

WHO WERE THE
KAMAKURA SHOGUNATE?

WHAT MAKES THE ROMAN
BOOSTER SO SPECIAL?

WHO WERE:
* MARGARET THATCHER
* OLIVER CROMWELL

HISTORICAL CONQUEST™

A JOURNEY THROUGH TIME

Historical Conquest: The Periodic Journal

Aug.-Sep. 2016



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A Letter from the Editor:

In the beginning... Great way to start a letter, right? I digress. In the beginning, when we started the Create Your Own Card contest—which if you don't know, is a contest where players make up their own historical trading card by submitting the subject's name, history, and abilities for the game, and the top 12 are chosen to be made into rare cards; the winner receives \$400, and it starts September 1st of each year. (Check with our monthly newsletter.) Back to what I was saying. In the beginning, we were not planning to sell the rare cards. We wanted to give them away in different ways that made them meaningful and rare, so we passed them out at tournaments, conventions, and if you purchased something from our website. Almost 4 years later, people are disappointed that if they don't have tournaments or conventions in their area, it is near impossible to get these rare cards.

Now we have made an alteration to the rare card distribution. We are making it available by working for them. If you want a rare card, all we ask is that you submit a 1 page, double spaced, 12 font essay on the subject of that month's rare card. This way, the novelty of the cards being rare continues, but now more people have the chance to collect them. The essays may be a summary of the history behind the subject, what came from the subject being alive or the event happening, or something that we appreciate today because of the subject occurring. We hope that this will make people happier about the rare card program and allow everyone to enjoy them.

BONUS: We also know that many of our players have been asking for access to the rare cards from 2015 and before. Now while we can't pass out all the cards, we would be willing to give each participant all 12 cards from 2015. In the end, you get rare cards from 2015, 2016, and 2017, just for entering the program.

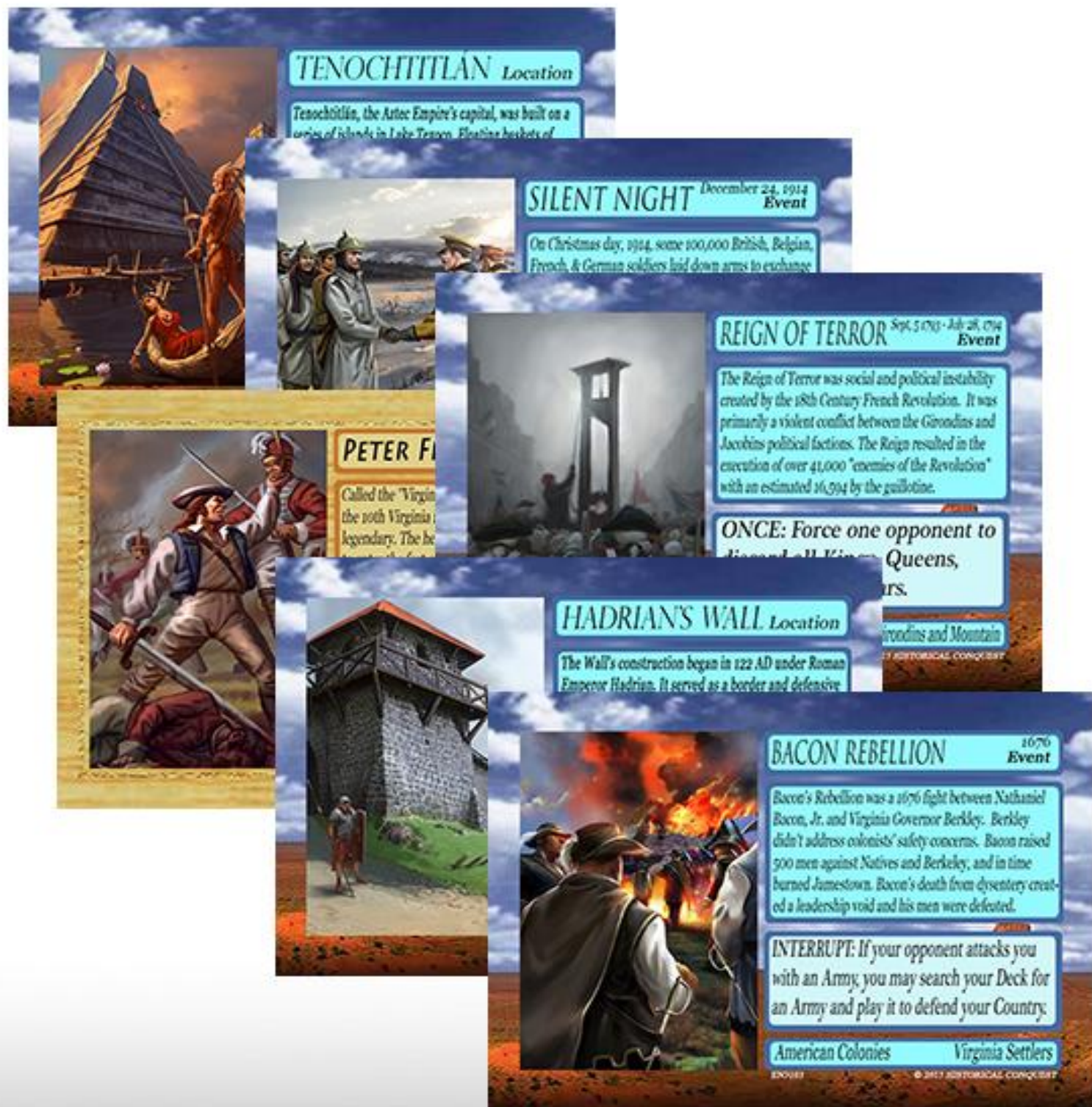
To enter the program, please go to this site and learn more:

<http://historicalconquest.wix.com/historicalconquest#!rare-cards/f2j1o>

Thanks for all your participation in this program and Historical Conquest,

Zack Edwards
Founder of Historical Conquest





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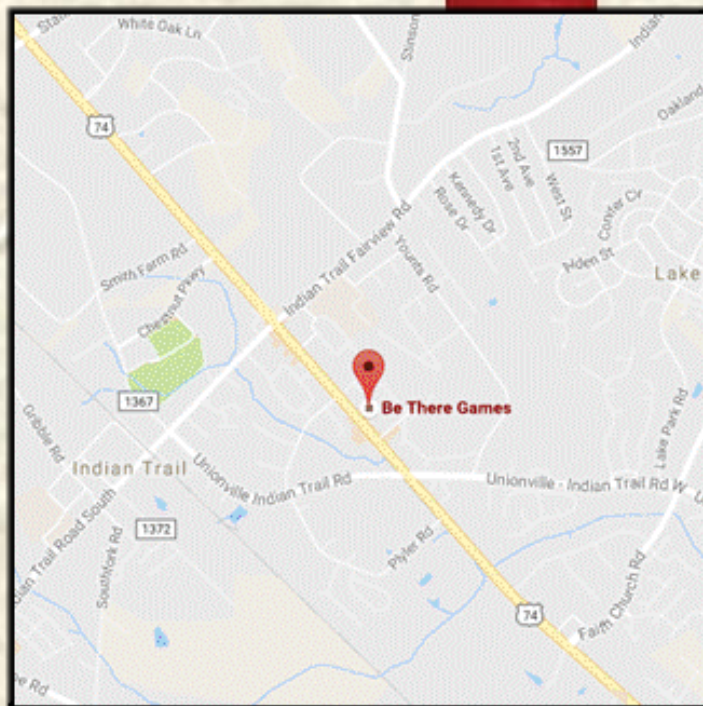
The Kamakura Shogunate: A Historical Look Back

The feudal period of Japan is considered by many as arguably the most fascinating time in the history of Japan. An example of this is the creation of the television mini-series *Shōgun*, which aired on NBC in September of 1980. The *Shōgun* mini-series still has the largest viewership in the network's history, with an estimated 1/3 of the American population having watched at least one episode of the series. The series is also credited with introducing Japanese restaurants to America and making sushi common place in American restaurant scene. It was a time when the Imperial rule of Japan was reduced to a political, military, and social non-factor.

