



THE GAHZETTE

SPREADING NEWS SINCE 2007

JULY '07

Editor
sapi

Art
Tamur

Reporters
darkragner
Destroyer of Hope
edzymedieval
GBB
King Jan III Sobieski
KingWarman
Omanes
TinCow
Warmaster Horus

Thanks to
Bulgaroctonus
Hex Khan
Kuni

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Editor's note

Well, the response to our call last issue for more reporters has been astounding, and I'd like to thank everyone who responded - it really has been great. Because of this response, this month you'll be reading new sections covering the likes of the Backroom, Arena and Multiplayer TW, along with new and expanded columns from forum stalwarts such as GeneralHankerchief, who this month takes over the Gameroom column. The call's still out, of course, so if you have something to offer, drop me a PM.

On the topic of new sections, we've introduced a way for pro TW players to test themselves in the form of the Gahzette Challenge, and GBB's expanding on our previous tradition of game reviews, with two this issue.

Omanes has kept up the puzzles initiative, this month focusing on the MTW era after last month setting a wordsearch so difficult that he needed help doing it. Results are thankfully included. Finally, along with all of our regular columns, we've picked up a mod interview from the TWC Eagle Standard publication, written by various contributors. We answered each other's recent calls

for more reporters with an article swap system that will see Gahzette articles appearing on the front page of TWC, with negotiations ongoing to give us a second home there. As always, critique of any of our articles/practices is welcome, as are ideas for new sections. This really is a bumper issue, so take your time and enjoy it. It's worth it.

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BACKROOM

ABANDON HOPE, ALL YE WHO ENTER HERE

The backroom - a place so heated that the moderators had to make it optional. A place that is so heated that it accounts for the majority of warning points handed out at the .Org. Due to its bad reputation many new .Org members hesitate when faced with this dark giant. For this article I will explain the basic outline and give some tips to help survive in the backroom.

Part I The Sticky Threads:

The Drunkards Thread

The first thread is basically the only legal place in the org where you can post drunk pictures of yourself without risking warning points for spam or what not. Otherwise it's basically spam.

Backroom Video Thread

This thread is for all of the videos that are either political in nature, or those that aren't Frontroom material. It's definitely a good place to go for a laugh or two.

Who the Hell are You Anyway

This thread is a collection of short biographies on Org members.

The Hunk Thread

The most odd of the non-rule stickies is the Hunk Thread. Nobody knows for sure if Papawawio intended to post it as a joke or for the supposed reason of political correctness. His motive remains one of the Backroom's mysteries.

News of the Weird

While not exactly a sticky thread it is one of the most active threads in the entire Backroom. It was started by Lemur as a thread to

concentrate his habitual offbeat articles. It has evolved into a thread of puns and well... weirdness.

Part II Etiquette and Tips for Surviving the Backroom

You would think that there would be no sense of etiquette in the Backroom due to all the warning points handed out; but there is a kind of unwritten code. The same rules and sense of respect holds in the backroom as in the rest of the org. However due to the nature of what's being discussed this can be stressed at times. Some tips for being a good backroom member:

1. Always be Prepared to Defend your Claims with Sources and Data.

Whenever you claim something that can be questioned, be it the number of dollars of debt the U.S. is in, or if Country X is really doing Y, have your source on hand. Don't take these demands personal - most people are just trying to figure out if they should adjust their views or keep them the same when faced with data that may contradict what they understood.

2. Stay Open Minded

Always be willing to change your mind if the person who you are debating with makes a good case. There's no use beating your head against a wall to prove a doomed point. Not only will it make you appear stupider than you really are but it will give others a bad impression of you.

3. No Personal Attacks EVER!

Always be respectful - personal attacks will not only hurt your image but can also result in warning points and thread closures.

This concludes my brief introduction into the Backroom. Hopefully this will help you when you venture into the shadowy Backroom for the first time.



Destroyer of Hope

Arena

Hello everyone and welcome to the first article on [the arena](#) the place to be for all your current gaming needs and i am your host darkragnar here to enlighten you about the best threads and “hot” information about games that you might have missed.

So diving right in without further ado I present Starcraft 2! The SC2 thread has all the latest information and gossips and a lot of nostalgia about blizzards new venture in the Starcraft universe, old lost feelings have arise in a lot of people over Starcraft 2 while others debunk the whole Starcraftish feeling by puking over this 2nd coming , the choice is yours about what you think Starcraft 2 is, but rest assured whatever it is the whole nostalgia is huge.

Speaking of behemoths, System Shock 1 and 2 were both huge in their own rights, and you can never manage to stop shuddering at

the mention of Shodan the evil cybernetic hussy who wants nothing more but to give a ‘big up yours’ to us human meat. The reason I mention this is because the developers of system shock are releasing a unofficial sequel, it’s the same gameplay; it’s the same horror and it has the same super cool background around it that System Shock had, and they’re calling it Bioshock. [The bioshock thread](#) has all the low downs on the game and if possible watch this [trailer](#) on youtube.

“L-L-LOOK AT YOU, HACKER. A P-P-PATHETIC CREATURE OF MEAT AND BONE, PANTING AND SWEATING AS YOU R-RUN THROUGH MY CORRIDORS-S. H-H-HOW CAN YOU CHALLENGE A PERFECT, IMMORTAL MACHIN-N-N-N-NE?” - **SPINE CHILLING WORDS BY SHODAN**

Ever liked playing heroes of might and magic or age of wonders, well then you’ll like Battle of Wesnoth a lot, it’s a **free**...that’s right a free game which you can download and play. Warning: it’s a terribly addictive game that’s going to make you wish you never played it in the first place , a bit like civilizations in





that regard, head to [the thread](#) to get the download link, trust me once you pick this game up you'll find that time flies like a rocket , i started playing the game at 6:00 in the evening and when i looked up later at the clock;it read 4:00 in the morning!

Moving on further to mount and blade the sweet medieval combat simulator has just got its latest goody; the last days mod has come out for the newest version of m&b (.808) and boy is it good , it's actually starting to feel like a complete game now. They redid the sounds for all the weapons and now they sound really powerful , if you swing your sword it actually feels like your swinging something heavy and when it hits a body it's a pleasure - in a sadistic kind of way - to hear the new screams, all this really makes u believe that your making contact with something living (hopefully not for long) there are a ton of other additions to the obligatory LOTR mod...to many to mention in one go but I will mention that they have some fully 3d city's now and Minas Tirith looks absolutely amazing with its gigantic citadel and all. So, if you're interested, follow this link to the thread [sweet realistic medieval combat \(mount and](#)

[blade\) \(the download's in post 904\)](#)

And that concludes this issue's report.



darkragner



The Comfy Chair



Meet your maker

Behind the mask

Welcome to The Comfy Chair! This is where you'll find all the latest news regarding the Throne Room, the best forum you've never read!

An Interview with the Master

This month we have an interview with econ21, moderator of the Throne Room and one of the great PBM players. In fact, econ21 (then known under another username) was one of the players in the first ever Org PBM, over four years ago. This makes him without a doubt the most experienced TW PBM player at the Org, and likely in the entire world!

