



6NI Campaign Narrative

SPRING 179Anno Volcanii

September 179AV

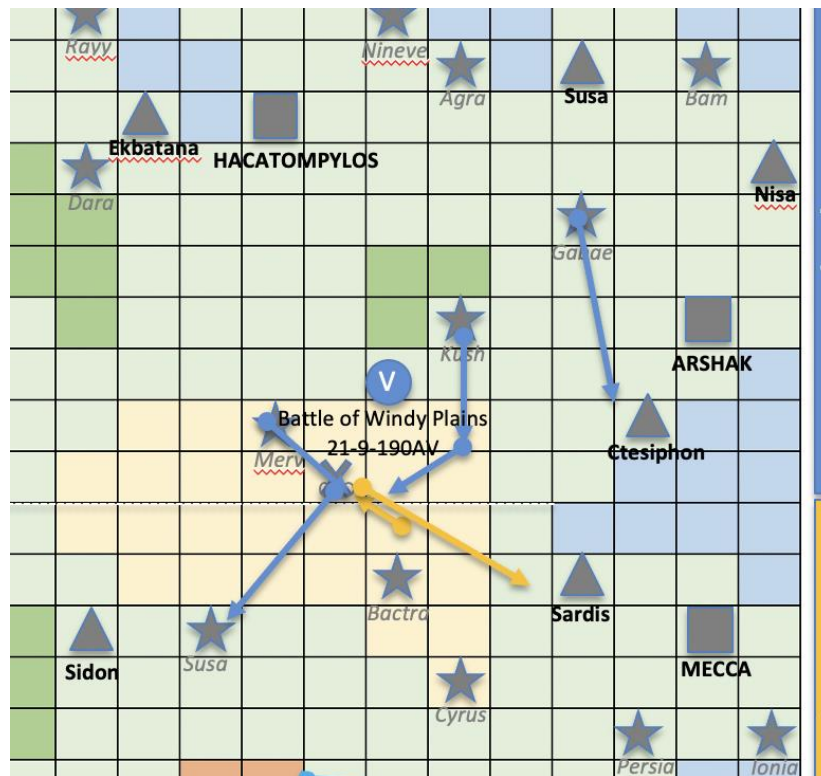
After much haggling and negotiations by email and What's App the nations declare their hands. Players positively burst into action behind the scenes notifying me as moderator of supposed non-aggression pacts and alliances.

- ❖ Rema Imperiam and the Parnian Empire sign the formal Alliance of the North at Massana and Ekbatana on their borders. The alliance is celebrated with a huge feast in Hacatomylos - the City of a Hundred gates. Such an alliance allows them both to focus on conquests to the South looking to the fertile lands of Azzaria and Macadamia.
- ❖ A similar central alliance emerges between the Scions of Macadamia and the Azzarian Kingdom providing a strong counter to the Northern Alliance. Both nations also secure non-aggression pacts with the Gilli and Baylzdeep nations in the South of the Isle.

Military preparations made by all parties it seems likely the coming years will see two major conflicts of the Northern vs Central alliance and between the Gilli and Baylzdeep in the South. And so to war.

September 179AV

The fast moving forces of Parnia rapidly descended South in the certainty that their alliance with Rema was secure. As some armies are all cavalry, they much fast – 5 map moves to 3 per month for a foot army. An army meet an Azzarian army on 21-9-179AV in the plains near Mervi long before the Parnians can concentrate their two forces.

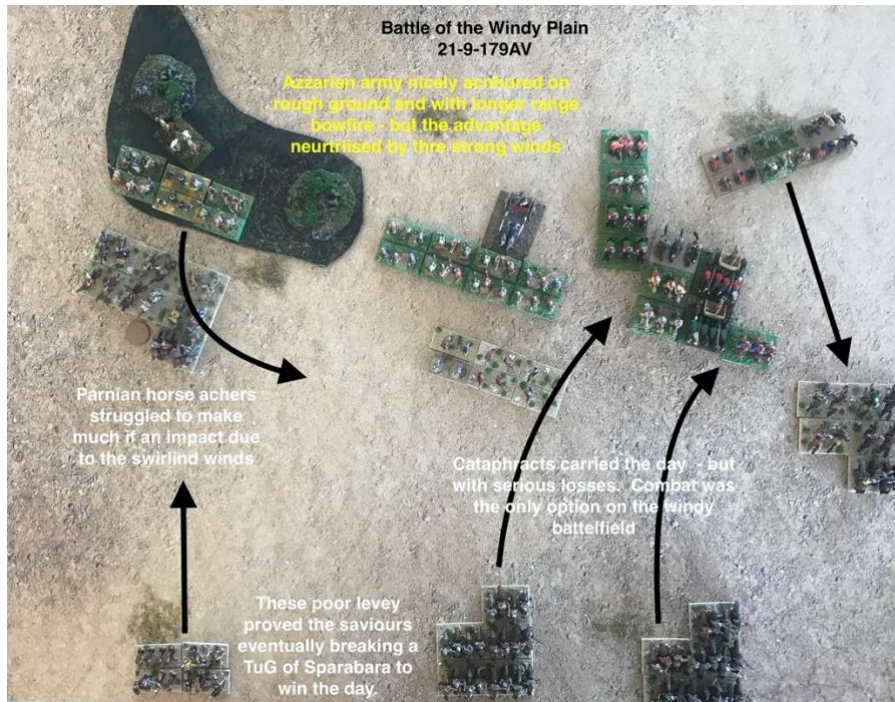


The battle becomes known as the **Battle of the Windy Plain** due to the very strong and swirling winds on the day (using the MeG weather rules). Alas both armies are based on bow-fire and they need to get to >2BW



