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It is impossible for me to provide a history of the Great War. The best I can offer you is a history of Ryklaw as it pertains to the Great War.

Ryklaw discovers Illy

Ryklaw had exited an android MMO game after 3 years which was intensely war in real time. After much searching he came upon Illyriad and joined Aug 15, 2012. There was a training alliance named First Flight (FF) which had a member from the previous game who invited Ryklaw to join. FF was an extension of Eagles Eyrie (EE).

On Oct 2, 2012 Hannibal Foul Wind (HFW) joined FF. He had left Harmless (H?) Jun 2, 2012. After that he joined Knights Virtue (KV) but that alliance disbanded. HFW related that the annual war with H? was about to start. H? and those alliances aligned with H? would soon be at war with the second place alliance and any who would align with them. The second place alliance was part of a group called Consone. H? had profited billions in the past wars. With this they had amassed large armies and it was now time for H? to expend those armies and refill the coffers.

HFW was settled in Kal Tirikan and invited Ryklaw to settle near him. Members of KV had occupied the area and some abandoned accounts were available to either capture the cities or to settle in the vacated area. The area was absent of Crows and it seemed the HFW had a disliking of Crows. The area had many of the other alliances represented. Just to make acquaintances, Ryklaw contacted many in the area, one of which was Beecks.

From: Ryklaw [~FF~]

To: Beecks

Subject: Hello!

Received: 08 Oct 2012 18:26

I am a new player and by good fortune, Hannibal Foul Wind is helping me settle in your area.

Seeing your massive cities I inquired about you. Several people spoke up with very kind words about you.

Then checking your alliance, I noticed you unaffiliated. Since I don't see you on GC, I was wondering about your intentions. From what people say, you would be a great addition to Eagles in any one of the alliances, EE, FF, or CE. Also it was suggested you might fit in well with any alliance.

Since we will soon be neighbors, I basically just wanted to make your acquaintance.

From: Beecks

To: Ryklaw [~FF~]

Subject: Hello!

Hello!,

Welcome to the neighborhood :D I only ever claim sov 3 out from any of my cities so feel free to move near me if you're having trouble finding room for new cities.

As for Alliances: I was in a leadership spot in KV until that alliance dissolved last week. I'm a bit tired with alliances right now so I'll probably spend 2-3 weeks without one until I make a decision on where to head next. EE/FF/CE are all great alliances though :D Lots of really friendly people in all of them.

I'm always glad to meet my neighbors; let me know if you need anything!

Beecks

A Tournament began on October 9, 2012 and some minor speculation as to why H? was not involved in the tourney. HFW said H? was more interested in the coming war.

Although there was talk about war, Ryklaw did not pay much attention. The following igm from HATHALDIR (Hath) was received but was of no personal interest to Ryklaw.

From: HATHALDIR [EE]

To: Ryklaw [~FF~]

Subject: The War RHY vs ABSA

Received: 10 Oct 2012

The Eagles are more than willing to try and help broker a peace over this unfortunate conflict, and help put an end to this unfortunatel warmongering, espacially when there is a tournament for people to vent the displeasures! We ask the leaders of all three parties concerned to contact myslef over the next 24 hours, to recall all seiges and cease sending armies for the interim. Because of our association with ABSA in the Consone confederation, i am more than

willing to have fellow brokers who are neutral in this conflict.
Sincerely HATHALDIR

Ryklaw was interested in avoiding war. HFW said H? used minor wars as an excuse to start the war against the number 2 alliance. So the message of the next day did attract the attention of Ryklaw.

From: HATHALDIR [EE]
To: Ryklaw [~FF~]
Subject: Hello!
Received: 11 Oct 2012 03:04
ABSA and RHY are currently in a state of war. Even though FF is in Consone, a training alliance will never be a part of a war, will be dropping FF out of consone shortly. But please stockpile troops in case of sieges.
We are not at war. so please don't start anything
Regrds HATHALDIR

Within a few days, it became apparent that HFW was accurate in his predictions as the war of which he spoke did in fact break out.

From: Belle of the Vale
To: Ryklaw [~FF~]
Subject: War
Received: 14 Oct 2012 00:11
Eaglets,
Some of you will have already noticed that Consone is declaring war against Harmless?, and this does include EE. FF will not be participating in the war effort on a military, diplomatic or magical level, although you are free to provide resources to our allies if you wish. If you truly wish to take a more active role, you're welcome to join EE. I would suggest though, that for most of you that is not a good idea, as you will not have the military strength in particular to compete against players that have been here since the beginning.
I ask that all of you refrain from discussing the war in GC, and if you are attacked/scouted/blighted in any way, to please bring it to either myself or Captain Kindly as soon as possible.
We will be having some members from EE, and perhaps other Consone alliances, that do not wish to participate at all joining us. Please make them feel welcome.
As always, my mailbox is open for questions, concerns, and lame jokes.

Ryklaw wanted to avoid war. He researched alliances and found that all the Crow alliances had avoided war in the past and also were not part of this war which became known as the Consone war. He petitioned Crow for membership and with the help of Sa'Belle was accepted as a member on Oct 21, 2012.

