

Oberholt After Action Report Brigstein 1, 8/28/23 - 9/24/23

8/27/23

First orders were submitted. I needed to develop a system to streamline adjudication which would take me several days to get comfortable with, utilizing Google Sheets to set up tables for initiative, recon, BR, morale, etc. The first few days were tough. There was some confusion on rules and I was happy to have cut some of the more complicated things. I determined at this point that to build armies I would give a longer lead-in period next time.

The armies were balanced roughly off of Issac's power level as the only really active military player in the game's history. He had an edge in stronghold value that I didn't realize until later. Leave a man to build a fortress for a year or more and turns out he'll build one.



8/28/23

8/28/23 85 67 Partly Cloudy Hvy Rain - half movement for troops off road

Heinrik - Action Report 8/28/23:

Bravo arrives to hex 20.21 along with Issac's personal Division of cav to occupy crude fortifications there. Learns of the garrison in Talston: Roughly 1000 troops, 3 divisions, 4 units per division, 9 units conscripts, 3 units light catapults

Learns also of an army of Valestrian Cavalry surrounding the city and blocking each road leaving it. Roughly 700 cav, 4 divisions, 3 units per division.

Delta arrives at Millon and learns it is garrisoned with roughly 400 troops, 1 division, 4 units per division.

The Bloodletter advances to 33.17, does not learn any additional information.

Your armies were on road and did not suffer any movement penalty from rain.

Issac - Action Report 8/28/23:

1st Army arrives 20.21 along with Henrik's Bravo Division to occupy the crude works still in place. Learns of the garrison in Talston: Roughly 1000 troops, 3 divisions, 4 units per division, 9 units conscripts, 3 units light catapults.

Learns also of an army of Valestrian Cavalry surrounding the city and blocking each road leaving it. Roughly 700 cav, 4 divisions, 3 units per division.

2nd Army arrives 19.19, learns of ~400 troops in Southbridge, 1 division, 3 units conscripts 1 unit light catapult

3rd Army (sebastian) preps as ordered

4th Army (henry) preps as ordered. Learns of Volrag's army advancing to 8.13. 1500+ beastmen, 4 divisions, 6 in the first, 4 in the remaining 3.

None of your armies suffered movement penalties due to the rain.

Hummel - Action Report 8/28/23:

Your main army advances to 37.25. Valestrian sent a large force of cavalry towards Talston. Henrik advanced towards Millon. You are too far to have gained anything else from recon this turn.

Your army did not suffer movement penalty due to rain since you were on the road.

Deinwick - Action Report 8/28/23:

Army 1 - Grueller advanced from Deinwick to hex 18.25, where they were joined by Army 4 - Scouts after a run in with a large mounted force from Blackhold. Army 1 recon:
Roughly 600 Tying light cav in two divisions advanced to 19.24, hampered by the rain.
Over 700 Valestrian light cav and horse archers in 4 divisions block the 4 roads leading to Talston, one division per road.

Army 2 - Hillsfort advances to hex 10.21, learns Southbridge has ~400 troops in a single division.

Army 3 - Sheafwich advances to 22.29, discovers and does battle with an army of Tying conscripts and heavy infantry. Defeats the Tying army but is unable to advance due to lack of remaining movement. The surviving enemy unit of heavy infantry retreats north to join another Tying army traveling over land.

Tying army in 22.28: ~500 troops in 2 divisions

Army 3 has 600 enemy prisoners, mostly conscripts with 120 heavy infantry. Suffered casualty of 1 unit bowmen (they will recover in 1 week at 1/2 their number).

Army 4 - Scouts encountered a large force of Tying cavalry and retreated to join Army 1 rather than get bogged down in the rain.

Talston - Action Report 8/28/23:

Army 1 advances to hex 19.24. Learns the following:

Tying has a large mounted force in hex 19.24. ~600 light cav in 2 divisions

Deinwick has 3 units of light cav in a single division that passed offroad to the southeast then returned to hex 18.25.

You were able to anticipate another rain of frogs that targeted your supply chain at hex 21.23.

Your men were able to eliminate the frogs without consequence.

~700 Valestrian troops surround Talston city, 4 divisions with 3 units per division.

Millon Garrison learns of ~250 horse archers, 4 units in one division, that entered hex 29.20 to scout the defenses of Millon.

Southbridge Garrison has nothing to report.

Talston Garrison

reports the Valestrian troops are mixed light cav and horse archers.

Reports a joint army of Issac's and Heinrich's are camped in what appears to be a previously constructed fortification at hex 20.21. The two armies do not appear to be getting along, arguments and fist fights and the like. At least 1000 troops, about half cav half infantry.

The rain did not hamper your movement as you stayed to the road.

Valestrian - Action Report 8/28/23:

Army 2 advances to 22.23 and surrounds the city, each division blocking a road. Your recon is as follows:

The Garrison of the town is over 1000 troops in 3 divisions, 3 conscript and 1 light catapult unit per division.

Issac and Heinrich share a fortified camp at 20.21, Issac with a division of cav and Heinrich with a division of longbowmen.

Deinwick has an army of ~600 troops at hex 18.25 in 2 divisions.

Your movement was not hampered by rain since you stayed on the road.

Tyring - Action Report 8/28/23:

1st Army arrives at 19.24, hampered by rain. Recon:

Deinwick scout division of 3 light cav companies spotted 20.26, they shadowed your 1st Army and remain in 18.25.

Talston has ~1500 troops at 19.24, 3 divisions, 6/6/4 units respectively, hvy inf, longbow, lt cav, horse arch, hvy cav, cataphract, several veteran units.

Valerian has ~700 light cav and horse archers in 4 divisions surrounding Talston city and watching each road.

Issac and Heinrich have a joint army camped 20.21, ~800 troops, 2 divisions.

2nd Army advances to 22.28

3rd Army advances to 22.29. Blunders into an army of Deinwick troops (awful recon), Heavy Infantry 1 under Captain 2 of Delta Division is able to retreat and join the 2nd army, rest of the 3rd Army is killed or captured. Reporting ~500 troops in a single division, 1 unit hvy inf, 2 units bowmen, 1 unit lt cav, 2 units med cav. One of their bowmen units was defeated in the battle.

4th Army remains in Blackhold and follows stated orders.

Volrag - Action Report 8/28/23:

Volrag's Army advances to 8.13, hindered by the heavy rain.

Your recon finds a fortified position hex 16.11 occupied by humans. Must have been built after the Butzkrag battle. Roughly 200 of em in a single division.

Northbridge is lightly defended by a single division with 2 units.

DM: Today I issued the first results of the declared actions for each faction, what I would come to refer to as Reports. I used Discord to organize the event, with a dedicated channel for each player and a few group channels for maps and rules and whatnot. I really don't see any other way to organize or run something like this and am very happy with Discord in general for gaming.

I learned very quickly that recon was going to be a time consuming part of my day to day adjudication. I had 8 factions active, several with multiple armies. ACKS calls for a recon roll after each army moves, then a counter recon roll for each army in range. I was clumsy at first, but practice makes perfect and streamlines the process. It was also the first poor weather, which halved the movement of anyone moving off road, and the Fog of War was already very noticeable.

In campaign time prior to the event, Issac had been fortifying a position a few hexes north of Talston City. He began to advance units to these fortifications early on including the loaner division of longbowmen from Baron Heinrich and would occupy that roadway for quite some time. It was widely suspected by the Lawful actors within the campaign that Nathan Talston killed the well-respected Lord Francis Talston to take his seat. I was surprised to see how vehemently even those unfamiliar with the situation jumped at Talston. Poor chap.

Hummel sent me an order and then let it ride for days. He was planning to advance to the border between Valestrian and Talston. This was another clue that some teamwork was happening early on. I personally expected him to take shots at Valestrian due to his primary objective, but this is why you recruit players to run these NPCs. He was so far away it was gonna take some time to get over there so he was pretty hands off early on.

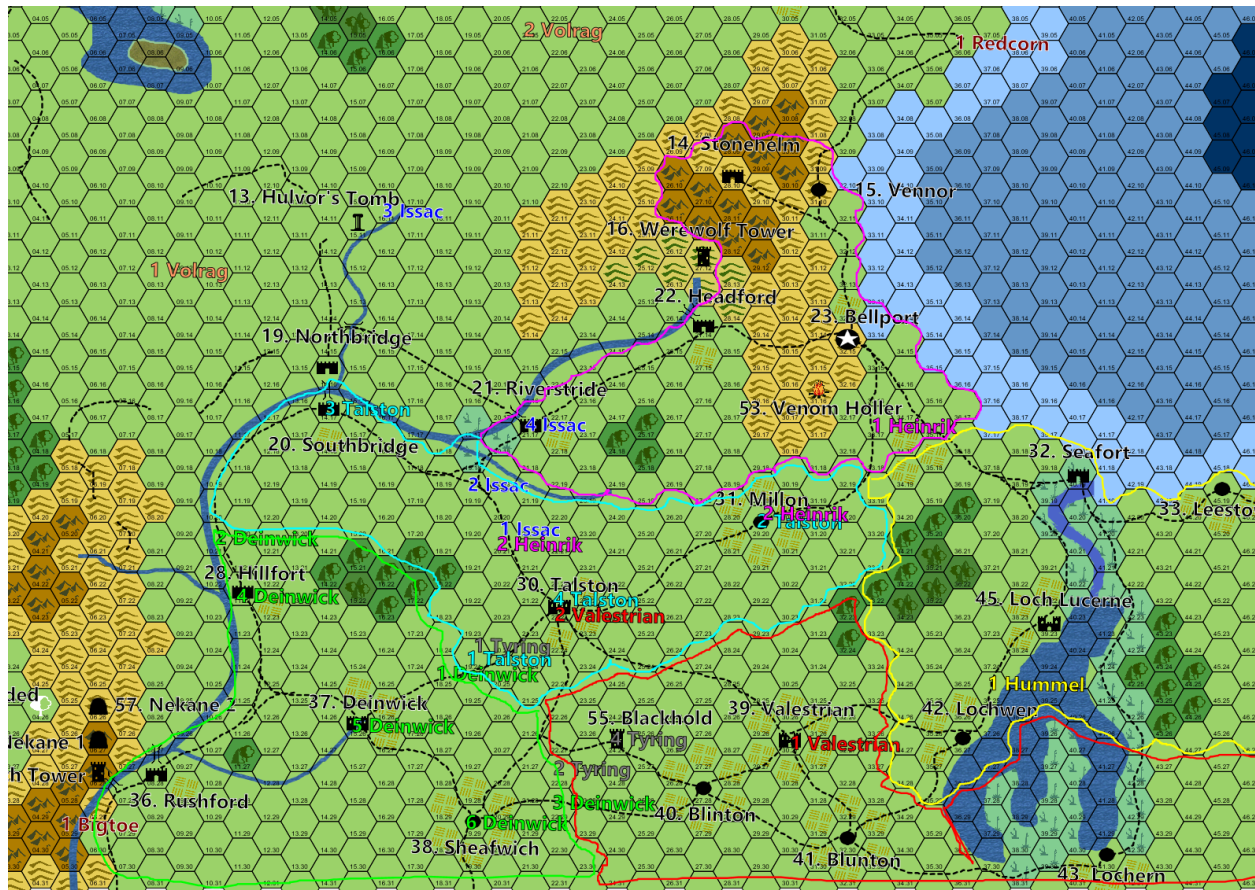
Deinwick had a mobile army associated with each city and set garrisons that he would leave behind. His dedicated scout division was to ride along the border where they picked up Tying's advancing cav army, which he then shadowed along the border back to his primary army. I would realize after this turn that this was not correct movement and adjusted my behavior later. The battle near Sheafwich was the first battle of the event. Some terrible recon rolls from everyone involved in that southern border area really changed the game.

Talston advanced to his border with Deinwick, adjacent to Deinwick's army but blind as a bat apparently. Each of the two factions's primary objective was to kill the other and the game would have changed significantly if either had detected the other I think. Unfortunately, Valestrian arrived and surrounded Talston City with his speedy cav army so Talston's plans changed quick.

Valestrian sent several divisions to surround Talston City. More concerted efforts from what looked like at least 4 of the 8 factions? Jeez yall, give the man a chance.

Tying intended to shoot out with his light cav army and get into the backlines I think, go hunting for Issac maybe? First turn rain hindered that and he only ended up right at the Talston/Deinwick scrum. His 2nd army marched towards Sheafwich along with his 3rd, which was defeated by Deinwick. His 4th army stayed in Blackhold and began constructing ballistae.

Volrag started his way towards Northbridge, but moved very slowly off road due to the rain. This angered the unstable giant something fierce, informing his next turn's orders significantly.



8/29/23

8/29/23 84 65 Partly Cloudy No Rain

Heinrik - Report 8/29/23:

Bravo advances with Issac to Talston, but they're late for the party. Battle's already been fought, with Talston the victor. Talston's army has pushed through and regained the city while Valestrian's ambush force retreats to the southeast and joins with the Valestrian relief in hex 23.23. Your men begin preparations for siege.

Talston's army sits at over 2000 troops, 6 divisions, 6/6/4/4/4 units per division. 9 units of conscripts, then his marching force of heavy inf, longbowmen, light cav, heavy cav, horse archers, and cataphracts. Stout veteran core of his main force. Also has 3 units light catapults. Valestrian's force is 4 divisions, 17 units of horse archers and light cav. Lord Deinwick advanced to 19.24 and seized the supply of a crossing army.

The Bloodletter advances to hex 32.20, collecting Delta along the way.

Issac - Report 8/29/23:

1st Division rushes towards Talston to join Valestrian's ambush, finding that the battle has already happened. (lost initiative). Talston's army has pushed through and regained the city while Valestrian's ambush force retreats to the southeast and joins with the Valestrian relief in hex 23.23. Your men begin preparations for siege.

Talston's army sits at over 2000 troops, 6 divisions, 6/6/4/4/4/4 units per division. 9 units of conscripts, then his marching force of heavy inf, longbowmen, light cav, heavy cav, horse archers, and cataphracts. Stout veteran core of his main force. Also has 2 units light catapults defending the walls.

Valestrian's force is 4 divisions, 17 units of horse archers and light cav.

Lord Deinwick advanced to 19.24 and seized the supply of a crossing army.

2nd and 3rd advanced to 21.21.

4th advanced to 16.18.

5th loses supply due to the Siege of Northbridge. Volrag force marched and began the siege.

6th preps for siege.

No response from Eversly at Northbridge.

Hummel - Report 8/29/23:

You advance to 35.26.

Deinwick - Report 8/29/23

Your 1st Army attempts to push forward and attack the Tying Light Cav, but they beat you to the punch (lost initiative) and are not there when you arrive.

You do find the site of a large camp of Talston troops, ~1500 men in 3 divisions, but they appear to have retreated up the road towards Talston.

While investigating the camp, your outriders find and seize a Tying supply chain headed northwest. You choose to secure these supplies and wait on further recon/intel.

The Sheafwich army digs in and makes no contact. The Tying force beat feet back to Blackhold.

The Hillsfort Army advances to hex 12.22 en route to join your 1st Army.

You learn that there was a battle as Talston rushed back to his city, pushing through an ambush of some kind. Later in the day, a joint army of Issac and Heinrich arrives to siege the city with nearly 1000 troops in 2 divisions. Meanwhile Talston defends with over 2000 troops in 6 divisions.

Talston - Report 8/29/23:

Your army turns back towards the city, tripping an ambush from the Valestrian cavalry. Battle ensues, where you inflict serious damage on them and take some yourself. You have 180 captive Valestrian soldiers and are able to make it to the city. Your casualties are 5 wounded units; 4 units of heavy infantry and 1 unit of veteran longbowmen. These units will return to fight at half their number in 1 week's time.

Valestrian has reinforced the remnants of the battle with fresh troops, all of which are camped hex 23.23. Around 1000 troops in 4 divisions.

A joint army of Issac and Heinrich arrives and begins laying siege. They have around 1000 men in 2 divisions, 6 units of mixed cav and 4 units of longbowmen. A second army of Issac's trails them in hex 21.21, another ~800 troops in 2 divisions.

You learn Deinwick had an army just the other side of the border from you that your scouts missed. They advanced to hex 19.24 as you fell back to the city. They've taken a supply train and remain there.

Volrag force marched on Northbridge and has begun a siege there.

The Baron Heinrich marches towards Millon. He's in hex 32.20 currently with ~1500 troops in 5 divisions.

Valestrian - Report 8/29/23:

Your advance force sets an ambush and inflicts 5 units of casualties on the Talston army when they arrive from the southwest. You lose 6 units of light cav and are forced to retreat to 23.23.

Your allies did not arrive in time to support the battle. (Initiative rolls).

Talston had ~1500ish troops in 3 divisions, with several veteran units. Hvy inf, longbow, light, horse archer, heavy, and cataphract cav. He has 180 of your men captive.

The Rastafarian arrives with the rest of your army and rallies your retreating troops, combining forces in hex 23.23, one hex southeast of Talston.

Talston's army sits at over 2000 troops, 6 divisions, 6/6/4/4/4/4 units per division. 9 units of conscripts, then his marching force of heavy inf, longbowmen, light cav, heavy cav, horse archers, and cataphracts. Stout veteran core of his main force. He also has 3 units of Light Catapults to defend the walls.

Your scouts picked up 2 divisions of around 600 Tying men pushing northwest into the forest around 17.22.

Tying - Report 8/29/23:

First Army departs northwest and arrives 15.21.

Second Army hauls ass to Blackhold.

Fourth does Fourth things.

Recon

Talston's army beat the rush towards the city, breaking through a Valestrian ambush in the process. He now sits with over 2000 troops inside his walls, including 3 units of light catapults. Valestrian inflicted some damage but was forced to retreat to 23.23, where he was reinforced by fresh troops from the interior, including the Lord himself.

Deinwick had an army just the other side of the border. He advanced and seized your supply train for the First Army. ~600 men in 2 divisions hex 19.24. First Army will be considered out of supply next turn.

Issac and Heinrich's joint army arrived late to Talston and began laying siege. ~1000 men in 2 divisions. A second army of Issac's trails them in hex 21.21, another ~800 troops in 2 divisions. Deinwick has an army 12.22, ~400 men in 2 divisions.

Volrag - Report 8/29/23:

Spurred on by rage and hallucinations of Tharizdun, Volrag wakes to find no rain. He beats his puny servants into a frenzy and they rush towards Northbridge, laying siege to the fortress. Using the Simplified Siege Rules from D@W:C, expect the siege to take 12 days without further intervention.

Your scouts report there is a ford across this tributary river in hex 15.14.

Southbridge is garrisoned with 4 units in a single division, conscripts and light catapults.

The bridge spanning the Teesar between Northbridge and Southbridge is large, stone, and fortified. The two Forts sit a few hundred yards off of either side of the bridgeheads. The river is very wide, easily 1000 yards. The bridge could be destroyed, but with mundane means it'd take forever, like 100 days.

DM: Initiative was huge today and would continue to shape the outcomes of many movements during the event. Coordinating multiple forces is difficult unless they all roll high initiative. It was our first taste of the simplified siege rules, which I like a lot but for something this granular probably were not a good fit. I also was moving Henrik's Bravo division like they were cav for some reason. It didn't affect anything, but I fixed that later on.



8/30/23

8/30/23 84 68 Cloudy No Rain

Heinrik - Report 8/30/23:

Heinrik begins siege of Millon. At current estimated rate it will take 12 days. If you had one more unit it would be 6 days.

Bravo remains with Issac's 1st Army, have moved to 19.19 and received victorious but wounded detachment from the west that encountered hobgoblin raiders.

Recon:

Millon has 3 units of conscripts and 1 unit of light catapults

Hobgoblin raiders were a single division of 4 light cav, reduced by half after the battle. Hex 15.17.

Southbridge garrison is ~400 men, 4 units in a single division.

The tail end of Issac's 4th swear they saw an impressive number of heavy cavalry flying Tying colors observe their departure. ~700 troops in 2 divisions, 6 units each. Hex 15.17.

Volrag personally leads the attack on Northbridge with ~1500 beastmen in 3 divisions of 6/4/4, orcish heavy inf, lt inf, xbow, and boar riders.

Edit:

Lord Talston has hanged 60 Valestrian prisoners from the walls with large signs saying "Come and Take It"

Issac - Report 8/30/23:

1st moved to 19.19

2nd/3rd moved to 20.21

4th encountered hobgoblin raiders and repelled them, defeating 2 of their 4 Lt Cav units and suffering 2 units heavy infantry in casualties. Prisoners were put to the sword by Issac historical SOP and the 4th joined with the 1st at 19.19.

5th burns the YRB and retreats to 18.13

6th has 420 soldiers + 3 engineers. Soldiers act as unskilled laborers for construction. Review the rates page 50 and rules page 51 D@W:C, noting the limitation of how many workers can work on a single piece at a given time, then choose what your people will construct.

Half of the Northbridge garrison is able to flee towards Southbridge and surrender to the garrison there. Eversly and Kegmini's group are captured trying to escape. Status unknown. Northbridge will fall due to lack of defense.

Recon

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Southbridge garrison is ~400 men, 4 units in a single division.

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Hummel - Report 8/30/23:

You advance to 32.26. There have been battles to the southwest and northwest of you, but still far out for recon. Unless I hear otherwise, will rest here so you don't get stuck later.

Deinwick - Report 8/30/23:

1st Army marches on Talston, only to find that Issac, Heinrik, and Valestrian's forces have departed. Does not begin siege prep, stands off of city due to being significantly outnumbered. Lord Talston has hanged 60 Valestrian prisoners from the walls with large signs saying "Come and Take It"

Hillfort marches overland to 14.23.

Sheafwich falls back to the town with their prisoners, establishing a POW camp.

