

TWO ASPIRING YOUNG AUTHORS?

REVIEWING THE VESUVIUS DECK?

A FEMALE MAJORITY DECK?

ALL FOUND
IN THIS
ISSUE...



The background of the entire page is a vibrant illustration of three indigenous warriors in a lush green jungle. The warrior at the top is a woman with long black hair, a bird on her head, and a necklace with a blue pendant. She has a shocked expression and is holding a wooden staff. The warrior on the left is a man with a feathered headdress and a large feathered shield, also looking shocked with his tongue out. The warrior in the center is a man with long black hair and a necklace with a large circular pendant, holding a wooden staff and looking shocked. All three have intricate tattoos on their arms and chests.

HISTORICAL CONQUEST™

THE OFFICIAL eMAGAZINE

*** YOU CAN TELL BY THE LOOK ON THEIR FACES, THESE WARRIORS CAN'T BELIEVE WHAT THEY READ IN THIS MAGAZINE ***

Historical Conquest:

The Periodic Journal

Nov-Dec 2017



Contents

Page

A Letter from the Editor	<u>3</u>
The Māori Warriors:	
A Historical Look Back	<u>4</u>
Deck Analysis:	
Roman Expansion Booster (Part 2)	<u>8</u>
Card Highlight:	
Mansa Musa	<u>9</u>
Card Highlight:	
Galveston Hurricane	<u>10</u>
A Deck Strategy:	
Vesuvius Starter Deck	<u>11</u>
Rare Card Essay: Yi Soon Shin	<u>15</u>
Rare Card Essay: The Ghost Army	<u>16</u>
Upcoming Products	<u>17</u>
Gameplay Q&A	<u>20</u>
Ask the Historian	<u>21</u>

A Letter from the Editor:

To all those trying to make education work (for youth and parents to read),

When I was going to school, it was really hard to keep me interested in class. I was an average B student that couldn't get myself motivated to become an A student. I wanted to be outside or on the computer. Back in elementary school, I was very interested in making money, so I started bringing reptiles that I had caught to school and selling them to kids before class. By the end of school, those friends would have "lost" that snake or lizard and need another one, so I would sell them another one. This made school interesting.

By the time I got to high school, though, I was ready to be done. I had some good teachers that made it somewhat interesting, but 1) they didn't have time for me afterwards to ask questions and 2) the lessons didn't speak to me or I couldn't use them in my everyday life.

When I went to college, I had teachers who were genuinely interested in me succeeding and would sit down with me and that made school a little easier. Yet most lessons weren't used in my everyday life, so I wasn't motivated enough, until I went to English class one day. The assignment was to create a product that would change the world. I got excited about this and thought of a great idea and I wrote a one page essay about it. But then, when the assignment was over, we were to move on, but I couldn't. I then continued my product development in a second essay. Next, I brought the idea to a marketing class, then a statistics class, public relations, and many more classes where my idea began to grow and develop and each of my classes were fun and interesting. From that point on, I became a straight A student with a product that I was able to develop. I paid the tuition of three artists to develop my first 200 illustrations for Historical Conquest, and printed them with money that I had earned doing side jobs and been saving since I was 6 years old. I now had a purpose to go to class and listen to every word my teachers were telling me.

School became exciting because I had a purpose for being there; a deeper reason to make every lesson mean something to me. I would suggest this process to any student, whether they are studying to be an engineer or an artist, a foreign language expert or a lawyer. Find a project that excites you and make every class help you develop that product, idea, cause, or whatever it is that gets you energized to go further and work harder in class.