With friends in EE, Ryklaw was given the chance to sit the account of Quackers [EE]. Quackers had his cities in The Wastes which placed him close to Beecks. Beecks had joined Night Crusaders (NC) and was at war with EE. During the war, Quackers lost his two largest cities by Beecks' successful sieges. Quacker's remaining 7 cities were reduced to under 1,000 in population. Ryklaw was very glad to be in Crow and avoiding the destruction of war.

The war came to a close without much interest to Ryklaw. On Jan 15, 2013 he saw the following terms of surrender as offered to WE from H?

- 1) RMY steps down and never again holds an officer position, in any alliance, for any account. RMY sends a personal apology to KP over her insults in chat.
- 2) The following players will lose a city: RMY Tink! IbnRushd Roland Gunner x2 Scaramouche x2 Mandarins31 Rijk Tanthalis Bandito Jewel Mist Sajreth Raylva Fumble kname Jarrod
- 3) WE will pay 800mill gold in reparations to The Coalition.
- 4) WE will pay 80k of all advanced resources to The Coalition, excepting siege blocks of which they pay 10k.
- 5) WE will pay 1000 of all the rare resources at their disposal to The Coalition.
- 6) RMY posts a public message of surrender to "The Coalition", listing the constituent alliances as follows (H?, Dlord, Dark, Night Confed, RES, Curse, TCol, BSH) on the Illyriad Forums.
- 7) WE will:
 - a) Drop *all* their NAPs and Confederations for the duration (as defined by H?) of the war.
 - b) Cease all hostilities (military, diplomatic and magical) against all alliances in "The Coalition".
 - c) Ceases all support for alliances at war with "The Coalition". Support is defined as military, equipment, gold and resources. In return The Coalition will cease all hostilities (military, diplomatic and magical) against WE.
- 8) WE will claim no sov within 5 squares of a Coalition city. The Coalition will reciprocate.
- 9) WE will settle no cities within ten squares of a Coalition city without explicit permission before settlement. The Coalition will reciprocate. WE agrees to exodus or have razed any current cities which are within 10 squares that The

Coalition requests them to (re)move. A period of 1 month is allotted from the acceptance of this treaty for such requests to be made to either Nokigon or Sajreth.
10) WE admits responsibility for the WE/RES war.
11) RMY apologises for her insults to TD.
KP

This seemed excessive to Ryklaw and he inquired of others as to these terms. It was general consensus that WE got lenient terms because of they were smaller in size than other alliances. The larger alliances paid a few billion in gold and six digits of advanced resources plus the rare resources. However, the loss of cities was fairly consistent across all alliances with some members losing 2 and other losing 1, even though most members did not have to surrender any cities.

Shadows of the Great War

In August 2013, the talk of the impending fall war began in Crow. There were several former H? members in Crow who offered opinions on how this war would occur. Crow was the third largest alliance and therefore not considered to be party to the upcoming conflict. Crow also had transient members who joined for short periods of time, mostly for tournaments. These transient members were not only H? but many other alliances.

With the addition of a few members, Crow became the second largest alliance. This led to a lively discussion in AC. General consensus was that being number 2 alliance would place Crow on the road to being involved in the fall war. A decision was made for a few players to remove their alts to other alliances and thus Crow dropped back into the 3rd spot.

Intelligence Gathering

HFW was friends with Think who had founded an alliance now known as Noble Odyssey (N-O) but was trying to gain intel on the upcoming war by joining NC. (Side note: Think later sold his account and the new owner renamed it Dalyor). Ryklaw was introduced to Think and received resources from both HFW and Think as he continued to grow his cities in Kal Tiriken. Real life pulled Think from the game and he gave Ryklaw permission to access resources from one town via use of thieves while he was gone.

From: Think [~NC~]
To: Ryklaw
Subject: RE: RE: Theft
Received: 05 Sep 2013 01:41
Hello Ryklaw
I am sorry but I have made a mess of things. I mentioned in AC a casual comment about you thieving. By the time I got back from checking my alt, it had blown out of proportion.
NC is looking for any reason to start another war and are excited that this may be the casus belli for a war with Crow. I am sorry but I cannot come forward and say that I am friends with a Crow. I am doing what I can by telling them that you have repaid everything plus extra. Please do what you can to cover my butt.
Again, I am sorry.

There were a few more exchanges between Ryklaw and Think before receiving the following from Sir Bradly

From: Sir Bradly [~NC~]
To: Ryklaw
Subject: RE: Diplo attack
Received: 06 Sep 2013 03:35
Greetings Ryklaw,
News has come to me that you sent 2 thief missions at a member of NC. The player in NC was Think. He said that one mission was successful and the other failed. Immediately after the mission failed you mailed him.
In your mail you said you thought he was inactive.
I have two problems with this.
1) You did not mail him first and ask
2) Even if he was inactive (which he surely is not) you have no right thieving NC assets.
You could imagine my sensitivity to this since it occurred when NC and Bane were at war.
Care to explain yourself?