Recon:

Talston's army sits at over 2000 troops, 6 divisions, 6/6/4/4/4/4 units per division. 9 units of conscripts, then his marching force of heavy inf, longbowmen, light cav, heavy cav, horse archers, and cataphracts. Stout veteran core of his main force. Also has 2 units light catapults defending the walls.

Issac's 1st army with attached Heinrik archers moved to 19.19 and were joined by a detachment of Issac's from the west. ~1200 troops in 3 divisions, much cavalry and archers, some hvy inf.

Issac's 2nd army holds field fortifications in hex 20.21. ~800 troops in 2 divisions, 4 units each. Mostly infantry/archers, some cav.

Hillfort detected an army of ~600 Tying cavalry bearing north out of the woods at 15.21, towards Southbridge.

Talston - Report 8/30/23:

You hunker down for a siege but as the day wears on armies begin to leave. Valestrian's cavalry departs southeast while Issac and Heinrich's joint units move northwest. You hang your prisoners with the warning and spin it as though that's what drove them off.

Southbridge allows a division of hobgoblins across the bridge under protest from Captain Vulcan of the garrison. They also allow Tying to establish a supply line. Shortly thereafter, 60 troops from Northbridge flee across the bridge and surrender to the garrison under Vulcan, opting for human over beastman capture.

Recon:

Glasseye is able to spiritwalk and gain intel on the enemy, but not an obvious weak point for assassination of Issac yet. Learns of concern over the Fire Giant Volrag to the north. No rain today and no frogs.

Deinwick arrives to the hex with an army of ~650 troops, mostly cav with some hvy inf and archers. He stands well off from the city.

Issac's 2nd army holds field fortifications at 20.21. ~800 men in 2 divisions.

Valestrian - Report 8/30/23:

Enraged at the ineptitude of your "allies" failing to support your ambush, you take your men back to Valestrian Castle.

Recon:

Hummel sits with ~1600 troops in 4 divisions to your east, resting after a march. Hex 32.26.

Issac and Heinrich withdrew to the northwest of Talston.

Deinwick arrived with an army to Talston.

Tying - Report 8/30/23:

1st Army advances north and resupplies in Southbridge from an irritated Captain Vulcan of the garrison. Turning east, they pass a hobgoblin raiding division of light cav in retreat. They encounter an army of Issac's withdrawing to the east after a battle which exceeds your stated threshold for engagement of BR. Fall back to 15.17.

2nd and 4th hold

Recon

Southbridge is garrisoned by 3 units of conscripts and 1 unit of light catapult in a single division.

The hob patrol lost 2 units of light cav and have 2 remaining in a single division, hex 15.17.

The unit merges with a joint army of Issac/Heinrich at hex 19.19. Roughly ~1200 men in 3 divisions.

Volrag - Report 8/30/23:

The cowards in Northbridge attempt to abandon the fort, half fleeing across the bridge and surrendering to Southbridge, the other half trying to flee by boat. You capture 45 troops including Sir Balrick Eversly, the leader of Northbridge, and a mage named Kegmini.

You capture Northbridge now that it's undefended. This counts as a town and awards 10 points. Your hob raiders pass the bridge and head east, unable to link up with Tying. Confronted with a roughly equal number of humans, your captain gives the Waagh and it's on. You inflict 2 units of casualties to them but suffer 2 yourself and pull back to 15.17 rather than push the issue. Tying shows up later, scouts the humans, and returns. Echo force marches and arrives 19.07.

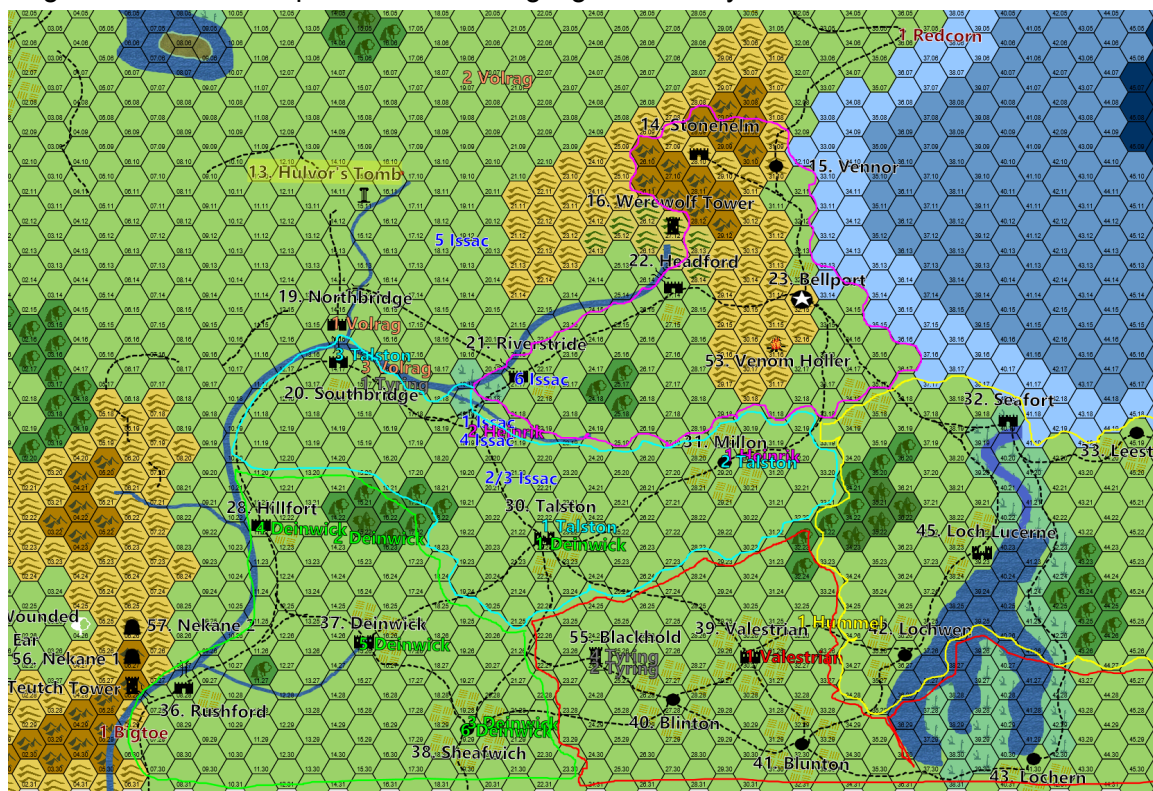
Recon

The humans you battled had 5 units in 1 division, 3 heavy infantry and some med/hvy cav. Veterans in the mix.

Talston is garrisoned with 4 units in a single division.

Tying is cagey about how many troops he has in 15.17 and your scouts are unable to get an estimate.

DM: I was surprised here by the full out dogpile in Talston and then the scattering of forces. I underestimated the chance of allies forming, particularly since the PCs weren't really involved. They're the ones that typically drive emotional responses to things. Volrag's presence to the north changed the game logistically, particularly for Issac and Heinrik. Initiative was again big. I laughed when Talston put out his warning sign and everyone left.



8/31/23

8/31/23 83 66 Clear

Heinrik - Report 8/31/23:

Siege of Millon continues.

Bravo holds position at fortifications in 20.21

Recon

Lord Grueller Deinwick's first army arrives at 20.21 seeking to join forces. They appear weary from marching. 660 troops, 2 divisions, 4 units light cav, 2 units med cav, 1 unit heavy cav, 1 unit heavy inf, 1 unit bowmen.

Talston forces remain the same

Issac - Report 8/31/23:

Troops move as ordered, no contact.

Recon

Roughly 550 beastmen hold Northbridge in 2 divisions. Orc heavy infantry, boar riders, and hob light cav. Includes the reduced division that Jahanary drove off, which retreated there this turn.

Lord Grueller Deinwick's first army arrives at 20.21 seeking to join forces. They appear weary from marching. 660 troops, 2 divisions, 4 units light cav, 2 units med cav, 1 unit heavy cav, 1 unit heavy inf, 1 unit bowmen.

An army of beastmen arrived at the Butzkrag, roughly 1000, following the river north.

An army of beastmen 19.09 approaches the Butzkrag. 1 division, ~250 troops.

Talston's the same.

Hummel - Report 8/31/23:

Your army rests 32.26.

Valestrian has a ~1000 cavalry within his castle, roughly 1/2 light cav, 1/2 horse archers.

Deinwick - Report 8/31/23:

Your 1st Army is able to force march early and join the coalition in hex 20.21 without interference from Talston. This army is fatigued from marching and will suffer -1 to attacks rolls until they have rested for 4 days.

Hillsfort army advances to 16.24. This is their 4th day marching. They will require 3 days of rest or begin to suffer attack roll penalties from fatigue.

Sheafwich army replaces the bowman casualty unit with light infantry from the garrison and advances to 21.27 to recon Blackhold with no interference.

Recon

Talston remains in his castle with a large force.

The army at 20.21 is 1300ish troops with a whole bunch of infantry and archers, some cav.

Issac's 1st army sits at 19.19, mostly cav with some infantry.

Blackhold is garrisoned with 1800+ troops in 5 divisions, 6/1/4/4/4 units respectively

Talston - Report 8/31/23:

Deinwick's 1st Army marches beyond Talston and joins the coalition in 20.21.

You receive a protest from Captain Vulcan of Southbridge regarding the order to allow hobgoblin raiders to pass the bridge.

Spiritwalk is once per week.

You torture 10 soldiers for your mission. Some hold out but eventually one gives in.

Recon

Coalition forces are ~2000 troops in 5 divisions, about 40% cavalry. Lord Grueller Deinwick is among them, but not Lord Issac or Baron Heinrik.

The Baron leads the siege on Millon and has settled in for day 2.

Valestrian - Report 8/31/23:

You rest in your castle.

Tyring - Report 8/31/23:

Your armies hold position, no contact.

Recon

Volrag departs Northbridge headed north with ~1000 troops in 2 divisions, mostly orc infantry with some boar riders.

Less than 600 troops guard Northbridge, again mostly orc infantry with some boar riders and hob cavalry.

Issac's personal banner flies above the army at 19.19. ~ 700 troops in 2 divisions, mostly cavalry with a few units of heavy infantry.

Deinwick army of less than 600 in a single division of 6 units advances to 21.27.

Volrag - Report 8/31/23:

You depart for the Butzkrag with no interference. You pass a burned palisade and frontier style wooden fort that had clearly been occupied for several months. The Butzkrag itself shows signs of steady traffic up the pyramid and into the opening in the top. Signs of construction site efforts litter the outside, staging areas for materials, work camps, etc. All abandoned.

Your scouts pick up a division of cav flying Issac's banner headed southeast on the other side of the river. They pass on out of your range.

Tyring has ~600 troops in two divisions at 15.17.

Charlie arrives in Northbridge exhausted from marching, force marching, etc. -1 to atk rolls until they get 4 days of rest.

Echo moves unmolested.

DM: It occurred to me here that daily orders using ACKS Domains at War had a built in rest period for both the players and the DM, since armies can only move 4 out of 7 days without gaining fatigue. I was also starting to settle in with my efficiency, which took some pressure off. Practice makes perfect. We had our first drops to the campaign at large, setting the tone for the other players in the game.



9/1/23

9/1/23 78 57 Partly Cloudy Hvy Fog, -2 to recon rolls

Heinrik - 9/1/23:

Siege of Millon continues
Bravo holds position at 20.21.

Recon

No updates

Issac - 9/1/23:

1st and 4th force march to Riverstride through the dense fog. It's quiet.
Remaining divisions behave as ordered.

Recon

Nothing. Either all is quiet or the fog is impeding the scouts.

Hummel - 9/1/23:

Your army rests again. 1 day marching left this week, 1 day of rest left this week in order to avoid penalties.

Recon

Valestrian remains in his castle.

Deinwick - 9/1/23:

Your armies rest where they are.

Recon

No changes, either everyone's resting or the fog is obscuring movement.

Magic Items

Scroll, Treasure Map to 5d6x1000gp hoard
Shield +2
Scale Armor +1
Sword +1
Scroll, Ward vs Lycanthropes

Dropped your hook to the PCs - 9/1/23: Adventurers of Team B present in Deinwick are visited by a furtive agent of the Lord Grueller. He may have an opportunity for your group. Feel free to contact nvizz (Lord Grueller Deinwick) on Discord for details.

Talston - 9/1/23:

Your reformed Charlie division of cavalry departs and successfully merges with Tying's 1st Army in 19.19, but there is no foe to be found. Scouts are unable to pick up the location of the enemy and Tying calls to fall back to 18.19.

You receive another protest from Captain Vulcan of Southbridge about letting orcs pass the bridge. This is madness, sir! Madness!

Recon

The enemy coalition still resides at 20.21 with no change in composition that you can tell. Lord Deinwick is as heavily guarded as every other lord of the land, with a vigilant security detail at all times.

Valestrian - 9/1/23:

You rest at the house within a purple haze of calm. Hummel rests in 32.26.

Tying - 9/1/23:

Your 1st Army merges with Volrag's foul orcs and march on 19.19, where you also pick up Talston's division of cavalry. Unfortunately Issac's army is nowhere to be seen and the fog prevents you from finding him. If he went to Riverstride, you would not catch him before he gains the walls. If he went south to the Issac/Heinrik/Deinwick coalition in 20.21 that Talston's officer shares intel about, he would likely surpass your BR. Without proper intel you opt to fall back to 18.19 and reassess with better weather.

Your officers grumble about the orcs, as does Talston's captain.

Recon

Deinwick's army remains in 21.27.

You're told there's a coalition of forces in 20.21 in a fortified camp. Can get details from Talston if you choose.

Failed recon check on Issac.

Volrag - 9/1/23:

Echo arrives

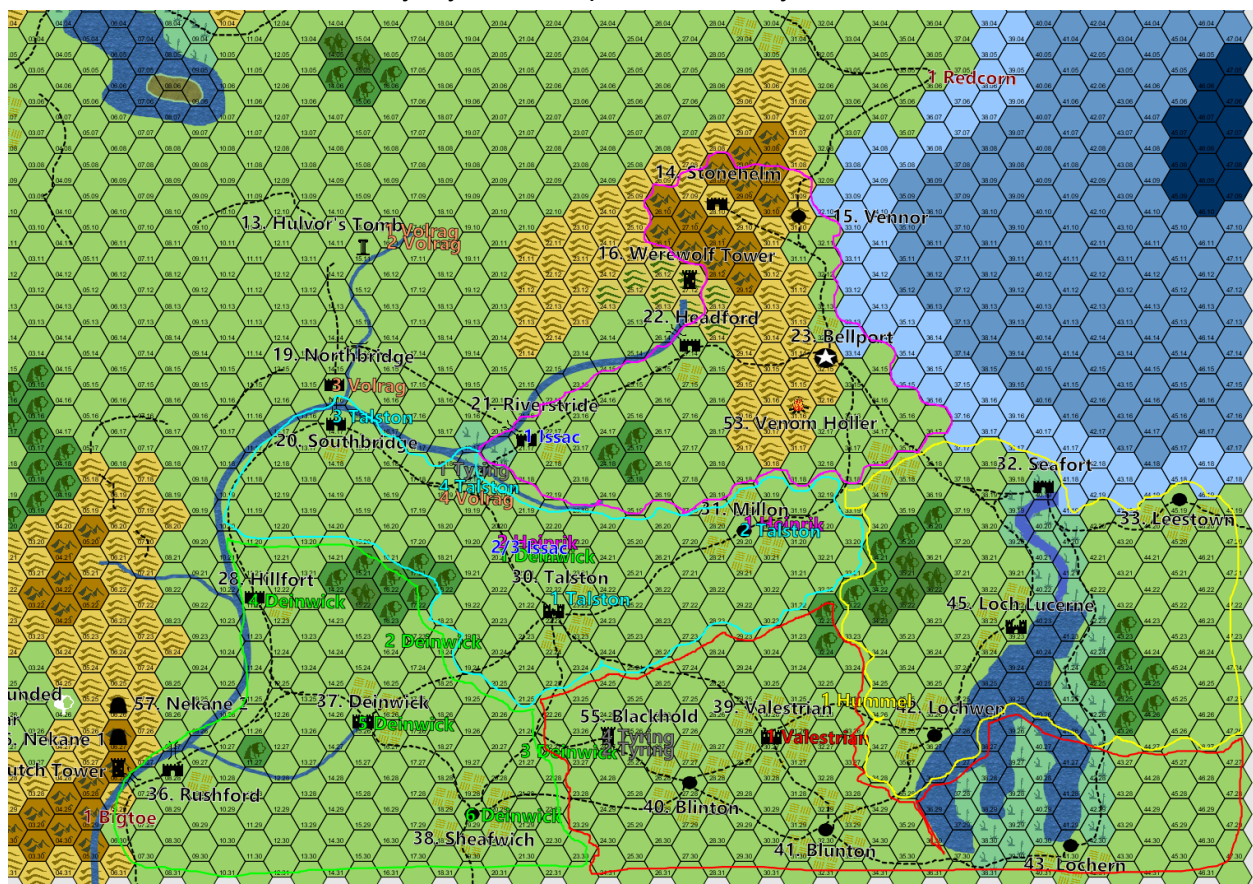
You and your army are disgusted to find that the Butzkrag has been humanized. The chaotic altar known to your shaman is 3 levels down in the dungeon beneath the pyramid, but when he

returns from below he still bears his sacrificial implements and prisoners. He reports that the old temple/altar room has been resurfaced with bright white marble and foul symbols of Heironeous and phrases of encouragement and valor and honor. The old obsidian altar has been smashed and the Untersgraben stolen! The Vampire High Priest von Malkin has been permanently destroyed along with the other smaller altars on level 2. His voice cracks as he chokes up, a single tear of rage flowing down his green, filthy cheek.

This revelation halts the celebration of the troops like a needle pulled hastily from a vinyl record. Charlie chills in Northbridge

Delta links up with Tying, getting dirty looks from the humans. A division of cavalry from Talston joins them, but when the army arrives at 19.19 to do battle, Issac is nowhere to be found. The fog prevents finding him and Tying chooses to pull back to 18.19 rather than chase blindly into the fog.

DM: Joint ops and initiative, again. Tied a lot of the roll off initiatives too, which would have been a lot of fun at the table. Tense moments. Weather made more impact here with the negative recon rolls. I liked the flavor of the humans bucking working with beastmen. Had they forced it further it would have caused loyalty rolls and potential mutiny.



9/2/23

9/2/23 80 58 Cloudy Hvy Rain, 1/2 movement offroad

Heinrik - 9/2/23:

You maintain.

Valestrian arrives with ~1000 cav in 5 separate divisions and occupies 5 of the hexes surrounding Talston's hex, burning farms and driving peasants towards the city. Civilian casualties are numerous.

Issac - 9/2/23:

Your armies maintain current position.

Valestrian arrives with ~1000 cav in 5 separate divisions and occupies 5 of the hexes surrounding Talston's hex, burning farms and driving peasants towards the city. Civilian casualties are numerous.

Sebastian is able to explain that mechanically, Volrag has to undo what Sebastian has done and then rebuild the original altar. He explains that this process can be accelerated by blood sacrifices.

Hummel - 9/2/23:

You rest again, with the intent to move tomorrow.

Valestrian has left his castle with ~1000 cav headed northwest

Deinwick - 9/2/23:

Your troops rest

Valestrian arrives with ~1000 cav in 5 separate divisions and occupies 5 of the hexes surrounding Talston's hex, burning farms and driving peasants towards the city. Civilian casualties are numerous.

Talston - 9/2/23:

Your cav follow Tying to Southbridge. The Orcs depart back over the bridge. The humans are annoyed and confused by the orcs' involvement and happy to see them go. Further open alliances with beastmen will result in loyalty rolls for the captains involved.

Valestrian reappears from the southeast with ~1000 cav that occupy 21.23, 22.24, 23.23, 23.22, and 22.22 in 5 separate divisions. They begin burning farms and herding peasants towards the city. Civilian casualties are numerous.

Glasseye's divination picks up another rain of frogs centered on the noble district. Your troops are able to address it effectively, neutralizing any potential effects.

Valestrian - 9/2/23:

You are able to reform your army into 5 divisions and advance on Talston, occupying hexes 21.23, 22.24, 23.23, 23.22, and 22.22. You begin to burn farms and herd peasants towards the city. Civilian casualties are numerous.

Issac, Heinrik, and Deinwick maintain a fortified position hex 20.21. ~2000 troops in 5 divisions.

Teutch - 9/2/23:

Under cover of heavy rain, your strike team drops another bunch of frogs on Talston's noble district, but again he anticipated this and had troops ready to address it. (lost opposing SA roll).

