

WHY THE CRUSADES  
BEGAN...

CARD STRATEGIES:  
THE CHESWELL DECK

1ST CRUSADES AND  
THE EARLY ISLAMIC  
CALIPHATE

CARD COMBINATIONS  
AND BEST STRATEGIES



# HISTORICAL CONQUEST™

A JOURNEY THROUGH TIME



# Historical Conquest: The Periodic Journal

Nov-Dec, 2015



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# A Letter from the Editor:

Dear All HC Players,

Thank you again for a fantastic year. Our company has grown more than three times as large as it was last year in many ways and it is all thanks to you. We have had three times as many entries for the 'Create Your Own Card' contest and three times as many conventions attended. We went from two local tournaments to almost 60 ambassadors in 25 states. We have added two new Expansion packs to our collection with another one on the way and we are so excited for this next year.

You can now expect the 'Create Your Own Card' contest every year because it was more successful than could have been expected, making it very hard for us to decide on the winners but so worth it and enjoyable to read through all the great choices. Almost all of the entries will be used in the future in Starter decks or Expansion packs, so great job to all of you.

As for this Christmas (Holiday) season that is upon us, whether you are Christian, Jew, Atheist, or any other religion, let us make this a season of thankfulness for all we have and remember all those throughout history that have helped develop our society, wherever we live, to be what it is today. With the New Year coming up, let us make the future a brighter and more prosperous history for all mankind.

Merry Christmas to All and to All a Happy New Year,

Zack Edwards

Founder of Historical Conquest







**HISTORICAL CONQUEST  
PRESENTS**

# **THE FIRST CRUSADES**

**EXPANSION  
PACK**





# The Early Islamic Caliphates and the Crusades: A Historical Look Back

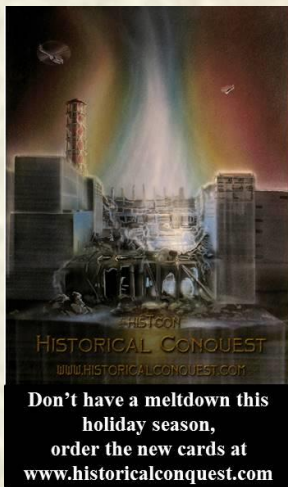


An Islamic Caliphate is a very interesting entity. A Caliphate is essentially an empire that is ruled and run by the teachings and tenets of the religion of Islam. It actually draws its name from the leader of the empire. The word Caliphate derives from two words. The first is the word “Khalifah” and the second word is “-ate.” Khalifah is Arabic and it means successor and is traditionally thought to be a shortened version of the phrase Khalifah rasul Allah, or Successor of Allah. The end –ate gets its origin from the Latin suffix -atus and it is traditionally considered to translate to “office of” or “dominion of.” So the word’s translation is recognized as Dominion or Office of the Successor of Allah.

It is important to know the meaning of the word Caliphate because it tells a lot about the people and way the empire is run. Caliphates are run and administered according to three religious sources—the teachings of Muhammad, the teachings in the Quran, and the teachings within the Hadiths. Unfortunately, many of these teachings indicate that Islam is the only acceptable religion and areas of these teachings give Muslims license to force non-Muslims to convert or face very brutal consequences, including death. This is a major foundational reason for the bloodstained paths various Caliphates cut through Asia and Africa. These fervent Caliphates date back to the passing of Muhammad and were

around as recently as World War I. The Caliphates we are going to touch on are the ones that existed leading up to and during the First Crusades. These include the Ayyubid Caliphate, the Abbasid Caliphate, the Seljuk Caliphate, and the Umayyad Caliphate.

These Caliphates sought to seize control over modern-day southern Europe, southwestern Asia, and northeastern Africa. Much of this desire comes from the fact that this was the area of the world in which Muhammad was born and lived.