I look forward to your response.
SB

From: Ryklaw [Crow]

To: Sir Bradly

Subject: RE: RE: Diplo attack

Received: 06 Sep 2013 03:43

Actually it was 2 successful and the reason he knew of it, was I sent him an igm immediately when I realized he was active. In other words, there was no way I would have been identified. But I have no desire to cause harm to any active player. So, I chose to identify myself.

And I have sent inquiries as to his activity twice before without a response. The purpose of my inquiries was to see if his cities would become available.

Now, I do understand your sensitivity. I also will send you the string of correspondence between Think and myself which shows that I sent him much more than he lost and more than he expected.

As I offered to him, I also offer to you. Whatever it takes to make this right.

From: Sir Bradly [~NC~]

To: Ryklaw

Subject: RE: RE: Diplo attack

Received: 06 Sep 2013 03:48

Actually he successfully used a red bird on you before he got the mail. It hit when he was online. He has two lines right on your cities. Of course the immediate confession solidified it.

Can you forward me your previous attempts to identify his activity? That mail you sent me was correspondence after the incident.

Thanks

From: Ryklaw [Crow]

To: Sir Bradly

Subject: RE: RE: Diplo attack

Received: 06 Sep 2013 03:57

Unfortunately, my sent messages are only recent.

I have already made it right with Think, including returning more than he required.

I have offered, and again will offer, to further satisfy you.

What do you require to make this right?

From: Sir Bradly [~NC~]

To: Ryklaw

Subject: RE: RE: Diplo attack

Received: 06 Sep 2013 04:05

Hi Ryklaw,

I know sent messages do not auto delete. I have sent messages from almost two years ago.

Nonetheless, I will have Think look thru his mail and try to identify your attempts to decipher his activity.

You can see how I can be a bit cynical at this point. I appreciate you sending back the goods and then some.

However, that is not the point. An alliance of Crows stature should not be diploing active or inactive members of any alliance.

Thanks for taking the time to explain yourself.

Regards,

From: Ryklaw [Crow]

To: Sir Bradly

Subject: RE: RE: Diplo attack

Received: 06 Sep 2013 04:22

Certainly.

And regarding the deleted messages, I have a habit of cleaning my igms.

There are many months that my real life activities take me away from Illy. As such, I rely on sitters. These sitters may not always understand or agree with my communications. For example, I think I remember sending you igm during the time you were at war against Steel in support of your activities. It would not be good for a sitter to see such igm.

I have no alt, and barely have time for this account. Although I do enjoy the game when I am able to return to it.

Regardless of anything else, my comments to Think also apply to you. First, anything to make it right.

Secondly, (and I don't remember the exact words I used in igm to Think) feel free to ask for any help from me in the future. You may count on me as an ally.

I would ask if you would be kind enough to read my wall. This is a game. I am available as a friend, foe or many other roles. Please allow me the chance to leave Crow if you would prefer me as a foe. Crow is not responsible for my actions and do not deserve any repercussions. Although I admit, because of my extended absences from Illy, I make neither a good friend or foe. Although I do make a darn good village idiot when I have the chance. Take care.

Think was able to share with me that because I offered to leave Crow, it ruined the chance for this being a cause for war. He thanked me for protecting his cover and coming up with such an excellent story to diffuse the issue. Think did not respond to my last few messages. I did notice that on Sep 10, 2013 he left NC and a few days later the name changed. Dalyor explained that she had bought the account from Think.

The only repercussions from my "thieving" was my actions being reported by Sir Bradly to Dittobite, the Rook of Crow, from which I received a stiff reprimand.

After the war, there was one time where Ryklaw communicated part of the above scenario to Myr.

From: Ryklaw [vCrow]
To: Myr
Subject: RE: RE: Greetings
Received: 26 Feb 2014 01:09
thank you
Type A personalities are very opinionated. If responded to in a conciliatory manner, and patiently wait for time to pass, their attention turns elsewhere. Otherwise if confronted (whether real or perceived) they never let the subject die.
Such personality types result in war. wink But it takes two to tango.
Me, I am a pacifist although I do love competition. I love teaching kids chess and delight when they get good enough to beat me.
In October, Think and I developed a little bit of an evil plan. It involved a supposed theft of him. Sir Bradly went ballistic on me even though Think told him that everything was ok and we worked it out. Think and I enjoyed the scenario and that Sir Bradly just would not let it die.
So I told Sir Bradly that I would drop out of alliance and become non-aligned. He lost interest.
Sad thing is, Think also lost interest in the game. I really miss him as my neighbor. Although the person to whom he sold the account is nice, it is not the same relationship.
So, all that to say, I don't know what is going on. I don't want to know. But I wish you the best in dealing with a type A personality.

Final Drumbeats

Unknown to Ryklaw, there were negotiations going on for a merger with VALAR. Before the end of the month the merger was announced and Crow became vCrow. This also moved vCrow back into the number 2 spot and the target for the upcoming war.

Global Chat (GC) saw much activity from H? maligning Crow alliances for destroying Illyriad. It was generally thought within Alliance Chat (AC) and Crow Chat (CC) that with vCrow now being the 2nd largest, that perhaps H? would chicken out and not have the usual fall war. Although one could not tell from GC whether or not all Crows would join in a war as a unit.

