

DITDC ARMIES

BOXER REBELLION BY CHRIS PEERS

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DITDC BOXER REBELLION

GENERAL RULE AMENDMENTS:

All armies have a choice between two new **Home Terrain** types; **Cultivated** and **Urban**.

The terrain options for these are as follows:

Cultivated: There must be at least 1 village and 3 crops pieces on the table.

Jungle, bush, tall grass and sand are not allowed.

Urban: Treat at least half the table area as a single large village, with the rest being as Cultivated.

Within the built up area there may be up to 2 rectangular open squares, up to 6 inches long on each side, counting as open terrain.

If game scenarios are being diced for, treat a Raid as a Surprise Encounter.

Allies: Up to half the points of an Imperial Chinese army may consist of Boxer allies. Any foreign army may draw up to half of its points strength from up to 2 allies from any other foreign army.

Any defending army may use trenches, bomas, town walls and tembes (the latter perhaps representing a temple, mission building or similar).

Any army except Imperial Chinese, Boxers and Garrisons may deploy a gunboat if the terrain is suitable.

Troops of the Eight-Nation Alliance (except Russia) that fought against the Boxer Rebellion in China, 1900. From the left Britain, United States, Australia, India, Germany, France, Austria-Hungary, Italy, Japan. 1900, by Captain C.F. O'Keefe; Colourised by Julius Jäskeläinen. Creative Commons Attribution 2.0 Generic license. The colouring is speculative and may differ from the real colours.



ARMY LISTS

These are presented in the same format as the lists in the DITDC rulebook, and like them are fairly generic, being intended for points based games, whether using the scenario generation system in the rules or not. The assumption is that the lists will be used for forces of up to about 300 points, which means that 100 figures should be plenty for the Chinese armies, and between 30 and 40 for the foreigners.

1. IMPERIAL CHINESE.

While Empress Tzu Hsi more or less openly supported the Boxers, the commanders of some of the provincial armies continued to campaign against them. In fact the Chinese armed forces at this date consisted of several very different and effectively independent armies. The 'Bannermen' of the Eight Banners were hereditary soldiers mainly descended from the Manchu conquerors who had established the Ch'ing dynasty in the 17th century, but their training and discipline had long ago deteriorated and at least some of them still fought with their traditional composite bows. They were backed up by the militia of the mainly Chinese Green Standard army. The 'Braves' were volunteers originally raised for defence against bandits, and were generally enthusiastic even if they lacked formal training. There were also several independent New Armies, whose men were often conscripted from among the Green Standards but better equipped and trained. This list allows the construction of a force representing any one of the above, but it can also represent the sort of mixed force which was often encountered in the chaotic circumstances of the war. New Army troops like those commanded by Yuan Shih-k'ai in Shantung can realistically fight against Boxers as well as European forces..

- Ag 1, Organised

• Bannermen or Green Standard troops: Untrained Raw Soldiers with muskets (5 points), breechloaders (6 points) or repeaters (10 points)	0-4
• Traditionally armed Bannermen: Skirmishers with bows (4 points)	0-4
• Tigermen: Elite Skirmishers with spears (8 points)	0-1
• Manchu or Mongol cavalry: Light Horse with bows (7 points) or Untrained with breechloaders (11 points)	0-2
• Braves: Untrained Soldiers with breechloaders (13 points) or repeaters (17 points)	0-6
• New Army Regulars: Raw Soldiers with repeaters (17 points)	0-6
• Jingals: Skirmishers with elephant guns (10 points)	0-2
• Medium rifled field guns (48 points)	0-2
• Rockets (20 points)	0-1

Notes

1. A Chief must be a Soldier.
2. The Tigermen unit can only be fielded if there are also at least 2 units of Bannermen.
3. Any field guns **can** be downgraded to smoothbore (20 points) to reflect the sometimes poor state of repair of Chinese artillery.
4. Stratagems: Scouting (only if at least 1 unit of cavalry is fielded).

