

Quick Hits

OpenD6 Supplements



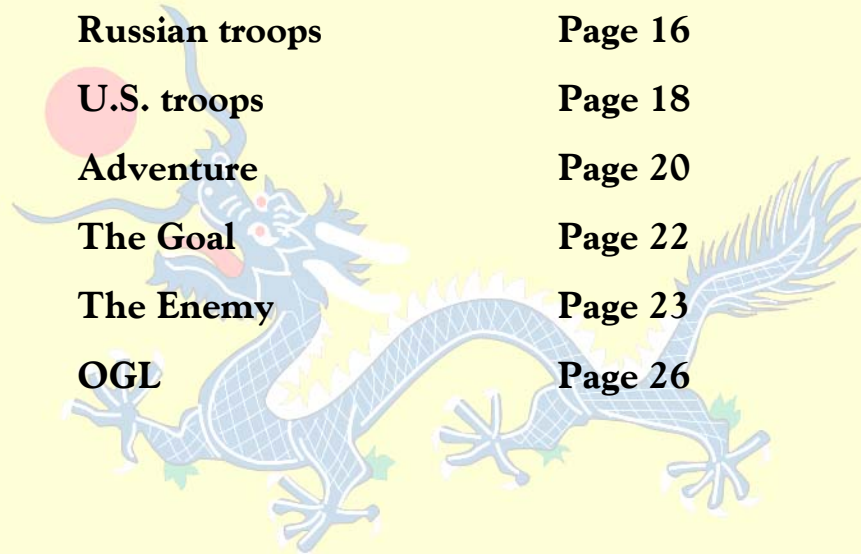
A quick adventure setting for use in OpenD6. This adventure takes place in China, during the Boxer Rebellion, at the dawn of the 20th century.

Holding Back the Red Turbans

November, 2011

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Introduction:

This is the setup for an adventure of action and combat at the turn of the century, in the ancient land of China. The players will take the role of members of legations during the start of the Boxer Rebellion. Their goal will be to survive the onslaught, save their fellow countrymen, and do so in a glorious manner befitting a hero.

The game master will have to decide how many Boxers the players will have to contend with, and can choose from a variety of options for combat situations. Specifics of the units involved are left intentionally vague, so that a GM will not feel the need to throw a ridiculous amount enemy combatants against the player characters.

Most of the combat in this game will take place in the capital city of China, known at the time as Peking. Other cities could also be used if the GM decides they want to alter the feel of the game slightly. Adventures could take place in the port city of Ta-Ku, or in the mid-point city of Tientsin. The players could be part of the legations in Peking, or could be part of a relief force under Admiral Seymour.

Included in this adventure setting will be weapons of the time period, as well as the typical friend and foe that could be encountered.

This is not a fully fleshed out adventure. It is meant to be an idea generator where a GM can use the material to build their own campaign. It should also give you an idea of the various games you could run using the OpenD6 game system.



Lead up to rebellion:

China is a country that offers great opportunity for those willing to travel to the Far East. Legations from various countries have set up in the capital city of Peking, not far from the Imperial City.

Unfortunately, there are groups in China that dislike the foreigners. The largest group is the I-Ho-Ch'uan, or the "Fists of Righteous Harmony". Foreigners called them Boxers, due to their advanced training in hand to hand fighting. The Boxers have begun to attack Christian missionaries around the county. More recently, they cut the rail line in Tientsin, breaking the supply line from the coast to the legations in Peking.

During these increasing periods of unrest, countries in the legations have sent for reinforcements to aid the embassy staff in protection. Around 400 soldiers, from nine nations, have arrived and are the only protection the legations have against the coming onslaught.

On June 11, 1900, the Japanese chancellor in China was murdered by the Boxers. Two days later, the first large-scale attack was made by the Boxers against the foreign legations in Peking. Civilians and Chinese Christians took refuge in the foreign legation area or in the Catholic Cathedral Pei'tang.

On June 19, the Empress dowager Tzu-Hsi issued an ultimatum to the legations: Leave Peking in 24 hours or their safety will not be guaranteed. After a meeting the legations decided that they would stay, rather than let the Chinese leadership allow violent group to dictate foreign policy.

On June 20, the German minister requested a meeting with the Empress and as he exited the legation district, he was killed by members of the Imperial Chinese Army. The Boxer Rebellion had begun!