From: Ryklaw [vCrow]
To: Hathaldir
Subject: RE: GC
Received: 06 Oct 2013 03:24
I see you are online. Probably reading GC.
Still not sure whether or not H? will go through with the war. Either they are just beating their chests or they are starting the justification.

From: HATHALDIR [EE]
To: Ryklaw
Subject: RE: RE: GC
Received: 06 Oct 2013 03:29

Its october, you are #2, and a combination of the two alliances who have beaten them in Tournaments. They already have their allies and strategies planned, will be very interesting!

From: Ryklaw [vCrow]

To: Hathaldir

Subject: RE: RE: GC

Received: 06 Oct 2013 03:33

vCrow are #2 on purpose. Shade was until last week. All of this is planned. The plan is for H? to chicken out. We even have some H? who have joined vCrow in last few days.

H? says they plan on going ahead with the war anyway. We will see.

The former H? members added much insight into the coming war. It was also apparent that information from inside H? was still being shared outside of H?.

The talk on vCrow AC remained quite lively. Ryklaw was a pacifist and wanted to avoid war. However, vCrow had helped him to grow and taught him quite a bit about the game. Although Ryklaw contacted Sa'Belle about joining another alliance, Sa'Belle was not sure if there was any alliance which could definitely avoid war. Ryklaw decided to stick with vCrow.

MM: Very important

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 06 Oct 2013 20:49

any day now a tourney or war could potential start with the current climate in illy. We need everyone to log in DAILY, even for 5 minutes. this is important because in tourney we need to coordinate, and in war, well if your not online to tell us seiges are coming to your town, you might sign in in a week and find your cities don't exist any longer.

If you can't log in daily, please let me know and we can find you a sitter. Its only 5 minutes of logging in, check mail, if no news, log off, but please do it daily.

Ditto

MM: War

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 08 Oct 2013 00:08

Evening,

For the first time since I joined this confederation, one of our confederation members has entered into a war. They have declared on NC, which for the last few months has diploed, attacked, seiged, blighted Crow confed members for no reason other than to cause us trouble. Now they have picked on another alliance (Celtic Knights) which was a confed of theirs.

I don't know if we will get drawn into this, but their is a good chance we might. If our confed alliances ask us for help, we will be there without hesitation. I need EVERYONE to produce troops non stop, if you have > 10 million saved up, drop your tax rates so your running -10,000 gold negative an hour and boost troops more.

More details to follow

Ditto

[00:02]<System> ** News flash: The Crow's Wings [uCrow] declares war on Night Crusaders [-NC~] Hostilities may begin immediately...

Ryklaw began to make note of those cities closest to his. There were several of NC but also of note was HFW who was un-aligned.

From: Ryklaw [vCrow]

To: HFW

Subject: RE: Hey neighbor

Received: 08 Oct 2013 01:13

Original Message:

Noticed you were unaffiliated. Let me know if you need anything.

RE: Hey neighbor

Sent By: Hannibal Foul Wind [N-O]

Received By: Ryklaw [vCrow]

Date: 09 Oct 2013 22:50

hah me old mate ryklaw - u know ive been chatting with ur bosses - but it seems im a marked elf

HFW had several cities under siege by H?. He was targeted for extermination but such was being prevented by intervention from EE. HFW encouraged Ryklaw to not get involved except for the sending of resources so as not to draw vCrow prematurely into a conflict. With the close proximity of HFW and Ryklaw cities, Ryklaw was able to provide resources without being caught by a blockade.

MM: war update

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 13 Oct 2013 18:33

I have just been informed the dominion is preping up for war against uCrow and their allies.

Briefly to update you on what is going on NC sieged, blighted, diploed crow confederate cities and refused to stop. We tried negotiating with multiple different alliances including H? to have NC stop its hostile actions towards us. NC's only comment on bringing in third party negotiators was 'we don't want anyone else to negotiate' and they continued their hostile behavior towards our confed and our friends. The Crows in here know me well to know that i do everything i can to solve soemthing diplomatically and for 2 years have kept us out of all major conflicts. This is one i cannot solve.

As of now I want to put everyone on HIGH ALERT, that there is a possiblity war can be delcared any day now. It is of utmost importance you stay near your accounts as we must see and know where attacks are coming from, need to have you dodge attacks if coming directly at your cities. Things to do:

- start building assassins in your cities with large armies to protect you commanders

- make sure your walls are leveled up

- your advanced resources, besides the ones your going to use put in a trade hub. if you have advanced resources you don't use, ie someone who builds only elf t2 calvarly does not need plate metal, please send all extra resources to my town BEAN so i can redistribute to those that need it

- make sure your building non stop in all your cities; as we have said before wheat sovs are useless at this point, drop your population if you must and convert all sov to troop production. nobody should stop producing troops.

More details to come. This all might still be averted, but its reall enough that need to take up our threat level.

Ditto

The following exchange is included without comment. Since it has not been reformatted, the first communication is at the bottom.

