

WHO WAS WASHINGTON'S
CULPER RING?

WHO WAS HEDY LAMAR
AND WHAT WAS HER
IMPORTANCE IN WW2?

LEARN MORE STRATEGIES:
PETER SALEM DECK

LEARN MORE ABOUT
STAPLE CARDS

HISTORICAL CONQUEST™

A JOURNEY THROUGH TIME

Historical Conquest: The Periodic Journal

Apr.-May, 2016



Contents

Page

A Letter from the Editor	<u>3</u>
The Culper Spy Ring:	
A Historical Look Back	<u>4</u>
Deck Analysis:	
Peter Salem Starter	<u>9</u>
Card Highlight:	
Hedy Lamar	<u>11</u>
Card Highlight:	
Constantine the Great	<u>12</u>
A Deck Strategy:	
Staple Cards	<u>16</u>
Upcoming Products	<u>19</u>
Gameplay Q&A	<u>21</u>
Ask the Historian	<u>22</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, though, 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 been saving since I was 6 years old, doing side jobs. I now had a purpose to go to class and listen to every word my teacher was 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 anything else 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



HISTORICAL CONQUEST
PRESENTS

THE FIRST CRUSADES

EXPANSION
PACK

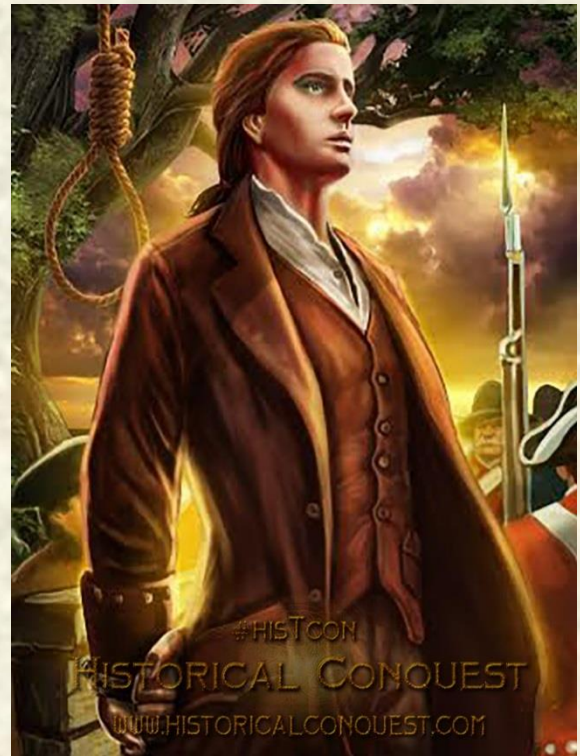


The Culper Spy Ring: A Historical Look Back



During the fight for Colonial Independence George Washington knew full well the importance of gaining the upper hand on the enemy when it came to the battle for information superiority. Spies were something that military commanders had used for centuries. This did not, however, change how spies were viewed in military circles. Spies were considered to be among the lowest in regards to respect. They were considered low-lives and scoundrels, and when caught were usually tortured and hung.

Despite this outwardly very low view of spies, commanders internally could not deny the invaluable benefit spies provided to them. Spies could provide things such as number of men the opposing commander had at his disposal. They could provide details such as the strength, level of training, skill, competency of lower level commanders, resources and supplies, as well as potential future plans of an opposing force. Commanders knew that whoever had the better spies had the better chance of winning any given military engagement. While enemy spies were thought of with such disdain, most commanders thought very highly of their own spies. These were men (and sometimes women) who knew the punishment they faced if they were caught and still were willing to take the risk.



One such man who was willing to take that risk in the war for independence was a man named Nathan Hale. Hale was a brilliant man, very well educated, who had worked as a school teacher until he joined the Continental Army as a Captain. Unfortunately, in September 1776, Hale was captured with detailed notes on British military statistics and was arrested as a spy. It was Hale's cool, calm, and noble demeanor that served him well after his arrest. Requesting only a Bible the night before his hanging, his iconic final words saved him from the customary torture reserved for spies. As he stood on the gallows he said, "I regret I have but one life to lose for my country."

Many period sources indicate that Hale's execution was very heart-breaking for Washington. Washington knew Hale personally and was the person who hired Hale as a spy. Many sources indicate Washington had an immense amount of respect for Hale.