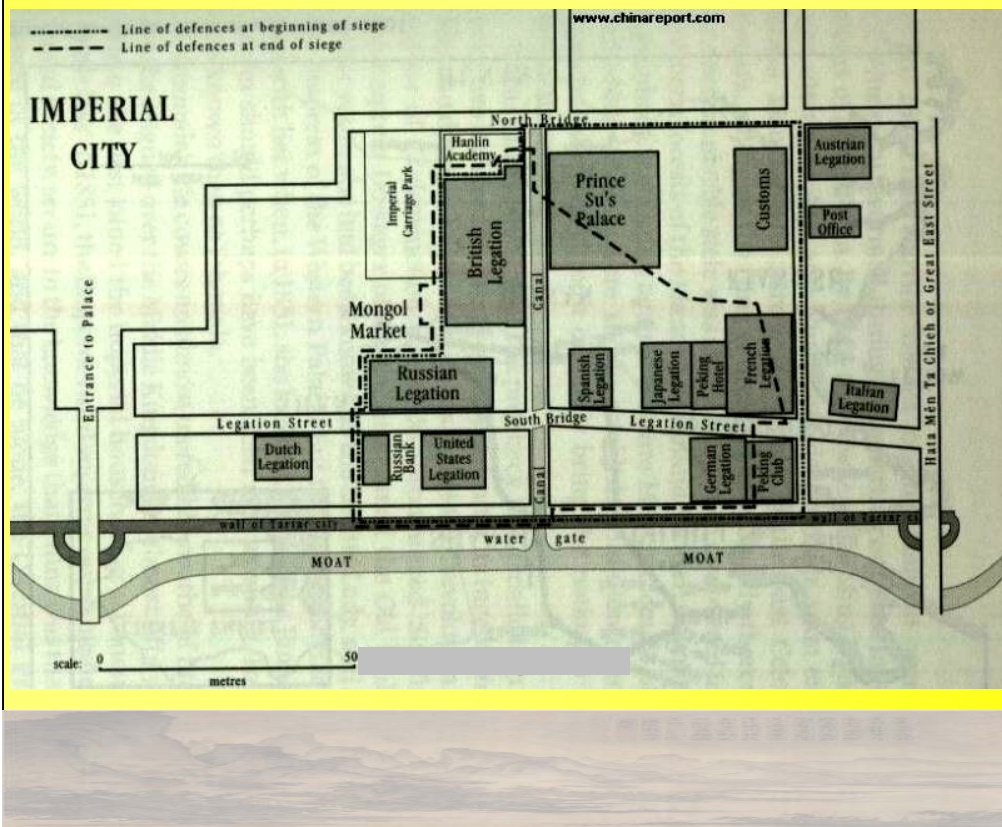


The Foreign Legations:

The colonial powers at the time, all with embassies within the foreign legation district of Peking, were:

- * Austria-Hungary
- * Belgium
- * France
- * Germany
- * Great Britain
- * Italy
- * Japan
- * Russia
- * United States

Within the district established for the foreign powers, were several hundred civilians, about 400 soldiers, and well over a thousand Chinese peasants of Christian faith.



Austrian troops:

Austria-Hungary was gaining in power, both politically and militarily. They had a definite stake on China and didn't want to lose their foothold in the Far East.

The Austrian contingent wasn't numerous, but they were fairly well trained and equipped.



The primary rifle of the Austrian soldiers was the Stey-Mannlicher M1895.



Stey-Mannlicher M1895

Type: Ballistic
Scale: 0 (Character)
Ammunition: 8x50mmR
Capacity: 5 round internal magazine
Rate of Fire: 1 shot, bolt action
Range: 1-92 / 200 / 450
Damage: 6D
Penetration: 1D

The sidearm used by Austrian troops is the Rast-Gasser M1898.

Rast-Gasser M1898

Type: Ballistic
Scale: 0 (Character)
Ammunition: 8mm Gasser
Capacity: 8 round cylinder
Rate of Fire: 1 shot, double action
revolver
Range: 1-16 / 32 / 50
Damage: 3D
Penetration: +2



Austrian troops were decent fighters on the defense.

Typical Austrian soldier

Strength: 2D
 Brawling: +1D
Dexterity: 2D+2
 Pistol: +1D
 Rifle: +2D
Intelligence: 2D+2
 Language: +1D+1

Belgian troops:

Belgium had a small contingent in the legation. The once bold and adventurous country was in decline in this time period, but they still wished to hold on to what presence they had.



