

Ancient Scribe

Game 10 February 1010

News has reached us this month of a major battle between the Savage Intent and the Lascivii. The fighting took place at Kilit, the large town disputed by either side recently. The Lascivii army attacked with a large well armed and organised army supported by Siege engines. The defending forces made up of light and militia troops but the majority of cavalry were ill equipped to defend a fortified location, but battle lines were drawn and the assault began. With Cavalry breaking out of the fort a pitched battle was fought in front of the fortifications with massed cavalry from both sides aided by missile fire from atop of the defences and from within the attackers ranks. The more numerous Savage Intent cavalry were outclassed by the heavier armed and better protected Lascivii horsemen and were eventually forced from the field, retreating Eastward away from the town. With the threat of the cavalry eliminated the assault on the town was carried out with ruthless efficiency. The defenders fought well but were doomed. Losses were a whole Alae of defenders and as much as a cohort of cavalry, while the attackers lost around a cohort but captured the settlement.

The Market want to buy more metal. They are willing to pay 50 Money per unit to a maximum of 500 units.

They will pay 15 Money per unit of provisions up to 500 units.

They will pay 12 Money

They will sell craft at 20 Money per unit.

Jason's Bit

Another major battle in the stop start war between the two major empires in the South. Good to see that there is some concern about the unchecked inroads that the Savage Intent have made in the last few months. We shall see if this is the start of a war or the conflict will stagger into a new lull.

The market is buying up quite a bit this month.

