



ONCE UPON A TIME IN PEKING

The Boxer-Rebellion,
China 1900

- 5 Hundreds of miniatures from well and lesser known companies, painted and bases by members of our team
- 5 Fiftyfive fortune cookies to keep crowd and crew happy (first come – first served!)
- 5 Dozens of buildings, scratch-build as well as commercial resin and plastic kits
- 5 Nine month for preparation, including research, documentation, building, painting, playtesting and tasting chinese carry-away-meals
- 5 Half a dozen people having their fingers cut or glued together while building all the stuff or having limbs broken while displaying Kung-Fu fighting technics and during serious discussions on the project
- 5 Four square meters of terrain using a generic modular-system
- 5 One set of wargames-rules, namely "The Sword and the Flame" plus minor adjustments

So who needs "55 Days at Peking", when we can make it in just 5 hours?



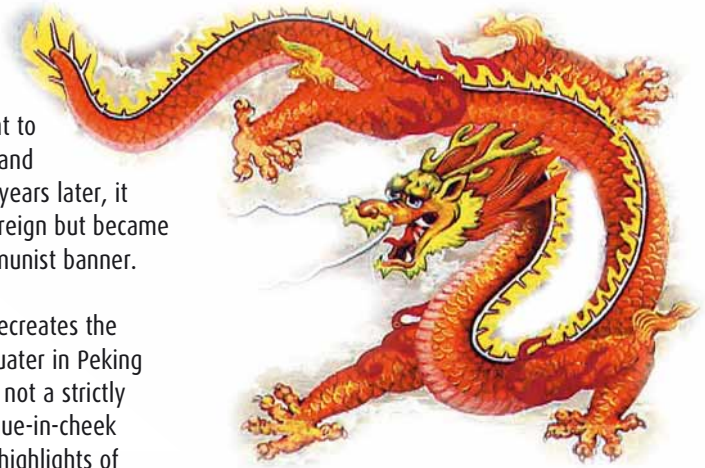
In the second half of the 19th. century the worlds's major powers started a race for commissions and privileges presented by the politically weak imperial chinese court. By force, Great Britain, Germany, France, Japan, Russia and others occupied the opium- and fuel-trade, public-transport and large coastal areas as bases. European and american missionaries quite successfully converted the chinese "heathens". Thousands of workers lost their jobs to railways and steamships owned to foreign companies. Several bad harvests and civil wars added to the destabilisation of chinese economy and traditional livestyle.

As a result, reactionary movements became very prominent. In 1900 the chinese secret society I Ho Ch'üan (Fist of Righteous Harmony), also known as Boxer-movement, openly declared war on all foreigners and chinese christians. The imperial court under the rule of the ageing, but nevertheless intriguing Empress Dowager Tzu-Hsi of the Manchu-dynastyc, was torn in several political fractions and did no longer control the situation. The army as well as several

provincial governours also followed their own suit. Thus many foreigners and chinese christians were killed. Others became hostages in the european quaters of the major cities. All major powers finally fielded an expedition-corps and after some smaller setbacks brushed aside Boxers and imperial armies to rescue most of their citizens still holding out at Tientsin and Peking. Order was restored after the allies had taken their

time to loot, pillage, revenge and prosecute. The Manchu court managed to reestablish itself. And so "the Dragon went to sleep" again. But not for long and when it rose once more some years later, it not only chook of the Manchu reign but became a major power under the communist banner.

The game we present recreates the siege of the Legation Quater in Peking during the uprising. It is not a strictly historical simulation but a tongue-in-cheek version, bringing together the highlights of



the events and the actual area of conflict into just one wargame.

We hope you enjoy watching our game and don't hesitate to ask anything, because that's why we are here. Additional informations including pictures and sources will be found in due time in the internet (www.ths-wargames.de) which provides you also with an email-adress to contact our team.



The **Team for Historical Simulations** are a group of friends who all enjoy the hobby of wargaming. Taking part, enjoying the game and learning about the historical background are more important to us than "winning at all costs". Fantasy and sci-fi wargaming, roll-playing or boardgames are also played at some of our clubnights. Sharing tips and tricks on painting figures, building models and creating landscapes for our games with each other is always useful for ideas and inspiration.

THS's aims are, among others, to win new members for our clubnights, to visit shows, museums, battlefields, etc together, and to organise wargames week-ends for giant senarios which are not possible on a normal "beer and pretzels" friday evening. Our fortnightly meetings in Hochdahl-Millrath (between Wuppertal and Düsseldorf, Germany) usually start off with an enthusiastic exchange of ideas and information about eveyrthing we have found in book, film, and internet between meetings, and frenzied searching through

our large history and military library for material on whatever subject we happen to be researching at any current time.

Enjoy the show and feel welcome to drop in on us, visitors are welcome!

Nominal: Georg Albrecht, Holger Bartnitzki, Bernhard Hennen, Achim Hochstein, Wolfgang Hohlbein, Michael Immig, Karl-Heinz Kieckers, Dietmar Schmidt-Bartel, Robert Sleath and Arne Wischka von Borczyskowski



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www.ths-wargames.de