



THE GAHZETTE

SPREADING NEWS SINCE 2007

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Editor's note

The big news this month is, of course, the inclusion of our very first Gahzette hosted debate. For the next six pages, you can read the highlights of a debate between two Backroom regulars moderated by our very own Backroom reporter, Sigurd Fafnesbane.

Whether you're at all interested in the topic - which, in this case, happened to be the contentious issue of handgun control in the United States - or not, there's

plenty to read there, with the highlights of the debate between woad&fangs and Crazed Rabbit followed by some insightful commentary assembled by a panel of three judges (Backroom reporter and regular Sigurd Fafnesbane, Backroom moderator Kukrikhan, and Gahzette editor sapi).

You can also have a read of the complete debate, if you wish, by following the link included in the release thread

on the forums and in the backroom article.

Of course, in addition to this new feature, the Gahzette also includes the usual collection of forum reports, modding tips, and general TW news.

Get reading!





THE BACKROOM

The first debate has been completed and we thank both woad&fangs and Crazy Rabbit for their participation. It was a learning experience for all of us and I think we all enjoyed playing our parts.

On the panel of Judges sat: sapi, Sigurd Fafnesbane and KukriKhan. We thank them for their contributions.

Crazy Rabbit vs. woad&fangs on Legality of Handguns.

Opening statement by Crazy Rabbit ***Handguns: a Tool for Self Defense***

“The right of self defense,” said St George Tucker, Revolutionary War veteran and legal scholar, “is the first law of nature.”

This idea was not new even in the time of Mr. Tucker. This basic concept has been around for thousands of years, and set forth in documents such as the English Bill of Rights and the American Constitution. This right is universal, supported by leaders of great religions; the Dalai Lama said it would be reasonable to shoot back at someone who is shooting at you. Pope John Paul II spoke of “the right to self defense” and how “legitimate defense can be not only a right but a grave duty for someone responsible for another’s life, the common good of the family or of the State.” Restrictions on self defense run against this natural right, this basic freedom.

It is reasonable for people to desire to use

self defense effectively, that its practice may be useful to them. For self defense that is not effectual is of no worth. And the best way to increase the effectiveness of self defense is by using tools, specifically firearms. Indeed, research has shown that resisting crimes with a weapon leads to less injury than not resisting at all.

And of all firearms, handguns are uniquely suited for self defense. They are not big or cumbersome, come in a variety of sizes and models, and can be easier to use for some people. Perhaps most importantly, they are easier to carry around.

For criminals strive to strike their victims when they are at their weakest. And if people are forbidden from carrying arms with them criminals will know no-one can resist them with great force in the streets of a city. So handguns are necessary that people may practice this natural right in all places. Logic tells us that good people will not misuse weapons, and that people who will misuse them will pay no heed to laws. Research tells us that neither the proliferation of handguns in a society nor the ability of people to carry handguns increases the crime rate.

Opening statement by woad&fangs

The best way to lower the crime rate in the United States is to make the possession or sale of all handguns illegal.

The United States has more murders per person than any country in Western Europe or Canada. Ineffective legislation against

handguns is a major component of why the United States has such a high crime rate. In 2007 90 guns were owned for every 100 U.S. Citizens. Canadians possess 31.5 guns for every 100 citizens. The United States has 5.9 murders every year for every 100,000 citizens. Canada has a murder rate of 2.01 murders for every 100,000 citizens. The Canadians own one third as many guns per person as the U.S. and their murder rate is also one third of the U.S.

While those figures show a correlation between number of guns per person and number of murders per person they fail to show the disproportionate affect that handguns have on crime. The Homicide rate in the United States was in a state of rapid increase during the 1980s and into the early 1990s. While homicides involving handguns resulted almost entirely in this increase most homicides involving other murder weapons actually experienced a decline in prevalence. With homicides involving firearms handguns were by far the most prevalent. In fact, 75% of firearm related homicides involved a handgun. This compares to 4% with rifles and 5% with shotguns. The rest of the percent was where the type of firearm was unknown.

Like the U.S., the Swiss have a high rate of gun ownership. In fact, all male Swiss citizens between the ages of 21 and 50 are issued fully automatic weapons and ammunition so that they may perform their annual military obligations. However, unlike the United States, the Swiss have strict laws against the possession of handguns. Also unlike the U.S., the Swiss have a fairly low crime rate. Handguns are used almost entirely for self defense. Unfortunately they fail miserably at their one task and in fact significantly contribute to the problem which they try to prevent. For the betterment of the peoples the possession and/or sale of handguns in

the United States should be made illegal with strict punishment for people who break this law.

Note: Source is Wikipedia and the sources provided by Wikipedia.

Highlights from woad&fangs' first rebuttal

"This basic concept has been around for thousands of years [...]"

Slavery has also been around for thousands of years. Age is not always proof of wisdom.

"Pope John Paul II spoke of 'the right to self defense' and how 'legitimate defense can be not only a right but a grave duty for someone responsible for another's life, the common good of the family or of the State.'"

While we're quoting famous people, Jesus preached non-violence. The words of Jesus should carry more weight than the words of the Pope who is merely representing Jesus. Gandhi also preached non-violence. So did Reverend Martin Luther King Jr.

*"And of all firearms, handguns are uniquely suited for **CRIMINAL ACTIVITIES**. They are not big or cumbersome, come in a variety of sizes and models, and can be easier to use for some people. Perhaps most importantly, they are easier to carry around."*

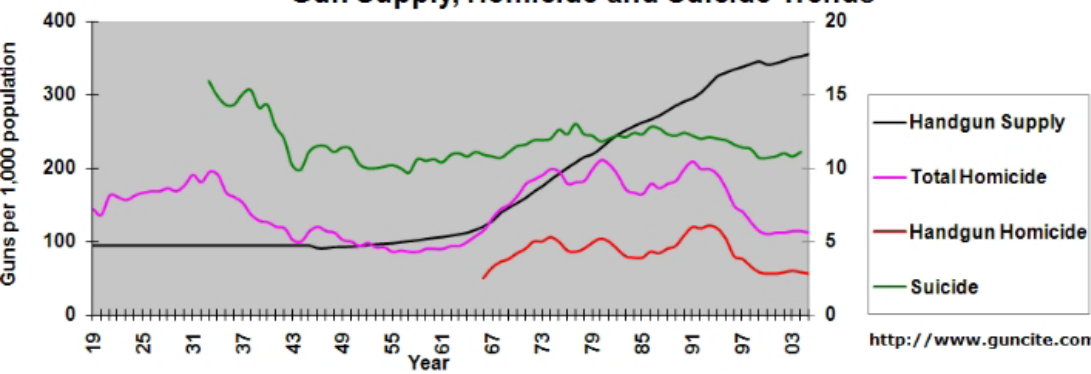
Fixed that paragraph for you.

