



Historical Conquest:

The Periodic Journal

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A Letter from the Editor:



To All HC Fans and those that want to make history more exciting,

I want to address a problem that is happening in public schools, and even homeschooling, today. So many youth don't want to learn and study history or many other subjects. They are missing out. History can be one of the greatest subjects you will ever encounter. If you like fiction, you will find its equivalent or better in actual history. History is much more than just learning; it is about exploration, investigation, invention, danger, excitement, battles, and/or even romance. If there is a villain created in fiction, there is a better character in history. Do you like the stories of Count Dracula, Romeo and Juliet, Pocahontas, or King Arthur? Well look in history and learn about Vlad the Impaler, Cleopatra and Marc Anthony, Pocahontas, or the Crusades (1st-5th). History is much cooler and with so much excitement, you just have to find it.

In schools, they took the old ways of teaching and repackaged them into what is called by many "Common Core." This takes much of the teaching away from the home and turns it over to the teachers and big businesses that want more control over you. The truth is, we need our teaching to be done in schools and then solidified or clarified at home. Youth need to talk to their parents about what they are learning and their parents need to teach them and show interest in their studies. Sadly youth don't like school because of the way it is taught, and we are losing a whole generation. If we can bring the education home and make it more exciting, then we will find this generation and prepare them for the future, which in turn prepares all future generations.

This is why Historical Conquest is such an amazing product. You may say I am biased, but I didn't create it, I just put it together. This is a compilation of other products that missed their true potential of fusing entertainment and enlightenment. This is a product that all can enjoy and share with each other. This is the ultimate family game because it brings a family back to the dinner table, to talk about History in an enjoyable way.

We must change the ways our school systems are teaching and make them enjoyable to the youth we are teaching. Lose their interest, lose a generation. Find their interest and create a generation like none other. This is why Historical Conquest was created and is exploding throughout the United States and soon, the world.

To the past and the future,

Zack Edwards

Editor and Chief of Historical Conquest and our new e-Magazine



HISTORICAL CONQUEST
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THE FIRST CRUSADES

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The First Crusades: A Historical Look Back



The Crusades are one of the most talked about series of events in the last 1,500 years. Many people have opinions about what happened during these conflicts. There are even more people who have an opinion as to why they occurred.

Was it a war about which religion was better? Was it a war about money? Was it a war about revenge? It is hard to say due to the fact that the people who were involved have long since passed away. What we can do is look at the documents and the evidence that we have to see what people involved felt was important enough to write down.

We all know that the First Crusade started in 1096 after the leader of the Catholic Church at the time, Pope Urban II, held the Council of Clermont to address political situations in Europe and the Middle East. We are also taught that Pope Urban was using his influence with Christian world leaders to launch a Holy War against Muslims around the world. This is a highly debated theory. Still others claim that Pope Urban II was giving permission for Christians to perform horrible and vile crimes against Muslims. This too is highly debated.

To begin with, the First Crusade was not the initiation of a new war. The First Crusade was a response by the Catholic Church to a call for help from the head of the Byzantine Empire, Alexius I Comnenus.

If we look at historical records of the Council of Clermont, we find that the famous speech given by Pope Urban II was less about hunting the Muslims of Europe and the Middle East out of a sense of revenge or justice but more of an appeal to Christians to take up arms and travel to the Middle East and help to defend other Christians.



Pope Urban II states in his speech, “Freshly quickened by the divine correction, you must apply the strength of your righteousness to another matter which concerns you as well as God. For your brethren who live in the east are in urgent need of your help, and you must hasten to give them the aid which has often been promised them. For, as the most of you have heard, the Turks and Arabs have attacked them and have conquered the territory of Romania [the Greek empire] as far west as the shore of the Mediterranean and the Hellespont, which is called the Arm of St. George. They have occupied more and more of the lands of those Christians, and have overcome them in seven battles. They have killed and captured many, and have destroyed the churches and devastated the empire.”