It was at this point that Washington determined he needed some degree of organizational structure to his espionage forces. He did not want another spy to face going into enemy territory without some kind of support again. In November of 1778, Washington appointed a young New Yorker named Benjamin Tallmadge as his Director of Military Intelligence. Among Tallmadge's duties included formulating a structure for how to acquire, process, interpret, and disseminate intelligence gained regarding British Forces. Another of his duties was to recruit and assemble a group of spies to provide vital information on British Forces which, at the time, were headquartered in New York City.

Tallmadge was able to recruit a number of individuals to help with this mission. These individuals included Austin Roe, Caleb Brewster, Abraham Woodhull, Robert Townsend, and Anna Strong. Roe was the owner of Roe's Tavern in East Setauket, New York and primarily served as a courier relaying secret messages between



Setauket and New York City. Brewster was born just outside of Brookhaven, New York. He was a major factor for the Spy Ring to include gathering information, transporting information, and a number of contributions to military action itself. After the war, he went on to become a blacksmith and a farmer. Abraham Woodhull was considered the leader of the Spy Ring. His efforts in gathering information and recruiting new members in New York City proved to be indispensable for Washington. After the war, Woodhull went on to become a magistrate and a judge for Suffolk County, New York. Townsend, recruited by Woodhull, was a coffee shop owner and merchant who posed as a loyalist society journalist in New York City. Townsend is believed to have joined the Spy Ring partly due to British harassment of his family and inspiration from reading Thomas Paine's *Common Sense*. Anna Strong served the Spy Ring as a signaler for when information was ready to be transported. She did this by hanging a black petticoat on a clothesline at her home, Strong Point, in Setauket, New York.



Knowing that the true identity of any spies required the utmost protection, a series of false names or code names was developed for all of the spies within the ring. Among the names used in messages from and between spy ring members included the following. Abraham Woodhull was referred to as Samuel Culper (and later Samuel Culper Sr.), named after Culpeper County, Virginia. This also is where the Spy Ring actually gets its name. After Robert Townsend was recruited into the group, he was referred to as Samuel Culper Jr. Benjamin Tallmadge was designated as John Bolton in communications.

In the end, the information gathered by the Culper Spy Ring proved to be an invaluable difference-maker towards the colonists gaining their independence. One of their most significant achievements was the capture of British Spy Major John André. Whether it was the recruitment of new members, the development of new communication techniques such as invisible ink and coded messages, or the discovery of British General Henry Clinton's expedition to launch an offensive in Rhode Island, the Culper Spy Ring was critical in the victory over the British.



Jeff Jones
~ Game Historian

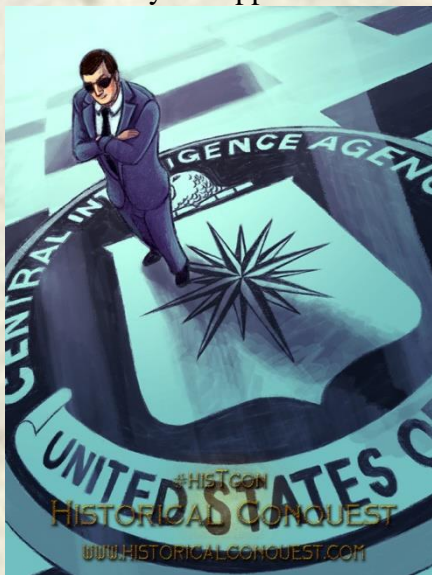
A Starter Deck Analysis: The Peter Salem Starter

There are a vast number of strategies that one can use to win in this game. Some are obvious, like conquering or morale gain, while some are a little less obvious, such as decking out. Peter Salem resides in this less obvious section, with a strategy that combines some main ideas with a singular driving force: adaptability. This starter aims to win in a fairly normal way, through conquest or even morale if you need it too, but it keeps itself going by being able to work around your opponent's attacks.

A prime example is found in the cards Florence Nightingale, Chinese Warriors, and Lost among the Pharaohs. All of these cards allow you to bring back character cards from the discard pile, allowing you to give cards that your opponent destroyed a second, third, or even fourth chance. They also allow you to reuse powerful effects from character cards after they have been used and discarded. Lost among the Pharaohs is particularly powerful, as it can bring back anything, not just character cards, meaning you can reuse powerful events and technologies too.