Their soldiers were not exceptional by any stretch of the imagination, but they did have spirit and every man was important in the defense of the legations.

The primary rifle for the Belgian contingent of troops was the FN M1889 rifle, a license built version of the German Mauser.

FN M-1889 rifle

Type: Ballistic
Scale: 0 (Character)
Ammunition: 7.65x53mm
Capacity: 5 round internal clip
Rate of Fire: 1 round, bolt action
Range: 1-160 / 350 / 770
Damage: 6D+2
Penetration: 1D



The Belgian sidearm of the time period was the Nagant M1895 revolver.

Nagant M1895 Double Action revolver
Type: Ballistic
Scale: 0 (Character)
Ammunition: 7.62x38mm
Capacity: 7 round cylinder
Rate of Fire: 1 shot, double action revolver
Range: 1-9 / 16 / 28
Damage: 3D
Penetration: +2



Belgian troops weren't the best of soldiers, but they certainly gave it their best shot.

Typical Belgian soldier

Strength: 2D
 Brawling: +2
Dexterity: 2D
 Pistol: +2
 Rifle: +1D+1
Intelligence: 2D+1
 Language: +2

French troops:

France has a fairly sizable contingent in the legation district. France was proud of its world-wide presence and wanted a greater influence in the Far East over its current holdings.



The French also sent a sizable detachment with the forces that would eventually relieve the besieged defenders of the legations.

The standard weapon of the French forces was the somewhat out-dated Lebel Mle 1886 rifle.

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Lebel Mle 1886

Type: Ballistic
Scale: 0 (Character)
Ammunition: 8mm Lebel
Capacity: 8 round tube magazine
Rate of Fire: 1 shot, bolt action
Range: 1-70 / 180 / 400
Damage: 6D+2
Penetration: 1D

Note: Severe impact on the butt of the rifle can cause discharge of one or more rounds in the tube magazine due to the way they were loaded. When struck firmly in the butt, roll 1D. On the result of a 1, the weapon suffers catastrophic failure and ceases to function.

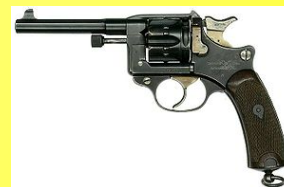


The French revolver sidearm was also of the Lebel make, but was a newer weapon.

Lebel M1892 revolver

Type: Ballistic
Scale: 0 (Character)
Ammunition: 8x27mm Lebel
Capacity: 6 round cylinder
Rate of Fire: 1 shot, double action revolver
Range: 1-10 / 17 / 34
Damage: 2D+2
Penetration: +2

While the French weaponry was never very good, the French made up for it with a very good esprit de corps. They would stay in position, even against steep odds, during this time of colonial fervor.

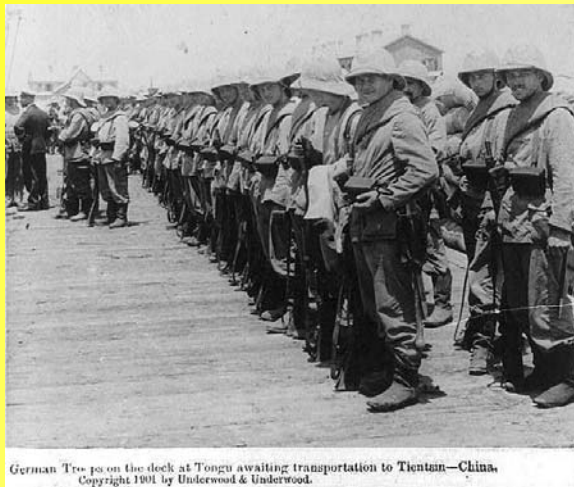


Typical French soldier

Strength: 2D+1
 Brawling: +1D+1
Dexterity: 2D+2
 Pistol: +1D
 Rifle: +1D+1
Intelligence: 2D
 Language: +2D
 Willpower: +2D+1

German troops:

Germany was growing stronger and becoming more of a major power during this time period. As such, their military prowess was increasing and their weapons of war were in great demand. In fact, the German Mauser was licensed to be built in many countries, including China.