TC: I've been PBMinig with you for several years now, and there's one question I've been dying to ask for a long time. What is the meaning behind "econ21"?

econ21: Sadly, the meaning behind econ21 is very mundane - it was just the username given to me when I was studying economics at university. But it has a kind of ring to it.

TC: What first drew you to PBMs?

econ21: PBMs here at the Org started off as "succession games" with MTW - in the first one, we took turns to be the King of England. I thought it was such a clever idea. I

tend to burn out when playing TW solo. But PBMinig provides motivation and direction to what can otherwise be rather free-form and interminable single player games. You feel a sense of duty to both your predecessors and your successors, and are always aware of the limited turns available to you.

TC: What aspect of PBMinig do you find to be the most enjoyable?

econ21: The story-telling aspect. Reading and writing colourful after-action reports is fun.

TC: In nearly every PBM you have participated in, you have spent a great deal of time writing up detailed and interesting stories. Right from the very beginning, with the Kings of England game, your reign summaries stand out as amongst the most detailed and well-written. What is it that inspires you to put so much effort into your writing?

econ21: Providing detail is probably wasted effort - I am trying to cut down, as it is no fun to read or write. But if you can tell an engaging story, it is fun - so the effort is rewarding.

The inspiration usually comes from the in-game situation sparking off a creative idea. For example, in the King of England, I was preceded by a very aggressive player who conquered western Europe. I merely conquered Scotland (one province) and then promptly lost it the next turn to a rebellion. So my write-up focused on that contrast - I wrote it as my wimpy King being haunted, Ebenezer Scrooge-like, by his fire-breathing father. In games where I have conquered more, the write-ups are often duller, drowning in a list of conquests and battles.

TC: Many games have come and gone over the years. Do you have any favorites and are there any specific in-game moments that stand out to you?

econ21: The Will of the Senate and the King of the Romans PBMs are my favourites. By delegating battles and introducing democratic decision-making, they maintain participation throughout the game. They also provided some memorable moments such as **Lucjan** sparking a Roman civil war by tearing up the constitution and **GeneralHankerchief** getting the HRE excommunicated by tearing up the constitution in spirit, but carefully adhering to it by the letter.

Another favourite was an Almohad MTW campaign. A lot of players put a great deal of effort into that game, doing good write-ups and when it came to my reign, half the map was orange. Unfortunately, half was also purple. I then endured two massive rebellions and a titanic struggle with a massive Byzantine Empire. It was so challenging and fun, the write-ups seemed to write themselves.

TC: You have played PBMs in Medieval Total War, Rome Total War, and Medieval 2 Total War. Do you think that one of these games is better for PBMing than the others?

econ21: I think MTW hit the sweet spot, at least in terms of the length of reigns. 1 turn = 1 year of life meant reigns averaged about 20 turns. Long enough to get something done, but not to burn out or hog the game. With RTW and M2TW, we have 2 turns = 1 year of leader's life, which means it is just too long for one player to play an entire reign. Hence, PBMs for those games set 10 or 20 turn reigns or introduce some rather twentieth century style democracy. 4 turns per year games, as in STW, are popular with in SP but even more hopeless for PBMing in this respect.

TC: If there was one thing you could change about the TW games themselves to make Org PBMs better, what would it be?

econ21: Many would say a multi-player campaign, but I am not convinced. I am a

wimp and the cooperative side of TW PBMing is one of the key things that draws me to it.

I guess I'd plump for more role-playing elements. For example, in Marcus Camillus's RTR mod, he used Roman leadership traits to reflect progression up the greasy pole of Roman politics. These added a lot of spice to the Will of the Senate PBM. Chivalry, dread and piety in M2TW are also great for role-playing. I'd like to see more of that sort of thing - maybe even let the player create generals and chose their stats, allowing them to acquire commands, titles and experience over the course of the game. Perhaps even the ability to individually control your general on the battlefield (and maybe a party based around your retinue). M2TW is quite close to that already - maybe one day CA will integrate something like Mount and Blade's individual combat into the context of a TW battle.

TC: The WOTS game dramatically changed the format of PBMs. What do you think the next evolution of PBMing will be? Is there anything specific you would personally like to try in future PBMs?

econ21: Again, competitive multi-player campaigns are one possible answer, but not mine. They are now technically possible with RTW and M2TW, but have never got off the ground here at the Org.

I think we probably need to wean ourselves off the "conquer the map" type of game. Set "glorious achievements" type goals for the faction, constrain its conquests and find more things for player's characters to do in game that are related to their role-playing. I did once propose a "King Arthur" type game, where players would be knights who were given quests, but the timing was not right so it never began. Perhaps we could even use the console and mod the traits file to create our own role-playing game within TW...

TC: One final question. The Throne Room:

Great Forum or The Greatest Forum?

econ21: Less a forum, more a way of life.

Latest Events in Currently Active PBMs:

I am pleased to report that KOTR has been joined by two new PBMs that have begun play. The Throne Room is very active and there are several different games available for anyone who wants to join. Take your pick, you will not be disappointed.

[King of the Romans \(KOTR\)](#) (M2TW)

The granddaddy of the PBMs continues to chug along at full speed. In 1220, two Electors stood for the Chancellorship, the Kaiser's son, Hans, and Ulrich HümmeI, the deposed Duke of Swabia. Hans won a resounding victory, with only the Duchy of Franconia voting for Count HümmeI. Hans' term began well, when Duke Friedrich Scherer of Swabia conquered the French capital of Paris. An investigation into Prinz Jobst's attack on the Danish Crusade in 1218 eventually cleared him of any wrong-doing, but that did not stop tongues from wagging over the matter. The new Crusade to Damascus formed as well, headed by Duke Leopold of Austria.

The next few years were devoted to a great deal of warfare along the Reich's borders, as the Duchies defeated repeated attacks by the Hungarians, Milanese, Poles, Venetians, Egyptians, and Rebels. This included the liberation of the Franconian fortress at Thorn from Polish control by Duke Günther von Kastilien of Franconia. However, no sooner had one province been freed from foreign control than another fell to it. In 1224, the Hungarians assaulted the garrison of Zagreb, killing them all and taking the city. This loss was followed by two major battles. In the East, Kaiser Henry met the first of the great Mongol armies in open battle and emerged victorious, though with substantial losses. In the West, the Venetian Doge sallied forth from Durazzo to attack his besiegers. Jonas von Mahren led his army to victory and took

the city, but at a very high cost. His own son, Ehrhart von Mahren, fell in the battle, the first Imperial Elector to die in combat.

The next year brought more mixed news. In the West, Lothar Steffen, with a small force of Bavarians, liberated Zagreb and returned it to the House of Austria. Chancellor Hans himself then retaliated by assaulting and taking the Hungarian citadel of Sofia. In the East, Duke Leopold led his Crusaders in a brazen attack on three Mongol armies that were besieging Damascus. The Crusaders won the battles, but at an immense cost. Nearly two-thirds were killed in battle, including Duke Leopold himself. The loss of a second Elector in battle, especially only a year after the first had fallen, provoked great consternation in the Diet. In revenge, Otto von Kassel, the King of Outremer, attacked the last remaining Mongol army and defeated them, eliminating their threat to the Holy Lands.