Special Rule: Mounted Archers. Light Horse with bows are treated the same as those with spears. Theoretically Chinese and Manchu composite bows should have a longer range than the African versions which are the focus of the DDC rules, but by 1900 few if any of the troops who were still equipped with them practiced regularly enough to get the best out of their weapons.

Chinese soldiers 1899-1901. Leipziger illustrierte Zeitung 1900, reproduction in "Peking 1900, The Boxer Rebellion" by Peter Harrington, p.24. Public domain work of art, commons.wikimedia.org.



2. BOXERS.

- Ag 2, Tribal.

• Warriors (6 points)	4-9
• Skirmishers, up to half with crossbows (6 points), rest untrained with muskets (5 points)	0-2
• Jingals: Skirmishers with elephant guns (10 points)	0-2
• Rockets (20 points)	0-1

Notes

1. A Chief must be a Warrior. A Chief representing Ts'ao Fu-t'ien may be outstanding (+25 points). Ts'ao was a Kung Fu master and anti-foreign campaigner who was executed in 1901 for his role in the rebellion, and can stand for any of the charismatic figures who led the Boxer forces.
2. Up to half the Warrior figures fielded may be equipped with muskets (+2 points) or breechloaders (+4 points).
3. Up to 3 warrior units may be upgraded to Elite (+2 points), as members of secret societies with extensive training in martial arts. There were some all-female units, known as Lanterns, whose soldiers were said to have magical powers such as flying and walking on water. There seems no good reason to differentiate them from male Boxers, but romantically inclined gamers could use such figures to depict the Elites.
4. Up to 4 warrior, Elite Warrior or Skirmisher units may be armed with fire lances in addition to their other weapons, at +1 point per figure. In order to count the advantage of these (see Special Rules below) all the figures in the unit must be equipped with them.
5. The crossbow category in the rules represents the light and fast shooting weapons used by the Fan people of Gabon, which were especially feared because of the difficulty of avoiding their very light high velocity darts and the deadly poison with which they were often tipped. This category seems very suitable for the repeating crossbows which were still in use in China in this period, so the rules can be used without alteration.
6. Stratagems: Drums. As they have the support of most of the local peasants, Boxer armies can alternatively make use of either the Surprise or the Scouting stratagem.

Special Rules:

Fire Lances. These rather old fashioned weapons were still in use by some traditionalist Chinese, but being basically just a firework on a spear they were effective only at very close range. Traditional gunpowder grenades and 'stinkpots' can also be included under this heading. They are all used only in Close Combat, in which case any enemy unit facing them must take an extra morale test in the same way as if shot at with rockets etc.

Invulnerability. Boxer recruits were taught that their charms and rituals would make them invulnerable to enemy weapons. Therefore they ignore both the morale tests for coming under fire for the first time, even if they are not Elite or equipped with firearms.

Baggage. Boxer armies often consisted of men drawn from local villages and lacked any kind of logistic train. Therefore they never need to deploy baggage elements, and cannot be penalised for their loss.

Boxer soldiers. Public domain, commons. [wikimedia.org](https://commons.wikimedia.org/).



3. BRITISH.

- Ag 1, Disciplined.

• British or Indian soldiers, sailors or Marines: Soldiers (24 points) or Elite Soldiers (30 points) with repeaters	2-4
• Chinese Regiment: Raw Soldiers with breechloaders (13 points)	0-4
• Indian Lancers: Elite Heavy Cavalry with repeaters (35 points)	0-1
• Medium rifled field gun (48 points)	0-1
• Nordenfelt machine gun (36 points)	0-1
• Maxim gun (75 points)	0-1

4. RUSSIAN.

This list covers the Russian armies which operated in Manchuria as well as those in the Peking-Tientsin theatre. The former were heavily reliant on Cossacks, so we make it possible to field a force which consists entirely of cavalry.

- Ag 1, Organised.