German Troops on the deck at Tientsin awaiting transportation to Tientsin—China.
Copyright 1901 by Underwood & Underwood.

The standard issue German rifle was the Mauser Gewehr 98. It was a reliable and quite deadly weapon.

Their sidearm was the equally potent M1879 Reichsrevolver. While it had great stopping power, it was time consuming to reload. This made it a weapon that was used as a last resort.

Mauser Gewehr 98

Type: Ballistic

Scale: 0 (Character)

Ammunition: 7.92x57mm Mauser

Capacity: 5 round internal clip

Rate of Fire: 1 shot, bolt action

Range: 1-170 / 375 / 800

Damage: 6D+2

Penetration: 1D

Note: can be reloaded with a 5 round stripper clip in a single round



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M1879 Reichsrevolver

Type: Ballistic

Scale: 0 (Character)

Ammunition: 10.6x25mmR

Capacity: 6 round cylinder

Rate of Fire: 1 shot, single action revolver

Range: 1-12 / 18 / 42

Damage: 3D+1

Penetration: +2

Note: to reload, the cylinder must be removed and each spent cartridge pulled out by hand before new rounds can be loaded, doubling reload time.



German soldiers were some of the better trained troops in the legation district.

Typical German soldier

Strength: 3D

Brawling: +1D

Dexterity: 2D

Pistol: +2

Rifle: +2D+2

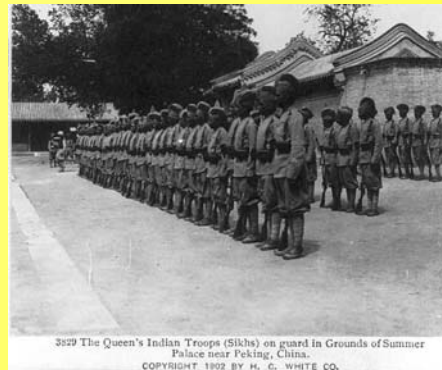
Intelligence: 2D+1

Language: +1

British troops:

The soldiers of the Great Britain were confident, well trained, and experienced. The British Empire ruled in literally every portion of the world during this time period. The slogan “The Sun Never Sets on the British Empire” applied even during this time period. Due to this, the British

soldiers had experience in many different places in the world. They were quite adept at quelling rebellions and rarely ever backed down, even against overwhelming odds.



In the British legation, there was also a contingent of troops from the general geographic area. These “native” troops were the Sikhs, and adhered to the British doctrine of discipline and training.



There were two rifles used by the forces of Great Britain during this time period. Which were used depended largely upon where in the world the forces were and how quickly the newer weapons were distributed to them.

Those two rifles were the Lee-Enfield MLE and the Lee-Metford.

Only one version will be listed here, for use in this adventure.

Lee-Metford rifle

Type: Ballistic

Scale: 0 (Character)

Ammunition: .303

Capacity: 8 round magazine

Rate of Fire: 1 shot, bolt action

Range: 1-160 / 360 / 730

Damage: 6D+1

Penetration: 1D

Note: this rifle can also use a 10-round magazine



The dependable British sidearm was the Webley revolver.

Webley Mk IV revolver

Type: Ballistic

Scale: 0 (Character)

Ammunition: .38/200

Capacity: 6 round cylinder

Rate of Fire: 1 shot, double action revolver

Range: 1-14 / 21 / 46

Damage: 2D+2

Penetration: +2

Note: this is a top-break weapon, with a bullet extractor, making reloading time 1 round quicker than normal.



British soldiers were some of the finest trained and most experienced soldiers in the world. What Great Britain lacked in overall manpower, it more than made up for in training and discipline in its soldiers.

Typical British soldier

Strength: 3D+1
Brawling: +1D+1
Dexterity: 2D+1
Pistol: +1D
Rifle: +3D
Intelligence: 2D+2
Language: +2D
Willpower: +1D

Italian troops:

While Italy still tried to maintain a worldwide presence, its power was slowly declining. The contingent of Italians in the legation was small. However, Italy did dispatch more troops with the relief force under Admiral Seymour.



The primary weapon of the Italian forces was the Carcano Modello 1891. It was a short rifle, with an underpowered bullet, but it was the best the Italians had.