Tyring - 9/2/23:

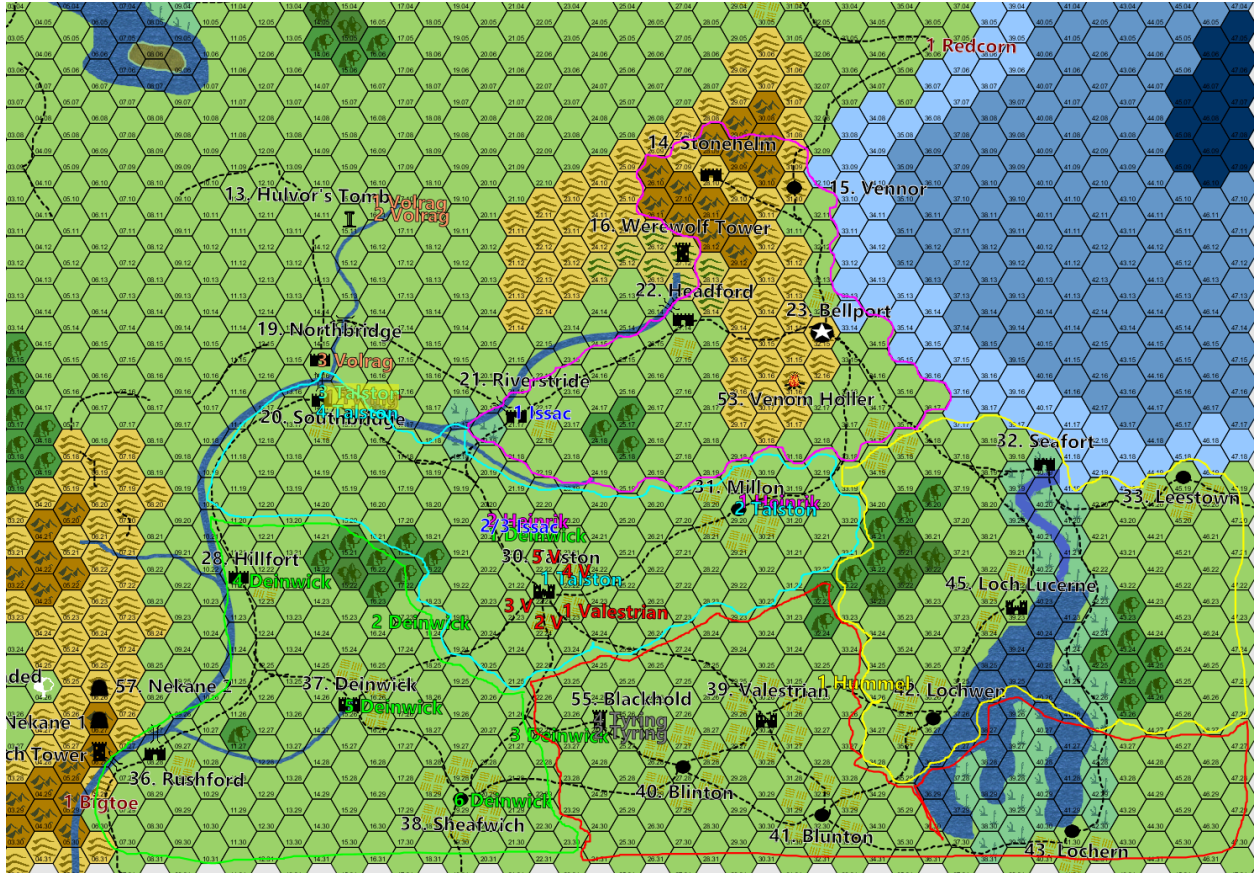
1st Army advances to Southbridge with Talston's cav. The orcs cross the bridge to the north. All the human captains are grumbling about allying with orcs. Rumor is Captain Vulcan of Southbridge is furious. There are no changes in recon.

Volrag - 9/2/23:

Butzkrag crew party up. Your escort will be delayed by the rain, but they're on their way. Divination happens but maybe want to rephrase your casting. Looks like it's advice regarding an action, not info drops.

Delta leaves grumbling humans behind at Southbridge and rejoins the hobs at Northbridge. You'll need to reorg the hob division in order to act independently. It only has 2 units, needs 3. I missed that earlier.

DM: Teutch had been itching to enter the game and found his spot. He developed a Plague of Frogs spell that he was trying to leverage against Talston, but it required rain to cast. There just wasn't enough for him to stack up an army of toads to march somewhere, but he would continue to pester the young lord. I determined that counterintel/weird ops things for this event would be run using opposing Strategic Ability rolls, the primary army stat in ACKS D@W. It worked out pretty well most of the time and I needed a quick way to adjudicate really weird stuff.



9/3/23

9/3/23 75 61 Clear Mist

Heinrik - 9/3/23:

The siege of Millon is joined by ~1000 cav from Valestrian. This reduces the remaining Siege time to 4 days.

No change in recon.

Issac - 9/3/23:

Armies hold and no change in recon.

Hummel - 9/3/23:

Your army advances to 29.26. No change in recon.

Deinwick - 9/3/23:

Sheafwich moves to 22.25.

Valestrian's cavalry have moved to join the siege of Millon.

Talston - 9/3/23:

Your troops rest.

Valestrian's cavalry have joined the siege of Millon.

Deinwick has another army arrive 22.25, ~550 men in one division

Valestrian - 9/3/23:

You join the siege of Millon, reducing the estimated Siege duration to 4 days.

Deinwick has another army enter Talston territory at 22.25. ~500 troops.

Teutch - 9/3/23

Frogs deployed at 16.23 successfully

Eros Tying personally leads a joint army of Tying/Talston. 3 divisions of cavalry. Tying troops are 10 units of Light Cavalry with well ordered camp and good officers. Talston is 4 units in a single division of heavy, light, light, and horse archer cav.

Tying - 9/3/23:

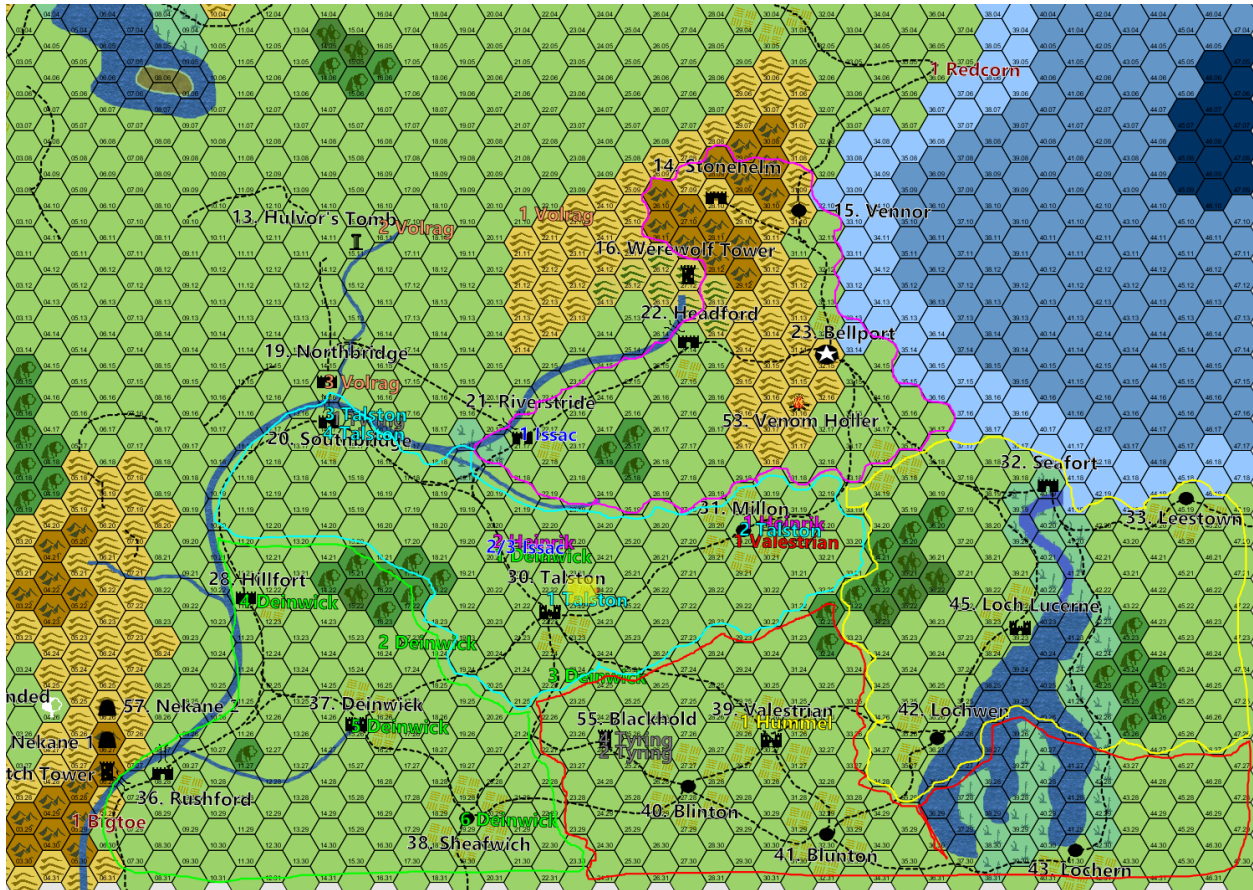
Your armies hold, Volrag marches some troops north out of Northbridge.

Volrag - 9/3/23:

First army moves to 21.10 no issues

Delta transfers troops and force marches to Butzkrag. Keep track of your rest periods please.

Shaman is told that the foundations of Derston collapsed under the wizard fire. There is a complex of tight hallways that would be best explored by a highly skilled strike team. It is not a place for military grunts.



9/4/23

9/4/23 75 58 Cloudy

Heinrik - 9/4/23:

Siege is maintained. 3 days remaining.

Scouts from Stonehelm report ~1000 beastmen marching along the foothills at 21.10.

Deinwick army of ~500 moves to 21.23 from the south.

Deinwick army of ~500 advances to 18.23 from the west.

Talston cav returns from the north and rejoins the garrison in Talston.

Issac - 9/4/23:

All units maintain.

Deinwick army of ~500 moves to 21.23 from the south.

Deinwick army of ~500 advances to 18.23 from the west.

Talston cav returns from the north and rejoins the garrison in Talston.

Hummel -9/4/23:

Your army advances to 27.25. Marching 1/4 for the week.
Tyring has ~1800 troops at Blackhold, including some trebuchets.

Deinwick - 9/4/23:

Sheafwich army moves to 21.23 enroute to the coalition forces in 20.21, going around the city hex to avoid being caught by a sortie from the castle. 1/4 days marching used this week.
Hillfort army advances to 18.23. 1/4 march this week.
Talston cav rejoins the garrison at Talston from the north.

Talston - 9/4/23:

Cav force marches to Talston. 2/4 marching used this week.
Deinwick army from the south goes around, ending in 21.22. No opportunity to safely engage them and return to the city.
Deinwick army of ~500 arrives in 18.23 from the west.

Valestrian - 9/4/23:

You maintain siege with Heinrich's troops.
Deinwick army of ~500 moves to 21.23 from the south.
Deinwick army of ~500 advances to 18.23 from the west.
Talston cav returns from the north and rejoins the garrison in Talston.

Tyring - 9/4/23:

All armies rest/behave as ordered.
Talston cav departs Southbridge, force marches to Talston
Your scouts at Blackhold probe into Deinwick territory but are unable to learn anything about the garrison at Deinwick city.

Towards the end of the day 9/4/23, your men are rotating sentry shifts and preparing for mess when a poisonous cloud descends on the camp. Fortunately, the captain of the affected unit saw it coming fast enough to call the alarm. One of your units is wracked with deadly poison gas, but the rest of your army is able to disperse fast enough to avoid the slow moving cloud. The captain of the unit is a little green around the gills but otherwise unaffected.

Volrag - 9/4/23:

Units rest.
You've put out feelers in Discord so we'll see if they jump on it. Otherwise, I'll roll a % chance in a few days, see if any skeezy chaotic fucks show up lookin' for work.
A division of Talston cav departs Southbridge heading southeast.

DM: Again the wizard arrived to cause some magical chaos, this time with Cloudkill against Tying. The opposing SA roll prevented a likely disaster for the knight of Hextor. I particularly liked the idea of heroism among the officers of even the “bad guys”.



9/5/23

9/5/23 80 56 Cloudy

Heinrik - 9/5/23:

Siege is maintained, 2 days remaining.

Stonehelm reports no change in Volrag's army in 21.10. Has called it's militia up but is very concerned over an inability to truly repel a committed invasion.

Deinwick's southern army joins with the coalition at 20.21.

Deinwick's western army advances to 20.22

Issac - 9/5/23:

1st and 5th advance to 15.17 and encounter no enemy. Pull back to 16.18. 2/4 marching this week.

Run your own travel for Hewitt

All other units hold

Deinwick's southern army joins with the coalition at 20.21.

Deinwick's western army advances to 20.22

Army of cavalry moved south from Southbridge before you arrived.

Southbridge garrison is 4 units in a single division. Obviously some light catapults involved in the defense.

Volrag garrisons Northbridge with 3 units of cav, 3 units of infantry in 2 divisions.

Hummel - 9/5/23:

Your army rests 27.25. 1/4 marching, 1/3 rest for the week.

Roughly 800 soldiers marched west out of Blackhold today.

Deinwick - 9/5/23:

Sheafwich army links with the coalition. 2/4 marching this week.

Hillfort army advances to 20.22. 2/4 marching this week.

No changes in Talston garrison

Reports that the undefended Rushford has fallen to Tying reach you late in the day.

Issac's 1st army of cav moved to 16.18

Talston - 9/5/23:

Reorg of army happens as ordered.

You prepped some cobra poison and fitted Talston conscripts for Valestrian uniforms.

Deinwick's southern army joins the coalition in 20.21

Deinwick's western army advances to 20.22

The siege of Millon continues, with 2 days left before they're forced to engage or surrender.

Baron Heinrik commands the joint siege with Lord Valestrian present. There are roughly 1200 cavalry and 1400 infantry along with 4 units of siege equipment. Heavy Ballistae and Battering Rams.

Tying departs Southbridge headed south early in the day.

Issac advances to 15.17 before backing off to 16.18. ~700 mixed cavalry.

Valestrian - 9/5/23:

Siege continues, estimate 2 days remaining before the garrison will have to engage or surrender.

Teutch - 9/5/23:

Issac rides to 15.17 looking for contact, finds none, and backs to 16.18.

You get a bird reporting that an undefended Rushford has fallen to Tying. ~600 cavalry

Tyring - 9/5/23:

The 1st force marches as planned and takes an undefended Rushford. 10 points puts you on the board.

There are no known PCs present to invite to dinner at Rushford.

The 2nd advances to 22.28.

Hummel has an army at 27.25 with ~1700 troops in 4 divisions.

Nekane runs two dwarven vaults. Your scouts are unable to penetrate and learn really anything about them.

Teutch tower is built on the side of a mountain with a switchback leading up to it. Will count as a mountain fortress in terms of abstracted siege. It has a large stone bridge leading across the river to Rushford with a big statue of Teutch straddling it, giving finger pistols to anyone walking between his legs.

Teutch Tower has a garrison of roughly 3 units in a single division. ~350 troops, including something winged.

Volrag - 9/5/23:

You rest.

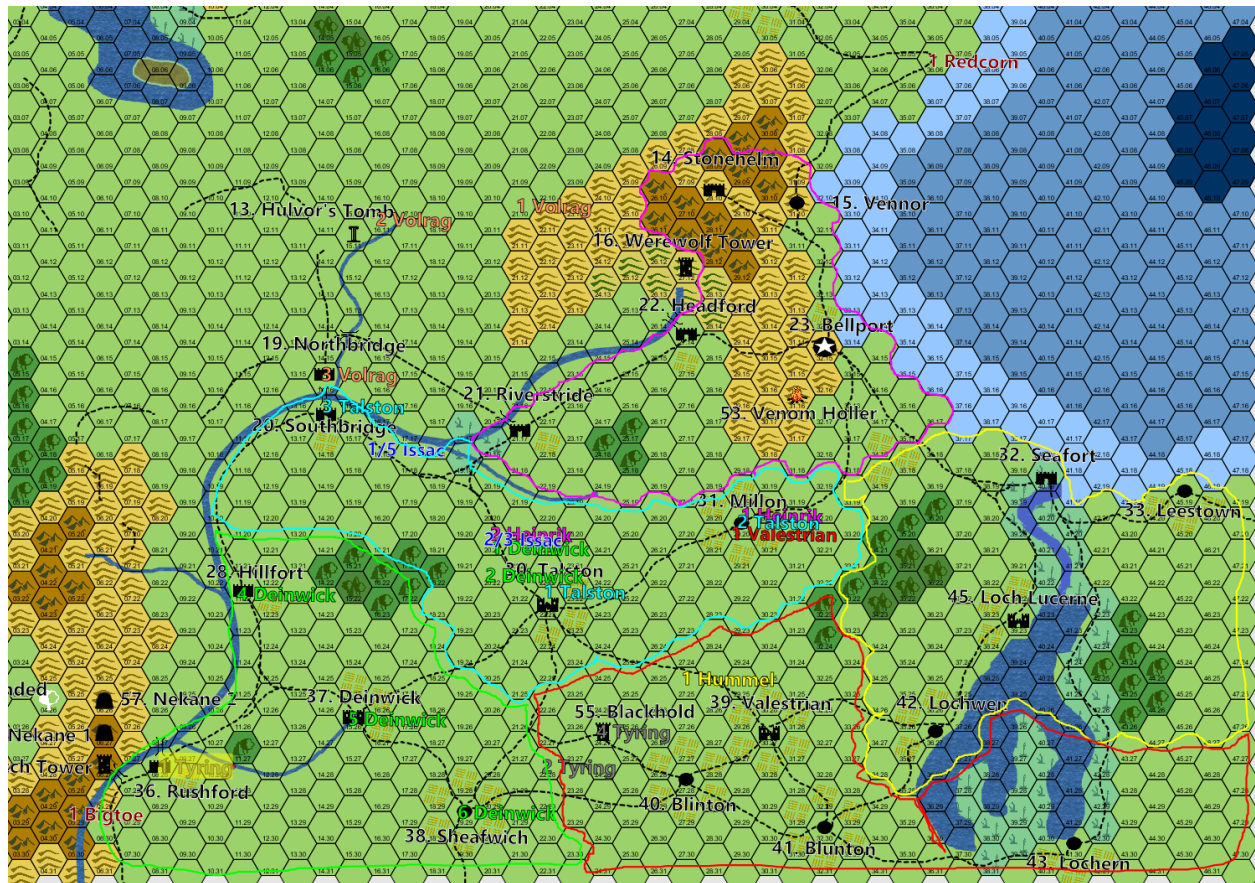
Tyring leaves Southbridge.

Issac arrives to 16.18 with ~700 cavalry.

List your anticipated construction rate with 60 ogres and 120 hobgoblins.

DM: Very happy with my processes here, settling in smoothly and not taking all day to run it.

Undefended towns were a blind spot, particularly with the mobility of the cav armies. That would end up winning Tyring the event.



9/6/23

9/6/23 82 59 Cloudy

Heinrik - 9/6/23:

Siege is maintained, 1 day remaining.

Stonehelm loses sight of Volrag

Deinwick's armies combine and lay siege to Talston with 19 units.

Bravo is ordered to 20.19, 1/4 days marching this week.

Issac's fortified position and units at 20.21 hold.

The undefended fort at Headford is captured by Valestrian troops singing "Get Up, Stand Up"

Issac advances 4 units of infantry to 24.16 from Riverstride

Redcorn - 9/6/23:

Redcorn breaks siege of Paulsville and heads south to 31.09. 2/4 days marching this week.

Bigtoe wakes early and force marches to the aid of Teutch, arriving just ahead of a large mounted force under Lord Tying's personal banner. Tying punishes Teutch's goat herding

peasants in an attempt to lure the garrison into an open field fight, but Teutch maintains his aloof demeanor.

Tyring has 2 divisions of 10 light cav units, one unit at half strength, each unit led by a LT. (Amazing recon roll, you can almost smell what he ate for breakfast).

When the Purple Alliance is not goaded into a fight, Tyring's forces depart, leaving a trail of dead peasants and burning huts in their wake.

Issac - 9/6/23:

1/5 arrive at 11.21 without incident.

4th marches to 24.16

Heinrik's Bravo marches to 20.19

Rest hold

Deinwick's armies combine and begin siege of Talston.

Hillfort is garrisoned by 3 units of Deinwick infantry.

The undefended Headford has been captured by Valestrian. "Get Up, Stand Up" can be heard sung from the walls by your scouts.

Riverstride receives a bird from Southbridge "Beasts 18.13"

Hummel - 9/6/23:

Your army advances to 26.25 per your original orders and stops. 2/4 marching, 1/3 rest for the week.

Lord Deinwick has laid siege to Talston

Issac maintains a fortified camp in hex 20.21

Deinwick - 9/6/23:

Your armies combine and begin the siege of Talston. You surround the town and block roads as best you can, but their catapults are keeping you at distance. Unless you are able to get some reinforcements, this will be a very long siege.

Sheafwich is under siege from a small division of Tyring infantry. Scouts report a follow on division in hex 21.28 that includes siege equipment.

Issac's 1st army is just north of Hillfort, hex 11.21. ~700ish mixed cav and Issac's personal banner.

Unknown force at Rushford.

Talston - 9/6/23:

I failed to identify some numerical issues last night. I've adapted your orders to fit best as I could. Sorry for missing it.

You only had 180 captured Valestrian uniforms and horses. A unit of conscripts is 120. So you send 2 units of light cav and 1 unit of conscripts on captured mounts on the False Flag mission. Your False Flag departs for and captures the undefended fort at Headford. They sing "Get Up, Stand Up" from the walls.

Issac has an army of 1 division of infantry camped at 24.16

Deinwick combines his armies and begins the siege of Talston. At his current strength, you can hold him off almost indefinitely on the defensive. You're much more evenly matched if you were to attack him in the field (leaving the catapults behind).

The siege at Millon is maintained, 1 day remaining.

Volrag has a large army hex 18.13

Valestrian - 9/6/23:

You continue the siege of Millon. 1 day remaining.

Teutch - 9/6/23:

Bigtoe wakes early and force marches to the aid of Teutch, arriving just ahead of a large mounted force under Lord Tying's personal banner. Tying punishes Teutch's goat herding peasants in an attempt to lure the garrison into an open field fight, but Teutch maintains his aloof demeanor.