Highlights from Crazy Rabbit's first rebuttal

"[...] Ineffective legislation against handguns is a major component of why the United States has such a high crime rate."

This is an interesting assertion by Mr. woad&fangs. He seems to imply that gun availability causes crime. However, he only

Gun Supply, Homicide and Suicide Trends



exaggeration; the effects of handgun ownership by the population are real and beneficial. Using a gun in self defense is very effective, according to studies.

(http://www.guncite.com/gun_control_gcdguse.html)
 (http://www.guncite.com/gun_control_gcdgeff.html)

“While we’re quoting famous people, Jesus preached non-violence. The words of Jesus should carry more weight than the words of the Pope who is merely representing Jesus [...]”

Yes, let us quote Jesus [Luke 22:36]: “Then said he unto them, But now, he that hath a purse, let him take it, and likewise his scrip: and he that hath no sword, let him sell his garment, and buy one.” That certainly sounds like a suggestion to arm one’s self.

Highlights from woad&fangs’ second rebuttal

“If anything, this suggests the very opposite; crime decreases with more firearms.”

That is incorrect. A closer look at the graph you provided will show a more complicated picture. Handgun ownership only began to have a significant increase in the 60s and from the early 60s until about 1973 total homicide and handgun homicide rose accordingly. The rise in homicide from the mid 80s until the early 90s can be attributed to the rise in popularity of crack cocaine. The subsequent decrease in homicide during the 1990s can actually be explained by the legalization of abortion 20 years earlier. Less poor and unwanted babies in the 70s means less violent 18-24 year olds (the statistically most violent age group) in the 1990s. So as

quotes a few select statistics to show this. Showing the whole picture, of course, would paint quite a different picture. The USA has traditionally had a higher murder rate than countries like Canada and Britain. But, more importantly, it has a violent crime rate that is near the lowest it’s been since the Justice Department first reported rates in 1973. This is while handgun and firearm ownership in the US was increasing. Homicides are around the lowest rate since the 1960s USA, again with increasing handgun ownership. If anything, this suggests the very opposite; crime decreases with more firearms.

(<http://www.nytimes.com/2004/09/13/na...=1&oref=slogin>)

The US Center for Disease Control recently did a study on various gun laws and found that there was insufficient evidence to conclude a single law or combination of gun control laws worked to lower crime. The claim that handguns cause crime just doesn’t stand up to the facts.

(<http://www.cdc.gov/mmwr/preview/mmwrhtml/rr5214a2.htm>)

“Handguns are used almost entirely for self defense. Unfortunately they fail miserably at their one task and in fact significantly contribute to the problem which they try to prevent [...]”

That is an interesting definition of failing miserably. Multiple studies have shown there are over 2 million defensive uses of a gun per year in the United States (far more than illegal uses of guns). Clearly, the use of a gun to defend yourself is no myth or

you can see there are more important factors in the crime rate than the number of handguns available. Except, of course the increase in homicide rate during the late 60s and early 70s which corresponds with the boom in handgun ownership.

(<http://freakonomics.blogs.nytimes.com/>)

“Are you arguing that self defense is not a natural human right?”

You were attempting to back up your assertion by giving it credibility through age. I was merely pointing out that old ideas aren't always wise. I am arguing that making handguns illegal would lead to less crime where self defense was even needed.

Highlights from Crazy Rabbit's second rebuttal

“[...] Handgun ownership only began to have a significant increase in the 60s and from the early 60s until about 1973 total homicide and handgun homicide rose accordingly. The rise in homicide from the mid 80s until the early 90s can be attributed to the rise in popularity of crack cocaine [...] Except, of course the increase in homicide rate during the late 60s and early 70s which corresponds with the boom in handgun ownership”.

What an interesting interpretation. So handgun ownership affects homicide levels when both are increasing, but has no effect when handgun ownership increases while homicides fall? I suppose saying anything else would be admitting that handguns really don't increase crime. Why, though, do you have such faith a handgun ban will decrease crime?

Shortened version of woad&fangs' closing statements

“Why, though, do you have such faith a handgun ban will decrease crime?”

Why do I have faith in a handgun ban?

Because countries with strict controls on the sale and possession of handguns have a much lower rate of crime than the United States [...] If the control of handguns is not the reason why these countries have lower violent crime rates then what is? Are you saying that Americans are naturally more violent than these countries? [...] Criminals prefer handguns because they are easily concealable.

Handguns are used almost solely for two reasons; committing crimes and self defense from those crimes. If we remove a criminal's ability to commit violent crimes with a handgun then there will be no need for self defense with a handgun [...]

At the end of the day the question of whether or not handguns should be legal depends on another question. Do handguns prevent more crimes than they are involved in? The answer is a resounding no. [Waldinger compares a study by Gary Kleck with a study of David McDowell and points to Kleck's shortcomings][...] So even after correcting for Kleck's issues with McDowell's study the final result is:

186 000 cases of self defense with a firearm vs.

892 000 cases of crimes committed with firearms(70% of which were handguns)

The case for ownership of handguns is based almost solely off their “ability to protect”. However, one can hardly say that a weapon which is involved in more than 3 times as many crimes as it prevents is effective. For this reason and others already stated handguns should be made illegal in United States.

