also, because the platoon rolled a 1, it must roll for a random event. The Japanese player rolls two die with a result of 9. The result on the Random Events table is for a Boxer tuan only, so there is no application.

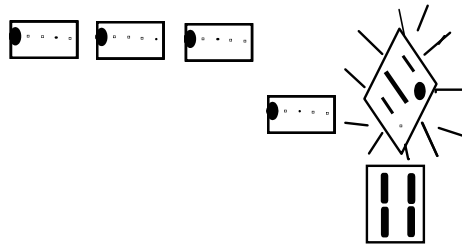
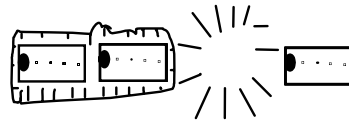


Figure 2

Figure 3. All of the Japanese units have activated, so the remainder of the activation goes to the Chinese player. The Chinese player activates the platoon to the left by rolling a 3. With a morale of 2, two actions are allowed. He fires at the Japanese platoon to the far left and rolls a 1, 2, 4, and 6. With a morale of 2, two hits are scored with the rolls 4 and 6. The 6 causes a casualty. The Japanese player rolls for the casualty and rolls a 6, meaning that the Japanese officer is killed. This drops the Japanese platoon to morale level 2. The Japanese player rolls two die representing the two hits from Chinese fire. He rolls a 5 and a 6. The Japanese platoon holds. The Chinese platoon on the left fires again at the Japanese platoon. He rolls a 3,4, and two 5's for a total of four hits. The Japanese player rolls four die representing the hits. He rolls a 1, two 2's, and a 5. Because more than one hit was at or below the Japanese platoon's morale of 2, the platoon routs and moves two moves away from the Chinese platoons. The routed platoon faces 180° away from the Chinese platoons. The second Chinese platoon activates by rolling a 2, equal to its morale. The platoon may only perform one action. The platoon fires at the second Japanese platoon from the left. The Chinese player rolls a 1,2,4, and 5. Two hits are scored. The Japanese player rolls two die resulting in a 3 and a 5. The platoon holds. Turn 1 is over because all trays activated or had a chance to activate.

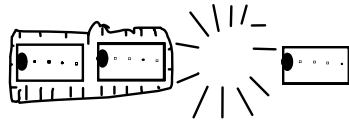


Figure 3

Figure 4. Turn 2 starts. The players dice for activation. Their rolls tie, but because the Japanese player has the initiative with a +1 to the die, he wins the roll. This time the Japanese player wants to activate the two middle platoons and the artillery to fire on the Imperial platoon to the right in the trench. For activation he rolls two 1's for the Japanese platoons and a 4 for the artillery. Random events for the platoons result in two 7's, meaning both platoons are out of ammunition. However, because these platoons have yet to fire in the game, the random event is not applicable. With two 1's the platoons can only fire once. Despite being over 8" away, the artillery can throw in its fire also. The platoons and canon fire with 12 combined die rolls. All have morale of 1, but with the defending Chinese platoon in a trench, the Japanese units fire with a morale of 2. 12 die rolls ensue with the Chinese platoon receiving 8 hits, two of which are casualties but do not kill the Imperial officer. The Chinese platoon rolls 8 die to determine if the platoon retreats or routs. Six die are less than or equal to it's morale of 4, the platoon routs. It

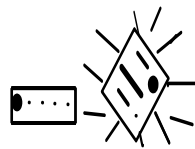


Figure 4

takes one move to get out

of the trench, while the second

move takes the platoon off the playing table. The Japanese artillery aims at the remaining Chinese platoon in the trench. Again, rolling for fire as a morale of 2, only one hit is scored. The Chinese platoon rolls one die for morale and holds its position. The players dice for activation with the Chinese player winning. He rolls for activation for the remaining Imperial platoon. Two actions result. The platoon fires at the second Japanese platoon and rolls two 2's, a 4, and a 5 - two hits. The Japanese platoon rolls two die for the two hits and rolls a 3 and a 4, over its morale, so the platoon holds. The Imperial platoon fires again with two hits, and again the Japanese platoon rolls for the hits and holds. The players dice of initiative, Japanese player wins. The routed Japanese platoon attempts to rally. It rolls a 5 and rallies. The platoon can turn and move the next turn. The players dice for initiative, the Japanese player wins. The Japanese player activates the tray of horses with one action. The tray moves one move away from the cannon.