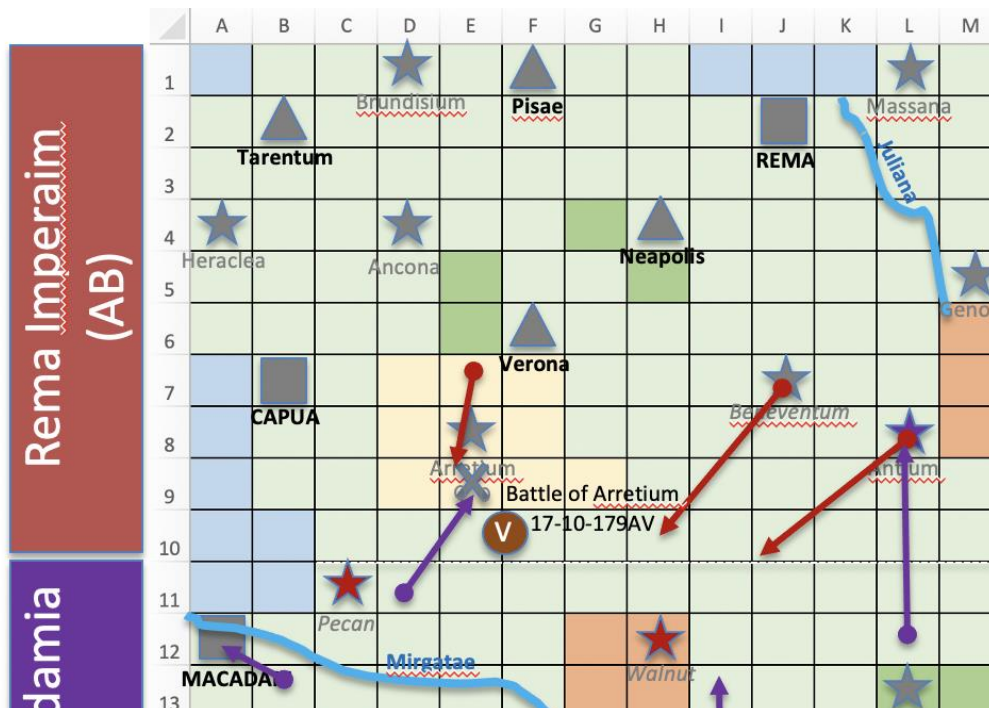
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range to shoot effectively – an issue for both. The Parnians however with their force of powerful Cataphracts at least had a strike force, something the Azzarians lacked.



The wind proved the challenge for both armies as bow-fire proved difficult. As the Parnian skirmishers became scattered by the more numerous Azzarian force the Parnian general led all the Cataphracts in a single charge. Close combat was the only option. This alone wasn't enough and with both armies on the brink the poor levy foot on the left played a vital role breaking some Azzarian Sparabara in combat, to turn the battle in their favour. Losses were heavy on both sides.

October 179AV





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In the North West the armies of Macadamia and Rema advance against each other. Armies have a chance of detecting enemy up to 2 squares way (100km), and are likely to discover one 1 square away unless they lack any LH. A Reman army successfully scouts a Macadamian army approaching Arretium, and catches it by surprise in Column of March on 17-10 -178AV.