An Alliance and military access with the Papal States was finally achieved after the 'donation' of an immense amount of florins and the settlement of Durazzo. Combined with the recent excommunication of Hungary and Denmark, the Reich was finally on firm ground with the Church. Soon after, Otto von Kassel passed away, leaving Kaiser Henry as the last surviving member of the 'Old Guard' Electors. The years following brought more minor battles with Hungarians, Poles, Egyptians, Russians, Milanese, and Rebels, as well as an outbreak of the plague in Antioch. As Hans' term as Chancellor came to a close, word spread that the Mongols had returned in huge numbers to take revenge for their previous defeats.

The election of 1240 was the most heavily contested in the history of the Reich. No less than four men campaigned for the position. Hans, running for re-election, Ulrich HümmeI, making his third attempt at the position, the Imperial heir himself, Prinz Jobst, as well as the old Franconian Count Fredericus von Hamburg. The election itself

turned out to be the closest in Imperial history, with Ulrich Hümme1 and Fredericus von Hamburg emerging as the front-runners after heavy campaigning in the Diet. Even though the Kaiser placed his immense influence behind Fredericus von Hamburg, Ulrich Hümme1 won the election by a vote of 41 to 38; a margin so slim that even the least influential Elector could have single-handedly changed the result by switching sides. Chancellor Hümme1's reign is just beginning and it promises to be an interesting one. With barely a year under his belt, the Reich has already been rocked by the death of Kaiser Henry. The Holy Roman Empire is now ruled by Kaiser Jobst, a man who is very different from either of his predecessors. No one knows what his reign will bring. There are currently several young avatars available for use, so it's a great time to join this mega-PBM.

[Magna Carta \(MC\)](#) (M2TW)

The new English PBM has gotten off to a great start. After some debate, King William granted his vassals permission to conquer Rennes and York. Parliament passed both petitions, along with a declaration of war on the Rebels and a law setting all taxes in the Kingdom to High.

William's son, Rufus, led the main assault on York and took the rebel settlement without serious difficulty. Soon after the young Prince was married to Princess Constance of France; thereby securing a beautiful young wife for the Norman heir, and an alliance with France for the Kingdom. Robert Curthose, Count of Caen, led a small band of Norman militia in an assault on the rebel settlement of Rennes, in Brittany. The battle was a heroic victory, and the Norman possessions on the mainland have doubled as a result. Currently, Parliament awaits word of the battle between King William and a large army of rebels who have appeared near the Welsh border.

This PBM is still in its early staged, but the

players are dedicated and the game is moving along well. More significantly, Magna Carta is experimenting with a unique rule set that allows for players to rebel against the King. This will be implemented with the use of multiplayer battles, a first in any Org PBM. Join now to get in on this ground-breaking PBM!

[Reconquista](#) (M2TW)

This brand new Spanish PBM is just getting started. Currently the players are debating whether to gather their strength by taking rebel provinces or to immediately assault the Moors. This is a good game for anyone new to PBMin, as the rules are relatively simple. Join now and get in on the action right from the start!



TinCow



INTERVIEW WITH CEGORACH ABOUT PIKE&MUSKET MOD.

1. Tell us shortly about P&M for M2TW

The mod will allow leading one of 30 selected powers of late XVIth century. The main strength will be incredible diversity of factions - from pre-industrial powers such as the Netherlands or France to nomadic army of Uzbek Horde or completely 'alien' forces of Iroquis Confederacy and Songhai Empire. As with PMTW for MTW VI engine the mod will try to recreate all possible kinds of events affecting warfare, technology, religion and human culture in general - not to mention important political events, especially more important conflicts. Because the map will include parts of Northern America, Africa and a large chunk of Asia - colonial warfare will have its place too. A decent mixture of realism and 'fun factor' is the ultimate aim - especially recreating very diverse fighting 'styles' of virtually all nations in those areas - from tribal sharan camel riders to elite guards of Louis the XIVth. Current situation - map is in advanced stage and a number of infantry models are being prepared. Research phase is almost done, except very advanced research left for later time (I am waiting for a couple of books soon to be released here in Poland).

2. What is the aim of P&M? Historical accuracy or gameplay? Or both?

Both

3. So far, do you have a small or large fan base?

It depends. I still need to finish MTW VI release with incoming last version of PMTW. MTW1 engine still allows many features impossible in MTW2...and I want to have this

mod finally... polished well enough. Quite many people are waiting for that mod and I cannot disappoint them. MTW2 as relatively new engine might wait a little longer - of course I realise it is far greater project and requires extensive cooperation with some other modding teams, sometimes nothing more than exchange of models/skins etc.

P&M IN 15 WORDS OR LESS:
AS MUCH AS YOU CAN GET FROM
THE ENGINE, AND MORE ... +1000
ELEPHANTS

5. Have you included unique features in your mod? And if so, what are they?

Well - not yet, but as with the previous edition the idea is to use as many discoveries and options as possible. If it slows down the development... well I can live with that - perfectionism has its costs...

6. So far, it seems than you are the lone worker on the team. Do you have other people who help you?

I believe that solo projects have one major advantage - especially in the earlier phases of development. It is very easy to coordinate the effort, the vision is clear and not disputed and such centralised approach allows more freedom of decision. Later it will change of course. For now support is limited to areas I find useful.

7. If you could sum up P&M in 15 words or less, how would it be?

As much as you can get from the engine and more + 1000 elephants

8. Can you “spare” some exclusive material for our readers?

Actually that might be quite difficult - I can say that to great degree the new mod will be a conversion and expansion of the ideas in MTW VI release - so if you seen a glimpse of something inn PMTW1 or will see (e.g. Siberian tribes) it will appear expanded in MTW2 release. Whatever it takes. Adding to the previous answer first. Since the mod doesn't care much about so called 'fair play' and 'balance' certain factions will be really doomed and only superior skills will allow victory.

9. And the last question, do you have a favourite faction?

I enjoyed Tartar Khanate much, but I can't say which faction is my favourite , though

some are rather dull like smaller german states or England.

10. Do you have something to tell the fans?

I could start like in an TV advertisement, but I will do it differently.

PMTW is a multiverse mod - layer after layer to discover, countless possibilities to find - just like MTW release it will be highly demanding product - not for easy entertainment and surely not easy to win - I am modding primary for my own use and taste so the final product will be an EXPERIENCE to explore rather than a simple game.

Thank you Cegorach for this interview!

Thank you too!



edzymedieval



First, a little announcement: The Stranger, one of the Org's many respected spammers, has suggested a Poetry Contest [here](#), in the Frontroom. However, this good idea hasn't been well responded to, and I invite you all to answer in that thread.

And now, your feature presentation.

Welcome to the Dust! Ah, sorry, this is not the San Andreas Radio Station, but the Mead Hall article of July 2007. Well, no matter, that name goes well with this column's theme. Indeed, this month I will present those old, elder, old, ancestral, old, aged story threads from as long back as 2003! Since the dawn of the Great Mead Hall, here are my favourites.