A Shogunate is a type of government—specifically, it is a military government found during the feudal period of Japan (usually identified as the time between 1185 until 1603). The Shogunate gets its name from the leaders—the Shogun. Shogun is a Japanese word which translates to military commander. Shogunates were Japanese governments controlled by high-level Samurai commanders. The first recorded Shogunate in Japanese history was the Kamakura Shogante, named after the city its leader called home, and the de facto capital at the time, the city of Kamakura. Kamakura is on the eastern coast of Japan, approximately 31 miles south-southwest of Japan's current capital, Tokyo. The first leader of the Kamakura Shogunate was Minamoto no Yoritomo, a very highly respected 12th century Japanese Samurai.



Minamoto no Yoritomo was a high-ranking commander and son of Minamoto no Yoshitomo, a major figure in the Heiji Rebellion. When Minamoto no Yoritomo's father and his forces were defeated by the Emperor's forces, Minamoto no Yoritomo and his two brothers were destined to be executed, but his life was spared. Yoritomo and his brothers were sent into exile in 1160. Ironically, it was during their exile that they honed their skills, both militarily and diplomatically. It was also here that they formed alliances, later known as the Hōjō clan, and ultimately sought to fulfil the dreams of their father and unseat the Emperor of Japan. Yoritomo would eventually achieve his goal by defeating the Emperor's forces in 1221 in the Jōkyū War, or the Jōkyū Disturbance. This brought about the dawn of the Kamakura Shogunate.



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Yorimoto would go on to form his own government made up of his fellow Samurai Shogun. These fellow Shogun formed what was called the Bafuku. The Emperor's life was spared, but he was relegated to a position of military, political and social insignificance.

It was under the Kamakura Shogunate that many Chinese influences found their way into Japanese society. Two of the most notable influences were found in the realm of religion. Two new Buddhist sects were introduced—the Zen sect and the Lotus Sutra sect. This was significant because many found the Zen sect to be extremely appealing. In fact, as part of the military code of law implemented by the Kamakura Shogunate (called the Goseibai Shikimoku), Confucian values such as loyalty to the master were heavily stressed.

When Yorimoto's died his son, Minamoto no Yoriie, was considered too young to rule. Hōjō Tokimasa, the clan chief of Yorimoto's widow, Hōjō Masako, claimed the title of regent, or Shikken, over Yoriie. Tokimasa would go on to depose Yoriie with the help of Yoriie's younger brother, Minamoto no Sanetomo. Sanetomo would become the new Shogun and assume the role of Shikken. Unfortunately, Sanetomo was assassinated by his nephew Kugyō. Due to Sanetomo dying childless, this ended the Minamoto clan's claim to the Head of the Shogunate. This forced Hōjō Masako, Yorimoto's widow, to identify a bloodline successor. She identified Kujo Yoritsune as a distant blood relative and he became the new head of the Shogunate.

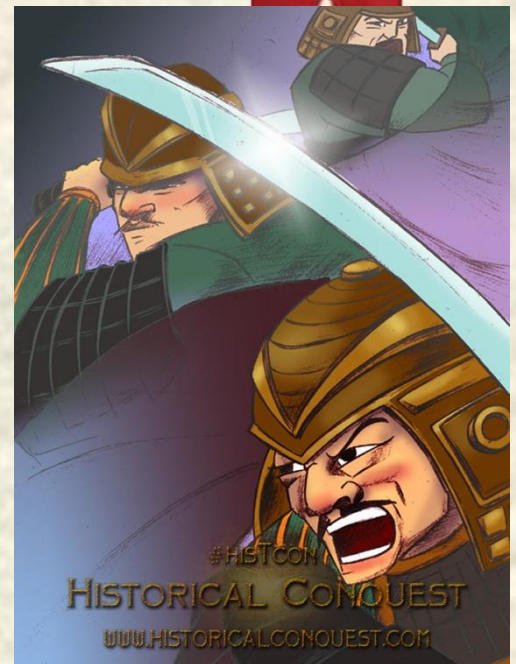
The Shogunate seemed to be in a position to rule for the foreseeable future—they possessed all of the influence and power within the borders of Japan. What they did not take into consideration were the factors lying outside of their borders.

In 1274, a devastating and marauding force had been wiping out armies and kingdoms all over eastern Asia. Led by a fierce and intimidating leader named Kublai Khan, this force was none other than the Mongols. Kublai Khan and the Mongols set their destructive sights on the island of Japan.