Carcano Modello 1891

Type: Ballistic
Scale: 0 (Character)
Ammunition: 6.5x52mm Mannlicher-Carcano
Capacity: 6 round en bloc
Rate of Fire: 1 shot, bolt action
Range: 1-154 / 330 / 600
Damage: 5D+1
Penetration: 1D

Note: this rifle uses an en bloc loading system, that loads all six rounds at one time. When the en bloc is empty, it ejects by dropping out the bottom of the weapon.

The Italian soldier had access to the Bodeo M1889 revolver. It was a sturdy, fairly heavy sidearm.

Bodeo M1889 revolver

Type: Ballistic

Scale: 0 (Character)

Ammunition: 10.35mm

Capacity: 6 round cylinder

Rate of Fire: 1 shot, single action revolver

Range: 1-14 / 21 / 46

Damage: 3D+1

Penetration: +2



Italian soldiers were modestly well trained, but they suffered from poor leadership. While under the command of others, their morale suffered. When left to their own, they performed quite well, even without an officer in charge.

Typical Italian soldier

Strength: 2D+2

Brawling: +1

Dexterity: 3D

Pistol: +2

Rifle: +1D

Intelligence: 2D

Language: +1D

Japanese troops:

Japan had a vested interest in China, and actually had aspirations to claim more of Chinese lands for their own. As such, the Japanese had one of the largest contingents in the legations, and provided the greatest amount of troops for relief support.



Japanese troops fought bravely, even with their somewhat lower quality weapons. They exacted a fierce vengeance for the attacks made by the Boxers.

The primary rifle of the Japanese troops was the Ariska Meiji Type 30.

Ariska Meiji Type 30

Type: Ballistic

Scale: 0 (Character)

Ammunition: 6.5x50mm

Capacity: 5 round internal magazine

Rate of Fire: 1 shot, bolt action

Range: 1-100 / 220 / 545

Damage: 5D+1

Penetration: +2



The pistol used by Japanese forces was the Meiji Type 26 revolver. The officers also carried the traditional samurai sword with them to exact swift vengeance.

Meiji Type 26 revolver

Type: Ballistic

Scale: 0 (Character)

Ammunition: 9mm

Capacity: 6 round cylinder

Rate of Fire: 1 shot, double action revolver

Range: 1-15 / 26 / 52

Damage: 3D

Penetration: +2

Note: This weapon is hammerless, meaning it cannot be cocked as a single action weapon like other pistols. It is a top break weapon, allowing a speedy reload.



The Japanese soldier was very disciplined and driven. While not highly skilled, they did fight well.

Typical Japanese soldier

Strength: 2D
 Brawling: +1D+2
Dexterity: 2D+2
 Pistol: +2
 Rifle: +1D+1
Intelligence: 2D
 Language: +1D+1

Russian troops:

Russia, being adjacent to China, had a fairly large presence in the legations. They also provided a sizable amount of troops to the relief force. The Russians liked to rely on their quantity of troops rather than the quality of their troops or equipment.

Their primary rifle was the Mosin-Nagant M1891.

Mosin-Nagant M1891

Type: Ballistic
Scale: 0 (Character)
Ammunition: 7.62x54mmR
Capacity: 5 round magazine
Rate of Fire: 1 shot, bolt action
Range: 1-100 / 250 / 500
Damage: 6D+1
Penetration: 1D
Note: This weapon can be reloaded in a single round with a 5 round stripper clip.



The Russians used either the S&W No. 3 “Russian” revolver or the Nagant M1895. The stats for the Nagant can be found in the Belgian section.

S&W No. 3 Russian

Type: Ballistic

Scale: 0 (Character)

Ammunition: .44 Russian

Capacity: 6 round cylinder

Rate of Fire: 1 shot, single action
revolver

Range: 1-18 / 30 / 58

Damage: 4D

Penetration: +2



Russian soldiers were only moderately trained, relying more on their quantity of soldiers to win battles. As such, their individual skills suffered.