Here we see Pope Urban II is actually asking Christians to band together to help defend the Byzantines against Islamic forces such as the Seljuk Turk Army. We also see in the last line of this portion of the Pope’s speech, he makes reference to churches having been destroyed. Here he is referencing the destruction of the Church of the Holy Sepulchre in Jerusalem by the Fatimid Empire’s Caliph, or ruler, al-Hakim bi-Amr Allah in 1009. This passage also mentions, “They have occupied more and more of the lands of those Christians.” This draws reference to the Seljuk Turks seizing control of the cities of Ankara and Jerusalem in 1073 and 1074 respectively. If we go back even further, we see the attack on Rome by Arab forces in 846 A.D.

As we can see, Christianity had been feeling the brunt of expanding Islamic military forces for a number of years. With Pope Urban II at the helm of the Catholic Church, it was not surprising that he would come to the aid of his fellow Christians.



Pope Saint Gregory VII, one of the greatest Popes in Church history) in addressing many of the problems that eventually prompted Martin Luther’s 95 Theses.



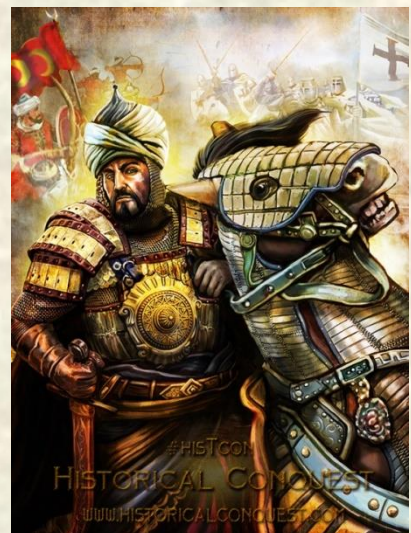
Pope Urban II was passionate about continuing Gregory's desire to return to the teachings of the Apostles. His sense of justice and protecting the innocent came from his knightly lineage. The Crusading Forces, led by Godfrey of Bouillon, Baldwin of Boulogne, and Raymond IV of Toulouse, set out to defend their religious brethren.

These forces faced much resistance in battles such as the Siege of Nicaea, the Battle of Dorylaeum, and the Siege of Antioch. Antioch was an extremely heavily fortified city. The Crusaders knew if they could capture it, they would have an excellent place to rest and resupply before embarking on to Jerusalem.

The Seljuk Turks knew that if they could hold off the Crusading Forces, it would force them to retreat back to the west and Christian hopes of retaking control of Jerusalem would be all but lost. The Siege of Antioch is considered one of the critical battles of the First Crusades. The Crusading Forces had felt significant attrition during the army's long journey across Anatolia (modern day Turkey and Northern Iraq) meant the leaders considered postponing an assault until reinforcements arrived in spring.

In the end (mainly advocated by Raymond IV, Count of Toulouse), the Crusaders chose to advance on Antioch and establish a siege close to Antioch. On 20 October 1097, the Crusading Forces reached a fortified crossing, known as Iron Bridge, over the Orontes River 12 miles outside Antioch. One of the flaws of setting encampments so close to the city was that it left the Crusaders vulnerable to range attacks from the garrison.

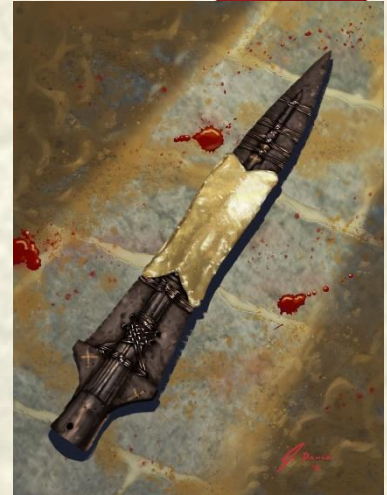
Despite limited food and supplies and harassing attacks from the Muslim Forces, the Crusading Forces survived the winter. The seemingly continuous spring siege eventually took its toll on the defending Muslim Forces. The Crusader Forces knew they had to take Antioch due to reports that a Muslim Army was anticipated to arrive from Mosul (modern day Northern Iraq) under the command of Kerbogha.