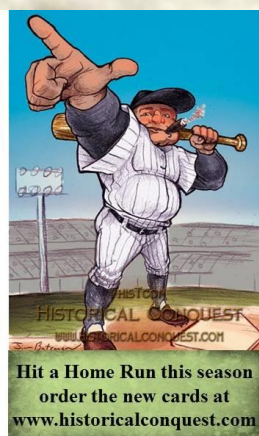


Many times their conquest of lands came as a result of brutal combat. One of the earliest truly successful Caliphates was the Umayyad Caliphate. The Umayyad succeeded the Rashidun Caliphate and was the first Islamic Caliphate to expand into modern-day Europe. The Umayyad Caliphate, at its height, reached approximately 15 million km<sup>2</sup>. This is slightly smaller than the current nation of Russia and is historically considered the sixth largest empire, by land area, in the history of the world.

It reached modern-day western Afghanistan to the east, Azerbaijan and southern Russia to the north, Yemen to the south, and Morocco as well as Southern Spain to the west. Non-Islamic residents of the Caliphate were allowed to live by their own laws and their own religious tenets as long as two prerequisites were met. The laws and religious tenets could not violate Islamic rules and tenets and as long as the citizens paid a religious tax called a Jizya. Another significant benchmark under the Umayyad Caliphate was the language. The Umayyad were the ones who mandated Arabic as the official language of the Islamic religion and required all state documents and currency to be in Arabic. The Umayyad are also credited with building one of the most significant structures in all of Islam, the Dome of the Rock in Jerusalem.



After the first fall of the Umayyad Empire, there was a great deal of division in its conquered lands. The two major forces that emerged were the Abbasid Caliphate and later the Seljuk Caliphate. The Abbasid Caliphate, at its zenith, was approximately 11 million km<sup>2</sup>, which is a little larger than the current nation of Canada. The city of Baghdad was established as the capital of the Abbasid Caliphate in 762 A.D. The Abbasid Caliphate draws its name from Abbas ibn Abd al-Muttalib, the prophet Muhammad's uncle. Among the elite of their military forces were a group of mounted warriors called the Mamelukes. This was significant because it showed the Persians (in modern-day Iran) had a great deal of influence on the Caliphate. The Abbasid lost a significant amount of military and political power when the Mongols, led by Hulagu Khan, sacked the Abbasid capital of Baghdad. This defeat forced the Abbasid to retreat back to the epicenter of Mameluk power and influence, Cairo, Egypt, in 1261.





The combination of Mongol incursion into the region and an increase in traditional Persian influence forced the Abbasid into a position of reduced power. This resulted in a split in the Caliphate and saw the emergence of the Seljuk Turks, or Seljuk Caliphate. At the height of the Seljuk's power, they controlled approximately 3.9 million km<sup>2</sup>, roughly the size of the current nation of India. The Seljuk military forces were known throughout the region as a very devastating military. The ability that most commanders found so hard to defend against was the Seljuk's horsemanship. The Seljuk's would ride into battle on horses at a full gallop. The unusual thing was they did not use reins and they controlled the horses with very slight movements of their legs. This allowed them to use very devastating marksmanship with their bows and arrows. One of the great leaders to rise through the ranks of the Seljuks was Kilij Arslan I.

Arslan led some of the most successful and fruitful military endeavors for the Seljuks leading up to and throughout the First Crusades. One of the more significant victories was the seizing of the city of Nicaea in the northwest of modern-day Turkey. After this victory, Arslan declared Nicaea as his capital city.

The 12th century also saw the emergence of a very short-lived Caliphate known as the Ayyubid Caliphate. The Ayyubid's lasted less than 100 years, but the most historically significant figure to come from the Ayyubid Caliphate was its founder, Saladin. Saladin is still to this day considered the most significant Islamic military leader to come out of any of the Crusades. The Ayyubid's were eventually overtaken by the reassertion of the Mamelukes. This brings us to the last formal Caliphate in history. The Mamelukes met their match at the hands of this very Caliphate, the Ottoman Turks, or the Ottoman Caliphate.