If your opponent has a particularly troublesome card, then this starter offers you other options to remove it from the field. Both the Sinking of the Titanic and the Central Intelligence Agency allow you to remove any card from your opponent's field, as long as it isn't a land. This is a powerful tool for getting rid of pesky technologies or character cards in a quick and easy manner.

When you decide to go on the offensive and start to conquer lands, this starter has you covered with powerful forces. All of the armies in this starter are high strength cards with great effects to keep you going. Play them in Scotland to double that strength, making your forces nearly unstoppable in battle. You can also choose to check your opponent's hand with the English Language card to ensure that there are no sneaky surprises in store for you when you attack.



If you are forced to go on the defensive, however, you still have plenty of options. Peter Salem ensures that every battle he is in is not a complete loss by destroying a character card in an opponent's land every time they attack his land. King Ferdinand and Queen Isabella can help protect a land all on their own, requiring the opponent to win 2 battles in a land they occupy before you can suffer negative effects, and then they are the only card that can be destroyed in the second battle. Combine this with Salem to cause your opponent to lose 2 character cards to your 1 card, creating a pyrrhic victory for your opponent. If your opponent is winning because of one particularly strong character card, consider taking it for yourself using William Shakespeare, who allows you to take control of an enemy character card, allowing you to change the tides heavily in your favor.

Finally, if you choose to go for morale, there are many morale cards in this starter to aid you in that cause. Particularly noteworthy are the Invention of Printing Press



and Johannes Gutenberg cards, which give you 500 morale each, one of the highest morale gains you can get using only 1 card. Combine these with the revival cards to gain these powerful effects again, getting to 3000 morale very quickly. Furthermore, you can delay your opponent's morale rush with the Salem Witch Trials, which will decrease your opponent's morale, giving you time to get there first.

All of these thoughts point to this starter being very good at doing many different strategies depending on what the user wants. Currently, I think this starter is the most useful one out there. I hope you found this useful, and have fun playing!

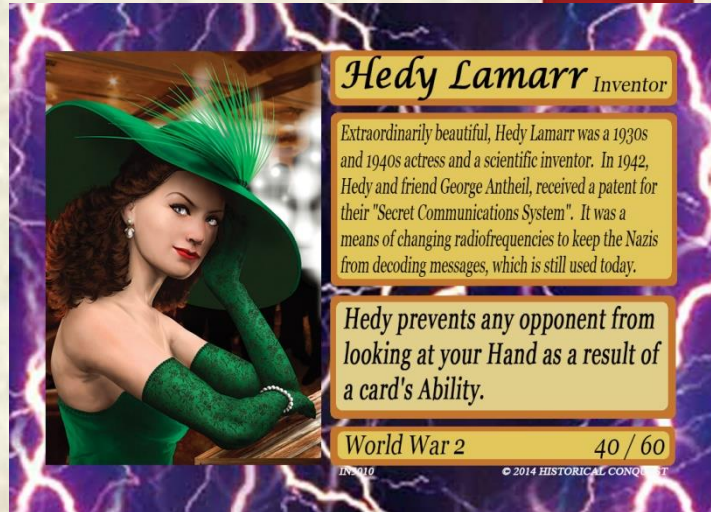
Thomas Jones
~ Game Strategist



Card Highlight:

Hedy Lamarr

When most people think of Hedy Lamarr, the first thing that comes to mind is her breathtaking beauty and her amazing career on the big screen from the late 1930s until the late 1950s. This was echoed by some of her Hollywood contemporaries such as Director Max Reinhardt when he called her “the most beautiful woman in Europe.”



Born Hedwig Eva Maria Kiesler in Austria in 1914, Hedy Lamarr was so much more than just a beautiful face. She had learned quite a bit about military armaments from her first husband, Fritz Mandl. This inspired her to join forces with music composer George Antheil to develop a jam-proof radio guidance system for torpedoes in World War II. This guidance system called for the radio signal to change frequencies periodically so if the enemy was jamming one particular frequency, the torpedo could still get the proper signal and hit its designated target. Their invention was patented in 1942. This invention and theory was also the basic foundation for a number of other later inventions to include Wi-Fi, Bluetooth, modern military communication encryption systems, and the signal encryption used by many cell phones to this day. Hedy was later, posthumously, inducted into the Inventors Hall of Fame.