Typical Russian soldier

Strength: 3D

Brawling: +2

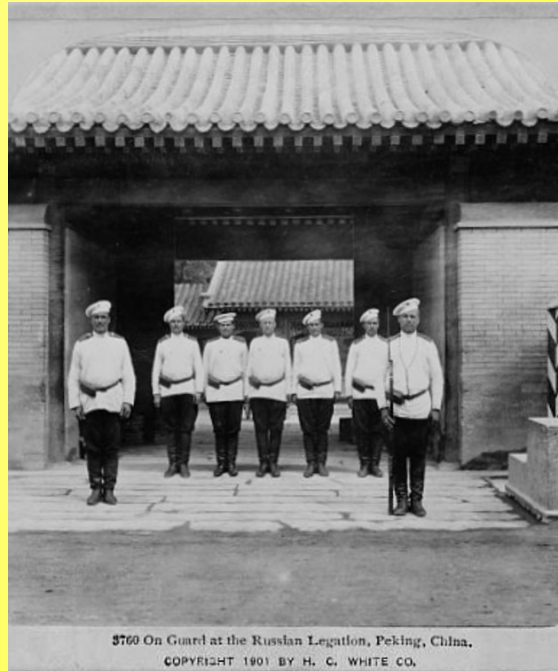
Dexterity: 2D

Pistol: +1D

Rifle: +1D+2

Intelligence: 2D

Language: +1



United States troops:

Fairly new on the scene of colonial powers, the United States didn't have a very large contingent of troops in the legations. The bulk of them had only arrived a few days before the outbreak of major hostilities. While relatively new in the world scheme of colonial power, the troops of the United States were well trained and motivated.

The primary weapon of the U.S. troops that fought in the boxer rebellion was the Lee Navy Model 1895.



Lee Navy Model 1895

Type: Ballistic

Scale: 0 (Character)

Ammunition: 6mm USN

Capacity: 5 round en bloc

Rate of Fire: 1 shot, bolt action

Range: 1-130 / 260 / 550

Damage: 5D+1

Penetration: 1D

Note: this rifle uses an en bloc loading system, that loads all five rounds at one time. When the en bloc is empty, it ejects by dropping out the bottom of the weapon.



The standard sidearm of the United States soldiers of the time was the Colt M1892 Double Action revolver. It wasn't a powerful pistol, but it worked fair in well trained hands.

Colt M1892

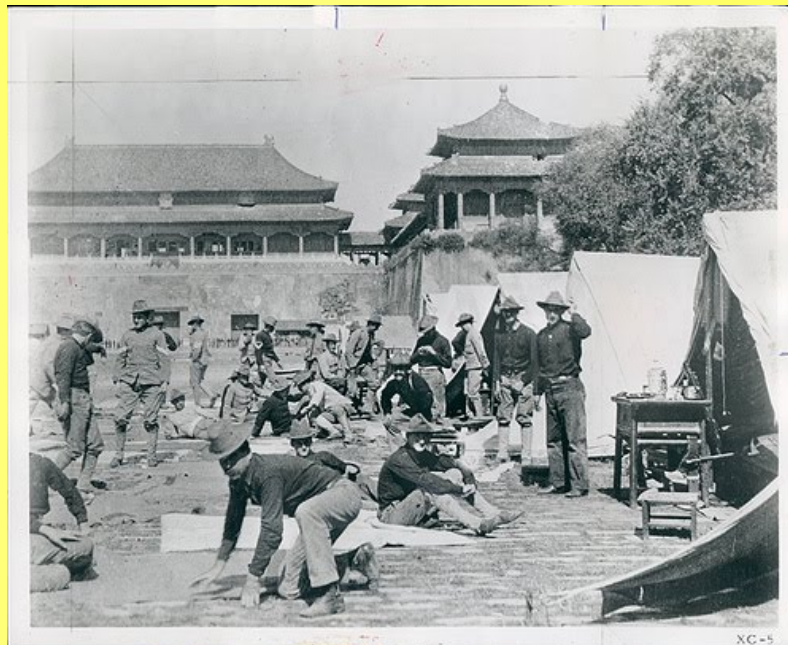
Type: Ballistic
Scale: 0 (Character)
Ammunition: .38 Colt
Capacity: 6 round cylinder
Rate of Fire: 1 shot, double action revolver
Range: 1-14 / 24 / 48
Damage: 2D+2
Penetration: +2



The troops in the legation were either United States Navy or part of a contingent of United States Marines. The U.S. also dispatched more Marines with the relief column that eventually arrived in Peking.

Typical U.S. soldier

Strength: 3D
 Brawling: +1D+1
Dexterity: 2D+1
 Pistol: +1D+2
 Rifle: +2D+2
Intelligence: 2D+1
 Language: +1D



Adventure:

This is a game of high adventure, where only the daring and brave will survive! The Boxers are innumerable, and are armed with mostly hand to hand weapons and rudimentary weapons. Only if the Imperial Chinese Army gets involved will the player character have to contend with well equipped troops capable of shooting with deadly accuracy from range.