The Ottoman Caliphate's expansion reached 5.2 million km<sup>2</sup>, approximately twice the size of the modern nation of Argentina. Like many of the Caliphates before them, the Ottoman Caliphate had their own highly feared elite military force; they were called The Janissary. The Janissary were traditionally soldiers who were originally Christian children taken from their families and forced into a life of professional soldiering and also were forced to convert to Islam. These children, knowing nothing but military training from a very young age, developed into an extremely feared and deadly force. The Ottoman Caliphate eventually met its demise as a result of advanced military technology and the desire for a more secular way of thinking. This Western thinking leader of the Ottoman Caliphate, and its last leader, was a man named Mustafa Kemal Atatürk. After the conclusion of World War I and the break-up of the Caliphate due to the League of Nations, Atatürk felt the religious-centric thinking of the old Ottoman Caliphate was hindering his people from becoming an influential nation on the world stage. So, he abolished the name Ottoman Caliphate and renamed his nation the Republic of Turkey.

So, as you can see, Caliphates have a long, violent, blood-stained history with a robust thirst for conquest of those who are different both religiously as well as ideologically.



Jeff Jones  
~ Game Historian



# A Starter Deck Analysis:

## The Cheswell Deck

When you are planning for the construction of a new strategy, planning around the effects of your cards will always be your highest priority. While strength determines victory most of the time in battles, how you can set up for those battles or avoid them is determined by card effects. Having a large number of powerful effects in your collection can assure victory for you very easily, and the Cheswell starter has some of the best effects in the game for giving your strategy that extra power spike.

Some of the cards in this deck work in any conceivable strategy. Cards of this nature are usually called “staples.” One of the staples in this deck is the Invention of Penicillin Medicine, which allows you to bring back any one character from your discard pile. This can help if your opponent managed to get rid of a character that was crucial to your strategy, give you a bit more strength in a country, or even let you reuse other powerful effects. Another useful staple is Galileo Galilei. With the ability to protect your entire battlefield from event cards simply by being in play, he offers you invaluable protection at very little cost. His strength may be low, but being immune to events means that your opponent loses a very powerful tool to use against you. Finally, The Hundred Years War can give you just that little bit of protection that you needed to keep your strategy in place, whatever that strategy may be. This card will completely remove all strength and effects from one character for a turn, and acts as an interrupt to boot.



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Need to weaken an opponent's country to win the battle? Did the opponent play an assassin with the intent to destroy your important key card? This card can help with all that and more. Finally, Japan is perhaps one of the best land cards available right now, granting you the ability to steal all technology your opponents own.





While not all of these cards are staples, a lot of the cards themselves have effects that are so powerful that they can give huge power spikes to decks that rely on the strengths they give. Miyamoto gives 500 strength to all of your characters, which can add up to 2000 extra strength points to a land. Playing him can give a huge fighting advantage to your side. Thomas Crapper gives you 500 morale for playing him, which is currently the highest set morale number you can get from one card. Since morale is such an important factor, he can solve a lot of problems for you.

Pancho Villa offers a very unique advantage to your civilization by allowing you to have 6 cards in your hand instead of the usual 5, which adds up really fast and allows you to draw your important cards faster. The NSA serves as a very good card removal tool, with the added advantage of being an organization (which is extremely hard to counter at the moment). Should you feel the need to wreak havoc with your opponent's strategy even more, then Rasputin is definitely the card you need. He has a very interesting ability: when he is played, he goes into your opponent's field instead of your own, has negative strength values, and cannot be removed unless a tsar is played or he is the last card in that land killed in battle. This can completely shut down a country's ability to be a viable fighting force, since they are essentially 1 man short.



The Cheswell deck has some very interesting and powerful cards that can really help you get the edge on your opponent in the game and help give your strategy that important power boost it needs. I hope that this helps, and as always, have fun!

Thomas Jones  
~ Game Strategist





# Card Highlight:

## Charlemagne

Charlemagne is considered one of the most significant figures in European history. He is credited with being a major protective figure for Europe during the age of invading and marauding forces in the late 8<sup>th</sup> and early 9<sup>th</sup> centuries. He was born in the city of Aachen, which is currently in western Germany near the point at which the Netherlands and Belgium meet the German border. He was the grandson of Charles Martel, the great European Monarch who established the first standing army in Europe since the fall of Rome and was hailed for turning the invading Muslim forces back at the Battle of Tours in 732.