Links:

http://en.wikipedia.org/wiki/Gun_violence_in_the_United_States#/media/File:Gun_protection
http://en.wikipedia.org/wiki/Gun_politics
http://en.wikipedia.org/wiki/Gun_politics_in_the_United_Kingdom
http://en.wikipedia.org/wiki/Gun_politics_in_Canada

Shortened version of Crazy Rabbit's closing statement

[...] Over the last two decades, more and more states have allowed citizens to carry concealed handguns if they aren't felons and pass basic requirements. Proponents of gun control insisted this would lead to drastically increased violence and shootouts. But the dozens of states that passed this law provide ample data that crime simply doesn't increase when citizens can carry handguns around for protection.

As I'm sure you know crime rates vary across the USA. You say that a handgun ban will decrease crime. Yet Washington DC has had a handgun ban for over thirty years and has throughout that time been one of the highest crime rate cities in the nation. In Vermont, where anyone who meets basic requirements can carry a handgun concealed on themselves without any license from the government, they have one of the lowest crime rates in the nation [...]

Gun control proponents will insist that the high crime rate in cities like DC is due to nearby states with less restrictive laws on buying guns. Of course it's illegal for a person to buy a handgun out of their state of residence. But it still makes me want to ask them; if non-restrictive gun laws in nearby states are the reason for high crime in DC, then why don't those nearby states, with 'loose' gun laws, have the same rates of crime? Perhaps because those states do not put limitations on the law abiding owning

guns.

<http://disastercenter.com/crime/>

[...] Britain is a country that has had increasingly severe gun control laws for decades. Yet where has that got them? There country seems to become more violent with more gun control laws passed [...]

Read that again; in the years after a ban on handguns, deaths and injuries by firearms have increased by over 400%. How can you say that gun control has lead to decreased violence?

“186 000 cases of self defense with a firearm vs. 892 000 cases of crimes committed with firearms(70% of which were handguns)”

This is not merely a different method, but a terrible methodology. How is an instance where a woman takes out her gun, points it at her attacker and says 'stop or I'll shoot', and then the attacker flees so the woman doesn't shoot, not using a gun for self defense? Indeed, McDowell probably included crimes where criminals had a gun but did not fire a shot. Such a decision to reduce civilian self defense with guns but leave the similar criminal acts in is not a objective study.

[...] I have outlined the numerous examples, studies, and arguments that show that banning handguns will not reduce crime. My opponent's arguments simply can not stand up to the facts.

“Gun control? It's the best thing you can do for crooks and gangsters. I want you to have nothing. If I'm a bad guy, I'm always gonna have a gun. Safety locks? You pull the trigger with a lock on and I'll pull the trigger. We'll see who wins.” (Mobster

Sammy “The Bull” Gravano, interviewed by Howard Blum.)

Link to the full debate: [woad&fangs vs. Crazy Rabbit on legality of handguns](#)

Comments by the panel of judges:

Opening statements

woad&fangs

First premise – US has more murders than any other country.

Second premise – US has more handguns than any other country.

Inference – therefore many handguns = many murders.

Conclusion – illegal handguns would reduce crime and murders.

The panel agreed that woad&fangs made a clear but personal proposition. He is reluctant to give references and appeals to our common sense.

There is however a technical fault in his argument. *A cum hoc ergo propter hoc* (with this, therefore because of this) He tries to connect the handguns with high crime rate and though it happen to correlate (by comparing to other nations) he fails to demonstrate causation.

Crazy Rabbit

First premise – first law of nature dictates that we should defend ourselves.

Second premise – people have defended themselves for millennia

Inference – We have the right to defend ourselves when we are threatened.

Inference – We should defend ourselves in the most efficient way.

Third premise – handguns are the most efficient way of defense.

Conclusion – we should use handguns as the means to defend ourselves.

The panel agreed that Crazy Rabbit made a better opening statement and had a sound conclusion with the evidence and references presented. It too had some technical faults and specifically the *Argumentum ad antiquitatem* (appeal to tradition) in the second premise and *Argumentum ad verecundiam* (appeal to authority) when he use quotes by people not considered authorities on the subject of self defense.

Ruling:

woad&fangs did receive points addressing the appeal to tradition but introduced other irrelevant authorities to the self defense issue. He argued good but got a little carried away with his analysis of Crazy Rabbit’s graph. It actually hurt his case. CR did not prove his proposition, but during the debate sold his winning point; there is no cause-effect to number of handguns and crime. woad&fangs missed some good opportunities presented and did let Crazy Rabbit control the debate. He should have pushed more on the policing issue and avoided mentioning shotgun or big guns. Crazy Rabbits proposition changed during the debate from “*we need to defend ourselves using hand guns*” to “*there are no causation between civilians owning handguns and crime committed*”, which was a winning strike.

The panel of judges all agreed on the outcome of this debate and thought Crazy Rabbit did a better job presenting his case. In one of the rounds woad&fangs did get better points but in the end it was Crazy Rabbit who got the highest total score and are declared winner.

Winner: **Crazy Rabbit**



Sigurd Fafnesbane



CHOOSE YOUR BATTLES

Custom Battles are sometimes forgotten by campaign based mods, but it does help the mod appear more professional if some thought has been given to this area. I'm not claiming to have discovered any of this information myself, it's all available in a variety of tutorials at the Guild and TWC but I thought it might be useful to summarise the relevant information in one place. (Please back up your existing files before experimenting).

Not Worth The Effort?

In that case easiest option is to remove Custom Battles, Historic Battles or whichever element you haven't dealt with from menus. To do that go to either mtw2.Int or rome.Int in your data/menu folder - add a copy to your mod-folder if using one and it doesn't already exist there. Despite the scary name the .Int file opens happily with a normal text editor like Notepad. To remove custom battle button from the single player menu search down the .Int file for:

```
<lpge>new_game
```

find and simply delete the section under that which starts

```
<UI piece>new_game_custom_battle
```

and ends with the next:

```
</UI piece>
```

You can remove other menu buttons for historical battles, main or provincial campaigns using similar method. You might want to tidy up spacing and graphics a bit afterwards but that will prevent people arriving at areas of the game the mod hasn't been designed for.

Location, Location, Location...