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Kublai Khan demanded that the Shogunate submit to the Mongols; unsurprisingly, the Shogunate refused. The Shogunate Army proved to be far tougher than the Mongols expected. This prompted the Mongols to attempt an en-masse naval invasion—however, the Mongols failed to take Mother Nature into consideration.



During the Mongols' attempted naval invasion, a massive typhoon came through what is now known as the Sea of Japan. The storm wiped out approximately one-third of the Mongols' forces. Taking this defeat as a personal challenge, Kublai Khan attempted to execute this ambitious amphibious invasion again just seven years later. In 1281, Kublai Khan amassed a truly enormous force. With a combined force of approximately 4,400 vessels and some 140,000 warriors, Kublai Khan set sail for Japan once again.

As they approached Hakata Bay on Aug 12, 1281, a second massive typhoon barreled through, drowning over half of the invading Mongols in the storm. The Mongols were unable to mount any further invasions of Japan due to internal factors. After twice having experienced amazingly good fortune, the Shogunate felt the storm had to have been divinely inspired. The storms were called Kamikaze, which translates as "Divine Wind." While the Shogunate were fortunate against the Mongols, their luck did not last at home. The repeated military build-up to prepare for the Mongols exhausted the Kamakura Shogunate's

finances. This resulted in the Shogunate resorting to implementing taxes. The taxation did not sit well with the members of the Bafuku. They expected great reward for repelling the

Mongols, but they were instead rewarded with burdensome taxes. This created great division within the Shogunate and opened the door for Emperor Daigo II's forces, with the help of a Shogun named Ashikaga Takaunji who turned on the Kamakura Shogunate, to defeat the Kamakura forces, seize control of Japan, and reinstate the Imperial rule.



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Jeff Jones
~ Game Historian

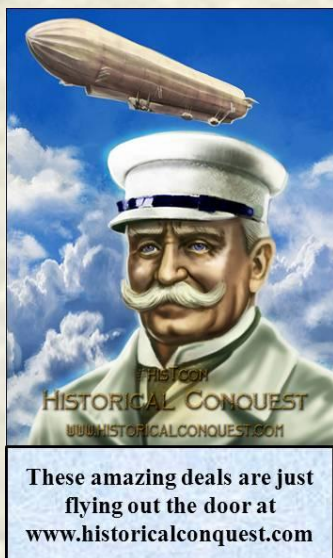
A Booster Pack Analysis: The Roman Expansion

The Roman Expansion booster pack is one of the oldest booster packs in the game, sharing the title of oldest with the Revolutionary War booster. This booster is filled with cards that reflect on the Roman Empire, including several figures and events. In this article, I will introduce all the cards and their effects, and also discuss their uses.

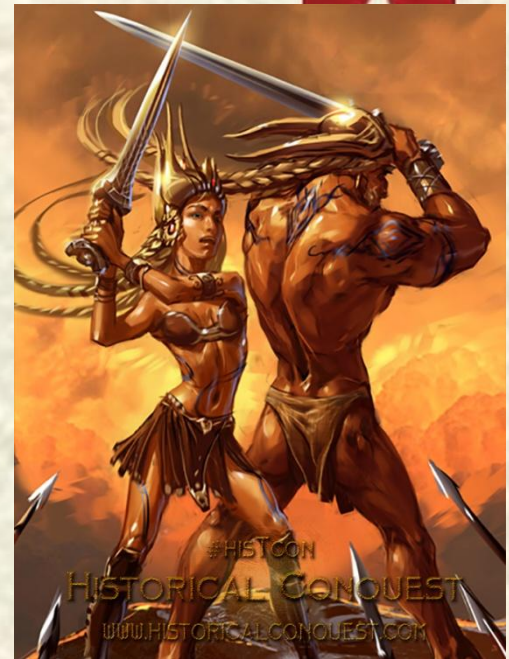
Celtic Tribes is an army with 2000/3000 stats. Its effect is “For one turn only, if you win an attack on your opponent, you may steal 500 morale points.” This is an excellent card. If you play this card, then win two attacks, you will gain 800 morale, and your opponent will lose 1200 thanks to this effect and losing the battle. Combine this with these decent stats, and this card is amazing in any combat based deck.

Caesar Augustus is a conqueror with 1000/1000 stats. His effect is “Augustus will break any treaty in any country he attacks. Permanently increase his strength by 1000 points when he breaks his first treaty.” This effect is the only effect that allows you to directly break treaties, making him invaluable against decks that like to employ treaties. His stats are also very high for a character card, making him very useful in a combat based deck.

