

Ancient Scribe

Game 12 September 1011

This month has seen some real action in the Eastern Continent. The Empire calling itself Delane has sent a war party towards the unaligned village of Sevar. This village has been independent for a long time and its security was assured by the presence of a small irregular garrison. The leader of Delane, seemingly no respecter of such obstacles ordered a force of Irregular troops to march upon the village with orders to bring the village under the control of the empire. On approaching the village the 600 strong invading force was challenged but the attack was immediate. After a few minutes it was clear that the defenders were outnumbered but they stood their ground. The fighting was brief and one sided and after the garrison forces were routed the Delane army took control of the village with few losses.

A similar set of events took place at the remote village of Marsh Haven, a further 600 irregular troops of the Delane Empire approached the village. Once again the defenders rushed to prevent the enemy from attacking the village but the defending troops were brushed aside and the invaders entered the village to take it as part of their growing Empire.

Further North the Titan Empire has made itself felt by attacking its neighbouring village, Valla. This time it was light troops numbering close to a full Alae that carried out the attack. The garrison force at Valla was much more formidable than those seen to date, and offered strong resistance. Even with around 700 men defending the odds were stacked against them when fighting a superior force with better arms. After several violent clashes the defending forces buckled and broke falling to the attacking cavalry as they fled. The village now has the Titan flag above it.

Jason's Bit

Well it looks like its started to become a fighting war after all. Good to see that empires have now got to the stage where they can think about expansion.

I have been late this month with the adjustment because of some real world pressures but I have now been able to get the adjustment done. Keep those turns coming in. I should have no problems with processing turns this month.

For those of you who play Company Commander as well, you will know that I have been working on a programme that helps you with your turn. It does all the counting and wont allow you to make errors. You can then print it out or save it so that it can be emailed. Its not quite finished yet but when it is I will be doing something on the same lines for Ancient Empires. This shouldn't take as much time as there are less options ie no aircraft and fewer transport types. Hopefully by early next year if all goes well. It is aimed to reduce the need for a calculator and rule book to a minimum so you can get on with planning your global empire and not worrying about finding the weight of a ladder.

OK that's it for another month. Keep up the pillage

Jason.