

Sand Pebbles Boxer Rebellion Version
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Sequence of play:

Both leaders roll 1D6 to see who moves first high die may decide who moves first who moves second.
 The same procedure is for firing.

- A. Player 1 moves and charges
- B. Player 2 moves and charges
- C. Player ? fires
- D. Player ? fires
- E. Morale checks to finish charge
- F. Morale checks to stand
- G. Melee !

Movement Chart:

If a unit has enough movement to enter melee the unit stops 1 inch away and the target unit is pinned but may pivot and fire in the fire phase. In the melee phase is when you check morale to finish the charge and to stand.

There is no movement bonus for charging.

Unit	Movement	
Allied Infantry	2D6 plus 6 inches	
Allied Cavalry	4D6 plus 6 inches	
Allied Guns	2D6 plus 6 inches no fire	1D6 plus 6 may fire
Gun Boat	1-6D6 plus 6 inches	**
Little boat	2D6 plus 6 inches	Gray
Med Junk	3D6 plus 6 inches	
Big Junk	4 D6 plus 6 inches	
Boxers Foot	3D6 plus 6 inches	
Boxer Guns	2D6 plus 6 inches no fire	1D6 plus 6 may fire
Swimming	1D6 plus 6 inches	Roll D6 "6" drown

**Ship movement you must move the distance that you roll the extra 6 inches is optional.

Junks lose 1D6 going upstream.

Cost to turn ship 90 degree turn 6 inches 180 12 inches.

Route movement is 2D6 to the rear or the edge you came in from.

Firing Chart:

Units may pivot in reaction to a charge.

Units that charge may not fire.

Unit	Open	Walls	Redoubt Ships	Windows Doors	Figs/die	Range
Marines	1-7	1-6	1-5	1-4	1	24
Sailors	1-6	1-5	1-4	1-3	1	24
Civilians	1-5	1-4	1-3	1-2	1	18
Imperials	1-5	1-4	1-3	1-2	1	24
Boxers	1-4	1-3	1-2	1	1	18
MG/Gar	1-8	1-7	1-6	1-5	3/3= 9	36
Lewis	1-8	1-7	1-6	1-5	2/3= 6	24
WEST GUN	1-7	1-6	1-5	1-4	3/3= 9	48
Jingle	1-5	1-4	1-3	1-2	2/2= 2	36
Dog Guns	1-6	1-5	1-4	1-3	2/2= 2	36
Med gun	1-6	1-5	1-4	1-3	4/4= 4	48
Big Guns	1-7	1-6	1-5	1-4	6/6= 6	48
Cavalry	1-5	1-4	1-3	1-2	1	18

East Asian fire as Marines

Gurkas fire as sailors.

Cavalry Saving throws for fire effects only
5,6 saves.

Anytime a 1 is rolled for fire on the D20 re-roll
1D6 on a six the leader is killed other wise it is
a private.

Melee Phase:

This is a fast simple system used for melees.

For mass combat melees this is every melee but windows and doors.

- A. Check morale of charging unit
- B. Check morale of defending unit
- C. If both pass finish melee if the defender failed they route 2D6 to rear and take 1D6 for losses Attacker suffers no loss and takes position. If attacker fails defender does not have to check and Attacker holds in place.
- D. Count the defenders figures and add any modifiers below.
- E. Count the attackers figures and add any modifiers below.
- F. Both players roll 1D6 plus figures and modifiers high roll wins melee.
- G. Loser routes 2D6 suffers 1D6 loss of figures
- H. Winner takes position suffers 1D6 half odd number rounded down.

Modifiers:

Charging +1

East Asian Germans, Gurkas, Marine +1

Sailors 0

Cavalry +2

Lancers +3

Civilians 0

Leaders +1

Boxer sword spear +1

Boxer with Musket boxer gunners 0

Tiger man +2

Defending wall readout +1

Defending house windows etc. +2

All ties go to the Westerns forces.

Roll per 8 figures units.

Morale Chart:

You only test morale to complete a charge and to stand for a charge.

All units rally at the end of the turn.

Morale test:

Unit	Charge leader	Charge no leader	Hold Leader	Hold no Leader
Marine/EAG	Always	1-5	Always	1-5
Sailor	1-5	1-4	1-5	1-4
Cavalry	Always	1-5	1-5	1-4
WestGunner	NO	NO	1-5	1-3
Box Gunner	NO	NO	1-3	1-3
Gurkas	Always	1-4	1-5	1-4
Imperial	1-5	1-4	1-5	1-4
Tigerman	Always	1-5	1-5	1-4
Boxers	1-4	1-3	1-3	1-2

EAG East Asian Germans

If defending unit is in cover +1 to the roll