Marcus Lepiduss is a conqueror with 800/800 stats. His effect is “If three Roman Leaders are in your battlefield at one time, you may take one of your opponent’s countries for your own.” This is one of the only cards in the game that allows you to directly take an opponent’s land without engaging in any fights, enabling you to take down a very well-built country that would otherwise be impossible to take down. Furthermore, conquerors count as leaders, so Marcus counts towards his own effect. There is one other conqueror in this pack and one leader, meaning this pack has all the cards you need to use this effect. With respectable 800/800 stats, this card is good whether or not you use his effect.



The Cimbrian War is an event card with this effect: “After the first attack, peace is called in this country for the rest of the turn.” It is a very simple card, giving you some peace from an attack. Unfortunately, it is not an Interrupt card, so it can’t be played on an opponent’s turn, making its uses very limited, such as preventing an opponent from attacking you a lot on your turn through a card effect.



The Roman Civil Wars is an event card with this effect: “Decrease your opponent’s effect by 500 points.” It’s a very simple effect, but very useful, as 500 is one of the highest morale deduction amounts in the game (highest is 600), and morale is very important to almost any strategy. This card is very useful in almost any deck.

Cleopatra and Mark Anthony is an event card with this effect: “Interrupt – After your opponent kills the last Character defending one of your lands and takes the country card, disaster occurs and he loses 300 morale points.” This effect is definitely useful; however, any card that could help protect you from attacks would probably be better. Cards such as the black plague are also better, as they can deduct far more morale without you losing a country.

Gladiator Wars is an event card with this effect: “Rebellion grows in your opponent’s country and all characters with fewer than 100 attack strength points are sent to the discard pile.” This effect will certainly be useful in clearing the field of low attack characters, but most characters with low attack have effects that activate when they are played, and therefore the opponent will not really care if they get discarded. If an opponent has a habit of filling lands with weak characters in order to prevent themselves from losing the land through battle, then this card can help with cleaning up the field.

The Hannibalic War is an event card with this effect: “Choose one of your opponent’s countries to be blocked from adding any new characters for the next two rounds.” This is very useful if an opponent is losing, but keeps placing characters in their land to prevent losing that land. If that land is also the only land they have, then they can’t play any character cards for the next two rounds, unless they have an explorer.

Latin Wars is an event card with this effect: “Any country that was taken within the last two turns is now returned. Opponent’s characters on that country are exiled to the discard pile. Use only once.” This allows you to retrieve all those lands without any conflict, and causes your opponent to lose any character cards they moved on them to defend them. This also will return a country that you stole from your opponent back to them. You can use this to your advantage, taking an opponent’s land, then next turn playing this card, returning it to them, and attacking it again.

Roman Republic expansion is an event card with this effect: “You may discover two new countries from your opponent’s land pile if you sacrifice one to that same opponent. He may then claim that country as his own. Use only once.”. The effect is kind of complicated, so I’ll go in more detail on it. When you play this card, you can take two cards from your opponent’s land pile, and at the same time you give one of your lands, not including the new lands you just got, to your opponent. This card is deceptively useful; if you use this card and give your opponent a land, they will now have an open land ready to be attacked, giving you a free victory assuming you have a land in that continent, and giving you two new lands to boot. This also reduces the number of lands they have available to draw. This card is excellent in a combat deck if played correctly.



The Jugurthine War is an event card with this effect: “For one turn only, retrieve any country that was taken from you within the last two turns and bring peace to it for one turn.” This is a slightly different card from the Latin Wars. This card only affects countries that were taken from you, and prevents that card from being attacked for a turn. It is more useful to a person who is trying to defend themselves than to a combat deck.

Quintus Fabius Maximus is a leader with 600/700 stats. His effect is “Patience is your virtue. Your opponent may win the first attack against your country, but you automatically win the second.” This is very useful for reducing the damage that an opponent can deal to your country by ensuring your opponent can only win one battle per turn against you. He has decent stats, making it very useful if you need to defend a land without having to put up a large military force there.