I hope this helps in making every class matter,

Zack Edwards
Founder of Historical Conquest

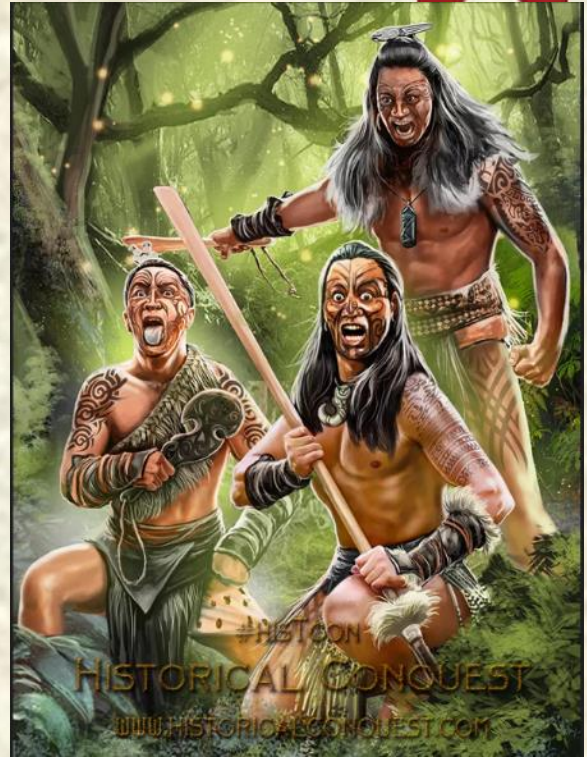


The Māori Warriors: A Historical Look Back

The Māori are considered some of the most physical and fierce warriors history has ever known. Their fearlessness and savagery are truly legendary. Throughout history, combative conflict has been a pillar of the Māori civilization.

All male members of a Māori tribe were trained from birth to become warriors. If a male child was born with an obvious birth defect that the tribe felt would prevent the child from becoming a warrior, the child was immediately put to death. These young men were trained in hand-to-hand combat and were also trained in the use of weapons (called Mau Raaku). While the men were obligated to become warriors, women were not excluded from becoming warriors themselves. Those female warriors who did not take part in the attacking force were entrusted to defend the remaining members of the tribe with their lives.

The weapons these Māori warriors were trained to use included the Taiaha, the Kotiate, the Wahaika, and the Mere. The Kotiate, the Wahaika, and the Mere were fairly small, one-handed flat clubs. They would be constructed of materials such as wood, bone, whale bone, jade, or stone. The Mere is considered the most commonly used among the three. The Mere was a flat club with a somewhat rounded edge and was swung in battle with amazing speed and force. There are accounts of Māori Warriors swinging these weapons with such force that the victim was decapitated. The main difference between the Kotiate, the Wahaika, and the Mere is that the Mere is plain in its appearance, while the Kotiate and the Wahaika are more decorative and ornate versions of the Mere. The Taiaha, was a multi-purpose weapon. It was a staff-style weapon 5 to 6 feet long. Attached to one end of the staff was a flat blade called the Arero (which literally translates to tongue) and the other end was fashioned similar to the shape of a Mere.



The Māori fought in fighting units called the Hapu (or War Party). The Hapu rarely consisted of more than one hundred warriors. It was not uncommon for multiple Hapu to join forces against a common enemy. Unfortunately, with tribal allegiance being such an important part of Māori society, there was rarely a coordinated effort on the part of the joined forces. No warrior would listen to a Chief other than his own, and communication between Chiefs was extremely rare. This sometimes resulted in allies attacking each other and mass infighting among allied warriors.

The overwhelmingly prevailing strategy among Māori Chiefs was the element of surprise. Ambush tactics and surprise attacks were seen as critical to the success of any battle. This is why it was very common for Māori forces to attack in the morning hours around the break of dawn. It was not unheard of for a Māori Chief to call off an attack if he thought the enemy suspected they were coming.

While the element of surprise was the critical strategy for the Māori, the critical individual was the Chief. The Chief (called a Rangatira) was a huge motivational force for the Hapu. The Chief was never questioned in battle and if the Chief were to fall in battle, it was not uncommon for Māori forces to immediately retreat (even if they were on the verge of victory). There have been many great warrior Chiefs in the history of the Māori. The one many consider to be the greatest of them all was Hongi Hika. Hongi Hika was a late eighteenth-century, early nineteenth-century Māori Rangatira. He encouraged European settlement, promoted the introduction of Christianity to New Zealand, traveled to Europe, and eventually (with the introduction of muskets to New Zealand) conquered much of the northern half of New Zealand.

Another common and now quite famous practice Māori warriors had was the performance of their ritualistic War Dance (called the Haka). During this dance, the Maori would wave weapons, stick out their tongues, bulge out their eyes, and grunt. This was intended to serve as an intimidation tactic toward their enemies. This dance was very important; the tribal elders would watch it and if the Haka was not performed correctly, it was considered a bad omen for the upcoming battle. A ritual very similar to the Haka is still performed today by some of New Zealand's professional sports teams. The most famous variation of the Haka is performed by the New Zealand National Rugby Union Team (known as the "All Blacks" for their distinctive all black uniforms). The All Blacks perform a variation of the Haka before every Rugby match. It is also performed by the Australian Rules National Football Team, The New Zealand Paralympic Rugby Team, The New Zealand National Hockey Team, The New Zealand National Field Hockey Team, and the New Zealand Māori Rugby Union League Team.