[Froggy's Latest Series](#): To start, one from the Org's frog and hairpin throwing mod, Froggy's Latest Series is a series of stories (how about that?) in relation with the various Vices and Virtues (Traits, in other words) in Medieval Total War. There are some deviations, but most of them stick to the subject. And, all of them are good short fictions.

[The Warrior Hold](#): Next up, battles! Short stories from many players of Shogun and Medieval are in this thread. This excellent collection of fiction is perfect for the "veterans of Total War" and the new players, especially while waiting for your copy to arrive.

[The Tale of Young William](#): From Monk, one of the Org's more prolific writers, who presents an AAR battle story: England has been ravaged by the Spanish, and King William the Fifth of England is the one leader left. Can he fight back the Spaniards? Or will England be destroyed?

[We few, we happy few, we band of brothers...](#): Jacque Schtrapp, after a battle in Medieval's MedMod (a modification for Medieval Total War, but to expand on the subject would not go well, in this column. Mod reporter, anyone?), relates a Pyrrhic victory. The Italians unfortunately lost the battle, but then won the war. Well told, and with an "appropriate" quote at the end, this is a story that should be read.

[Jedi Therapy: A comedy in five parts](#): A must-read for all Star Wars: KOTOR fans. Funny, and concentrates on Bastila. Also, the thread goes on to talk about the game, in a rather helpful method. Very full of spoilers, though, so if you are interested in Knights of the Old Republic, then I suggest you play it first, before reading the thread.

[A Winter's Tale](#): Ludens' first story on the Org, at least that I know of. It is an AAR Battle report from Shogun Total War. A battle in the snow, in which the main character

strives to return home.

[In service to Lord and master](#): This is a very nice piece from the Tree Killer, Beirut. First person perspective and a really well told story. The ending is original, to say the least, but it's just as good as the rest.

[Forsaken](#): Dramicus presents us a beautiful story, about a man reconciled with a lost emotion... Heh, read it, it's good.

Well, this completes the dusty section of this month's article. Now, on to more recent happenings.

Besides the usual continuation of great stories (The Machiavellian Adventures of Princess Eleanor, the Fall of Constantinople, and A Fox in the Desert) there have been numerous contributions from occasional writers: poems from [Orb](#) and [Rythmic](#), outstanding patrons of the Org, as well as a [short story set on ANZAC Day](#) from our Editor sapi. Orb also presents "[South-East London Blues](#)", a dark and overall nice piece.

I will also point out "[Advice to teenage writers \(applies to non teenagers as well\)](#)". A useful link, mainly for aspirant writers, is included. Mature language warning, though.

Well, that's enough. Until next time folks!



Warmaster Horus

Multiplayer

A notice:

TO ALL MP PLAYERS AND CLANS:

Clan War Belt, or CWB as it's known to most MP Players and clans, has been around since 2003. It is a prestigious tournament which any Total War Clan and their players can join. Winners are awarded the Clan War Belt. It has a lot of history, with Grey Wolves, led by their Khan, Magyar Khan, having a 5 win record. The RTW-based clan Devotio, led by King Relok, have won 4, and could win 2 more!

But over the past months, CWB has fallen ill. It needs admins, a better set of rules, and especially more Clans. New additions like BK, C|GOS, SA, COR, or clans like Devotio or Grey Wolves can surely return!

Now you can ask, "How can we help, oh so nice KingWarman88 the annoying?" This is where you MP clans can help. Sign back up for CWB, keep demanding a MTW2/RTW season, and play in both games. If any MTW clans join, maybe CWB can make Total War History and have another MTW/VI Season. Think of that! You can find their main site here:
<http://www.clanwarbelt.org/news.php>

Letters from the front:

Today, June 24, Sunday,

I, Taiso KingWarman88, your MP Gahzette reporter, took on our Leader, the honourable Tosalnu!

We fought 2 games, and the Score is 1-1, with each of us having a win over the other.

Game 1 consisted of Tosa Defending on Mizu 13. The game was tough, since I had to manoeuvre around a small hill, trying to draw up his forces from the forest. I enjoy the challenge, and expected Tosa to keep his men in the forest. What I didn't expect is, how calm he was, and how he lure ME into his Trap. I ended up charging up, and started to flank him and rout some of his units, when my men started to break, get flanked, and rout.
Game 1 Winner: Tosa Inu

SUNDAY, JUNE 24

I, TAISO KINGWARMAN, TOOK ON OUR LEADER, TOSAINU, IN ONE TO ONE COMBAT.

Game 2 consisted of me defending Horse-lands. I set my forces up by this small pit, realizing, when he does cross, he would be in a pit for a short time. I just needed to trap him there, and hope he doesn't move his whole army to my right flank, where the ground is more even, expect for a few bumps here and there.

After setting up my Teppos units there, and some cav/spears hiding in the forest, I started game....

And Tosalnu is coming right at me!! I only had a few minutes to react, as his cavalry and inf sramw across the pit.... Right into my teppo units. 3 of the routed, then rallied a safe distance away, helping me by shooting straight into his ranks, as I use my HA (Horse Archer) to plug a hole in the line to prevent him from flanking me. Then I use my 2 desp-tie tatics

1. I use my Heavy Samurai Cavalry I had far away, but in hiding, to flank.
2. I used my Hamaoto (my General Unit) to chase him, engage, and use a teppo unit to help kill his General.

After I kill his General, his army started to break. If I didn't do it then, or if My General died, It would have been Game Over for me, since my some inf on ym right flank was broken off from combat, and was wavering, and I would have routed.

today so that Tosa and I could have very Good Games!!

Good Games Tosalnu!! Thank you, I bow.



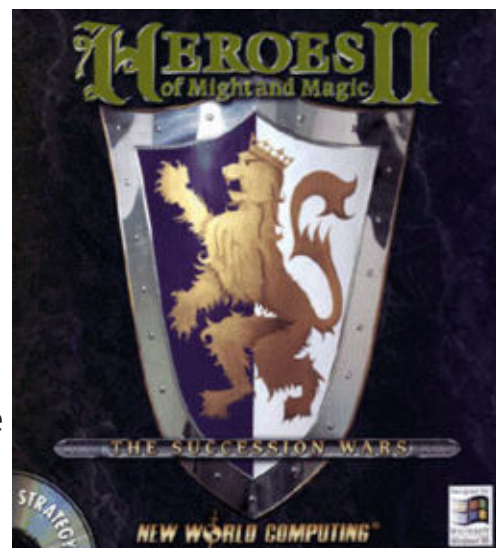
KingWarman

Thus, Thousands or Brave Samurai have died

GAMING ADDICTION

PART IV: EVIL WILL ALWAYS TRIUMPH BECAUSE GOOD IS DUMB

GAME: HEROES OF MIGHT AND MAGIC II
DEVELOPER: NEW WORLD COMPUTING
PRODUCER: 3DO
RELEASE DATE: 1996



Going to university was a momentous event in my life. Exciting things were in store for me, such as exposure to real intellectual education, living on my own, and sharing a room with another person (I'm an only child, sharing was a foreign concept). However, there was one thing that college meant above all else: I could play computer games whenever I wanted to for as long as I wanted to any my parents couldn't stop me!