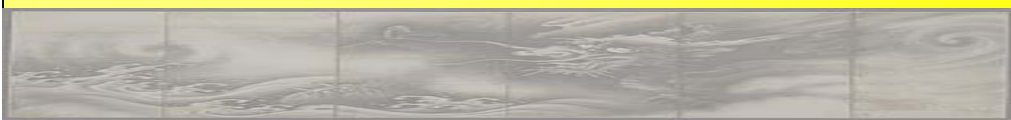
Only 43 French and Italian soldiers had to defend against repeated attacks, while protecting 33 priests and nuns and over 3,000 Chinese Catholics while they were surrounded in the Catholic Cathedral.

The Japanese, French and Italians fought to hold on to the French legation district. The Germans and Americans valiantly fought to hold the 45 foot high wall that overlooked the entirety of the legations. The British, Austrians, Belgians and Russians had to hold the rest of the lines as the Boxers built barricade after barricade, ever closing in on the defenders.

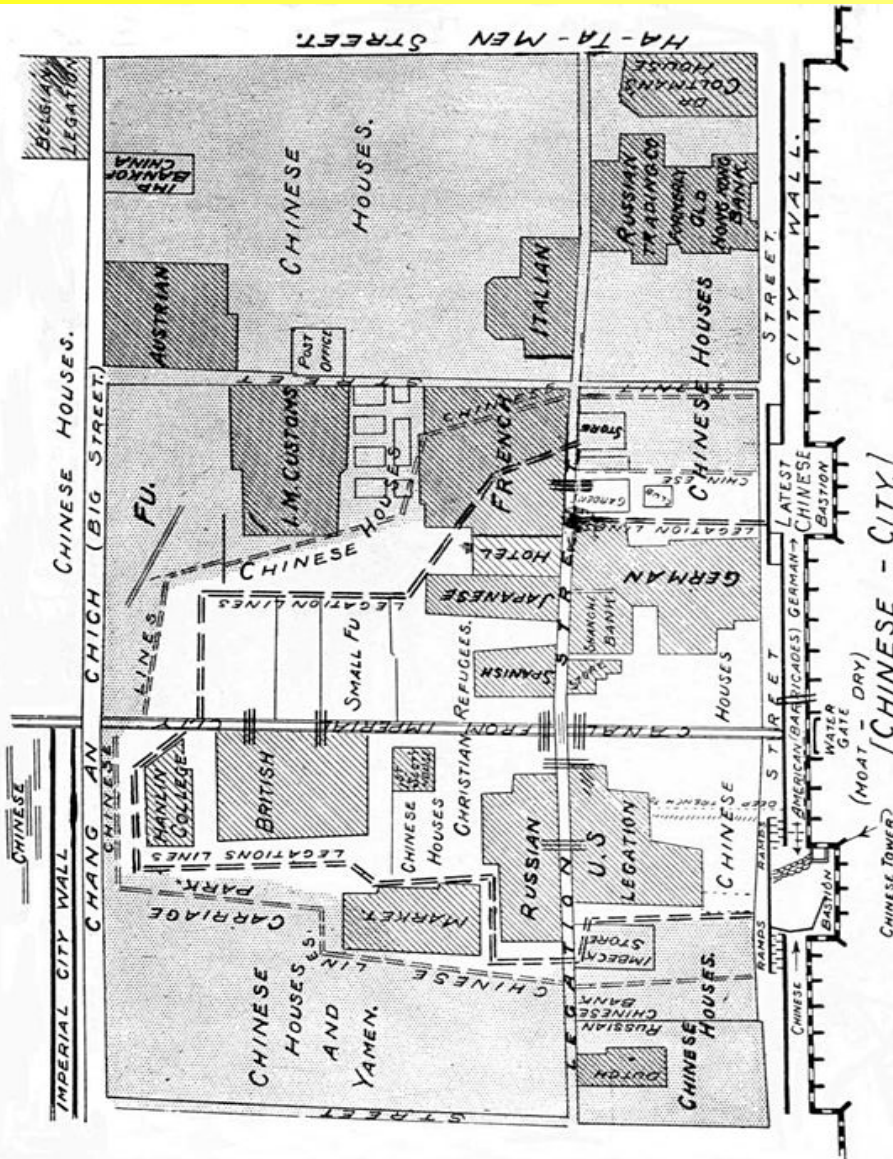
Fortunately the Boxers were wary of ever attempting an overwhelming massive assault, so most attacks were by a few hundred soldiers at a time.