The Māori would later succumb to more advanced military technology and Western societal influences. While the British Crown has been a major governmental and societal influence on New Zealand since the mid-nineteenth century, many New Zealanders still cherish and honor their Māori heritage.

Jeff Jones
~ Game Historian



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A Booster Pack Analysis: The Roman Expansion



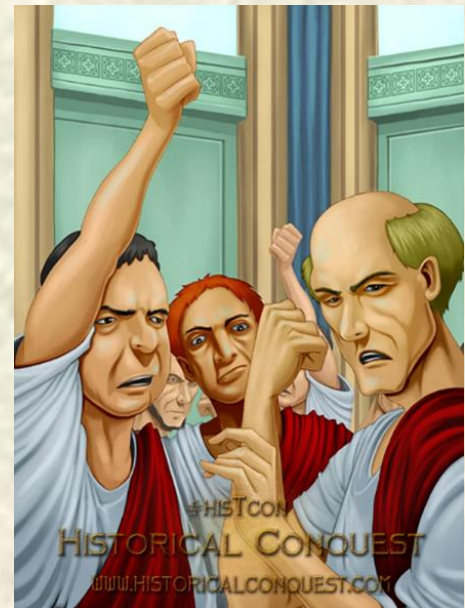
Now we return to the review of the Roman Expansion Booster Pack from our last e-magazine. The Legislative Assembly is an organization with this effect: “Your morale will not decrease for the next two turns. Increase your morale an additional 200 points for those two turns.” This card is very useful in countering morale deduction strategies, as it forces opponents to hold onto those cards instead of getting to play them, slowing them down and giving you time to gain morale. The extra morale is also very useful.

The Senate is an organization with this effect: “You may take control of any organization currently in play by an opponent, claiming your opponent’s card on your own active area and owning all abilities of that organization.” This allows you to control any organization your opponent is using, not only gaining their effects, but also denying your opponent the rest of its effects. This card is useful against some organizations, but ineffective against organizations that don’t stay on the field.

Cilician Pirates is an outlaw and pirate card with 400/200 stats and the following effect: “Double your attack strength unless you face another Roman Character.” This card can help boost your offense immensely, as this boost applies to the total attack strength of the country, not just the pirates themselves. If you are faced with a Roman character, however, you will lose the boost, leaving you with a 400 attack character, which is pretty weak for a combat card. It is also important to note while it boosts attack strength, it does not boost defense, making your country very weak against counterattacks, especially considering that with 200 defense, they won’t be able to hold off most attacks.

Gnaeus Pompeius Magnus is a Politician card with 500/400 stats. His effect is: “Double the Strength of any army under his command. After the second attack, he is assassinated and moved to the discard pile.” His effect seems very strong, but he is very outclassed by the Cilician Pirates. They double the total attack strength of your country instead of just the army, and they don’t die after 2 attacks. The only thing you get from Magnus is boosted defense, but you will only keep that if you don’t attack, and don’t get attacked twice.

Ballista and Scorpio is a Technology card with this effect: “Take out one of your opponent’s Character cards and place them in the discard. Use only once.” This card is a very simple character card removal card, allowing you to kill a character card quickly and easily. Additionally, this is a technology, meaning you can avoid cards that counter event cards such as the U.S. Senate. The disadvantage is that if you play this while someone has a card that steals technologies, they can use it too, so be careful.



Roman Centurion is a Warrior with 700/700 stats. Their effect is: "Showing valor, increase your morale by 200 and strength by 500 when fighting a country with an army." This card has decent stats, and its effect is excellent for a combat-based deck. One of the problems combat decks can have is finding a good balance between morale gain cards and combat cards, and this lets you have a card that can provide you with both. Since your opponents will not be likely to let their army die first, this means you can gain about 400 morale by their effect alone every turn, and that doesn't include the 200 morale from winning both fights. The stat boost is very nice, increasing their stats to 1200/1200. It's also important to note that you still get the morale bonus from their effect even if you lose the battle, or even if your opponent attacks you, as long as they have an army in the attacking country.