Tying has 2 divisions of 10 light cav units, one unit at half strength, each unit led by a LT. (Amazing recon roll, you can almost smell what he ate for breakfast)

When the Purple Alliance is not goaded into a fight, Tying's forces depart, leaving a trail of dead peasants and burning huts in their wake.

Tying - 9/6/23:

1st Army burns and tortures their way to Teutch Tower, where they find a surprisingly stout defense mounted. An unknown flag flies with Teutch's on the walls. You torture and goad to the best of your ability, but no combat is offered, and you fall back to Rushford leaving a trail of burnt huts and dead peasants in your wake.

2nd Army advances to 21.28.

3rd Army begins the siege of Sheafwich, finding it guarded by a single division of 3 units.

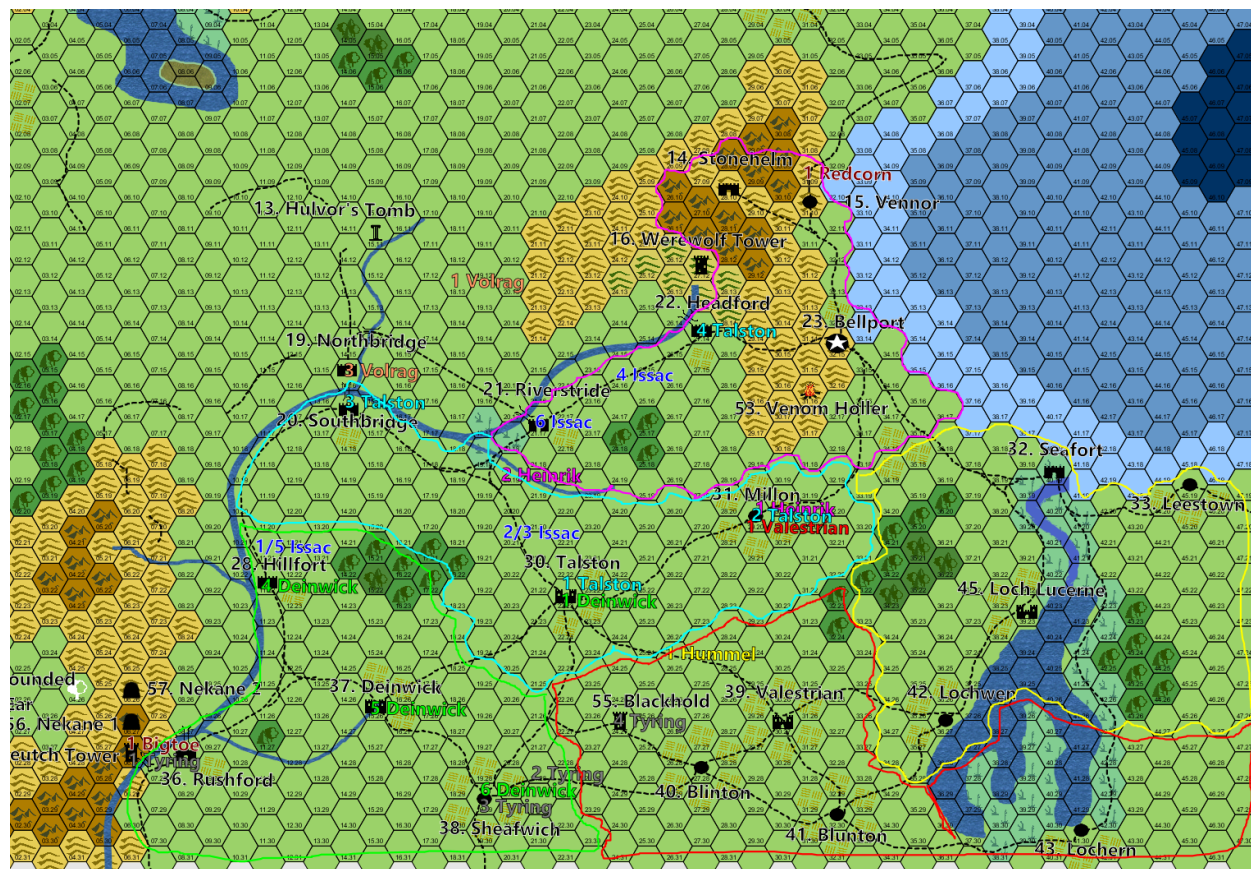
Teutch Tower is defended by ~600 troops in 2 divisions, plus hippogriffs and griffons that appear to nest along the walls and on top of the tower itself.

Volrag - 9/6/23:

ABDE combine in hex 18.13 with no issues

DM: Teutch's call for Bigtoe and Redcorn getting involved was a good merge of PC/Campaign with the event. I was glad to get some play there. Talking with some of the players, one of the

shining moments was strategic planning with others. Glad I kept comms open. The gambits that people were making were interesting to watch, but I wasn't privy to their inside convos.



9/7/23

9/7/23 82 60 Clear Mist

Heinrik - 9/7/23:

Siege of Millon - Garrison of Millon tries to break out and are defeated easily. 180 Talston captive conscripts mourn the loss of Mayor Chester Ricks, killed in the fighting. One unit of Heinrik's heavy infantry suffered the only casualties. Millon is yours. 20 points total for winning the battle and taking the town, 10 points to Heinrik, 10 points to Valestrian.

Bravo advances, discovers ~1000 beastmen 2 divisions, 6/4 units, all orcs, mostly infantry with three units boar rider cavalry across the New Bridge from Riverstride, which has its drawbridge raised. Advances to Riverstride and joins the garrison there.

Bellport reports a couple hundred troops under Redcorn's banner approaching from the north.

Issac - 9/7/23:

1st/5th arrive to Rushford, finding it garrisoned by Tying's personal force of an unknown composition. (awful recon roll) Begin siege. Smoke rises from the city as though it's being pillaged.

Volrag the Fire Giant rushes to the New Bridge and is confounded by the drawbridge being raised. Remains hex 20.17.

2/3rd to 19.18, no contest.

4th digs in.

Bravo advances to Riverstride.

An additional army of Volrag's is at 18.16, 2 divisions with siege equipment.

Redcorn - 9/7/23:

Redcorn's Army force marches towards Bellport, advances to 32.14. 4/4 days marching used this week.

Redcorn flies to join the Baron at Millon.

Bigtoe does Bigtoe things.

The Siege of Millon ends with a last ditch sortie from the garrison that is easily dispatched. The Baron and Valestrian joint army holds Millon.

Hummel - 9/7/23:

You force march in order to make it to Talston today. 4/4 marching, 1/3 rest

You take over siegeworks being abandoned by Deinwick as his army moves south. You alone hold the siege on Talston.

Deinwick - 9/7/23:

Your Army identifies Marshal Eli Hummel approaching with ~1600 troops. You depart your siegeworks and he takes them over.

Your Scout Division rushes off to engage Tying's siege equipment. They discover 4 Heavy Trebuchets escorted by 2 units of slingers and 1 unit of heavy infantry under the command of Tying's advisor. Certain of their mission to burn the siege equipment hell or high water (morale check, passed), they suffer catastrophic losses during their charge. When the dust settles, your Scout Division has been killed or captured. Two units of Tying slingers and 1 unit of Heavy infantry were defeated. They were unable to reach the trebuchets.

Tying's armies combine and assault the walls of Sheafwich. Your garrison fights valiantly, destroying one of the trebuchets, but ultimately lose the city. 150 of your men are captured by Tying.

Issac has laid siege to Rushford with an unknown number of troops.

Talston - 9/7/23:

Glasseye is able to spirit walk and learn that Deinwick intends to march to defend Sheafwich.

You find the conditions for assassination too risky, with more mobility/activity from preparations

being made to leave in the AM. (2d6 rolled for conditions, low unfavorable, high favorable. Result 4). You choose not to risk dropping the snek.

Your army gets ready to attack early, but you find that Marshal Eli Hummel has arrived from the southeast with ~1600 troops in 4 divisions, 5/4/4/4 units, balanced force of cav and infantry, no siege equipment. The Deinwick and Hummel armies do not engage each other. Outnumbered and sure that Deinwick intends to leave, you wait and he does, leaving Hummel's army to take over the siegeworks.

I read your orders as a gambit to secure the death of Lord Deinwick. With him slipping away I'm going to assume you don't risk resources on attacking Hummel.

Millon falls and Mayor Ricks is slain in the battle. Your troops wound 1 unit of enemy heavy infantry.

Volrag has failed to cross the river at Riverstride with an advance force due to the drawbridge being raised. He has a follow on army with siege equipment at 18.16

The False Flag report two massive purple and gold stone walls springing into being at the ford near Headford, redirecting water and causing levels to rise dangerously. The ford is impassable and the town is flooding.

Valestrian - 9/7/23:

Siege of Millon - Garrison of Millon tries to break out and are defeated easily. 180 Talston captive conscripts mourn the loss of Mayor Chester Ricks, killed in the fighting. One unit of Heinrich's heavy infantry suffered the only casualties. Millon is yours. 20 points total for winning the battle and taking the town, 10 points to Heinrich, 10 points to Valestrian.

Teutch - 9/7/23:

Ensorcelled Teutch and Frenz fly to Headford.

Issac has begun a siege of Tying at Rushford.

Volrag failed to cross the river at Riverstride and remains hex 19.16.

Issac has an army 24.16.

You learn nothing from Headford other than you can hear "Get Up, Stand Up" and other classic rastafarian hits being sung from the walls.

You land and are able to cast your fabulous walls of stone. Two 5x5x400 purple walls spring up at the banks near the ford, immediately causing the water levels to rise and overflow to threaten the town along the banks. The plinth commemorating Heinrich's historic victory here is quickly submerged. You and the boys fly to Bellport instead of Riverstride considering the presence of Volrag. A man could get hurt.

Tying - 9/7/23:

Issac's personal banner arrives with ~700ish troops in 2 divisions, begins siege of Rushford.

A division of Deinwick light cav rushes to engage your 2nd army but are killed or captured. They defeated 2 units of slingers and 1 unit of heavy infantry. You defeated 3 units of light cav and have 45 prisoners. Officers attached to lost units are slain.

The 2nd joins with the 3rd and launch an assault on the walls of Sheafwich. Delta merges with Charlie for the BR bump.

5 enemy hits eliminates 1 heavy trebuchet. 8 friendly hits decimates the defense. You have taken Sheafwich and 150 Deinwick prisoners. You have freed 600 prisoners from a well appointed POW camp.

30 points awarded for two victories and a town capture.

Volrag - 9/7/23:

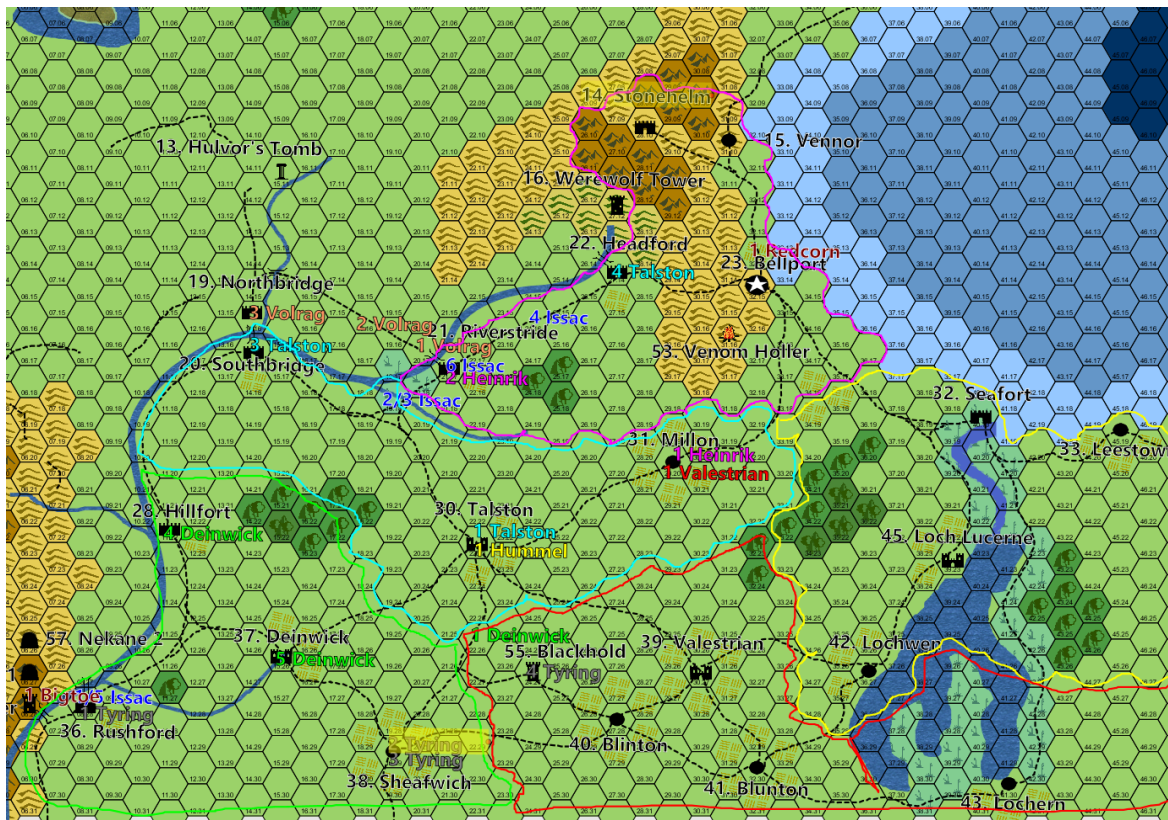
DE Force march to 18.16, no contest.

AB Force march on Riverstride, find the drawbridge raised at the southeastern side of the river. Remain 20.17.

Riverstride keep is a very stout stronghold, especially for such a small domain. 30000 SHP or more at a guess. It is garrisoned with 1 division of 4 units, ~400 troops. There are some ballistae but not many.

An army of ~1300, 3 divisions of Issac and Heinrich's troops sit in 19.18.

DM: This was one of my favorite turns. Divination magic was used to determine some next steps for factions, but several of those spells have a ~40% failure rate in regards to truth. Teutch's soothsaying to contact another plane started with an untrue result, and many of the other questions/answers were dependent on the first. I'm not sure how impactful it was, but I felt like it drew attention away from some factions' preferred plans. Also, trebuchets are just nasty.



9/8/23

9/8/23 81 60 Cloudy

Heinrik - 9/8/23:

Redcorn and Delta take off up the road to Headford via Bellport. They're not likely to make it to Headford today.

You start some fires burning in Millon.

Your army marches to 32.20

Volrag sits across the river and more beastmen arrive and begin assembling light catapults.

The undefended Vennor has been captured, again reports of Marley songs from the walls.

Issac - 9/8/23:

Volrag the Unhinged and his army sits across the river.

Later, more beastmen arrive and begin to assemble a unit of light catapults. Ogre heavy inf and hob lt inf.

Jahanaray and the 4th advance on Headford, finding the town flooded and peasants fleeing towards Bellport. The keep is abandoned and your forces retake it easily, offering what aid they can. Two massive purple and gold walls jut out of the Teeser near the ford, flooding it and causing it to be impassable. 10 pts to Issac.

The 1st maintains the siege on Rushford, with Teutch and his mages arriving to throw spells at the walls and inflict some structural damage. You suspect Tying holds the town with ~600 troops in 2 divisions. Tying makes it a point to display that civilians are dispersed among the units.

Volrag in his current position cannot siege Riverstride, but he can cause damage to the keep from across the water. Riverstride has 31,085 SHP. A unit of light catapults can do 600 SHP worth of damage per day.

Redcorn - 9/8/23:

You take command of Heinrik's Delta Division and progress through Bellport towards Headford, ending your march in 29.15

Team A and the mercs make it into Bellport, needing 4 days of rest starting tomorrow.

Bigtoe vibin' on the mountain.

Issac continues a siege on Rushford, Teutch joins him and throws spells at the wall. Flashes can be seen from the tower.

Issac advances an army into Headford and takes it without a fight. The garrison has gone.

There is heavy flooding at the ford at Headford due to some "crazy purple and gold walls that just sprang from the river". Peasants are fleeing towards Bellport for safety. You'll recall the fort there is high on a hill so not really in danger from flooding, itself.

Team A and the mercs learn that an undefended Vennor is captured by troops singing Bob Marley songs.

Hummel - 9/8/23:

You continue the siege of Talston

Deinwick - 9/8/23:

Your 1st army marches south to 20.28. This will be 5/4 days marching for the Hillfort and Sheafwich divisions of this army, resulting in a -1 to attack rolls until they're able to rest for 4 days. The OG 1st army divisions are 3/4 days marching for the week.

Recon says Tying holds Sheafwich with ~1100 troops, 11 units, mostly infantry and conscripts including liberated POWs. He has 3 heavy trebuchets which you know will be a bear in an assault on the walls and even worse in a protracted siege.

You're reasonably sure you've got the edge if you could bait him into a fight in the open, but much of your strength is in Cavalry which has reduced effectiveness when assaulting city walls.

Talston - 9/8/23:

You are under siege and unable to dispatch any troops from Talston without engaging in a fight with Hummel.

The False Flag is able to advance on and capture Vennor, the seat of Sir Lionel Deinwick, Lord Grueller's brother. He is known to reside in Bellport, however, as the steward to Baron Heinrik and leader of the capital's policing force. 10 points to Talston.

Valestrian - 9/8/23:

The captives swear to go back to their homes and are devastated to learn of the Baron setting fire to Millon.

You depart for home with no issues.

Teutch - 9/8/23:

You arrive with the Magic Frenz and blast at the walls of Rushford.

Tying appears to hold the town with ~600ish troops in 2 divisions. He makes it a point to display that civilians are dispersed among the units.

Magical SHP reduction will be counted towards breaches and such in the event of an assault on the walls or length of simplified siege. For an assault, each breach will allow a full strength cav unit to engage.

Tying - 9/8/23:

The siege of Rushford continues and you man the walls, dispersing civilians throughout your units in case of magical shenanigans.

Teutch arrives to join Issac later in the day and takes magical shots at the walls with fireballs and lightning from himself and another mage with him.

Deinwick advances to 20.28 with ~1400 troops in 3 divisions.

Magical SHP reduction will be counted towards breaches and such in the event of an assault on the walls or length of simplified siege. For an assault, each breach will allow a full strength cav unit to engage.

Volrag - 9/8/23:

Volrag stays clear of the ballistae on the walls

Catapults arrive and begin assembly. Active tomorrow.

Fallback group gets to hex 14.15 on a normal move and camps. For some reason Northbridge is just a bit further south than it used to be. Crazy times we live in.

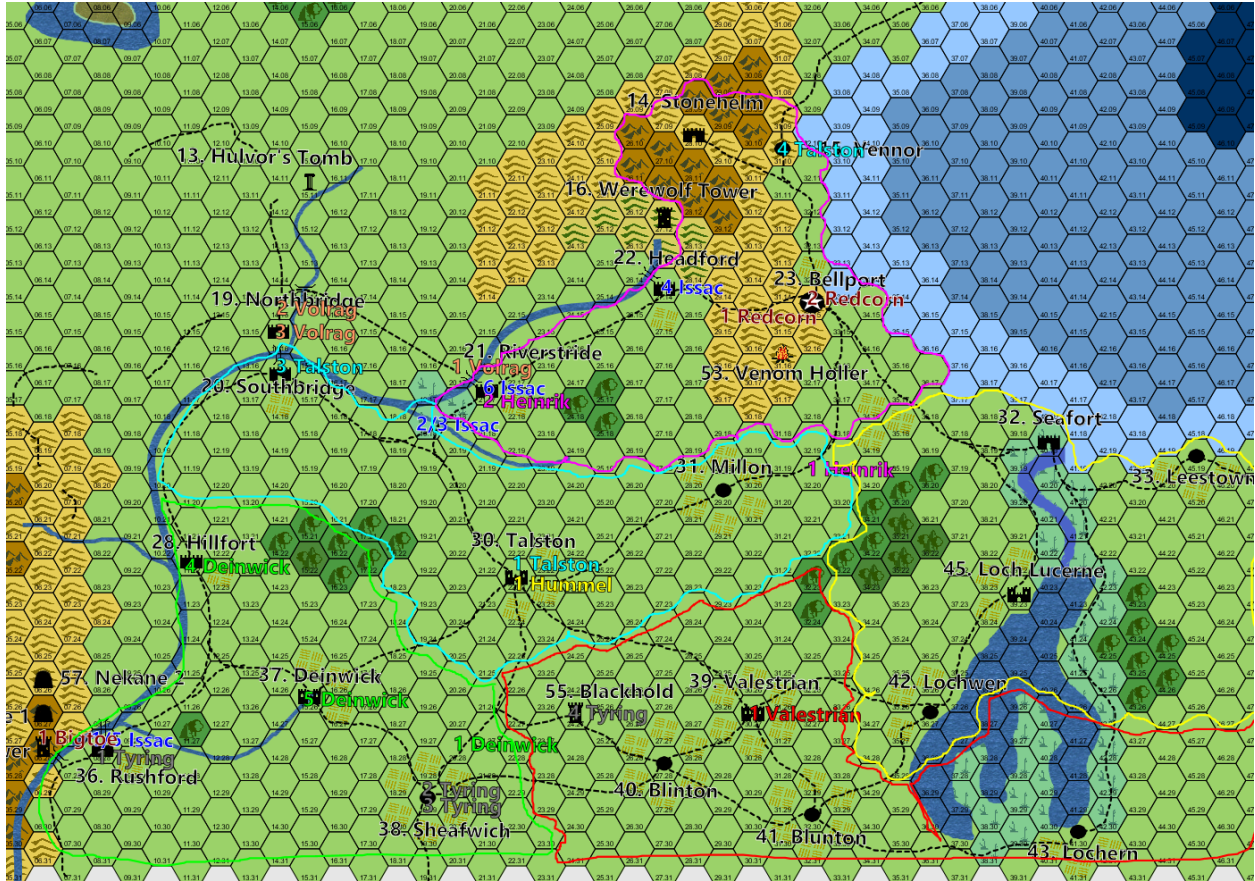
Riverstride is garrisoned with ~1600 troops, reinforcements having just arrived from the south, including a division of Heinrich's longbowmen. They have some light ballistae on the walls.