So, the next time you pick up a cell phone or turn on a Bluetooth device, just remember you can thank a brilliant, and beautiful, star of the silver screen for that.

Jeff Jones
~ Game Historian



HISTORICAL CONQUEST
PRESENTS

WWI

DAWN OF
AIR WARFARE

EXPANSION PACK



Card Highlight:

Constantine the Great

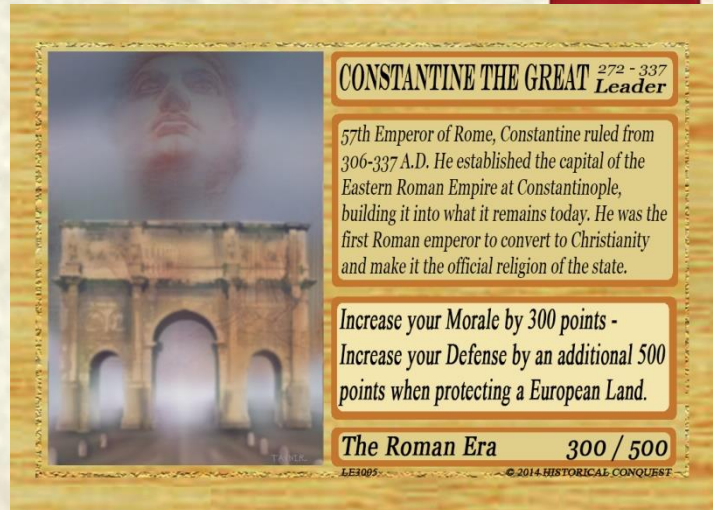
Constantine the Great was a Roman Emperor from 306 to 337 AD and was the son of Emperor Constantius Chlorus.

Constantine was sent to the eastern part of the Roman Empire, where he rose through the ranks under the emperors Diocletian and Galerius. In 305, Constantine was recalled west to campaign under his father in Britannia (Britain). He was praised as the true emperor by his military forces at Eboracum (in what is known as York in modern-day England) after his father died in 306 AD. Constantine emerged victorious after a series of wars against emperors Maxentius and Licinius and became the sole ruler of the Roman Empire, both west and east, by 324 AD.

One of the major things that separates Constantine from most Empirical leaders of his era is that he is considered by many as arguably the first Emperor to identify himself as a Christian. Constantine designated Christianity as the official state religion of the Empire, which was hugely significant, as Christianity had been heavily persecuted to that point. He also sought to receive the sacrament of baptism in the same spot in the Jordan River where Jesus was believed to have received the same sacrament. He was unable, but still received the sacrament. Lastly, under Constantine's order, a church was built on the purported site of Jesus' tomb in Jerusalem, called the Church of the Holy Sepulchre. This is why many religious historians consider Constantine among the first Christian Warriors.



Gaze at all of the amazing
deals at
www.historicalconquest.com



Jeff Jones
~ Game Historian

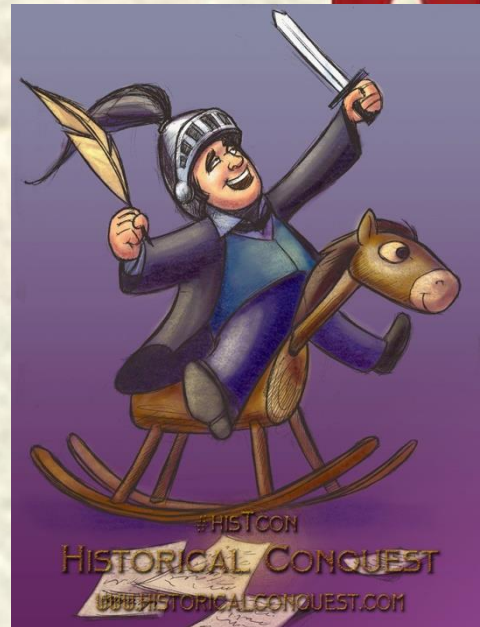
An Overall Deck Strategy: Staple Cards

One of Historical Conquest's best aspects is the ability to customize your strategies by choosing which card you add to your deck. By doing this, you can win in any way you can imagine, through battle, morale, stalling, or sabotage. When building your deck, you have to carefully choose cards that help you attain that goal: choose high attack power cards to conquer your opponent on the battlefield, high morale boosting cards to get to victory faster in a morale rush, or lots of cards with strong protection for stalling. However, there are some card with abilities that are so versatile that they can find use in any deck. These cards have effects so useful that you will almost always be able to find a good use for them regardless of your playstyle. These cards are referred to as "staples," as they are important to any deck. Today, I will cover ten of the most versatile staples.