Spartacus is a warrior with 700/300 stats. His effect is: "With the help of Spartacus, multiply by 10 the strength of every character with fewer than 100 attack points for two rounds." This card is pretty limited in its uses. Most decks that center around combat don't have that many weak cards, and the weak cards that they do have will be replaced pretty quickly. Decks that use a lot of weak characters may pick this card up for some emergency offense to take care of other opponents that use weak characters, but its uses against combat decks are pretty limited, since the highest attack value you can get out of it is 900, which is not that impressive against an army with 3000/3000 stats. Still, it can be very amusing to watch 4 authors take down some presidents and infantry. It is interesting to note that while it only requires the character to have an offense under 100, it multiplies both the attack and defense by 10. This means that if you have a card with very low offense but high defense, you can create a very strong wall.



Thomas Jones
~ Game Strategist

Card Highlight:

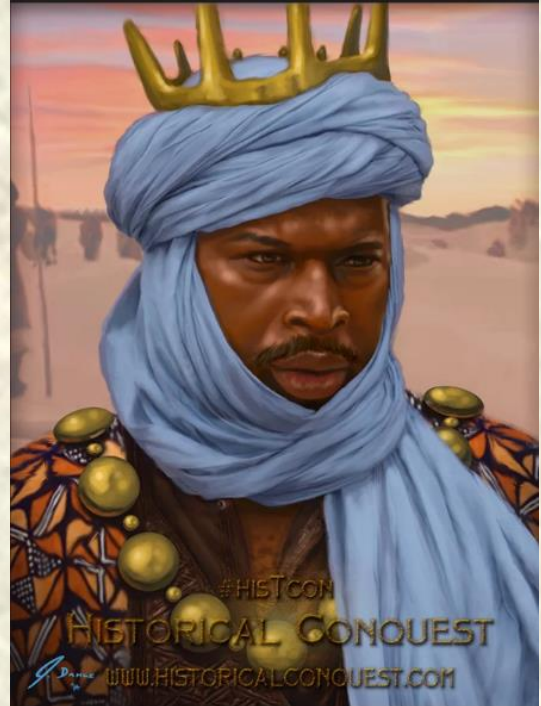
Mansa Musa

Musa Keita I was the tenth Mansa, a Mandinkan word meaning Sultan or Emperor, of the Malian Empire. The Malian Empire existed in western Africa between the Senegal River and the Niger River during the thirteenth century to the sixteenth century. He is considered by many to be the most influential figure in the history of North Africa.

Musa began his reign as a brilliant military leader and an unstoppable force in what is the modern-day nation of Mali. He is believed to have conquered 24 major cities in western Africa. This gave him the wealth, riches, and influence to become one of the most revered figures in the history of northwestern Africa. As a result, he explored much of what we now know as North Africa, leaving an unforgettable impression all over the region.

Some historians contend he was arguably the single wealthiest man in the history of recorded time. When he traveled, his procession was said to be a truly amazing spectacle. The number of slaves was said to number in the thousands and the animals were said to be in the hundreds. Musa, a very devout Muslim, decided in 1324 to make the voyage many Muslims aspire to make—the Pilgrimage to Mecca. His procession during his Pilgrimage was reported as having over 60,000 men, 12,000 slaves, 80 camels, and an unknown number of horses and other various pack animals. It is also reported his heralds were dressed in the finest silks and carried golden staves, each of his slaves carried four pounds of gold bars, and the pack mules carried between 50 and 300 pounds of gold dust. It is written that Musa gave gold to the poor throughout the entire journey. He is also said to have built a new mosque every Friday in whichever city he happened to stop in on that Friday. The University of Sankore in Timbuktu is considered one of his greatest building projects, which still stands today.

Mansa Musa continues to be considered one of the most iconic figures in the history of North Africa.



Jeff Jones
~ Game Historian

Card Highlight:

Galveston Hurricane

The Galveston Hurricane is considered possibly the worst natural disasters in the history of the United States. While it was only registered as a Category 4 Hurricane (Category 5 is the worst on the Saffir-Simpson Hurricane Scale for measuring hurricanes), the devastation is still considered of legendary proportions.

Because weather observation was very limited at the end of the nineteenth century, it is unclear where this storm system initially formed. It is believed to have formed in the south-central Atlantic region west of Cape Verde. On the afternoon of September 7, 1900, large swells were reported off the Gulf Coast of Texas. At this time, the highest elevation point in the city of Galveston was only 8.7 feet above sea level. The storm surge on the leading edge of the hurricane was reported to have waves over 15 feet high. The hurricane achieved landfall on September 8th, 1900. It is estimated the front edge of the storm either destroyed or knocked off its foundation over 3,600 homes. The wind speeds are estimated to have been approximately 145 mph at landfall. It is truly uncertain how many people lost their lives as a result of the hurricane—the estimation is believed to be between 6,000 and 12,000 fatalities. This makes it the single most deadly hurricane in U.S. history. It is also estimated the Galveston Hurricane was the third costliest hurricane in U.S. history levying \$120.4 billion in damage (by current U.S. dollar values).