Figure 5. The players dice for initiative. The Japanese player wins, attempts to activate the fourth from the left rifle platoon. The platoon dices two activations and moves twice towards the Boxers. All trays have moved except the Boxers. The Chinese player activates them with a roll of 5, two actions result. He charges the tuan at the fourth Japanese rifle platoon and receives an additional die roll of movement. The tuan reaches the platoon by touching bases. Hand-to-hand combat ensues. The Boxers roll four dice resulting in a 2,3,4, and 6, resulting in two hits. The Japanese player suffers a casualty, rolls a 4 with one die resulting in the non leader figure being removed. The Japanese platoon rolls two 3's and two 4's resulting in 4 hits. The Japanese platoon wins the hand-to-hand combat by two hits. The Boxer tuan rolls four die resulting in two 2's, a 5 and a 6, two rolls less to its morale. The units faces 180° from the Japanese unit and rout moves away.

Figure 6. Turn 2 is over, Turn 3 starts. The players dice for initiative with the Japanese player winning. He activates the fourth from the left rifle platoon and activates the cannon. Both have two actions, both fire on the Boxer tuan. The Boxer tuan receives four hits, three of which are less than or equal to its morale of three.

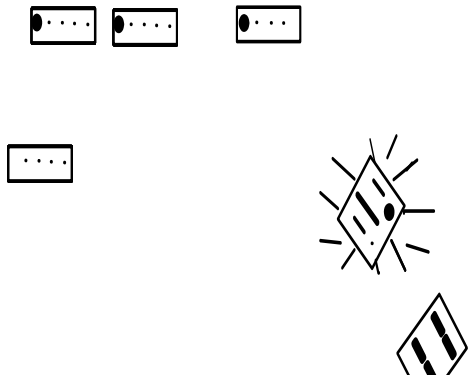
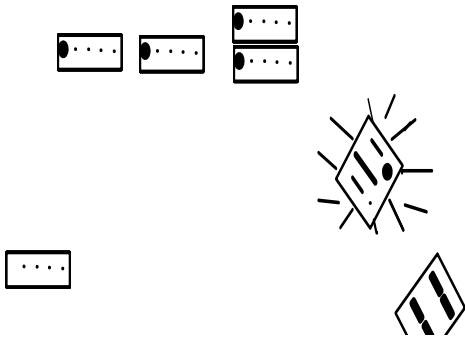
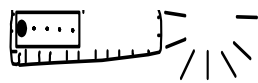


Figure 5

Figure 6

Figure 7. The game ends with the Japanese player winning by meeting his objectives. The

Japanese player did fairly well with loosing only one officer and five enlisted men.

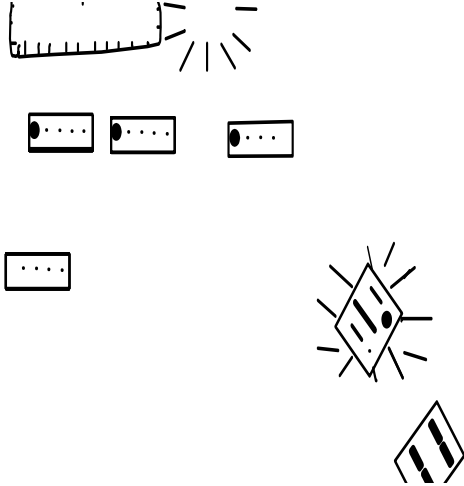


Figure 7