



6NI Campaign Narrative

Summer 179/80 Anno Volcanii

The North West

After victory at the Battle of Arretium, **Marcus Aurelius Tyrannus** begins to take possession of Macadam's villages - occupying Pecan and Walnut and leaving nominal garrisons (more a police force) there. The Autumn harvest from each seems set for Reman bellies. Messengers from both villages speed back to Macadam and Hazel with the news were **Prime Scion Adamant** leads the main Macadam army out along the river Mirgatae to a position to take on the invaders should they make it across.

The river is wide and uncrossable without bridges and boats. The Reman armies set too cutting down woodland to create rafts and a pontoon across a clam and wide slow flowing part of the river in E13. They seem set on getting across.



Meanwhile the Macadam army of **Alexander of Macadam** (will he be great or forgotten one wonders) has led an invasion of Reman territory and captured the village on Antium - is march North largely undetected by the Remans. Nevertheless, suspecting something, and now being very confident of their alliance with Parnia, the **Vexillatio IV Praetorian** leaves its base at Massara and moves South.

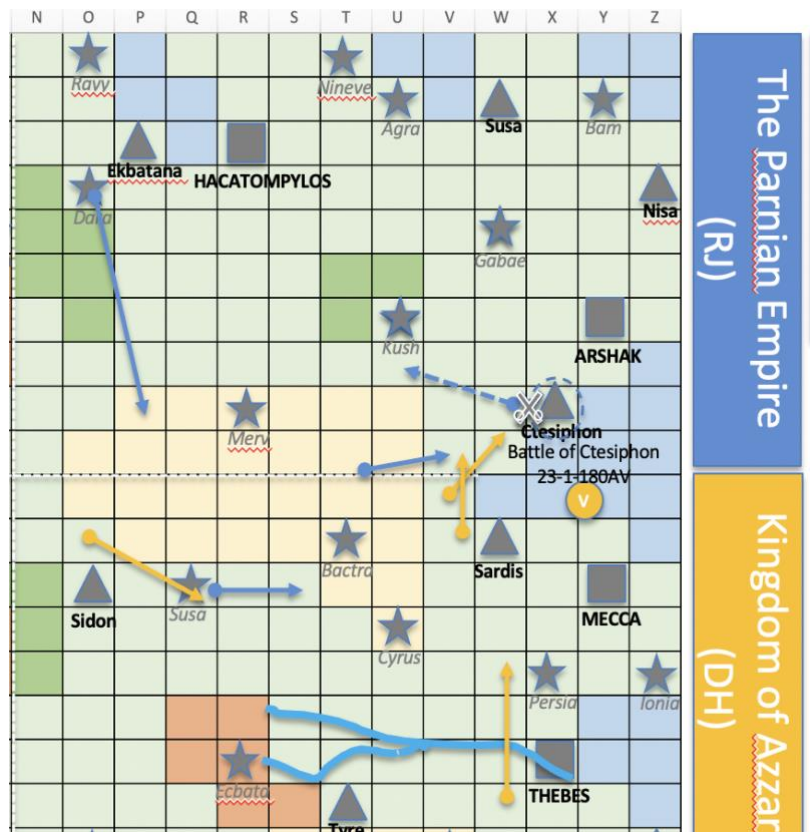
After two months of rumours the Remans finally locate the Macadamian army at L6. A degree of panic begins as they realise the **River Juliana** stands between their local army and their enemy, and the path to their capital Rema is open. By the end of the month several wealthy members of the Senate have packed and left for country retreats with their families and there is a steady trail of traffic on the Rema to Pisae coast road. Urgent riders have been sent to **Marcus Aurelius** to request that he delay hostilities South and send forces back North to deal with the threat.



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King Andragonas of Parnia also now feels confident the **Great Northern Alliance** will stand firm. This release his reserve army under his famed general, **Amakhil Bagasis**, to start to march South to support the campaigns against the Azzarians. His support will be much needed in the months ahead.