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The Executive Magistrate is an organization with this effect: “Choose one character to be elected as a magistrate. All of the other characters in that same country will have an equal amount of strength points as your magistrate for one turn only.” This card is excellent for a combat based deck, as it allows you to place a lot of attack bonuses on a really strong character, such as Attila, and then use this card to make all the other characters just as strong as him. This won't affect your armies though, so keep that in mind.

We will discuss the other half of the Roman Expansion booster in the next e-magazine. I hope you found this useful, and have fun playing!

Thomas Jones
~ Game Strategist

Card Highlight:

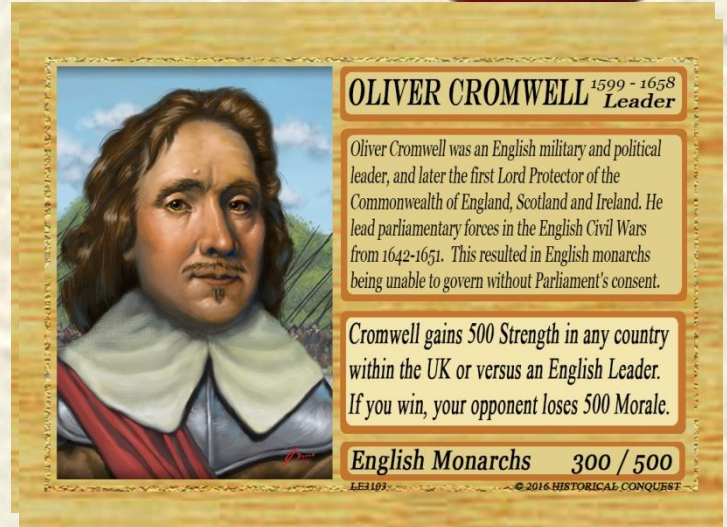
Oliver Cromwell

In light of the recent vote held in the United Kingdom to depart from the European Union (Brexit), we highlight the man many historians refer to as the Father of British Democracy, Oliver Cromwell.

Cromwell was a 17th century English military and political leader. He was born in 1599 and went on to become a very passionately religious individual, describing himself as an Independent Puritan, but very tolerant of all Christian Protestant denominations. Contention had been building between the English Parliament and the English Crown throughout the 16th century. Things came to a head in 1641 when embellished reports of Catholics slaughtering Protestants triggered a perceived need to raise up an Army in order to quell the emerging Irish Rebellion.

This created a rift between the supporters of Parliament and the supporters of King Charles I. Parliament felt if the King was given command of the Army, he would use it to eliminate Parliament by force. The King feared if Parliament was given command of the Army, the Monarchy would become a thing of the past. Charles' failed attempt to arrest five members on charges of treason set the wheels in motion for an English Civil War. So, both sides stood up an Army. It was during the English Civil War that the Parliamentarians employed a new structure of military called the New Model Army, commanded by Thomas Fairfax and his second-in-command, Oliver Cromwell. This was unusual at the time because Cromwell was a military commander and a Member of Parliament. After the defeat of Charles I's forces, Charles was tried and executed. This brought about the emergence of the Commonwealth of England.

Cromwell led a Parliamentary invasion of Ireland to quell the civil instability and the influence of Catholics in Ireland. Later historians would describe the English tactics against the Catholics as near-genocide. Cromwell returned to London to discover in-fighting within Parliament. When his urgency to schedule elections fell on deaf ears, he and 40 musketeers disbanded Parliament by force. In 1653, General John Lambert put forward a new constitution known as the Instrument of Government. It made Cromwell "Lord Protector" for life to undertake "the chief magistracy and the administration of government."



In 1657, the new Parliament offered Cromwell the position of King. He turned it down, expressing God's Providence had spoken against the office of King by saying, "I would not seek to set up that which Providence hath destroyed and laid in the dust, and I would not build Jericho again."

After his passing, due to malaria, the Monarchists were able to regain Parliamentary power in 1660 and Charles II took the throne as King. As a show of disdain for Cromwell, his body was exhumed on 30 January 1661, was hung by chains, thrown into a pit, and his head was cut off and placed on a pike outside Westminster Abbey.

Cromwell is still a very polarizing figure, called a "regicidal dictator" by historian David Sharp, a "military dictator" by Winston Churchill, and a recent British Broadcasting Company poll identified Cromwell as one of Britain's greatest heroes. What cannot be denied is that Cromwell's efforts paved the way for the British government position of Prime Minister and changed how Great Britain has been administered, with a dual leadership rule, since.