The battle maps used for custom battles are generated from the map in the imperial_campaign, barbarian_campaign and base folders depending on game / set-up but never the provincial campaign folders. The locations and titles of campaign map generated games are defined in custom_locations.txt in the data/ folder.

If you use the original custom_locations and have a new map layout in the main folder you may find that you are attempting to fight a custom battle in the middle of the ocean. Unfortunately this is not the answer to how to make proper naval battles; the troops simply drown! Even BI's swimming units can't cope with the open sea for long. So remove all locations relating to the vanilla map if you're not using it.

To add a custom_location in RTW purely by selecting a point on the campaign map, you would add a section like:

```
custom_location New Battle Site
{
  location 110 133
  image mod_folder/data/menu/new_picture.tga
  sett_locked yes
  summer no
}
```

The title after custom location is simply what appears in the custom battle selection screen. The location is the x y co-ordinates on the campaign map. Use show_cursorstat in RomeShell in campaign mode to find the

co-ordinates of the spot you want to use. You can make yourself a new image for your new location by taking a screenshot from within the custom battle. Select a nice view and crop and re-size a section of it to (256 x 152 pixels for RTW or 469 x115 pixels for M2TW) and save as a tga, place it in the folder you have listed. `Sett_locked` --- yes, means that the user can't add a settlement to the custom battle in advanced options, you need to prevent that if you've added a custom tile as user attempting to add a settlement to a location with a custom tile will cause a CTD. M2TW also has a line for climate after `sett_locked`.

Editing the Landscape

(method originally explained by JimmyTwo-Hand)

You can also add a `custom_location` that has been edited in the `battle_editor` (with which you can have hours of fun). In RTW add `-enable_editor` to the properties line of the shortcut you start the game with, in exactly the same way you add `-show_err`. In M2TW add `editor = true` under `[features]` in your config file. Go into your options menu and you will see that a button for the battle editor has appeared, go into the editor and load the location you want to use from the map display. Once that is loaded into the editor you can change the contours of the land, the ground types used and add trees or buildings, settlements or ambient structures.

Fig 1. Shows the addition of a couple of farms and a small fortified house over-

looking them. Press `esc` and save the battle using the name you want displayed. You'll get a 'Sanity Report' saying very rude things about your sanity in trying to save a battle with no units or deployment areas, ignore that! Exit the editor and look in your world/maps/battle/custom folder, you will see a new folder with the saved battles name. Copy that folder into world/maps/custom. When you re-load the game you will find that your battle comes up as a new option on the custom battle menu.

Tweaks; the folder generated has a `battle.txt` file in it, you can change the weather condition used by default for the custom battle by changing the entry after 'weather' to any of the existing weather ID's for M2TW. If you read last months gahzette article and made new weather conditions you'll be able to use those as well, you can use the `constant_weather` line mentioned there for historic battles to set the defaults for RTW. Once your custom battle location looks as you want it take a screenshot of an interest-



Fig. 1



Fig. 2

ing view, resize it as above and save it as `snapshot_custom.tga` and place it in the relevant battle folder. Fig 2. Shows new custom battle image appearing on selection screen.

Warning: the battle editor is not a very user friendly thing, it's a little light on explanatory information and seems to be missing an undo function. To avoid losing hours of work because you accidentally do something to ground profile you can't correct make sure you make frequent saves.

Once you've made your edited custom battle map, you can also get it to appear at that location when you have a campaign map battle, for information on that search forums for "custom tiles".

Who's Fighting Who?

If your mod doesn't use all the available factions, say you've got five factions re-skinned to fight the Smurf wars but the other factions still think they are in the Roman era, or worse still have no working units, its best to remove the un-modded factions from the custom battle selection screen. It's simple to do that, just look them up in `descr_sm_factions` and change

```
custom_battle_availability yes
```

to no. That takes them off the main selection

panel with the large faction icons, unfortunately you can still have them appearing as the default faction in the selection list, if that happens you need to fiddle with the order of the factions in `descr_sm_factions` so that one of the factions you do want becomes the default (and delete `map.rwm` after you've done that).

You can have entirely different units in custom battles from those that appear in the campaign. To stop a unit which is recruitable in the game appearing in custom battles just add a comma and

```
no_custom
```

to its attributes line in `export_descr_unit.txt`. If you add a unit to `export_descr_unit.txt` but don't add it to `export_descr_buildings.txt` or any other method of recruitment then all the factions in its ownership line will be able to use it in custom battles but not in the campaign.

The costs of units can also be varied for custom battles the following line in a units entry

```
stat_cost 1, 380, 125, 40, 60, 340
```

shows a 380 cost for recruitment in campaign and 340 cost for recruitment for custom battles. You may want to make later units cost more in custom battles as users

can access them instantly without having to upgrade cities to the relevant level first, that way you can encourage usage of some earlier units as well if a limited budget is used.

More Fun for RTW users only....

(this won't work for M2TW, modders are still trying to unravel how settlement plans work for that).

In RTW you can make your own 'settlement plans' to combine objects items together to be placed on the battle map. You can do a lot more with this if you have someone making new models and importing them into game, but you can also have some fun just with existing items.

To add a new plan make a copy of an existing settlement plan from RTW/data/settlement_plans re-name it to 'new_plan.txt' and add it to your mod_folder/data/settlement_plans. Add it to the list of ambient plans at the bottom of descr_settlement_plans.txt eg:

```
plan new_plan new_plan.txt
```

also add it to descr_landscape_ambient_settlements.txt eg:

```
ambient_settlement new_plan  
{  
type special  
plan new_plan  
st -20  
}
```

Next time you fire up the editor your new plan should appear as an option under special pieces menu.

Existing plans have a format like
plan

```
{  
floor underlay_name.cas overlay_name.  
cas  
item_name, x co-ordinate, y co-ordi-  
nate, angle, height co-ordinate  
}
```

the underlay.cas sets the shape of the ground under the plan and the overlay.cas colours it. An underlay appears to be essential though you can place objects beyond it. The overlay is not essential and if you're playing with existing items might be better removed. You can view the contents of the existing plans by selecting and placing them in the battle editor. For example the olympia_battle.txt plan looks as shown in fig3. By copying the text file for that, placing it on a smaller underlay so the edge perimeter heights can be varied, deleting all the trees and large building items I made a little walled cemetery as shown in fig4 (overleaf).