Bohemond of Taranto had secretly established contact with someone inside the city named Firouz, an Armenian guard who controlled the Tower of the Two Sisters. Firouz's motivation was unclear even to Bohemond, but he offered to let Bohemond into the city in exchange for money and a title.

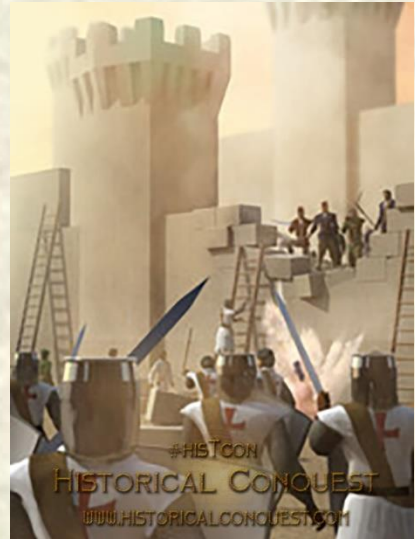


The Crusading Forces gained access thanks to the tower guard and the ensuing fight was very one-sided. Many of the Muslim fighters retreated back to the reinforced citadel within the city. At this point, the Crusading Forces were facing exhaustion and starvation, and it appeared that everything they had accomplished was going to be all for naught.



On June 10th, a relatively anonymous priest from France named Peter Bartholomew came forward claiming to have had visions of St. Andrew. In this vision, St. Andrew told him that the Holy Lance of Longinus (also known as the Spear of Destiny) was inside the city.

On June 14th, a meteor was seen landing in an enemy camp. This was interpreted as a good omen. Crusaders began to dig in the cathedral of Saint Peter on June 15th. Peter Bartholomew emerged from the pit, with the head of a spear. Bohemond was skeptical of the Holy Lance as well, but there is no question that its discovery increased the morale of the Crusaders. Despite heavy casualties, this did not deter them.



There were multiple reports of visions of three saints riding alongside the Crusaders. These saints were St. George, St. Demetrius, and St. Maurice. The resulting battle was brief and disastrous for the Muslim Forces. Kerbogha's allies deserted him and this desertion reduced the great numerical advantage the Muslim army had over its Christian opponents. Soon the defeated Muslim troops were in a panicked retreat. It is still uncertain if the spearhead found in the cathedral of Saint Peter was indeed the true spear, but it was an immense inspiration to the Crusading Forces.

Jeff Jones
~ Game Historian

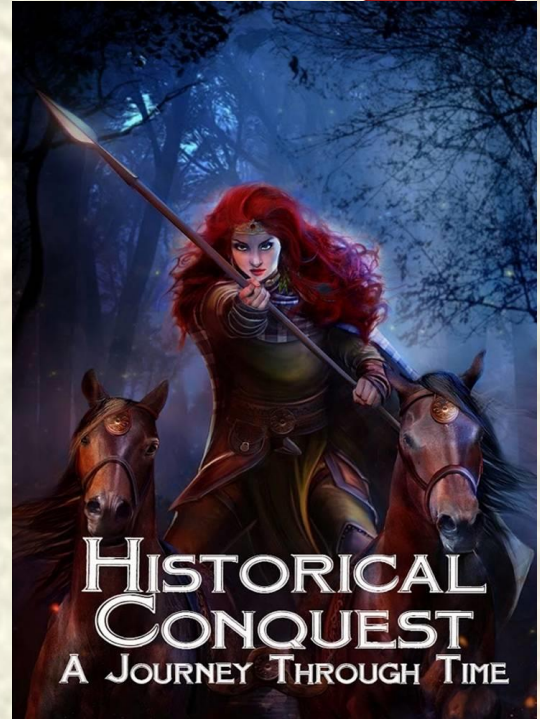
A Starter Deck Analysis:

The Queen Boadicea Deck

Hi! My name is Thomas Jones, and after many years of studying Trading Card Games, I am somewhat of a Strategy Game Specialist. One of the most popular of the current decks out there is the Queen Boadicea starter deck, named after the fierce image of the proud Icení queen riding into battle on the front. While the Queen herself is strong, both in history and in the game, there are many notable and useful cards in this deck that will help lead you to victory.