Like his grandfather, Charlemagne was a fierce and passionate defender of his faith—Christianity. Within Catholic history, Charlemagne is recognized as the first

Champion of Christianity. He is credited with this title as he is the first monarchical leader to dedicate military forces in defense of Christian churches and was the first leader to assign a military unit to serve as defenders of the head of the Christian Church at the time, the Pope. He also sought to help reform the Christian Church. He sought to improve the skill and moral quality of the clergy, standardize liturgical practices so people would always know what to expect regardless of what Christian Church they went into, improve on the basic tenets of the faith to the original teachings of Christ, and he sought to root out paganism from within the Church.

When his father, Pepin the Short, died in 768, Pepin's Frankish Kingdom was divided in half. One half went to Charlemagne and the other went to Carloman I. Carloman would later die in 771, leaving the entire Frankish Kingdom to Charlemagne. Despite only ruling for a mere thirteen years, he is called by many the "Father of Europe" (pater Europae).





Charlemagne united much of what is now known as Western Europe for the first time since the fall of the Roman Empire. His reign inspired what we now call the Carolingian Renaissance. The Carolingian Renaissance was a period of spirited cultural and intellectual activity within the Christian Church. Many German and French historians credit Charlemagne with laying the foundation for the modern nations of Germany and France.

December is an appropriate time to remember Charlemagne. It was on December 4<sup>th</sup> 771 that he ascended to the throne of King of the Franks. Also, on December 1<sup>st</sup> 800, Charlemagne held a council to investigate the mistreatment of Pope Leo III. Lastly, it was on December 25<sup>th</sup>, during Christmas Mass, as Charlemagne knelt to pray, that Pope Leo III crowned Charlemagne the first Holy Roman Emperor. This solidified Charlemagne as the defender of Christianity and also gave him a sort of “stamp of approval” in the eyes of Christians worldwide.

So, as you can see, Charlemagne was arguably one of the most significant figures in European history, not just from a leadership and military standpoint, but also from a religious standpoint.

Jeff Jones  
~ Game Historian







HISTORICAL CONQUEST  
PRESENTS

# WWI

DAWN OF  
AIR WARFARE

EXPANSION  
PACK





# Card Highlight:

## Khutulun

Khutulun was a famous 13<sup>th</sup>-century Mongolian princess. She is referred to by many historians as “The Wrestler Princess.” She was the daughter of Kaidu, leader of the House of Ögedei, and she was also the niece of iconic Mongolian leader Kublai Khan.

Khutulun was a true warrior. She fought alongside her father in battle as his regional empire grew from western Mongolia to Oxus (in modern-day Afghanistan), and from the Central Siberian Plateau to India. Marco Polo described Khutulun as an outstanding warrior. He claimed she could ride into enemy ranks and snatch a captive as easily as a hawk snatches a chicken. Many of the battles she fought alongside her father in were against the Yuan Dynasty, led by her uncle Kublai (the Great) Khan.

In being a true warrior and having much of her personality formed as result of battle, she was very selective about who she would allow to be her husband. In an effort to ensure she would be married to someone of high enough standards, she devised a test to determine who would meet these standards. If a suitor came along and wanted her hand in marriage, he had to outwrestle her and pin her to the ground. If the suitor won, he could have her hand in marriage. If the suitor lost, he would have to surrender possession of his best battle horse to her. Some historians say she accumulated a large number of horses as a result. This was how she got the name “The Wrestling Princess.” Some historians contend she eventually married Mahmud Ghazan.





Little is known about Khutulun beyond this. Her father tried to get her named as his successor, but the male leaders of the tribe would not swear allegiance to her because she was a female. But, she will still go down in history as one of the greatest female warriors in history.