Fig. 3





Fig. 4

The sharp eyed might note that having changed which underlay cas, some of the objects are floating slightly above ground level, they can be adjusted using the height co-ordinate, and that is were the hours of 'fun' can come in!

Be warned also that if you bury an object below ground level it still casts its shadow on the ground above, Gah!

Happy modding.....



makanyane



This month's interview is with YellowMelon, a member of the BRO Clan.

When did you start Total War MP and why?

I remember purchasing MTW simply because the price tag was mislabeled on the shelf at Future Shop. How was I to know the game would be so awesome.

What clan are you in?

I am in the Brethren Clan, aka BRO.

What is your favourite TW game?

It really depends. I think MTW was my favourite SP game. I really enjoyed the simplicity of the army movements via the RISK style instead of the system implemented in RTW. But after many MSN conversations with Palamedes, I believe the Kingdoms campaigns will top off MTW. I haven't really played SP since MTW, though. I played maybe 2 months of SP in RTW but then I found my way into the online community and could not go back to playing AI when the best generals in the world are lurking about in the lobbies. So MTW for SP and RTW for MP.

What is your favourite TW MP moment?

For me it was competing in the final match of the Gamespot "City Under Siege" tournament. This might not have been the most prestigious tournament among the MP community, but it certainly set a record for both the largest cash prize a TW tournament has ever seen with a \$700 first place prize and a \$300 second place prize. I wasn't successful in the final match since sieges aren't really my forte, but the experience of playing in

an extremely well organized tournament and being watched on Internet TV by tens of thousands of people (they told me this tournament set a record for views at around 50k). I haven't even spent the money yet, but the experience was fantastic.

What MP Dream Match would you like to see?

There are so many fantastic tournaments going on right now where there are amazing players and clans being thrown into the ring, but if I had to pick one match, I would say using the TWWC format, it would be Team Poland vs. Team Spain, in my opinion the two strongest and most organized TW communities.

What do you think of the TW MP today?

I think that it is a work in progress. There are so many great people that play online, and I am happy with how many people I have been able to talk with, play with, and even feud with over the past few years. The great thing about our community is that it is small enough that you know all the major players, but at the same time you can fade into the crowd if you want. You get into the gossip of the clans and the little things that are absent in larger gaming communities. Just look at the initiative that is taken by so many people to create activities for others. Larger gaming communities rely on professional websites and funding to provide a serious level of competition, whereas we have outstanding contributors who donate an incredible amount of time and money to build websites and tournaments for the MP community.

The community can only grow providing CA follows through with their promises of an enhanced MP platform in their next title. TW is a great MP game, it just needs more support and exposure to larger gaming markets.

How do you like .org?

The .org is a solid place for TW enthusiasts, though there isn't much here for the multiplayer community. There are still some issues that need to be resolved as well as a willingness to welcome the MP community instead of drive them away, which to my dis-

may I have witnessed on several occasions. Steps are being made, including these MP forums they added for M2TW, but the bond between the .ORG and MP community still needs some mending.

Also any plans of Making a third Melon youtube show?

The second TWT was far less successful than the first, but who knows. Inspiration always strikes me like a bolt of lightning to the genitals.



AntiWarmanCake88

HISTORY

The Wars of the Roses, written by J. R. Lander, was published in 1965 by G. P. Putnam's Sons publishers. At the time of publication, Lander, a graduate of Pembroke College, was a Fellow of the Royal Historical Society, and he was a Professor of medieval history at the University of Western Ontario. He had previously been a lecturer of history at the University of Ghana.

In this book, Professor Lander provides information compiled from primary sources from a time period which can be considered an era shrouded in mystery. Lander even shows that earlier historians have found fifteenth century England a difficult period to investigate. William Nicholson, a 17th century historian, tried to write a history of Edward IV's reign, but "admitted himself too perplexed 'to form a regular History out of such a vast Heap of Rubbish and Confusion [sic].'" However, although Lander wrote this book for the general reader, it is primarily a book of sources, in which he had pulled together excerpts from original texts from the time period being discussed. These sources include royal warrants, letters from ambassadors, notable figures and chroniclers, and proceedings of parliament.

Lander begins with the usurpation of the throne by Henry, Duke of Hereford, from his cousin King Richard II, and the "vague and evasive declaration in Parliament" which hid the weaknesses in his claim to the throne (such as the claim of the Mortimer family, having been descended from Edward III's second son, Lionel.) After giving Henry IV and Henry V much attention, Lander moves on to the central players of the Wars of the Roses: namely, Henry VI, Edward IV, and their respective families. The struggle between Henry VI and Edward of York for the throne is the next major section of the book, followed by chapters discussing the reigns of Edward IV, Richard III and the rise

and reign of Henry VII.

One thing I found to be interesting is that Professor Lander does not rely solely on English personas; there are correspondences written by people of other nationalities, including Germans, French, and Italians. Take, for example, the chapter entitled Edward of York and Warwick the Kingmaker. He quotes correspondences which were passed between Prospero di Camulio and Edward, as well as letters written by Francesco Coppini and Pietro Aliprando. An Italian cleric, Dominic Mancini, wrote a significant amount on both Edward IV and Richard III, and Lander takes full advantage of these sources and uses them in the chapters on both of the aforementioned kings.

The scope of *The Wars of the Roses* is interesting, too. Not only does the author give the reader sufficient background on the Lancastrian reign, as mentioned above, but he also goes beyond the "conventional [ending] date of 1485" for the Wars of the Roses, and covers events up to the death of King Henry VII. I think this is good, because it would not give the reader the impression that the author is quitting in the middle of a person's tale – Henry VII was obviously a major player in the downfall of Richard III, and to not tell the story of Henry VII, in my opinion, would seem like not having a proper conclusion to a story. Henry Tudor did, after all, unite the two warring families.