Robert E. Lee is a particularly powerful card, capable of doubling an army's strength for the first battle, giving you that extra push you might need to topple the country of your choice. Combining this with the Cherokee army makes you the master of any first attack, giving you a significant advantage against opponents. He also works well with the Vikings, allowing you to just take any land you desire, so long as you can attack it. Need more strength? Invention of gunpowder grants you a 700 point strength increase, a very high amount that helps you steamroll your opponents. If your opponent has a land that you simply cannot beat, Ivan the Terrible and Genghis Khan can help you by allowing you to simply take the land by attacking it once. Finally, one of the most terrifying cards in this deck is the Alamo. The Alamo allows you to attack any land an unlimited number of times, which if played properly can devastate your opponent.

This deck has more than just beat-down cards—it also has a few tricks up its sleeve. Theory of Evolution, Albert Einstein, and Jean Fleury allow you to steal technology from your opponents, eliminating any of them that become problems for you. Ida Bell can protect you from a large variety of effects, from control stealing to hand searching. John Wilkes Boothe can slip in and kill a problematic leader for you, eliminating a problematic effect. If you are about to lose a crucial card to an opponent attack, you can use Houdini to save them, allowing you to keep them around a bit longer.



Overall, this deck is a beat-down deck, heavily relying on rapidly and constantly overpowering cards and lands through sheer force. It does have its disadvantages, though. There are very few good morale gaining cards in



there, making it hard to get to the beating up portion of the game quickly, especially if your opponent utilizes morale deduction cards. Also, there is a scarcity of card removal options. Meaning that if your opponent has a card that prevents you from attacking, you have to hope it has a turn limit; otherwise your goose is cooked. With a lack of event stopping cards, you cannot do much to help the fact that your opponent can mess up your powerful force with things like the San Francisco earthquake.

There are more useful cards in there that can help you, but this Deck Spotlight should give you an idea of some of the things you can expect from this deck. I hope that this article will help you enjoy this game more. Have fun!

Thomas Jones
~ Game Strategist



Card Highlight:

Sigmund Freud

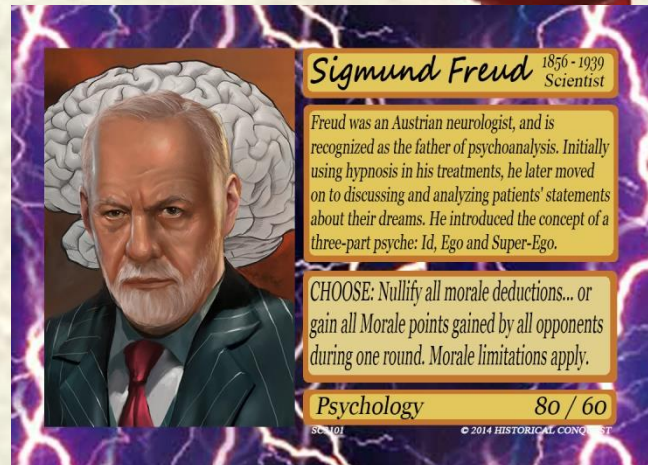
Sigmund Freud was a late 19th century early 20th century Austrian neurologist. He is widely recognized today as the father of psychoanalysis.

Freud qualified as a doctor of medicine at the University of Vienna in 1881. After receiving his qualification he then carried out extensive research into cerebral palsy, aphasia and microscopic neuroanatomy at the Vienna General Hospital.