One of the other things that makes the Galveston Hurricane so historically remarkable was its effect after it passed over the city of Galveston. The hurricane continued north through the states of Oklahoma, Kansas, Iowa, Illinois, Wisconsin, upstate New York and Maine. When the storm reached the Chicago and southern Michigan areas, it was still at Tropical Storm strength. The storm's path over the Great Lakes actually strengthened it and when it traveled across southern Ontario, upstate New York, and Maine, the storm regained the status of Category 1 Hurricane. The *New York Times* reported trees being completely uprooted in Brooklyn by the outer reaches of the storm.

In meteorology today, every destructive storm system is compared to the Galveston Hurricane for it is the benchmark for destructive natural disasters. Some experts have called this storm the worst documented Natural Disaster in United States history.

Jeff Jones
~ Game Historian



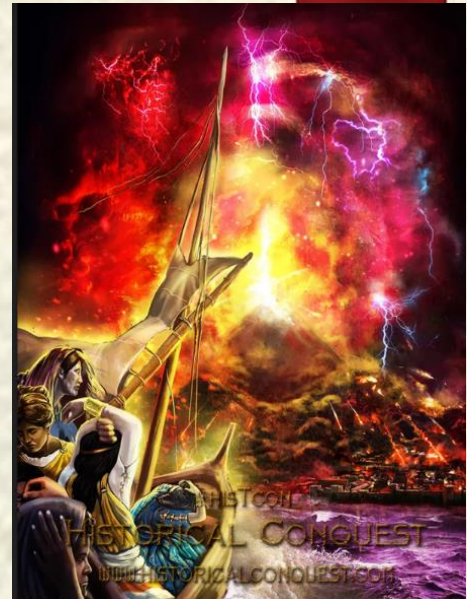
Starter Deck Review:

Vesuvius Starter Deck



Recently, a new starter deck was released for Historical Conquest. This deck is known as the Vesuvius Deck, or the Black Deck as it is sometimes called. This is because this deck was created in a different fashion from the other decks. While most decks are built to be a simple balance with no specific strategy integrated in them, this deck is designed around a specific strategy: Morale Burn.

Morale Burn is a very unique strategy in that it combines the idea of fighting with the morale system. Most people simply think of morale only in 2 situations: when they are checking to see if they have 800 or more to attack, or if they have 3000 so they can win the game. However, there is a third function of morale. If your morale becomes -2000 or lower at any point in the game, then you lose immediately, like a reverse morale victory. This allows you to win simply by wrecking your opponent's civilization: and all without fighting a single battle.



Most strategies have benefits that make them better to use in situations, and morale burn is no different. Morale deduction has three main points that make it a very potent strategy to use in a game. The first and possibly most important point is that morale burn naturally prevents your opponent from attacking you. If your opponent is not packing a morale rush deck, they will probably be unable to outpace your morale burn cards. This will result in them being unable to reach 800 morale, blocking them from attacking you and bringing you closer to victory all at the same time. This means that you can focus on packing your deck with morale burn cards and not have to worry as much about your civilization being attacked. Of course, you could also have some warriors and armies in there, allowing you to attack at your leisure, provided that you have some morale gain cards of your own. There are plenty of cards to help you with keeping up with your morale in the Black Deck: Bram Stoker, the author of *Dracula*, can increase your morale and decrease your opponent's morale at the same time, and Bela Lugosi can either increase your own morale or decrease your opponents, allowing you to choose which effect you need depending on the situation.

The second point is that morale burn helps to counter one of the more popular strategies currently used, morale rush. You will be constantly deducting from his or her morale total while he or she will constantly be replenishing it. This will result in a battle of attrition, and getting the most out of your cards becomes very important. Oliver Cromwell, the Lord Protector, is very good at this, as he allows you to burn away 300 points of morale every time he defeats a monarch card. The Soviet Red Army causes your opponent to lose 100 morale every time one of their U.S. lands loses a battle against them. Finally, William B Kouwenhoven, the Inventor of the Defibrillator, can prevent any character card from being discarded, and puts it back in its owner's hand, allowing you to use their effect again. Battle will also be key, as through battle you can cause your opponent to lose morale. There are many strong cards in this deck to help with that too, such as the Kamakura Shogun Army and Hannibal.