The Wars of the Roses, I think, is a bit hard to follow at times because of the frequent usage of original texts. However, this is not a book which is in the suspenseful mystery genre. It is an historical account of a specific period of time which does something not every historical book does – it takes full advantage of the original texts which are

out there and provides to the reader major excerpts of these sources. While the author fully admits to updating the spelling of certain words, the grammar and context of the original texts are still intact. Professor Lander seems to have written this book out of dissatisfaction in the quality of histories previously written on this subject. As he puts it, those narratives are “a patchwork of

Leopold I, Holy Roman Emperor, His Basic Life:

Leopold I, was the younger brother of Ferdinand IV of Hungary and Maria Theresa of Austria. He was going to be a Priest/Monk, but when his elder brother died of smallpox, he became the heir to the Throne!

Leopold was physically unprepossessing. Short and sickly, he had inherited the “Habsburg Lip”, and it was even more unusual than his predecessors.

legend and rumour [sic], mingled with, and all too often taken for, fact.” Because of the increase of popular histories in recent years, and sometimes the difficulty to obtain access to original sources, I think most students of history would find this book to be interesting and extremely useful in their research.

In 1656, he was the King of Hungary and King of Bohemia in 1657. King of Croatia in 1658 and when his father died, he took over the Empire in 1658 also. He was almost stopped in taking the throne, but won the election.

He had to deal with Wars in early on in his Reign. He never fought in battles personally, but he directed wars a lot and was not afraid to do so.

Next Article: His Early-Mid Reign



King Jan III Sobieski

AntiWarmanCake88

THE GAMEROOM



A Case for the Gameroom - 1,001 Examples of its Greatness

The .Org is truly a wondrous place. People can get together, discuss Total War, move on to other life issues, and make very good friends. The place has a niche for everybody, whether it be singleplayer for the most recent game, multiplayer for a game that is watching its initial price cut disappear into the rearview mirror, or a modification for a game somewhere in between. To top it off, there is also a superb Total War roleplay forum that I am honored to be a part of (the Throne Room), a forum to discuss other various video games (the Arena), one for the finer, funner things in life (the Frontroom), the nastier, noisier things (the Backroom), and, the greatest of them all: The Gameroom.

It would be nearly impossible to list everything that makes the Gameroom so great, but **sapi**, Editor of the Gahzette and a participant in the Gameroom's madness, fully agrees with me and believes that this important task should be completed. He has agreed to give me as much space as is necessary but asked me to limit the amount of examples, for bandwidth purposes, to 1,001. With that in mind, I began the arduous process of narrowing down the infinite reasons to 1,001. Enjoy!

1. It's ridiculously addictive. I've had several people say that they spend more time in the Gameroom now than actually playing Total War. Impressive.

2. Both of the moderators in the forum's history have scary-looking avatars. No

other place on the .Org can claim the same. Seriously, it's actually mandated that this is so in the Official .Org Moderator's Handbook. Rule 13:4-B or something. *All Gameroom moderators must submit their avatar to the Custom Avatar Committee to determine if it is scary-looking enough for moderation.*

3. It's a way to test your skills against fellow humans without having to risk getting crushed in Total War multiplayer. Some of the games really play with your mind.

4. [You can get points if people can't find your house.](#)

5. It's a good bonding experience. Nothing gets people to make friends faster on the internet than putting them on the same team with the odds ridiculously against them.

6. It's a form of stress relief. A lot of games currently offered include picking strange manners of death for other players. Plus, you can get good laughs out of it later on.

7. On no other place on the .Org will you find such random quotes like "Too bad a number of them turned out to be nutjobs who liked dancing in the moonbeams", "Ask me about my vow of silence", "I also back up his clams, but that's a different story", "Don't speak in tongues! It makes our character seem suspicious", and "You argue like you think you're Sherlock Holmes, but you actually read like Elmer Fudd." (big thanks to **kamikhaan**, **Northnovas**, **pevergreen**, **woad&fangs**, and **Killfr3nzy** for the quotes)

8. I've actually heard about people joining the .Org strictly for the Gameroom. Now that's pretty cool.

9. Eventually, though, a lot of those people meandered on over to the other sections of the site and contributed there, too, adding to the betterment of the community as a whole. Remember where it all started, baby.

10. We're nice. We don't even pester the Lords of the Frontroom to move [their only game](#) over to us.

11. If you stick around long enough, you get people to psychoanalyze your posting style and you get to build a legacy for yourself. Doesn't that sound fun?

12. You can't keep yourself away from the Gameroom long enough to write the 989 other reasons why it's so great.



GeneralHankerchief

The Comfy Chair



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!

Latest Events in Currently Active PBMs:

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

The second phase of the 'Cataclysm' period continued throughout all of November. In Outremer, the combined efforts of Kaiser Elberhard, King Jan von Hamburg, Matthias Steffen, and Dieter von Kassel succeeded in holding back the Byzantines, though often only by the skin of their teeth. As time wore on though, the worsening crisis in the Reich forced even the far-off Crusaders to intervene in domestic affairs. In 1326, Jan von Hamburg abandoned his army and his title as King of Outremer and sailed for the Reich, alone. This departure was followed soon after by the decision of Kaiser Elberhard to evacuate all Imperial forces from Outremer and return to the Reich to restore order. It took several years to construct a fleet large enough to achieve this, but by 1332, it was ready to sail. Having since handed over Aleppo and Damascus to the English, the Kaiser departed with young Dieter von Kassel in tow. However, Matthias Steffen refused to leave, along with the true religious zealots in the armies of Outremer. He is now the only Elector left in Outremer, King by default, and faces the might of the

Byzantines, Turks, and Egyptians alone. Already he has suffered a strategic, if not tactical, defeat against a Byzantine cavalry army and as a result Antioch appears to be doomed.