After completing his residency in 1885, Freud was widely recognized as an academic authority on neuropathology, the study of diseases that affect nervous system tissue. This led him to go on to create the treatment now known as Psychoanalysis. In creating psychoanalysis, Freud developed a clinical method for treating psychopathology, the scientific study of mental disorders, through verbal communication between a patient and a medically trained psychoanalyst.

Freud went on to do extensive study on the treatment of mental disorders through the interpretation and analysis of dreams. He also developed curative techniques for those patients, like the use of free association and discovered transference. These were established as the central role in the analytic process.

Lastly, Freud proposed that the human psyche could be divided into three parts: Id, ego and super-ego.



Jeff Jones
~ Game Historian



HISTORICAL CONQUEST
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WWI

DAWN OF
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Card Highlight:

Sam Houston

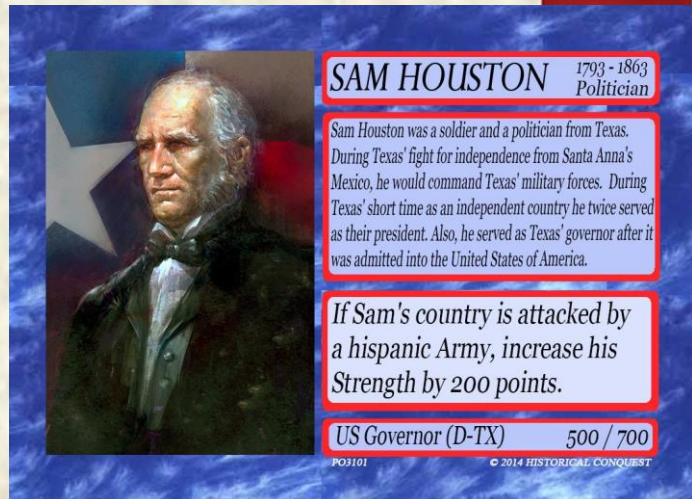
Sam Houston was a brash and colorful person in American history. Many consider him to be the embodiment of Texas identity.

Houston was born on the Timber Ridge Plantation in Rockbridge County, Virginia. His parents were of Scots-Irish descent. Later, he moved from Virginia to Tennessee. There, he spent significant time with the Cherokee Nation. He was later adopted as a Cherokee citizen and took a Cherokee wife. He saw combat in his military service during the War of 1812. He eventually transitioned into Tennessee politics where he was elected Governor of Tennessee in 1827.

In 1829 he resigned as Governor of Tennessee and moved to the Arkansas territory. In 1832, he relocated to Coahuila y Tejas, then a Mexican state, and emerged as a leader of Texas' fight for independence.

The critical victory in Texas' Independence was led by Houston. At the Battle of San Jacinto, April 21, 1836, Houston and his men surprised Mexico's Santa Anna and his men during their afternoon "siesta." The Texan victory was a rout, forging a decisive win in under 18 minutes, all the while suffering minimal casualties.

After Texas became an independent country, Houston was its first and third President. Houston also led the efforts for Texas to become a state as part of the United States.



Jeff Jones
~ Game Historian

An Overall Deck Strategy:

Morale Rush

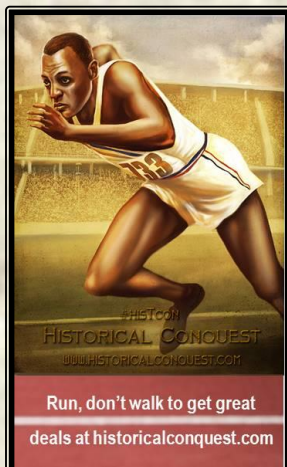


In Historical Conquest, having a properly planned strategy is very important. Just jumping into the game with no plan or idea can make it very hard to win. Therefore, planning on how you want to go about winning and creating your deck (or as I call it, My Compendium) with this strategy in mind can make a serious improvement in your chances of winning and enjoyment of the game.

I personally find planning my decks as fun as playing the game. While there are many strategies that you can employ to win, I will be covering one in this article, reaching the 3000 Morale point goal as quickly as possible (or as I call it, Morale Rush).