So it was that in the Autumn of 1996, only a few months into my Freshman year and a few weeks after a nasty bout of mononucleosis (Thanks Andrea!), I found myself in my friend JP's room watching him play Heroes of Might and Magic 2. I can't remember exactly what it was that captivated me about the game, but two hours later I was still sitting there watching his armies conquer the world. Perhaps even more telling was the fact that during those two hours, JP had been so absorbed in the game that he didn't even notice I was there.

The next day I convinced him to lend me the CDs while he was at class. I barely had

time to install the game and watch the intro before he returned and needed the discs back. About 10 minutes later I discovered the wonder of 2nd Day Shipping. The agony of waiting for the game to arrive was intense. The only part of the game that worked without the CD was the map editor. For lack of any other access to the game, I stared at empty multiplayer maps and wrote my name in water tiles. Whee.

When the game finally arrived, I watched the beautiful introduction cutscene that played at the start of the campaign. King Ironfist was dead, survived by his two sons. Roland was good and kindly. Archibald was, in the classic words of the understated narrator, "not so good." Due to a series of freak

poisonings, fallings, and dragon attacks, (didn't anyone tell them not to walk in an open field in a cutscene?) the old councilors to the King were replaced by new ones. They chose Archibald as the new King. His first act was to accuse Roland of murdering the old councilors. Rather than face justice and defend himself like a *real* man, Roland fled and a civil war began. Thus it was that I found myself staring at two portraits. On the left was the Good and Kindly Roland, his golden, "nancy-boy," hair gleaming and the light blue background indicating that he was the embodiment of all that was Right and Noble in the world. On the right was Archibald the Not So Good, his ill-gotten crown perched on his jet black hair, the dark



red background leaving no doubt that he was the Cruel and Unholy Master of the Nine Circles of Hell. In a booming voice, the narrator declared "Choose your Lord!"

I did what anyone would do when confronted with such a clear distinction between good and evil, right and wrong, light and dark: I picked the guy who had dragons.

HOMM2 (Hooray for the auto-acronymization of all computer game titles!) had two levels of gameplay, the campaign map and the battlefield. You built armies in your castles and used them to expand your territory by capturing enemy castles. Each faction had different units which were accessed by upgrading the facilities of your castle. Units had attack

and defense values, movement rates, morale levels, and the more powerful units cost more and appeared in smaller numbers. When you met an enemy army or attacked an enemy castle, you would go to the battlefield screen, where the army you recruited on the strategy map was duplicated in precise detail. I'm sure this must be very strange and confusing for Total War players, so do your best to keep up.

The major difference between HOMM2 and Total War is that the battles were turn-based, not real-time. In fact, it was a lot like chess. The battlefield was represented by a large grid. The two armies started on either side of the grid and advanced towards each other, with various units moving in various manners. Of course, the grid was hexagonal, there were obstacles that restricted movement, units could use special abilities, ranged attacks were common, the armies were led by heroes who could cast immensely powerful spells, luck and morale played a major role, and the battle wasn't over until one side was completely dead. Oh, and there were catapults. So, perhaps a bit more like checkers.

There was a large variety of units, divided between the Might factions (Knight and Barbarian) and the Magic factions (Warlock, Wizard, Sorceress, and Necromancer). As in all properly written fantasy books, 'Might' got royally owned whenever it had the audacity to take on 'Magic.' However, unlike





in the books, some factions were a bizarre mishmash of units that no sane author would ever have allied with one another.

For example, the Wizard faction (aligned with Good and Kindly Roland) had the Halfling as the lowest level unit and the Titan as the highest. Now, tell me, what Halfling in his right mind is going to stick around in a castle, let alone a battlefield, where 700 foot tall metal giants are stomping everything flat? Do you really think the Titan is going to pay much attention to where it places its foot when a Dragon is trying to rip its head off? If that wasn't bad enough, the Wizard faction also had Roc, giant birds that are known to spend their spare time abducting children (and small elephants) to rip apart and feed to their young. Add in giant boars, metal golems (also with Stompy Stompy tendencies), and grumpy mages who spent all their time blowing things up in a secret tower. Nope, not a place I picture a Hobbit choosing to spend his spare time. Although,

now that I think of it, you could actually increase the spawn rate of Halflings by building an "orchard." Could it be that the Halflings were press-ganged into the army after being lured to the tower with pipe-weed? So much for Roland being the shining light of hope and chivalry for the world. Good thing I sided with Archibald.

As you would expect, the eponymous Heroes also played an important role. (Wait a second, why isn't it HOMAM? Why does "of" get a letter, but not "and"? That's discrimacronymization! Er...) As you defeated enemies and achieved other wondrous things, your heroes gained experience, increased in level, and generally got better at whacking each other with sharp objects. In addition, you would often find various artifacts that the Heroes could equip to make them more powerful. For example, you might find the Medal of Honor lying on the ground next to a lumbermill. When your Hero equipped said medal, the morale of his

entire army would increase. (Wouldn't you want to fight harder for someone who found a sacred military decoration lying on the ground and then tried to pass it off as his own?) If you had the good sense not to be playing one of those pansy Might factions, your Heroes would eventually become immensely powerful spellcasters as well.

The one final aspect of the game that I simply cannot fail to mention is the music. HOMM2 was the only game I have ever played to feature that favorite genre of gamers everywhere: opera. Each and every faction had a specific operatic score that perfectly mimicked the mood. The Sorceress castle, with pixies, elves, and unicorns, had a light and soothing soprano. The Necromancer castle, with the usual undead fiesta, was a dark and foreboding baritone. (At least that's what I'm going to call them. I haven't got the foggiest idea what vocal ranges the singers had, but guessing sounds better than "a dude with a deep voice that I

probably made fun of in secondary school.") The music worked so well with the game that I would literally sit in the castle screens for several minutes, just to listen to it. While the sequels included operatic scores, the vocals never returned in any significant way. That's a shame really. I can guarantee you that the genre would experience a resurgence of popularity if the next GTA had a completely operatic score. Who wouldn't buy a game where you could run over prostitutes in a moped while blasting the Ride of the Valkyries?



THE GAMEROOM



Meet your maker

Behind the mask

I figure I'd begin my tenure as Gameroom correspondent by describing what it has to offer to those interested in its mysteries. To keep it simple: The Gameroom is the location of the majority of the .Org's forum games. If you're looking to make some friends, blow off some steam, or engage in a battle of wits with your fellow patrons, the Gameroom is the place for you. Any sort of game can be started in this place, with two exceptions: They don't violate .Org rules, and there's not a similar game already running (however, there are exceptions to the latter).

All sorts of games can be found here already, some of which I am now going to detail:

Mafia: The most popular game on the .Org and the reason for the Gameroom's conception. The rules vary in complexity depending on the game's incarnation, but essentially it comes down to an uninformed majority of players (the Town) trying to weed out the informed minority (the Mafia) before said minority eliminates them. [Here](#) is the game currently in progress.