In Swabia, Civil War, not foreign invasions, has been the main concern of the Electors. Duke Hans struggled to contain two rebellions against his authority: Wolfgang Hummel in the north and Dietrich von Dassel in the south. The former, operating out of Caen, soon seized control of the wealthy city of Bruges. He was brought to battle at the [Flemish Crossroads](#) by the loyalist Athalwolf von Salza. After an indecisive start, an all out attack by Wolfgang's men destroyed the loyalist infantry and forced Athalwolf to flee the field. In the south, Dietrich von Dassel, with a large force of Bavarian soldiers supplied by Duke Lothar Steffen, assaulted and captured the loyalist city of Bern. Soon afterwards, he was enveloped and besieged by Duke Hans himself. The missing Jan von Hamburg appeared around this time and put out a call to arms to all Catholics to take up arms against Dietrich von Dassel, one of the foremost Lutheran generals in the Reich.

This caused the terrible War of Reformation to begin. In every province, Lutherans and Catholics began slaughtering each other, resulting in great loss of life, the destruction of many important structures, and a vast decrease in desperately needed income. All of this warfare was concentrated around Bern itself, where in 1330 four armies met in a [decisive battle](#). After the dust cleared, it was a Pyrrhic loyalist victory. Dietrich von Dassel, Jan von Hamburg, and Duke Hans were all killed, leaving the loyalists in control of the city but leaderless. Wolfgang Hummel had not been idle during this time, and had taken Antwerp as the newest part of his pseudo-Duchy. He took advantage of the chaos in the aftermath of Bern to march south and seize the loyalist citadel of Staufen. There he sits, surrounded by the

loyalist survivors of Bern, who are commanded by Hans' protege, Ehrhart Ruppel. The third major battle for control of Swabia may be about to begin.

When not interfering in Swabian affairs, Bavaria was concerned with repelling her own invaders. Duke Lothar Steffen fought delaying actions against the Byzantine march up the Italian peninsula while Fredericus Erlach desperately tried to hold off the Sicilians on Ajaccio. Eventually the island became too difficult to defend and he retreated to the mainland. This move came just in time, as the Byzantines broke through, took Venice, and laid siege to both Milan and Genoa. Through the efforts of Duke Steffen and Count Erlach, these sieges were eventually lifted, but all the rest of Italy remains in enemy hands. It will be a long and hard battle to regain it.

Austria has been the site of more battles than any other Duchy during the cataclysm. In headlong retreat from Bran and Bucharest, the Austrians, aided by Friedrich Karolinger of Bavaria and Tancred von Tyrolia of Frankfurt, rallied around Budapest. Their defenses held for several years, but eventually the city fell and they were pushed back to a new line defending Zagreb and Vienna. In the meantime, Duke Arnold single handedly kept Ragusa in Austrian hands despite numerous Venetian attacks. This was crucially important, as Ragusa was the training facility for all of Austria's professional soldiers. By holding it, Duke Arnold kept Austria's other armies supplied with reinforcements, without which the entire Duchy would surely have fallen. In the far north, Edmund Becker embarked on something of a peaceful rebellion. He declared Prague independent of Austria and saw to its governance himself. For many years he remained at peace and unmolested, building his strength and his city. Over time, he aided in the defense of the Franconian city of Breslau, though that city eventually fell anyway, and helped pacify the uprisings in the Bavarian province of Nuremberg. At

the present time, he appears to have reached an agreement with Duke Arnold and may be ready to return Prague to Austrian rule; a peaceful ending to a rebellion that is in marked contrast with the violence that still pervades Swabia. At the current time, Austria remains the most heavily assailed of the Duchies, with Prague, Zagreb, and Ragusa all besieged by enemy forces.

Franconia suffered the worst of the foreign invasions. Simultaneous attacks by the Danish, Poles, and Russians quickly broke her defensive lines and forced her back. Hamburg and Krakow fell quickly, followed soon after by the mighty citadel of Thorn. In the retreat from Thorn, Duke Anselm von Kastilien was killed, along with most of his army. This threw the Franconian defenses into total disarray. Soon Breslau fell and Magdeburg, Frankfurt, and Stettin came under regular assault. Fritz von Kastilien sailed north and raided the Danish city of Stockholm to build a mighty warchest, but he returned to find Stettin occupied by the Danes. He liberated the city, and then turned it over to the Russians in exchange for a ceasefire. This freed his army to march west and recapture the wealthy city of Hamburg. Magdeburg remains heavily besieged, but it appears that the worst days for Franconia have long since past, thanks to the efforts of Duke Peter von Kastilien, Count Dieter Bresch, and Tancred von Tyrolia, all of whom have helped keep Frankfurt and Magdeburg safe.

KOTR is now approaching the end of the 'Cataclysm' phase and will be returning to a more traditional style of gameplay within the next few weeks. If you want more details on the events of the Cataclysm, you can read them in the [Official Cataclysm Thread](#). As always, new players are welcome to join at any time.

[New Spain Succession PBM](#) (M2TW: Kingdoms)

Following on from previous players, **Zim**
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played the next reign. War began with the Aztecs, who massively outnumbered the Spanish, and there was additional danger from English armies that were landing on the coast. Viceroy Pedro decided to hold the Aztecs west of Tlaxcallan and delay the English with diplomacy, allowing the smaller Aztec holdings near the Yucatan peninsula to be attacked by an army operating out of Vera Cruz. This plan did not start well, as General Pedro Menendez suffered a clear defeat near Tlaxcallan. However, this setback was soon countered by diplomatic moves with resulted in an alliance with England, and the end of several of the Aztecs own alliances. The main offensive from Vera Cruz was a success, with the city of Tlaxcallan falling to a Spanish army, though its commander, General Dagobeda, died in the assault. This split the Aztec lands in two. Shortly afterwards, General Goncalo de Terragona won a great victory in the north that ensured the security of Tlaxcatlan and the Spanish provinces to the east.

There was bad, though not unexpected, news when the English subsequently betrayed their alliance and attacked. General Enrique Justeniano met a largely European force in a defensive bridge battle with mainly native mercenaries. It was a costly struggle, but in the end the Spanish prevailed. Soon afterwards, a second English army attempted to force the river, this time at a ford instead of a bridge. General Justeniano defeated them once again, though it the second time was even more costly to his army. Fortunately, it was worth the price, as all of the leaders of the English colonial forces had died in the battle, removing them as a threat to Spanish supremacy in the region. As **Zim's** reign ended, Tenochtitlan fell to the Spanish forces, marking the beginning of the end for the Aztecs.