No changes in Southbridge.

Call lightning? "This spell can only be used when a storm is within range." Cloudy doesn't count since there are rain options on the weather chart. There is no storm within range today. Can continue to check daily.

Volrag in his current position cannot siege Riverstride, but he can cause damage to the keep from across the water. Riverstride has 31,085 SHP. A unit of light catapults can do 600 SHP worth of damage per day.

DM: In our campaign Discord we have a "story" channel, a news channel for the entire campaign to discover things that are common knowledge. I had trouble determining when and what I wanted to drop there for the campaign at large. I did ok, but could have done better here. Erred too much on the side of fog of war for the event instead of driving interest in what was happening. Discovered some rules gaps and my map was garbage in places, spent some time cleaning that up.



9/9/23

9/9/23 77 59 Cloudy

Heinrik - 9/9/23:

You advance to 33.17. 2/4 days moving this week

The only armed force in Bellport is a band of mercenaries loyal to Redcorn the cleric from adventuring party Team A. ~250 soldiers.

Issac - 9/9/23:

Siege continues

Hunkering down

Chaos is making it really hard to learn anything about Headford's fall. Hands full with the rest.

If Hewitt is in Bellport, roger that. If he's in Talston, it's under siege and we'll need to see if he can sneak out or something.

Volrag is joined by 3 more units of beastmen.

Volrag's Catapults begin bombardment. 600/54107 SHP

Redcorn - 9/9/23:

You ride on Vennor and arrive as a mounted party looks to be preparing to leave. They rush back in the walls and you pin them there. You are unable to learn much about them other than they're wearing Valestrian colors.

Hummel - 9/9/23:

You continue the siege of Talston. You realize that without assistance Talston can hold out indefinitely against your siege. You need allies or more units to tip the balance.

Deinwick - 9/9/23:

You rest, nothing has changed in Sheafwich or Blackhold to your knowledge.

Talston - 9/9/23:

Your False Flag division is preparing to leave Vennor when they are trapped in the walls by a division of Heinrich's of unknown composition.

You are unable to detect Hummel's intentions.

Volrag relieved one division from Northbridge while another left to the north.

Valestrian - 9/9/23:

You rest.

Teutch - 9/9/23:

You blast away at the walls and keep your bags packed in case shit goes sideways. Total damage so far: 58/12000 SHP.

Nothing has changed in Rushford to your knowledge.

Tyring - 9/9/23:

No orders received, your armies defend their positions.

Walls of Rushford Total damage so far: 58/12000 SHP.

Deinwick holds at 20.28 with ~1400 troops in 3 divisions, 16 units, 6/4/6

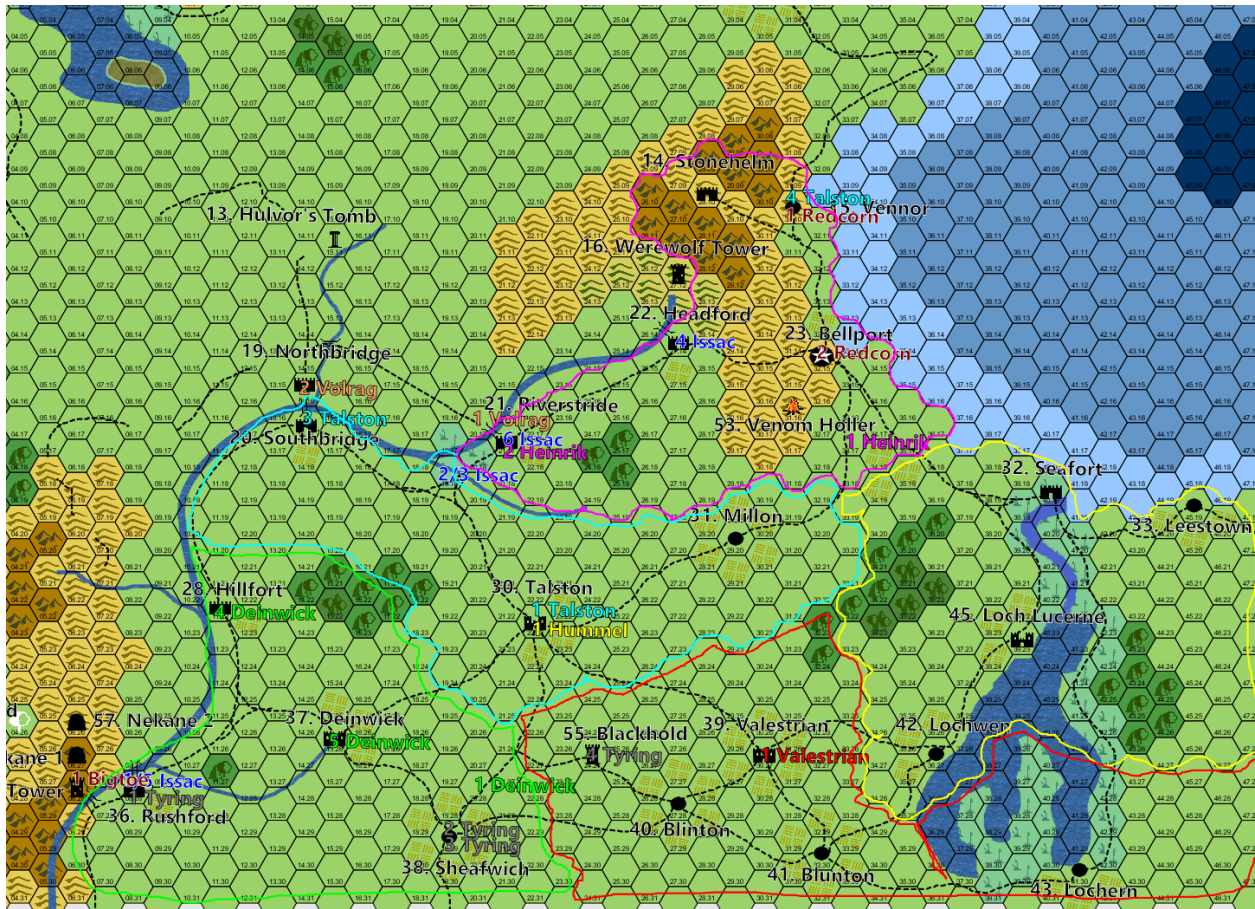
Volrag - 9/9/23:

Troops move as ordered.

No visible changes across the river.

No Call Lightning today.

Catapults begin bombardment. 600/54107 SHP



9/10/23

9/10/23 82 60 Clear

Heinrik - 9/10/23:

Your army arrives in Bellport. 3/4 days marching this week.

Redcorn's division engages a fleeing enemy from Vennor, defeating 2 units of light cav and capturing a surrendered unit of conscripts. He discovers that they are Talston units dressed as Valestrians. He loses 1 unit of horse archers and has 180 prisoners.

Redcorn - 9/10/23:

You learn that the occupying force at Vennor is 2 units of light cav and a unit of mounted conscripts.

Redcorn's division engages a fleeing enemy from Vennor, defeating 2 units of light cav and capturing a surrendered unit of conscripts. He discovers that they are Talston units dressed as Valestrians. You lose 1 unit of horse archers. You have 180 prisoners.

Issac - 9/10/23:

Deinwick is garrisoned by a division of infantry with catapults and cauldrons.

Sheafwich is occupied by Tying but you're unable to learn much about it.

The 4th advances to 30.15, no contest.

Consider the conscription/militia rules in D@W for number that you can conscript. If you're in morale damaging territory, be sure to note that for the next monthly upkeep.

Volrag continues his bombardment. 1200/54107 SHP

We'll calculate repair rates once we're certain the numbers match up.

Hummel - 9/10/23:

You continue the siege of Talston.

A Valestrian army arrives under command of his Advisor, 7 units of cav in 2 divisions.

Hummel was integral to the session played today, specifically on 9/12/23, so you'll be locked into the siege position until then. I will update you along the timeline as the week advances.

Deinwick - 9/10/23:

You rest.

Tying sends an army to Deinwick City from Sheafwich and begins a siege, but it's only 4 units of infantry and you feel your city can hold out for a long long time against just that. However, they sever your supply line to your primary army.

Talston - 9/10/23:

The False Flag division attempts to escape Vennor with their ruse but is intercepted by Heinrich's division of Horse Archers. Your soldiers defeat 1 unit of horse archers out of 4, but lose 2 units of light cav. The conscripts surrender. The False Flag flies at half mast..

Tons of rats, not much else. You can start gathering a few a day, however many spell slots you have for it.

Talston was the site of the session played 9/10/23 and is integral to the session. You'll be locked in the siege scenario until then in order to account for session shenanigans. I will report along the timeline as the week advances.

Valestrian - 9/10/23:

Your armies disperse as ordered. 2 and 3 join the siege at Talston alongside Hummel (?)

Teutch - 9/10/23:

Pew pew, 90/12000 SHP

No changes at Rushford

Tyring - 9/10/23:

1st holds Rushford, 90/12000 SHP.

2nd holds Sheafwich, no fight.

3rd rushes Deinwick, finding it garrisoned by light catapults and some infantry. They begin a siege but know it's futile without help. They are able to sever a supply line.

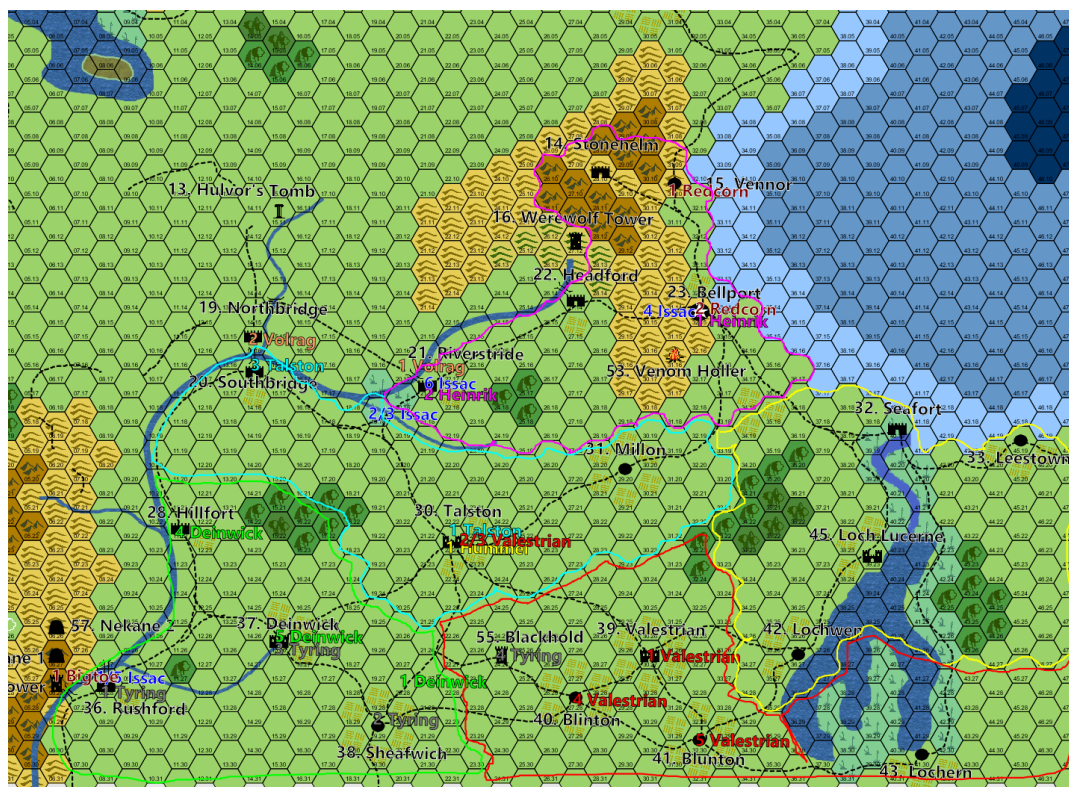
Valestrian has garrisoned his interior towns with unknown troops.

Volrag - 9/10/23:

Rest, siege, no weather for lightning.

1200/54107 SHP. Repairs are underway on the wall by some unknown number of puny humans. (rate of repair still under review)

DM: This was our first campaign session that intermixed with the event. I was suspecting that the daily orders in conjunction with an active campaign could run into some time dilemmas. For regular campaign play, a Patron/Faction leader has to be prepared to be an NPC at times. I was not concerned by this. For the event, I wasn't sure if that expectation was clear to the faction leaders. The guys involved relieved any fears I had here by taking it in stride. I think the strength of weekly orders is shown when running sessions congruently, but daily can work if everyone understands the score.



9/11/23

9/11/23 81 54 Cloudy Hvy Rain, duration only 1 hour, did not affect movement

Heinrik - 9/11/23:

Your army rests.

Redcorn marches south to Bellport with prisoners in tow.

Issac's 4th division arrives in Bellport

Bravo maintains position in Riverstride, which is still under bombardment from Volrag across the river. Magical lightning accompanies the catapult fire during the heavy rain.

Redcorn - 9/11/23:

Redcorn marches his prisoner train to Bellport.

Jahanaray has arrived with a division of Issac's troops to Bellport.

The siege continues at Rushford with no clear changes.

2250xp, 1350gp, 10 points for Heinrik in the event.

The Baron's army rests in Bellport as well.

Issac - 9/11/23:

1st continues the siege.

4th arrives in Bellport along with Redcorn and a train of prisoners from the north.

Bombardment continues from Volrag. 600-100-100(yesterday) = 400SHP from catapults.

Magical lightning accompanies the rain, dealing an additional 26 damage. Stronghold status: 1026/54107 SHP.

A double handful of freed prisoners arrive on foot from Southbridge and report to the keep at Riverstride. They are wounded and have suffered on their trip. They tell Luther (?) that Captain Vulcan of Southbridge is none-too-pleased with the beastman traffic that has come back and forth across the bridge. He does not intend to allow it to happen again. He also sends his condolences about Eversly and Kegmini. He believes they were sacrificed by Volrag at the Butzkrag.

Hummel - 9/11/23:

An adventurer arrives from the north named Gwendolyn the Goat, a bard of some renown.

She's interviewed by one of your lieutenants and recruited as a spy/operative to enter Talston.

You offer her 400gp for information or 4000gp for actions that lead to the capture of the city. You don't have that money on hand but you figure you can loot it, lol.

Gwendolyn returns later that night with indications that on 9/12/23, there is to be an attempt made to open the gates and your soldiers should be ready to charge. She indicates there's a signal to be seen from a high point in the city. Your men settle in to wait.

This information is kept to your officers. You are free to share it with Valestrian if you choose, but that was not discussed during the session.

Deinwick - 9/11/23:

Your army moves to 18.28 with the intent to re-establish at Deinwick City. 1st army is 1/4 moving, rest of the army is 1/4 moving but fatigued. They need 5 days of rest this week (2 from last week remaining and the normal 3 for this week).

Tyring's 3rd Division stumbles on you from the northwest and you engage, defeating 4 units of enemy infantry, mostly conscripts. You have 240 Tyring prisoners. You lose 1 unit of light infantry from the Hillsfort division, which will return at half strength in 1 week. 10 points to Deinwick.

Talston - 9/11/23:

The army outside is joined by additional units from Valestrian, but still do not have enough to move the needle in the siege.

You continue to collect rats. Could potentially get pigeons too, I'd imagine.

Valestrian - 9/11/23:

Your armies maintain position.

You learn of a small battle to the south of Talston where Deinwick defeated Tyring.

Teutch - 9/11/23:

Pew pew, 120/12000 SHP.

Tyring - 9/11/23:

1st defends Rushford. More magical pewpewing at the walls. Still no siege engines. At this rate you're lookin' at 180ish days to siege, minus whatever Teutch is able to do to the walls over that time. 120/12000 SHP.

2nd chills in Sheafwich. Insect Plague set.

3rd blunders into a Deinwick army at 18.28. The battle is short with the 3rd being eliminated and captured. They inflicted 1 unit of casualties on light infantry.

4th vibes in Blackhold like the Keebler division.

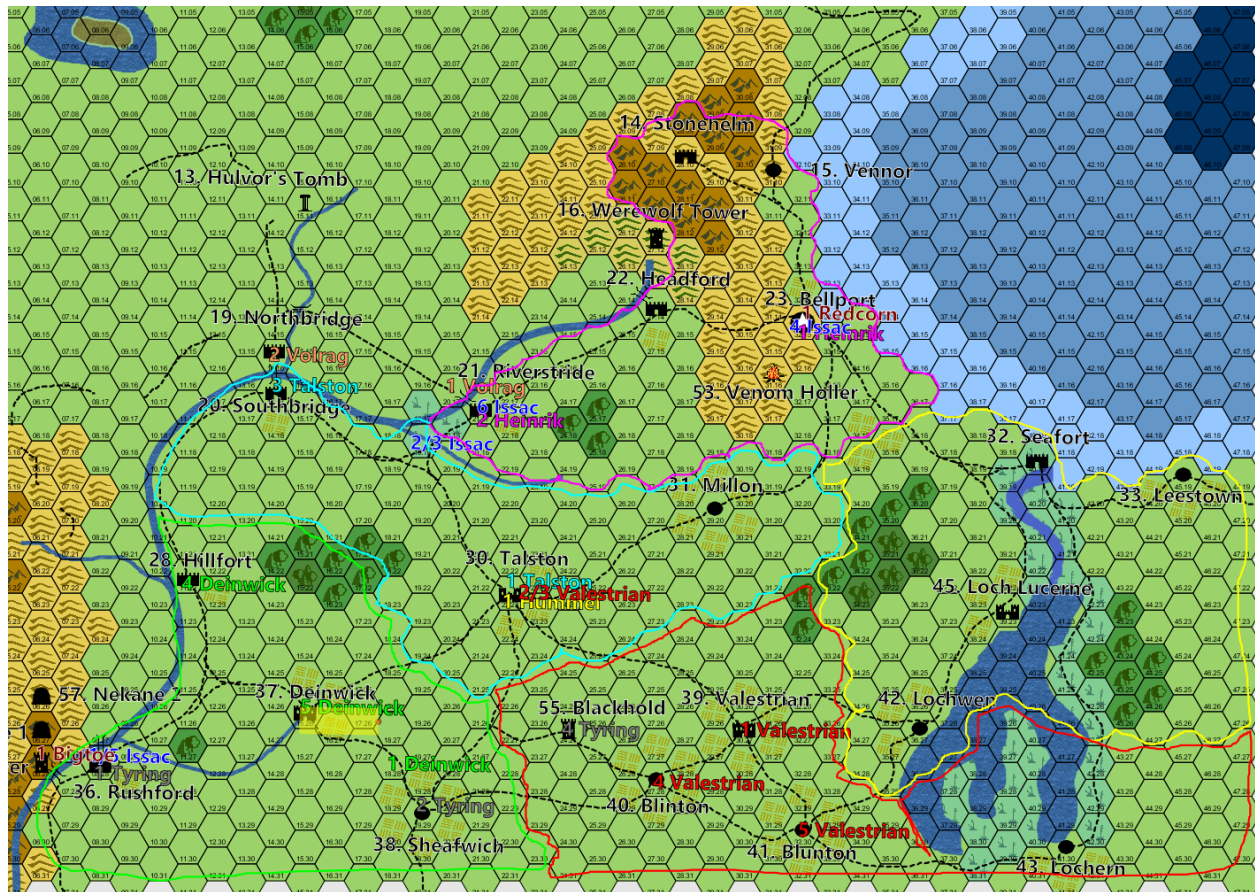
Sheafwich scouts report the Deinwick army at 18.28 ~1200 troops in 3 divisions.

Volrag - 9/11/23:

Siege, lightning flashes

600 from the catapults. 1 bolt per turn, 6 turns per hour, rain lasts 1 hour, 6 bolts. Total 626 SHP of damage today. The humans are repairing at a rate of 100 SHP per day, which began yesterday. Stronghold status: 1026/54107 SHP.

DM: PC contributions shone here. I was glad the two could mix.



9/12/23

9/12/23 78 56 Clear Lt Rain

Heinrik - 9/12/23:

Your army rests in Bellport along with Issac's 4th division.
Redcorn departs towards Stonehelm to seek out Volrag's supply line.

Redcorn - 9/12/23:

Redcorn finds no obviously evil soldiers to execute.
Departs with Heinrik's borrowed division towards Stonehelm, arrives 26.09. 2/4 days moving this week. Stonehelm is garrisoned by a company of conscripts but clearly undermanned.

Issac abandons the siege of Rushford and departs to the northeast. Tying returns to pillaging.

Issac - 9/12/23:

1/5th depart for Deinwick, arrive to find no enemy.

Prisoners only know the soldiers at Southbridge are frustrated with their part in the recent events. They are very unhappy that beastmen hold Northbridge again. There are not 30 of each, more like 10 of each.

Bombardment continues, including magical lightning. $644 - 100 = 544$. Stronghold Status: 1570/54107

Deinwick has an army 18.28, ~1300 troops in 3 divisions.

Hummel - 9/12/23:

The signal comes and the northwestern gate is opened. Your readied forces rush the gate but are met quickly by troops from the defenders. There's a hard battle here and then at a second gate that the PCs are able to overpower and open with the assistance of freed Valestrian POWs. Ultimately you are able to push Talston from the outer walls to the inner castle. Your alliance has control of the city but not the keep. It is still defended.