Please read the emails bellow exchanged between uCrow and initially BSH then Tcol leadership. A uCrow player had a BSH town placed <10 squares near its town and requested the BSH player to move their town, not only did they decline to move it, they suggested to solve the problem that the uCrow town be moved or razed!

uCrow leadership IMO tried everything to come to terms to remove town, but was met only by opposition. They placed a small seige on the town which was taken down. This distance of cities policy is something Tcol has pressed on the crows for a long time and we have always moved when we violated their distances, but now it seems that they believe ucrow to be in a position of weakness given their current war with NC and have attacked them.

if uCrow to decides to take this to war, we will stand by them.

as of now, consider us on HIGH alert of going to war within hours to days. It is important everyone log in daily or if they cannot, have a sitter placed. THings to consider:

1. You will get thieved, so your stockpiles place inside hubs; if there are resoruces you don't use like beer and spears, send to my town BEAN, i will redistribute to our players that need it. Any spare advanced resources are needed asap. if you need advanced resources ask me.

2. Place defensive blights; Taelin will email you soon in regards to what those are and how to place them.

3. If you see attacks/seiges coming, email me or taelin right away and mention in chat. We have to consider speed/type of attack on how best to defend or dodge it.

4. TO mention beer/spears again, if you don't hae a brewery and spearmaker in every town please build and start producing. we are in shortage of alot of resources, but esp those.

5. lots of emails to come. please keep posted. and keep building non stop.

6. Expect also cities to be lost. For those lost, i personally will help you rebuild, the alliance has and always will suport those who don't use prestige to use prestige to build up to where they were.

Ditto

From: Tamaeon [uCrow]

Subject: RE: RE: FW: RE: Settlement issue with Robbrit

Received: 22 Oct 2013 20:26

Original Message:

As I've said before, that's on Rorgash for refusing to even discuss the matter or inform you. However, we are discussing recalling the army as a gesture of goodwill. But please confirm that you will work with us if I recall the army.

From: Kale Weathers [TCol]
Subject: RE: RE: FW: RE: Settlement issue with Robbrit
Received: 22 Oct 2013 20:08

Original Message:

I don't like to repeat myself. You can recall the sieges, or we will remove them. I don't negotiate with people who use force to get their way, without talking it out beforehand. If you had come to me first, before launching, I would have had the city moved.

From: Tamaeon [uCrow]
Subject: RE: RE: FW: RE: Settlement issue with Robbrit
Received: 22 Oct 2013 19:43

Original Message:

Kale I can recall the army right now, if an agreement can be reached. Please advise, we are still in time.

From: Tamaeon [uCrow]
Subject: RE: RE: FW: RE: Settlement issue with Robbrit
Received: 21 Oct 2013 21:26

Original Message:

I would be glad to hear your side of things if you ever wish to discuss the matter. I'm sure that hearing your perspective will help me form a more complete picture of how things went down during the NC vs. BANE war.

I'm not sure what part of what I said gave you the impression that I'm not interested in what you have to say. But I won't deny that I'm mainly interested in settling the matter at hand. So far we seem to be having a productive discussion, although I'm somewhat boughtered by the posturing. With each of your messages you force me to expend precious time looking up information to disprove statements that you already know to be false.

You know all too well the kind of means Dominion members resort to at times, to enforce your claim of Mal Moshta.

So I won't insult your intelligence by lecturing you on the 10 square axiom, BSH's handling of the issue or the fact that this is our first in a very long time. So please, let us make this an excercise in mutual respect and recognize that despite the geo-political situation (uCrow being at war with your friends) Robbrit is in the wrong.

We've clearly established that uCrow has every right to defend the territory within 10 squares of its cities, that uCrow has tried resolving this issue with the player and his alliance leader before, and I will add that we consider it to be the sole responsibility of Rorgash as a fellow leader of DD, to inform you about the situation prior to joining TCol. This failure is a breach of your confidence, and we cannot be held responsible.

I will reiterate that uCrow is willing to recall the sieges, upon confirmation that the player will rescind sovereignty and move the town elsewhere. I am confident that if your truly intersted in resolving this, it can be achieved quickly.

And finally, the last reply we received from Rorgash before sending the siege was on the 10th of October. This is evident on the timestamps of earlier messages embedded within this message. The way we've been treated by Robbrit and Rorgash is most dissapointing, and I will be the first to admit that it does "color" the tone of my words somewhat. However, that does not change the fact that we are in the right, and had these 2 players acted responsibly and in good faith; this entire situation could have been avoided.

Best,

From: Kale Weathers [TCol]
Subject: RE: RE: FW: RE: Settlement issue with Robbrit
Received: 21 Oct 2013 14:43

Original Message:

I had a really nice email ready. Then I realized that you don't actually care what I have to say, unless it's an agreement with you. So, I wrote this instead:

It would seem as though we have reached an impasse. But I will say that, had you contacted me, before sending sieges to the city (Robbrit joined on the 14th, you contacted them and Rorgash on the 19th), we might very well have been more open to meeting your request. Being told that I have three days to decide an issue before sieges land is not how I care to do business.

But, since that is what has happened, so be it. We shall do what we have to do, and you shall do the same, I suppose.

I, too, enjoyed the trip down Very-Recent-Memory Lane. It was interesting to see you interpret my actions and intent. Maybe one day I will take the time to explain what they were really about.