Jeff Jones
~ Game Historian



HISTORICAL CONQUEST
PRESENTS

WWI

DAWN OF
AIR WARFARE

EXPANSION
PACK



Card Highlight:

Margaret Thatcher

If you have been watching the news lately, then you know the United Kingdom has elected only their second female Prime Minister in the nation's history. Here we take a look at the first female Prime Minister in the UK's history, Margaret Thatcher.

Margaret Hilda Roberts Thatcher was born in the town of Grantham, Lincolnshire, United Kingdom in 1925. Her father was Alfred Roberts, originally of Northamptonshire, a local Methodist preacher and owner of two small local grocery stores. Working in these small grocery stores would later serve as pivotal experience for Margaret. She had an outstanding educational record. She would go on to study to become a Chemist at Somerville College, at Oxford University. Margaret graduated in 1947 with a Bachelor of Science degree in Chemistry, specializing in X-ray crystallography. Even while studying Chemistry, she was heavily influenced by political works such as Friedrich Hayek's *The Road to Serfdom*. She would go on to enter the political arena in 1950.

She was elected to her first Parliamentary seat in 1959. It was here her contemporaries discovered one of her most enduring attributes, her strong will. It was during the United Kingdom's General Election of 1979 that Thatcher's youth work experience served her well. As someone who worked in a small grocery store, she was seen as someone who knew "the price of bread and milk". This made much of the British population feel a sense of connection with her, like she was one of them. This led to the UK Conservative Party's victory in the General Election.

Margaret Thatcher went on to become one of the iconic figures of the Cold War against the Soviet Union. Margaret Thatcher, Ronald Reagan, and Pope John Paul II are seen as the three iconic figures who are credited with leading America and Western Europe in victory over the Soviet Union during the Cold War. This means the UK's current Prime Minister, Theresa May, has some very large shoes to fill as the UK's second female Prime Minister. But, if history is any kind of indicator, Prime Minister May could go on to leave a truly lasting impression on the world.

Jeff Jones
~ Game Historian





**HISTORICAL CONQUEST
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THE FIRST CRUSADES

**EXPANSION
PACK**



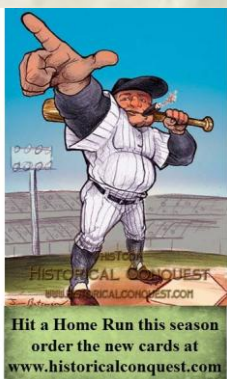
An Overall Deck Strategy: Card Countering



This strategy article will be a little bit different from usual. Instead of discussing a main strategy idea for a deck, I am going to cover a strategic aspect of the game. It is not necessarily something you may use or want to use, but it is likely you may be faced with it, and therefore important to know about it so that you can be ready for it. This article will cover what countering is, how to perform it, and how to avoid it where you can.

Countering is where you use an effect in response to an opponent's action to either mitigate, nullify, or reverse the effect. Mitigation is where you play an effect that does not completely stop an effect, but may reduce the damage it does or hurt the opponent in response in some way. An example of mitigation is the card Cleopatra and Mark Anthony; it does not stop your opponent from taking the country, but it mitigates the damage by hurting your opponent too. Nullification is where you play an effect that cancels out the effect, rendering it useless. An example of nullification is Tokyo Rose, who can be played to prevent loss of morale due to one card. An example of reversing the effect is to play the U.S. Senate, which not only stops the opponent's card effect from affecting you, but also has the effect affect your opponent.

Countering does not have to be direct, like with the U.S. Senate, but can also be indirect. Japan can counter your opponent's use of technology by simply copying the effects; for cards that give your opponent strength, this basically renders the changes pointless, as the situation effectively remains the same, and for morale, this means that your opponent will gain the same amount as you, which could be a huge problem if they have more morale than you. Also, there are some cards such as Galileo which do not specifically prevent one card, but can prevent all of a type of card from working against you. These are very useful, as their effects prevent an opponent from using multiple card effects, as opposed to just one with the U.S. Senate.