The first one is Sir Walter Scott, from the Peter Salem deck. This card when played allows you to search through your deck and take any card that is not a character card, and play it. This allows him to essentially serve as a second copy of any card you need, doubling your chances of drawing it. This effect is useful in just about any situation. Want more offense? Pull a technology that raises your attack. Want more morale? Pull a high morale card. The possibilities are endless.



The second card is Japan, from the Cheswell deck. This is a land card that allows you to use any technology cards that your opponent uses, making it hard for your opponent to play technology cards. They no longer have any attack advantages from them, as you gain them too, and if they play a removal technology card, you



get to destroy one of their cards too. If they play a morale increasing technology, you get the benefit too. Finally, this card is a land, making it a lot harder to be removed from them field.

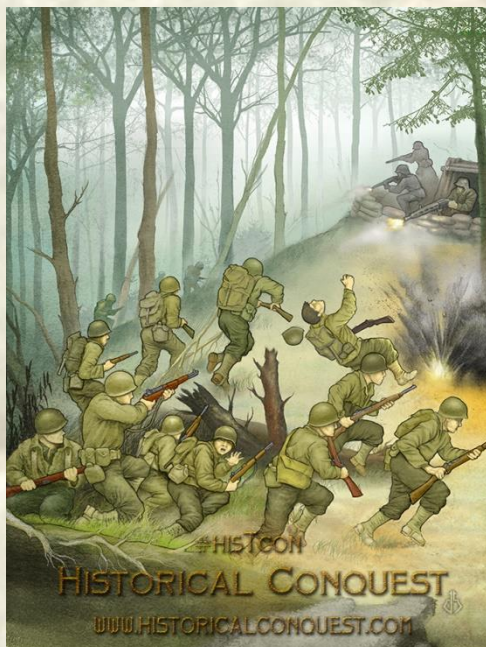
The third card is the English Language card, in the Peter Salem deck. This card allows you to look in any opponents hand once per turn. This is immensely useful, as it allows you to see if they are hiding any interrupt cards in their hand, and also lets you see what their potential plans are. It stays on the field until it is destroyed, meaning you can see their hand for several rounds, ensuring that they never get to surprise you.

The fourth card is Galileo Galilei, from the Cheswell deck. While he is in play, your civilization cannot be affected by any of your opponent's event cards. This effect is incredibly powerful, stopping ALL event cards from ALL opponents (even cards that are not affecting you still work, though). Most negative card effects that are not character cards come from event cards, meaning that you can make part of their deck useless as long as you keep him alive. Furthermore, it is very difficult to get him off the field without a strong military force or a good assassin, because he stops most of the cards that would destroy him. There are a few cards that can get past him, however...

And one of them is the next card, the Central Intelligence Agency from the Peter Salem deck. This card allows you to destroy any non-land card on your opponent's field. This seems pretty basic, as there are plenty of cards that do that. However, this effect is still very strong as it allows you to remove an opponent's key card, stalling their strategy. What makes this card so good in

comparison to the others is the fact that it is an organization, which makes it a lot harder to stop since there are very few cards that work against organizations. This means you can play this card and be relatively sure that it will work.