• Regular infantry: Soldiers with repeaters (24 points)	3*-6
• Cossacks: Elite Light Horse with repeaters (29 points)	0-4
• Maritime Dragoons: Heavy Cavalry with repeaters (28 points)	0-1
• Medium rifled field gun (48 points)	0-1
• Maxim gun (75 points)	0-1

Notes

1. *The minimum only applies if any infantry units are fielded.
2. Stratagems: Scouting (only if at least 1 unit of Cossacks is fielded).

Russian officers in Manchuria during the Boxer Rebellion c. 1900, photographer unknown, from original print in the GE Morrison collection, State Library of New South Wales, Public domain, commons. [wikimedia.org](https://commons.wikimedia.org/wiki/File:Russian_officers_in_Manchuria_during_the_Boxer_Rebellion_c._1900.jpg).



5. JAPANESE.

European observers thought that Japanese doctrine in this period still over-emphasised rate of fire rather than accuracy and the charge into close combat with the bayonet, tactics which led to heavy casualties, even if they were often successful against less well trained opponents like the Chinese.

- Ag 2, Organised.

• Soldiers with repeaters (24 points)	4-6
• Cavalry: Raw Light Horse with repeaters (15 points)	0-2
• Medium rifled field gun (48 points)	0-1
• Maxim gun (75 points)	0-1

Notes

Special Rule: 'Banzai!': Japanese soldiers fight hand-to-hand as Elites but shoot as Raw. They are treated in all other respects as ordinary Soldiers.

6. FOREIGN GARRISONS.

This list represents the small mixed forces of foreigners that were besieged in places like Peking and Tientsin, and is based mainly on the defenders of the Peking Legations. These consisted of small contingents drawn from any or all the nations involved, but here they are all treated the same. Players can, however, depict them as British, Indian, French, Japanese, Russian, Austrian, German or American, or any combination of the above. The artillery represents the 'international gun' employed in the Legation Quarter, which was cobbled together from bits of old pieces and loaded with ill-fitting ammunition, and cannot have been very effective even though its barrel was actually rifled.

- Ag 0, Disciplined.

• Sailors, Marines or Soldiers: Elite Soldiers with repeaters (30 points)	4-8
• Armed civilians: Skirmishers with repeaters (18 points)	0-1
• Smoothbore cannon (20 points)	0-1
• Machine gun: Nordenfelt (36 points) or Maxim (75 points)	0-1
• Rockets (20 points)	0-1

7. GENERIC EXPEDITIONARY FORCE.

This list covers all the forces not listed separately above, and might represent contingents from Austria, France, Germany, Italy or the USA, or any combination of these. This is not intended to minimise the contribution of these countries (though the Austrian contribution was fairly small and most of the Germans turned up too late to see action), but simply to reflect the difficulty of differentiating them in terms of the rules.

- Ag 2, Disciplined.

• Soldiers (24 points) or Elite Soldiers (30 points) with repeaters	4-6
• Cavalry: Elite Light Horse with repeaters (29 points)	0-2
• Medium rifled field gun (48 points)	0-1
• Maxim gun (75 points)	0-1

8. KOREAN.

Korea did offer to send a contingent to join the other eight powers, but the Japanese would not agree to it. Nevertheless the Koreans could easily have intervened thanks to their geographical proximity, and they had recently been involved (on both sides) in the Sino-Japanese War of 1894 - 95. This is also an unusual army which is ideally suited to a 'what if' game.

- Ag 1, Organised.

• Regular infantry: Soldiers with breechloaders (20 points)	3-6
• Smoothbore cannon (20 points)	0-1
• Gatling machine gun (36 points)	0-1

Notes

Special Rule: Since 1895 the regular Korean army had been trained by the Japanese, but lacked ammunition for target practice and seems to have retained its traditional preference for defending fortified positions. Therefore the infantry shoot as Raw but test morale and fight hand-to-hand as Elites when they are in trenches or tembes or behind town walls. They are otherwise treated as ordinary Soldiers.

*The modern Korean army in the early 1900s.
Robert Neff Collection*