Morale Rush is a simple strategy that follows one idea: Rush yourself to 3000 morale as quickly and efficiently as you can while keeping safe from your opponent. Usually in this strategy, combat is mostly avoided or ignored. You simply play a lot of morale cards and try to avoid the opponent's meddling as much as possible.

While the idea is simple, the execution of it is anything but. While you can play a deck that just consists of high morale gaining cards and try to win by 4 turns (due to the morale gain per turn cap), this is the shortest possible time you can win by. Any morale deduction cards and lost battles can set you back long enough for your opponent to build a sizeable army and completely crush you, since you have



no defense. In this case, a good strategy is necessary to victory, with several plans to help you prevent your opponent from getting in your way to victory.

One of the best ways to help prevent loss, by your opponent taking your lands, is to customize your land piles in such a way that your opponent won't easily steamroll you. You want to consistently draw lands that your opponent will find hard to take.

You could use lands that have strength gains to make up for your low strength, but your opponent will find it easy to catch up. Therefore, you will want to use lands that your opponent will find hard to take thanks to mechanics.

Due to the fact that there are currently no cards that let you cross into the South Pacific consistently, basing yourself in the South Pacific will allow you some safety. The South Pacific is also a good idea due to the fact that there are very few South Pacific cards.

Also, none of them are as good as cards you can find in Europe or Asia, often resulting in your opponent having next to no South Pacific cards at all. Since your opponent can't attack you, you have basically saved yourself from having to deal with any attacks and can devote all your card plays to countering enemy events and gaining morale.

This isn't foolproof however. This will not affect any opponent racing to morale in any way, and if your opponent has any cards that let them steal lands from you, such as Sir Francis Drake or Charles Darwin, they can easily circumvent this strategy.

Another strategy that you can run is to use morale deduction cards. These cards result in a full cover method against attacks. No matter how strong your opponent's armies are, no matter how many lands or how many regions they have, they cannot attack if they don't have enough morale points. This also carries the advantage of countering any morale gaining decks, since if you play properly, you can hit the turn cap and still take morale from your opponent, resulting in you getting to 3000 first. This also comes with its own problems. If your opponent has Galileo in their battlefield, you will find it very hard to take morale from your opponents, since most good morale deduction cards are events.



off if they do.



It can be even worse for you if they reverse your effects with cards like Mark Twain or the U.S. Senate. This will set you back significantly and potentially even fatally.

Another method you can try is the rosebush method: you make it so that your opponent is capable of attacking, but they will end up worse

Cards such as Geronimo and Lyudmila Pavlychenko can make it a very miserable affair for your opponent if they attack and can even make it logistically pointless or detrimental. Quintus Fabius Maximus can also make it hard on your opponent, eliminating their second attack. It does help to keep you safe and can offer you protection from your opponents, but if your opponent is very reckless or calls any bluff you make, you can end up in a bad spot. It's also very slow, so anyone with a direct Morale Rush strategy will beat you there easily.



Finally there are several cards that can be used in most any morale gaining deck to help you win. Heliocentric solar system helps you by constantly doubling your technologies and documents, enabling you to hit the morale cap with just a single card after playing this, leaving you two cards to help you defend yourself with. Chernobyl is a good card to help you eliminate threats that your opponent might build up against you, and can help in nearly any situation.

Sir Walter Scott lets you pull any non-character card from your deck and play it, allowing you to have a contingency for any situation by having him in your hand. Florence Nightingale allows you to play any character card from the discard pile again, allowing you to repeat the powerful effects. Combining Penicillin and heliocentric solar system allows you to reuse 2 effects, which can help you in a lot of situations.