Identify the City: This game tests your knowledge of urban geography (as well as skills with Google Earth). The premise is simple: A user posts a picture of a city taken from Google Earth, and other users try to guess which city it is. The correct guesser then posts a picture of his or her own, and so on. [Here](#) is the thread.

Rise of Civilizations/similar games: I can only describe this fun game as Total War Online. Players pick a faction and run it, sending what they wish to do each "turn" to the game's moderator. There is potential for alliances, wars, battles, and economic collapse. Guess which one I experienced. [Here](#) is the current game.

These are by all means only a sampling of the games offered in the Gameroom. The forum is only fully accessible to Members and above, so if you're a Junior Member and interested in playing a certain game, drop a PM to the moderator of the Room, **Sasaki Kojiro**.

Ultimately, the purpose of the Gameroom is to make sure that every member who visits has a fun time. I hope to see you there shortly!



GeneralHankerchief

The Byzantine & The Ottoman Armies

Part I – Byzantine Military Tactics

For centuries, the Eastern Roman (a.k.a. Byzantine) Empire was the primary defender of Christendom's eastern flank. Occasionally, Western forces provided their own form of assistance (including three major waves of crusaders which tromped through Byzantine lands, and a fourth wave which devastated the capital city, Constantinople)...but that's neither here nor there. I hope to write a short series of articles discussing some of the major issues that these empires faced in their struggle with one another.

What allowed the Byzantine army to defend its borders well into the 13th and 14th centuries – when the Ottomans finally began taking an upper hand in the fighting – some eight centuries after the fall of Rome? “Centuries of warfare enabled the Byzantines to write many treatises on the protocols of war which eventually contained strategies for dealing with traditional enemies of the state. These manuals enabled the wisdom of prior generations to find its way within newer generations of strategists.” One such manual was the famous *Tactica* by Emperor Leo VI the Wise (r. 886 to 912). *Tactica* shows that the Byzantines had faced a variety of opponents prior to the arrival of the Ottoman Turks.

When facing the Franks and Lombards, whose heavy cavalry were a force to be reckoned with, it was suggested that one avoid a pitched battle against them. What was the Byzantine general's tactics? He was advised to best fight such an opponent in a series of ambushes and night attacks.

The Slavonic tribes posed another problem. While the Slav Warriors still fought as foot soldiers, the terrain in which they resided proved to be a nightmare for an invading

army. Thus, invading their territories was discouraged. However, if one must engage in an endeavour, extensive scouting for ambush parties was recommended and if facing a Slavonic army on the field, it was noted that the tribesmen fought with roundshields and little or no protective armor. Cavalry should easily overpower such an army.

The Saracens were seen as one of the most dangerous foes of the empire. Leo VI once made the following remark about them: “Of all our foes, they have been the most judicious in adapting our practices and arts of war, and are thus the most dangerous.” Defeats beyond the mountain passes of the Taurus led the Saracens to concentrate on raiding and plundering expeditions instead of seeking permanent conquest. To repel the invading Saracen force was a major undertaking for the Byzantines. First, a cavalry detachment was sent to shadow the Saracen army in order to deter detachments of plunderers to break away from the main army. In the meantime, the main Byzantine army was massing on the field in order to face the invaders head on, while (ideally) another detachment would flank the Saracens and cut off their escape route.

Again, the early Byzantines certainly proved that they were a force to be reckoned with. They were willing to study history and learn from it, and their military tactics were all the better because of it.



King Jan III Sobieski

Review: Lord of the Rings Online

Shadows of Angmar

Well I, unlike many people, have never really found the appeal of Lord of the Rings Films, preferring the books immensely. So when i got this through the mail on release day, as i bought the preorder version from Game for £1.99 with no trial, i decided to bite the bullet and buy a month subscription.

Boy what a month so far! To fill you in, all of the online players are good guys fighting evil, so no PVP combat except in The Ettenmoors one of the 9 Spacious zones of Middle Earth. You can be one of four classes, Hobbit, Elf, Dwarf or Man, all in male or female genders. After selecting the race you want to be, in my case the humble Hobbit, you can choose from one of seven classes, so not as much depth as Oblivion, but when its a MMO, you don't need hundreds of classes. a selction of classes include Champion, Hunter, Burglar (or Smuggler to our American Cousins), Guardian, Lore-Master and Minstrel. I was spoilt for choice

which one to choose so i became Harry the Hunter Hobbit. All classes are different and have different strengths and weaknesses like Champions can kill wolves in one blow, where as they cant heal for Toffee. but it doesnt mean you can't vary your class. If you are a minstrel, you can still wear Medium Armour and Be pretty effective with a sword.

Also the trait system is



pretty effective, with specific zones and characters having specific traits which affect their every move. The First few missions encourage you to play solo, like on Oblivion or Morrowind, but the actually game itself is alot more dependant on teams of guild members moing together and doing missions together.

The battle system is very similar to WOW, but with no variation, it does seem a bit of a WOW spin-off rather than a seperate game,





but WOW's Formula is one of the best Pc Gaming ones going, so there is nothing particularly wrong with that.

Saying that, it does seem to be more aimed at amateurs to the MMO series, people who

are more Tolkien Fanboys than Guild Wars Or WOW MMO Hardcore players. Alas, this is where the game began to get rather boring for me, but it was only a temporary blip on the flawless Radar that is LOTR: Shadows of Angmar.

Graphics: 4/5
Gameplay: 4/5
Audio: 3/5
Lifespan: 4/5

Total: 15/20

Silver Award

+ Good, Solid Graphics
+ No Lag
+ Long Lifespan

- Hardcore MMO players will get Bored
- Plays like a WOW Spinoff
- Lack of Open world PVP



GBB

Review: Ancient Wars

Sparta

Is It me, or do there seem to be a few too many Historic RTS games around. Total War has always seemed to be the series to beat, followed by AOE and Civilization, but does AW:S pose any threat to the Total War Crown.

In Short, No. Well timed with the release of the epic 300 on dvd, the game does nothing to promote public interest with the Greek Era. This Game follows the cliched formula of nearly every RTS game, and makes it dull and boring. Also the game needs a Gig of Ram to run, but the Ram is wasted. The graphics are compressed, the game often sluggish and boring.

The idea for the game was good. Set during

the time of Xerxes and Leonidas, it portrays 3 playable factions struggles at the time. You can play as the Spartans, and help them unite to fight the Persians, the Egyptians, as they struggle to hold out against the mighty Persians, led by Xerxes. Finally you can play as the Persians themselves. The stories of each faction are told in poorly created FMV sequences, using in-game graphics, so it looks terrible.

Each Campaign is uniquely different, but the lack of other factions means the game is linear and very short. Also there is no strategy involved in the game, bringing confusion to how it can be called a RTS. Surely a name like ASGFTWP (Amateur Strategy Game for Failed Total War Players) would be more



suitable.

Also there is no complexity to the game, and building an army takes painstaking hours of waiting and waiting, and most of the time a few ranged units and melee units are as big an army as you can be bothered to create.

Saying that, the Egyptian Campaign is by far the most interesting, as some of the missions actually are quite fun. But not fun enough to spend more than a couple of hours on the game.