Finally, morale burn cards can also come with some very devastating effects that can be used to make your opponent's already weak position even worse. One of the strongest examples of this is the titular card, The Eruption of Mount Vesuvius. It causes your opponent to lose an entire land and 500 morale points. This gives you a huge advantage both in your main strategy, as -500 morale is a quarter of the way to -2000, and in the battlefield, as you can completely decimate one of their key countries and eliminate a large threat to yourself. Other examples of this are The Lost Colony of Roanoke, which causes an opponent to lose all character cards in a land and lose 100 morale for each one discarded, The Galveston Hurricane, which causes your opponent to lose half their characters in a land and 400 morale, and the Invention of Radar, which gives all your lands 500 extra defense points and causes your opponents to lose 100 morale for each plane, pilot, or astronaut they have on the field.

Even if you do not wish to construct a deck revolving around morale deduction, there are several powerful cards in this deck that do not deduct morale. There is Simo Häyhä, the White Death, who can discard three different characters cards of your opponents, one character per turn. Qin Shi Huang is a conqueror who has a very strong defense, and a very strong offense if he is fighting in Asia. Another good card is Rothschild, who can boost an army's strength by 50%.



Also, if you wish to protect yourself against a morale burn strategy, there are some cards in here that will help you protect yourself. The Code of Hammurabi will transfer all morale deduction from yourself to an opponent of your choice, giving you three turns of protection. There is also Maimonides, who will prevent your own morale from dropping below 500 points, saving you from defeat if you can keep him alive.

This deck is one of the strongest decks to be released so far. The strategy it employs is top tier, able to face off against combat based decks and morale decks and has ways to stop their strategy and come out on top. This deck also has a lot of raw power in some of its cards, allowing you to decimate your opponents through these cards instead of fighting. There are also several cards in there to help maintain your own morale, so you can fight if you want to. I highly recommend this deck at this time. I hope you enjoyed reading this and I hope it helps you in your games.

Thomas Jones
~ Game Strategist



Rare Card Essay:

Yi Soon Shin

When Yi Soon Shin was young, he played war, and he always won. One day though, Yi was late getting home. His father told him that he had not been working hard enough, and that Yi had to study more. When Yi was older, his father wanted him to be a politician. Yi however disagreed and wanted to be in the army. His father finally relented. Yi took the test to get into the army. He passed two of the tests, but failed horseback riding. Yi tried again four years later and succeeded. Yi was then stationed at a military fort and moved to a training center three years later. He was put in charge of promotions and duty transfers. Several people asked him for favors, but one person asked Yi too much and Yi had to turn the person down. The person got mad and sent Yi away to another fort. Soon after, a commanding officer sent for him and asked him what his strategy was. Yi then drew a map and explained his strategy. The commander was impressed.

A new emperor was crowned in Japan at that time, so the Korean emperor sent two people to see what his intentions were. The two people came back, one saying Japan wasn't going to attack and the other saying the opposite. The Korean emperor told them to get a capable officer to command the army. Yi's childhood friend, who was now the highest ranking officer, suggested Yi. So Yi was promoted to command the naval army and sent to a fortified island, where he found that the weapons were heavily damaged and that the crew was lazy. Yi fixed that up in no time! He made the crew work extra hard to fix everything. The crew started complaining, and court officials berated Yi about putting all the work on the crew. Yi won out. Yi started creating a better designed ship that wouldn't burn from fire arrows and that wouldn't sink from cannons. The end result was a heavily fortified super-ship that had iron spikes on the top, a dragons head at the front that had a cannon in its mouth, cannons on each side, and thick heavy logs to protect the ship from enemy attacks. It was called the turtle ship. 17 days after the first voyage of the turtle ship, Japan invaded Korea's royal palace by ship. Yi quickly fought against the Japanese navy, who had no chance against Yi and his army, and they were destroyed one by one. Yi won every battle in four provinces. The emperor immediately made Yi the supreme commanding officer of the Royal Navy. Admiral Yi was given orders to attack Japan, but he knew these were false orders given by the Japanese to trick him, so he refused to fight. The officials thought the orders were real, so they sentenced him to execution. All of the people sided with Admiral Yi so they begged the emperor to let Yi go. While Yi was in prison, another person was put in charge of the Royal Navy. But the person lost many battles and died in battle. So the emperor made Admiral Yi supreme commander again. At that point, only 12 ships and 120 people were left in the navy.