You pay the adventurers 4400gp taken almost exclusively from the city you just captured.

Casualties:

Hummel - 1 unit heavy cav, 1 unit horse archer, 1 unit heavy infantry, 1 unit longbowmen.

Valestrian - 2 units light cav.

Talston - 6 units conscripts, 2 units heavy infantry, 2 units vet heavy infantry, 2 units vet longbowmen.

The victorious alliance holds 720 Talston prisoners. All depleted units from the victors will return at half strength after 1 week.

Still about even in numbers of units regarding the siege. Need more to tip the balance.

You are out of time jail due to PC session play. You may issue orders as you see fit.

Deinwick - 9/12/23:

Your 1st division cav detaches and re-establishes supply with Deinwick, then returns to the army. 2/4 moving for 1st division, the remaining rest at 18.28.

Issac arrives at Deinwick looking for trouble and finds none. Remains at the city.

Talston - 9/12/23:

By the time you learn of the presence of adventurers acting within the town, you rush units forward to defend gates that were thrown open from the inside. Your troops battle hard to give time for your catapults and things to retreat to the inner castle, but ultimately you're forced back. You maintain the castle but have lost the outer city. The adventurers known as Team A stay with Hummel's camp.

Casualties:

Hummel - 1 unit heavy cav, 1 unit horse archer, 1 unit heavy infantry, 1 unit longbowmen.

Valestrian - 2 units light cav.

Talston - 6 units conscripts, 2 units heavy infantry, 2 units vet heavy infantry, 2 units vet longbowmen.

The victorious alliance holds 720 Talston prisoners. All depleted units from the victors will return at half strength after 1 week.

Still about even in numbers of units regarding the siege. Can maintain this rate of siege nearly indefinitely.

You are out of time jail due to PC session play. You may issue orders as you see fit.

Valestrian - 9/12/23:

The signal comes and the northwestern gate is opened. Your readied forces rush the gate but are met quickly by troops from the defenders. There's a hard battle here and then at a second gate that the PCs are able to overpower and open with the assistance of freed Valestrian POWs. Ultimately you are able to push Talston from the outer walls to the inner castle. Your alliance has control of the city but not the keep. It is still defended.

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Hummel - 1 unit heavy cav, 1 unit horse archer, 1 unit heavy infantry, 1 unit longbowmen.

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The victorious alliance holds 720 Talston prisoners. All depleted units from the victors will return at half strength after 1 week.

Still about even in numbers of units regarding the siege. Need more to tip the balance.

Teutch - 9/12/23:

Issac departs for Deinwick.

Tyring returns to pillaging Rushford. Hostages remain mixed within his units.

Tyring holds Sheafwich with ~800 troops in 2 divisions.

Deinwick's army is 18.28, ~1300 troops in 3 divisions.

Tyring - 9/12/23:

Issac leaves to the northeast along the road, 1st returns to pillaging with their human shields ever-present.

2nd still in Sheafwich, places insect swarm along road to northwest.

4th tinkers away.

Deinwick army 18.28 is 1260 troops plus 60 wounded in 3 divisions. Light and Heavy Infantry, bowmen, and light med and heavy cav. They have dispatched a division of cav and acquired resupply from Deinwick. They have a smattering of LTs in each division but not for every unit.

There is no magical bombardment today.

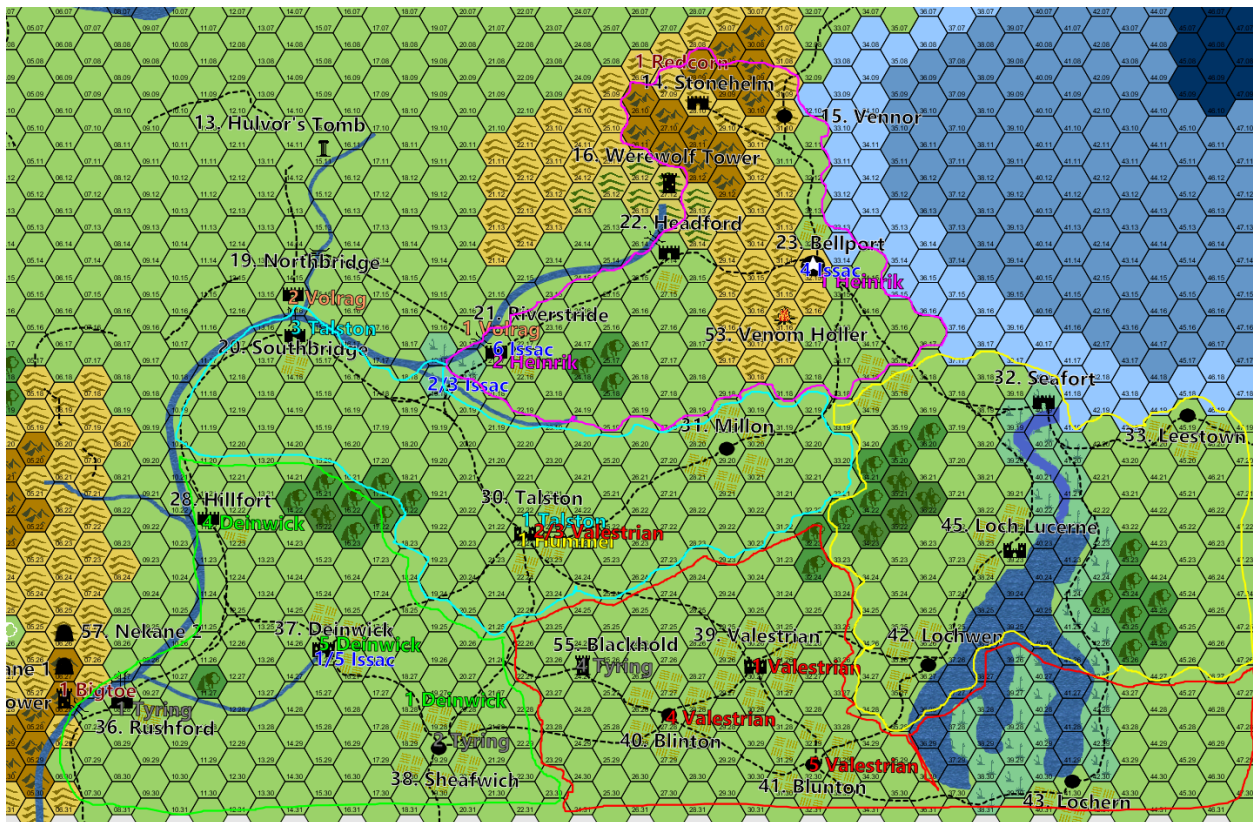
Volrag - 9/12/23:

Bombardment, pew pew from rain clouds.

644 - 100 = 544. Stronghold Status: 1570/54107

No recon changes or updates.

DM: I started thinking of my faction debrief questions that I wanted answered after the fact, get a better idea of how the faction leaders enjoyed the event. I was observing one thing that I'm not sure was a negative, but the scale of the environment was quite small considering movement rates, particularly of cavalry. I also was beginning to regret the reduced economics for supply and siege. Economics are such an important part of war. But for a first time, this was going well.



9/13/23

9/13/23 81 58 Cloudy

Heinrik - 9/13/23:

Your army rests in Bellport.

Redcorn's division rests.

Bravo continues to endure the bombardment at Riverstride alongside Issac's men.

Redcorn - 9/13/23:

You rest.

Tyring continues pillaging Rushford.

Issac - 9/13/23:

15thrdst arrives in Talston and joins the siege alongside Hummel and troops from Valestrian.

Estimated duration of siege: 24 days.

Riverstride endures bombardment. 2070/54107

You meet with Vulcan at Southbridge

Tyring continues pillaging Rushford.

Hummel - 9/13/23:

Your forces are joined by two divisions of cavalry from Lord Issac. This moves the needle on the siege. Estimated duration of siege: 24 days.

Deinwick - 9/13/23:

Your army rests 18.28.

Issac's army departs Deinwick headed towards Talston.

Talston - 9/13/23:

Your scouting animals locate the party staying within Hummel's camp.

Issac joins the siege with two divisions of 12 units. This tips the balance in the besiegers' favor.

Estimated duration of siege: 24 days.

Valestrian - 9/13/23:

Your forces maintain the siege of Talston.

Blackhold is crafting a bunch of ballistae. Otherwise no reports of movement elsewhere.

Teutch - 9/13/23:

No rain, no frogs.

Volrag holds Northbridge with ~300 troops in 1 division of 3 units.

Make it to Riverstride to rest but it's hard with all the catapult fire. Volrag may be funny, but he's also rude.

Tyring - 9/13/23:

1st pillages

2nd sets insect swarm, Deinwick remains in place, no contact.

4th keeps on keepin' on.

Issac joins the siege at Talston

Volrag - 9/13/23

You bombard Riverstride again. 2070/54107. No storms for lightning.

That northeast side of the map is out of time jail.



9/14/23

9/14/23 82 54 Cloudy

Heinrik - 9/14/23:

Your army advances to 33.17. Again. 1/4 marching this week.

Volrag continues to bombard Riverstride. Some of the repair work is reinforced with magical pink and purple walls bearing a distinct goat motif.

Redcorn - 9/14/23:

Redcorn to 20.13.

Volrag's army is ~1400 beastmen in 4 divisions in hex 20.17.

Issac - 9/14/23:

At Hummel's command, the alliance evacuates civilians from the perimeter around Talston castle just in time for catapult stones to begin crashing into the recently emptied buildings.

Shouts of "You ain't torturing us!" and "Victory or Death!" come from the castle walls.

Shortly thereafter, a dragon is seen approaching from the west, an Old beast with slimy green scales. As the men prepare to answer this new threat, horns sound and Lord Nathan Talston leads a heavy charge out of the castle, trying to cut a path to freedom.

The dragon targets Hummel's camp, specifically where the PCs are bivouac'd, and hollers in deep ominous dragon tones "Come out, adventurers, and face vengeance!" before launching a cloud of nasty gas into the area.

War is terror and chaos and today is no different. Hard fighting in the streets of Talston takes most of the day. When the dust settles and the gas clears, the allies have emerged victorious.

Lord Nathan Talston lies dead along with his captains and the green dragon, the garrison surrenders without their Lord, and Glasseye is found dead by poison within the castle.

The urban environment around Talston is devastated by the battles, catapults, and dragon and the people are disillusioned by their lot in this war. Where is Glasseye, their seer and oracle?

Why did the allies kill their Lord? Morale is at an all-time low.

The Adventurers of Team A, led by Flynn's quick thinking on seeing the dragon, rushed towards the army to assist in the fighting and definitely not hide behind the soldiers, narrowly avoiding certain death by breath and claw. (Opposing SA rolls, Flynn vs Talston, tied twice, Flynn won the 3rd tie-breaker roll)

Casualties:

Hummel: 2 units light infantry, 2 units bowmen

Valestrian: 1 unit light cavalry

Issac: 1 unit light cavalry

420 Talston soldiers are taken prisoner

A handful of Valestrian prisoners are freed from the castle dungeon. 40 additional Valestrians that aided in the gate sabotage rest in their faction's camp.

Points: Per Brigstein rules, allocated at ratio of BR brought to bear. Issac roughly 50%, Hummel and Valestrian roughly 25% each.

Issac gains 15, Hummel and Valestrian each gain 8. (Total pool of 30, fractions rounded up).

Riverstride is bombarded. Magical walls spring into being to reinforce your own mundane work, these being pink and purple with a distinct goat head motif. 2420/54107 SHP

4th moves to 29.15 with no opposition.

Tying continues to pillage Rushford with no one there to keep him occupied.

Hummel - 9/14/23:

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Issac gains 15, Hummel and Valestrian each gain 8. (Total pool of 30, fractions rounded up).

Deinwick - 9/14/23:

Your army rests.

No changes in Tying's deployment that you can tell.

Talston - 9/14/23:

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At Hummel's command, the alliance evacuates civilians from the perimeter around Talston castle just in time for catapult stones to begin crashing into the recently emptied buildings. Shouts of "You ain't torturing us!" and "Victory or Death!" come from the castle walls. Shortly thereafter, a dragon is seen approaching from the west, an Old beast with slimy green scales. As the men prepare to answer this new threat, horns sound and Lord Nathan Talston leads a heavy charge out of the castle, trying to cut a path to freedom.

The dragon targets Hummel's camp, specifically where the PCs are bivouac'd, and hollers in deep ominous dragon tones "Come out, adventurers, and face vengeance!" before launching a cloud of nasty gas into the area.

War is terror and chaos and today is no different. Hard fighting in the streets of Talston takes most of the day. When the dust settles and the gas clears, the allies have emerged victorious.

Lord Nathan Talston lies dead along with his captains and the green dragon, the garrison surrenders without their Lord, and Glasseye is found dead by poison within the castle.

The urban environment around Talston is devastated by the battles, catapults, and dragon and the people are disillusioned by their lot in this war. Where is Glasseye, their seer and oracle?

Why did the allies kill their Lord? Morale is at an all-time low.

The Adventurers of Team A, led by Flynn's quick thinking on seeing the dragon, rushed towards the army to assist in the fighting and definitely not hide behind the soldiers, narrowly avoiding certain death by breath and claw. (Opposing SA rolls, Flynn vs Talston, tied twice, Flynn won the 3rd tie-breaker roll)

Casualties:

Hummel: 2 units light infantry, 2 units bowmen

Valestrian: 1 unit light cavalry

Issac: 1 unit light cavalry

420 Talston soldiers are taken prisoner

A handful of Valestrian prisoners are freed from the castle dungeon. 40 additional Valestrians that aided in the gate sabotage rest in their faction's camp.

Points: Per Brigstein rules, allocated at ratio of BR brought to bear. Issac roughly 50%, Hummel and Valestrian roughly 25% each.

Issac gains 15, Hummel and Valestrian each gain 8. (Total pool of 30, fractions rounded up).

Teutch - 9/14/23:

You have patched Issac's striated brown and tan walls with jarringly bright purple and pink goat heads for 150 SHP of repairs.

You arrive in Deinwick to find it lightly garrisoned with some infantry and no siege to speak of.

Tyring continues to pillage Rushford in the absence of anyone to keep him occupied.

Tyring - 9/14/23:

1st pillages Rushford with no opposition.

2nd sees no enemy, remains vigilant and resets the insect swarm trap.

4th does 4th things.

No change in Deinwick's disposition at 18.28.

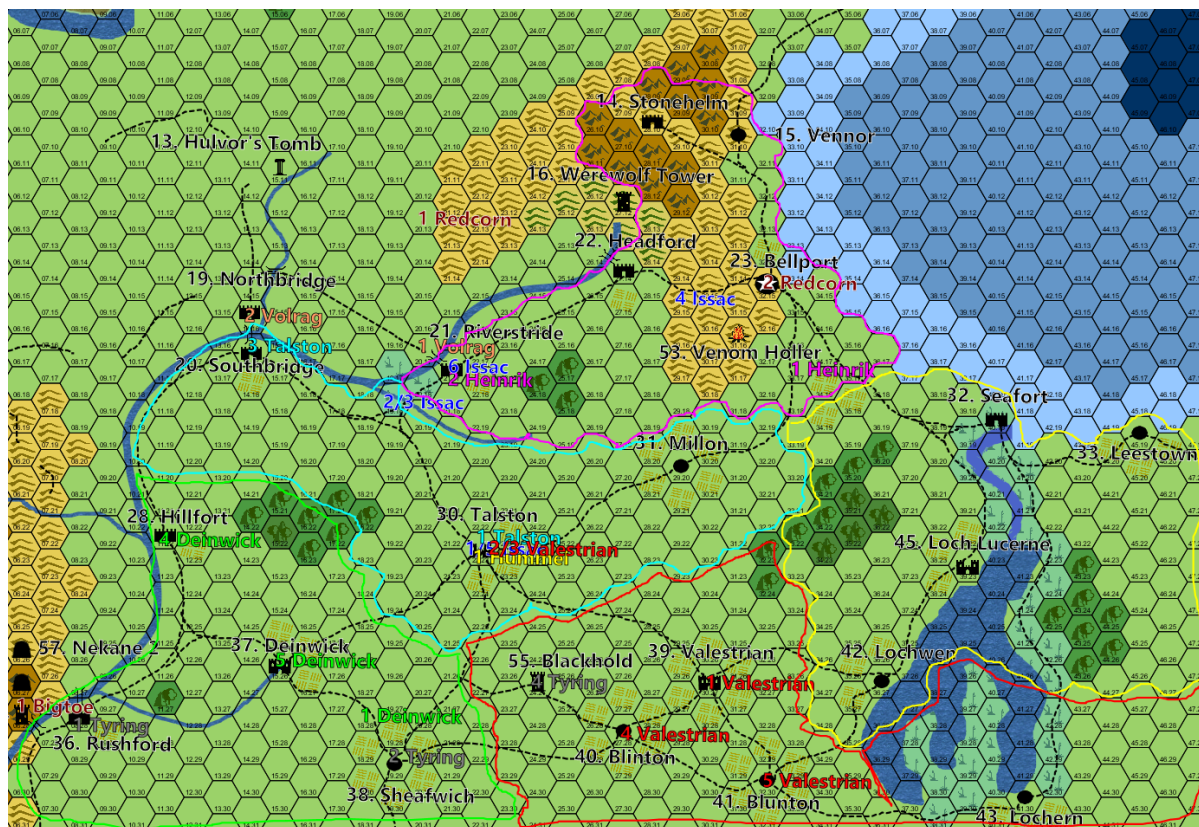
A giant hawk is seen circling high above Rushford. Departs for the west at the end of the day.

Volrag - 9/14/23:

You bombard Riverstride. No lightning. Among the repairwork on the walls and keep, you see bright purple and pink goat heads spring into being to fill some of the gaps, almost as if by magic. 2420/54107 SHP.

No change at Southbridge. The barbican on the south side of the bridge is closed and no traffic is allowed past.

DM: Talston made a big play here, particularly towards the PCs. The player did not want to kill them, but he was playing his role. Opposing SA rolls came in HUGE, giving the PCs a chance to evade the dragon. They tied 3 times. Stressful from my end. I began to doubt the effectiveness of scoring objectives. This was probably just me lost in the moment, looking back I don't think it was as bad as I thought. At the time it felt like the primary objectives were being ignored. Another DM on social media spoke about setting more circular or indirect or cooperative objectives to set up patron play, which I quite like for a campaign but not sure about for a war game.



9/15/23

9/15/23 79 58 Clear

Heinrik - 9/15/23:

Sir Delco Talston of your inner circle arrives with a small escort of his own henchmen. He joins your army. Relos declines the invitation.

Army moves to 31.19. 2/4 marching for the week, no contest.

Redcorn - 9/15/23:

Redcorn rests his army.

Volrag's troops remain in 20.17.

Issac - 9/15/23:

1/5 to Blackhold, no contest in travel. Begin siege

2nd to 20.19

4th rests

Speak with Dead

Paid a guy

Poison

Glasseye said it was my time

Symbols of authority are acquired from the Lord's personal bodyguard. They were trying to escape with them.

Bombardment stops at Riverstride, the beasts are packing up. 2420/54107 SHP

Tyring continues pillaging Rushford

Hummel - 9/15/23:

Your army secures and occupies Talston. Issac and Valestrian units depart. Your men are put on funeral detail and establish order. The city is tense, the future uncertain. Locals are picking through the rubble of their smashed homes.

Deinwick - 9/15/23:

Your army rests. This is the final rest to get them back on track.

Your conscripts in Deinwick and Hillfort begin constructing siege equipment

Teutch fortifies a section of your walls at Deinwick with purple and gold sheen.

Issac and Valestrian send armies to surround Blackhold.

Valestrian - 9/15/23:

The entire Valestrian mounted army arrives at Blackhold along with Issac's 1st and 5th divisions, begin siege.

Deinwick has an army 18.28

9/16/23 82 54 Cloudy

Heinrik - 9/16/23:

The Baron and Delco with a small escort haul ass for Talston, arriving late in the evening.
Army marches to 28.21, through the depleted Millon and sullen populace there.
Bravo moves to 18.19
Volrag departs Riverstride area headed northwest.

Redcorn - 9/16/23:

Recorn's unit tracks Volrag to 17.15, his light catapults disassembled for mobility. Your unit remains 20.13.

Issac - 9/16/23:

1/5 Siege Blackhold. Est Siege duration 15 days.

2 18.19

3/B 18.19

4 Headford

Tyring has left Rushford. The town and countryside burn and the stronghold is badly damaged.
Daniel did not discern in which direction they departed, other than not towards Teutichland.
Volrag has departed riverstride area headed northwest.
A division of Deinwick cav defeats a division of Tyring infantry en route to Blackhold from Sheafwich, 22.29.
Battle Hymns of Hextor are heard chanted from the battlements and inside the walls of Blackhold in a steady, ominous drone.

Hummel - 9/16/23:

You maintain order in Talston.

Baron Heinrik and Delco Talston arrive with a small escort late in the day.

Deinwick - 9/16/23:

Tyring sends a division of infantry east out of Sheafwich. Your Advisor leads 6 units of med/light cavalry in a single division across country to intercept and destroy them. You eliminate the enemy and have ~260 Tyring prisoners, losing only 1 unit of light cav yourself. The enemy had a unit's worth of Cauldrons with them but they were able to destroy them before being taken. Your army remains 22.29.
10 points to Deinwick.

Valestrian - 9/16/23:

You continue the siege of Blackhold. Estimated siege duration 15 days.
Battle Hymns of Hextor are heard chanted from the battlements and inside the walls in a steady, ominous drone.