YAKOBU took control of the game next. The first half of his reign saw the capture of Tecuantepec, Tototepec, and Mictlan, with further victorious battles near Mexico (formerly named Tenochtitlan) and Salina

Cruz (formerly Tecuantepec). Viceroy Jesus died and Fernando became the new leader of New Spain. In the second half of his reign, the cities of Mexico, Cholollan, and Tototepec resisted Aztec armies, and the cities of Tixtla and Huaxtepec were captured. In the process, Nicollas Palmeyro was assassinated, Goncalo de Tarragona died in battle, and the Tarascan people were destroyed. **uruk-hai** took the next reign and eliminated the Aztecs. This fulfilled the victory conditions of the PBM, thus making it the first successfully completed Succession PBM in almost two years.

[Scottish Succession PBM](#) (M2TW)

The Scottish PBM has continued to chug along. **Elite Ferret**, **YAKOBU**, and **Zim** have all completed their turns and **Ramses II CP** is now controlling the game. Unfortunately, none of them have done write-ups yet, so there's not much to see. That said, **Ramses II CP** has expanded even further on the write-up from his first reign. It is very well done and I highly encourage you to read the whole thing.

Multiplayer PBMs

The [M2TW Multiplayer Grand Campaign](#) continues to move along. The players are now up to 1096 and appear to be getting through about a full turn a week. Given the coordination such a large hotseat game requires, I find that very impressive. Various unfortunate things happened to the Kingdoms Crusade Hotseat game and the Kingdoms Teutonic Hotseat game, both of which have been abandoned. However, the players have vowed to redouble their efforts and get it going again. They have started a new version of the [Kindoms Crusade Hotseat](#) game with five players. **Elite Ferret** is playing Antioch, **Tristan de Castelreng** is playing Jerusalem, **Privateerkev** is playing the Byzantines, **Zim** is playing Turkey, and **Doug-Thompson** is playing Egypt. They are off to a good start and are already nearing turn three.





THE THRONE ROOM

This month in the Throne Room's AARS:

Rome Total War AARs:

- [The Fall of Empire](#), by Cruor: This Barbarian Invasion AAR follows the Fall of the Western Roman Empire; or perhaps only the risk of its fall. The first post presents the general situation: barbarians from Germania, riders from the Steppes, rebels from the inside... The dangers are great: can the Empire stand?

- [Spear and Shield](#), by BerkeleyBoi: A Europa Barbarorum AAR, which chronicles the story of Dawit, one of the Hanatim Kushim (levy spearmen) in service of Halik II Watar, king of the Saba. A story in the first person, detailing only the battles that unit is in. It's started well, so go take a look!

Medieval II Total War AAR:

[Mexica Sunrise](#), by Tristan de Castelreng: The Aztec Empire lives on, defeating their foes the Texcalans, in this Kingdoms America campaign. But another threat exists all the time: that of the White Men from beyond the sea, those under the leadership of Cortez... Can the Emperor Moctezuma, recently married, come out victorious?

And that's the Throne Room for November! But remember, for every mod there's an AAR, for every game there's an AAR, so keep on hunting and reading! Don't restrict yourself to the Throne Room!



Warmaster Horus



December comes 'round, kids are depressed because of school, cheered up by Christmas. However, you have to wait 25 days for that, and that's quite long. I've got good news for you folks: the Mead Hall is still in business. If you like to read (and I know you do), then here's what'll cheer you up:

A few new pics in the [Screenshot Thread](#), mostly Medieval Total War, but a couple of Medieval II. Thanks to Warluster and r johnson!
Poems!

- [One Hillside, on a Cool Sunset](#), by Rythmic: A very nice piece about the coming of night. Lyrical, romantic even, it's nice. Made me feel like I was on that Hillside.

- [Daybreak Traverse](#), by Rythmic: He's a real, modern poet; you've got to hand it to him. You've got to read it, and like he says afterwards, "poetry is about interpretation and experiences". Don't look at it too rationally, and feel the emotion.

Stories!

- [Tales of a wandering knight](#), by Meldarion: The story moves on, as the knight Albion arrives in Chester.

- [The Adventures of the Holy Order of the Poor Knights of Saint Balsamo the Crusader](#), by PrinceofTroy: A short AAR about a Venetian MII campaign where Balsamo, Venetian General, is on the brink of Sainthood. Unfinished, though encouragement might bring the author to continue. It's a good idea, to say the least.

- [Shangaied](#), by rocketjager: Bill, an American, arrives in Portland, living a vagrant's life. This life is depicted here, and it's a life seeing things in 1910 that shouldn't be seen.

- [Germania, AD 16](#), by Rodion Romanovich: Hasn't been continued since October 27th, but that's no problem; it's still very interesting for those who like stories about Rome versus barbarian Germans.

- [The Life of a Soldier](#), by Innocentius: Peter continues to live that difficult life, the one of a soldier in the army of Count Tilly from Denmark. Now, outside Magdeburg in the year 1631, he has to accommodate with a difficult and cruel man in his company... A good story, that's still being worked on.

- [The Alternate World War One](#), by Baby Boomer: The Battle of the Mons, 1914. Here, the first battle of the British ended in a rout for the shore. A bad start, to be sure. This story is a bit gory, but that fits for the background chosen. A good idea, which should be continued, if the author gets enough support.

- [The Machiavellian Adventures of Princess Eleanor](#), by frogbeastegg: Read it. Period. The longest story in the Mead Hall, getting to an important point of the plot, you have to read it if you like fiction. It's as simple as that.

- [A Fox in the Desert](#), by Agent Miles: Moving on, in the story and chronologically. During the latest installments, Caius Julius Caesar has taken control of Rome, and Pompey has left for Greece. Miles, our charismatic, James Bond-style hero, has just learned this, and is naturally very surprised. Furthermore... I was going to tell you something about the story, but you should read it for yourself. It will be better that way. It's a good story, which has been running for a long time.

And that's the Mead Hall's content at the close of November. Enjoy it!