From: Tamaeon [uCrow]

Subject: RE: RE: FW: RE: Settlement issue with Robbrit

Received: 20 Oct 2013 22:38

Original Message:

With all due respect Kale, the fact that the offending player AND his alliance leader relocated to TCol is not something I could have predicted or have any kind of control over. Why they would choose to ignore and dismiss my messages and relocate to TCol is all beyond my comprehension.

That said, I take back the statement I made, and recognize that I misquoted you. The following were your exact words:

From: Kale Weathers [TCol]

Subject: RE: Greetings

Received: 23 Jul 2013 22:18

Original Message:

I have consulted with NC and I believe that they are willing to cease attacks upon Insanity Inc, having completed their goals for the most part. However, as I am not speaking for them, you may wish to confirm that with NC. On the other hand, as regards my own alliance, we feel that Insanity Inc has fulfilled our request and, therefore, our reason for entering the war. TCol will cease actions against them upon completion of our last operation. After that, I cannot see any further reason for conflict with Insanity Inc, and will offer peace shortly thereafter.

After this message the amount of attacks on St. Nikki gradually increased, the town was razed and peace was declared 2 days later. That would have given you a window of at least 16 hours to put an NAP in place and avoid the obliteration of two different cities.

To your next point, Singaporc was settled on the 6th of September. Hyperion had grown a whopping 8699 population in the 30 days before that; so either Robbrit is lying and did not do her research... or you haven't done yours. I should also add that Timothy has been a member uCrow since the 3rd of November of last year, and while he was out of the alliance on the day singaporc was settled, it was only to capture a city. She would have know this, had she checked his player history and the siege announcements page. So her claim of having checked his population repeatedly is simply false, and it is beyond me how you could echo such claim blindly, when a simple query on illytools would conclusively prove this wrong.

And finally... to address your proposal; I have to say that we respectfully decline.

The way Rorgash and Robbrit have handled this is most disappointing. Both Tim and I tried to reason with them on more than one occasion, and I tried to iterate the fact that we had long enjoyed a positive relationship with BSH under Bonaparta's leadership.

That said; uCrow has complete disposition to work with you to resolve this matter. We are willing to recall the sieges before the first bombardment in the event that Robbrit agrees to remove sovereignty on 464|-218 in the next 48 hours, and also promises to exodus the town within 3 weeks. If need be we can arrange for resources to help build up her warehouse.

In closing, I must admit that reading through old messages and recalling the moments lived during the Bane vs. NC war has certainly been interesting. You repeatedly referred to "fairness" as a justification to your involvement in the conflict and declaring on a defenseless alliance. This is of course is my own opinion, and as I've stated before something which we consider a footnote in history. However I do believe that our counterproposal is fair, and in full accordance with the longstanding tradition of the 10 square rule. So far we have not been treated with fairness by either Robbrit or Rorgash, but I can only hope we will be treated fairly by you.

Respectfully,

From: Kale Weathers [TCol]

Subject: RE: RE: FW: RE: Settlement issue with Robbrit

Received: 20 Oct 2013 09:44

Original Message:

Actually, our operation was underway, with armies moving, before I decided to meet our demands, and the quote attributed to me is also false. I never once said that. Regardless, this was in mid-late August, and hardly qualifies as history at this point. "Recent events" would be more apropos. Moving on...

While I can understand that there was a hiccup, with the BSH members in question joining my alliance, I cannot help but feel that attempts should have been made to contact me, before sending sieges. I am not Rorgash, nor Bonaparta, and my alliance does not have the same approach that they have. Waking up to an email stating that sieges are on the way, regardless of how justified you may have felt at the time, and that I have until they arrive to work things out, is not exactly the best way to initiate diplomacy with me.

As regards the issue at hand, I have spoken with Robbrit and, according to them: "The city was settled near an unaffiliated and seemingly inactive player."

Robbrit checked his population repeatedly, over several weeks, to see if he was active, before settling, and it took over an additional ten or so days for Timothy to make contact, lending credence to Robbrit's assertion. As such I have looked over the area, and believe that a simple "line in the sand" approach can work here. What I propose is that both cities adhere to going only one tile out from their cities in the direction that faces the other. Robbrit may claim sov tiles at a range of 1 tile East, and Timothy may claim one tile out to the West. With this plan in place, Robbrit would end up relinquishing tile 464|-218, for Timothy to claim.

Given the extremely convoluted way in which this situation has progressed, and the manner in which I was made aware of this, it would seem to be the most equitable situation that does not involve sieges, and siege-breakings. This would, obviously, also require assurances that Messenger units be timed and sent out to recall the sieges before the 12 Hour Set Up time has expired.

From: Tamaeon [uCrow]

Subject: RE: RE: FW: RE: Settlement issue with Robbrit

Received: 19 Oct 2013 16:36

Original Message:

Hello Kale, and thank you for your prompt reply.

I appreciate your honesty in expressing your perspective on the current situation and the history between our alliances. Please bare with me while I address the various points you've made.