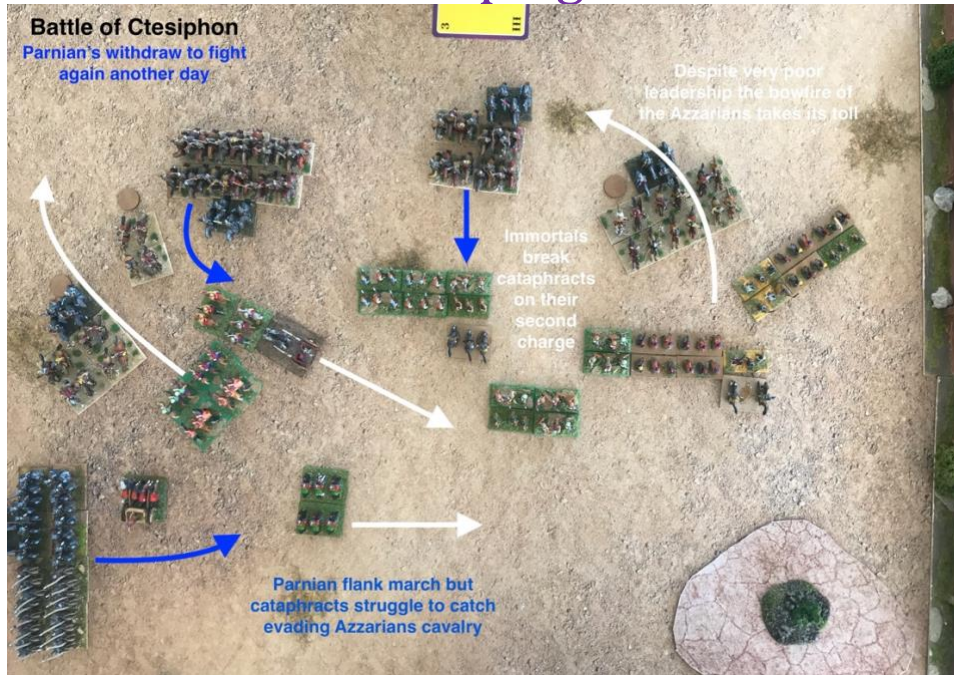


While the **Battle of the Windy Plain** gave **Ben al Shah the Great** a bloody nose, it did nothing to change his attitude of out and out aggression. His armies move North and besiege the Parnian town of **Ctesiphon**. The armies are badly led, but huge in number [moderators note: a full 18 x TuGs but led by 3 x mediocre generals making it near static bit still hard to defeat].

On 13rd November a Parnian army attempts to relieve the siege, but to no avail as the Azzarians force causes enough damage to make them withdraw rather than risk a major loss. The Parnians have a carefully planned flank march that arrives early but the cataphracts find it too slow to catch and destroy the enemy cavalry who can all evade from charges. Simply running away buys enough time for the mass bow fire of the army to weaken the Parnian army to a dangerous level. As the Parnians are all mounted, they choose to disengage and the Azzarians have no desire to chase them, preferring instead to remain and invest the town.



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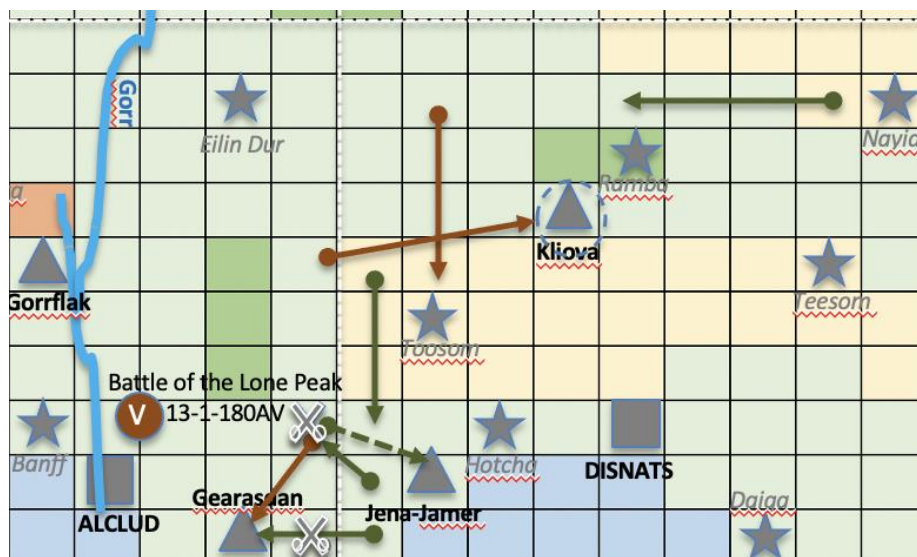


Ctesiphon sits under siege in desperate need of relief. It can last a few months on its supplies, but the Azzarians are busy building siege equipment outside the walls.

Further West the Azzarians liberate the village of Susa from the small garrison left behind by the Parnian invader. And in the South a fresh army moves North crossing the **River Thebes** at the great city that takes its name. The Parnian invasion of Azzaria seems to have come a little unstuck by the sheer size of opposing forces.

The Bloody South

And so to the South where the warlike Gilli and Baylzdeep nations tear chunks out of each other. The loss of the **Battle of Gearasdan** was seen as little but a minor set back by the **Great Gilli** and his confederates. While some forces retreated to the town of Gearasdan others merged with a fresh army made up of the famous **Tusk breakers**. This most famous of the Gilli tribes gets its name from the hunting of elephants with large hammers. The ultimate in bravery being to stand before a charging beast and bring it down with a single swipe of a massive hammer, breaking its tusks in the process.