Jeff Jones  
~ Game Historian



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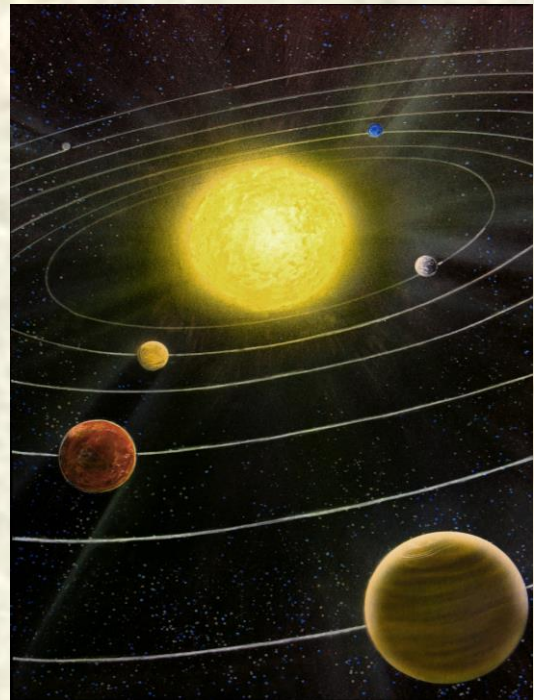


# An Overall Deck Strategy:

## Card Combinations

Card effects are always very important to strategy in Historical Conquest. Virtually any win or loss can be seen as being from a direct result of a single card effect. Oftentimes, you may be tempted to use a card or abandon it based on how strong its effect is. However, an important question to ask yourself while deciding this is “How would this card work with some of the other cards I use?” While some effects may look very weak or mediocre on the surface, combining them with other card effects can result in a very powerful combination that exceeds the capabilities of not just those specific cards, but many other good cards as well. Furthermore, combining very good abilities can cause effects that can influence the outcome on a game-altering level. Today, I will be going over some of the combinations that I have come across that you may want to consider in your game.

One of my personal favorite combinations that I employ whenever I can is Japan and Heliocentric Solar System. With Japan’s ability, you passively steal any technology your opponents play, meaning that whenever they play a technology, both players enjoy the benefit of it; thus it serves as a “break even” between both players. However, if you play Heliocentric Solar System with it, every advantage your opponent gets from the effects of technology cards you get, except it is doubled. This means that every technology card they play ends up hurting them more than it helps them, forcing them to give up on playing technologies until they can get rid of one of those cards. This can serve to shut down a powerful tool your opponent planned on employing and gives you a huge advantage. Heliocentric Solar System also works very well with Sir Walter Scott. Since you can pick any non-character card, you can choose a technology that helps your situation the most and play it without having to wait to draw it.





Another good combination that can help with limiting an opponent's options involves the character card Rasputin and the Ordinance of Secession (found in the Civil War booster pack). Simply play Rasputin in a country with three character cards in it, then play Ordinance of Secession on that same land. Since Rasputin cannot be removed by the effects of an event card, your opponent must pick two of the other three cards that were in that land and remove them, drastically weakening that land.

The Apache Tribal Warriors and the Viking Army in one land make for a very scary combination as well. The Apache Warriors win their first attack automatically, and the Viking Army lets you immediately take any land you win against, essentially allowing you to just point at any land and take it. These effects only work once, but it is an incredibly game-changing move nonetheless.

If you need more strength in your strategy, then Vlad the III can help you bolster your strength. Unfortunately, he has a pretty steep morale cost though. But, if you play Tokyo Rose with him, you can remove the morale cost, giving you a nice power spike at no cost. For another free power boost, play any truce card such as the Crittenden Compromise (also found in the Civil War booster pack), then attack with Caesar Augustus on the last turn of the treaty to break the treaty and gain 1000 strength to boot. This makes Caesar a very strong card that closely rivals some armies on his own.

If you are looking to employ a good defense, however, place King Ferdinand and Queen Isabella in the same land as Quintus Fabius Maximus. This will keep that land safe from any attacks. The opponent's first attack will have no effect thanks to King Ferdinand and Queen Isabella, who require your opponent to win two consecutive attacks in order to kill any card. Quintus Fabius Maximus stops the second attack by allowing you to automatically win any second fight if the opponent won the first.

Finally, if all your land cards have been drawn, there is a combination that allows you to take an opponent's land. First, play the Roman Republic Expansion (found in the Roman Expansion booster), then play the 442nd Regimental Combat Team (found in the World War II booster) and reverse the effects of the Roman Republic Expansion. This forces your opponent to give you a land, but they cannot gain any because you have none in your land pile. Furthermore, they cannot activate any negative effects that are used when land is taken, as technically they gave it to you.





