

Andrewz suggestionz ... “ Condotierre “

Have you ever played Condotierre ?

.. If not , I do recommend it - it is an interesting , cheap , good , little game . However , after a while , play does take on a rather familiar pattern . The issue I have really with the game though , is with the strength of 2 of the cards . The Drummer and the Heroine are just too strong , and may even be held-over between rounds . Often , as I have found , the round is decided largely by the presence of these cards . In other words , the outcome of a round ( and often the whole game ) , comes down to being lucky enough to receive more of these cards than your opponents . So here is my variant :

The Drummer : playing The Drummer doubles only the strength of your strongest mercenary PLUS the strength of your next strongest mercenary for each “Aijin” ( the Lover , in English , I would think ) that you have in play . So , if you have played a Drummer and 2 ‘Lover’ cards , the strengths of your highest , second highest , and third highest mercenaries are doubled . BUUTTT ... a Lover used in this manner does NOT possess a strength of even 1 . Its strength is zero .

The Heroine : During winter , her strength is only 1 for each mercenary in play ( up to a total strength of 10 ) . So , if the round finishes during a winter , and you have a Heroine and 6 mercenaries before you ( and nothing else ) , your strength is 6 for the Heroine plus 1 for each of the mercenaries , giving a total strength of 12 . Also , if the Heroine is played , you cannot surrender , or , if you wish to surrender later in the round , the strength of the Heroine is zero ( After all , how can there really be a hero of any sort in a battle lost ? )

Your thoughts ?

Andrewz Armchair Athletic Analog Activities ( A5 {エイゴ, eigo } )

Thankyou for Googling Andrewzgamez

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