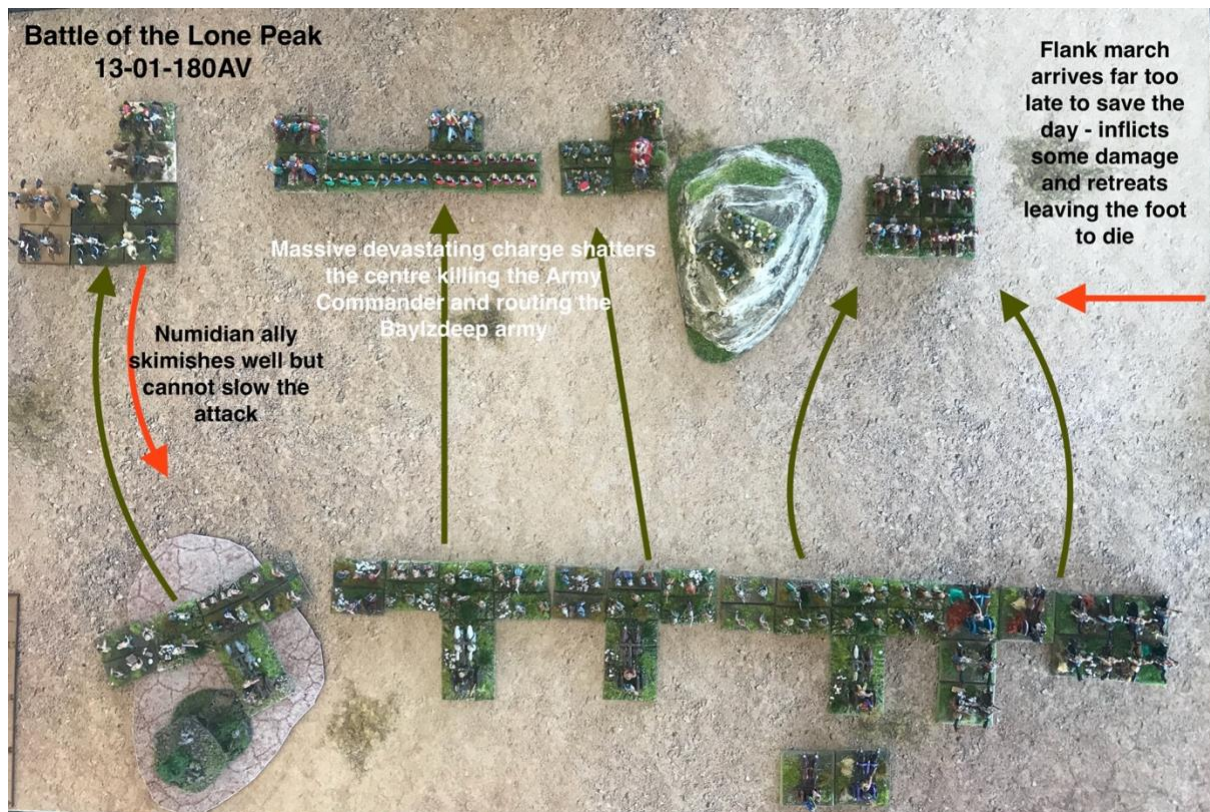


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This fearsome force moves South and is intercepted by a Baylzdeep army at a battlefield dominated by a single sharp peak. The Baylzdeep commander, **Lord Banzal of Lida-Lova**, hatches a cunning plan to send a force of cavalry from his second army to descend on the flanks, trusting and leaving the leadership of this force to a young commander named **Ryzan**. As the battle was deployed Lord Banzal – who rode to take personal command of the main army – was said to comment “these damned Gilli breed like rabbits!”.



Heavily outnumbered the Baylzdeepians fall back before a huge force of Gillian warriors, using the lone peak as an obstacle to slow the onslaught. Alas messages arrive at Lord Banzal on a regular basis to say there is no sign of young Ryzan, who seems to have got rather lost with his troops. Banzal has no choice but to fight with the odds now against him.



A crunching charge from the Gillian's hits the main spear line with devastating effect. Crushing the centre and killing Lord Banzal in battle [In MeG this comes by getting shatter results on files – they got 3!]. The young Ryzan arrives too late to save the day, and is shocked as he rounds the peak to see little left of the Baylzdeepian army. His only positive thought being that at least he will be saved from Banzal's wrath.

The remnants of the Baylzdeepian force retire with Ryzan back to Jena-Jamer to lick its wounds, while the Gillian Tuskbreakers head to Gareasden – carry 10 elephants and many a broken tusk with them from the battle for a great victory feast.