Teutch - 9/16/23:

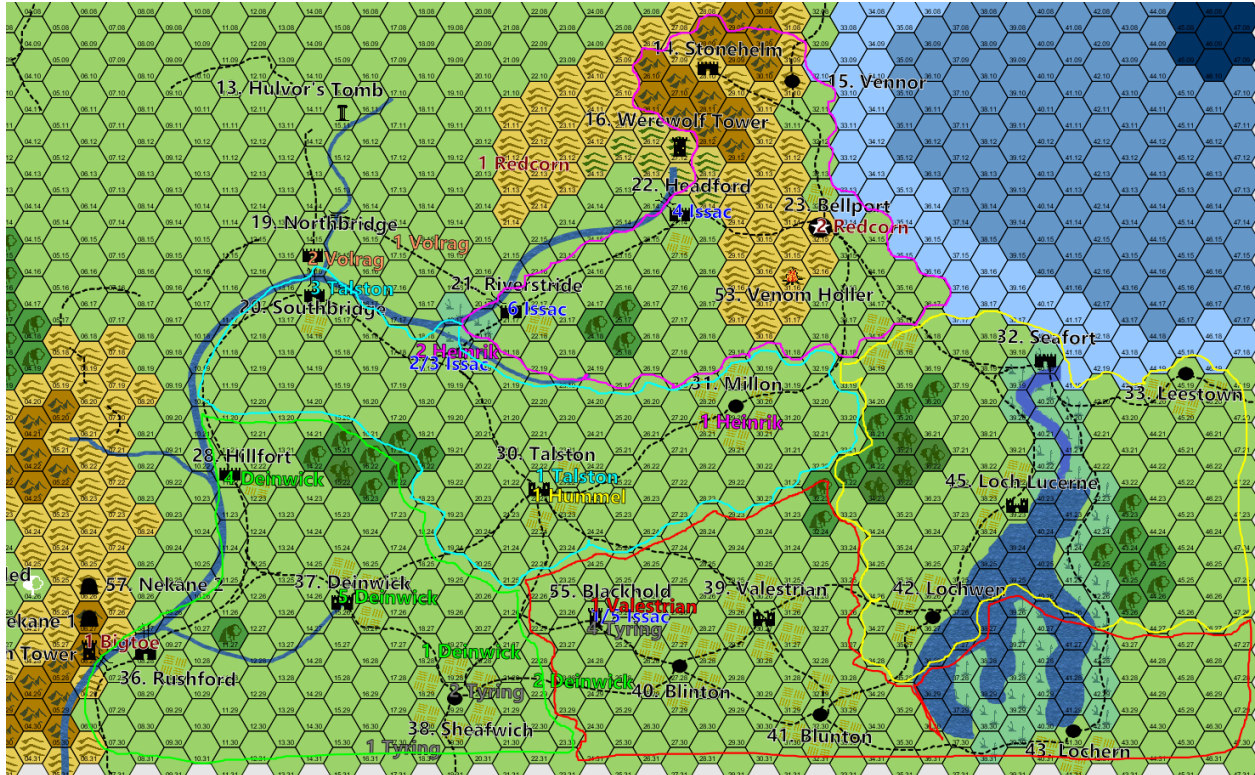
Walls and construction.
Looks like Tying has left Rushford a ruined mess.

Tying - 9/16/23:

1st rides to 16.31. Unknown whether or not they were able to sneak away, but did not see the giant hawk before they left.
2nd remains in Sheafwich, still uncontested. Sets trap along road.
Delta forms the 33rd and marches to 22.29.
4th learns there are 24 units currently in the siege. Estimated duration 15 days.
A division of 3 light and 3 med cav break from the army at 18.28 and engage the 33rd at 22.29.
The 33rd is eliminated, again. They defeated 1 unit of enemy light cav.
The army at 18.28 is of unknown disposition and your scouts do not risk giving away your position to get closer. (bad recon roll)
Battle Hymns of Hextor are heard chanted from the battlements and inside the walls of Blackhold in a steady, ominous drone.

Volrag - 9/16/23:

You advance to 17.15.
No changes in Southbridge
Some troop movement in 18.19 of unknown disposition.



9/17/23

9/17/23 75 60 Cloudy Thunderstorm 1/2 movement all terrain, -1 recon
Heinrik - 9/17/23:

While a thunderstorm rages over the city, Delco Talston is sworn in at the Heironeous Cathedral in Talston as the territory's lawful Lord by the Baron Heinrich of Donwal, Lord of Oberholt. The young knight stoically accepts the honor and shows proper etiquette, but observers note his dissatisfied grimace between ceremonies.

Army advances to 26.22, hampered by the storm.

Bravo 15.17, storm.

Redcorn - 9/17/23

Redcorn advances to 20.17, hampered by the storm.

Issac - 9/17/23

1/5th makes it to 21.26, hampered by the storm.

2/3/B force march but only make it to 15.17, hampered by the storm.

4th makes it to 25.15, storm

Kit to 21.24, storm.

No sign of Tying.

Recorn advances to 20.17 with a division of horse archers.

Valestrian departs to Blinton

Deinwick in 20.28, 18.28, and 16.27, trying to move but bogged down.

Hummel - 9/17/23:

You maintain order in Talston.

While a thunderstorm rages over the city, Delco Talston is sworn in at the Heironeous Cathedral in Talston as the territory's lawful Lord by the Baron Heinrik of Donwal, Lord of Oberholt. The young knight stoically accepts the honor and shows proper etiquette, but observers note his dissatisfied grimace between ceremonies.

Deinwick - 9/17/23

You march prisoners back in the mud and the rain, only make it to 20.28.

Your mixed division makes it to 16.17, again rain.

Your primary army rests in place.

Valestrian - 9/17/23:

All units withdraw to Blinton, making it easily even with the storm.

Deinwick marches Tying prisoners to 20.28.

Teutch - 9/17/23:

Walls and construction

Tying - 9/17/23

1st hits Sheafwich, which is not under siege, to establish redundant supply. Advances to 22.31 without the conscripts to slow them..

2nd remains so as not to be picked off in the open field again.

The siege is lifted at Blackhold. Valestrian departs to Blinton, Issac to 21.24.

Deinwick's cavalry division marches prisoners to 20.28, slowed by storm.

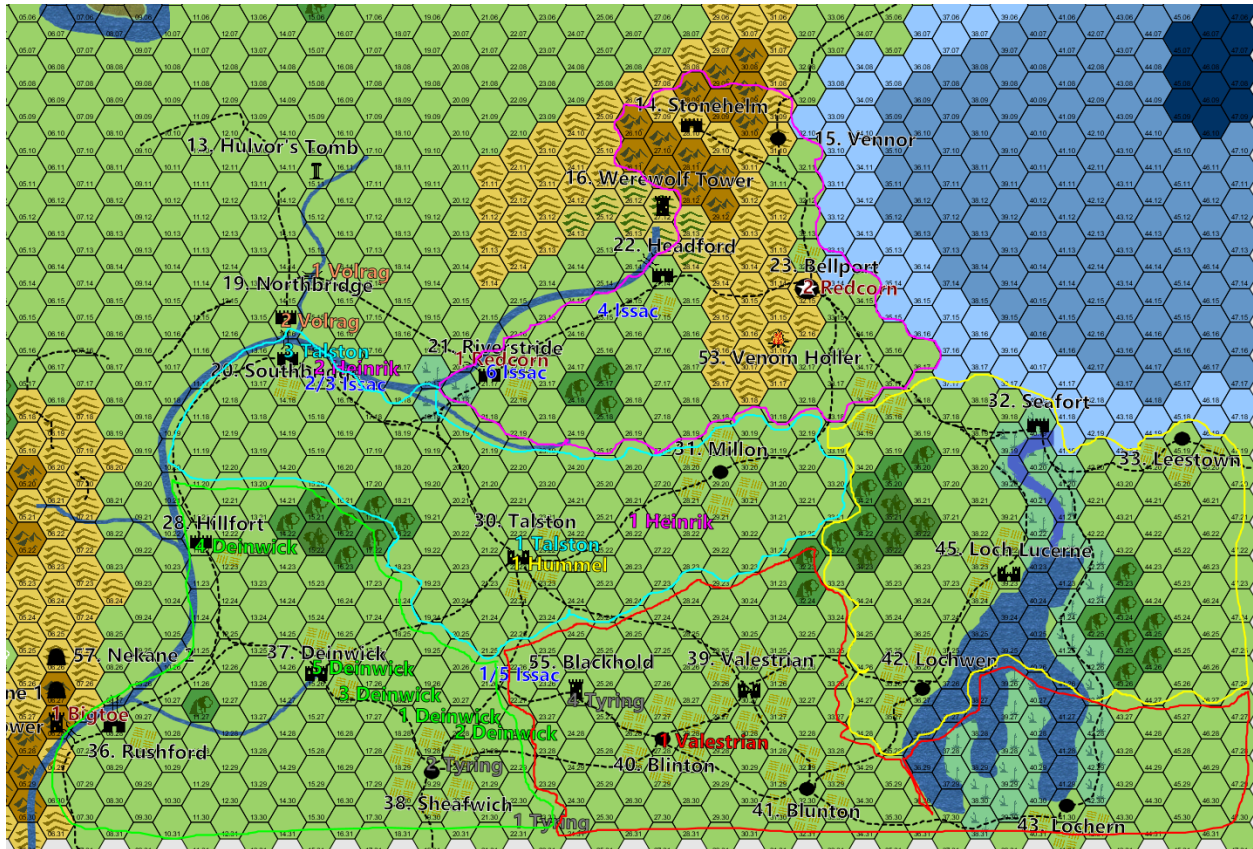
A mixed division of Deinwick's remains 18.28. Another marches towards Deinwick, 16.27.

Volrag - 9/17/23

ABE advance to 15.14, hampered by the storm.

Pillaging

3 divisions of Issac/Heinrik allied army advance to 15.17, slowed by the storm.



9/18/23

9/18/23 79 59 Clear

Heinrik - 9/18/23:

Your army marches to 23.23

You kick it at the castle in Talston.

Hummel departs to the northwest.

Volrag arrives in Northbridge with 3 divisions

Redcorn - 9/18/23:

You arrive at Riverstride.

Issac's 4th division under Jahanary is 22.17.

Issac - 9/18/23:

1/5th to Deinwick

2/3/B to Southbridge, where they are admitted by Vulcan's garrison to defend the crossing.

4th to 22.17

Kit to 18.25

No enemy movement around Deinwick. Deinwick has reinforced the city with a mixed division, maintains his position at 18.28 with the other half of his army.

Volrag arrives in Northbridge with 3 divisions.

Hummel - 9/18/23

You depart Talston and advanced to hex 20.21.

The undefended town of Lochwen has been captured by Tying's men. You do not have reports on their number or disposition.

Deinwick - 9/18/23

The city is reinforced by the mixed division that you sent back.

The prisoner march joins your main army at 18.28.

Issac arrives in Deinwick.

Valestrian - 9/18/23:

You chill in Blinton. Nothing changes at Blackhold.

Teutch - 9/18/23

Walls and construction

Tying - 9/18/23

1st force marches to Lochwen, occupying the undefended town. 10 points Tying

Loch Lucerne is garrisoned by ~1000 men in 3 divisions.

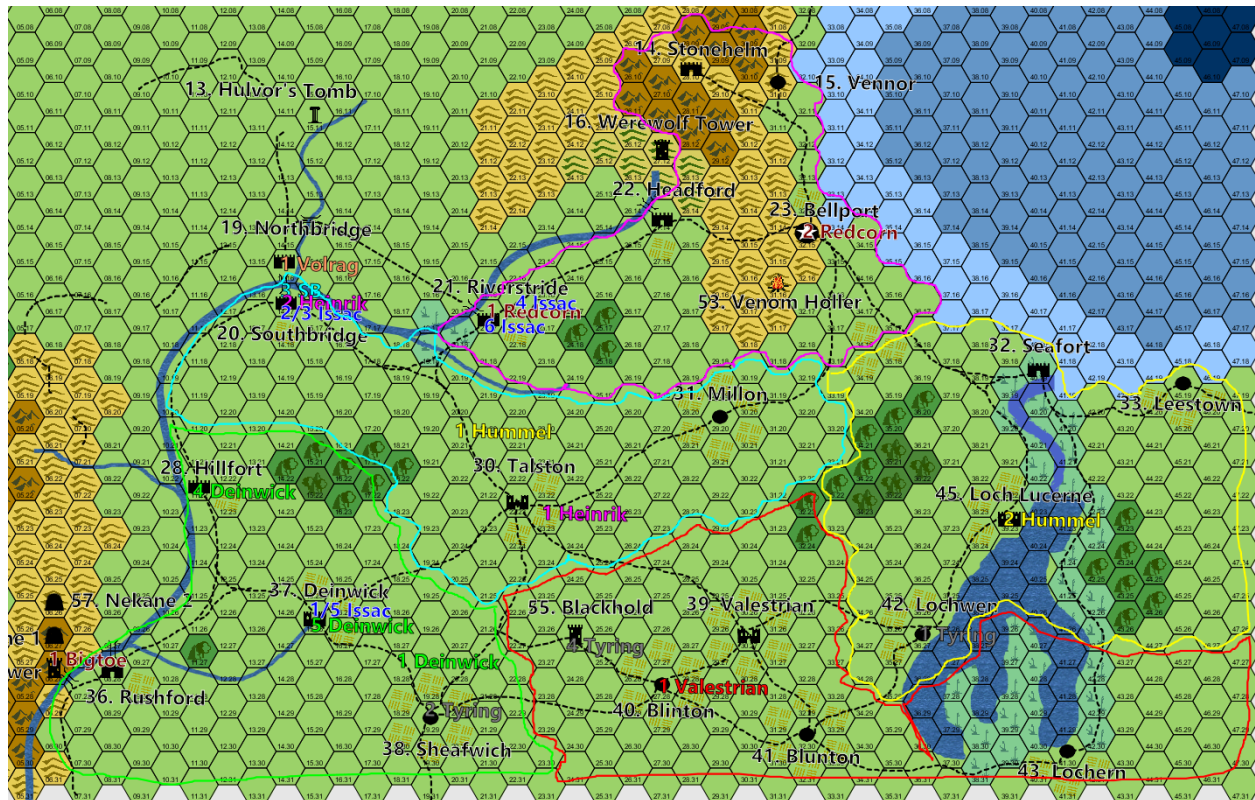
Deinwick consolidates the prisoner march with his army at 18.28.

Volrag - 9/18/23

ABE marches normally to Northbridge.

3 divisions of Issac/Heinrik allied troops arrive in Southbridge and are welcomed by the garrison.

Pillaging



9/19/23

9/19/23 82 59 Clear

Heinrik - 9/19/23:

Your army arrives at Talston.
Hummel continues to 18.19
The beastmen pillage northbridge.

Redcorn - 9/19/23

Redcorn stays in Riverstride, no enemy contact.
Hummel advances an army to 18.19.

Issac - 9/19/23

Kit arrives in Deinwick
Hummel advances to 18.19
Deinwick moves some armies around, marching prisoners into the city and sending cav out to 18.28.

Hummel - 9/19/23

Your 1st army advances to 18.19

Your 2nd army's force march catches Tying's army unaware and pins him inside Lochwen. He was clearly planning to leave the town.

Deinwick - 9/19/23

All armies reposition as ordered.

No change in Sheafwich that you can tell.

Issac arrives with captured catapults from Talston.

Valestrian - 9/19/23

Rest in Blinton.

No change in Blackhold that your scouts can tell.

Teutch - 9/19/23

Walls and construction

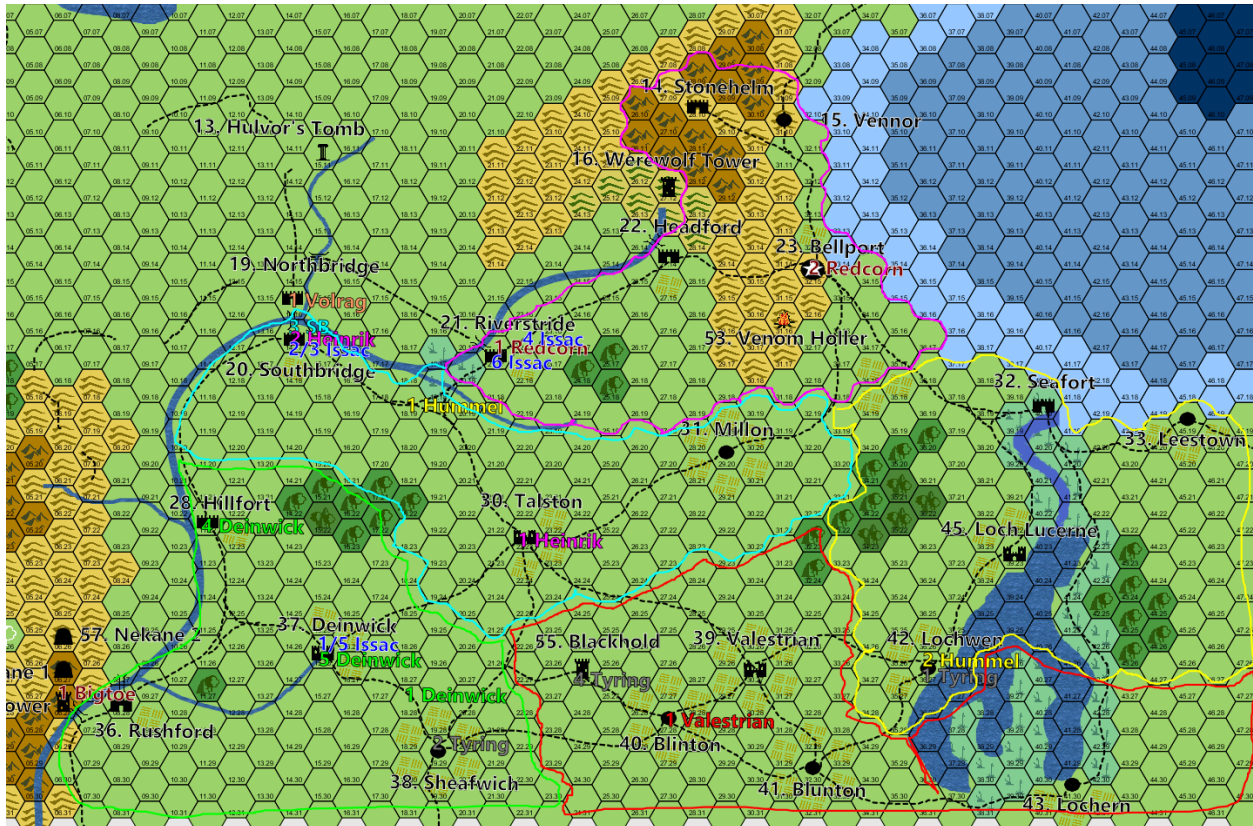
Tying - 9/19/23

Hummel's army arrives from Loch Lucerne before you're able to quit Lochwen and pins you in.
~1000 men, 3 divisions, 6/4/3 units by division.

Volrag - 9/19/23:

All units rest/pillage

DM: Tying was playing for points and somehow kept escaping being trapped. I thought Hummel had him pinned here to end his reign of back-capping.



9/20/23

9/20/23 79 56 Cloudy

Heinrik - 9/20/23

Your army takes in the reduced sights of Talston city.
Delco begins interviewing and installing officers.
Volrag begins siege of Southbridge.

Redcorn - 9/20/23

Redcorn advances to Bellport
Mulligan advances to 32.19
Aid requested from Talston to garrison Millon

Issac - 9/20/23

1st moves to Sheafwich and finds it garrisoned by Tyring's troops. 3 heavy trebuchets and 4 units of conscripts under command of a cleric of Hextor. Battle hymns glorifying their god are sung the walls, but not from the peasantry as in Blackhold.

5th occupies a heavily pillaged Rushford. 10 pts.

Volrag begins siege of Southbridge. Est Duration: 113 days

Volrag has 4 divisions deployed with a division in reserve at Northbridge. Many orcs, some hob light cav, some ogres and catapults.

Hummel - 9/20/23

Your 1st army advances to 15.17

Your 2nd army is attacked and defeated by Valestrian from the west. You defeated 3 units of his light cav and were able to destroy your siege engines before they were captured. Your advisor surrendered. He has 630 of your troops prisoner and control of Lochwen.

Tyring departs headed south.

Deinwick - 9/20/23

All units rest.

Issac's 1st division approaches Sheafwich.

Issac's 5th garrisons a heavily pillaged Rushford.

Valestrian - 9/20/23

You engage and defeat Hummel's 2nd army at Lochwen. You have 630 prisoners including his advisor, who surrendered, but not before destroying their two units of siege equipment. You lose 3 light cav units in the battle. Tyring vacates Lochwen headed south. You take control of the city. 20 points to Valestrian.

Lochern falls to Tyring.

Teutch - 9/20/23

Walls and construction.

Tyring - 9/20/23

A Valestrian army arrives with 4 divisions of cavalry and defeats Hummel's army sieging Lochwen.

Your 1st army uses the battle as an opportunity to escape out the back door and advance to the undefended Lochern, capturing it. 10 pts

Issac arrives with a single division to Sheafwich.

Issac garrisons Rushford.