First of all, I have to confess that I disagree with your inclusion of the incident regarding the siege of St. Nikki for the following reasons:

1. TCol declared on a defenseless alliance, as all militiary players had relocated to BANE.
2. The players in BANE had all moved back to Insanity Inc as you had requested before you launched that siege operation.
3. You had already acknowledged that they had fully complied with your terms, yet you decided to launch quote: "1 last operation before signing the peace accord".
4. We were informed of this, and asked to dispatch armies to help save the city AFTER the sieges had been launched.

I have to mention, that the NC vs. BANE war has long passed and I wish to lay no judgement at your feat. As far as we are concerned this event is merely a footnote in history. I am only bringing this up in reply to your comments, and again; we do not understand how an historical event that mind you; 'had no effect on the outcome of your operation...' should have anything to do with the current settlement dispute between uCrow and players associated with BSH.

Second. We would be very interested in knowing who is spreading rumors about uCrow having any bellicose intentions or even quarrels with TCol. I believe that a simple pragmatic analysis of uCrow's standing in the current war would clearly indicate otherwise. Sufficed to say, we have our hands full with NC breathing down our necks. Opening a second front against a militaristic alliance who by the way, is twice our size... would seem suicidal. And that's putting it very, very lightly. LOL

I acknowledged this fact in my previous message, saying that the timing isn't exactly ideal; but the fact is, that this issue isn't something we are bringing up out of the blue. We have repeatedly attempted to resolve it in an amicable way, but we have only received dismissive replies thus far from Robbrit and Rorgash. And adding insult to injury, Robbrit has since engaged in an unecesarry sovereignty dispute with Timothy. Its more than obvious that her city is far too small to produce any meaningfull quantity of troops or T2 resources, so the combination of these facts is as vexing as it is disheartening. I should add that we couldn't have anticipated that she or even Rorgash would move into TCol.

But still the fact remains that she is willingly breaching the longstanding tradition of the 10 square rule, and to make matters worse... her actions and Rorgash's rhetoric are unnecessarily hostile towards our alliance. I will also add that the fact that we had never encountered each other before, is a testament to the excellent diplomacy BSH had under Bonaparta's leadership. This, despite the fact that we do not officially recognize your claim over Mal Moshta! Through common understanding uCrow has complied with your claim, without the need for drama or theatrics.

And finally, your assessment that Timothy_ was not a member of uCrow is incorrect. He has long been a member of our alliance and has had towns in the region for nearly a year. As I've mentioned in my messages to both Robbrit and Rorgash, uCrow is willing to negotiate and find an alternative to the removal of her city. We have well over 2 days to reach a compromise, and we are open to discussing an equitable resolution.

Should you feel that this issue is worth acquiring a casus belli on uCrow, I would personally understand it. Our alliance is a soft target and it would only seem logical that TCol would be interested in helping NC win the current war. However, if there is any chance that further conflict can be avoided, we are ready and willing to work with you.

Thanks again for your time, attention and kind words.

I hope this message finds you well, and wish you all the best in whichever role if any, you decide to play in the current war.

Whichever the outcome; my hope is that once this is all over, our alliances will enjoy good and prosperous bilateral relations.

Of course we do believe that it would be best if it never came to that.

Yours' sincerely,

From: Kale Weathers [TCol]

Subject: RE: RE: FW: RE: Settlement issue with Robbrit

Received: 19 Oct 2013 14:32

Original Message:

Hail and well met.

I do hope that this message finds you in good spirits. With that said, let me get to the heart of your letter. I have reviewed the situation, and come to the following conclusions:

First, I took into account the relations between our allinaces. You, personally, interferred with my alliance when we sieged the city of St Nikki, during our brief war with Insanity Inc. You chose not to declare war, and not to contact me beforehand; sending troops to both a tile outside the city, and to the city itself. This was not exactly a relationship-improving move.

Don't get me wrong: I do understand that you had a Confederation. But with no attempt at diplomacy on your part, I cannot help but to feel that this action has set the tone for our future dialogs.

The second event that I have considered are the rumors that your alliance wishes war with mine. Given that you are already embroiled in a war, I find it both odd, and disheartening that you would choose this point in time to make a this city placement issue such a priority as to threaten a siege. Now, with all of that said, we come to the heart of the matter.

Where this any other city issue, with any other alliance, I would oblige the request, and have the town in question moved. But in this case, as much as I am saddened to say it, I must decline to do so. It just doesn't seem feasible to commit hostile acts against another alliance, even in defense of another, and to then expect that alliance to happily oblige your requests.

Should you feel that this issue which, as I understand it, involves a player who was not in your alliance at the time, is worth pursuing further, then I shan't deny you your right to remove that city. But, and I wish fervently that it does not come to this, I would then be forced to exercise my own right to prevent that removal. I would hate to go to war with an alliance that seems deadset against leaving us in peace.

Regardless, I bid you good day, and shall maintain the hope that diplomacy and compromise can instead be the contents of our next communication.