The Audio is absolutely appalling. The characters sound like failed Monty Python impressionists that have smoked too much too young. Honestly, the voices are better in an amateur production of Punch And Judy.

Graphics: 3/5
Gameplay: 1/5
Audio: 1/5
Lifespan: 2/5

Total: 7/20

Flop

Saying all this, the battles are rather impressive, but if you have a good computer, the resolution support is rubbish, which is a shame, as on my HD 26 inch the game looked like the beta of RTW.

It just comes down to the fact that Ancient Wars: Sparta doesn't have anything special in a genre filled with incredible game experiences right now. None of the presentation, unit design, tactical options, or factions were interesting enough to merit any award and when an RTS junkie like me doesn't want to jump back in for another skirmish, there's definitely a lack of substance, style, or both. Unless you're an fan dying for a hellenistic/ancient world based real-time strategy game, there are plenty of better options available, like Civ 4 and RTW.

- + Good looking battles
- + It works
- Everything else
- Hurts your wallet



GBB



PUZZLES

Answers from last month:

(a big thanks to Kuni for providing answers to the wordsearch)

Crossword:

Across:

1. Hojo
2. Oda
4. Portugal
5. Kensai
6. Naginata
9. Muskets
11. Ashigaru
12. Shogun

Down:

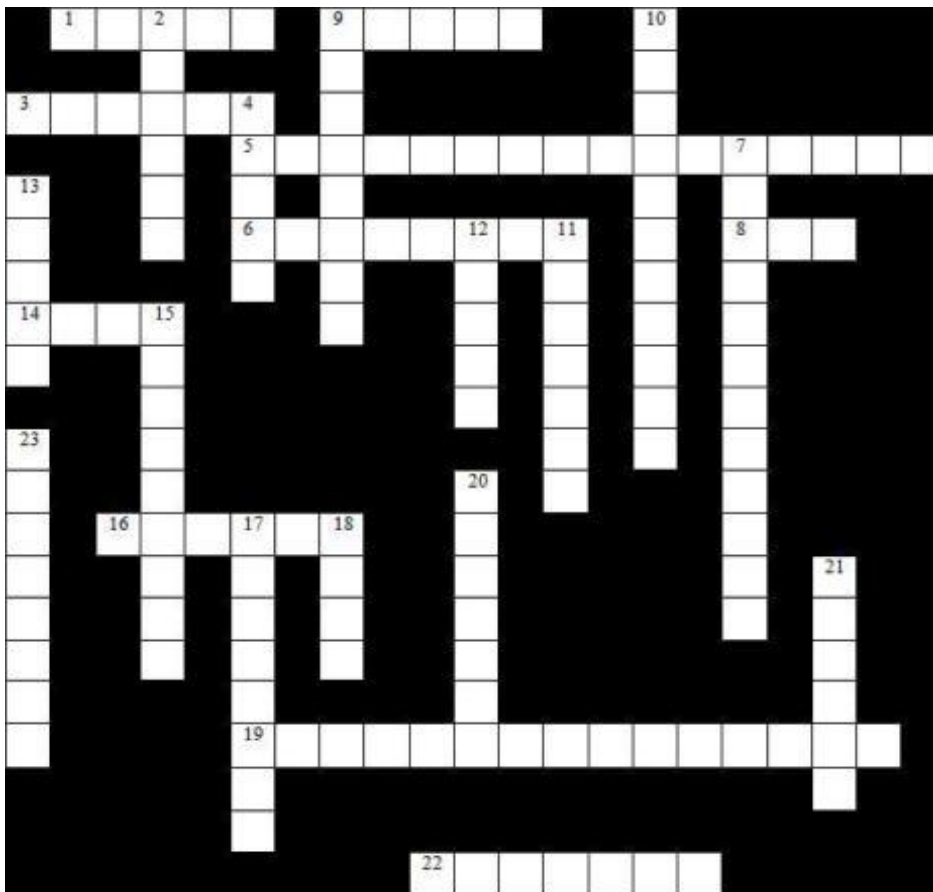
3. Daimyo
4. Priests
7. Imagawa
8. One
10. Takeda
12. Sun
15. Honour

Wordsearch:

K	Q	E	R	T	Y	F	Z	F	H	E	W	E	R	T	R	T
Q	E	H	T	F	G	H	G	X	J	D	F	G	H	F	T	Y
W	E	N	N	N	V	T	E	A	H	O	J	O	K	E	D	A
F	G	S	S	U	V	K	I	S	H	J	G	D	F	G	H	J
D	N	A	G	A	N	I	S	R	O	B	T	I	S	I	H	T
S	T	U	H	D	I	A	H	W	W	A	A	C	Y	A	H	A
W	S	F	R	O	K	J	A	C	O	U	K	F	J	Y	A	R
Q	R	G	H	J	H	N	N	D	M	R	E	L	I	G	I	O
K	O	K	U	C	A	I	S	H	I	F	D	O	L	N	Y	G
Q	E	P	S	E	R	N	U	M	A	S	A	D	D	S	B	A
D	F	H	X	C	V	B	C	N	G	H	S	V	D	G	G	H
E	T	F	Q	W	E	R	T	Y	O	R	Y	Y	H	O	C	C
T	G	S	A	M	U	R	A	I	G	D	O	F	I	S	J	C
O	M	A	H	S	E	H	D	I	F	A	A	D	G	L	O	O
I	B	O	N	I	H	S	R	I	G	I	Y	C	H	J	D	B
B	C	F	G	H	D	D	T	G	L	M	O	B	H	A	L	A
E	F	G	C	I	R	I	C	U	L	Y	G	H	G	I	F	G
B	O	B	L	A	L	A	S	I	N	O	J	B	U	Y	A	N

This month's theme - for both crossword and wordsearch - is Medieval.

S	D	D	F	S	A	X	S	T	U	A	V	H	U	S	C	A	R	L	S	S
P	L	A	S	Y	D	D	U	G	E	A	A	S	G	D	A	P	E	B	M	S
I	E	I	S	H	O	M	M	D	P	E	F	G	A	B	A	L	A	D	F	U
F	I	F	H	D	G	G	A	H	H	H	I	N	Q	S	P	I	E	S	Y	A
H	F	T	O	R	B	S	T	R	O	A	S	I	U	E	A	R	G	G	U	Z
G	R	U	R	D	U	U	S	T	A	S	S	P	Y	R	D	A	B	B	E	Y
F	E	G	T	R	H	I	A	S	G	H	A	M	R	G	B	I	T	D	N	O
I	T	S	C	I	H	T	O	G	S	I	H	G	T	A	I	B	Z	R	G	F
B	S	B	A	N	Y	S	U	N	G	S	A	S	H	N	L	I	H	F	L	U
C	U	K	S	F	G	S	F	S	A	H	N	D	R	T	B	O	L	H	I	O
S	M	U	M	G	S	S	A	B	B	I	O	T	Y	S	G	R	I	S	S	B
Y	L	A	B	Y	Z	A	N	T	I	N	E	U	G	H	L	Y	L	Y	H	R
A	F	D	A	S	J	R	H	G	F	G	S	A	S	U	D	A	A	K	R	U
F	E	B	X	Z	F	A	X	I	A	H	O	H	C	A	R	A	R	V	O	L
A	U	M	O	O	W	C	K	O	E	P	O	P	T	C	I	T	D	R	A	M
A	D	S	D	S	B	E	D	O	U	I	N	H	G	S	S	A	E	G	S	A
M	A	A	S	A	A	N	S	F	K	A	C	U	A	A	S	S	H	D	F	A
A	L	P	I	S	H	S		C	A	I	K	A	M	O	O	Z	T	A	Z	D
A	F	G	F	S	G	H	D	V	D	Y	G	S	D	A	D	D	A	H	D	J
S	U	R	O	T	S	I	U	Q	N	I	F	F	I	C	S	S	C	E	V	I
F	A	F	H	F	S	G	S	H	E	R	Y	U	O	D	V	N	V	G	M	O