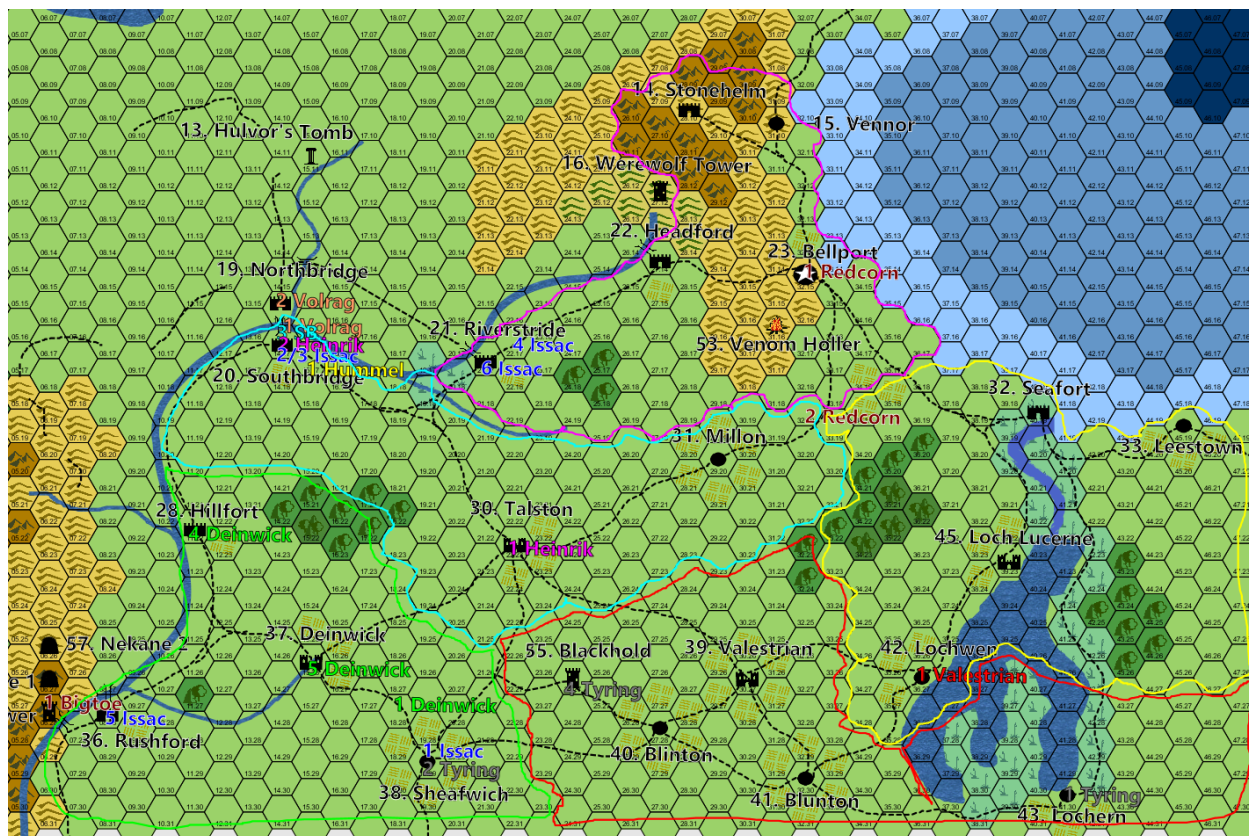
Volrag - 9/20/23

You begin the siege of Southbridge. Est duration 113 days

Hummel advances an army to 15.17

Southbridge garrisoned with a bunch of infantry, little cavalry, and 1 unit of It catapults.

DM: Tying just kept narrowly escaping sieges and having his mobility cut. The flip by Valestrian was interesting and devastating to the “allies” as I was calling them to myself.



9/21/23

9/21/23 82 55 Clear

Heinrik - 9/21/23

Your army marches to 25.24.

Valestrian's mounted army arrives to 25.24 under his personal banner and attacks with superior force. In a 3 round absolute slugfest, he withdraws to hex 26.25. You are able to withstand the onslaught through discipline and sheer force of will.

Casualties:

Baron

1 unit longbow from Charlie

2 units Rams

1 unit Hvy Ball
3 units Hvy Inf from Foxtrot
4 units Hvy inf from Golf

Valestrian
2 units light cav
3 units horse archers

You have 150 Valestrian prisoners. 10 points to Heinrik.

Redcorn - 9/21/23

Mulligan advances to 30.20

Issac - 9/21/23

1st arrives at 21.22

5th arrives at 11.21

Kit joins the 5th

No activity detected along the northern road.

Late in the day word comes of a battle between Heinrik and Valestrian to the southeast of Talston.

Volrag maintains siege of Southbridge

Hummel joins the garrison at Southbridge. Est Duration of Siege: Forever

Hummel - 9/21/23

Your army joins the garrison force at Southbridge. Est duration of Siege: Forever. Yall can hold indefinitely at this point.

Loch Lucerne is captured by Tying.

Deinwick - 9/21/23

Your units position as ordered and rest.

Issac's 5th advances just north of Hillfort.

Valestrian - 9/21/23

Your 3 wounded units stay in Lochwen under Clip.

You send a division to Lochern and regain control of your town.

Your primary army advances to 25.24. Battle is joined with an army of Heinrik's men under his personal banner. In a 3 round absolute slugfest, the stubborn SOB will not rout and losses are piling up. You opt to withdraw to 26.25 when negative morale mods start stacking up. He does not pursue.

Casualties:

Heinrik

1 unit longbow

2 units Rams

1 unit Hvy Ballista

7 units Hvy Inf

Valestrian

2 units light cav

3 units horse archers

Teutch - 9/21/23

Rebranding of Deinwick continues.

Tyring - 9/21/23

Alpha captures Loch Lucerne 20 points.

Bravo advances to 42.24

2nd misses the opportunity to engage Issac's army (lost initiative by 1 RIP). Issac's army under his personal banner departed to the north.

Word comes to Blackhold of a big battle between Heinrik and Valestrian to the north.

Valestrian captures Lochern

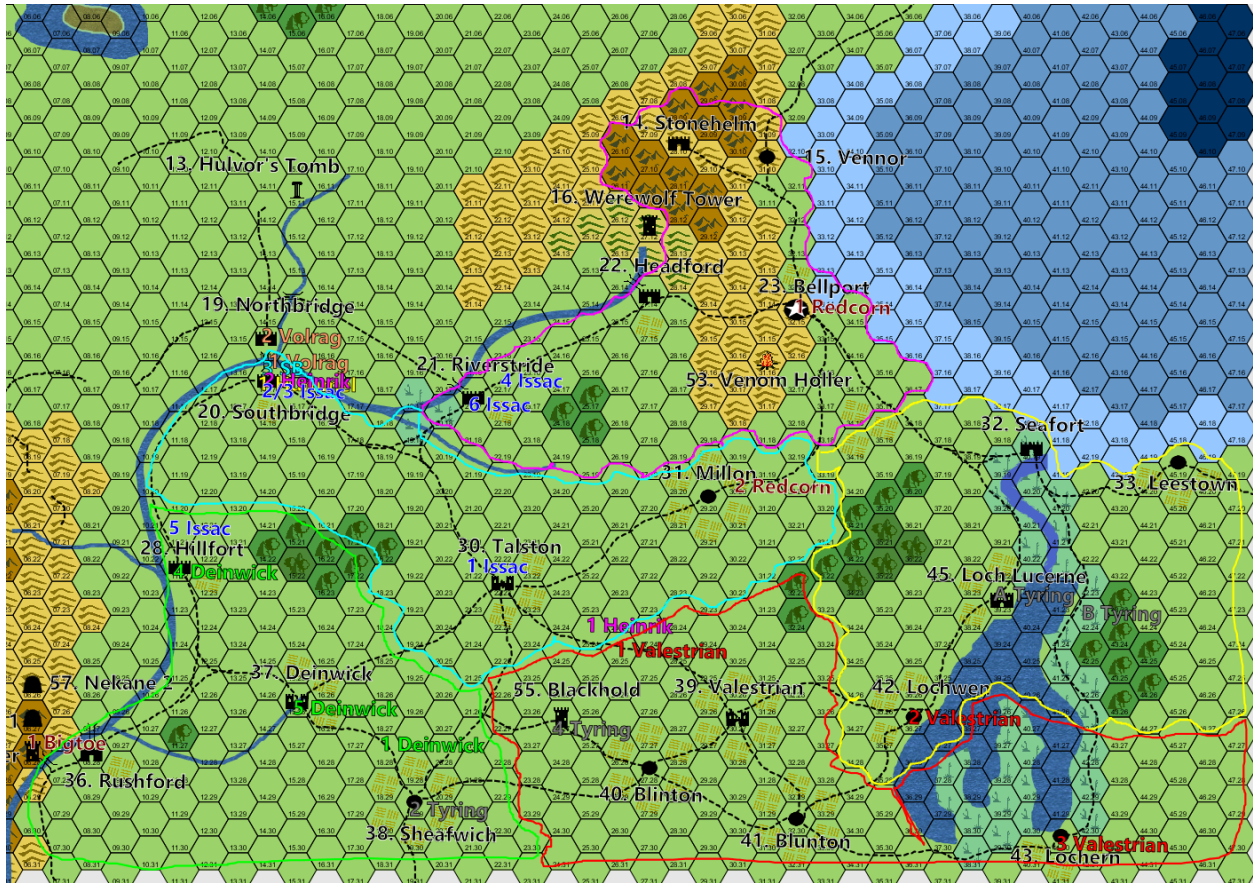
Volrag - 9/21/23

Siege continues

No one comes out to play with Volrag. Volrag is sad and lonely.

Humdrum's army joins the garrison at Southbridge. Est Duration of Siege: Forever.

DM: The big Heinrik/Valestrian battle was a slug fest. Three rounds with no morale wavering until the end of the third is huge in D@W. Valestrian's personal unit wavered which is what led me to have him pull back. The last few turns was a scramble for points or to secure what they had. Tyring racked up here with 30 or 40 more points just stealing undefended cities. As the armies reorganized and suffered losses and whatnot, it became clear that for next time I needed a standardized army management sheet and each faction would need to update their own. I felt like sometimes they didn't realize what they had lost during combat or how their fatigue levels were, but maybe I just didn't have a clear picture of things.



9/22/23

9/22/23 75 54 Partly Cloudy

Heinrik - 9/22/23

Allied forces sally forth from Southbridge and break the siege, pushing Volrag back to Northbridge.

Your army retreats to Talston.

6 pts Issac, 3 pts Hummel, 1 pt Baron

Redcorn - 9/22/23

Mulligan to Millon.

Lord Delco Talston regrets to inform you that he has no aid to lend, all forces within Talston are ashambles, other than the Baron's own army.

Issac - 9/22/23

Your joint operation breaks the siege and drives Volrag back across the bridge to Northbridge, inflicting 34 hits worth of casualties.

Your group takes 13 hits worth of casualties.

Casualties:

Issac

Two units light infantry, 1 unit bowmen

Hummel

1/2 unit horse archer, 1/2 unit Hvy Infantry, 1 unit light infantry, 1 unit bowmen, 1/2 unit

Longbowmen

Vulcan

2 units conscripts

Volrag

2 units orc lt inf, 1 unit hob lt inf, 6 units orc hvy inf, 2 units orc xbow, 2 units boar riders

6 pts Issac, 3 pts Hummel, 1 pt Baron

Hummel - 9/22/23

Your joint operation with the allies at Southbridge breaks the siege and drives Volrag back to Northbridge, inflicting heavy casualties on the enemy.

Tyring takes Leestown.

6 pts Issac, 3 pts Hummel, 1 pt Baron

Casualties:

Issac

Two units light infantry, 1 unit bowmen

Hummel

1/2 unit horse archer, 1/2 unit Hvy Infantry, 1 unit light infantry, 1 unit bowmen, 1/2 unit

Longbowmen

Vulcan

2 units conscripts

Volrag

2 units orc lt inf, 1 unit hob lt inf, 6 units orc hvy inf, 2 units orc xbow, 2 units boar riders

Deinwick - 9/22/23

Your armies position as ordered. Heinrich has fallen back to Talston after a bloody clash with Valestrian to the north.

No change in recon at Sheafwich.

Valestrian - 9/22/23

You verify that Valestrian is still yours and unthreatened. Your primary army arrives in Blinton. Your others garrison Lochwen and Lochern.

Teutch - 9/22/23

You gas some fools during a concerted attack from the allied humans at Southbridge, aiding in driving Volrag back to Northbridge after suffering heavy casualties. Arrive to Deinwick with no issues.

Tyring - 9/22/23

Bravo takes Leestown with no resistance aside from harsh words. The rest perform as ordered. Deinwick remains at 18.28. 10 pts

Volrag - 9/22/23

You're kicking rocks and sulking from the humans' cowardice when horns blast and they sally forth from Southbridge in a ferocious wave. Glorious battle ensues, but you are driven back to Northbridge after suffering 34 hits worth of damage. (Haven't had time to allocate yet, will do so ASAP)

Casualties:

Issac

Two units light infantry, 1 unit bowmen

Hummel

1/2 unit horse archer, 1/2 unit Hvy Infantry, 1 unit light infantry, 1 unit bowmen, 1/2 unit

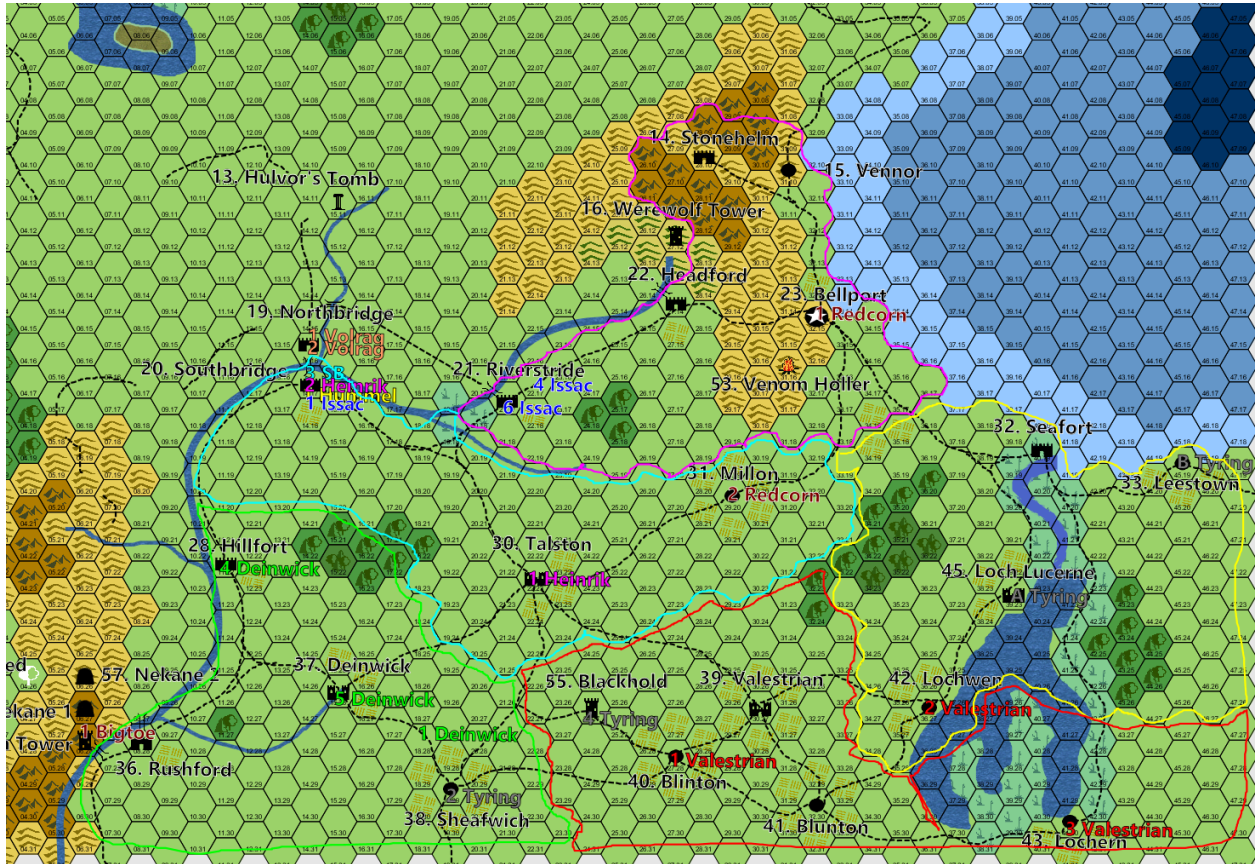
Longbowmen

Vulcan

2 units conscripts

Volrag

2 units orc lt inf, 1 unit hob lt inf, 6 units orc hvy inf, 2 units orc xbow, 2 units boar riders



9/23/23

9/23/23 79 57 Cloudy

Heinrik - 9/23/23

You rest at Talston and prepare for attack, but none comes.

The allied forces at Southbridge pursue Volrag across the bridge, recapturing the town but Volrag escapes.

Tyring arrives 33.15 with 1 division

Redcorn - 9/23/23

You maintain.

Tyring arrives 33.15 with a single division of 6 units

Issac - 9/23/23

Your armies pursue Volrag across the bridge and engage Northbridge, taking the city back. Volrag continues to flee north, abandons a unit of light catapults.

Hummel - 9/23/23

The allied armies pursue Volrag across the bridge and engage Northbridge, but the giant is able to escape to the north while your group subdues the city.

Tyring takes Seafort, the last town in your domain.

Deinwick - 9/23/23

Your armies position themselves in case of attack. None comes.

Valestrian - 9/23/23

Your armies rest. No changes in recon.

Teutch - 9/23/23

Rebranding continues, the people in Deinwick are growing a little confused and wary. Teutch starting to get dirty looks around town.

Tyring - 9/23/23

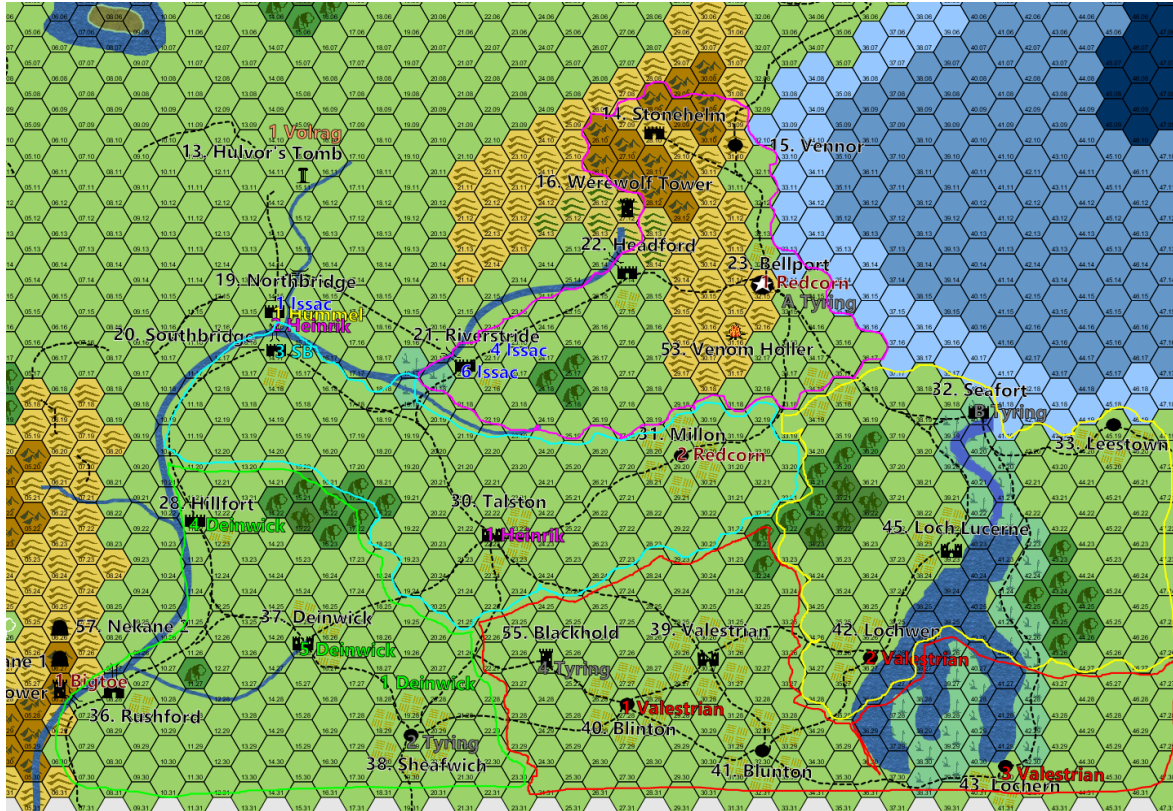
Garrison at Bellport, none at Headford, Hostile army greater than 5 BR at Bellport.

Bravo takes Seafort. 10 pts.

Alpha to 33.15

Volrag - 9/23/23

Retreat north along the road. The allies take Northbridge. Abandon catapults for mobility. 14.10



9/24/23

9/24/23 77 56 Cloudy

Heinrik - 9/24/23

Your units hold position

Redcorn - 9/24/23

Your units hold

Tying advances past in uncertain direction

Issac - 9/24/23

Your reorganized cav army chases Volrag but is unable to engage. You advance to 14.10. Headford is captured by Tying.

Hummel - 9/24/23

Your units fall back to Southbridge and hold position

Deinwick - 9/24/23

Barring any diplomatic resolution that I am yet unaware of, your units hold position.
The entire outer wall of Deinwick is now purple and gold, clearly branded by the wizard Teutch.

Valestrian - 9/24/23

Your armies rest, no changes in recon.

Teutch - 9/24/23

More rebranding because why not. The entire outer wall of Deinwick is now purple and gold.

Tyring - 9/24/23

No resistance offered to Alpha, it force marches to Headford and captures it. 10 pts.
No chance of reaching a target for Bravo so it remains in place.

Volrag - 9/24/23

You win initiative and evade the pursuit of Issac's army of cav which has extended north in your wake with a force march to Murshell in 06.12. Issac in 14.10.