The Japanese then invaded with 133 ships. Under Yi's leadership, their sprits rose and they beat the Japanese in the war's biggest victory. At the age of 53, Admiral Yi bravely steered his ships straight into battle. Admiral Yi was eventually mortally wounded, and said these final words, "Don't tell the fleet I died." Korea still remembers Admiral Yi to this day.



~ Kendan H.

Rare Card Essay:

The Ghost Army

The Ghost Soldiers were a special military deception unit created to mimic military units using several tactics. They were often artists, art teachers, and ad creators, drafted because their work encouraged creativity. They were perfect for the job, using their creativity to help their country win WWII.

The Ghost soldiers used many means to fool their enemies. One tactic was inflatable tanks, airplanes, and military style living quarters (complete with fake clothes hung out to dry!). These would often be poorly camouflaged so that passing planes would be guaranteed to see them.

They also used sounds recorded at Fort Knox to impersonate army units, artillery, vehicles, etc. These sounds would be played through huge speakers, at a volume so loud that people could hear the noise 15 miles away. The sounds could be carefully mixed so that the sounds would fit perfectly with the situation being mimicked. These sounds would be enough to convince German units that a force of 30,000 troops, maybe even more, were close by and needed to be avoided. The Germans thought this in panic, while in the sound booth, one or two men laughed at the Germans' panic to get away from such a force!

But that's not all. The Ghost Soldiers would use sonic deception as well. They would send Morse code, which the Germans were sure to intercept, as a distraction, while the real army unit left to safety. This caused much confusion on the Germans' behalf.

The Ghost Soldiers would often use canvased trucks to make it look like a truck full of soldiers moving in a convoy. The only soldiers in the trucks, however, were the driver and two soldiers sitting in the last seats, and they probably laughed at every scout plane that zoomed away after seeing the "Convoy". They would often act out the part of deployed infantry divisions, even painting fake insignias on their cars. They would act out divisional headquarters, making it seem like thousands of men were living in a place that only held 100 men. These deceptions often had the enemy stumped as to how the U.S.A could deploy men in such high numbers without their scout planes picking up on it. This would cause panic at how the Americans could seemingly appear in different locations at will with such large forces.

The Ghost Soldiers were an important unit that most likely helped change the course of the war for the better. The fact that they were a crucial part of the U.S.A's victory is proven by how they were kept a secret until 40 years after the war.

In conclusion, I have to say that I honor and respect the Ghost Soldiers. Even though they weren't the front-line heroes that everyone loves to hear about, they did their part to help their country, even though they weren't getting the respect other soldiers got upon their return. They did what they could. They did what needed to be done.



~ Daniel N.

Upcoming Products:

The Renaissance (New Booster Pack)

Next, we are looking at shifting gears away from active combat and looking to one of the most influential times in modern history, The Renaissance. The Renaissance, a word that translates to “rebirth” from French, is considered by many as the era that pulled Europe out of the Dark Ages. We will look at great scientists like Francis Bacon, Johannes Kepler, Nicolaus Copernicus, and Paracelsus. We will also talk about advancements like the Invention of the Arquebus and the Invention of the Microscope. Also, look for people like Thomas More, Queen Mary I of England, and Miguel de Cervantes. Start looking for these amazing cards in time for the start of the New Year.



Catherine of Aragon (New Starter Deck)

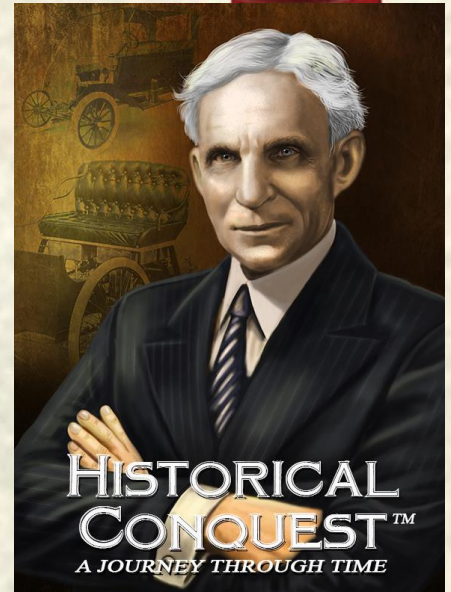
What better way to have a starter deck that honors and celebrates some of the most amazing women in history than one that has one of the most influential women in the history of Europe on the cover. This starter deck (while not exclusively women) emphasizes many iconic women such as Clara Barton, Laura Ingalls Wilder, Zenobia, Lozen, Mochizuki Chiyome, and the woman who graces the cover—Catherine of Aragon. It is a starter deck that has been asked for by many Historical Conquest fans. Start looking for it in 2018.