As you can see, card effects (when they work together) can effortlessly make or break a game. If you can harness this power, you can turn the tide in your favor and make amazing plays your opponents will never expect. I hope this helps, and as always, have fun!

Thomas Jones  
~ Game Strategist





# Upcoming Products:

## 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

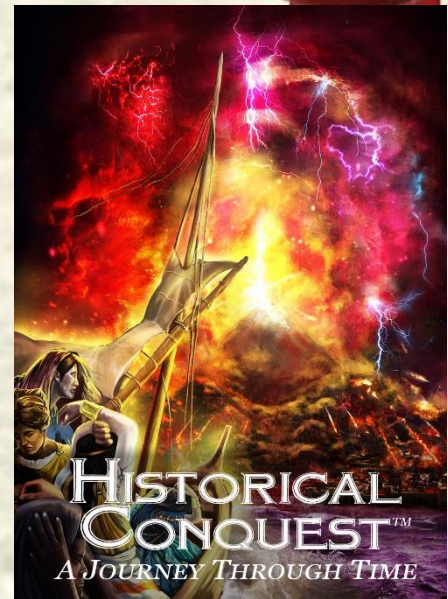
The Industrial Revolution is one of the most significant events in modern history. It introduced so many things that have become critical components of today’s everyday life. We have decided to look into many of the indispensable people and advancements that emerged in the world of transportation. Learn 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 the spring of 2016.





## 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. Start looking for this new style of starter deck in 2016.





# Gameplay Q&A:

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



**Q:** For The Knight Templars card, when it says, "Christian Leader", does that mean a Christian Spiritual Leader card would work?

*Christopher H.*

**A:** Yes, Christian Spiritual Leader would work, those are actually the cards specifically thought of when that ability was written.

**Q:** With cards like Brothers Grimm, ("While scaring your opponent's civilization, decrease their Morale by 200 points.") Do they affect only one opponent of your choice, or all opponents civilizations?

*Christopher H.*

**A:** With it written as "opponent's" that is the singular tense indicating one opponent. Now, if it has been written "opponents' ", that would indicate plural and would include all opponents.

**Q:** Is there a limit to how many event cards can be on the mat?

*William C.*

**A:** Event cards, by their nature are instantaneous cards. When they are played in your battlefield, their abilities take effect. Due to this, once their ability takes effect they should be discarded, therefore you should not run into an issue of event cards building up on your battlefield.

**Q:** I have an older Sitting Bull card and my brother has a newer Sitting Bull card and the abilities are different. Does one take precedent over the other?

*Wynne D.*

**A:** No, you gain the benefits of your individual card, and due to the rule you can only have one of each card in your deck there should be no confusion.

If you would like to see your question appear, in this magazine, email us at [historicalconquest@gmail.com](mailto:historicalconquest@gmail.com) or send us a message on Facebook at [www.facebook.com/historicalconquest](http://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:** Why do many pictures of Napoleon show him with his hand in his shirt?

*Annalise*

**A:** This is a very good question. Many people have said it was due to Napoleon having stomach problems or a skin rash, but in fact it was a gesture and posture that was very popular in 18<sup>th</sup> Century Europe. It was supposed to indicate the person is of a very high social position or aristocratic.

**Q:** When was the first Quran printed?

*Perry*

**A:** This is a very interesting topic. Islam indicated the teachings found in the Quran first began to be revealed to Mohammed in 609 A.D. From that point the teachings of the Quran were memorized (a very common practice to this day). It wasn't until 650 A.D. efforts began to bring all the teachings together in one book, or tome. It continued to be handwritten until 1537.

**Q:** Are there any topic you do not have cards about you want to make cards about?

*Luke*

**A:** Excellent question, where so I begin? I enjoy history so much and there are so many areas I hope we can eventually make cards on. Some that come to mind include the Shogun Wars, the War of 1812, History of Britannia, the Zulu Wars, the Vikings, the Spanish-American War, and so many more.

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