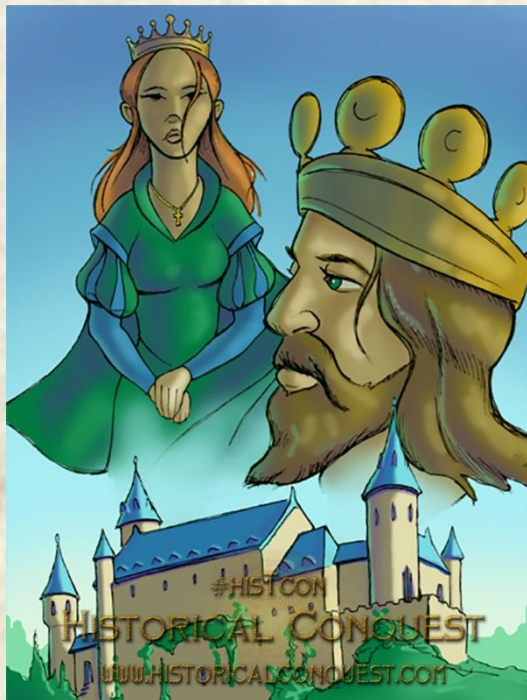
The sixth card is the 442nd Regimental Combat Team, from the World War 2 Expansion. This card is an army card with an incredibly strong attack power (4000), and is an interrupt that reverses any event card. While most even reversing cards are weak and don't serve much purpose beyond their effect, this card can stick around and help give some defense to your field. Furthermore, since they are an interrupt, you can play them in your opponent's turn, surprising them.



The seventh card is Lost Among the Pharaohs, from the Peter Salem deck. This card allows you to take any card from your discard pile and use it again. This is useful for any playstyle, as inevitably one of your cards that you need will be destroyed or negated. This card allows you to give it a second chance, helping your strategy. Even if you haven't lost any cards, you can still use this card to get back any card with a good effect and play it again, gaining that effect again. This effect is incredibly powerful and will help you in any situation.

The eight card is Pancho Villa from the Cheswell deck. He is a strong leader card that allows you to have six cards in your hand as long as he is alive. This effect allows you to get to cards that you want faster and hold more interrupts in your hand, allowing you to be ready for more of your opponent's plots.

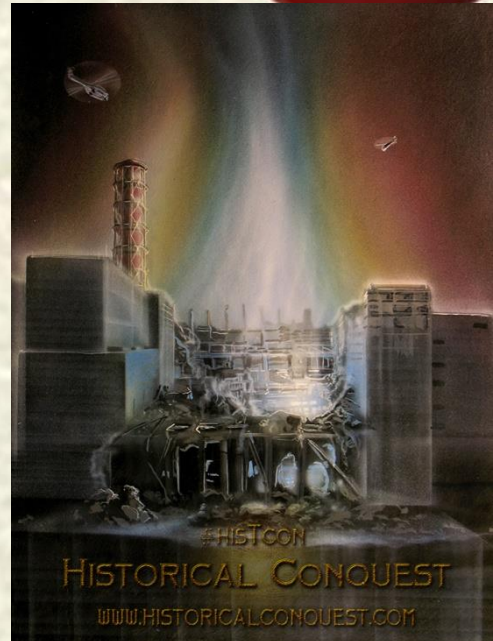
The ninth card is Chernobyl from the Confucius deck. This card destroys any land your opponent has, along with any character cards that were on it. This is a game changer, and can be used to remove multiple enemy threats at the same time. Furthermore, if your opponent only has one land, then you win, meaning that drawing this card early can result in victory if your opponent was unlucky enough to not draw any explorers. Just be careful when playing it: if your opponent reverses it, then you will suffer major setbacks.



The last, but certainly not least, card is the King Ferdinand and Queen Isabella card from the Peter Salem deck. This card prevents you from suffering negative effects from attacks on your land unless your opponent wins twice. This offers you a good defense, and allows you to protect important cards from your opponent's armies. Furthermore, if a card that stops a battle is played, that land becomes safe for that turn, even if the opponent still has another land.

There are plenty of cards that serve wide purposes and are very useful, however I feel that these ten are among the best ones out there. Any deck will benefit from the addition of any of these cards. I wish you luck in your future games, and always have fun!

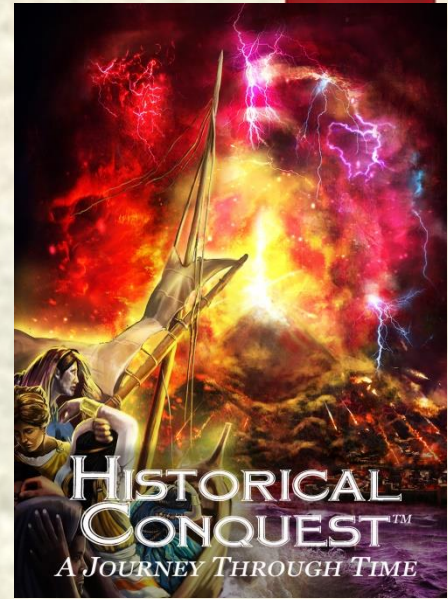
Thomas Jones
~ Game Strategist



Upcoming Products:

Vesuvius (New Starter Deck)

The next starter deck we are planning on producing is going to be different from any other we have released yet. For those who read the article by our Game Strategist entitled “Morale Rush” and thought, “Wow! How would you defeat a strategy like that?” Well, have no fear, this new starter deck is just what you are looking for. The Vesuvius starter deck will be geared toward defeating that Morale Rush strategy with plenty of Morale deduction cards and a way to handcuff your opponent. With cards like the Kamakura Shogun Army, Bram Stoker, the Malleus Maleficarum, the Galveston Hurricane of 1900, Felix Dzerzhinsky, and the deck’s namesake—the Vesuvius Eruption of 79 AD—this will be a can’t miss starter deck.



The Renaissance

Next, we are looking at shifting gears away from active combat and looking into a time period that is considered one of the most influential 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 Niccolò Machiavelli. Start looking for these amazing cards in time for Christmas this year.



The Industrial Revolution: Transportation

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 2017.



**For the truly
passionate
Historical
Conquest Player,
take advantage of
our Ultimate
Package Special**



**Six Starter Decks,
Five Booster
Packs, and Two
Playmats.
Regularly
\$160.00, now only
\$119.98.
Go to
www.historicalconquest.com to**

Gameplay Q&A:

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

Q: I would like to create a custom deck with cards of my choice. I am aware that the max deck limit is 50 to 100 to 150, but I don't know if there's a certain pattern to follow like do I add 5 Explorers or 2 Army cards??

Joshua H.

A: That is a very good question. As far as things that are highly recommended, that would be Lands, Armies and Explorers. In each starter deck, we try to include one Land from each world geographic area (Europe, Asia, Africa, etc.). This allows you to have a presence in each area of the world. We would suggest having at least one Land card representing each area. Next are Armies. Because you will likely want a strong force to help protect your Lands, you will likely want to have at least one Army to defend each Land. You may also want additional Armies to defend any Lands you capture from your opponents or if you want to increase your chances of drawing an Army through the course of the game. Lastly, we come to Explorers. Explorers are an important part of the game because they are the most common way to discover new Lands. We would recommend you have (at a minimum) one fewer Explorer than you have Lands. For example, if you have six Lands, you should have at least five Explorers. The reason we recommend one fewer than your number of Lands is because you automatically discover one Land at the beginning of the game. You may add more if you want to increase your chances of drawing an Explorer through the course of the game. As far as the remaining types of cards, it is all up to your particular strategy. If you like to capture your opponents' Lands, you will want to have quite a few Invention, Technology, Leader, and Conqueror cards because they usually increase your Strength and Attack totals. If you prefer to use the "Morale Rush" strategy (featured in our e-magazine on our website), you may want to load your deck with cards that increase your Morale quickly like writers, entertainers, composers, and businessmen. If you just want to go back to your original Starter deck's setup, you can find that on our website as well under the Rules page, under the complete list of cards.

Q: If a challenge card is played who picks the card to be challenged? The person who presented the challenge card?

Mandy G.

A: Good question, most challenge cards indicate you, the person playing the card, can select who your card is challenging. It is similar to you as the person issuing a challenge for a duel. So, yes, the person playing the female gladiator (or Khutulun is another good example) gets to select who their card challenges.

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: I know John Philip Sousa is famous for his military type music, did he serve in the military?

Luke G.

A: As a matter of fact, he did—he served in the U.S. Marine Corps 1868 – 1875, then again from 1880-1892 and finally served in the U.S. Navy from 1917-1918.

Q: Were there any famous people who were a part of the Tuskegee Airmen?

Ron C.

A: Well, there was C. Alfred “Chief” Anderson, who went on to become the first African American to earn a commercial pilot’s certification; Charles McGee who holds a US Air Force record of 409 fighter combat missions flown in World War II, Korea, and Vietnam; and also Benjamin O. Davis Jr. Davis was the commander of two separate Tuskegee squadrons and went on to become the first African-American general officer in the United States Air Force.

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.