Countering is very important, as this can help you prevent your opponent from disrupting your strategy. If your opponent plays the San Francisco Earthquake, you could lose half of your army to it, resulting in an inability to attack for that turn thanks to a lack of forces. Therefore, having cards that can stop this is crucial to attaining your win condition.

There are some very good countering cards that will be very useful in almost any type of deck. One of them is the C.I.A., which allow you to destroy any non-land card on the field, making it useful for getting rid of any card that may cause you trouble, whatever that card may be. This card is also an organization, which are usually very hard to counter, and it is an interrupt, allowing you to play it anytime, giving it great versatility.

Another great card is the Hundred Years' War card, which is an interrupt card that nullifies the attack, defense, and effect of any character card for one turn. This is amazing, as it allows you to stop a character card's effect from hurting you, and also cripple the country for one turn by essentially forcing them to fight with three characters. Finally, U.S. Senate is a great card, turning the effect of an opponent's event card against them.

There will be times where you may worry about an opponent with a counter up their sleeve, but there are tricks you can use to try to help out against it. If your hand doesn't have anything very useful to an opponent, then Pocahontas is amazing, as she not only allows you to look into your opponent's hand, but take any card that is in their hand. Keep in mind that in order to use this card, you have to show your own hand and give your opponent a card as well, so it's not best you use this card if you still have some tricks of your own up your sleeve. You can also try to bait their counter out with a less



important event card; play a weaker event card first and they may use their counter on it, leaving them open (unless they have another counter). Finally, you can also counter counters. If your opponent plays Mark Twain to counter your event, you can play Hundred Years' War in response to nullify his effect, allowing your event card to activate as usual.

This concludes my guide on counters. I hope that this article helps you in forming a good strategy for your deck. Always remember to have fun!

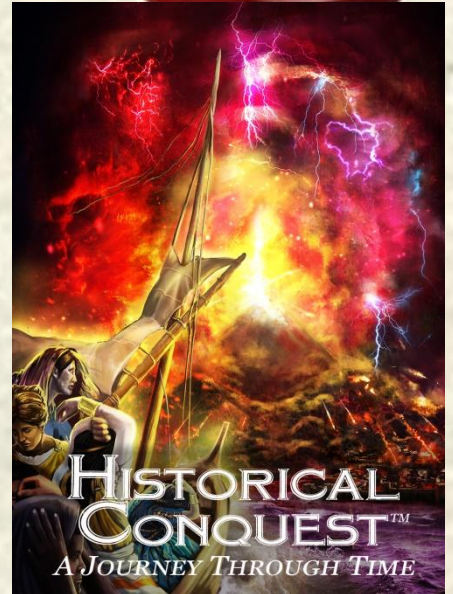


Thomas Jones
~ Game Strategist

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.



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Gameplay Q&A:

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



Q: I have a question about the card Anne Bonney (pirate/outlaw). It says when played, you locate a land. Then below it talks about frequent plundering, your opponents lose 200 morale. In playing the card, do the opponents lose 200 ONLY when the card is initially played or when then card is used for attacks?

Mark S.

A: When Anne Bonney is played, you discover a new land just as if she were an explorer. As far as the morale deduction, opponents suffer that deduction once, when the Anne Bonney card is first played. The Gladiatrix ability is used only once, similar to Khutulun's ability. Usually, if an ability can be used each turn, the card will indicate each turn.

Q: When a player being attacked plays the "Sinking of the Titanic" card, does 'the opponent's 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: 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 you are being attacked and you have an interrupt card (location) in your hand, can you play that card or does it have to laid down first, from a previous play?

Dawn D.

A: An Interrupt card can be played at any time.

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: There are a lot of impressive pilots in the new World War I booster pack; who was the best among them?

Andrew M.

A: Well, the two most iconic pilot of World War I were Eddie Rickenbacker and Manfred von Richthofen (the Red Baron). Considering they were both responsible for protecting their own airspace from attacking enemy fighter planes means they never faced off against each other. So, it is one of those things that have been debated ever since.

Q: I notice there are not many Leaders or Armies from the South Pacific area of the world. Who would you say are the best from that region?

Reginald P.

A: As far as Leaders, King Kamehameha is a truly iconic historic figure. If you are talking about Armies, the Māori warriors were among the most feared military forces in all of the South Pacific. The Māori can be found in the new Vesuvius Starter Deck coming out in December.

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.