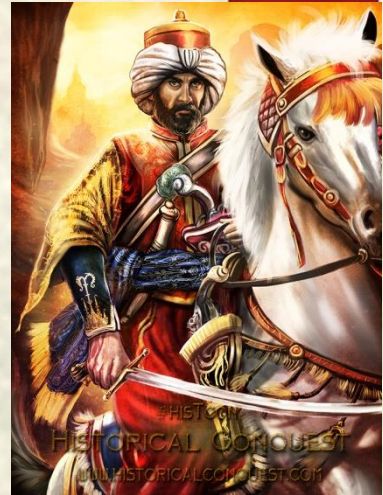
That concludes this article on Morale Rush. I hope this article helps you enjoy the game more and learn more about it.

Thomas Jones
~ Game Strategist

Upcoming Products:

The First Crusades

The First Crusades Booster pack will take a look at some of the amazing and interesting people, places, events, and things that happened during one of the most contentious times of the late 11th and early 12th centuries. This Booster will look at some of the extremely influential people such as Pope Urban II, Byzantine Emperor Alexios I Komnenos, Islamic military leader Kilij Arslan I, and French military commander Raymond IV, Count of Toulouse. It also looks into some of the critical battles such as the Siege of Antioch and the Siege of Jerusalem. It will give a fun alternative to learning about one of the most influential religious conflicts in history. Start looking for it in early August, 2015.



World War I: The Dawn of Air Warfare

Our initial World War I Booster pack, The Dawn of Air Warfare, takes a look at a war that completely changed how wars were waged from that point forward in history. Using airplanes in warfare was almost unheard of at that point. You will get to learn about some of the visionaries that saw how critical airplanes could be in war. Men like Gen. William “Billy” Mitchell, Eddie Rickenbacher, Frederick Libby, and the highly feared Red Baron, Manfred von Richthofen.

You will also learn about events that prompted the United States to enter the war like Sinking of the RMS Lusitania and legendary figures like one of the United States only two 6-Star Generals, John J. Pershing. Start looking for it in early August, 2015.



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 artists like Leonardo DaVinci, Michelangelo, and Raphael. We will also talk about scientists like Paracelsus, Johannes Kepler, and Francis Bacon as well as 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 just in time for the holidays.



Gameplay Q&A:

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



Q: If the attack comes out even on both sides, who wins?

Russ R.

A: In a case where the attack points and the defense points are equal, it is considered a draw. Neither player loses any character cards, Morale points, or lands.

Q: Do Strength point bonuses count toward Attack or toward Defense?

June S.

A: Strength point increases count toward both Attack and Defense when you are looking at a Land versus Land type battle.

Q: When playing a card with an ability that affects your opponent, is that ability used immediately or can it be saved?

Kim

A: If the card is an Event card, has Interrupt in the ability, or if the card states that you use the ability Immediately, the ability takes effect when the card is played. If the ability does not use those terms, you may save the ability for a more strategic 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: In the card for Georges Lemaître, you say that he was the person who came up with the “Big Bang Theory”. I was always told it was Edwin Hubble, which one came first?
Luke G.

A: Very good question. Lemaître published his "hypothesis of the primeval atom" theory in 1927. Edwin Hubble published his work in 1929, two years later. Initially, Albert Einstein expressed significant doubt in Lemaître's theory. But, upon hearing Lemaître's explanation, Einstein is said to have stood up, applauded and said "This is the most beautiful and satisfactory explanation of creation to which I have ever listened."

Q: On the Joseph Hayne Rainey card, it says he was a Republican and was the first African-American elected to the U.S. House of Representative in 1870. Also, on the Hiram Rhodes Revels card, it says he was also a Republican and was the first African-American selected to the U.S. Senate. When were the first Democrats elected to each side of Congress?
Michael

A: Excellent question. The first African-American U.S. House of Representative Democrat was Arthur Mitchell in 1934 and the first African-American Democrat U.S. Senator was Carol Moseley Braun in 1992. (Bonus fact: the second African-American Democrat U.S. Senator was our current President of the United States Barack Obama in 2004.)

Q: Who was the first Queen of England?
Abby J.

A: The first Queen of England was Mary of the House of Tudor, historically known as Mary I. She was the daughter of King Henry VII and his first wife, Catherine of Aragon.

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.