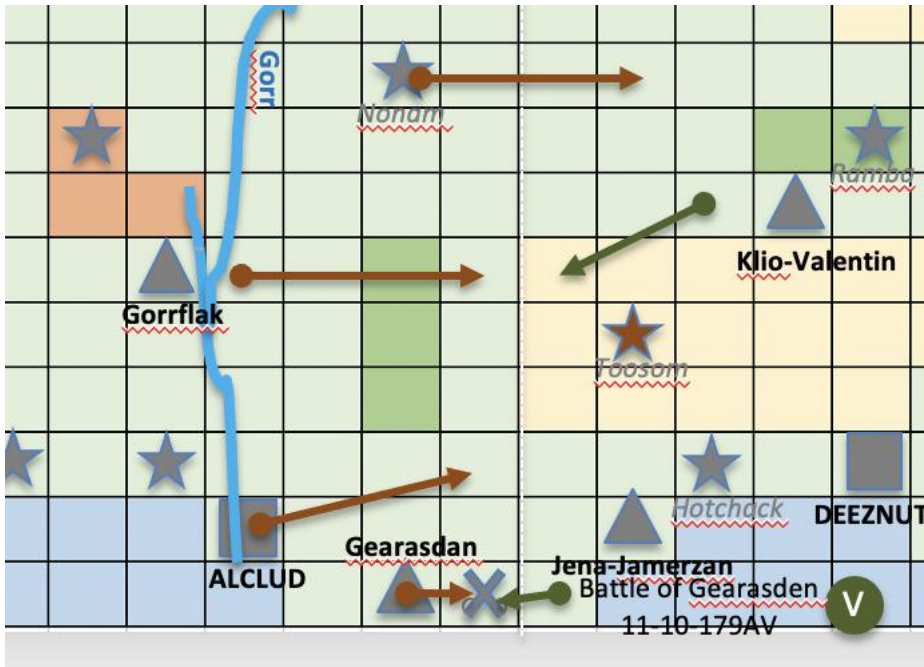
Some early hesitation by the Reman generals allows the Macadamians to move their cavalry across their front to create a winning left flank. A very brave and decisive move than nearly saved the situation. Despite being outnumbered and out-deployed the Macadamian general came close to winning the battle as he legionaries found it difficult to beat the phalanx. Eventually the Roman Auxilia troop did what the legions had failed to do and broke the enemy army by attacking the reserve hoplites who were poor and reacted badly to a rout nearby.

The battle did however inflict serious losses on the Reman army weakening it severely. The Reman Army Commander was killed fighting with his legionaries by Thracian tribesmen. In the pursuit, the contingent of Greek hoplites surrenders and agreed to switch sides, rather than go into slavery.

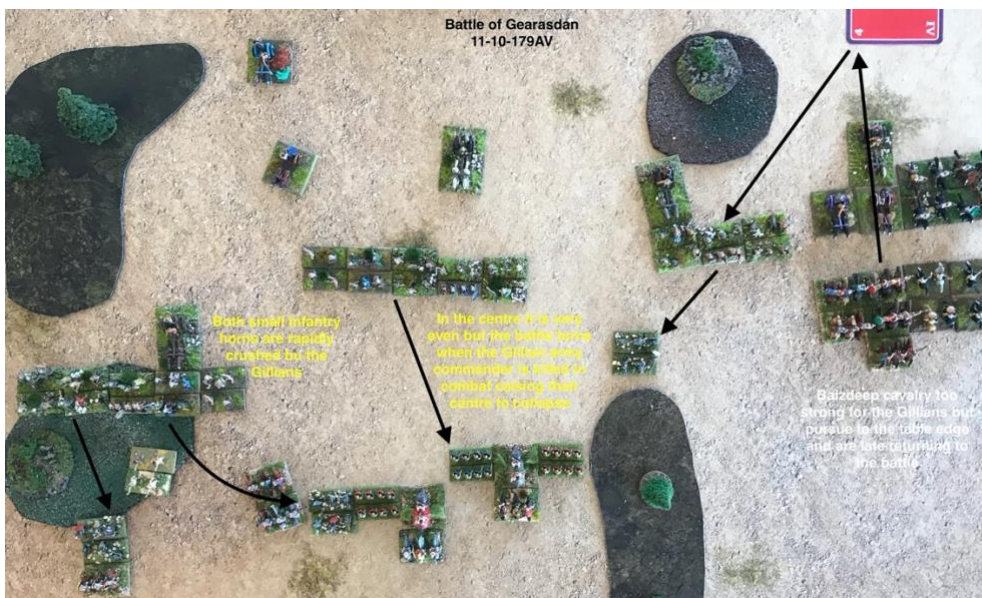


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Meanwhile down in the barbarous South of the Isle...the armies of the Gilli Confederation and Baylzdeep waste no time at all! Perhaps the most direct, brutal and warlike of the six nations can now have a crack at each other knowing everyone else is busy up North.



The Gillian attack is complete with a full four armies heading for the border. The Baylzdeepians meet them head on before the Gillian town of Gearasdan in an epic struggle. No hesitation by either side as they set up for battle on a misty morn.



As the mist lifted, the Baylzdeepians commanders were impressed with the quantity of Gilli warriors facing them – and proceeded to execute a few of their scouts to encourage better performance in future. The tabletop had two woods and two areas of rough going, which was ideal of the Gilli and their loose order maniacs.



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Baylzdeep held back the centre with elephants interspersed between spears, put out two horns of delaying foot, and placed all their cavalry including some Superior/Melee Expert on the right wing along with 2 SuGs of Numidians. The plan to rapidly overwhelm the enemy cavalry and return to aid the centre. Gilli plan ... charge!!

The battle was a near victory for the Gilli. While the Baylzdeepian right wing won, it took some time, pursued to the table edge and took some getting back before it charged the rear of the Gilli line. Meanwhile the Gilli destroyed both horns with ease and started to crush the centre in a vice. Alas the Gilli leader died in the combat and panic spread through the centre relieving the pressure for long enough for the returning cavalry to win the day. Losses were high on both sides and the remnants of the Gillian army withdrew towards the town.