The Industrial Revolution: Transportation

(New Booster Pack)

The Industrial Revolution is one of the most significant events in modern history. It introduced so many things that have become critical components of today's everyday life. We have decided to look into many of the indispensable people and advancements that emerged in the world of transportation. Learn about people like Cornelius Vanderbilt, Leland Stanford, Nikolaus Otto, and Robert H. Goddard. You can also look forward to the moving assembly line and the internal combustion engine. This will be an excellent booster pack to really get you deck moving. Start looking for these awesome cards in time for the start of the New Year.



Baseball: The Early Era

(New Booster Pack)

When looking at the history of the United States we would be remiss if we did not touch base with our National Pastime, Baseball. This Booster pack talks about some of the truly iconic people and events surrounding some of the earliest decades in the history of the game. Looking at the game from 1790-1910, you get to incorporate legendary players into your deck such as Cy Young, Walter Johnson, Ty Cobb, Rube Foster, and "The Christian Gentleman," Christy Mathewson. You also get to hearken back to October of 1903, with the First World Series. Start looking for these momentous cards during the Spring of 2018, just in time for the new baseball season.



The Meiji Era (New Booster Pack)

If you are fascinated with Far Eastern culture and the classic Japanese Samurai, this is the Booster Pack for you. The Meiji Era is a fascinating look into one of the most amazing and one of the most powerful Japanese Empires in History. Whether it is the Legendary “Last Samurai”, Saigō Takamori, or Empress Shōken, or even Iwakura Tomomi, you will be fascinated with the people, events and documents in this captivating Booster Pack. Start looking for these in the Spring of 2018.



Gameplay Q&A:

In this forum we will touch on some of the questions various players have submitted to us regarding gameplay.

Q: The Gandhi Card states that him being with a land protects the land, but is Gandhi invincible against personal attacks from cards like the Coliseum?

Jenn A.

A: Sad to say, Gandhi is not safe from personal attacks or assassinations.

Q: When a player being attacked plays the "Sinking of the Titanic" card, does 'the opponents cards in play' include the cards the attacking player is using to attack his opponent or only the cards remaining on his playing mat?

Christian A.

A: Good question, All the cards on the battlefield, attacking or not. FYI: only cards that say INTERRUPTS can be played during another person's turn.

Q: If a player has less than 500 Morale points and they play a card like Pope Gregory (player's Morale never goes below 500 points) what is the result? Does their Morale automatically go up to 500? Does Pope Gregory prevent them from losing more Morale until they can get back up to 500?

Kiera J.

A: Very good question, I have actually seen this question come up in games before. Unfortunately, Pope Gregory is not quite that powerful. If you play Pope Gregory and you have less than 500 Morale, you have played a card with no ability. The best time to play a card with an ability like Pope Gregory's is to play it when you have 500 Morale points or more.

If you would like to see your question appear in this magazine, email us at historicalconquest@gmail.com or send us a message on Facebook at www.facebook.com/historicalconquest.



Ask the Historian:

In this forum, we will look at some of the questions that have been addressed to our resident historian who does much of our research for these amazing cards.

Q: Who do you think is the best female character in the Historical Conquest game?

Abigail J.

A: WOW, that is a tough one. Queen Boadicea was an amazing warrior and leader, after all she held the great Roman Army at bay. Hedy Lamar was a brilliant scientist AND a Hollywood movie star. Amelia Earhart was daring and fearless. Margaret Thatcher was an amazing leader and the first female Prime Minister of the UK. But, we also have more amazing female cards coming out in the Vesuvius Starter, featuring women such as Emmy Noether, Bessie Coleman, and Sacagawea. I will let you decide who your favorite it.

Q: What was the worst natural disaster in American History?

Perry B.

A: That is a tough one. Are you asking about most damage? Are you asking about greatest loss of life? All of those questions can lead people to many different answers. A major leading candidate for all of those questions is the Galveston Hurricane of 1900. It has the single greatest loss of life in US history and is still considered by many to be the most devastating Hurricane to ever strike the United States.

If you would like to see your question appear in this magazine, email us at jeff@historicalconquest.com or send us a message on Facebook at www.facebook.com/historicalconquest.