Theme = MTW

Across

1. One of the High prefixes.
3. The Hashishin were part of this sector.
5. An event which occurs a few years after the beginning of the High Era
6. Prior to the age of thirty-five, some recluses were these.
8. Units which carry these generally have very poor morale.
9. The men who listen in on prostitutes, and their clients.
14. A culverins' prefix.
16. A restriction to class! Nice if you're a King, bad if you're a peasant!
19. An Italian unit, comparable to a Sergeant.
22. Arguably one of the best heavy cavalry units in the game.

Down

2. Valencia's neighbours.
4. Barques, Caravels and Galleys are these.
7. One of the first polearm units available.
9. Retired royal ladies.
10. Your "inn mates".
11. A Turkish heavy cavalry unit.
12. Valencian reconquistador hero!
13. Not very reliable, but still one of the best things to have flooding it!
15. Something Byzantine Emperors have a premium of.
17. One of the two Russian trademark cavalry units!
18. Bestow a title, and a general is no longer a simple Sir.
20. Fanatically impetuous Muslims.
21. Royal Horsemen of the Steppes.
23. The Catholic Knight's Byzantine cousin.



GAHZETTE CHALLENGE!

Have you never been defeated in battle? Do you think the TW games are too easy? Are you bored by the same old starting positions? The Gahzette Challenge is made for you! Download the saved game and see if you can achieve the victory conditions faster than anyone else.

Gahzette Challenge 1: The Lost Crusade

In 1095, the First Crusade was called to capture Jerusalem. A large contingent of English nobles responded to the call and set sail for glory and profit in the East. Weeks of bad weather separated the English fleet from the rest of the Crusade and on one dark evening a huge storm arose, severely battering the ships. The English Crusaders managed to ground their fleet on a desolate shore without much loss of life, but the ship would never sail again. They took shelter in a nearby abandoned fort. In the morning, they assessed their situation. They still had a large and powerful army, but their warchest would not be able to feed such a force for long without outside assistance. Cut off from the Crusade, out of contact with their homelands, the English were divided as to what to do. Some wanted to return to England. Others wanted to continue on to Jerusalem.

Game: M2TW 1.2 (unmodded)

Faction: England

Difficulty: VH/VH

Starting Year: 1096

Battle Time Limit: On

Manage All Settlements: On

All AI factions start with an extra 100,000 florins, except Papal States, Rebels, Mongols,



Timurids, and Aztecs

Victory Conditions: Control London, Nottingham, Caernarvon, York, Edinburgh, Inverness, Dublin, Jerusalem, and Antioch. Jerusalem must have a Cathedral (Regular or Huge). The player who achieves these victory conditions in the earliest game year wins.

The saved game can be downloaded from [here](#)

To submit a winning game, send a PM with a link to a copy of the saved game to TinCow (at the Org) or sapi before July 25th.

Think this is too hard? Finished it in twenty minutes? Well, we're looking for your feedback, so send it in, and maybe the next challenge will reflect what you said.



TinCow



Interview with Lusted, creator of the M2TW mod 'Lands to Conquer' and newest recruit to CA. Syndicated from the Eagle Standard.

Could you tell us a little about yourself?

Well im 18, live in Sussex in the UK and on the 18th of this month will be starting a job as a Games Tester at the Creative Assembly UK.

What inspired you to set about making these mini mods?

It was a mixture of hearing about the 4 campaigns that will be in the Kingdoms expansion, Unspoken Crusaders custom campaign mod and hearing about the campaigns people would have liked to see in Kingdoms. Plus the custom campaigns are the perfect thing for more focused campaigns with more diverse gameplay.

What backdrops are your mods set?

The 3 campaigns are the Hundred Years War, the Reconquista and the Italian City States.

Have you included unique features in to these mods, if so what are they?

Not really, I do not have much free time so I haven't added in any new factions or things like that, at the moment I'm just trying to provide a more enhanced gameplay experience.

In your opinion what would you say was the best feature in your mods?

That would have to be the rebalancing or the new custom campaigns that will be in 3.0. The unit balancing brings it much closer to

how the original Medieval Total War balance felt, and the custom campaigns are great when you don't have much time and feel like something a bit different. Also I try to make my mod as easy to install as possible and i think people like that.

Do you have a favourite faction inside your own mods and why?

Tough one, I have various favourite factions. I like England because of their longbows which I always include lots of in my armies. Spain are a good faction because of their great light cavalry and infantry as well as the usual Catholic Knights. Poland I like because of their mix of eastern and western European style troops, and their campaign map position allows for an interesting campaign.

Since we're on this topic of game play, what sort of player are you?

Depends, on the grand campaign I'm quite a slow player who only really allies with a few players and generally only wages a few wars at a time, but I do try and conquer the world. With the custom campaigns i have to modify my gameplay to fit with the gameplay of them. For instance the Hundred Years War campaign is quite fast paced and tough so I'll fight a lot of battles and take lots of territory with only one or two armies because I can't afford and don't have time to raise more.

Could you try and sum up your mod with 10 or less words?

It's an enhanced gameplay feel with a few extra goodies.

Have you a catchphrase to match your mod?

I suppose that would be:

The enhanced vanilla mod.

Got any words of encouragement to potential fans?

Lands to Conquer does not make huge changes, have a whole new main map, or add in new factions, units, or unit textures. It aims at enhancing Medieval II Total War without changing it too much, and provides a more balanced, challenging game as a result. Improved gameplay is the ultimate goal of the mod.

Out of general nosiness what's your favourite Total War game?

Medieval II, I uninstalled RTW when M2Tw came out and I haven't played another TW game since.

Do you have a favourite mod other than your own?

Don't have time to play other mods, but I have hear that Stainless Steel, Deus Lo Vult and The Long Road are all good mods, and Broken Crescent looks very promising.

So outside of the Total War Franchise what's your favourite game of all time?

Tie between GTA:Vice City and Half Life 2.

Now is there anything you'd like to show off and tease us with?

'Fraid not, though i have recently posted the 2nd preview of LTC 3.0, focusing on the Reconquista campaign that can be found here: <http://www.twcenter.net/forums/showthread.php?p=1854881>



Hex Khan