It'll be up to the player characters to figure ways to stymie the attacking Boxers, breaking assaults with firepower, or performing raids to disrupt weapon build-ups (going after powder magazines and weapon storage) so that the defenders can continue to hold on.

Additionally, medical supplies will be needed, so the player characters might be chosen to form a sortie to get needed bandages and medicine to deal with the wounded.



When it is learned the relief force is in Tientsin, a special group may be formed to get word to those forces that the Peking defenders are still alive and hanging on. They only have to travel 57 kilometers through enemy territory to succeed.



[To face p. 550.]

THE LEGATIONS AT PEKING, 1900.

From a sketch by Capt. John T. Myers, U.S. Marine Corps.

(By permission of the Board of Control, U.S. Naval Institute.)

The Goal:

Obviously the player characters will not be able to single handedly defeat the entire Boxer army. The goal should be to simply survive a certain number of days by completing a certain number of missions.

For missions, the GM has several options to choose from, or they can create their own.

1. Defend against a new assault by the Boxers. Approximately 10-20 Boxers per PC should be used.

2. The PCs need to attack a section of the Boxer barricades, otherwise the Boxers will be able to mount an even larger attack against the legations. Defeat 5-10 Boxers per PC in a defensive position.

3. The PCs need to acquire supplies, either a cart of food or a box of medical supplies.

4. The PCs need to lead a rescue expedition to get to the Catholic Cathedral six blocks away and get the defenders back to the legations. They will have to do it with limited manpower, as the legations still need defenses against attacks.

5. The PCs need to perform a sortie to take out a Chinese cannon or to blow up a powder magazine. This has to be done at night while most are asleep.

6. The PCs need to defend civilians against a Boxer sneak attack from a tunnel into one of the outskirt legations.

A typical game to completion of the siege might be 3-5 successful missions. Each mission that fails (assuming the PCs don't die) would extend the siege by 2 more missions. Due to the limited supplies, even the wounded were expected to take part in battles, even if it was just on defense. So there's no excuse for a PC not be taking part in a battle.



The Enemy:

The Boxers had a belief that they were “immune” to the bullets of foreigners. This led them to believe that they could defeat the foreign troops with melee weapons and in hand to hand combat. Some of them came to the realization that ranged weapons would need to be used, and some sniping was done, but only from the forces that gained a foothold on the wall.



The typical weapons in use by the Boxers were as follows:

- * Butterfly Swords
- * Dao sword
- * Qiang (spear)
- * Throwing knife
- * Guan Dao (bladed polearm)
- * Tu Huo Qiang “long gun”

The typical Boxer was skilled in the use of melee weapons and hand to hand combat. They were not, however, very experienced with ranged weapons. In fact, since the Boxers detested foreigners, they also chose not to use foreign weapons. So they were not very experienced with ranged weapons and artillery.

Typical Boxer soldier

Strength: 2D
 Brawling: +2D+2
 Melee combat: +3D
Dexterity: 3D+1
 Rifle: +1
Intelligence: 2D
 Artillery: +1

These are the weapons of the Boxers.

Butterfly Sword

Skill: Melee combat
Type: Slashing damage
Damage: STR+1D+1



Dao sword

Skill: Melee combat
Type: Slashing damage
Damage: STR+1D+2

Qiang (spear)

Skill: Melee combat
Type: Piercing damage
Damage: STR+2D



Throwing knife

Skill: Throwing
Type: Piercing damage
Damage: STR+1D
Throw range: 1-4 / 8 / 16





Guan Dao polearm
Skill: Melee combat
Type: Slashing damage
Damage: STR+2D+1

Tu Huo Qiang flintlock rifle

Skill: Rifle
Type: Ballistic
Scale: 0 (Character)
Ammunition: lead ball
Capacity: single shot
Rate of Fire: 1 shot every 4 rounds
Range: 1-35 / 65 / 170
Damage: 3D+2 Close/Medium range, 3D Long range
Penetration: +1



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