Sincerely and respectfully,
Feldmarschall Kale Weathers

From: Tamaeon [uCrow]

Subject: RE: FW: RE: Settlement issue with Robbrit

Received: 19 Oct 2013 13:00

Original Message:

Greetings Kale,

I've noticed Rorgash and Robbrit have recently joined TCol. Unfortunately uCrow has a settlement issue with BSH, and we have tried repeatedly to resolve it to no avail. We regret having to resort to this drastic measure, but we see no other option. Robbrit and Rorgash refuse to offer any kind of cooperation towards resolving this issue.

As these players have recently moved into TCol I thought a heads up would be in order.

I understand that given the current situation this may not be the best move to make, but I am frankly offended and dissatisfied by the disregard they have shown, for the longstanding agreements that have existed between our alliances since the early days of uCrow. I'm frankly dismayed by change in tone BSH has had since Bonaparta left the game.

Anyways, please read the entire message below for a complete image of the situation.

Best,

From: Tamaeon [uCrow]

Subject: FW: FW: RE: Settlement issue with Robbrit

Received: 19 Oct 2013 12:19

Original Message:

It is with great regret and sadness that I inform you, that uCrow has had to resort to sieging your town.

I urge you to rescind the competing sovereignty and acknowledge that you will remove your town. Otherwise we will have no choice but to move forward and raze it. Your actions and your unwillingness to comply leave us no choice but to resort to this drastic measure. The siege is still 3 days away, so you have sufficient time to reach a settlement with us.

Please read the details of my exchanges with Rorgash below.

Respectfully,

From: Tamaeon [uCrow]

Subject: FW: RE: Settlement issue with Robbrit

Received: 19 Oct 2013 11:39

Original Message:

Greetings Rorgash, unfortunately you seem unwilling to cooperate with us on this issue. Meanwhile Robbrit has initiated an unacceptable sov war with Timothy. I will remind you that my alliance is at war, and that your member's actions are unreasonable and impede us from using land which is rightfully ours. BSH's disregard for longstanding agreements between our alliances, the 10 square rule and your failure to accept any compromise is thus simply an act of war.

I am sending you this message as a courtesy urging you once more, to negotiate in good faith and reach an equitable settlement with us. Failure to do so will result in the Robbrit's town being removed by force. You have a few hours to comply, once the sieges land we will take your silence and/or lack of compromise as a sign of consent.

Respectfully,

From: Tamaeon [uCrow]

Subject: RE: RE: Settlement issue with Robbrit

Received: 10 Oct 2013 14:59

Original Message:

Rorgash, I'm sure you understand my urgency in resolving this matter given the fact that my alliance is at war.

Timothy_ and others in uCrow have been in that region for a long time. They legitimately settled in these areas respecting the long held tradition of the 10 squares. Crow and Dominion alliances have worked together in the past, reaching numerous mutually beneficial agreements. We have also agreed not settle cities in Mal Moshta in the interest of maintaining good bilateral relations.

I'm sure our history must be worth something, and that some kind of agreement can be reached here.

Respectfully,

From: Rorgash [BSH]

Subject: RE: RE: Settlement issue with Robbrit

Received: 10 Oct 2013 14:38

Original Message:

Timothy could exodus or have his town razed, this would solve your issue.

If this would be "equitable", otherwise I don't think we will come to an agreement.

From: Tamaeon [uCrow]

Subject: RE: RE: Settlement issue with Robbrit

Received: 10 Oct 2013 13:51

Original Message:
Rorgash, surely there must be some kind of equitable agreement we can reach.

From: Rorgash [BSH]
Subject: RE: RE: Settlement issue with Robbrit
Received: 10 Oct 2013 13:11
Original Message:
No, that town is in Mal Motsha.

From: Tamaeon [vCrow]
Subject: RE: Settlement issue with Robbrit
Received: 09 Oct 2013 21:33
Original Message:
Greetings Rorgash,
Its a pleasure to meet your acquaintance! Unfortunately I come to you with a somewhat concerning matter, regarding Robbrit who has settled a town a mere 4 squares from one of our cities.
#/World/Map/465/-220
Our member Timothy_ has attempted to reason with her repeatedly to no avail. Now with this war going on, I find I have no choice but to contact you directly, asking for your help and intervention in this situation. Robbrit's town is located so close, that its impeding Timothy_'s city from claiming sovereignty to enhanced military production.
We've enjoyed very pleasant relations with BSH in the past under the leadership of Bonaparta, and we hope to continue this friendship going forward. You have my full support and cooperation towards achieving a swift and equitable resolution for both parties.
Warm regards

For several days there was much discussion about war. Each day seemed to bring Illy closer to escalating the existing conflicts.

vCrow Enters the War

Going to war
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 26 Oct 2013 15:57
OK, from you i need this: [#/Alliance/Players/438](#) T-Col
1. Go to that link.
2. select 5 players at random. From each of your towns send 3 armies (consisting of 1 commander and 1 unit each, NO MORE THAN THAT) and send them to do a 'FEINT ATTACK' on a town of one of those 5 players. Whenever your commanders come back, resend them to another commander.
3. We will repeat the FEINT attacks NON STOP for next week, to confuse them as to when the real attacks/seiges will come.
4. If you have availability to be online daily, multiple times, let me know for more complicated assignments.
ONLY SEND OUT MEN AFTER WE DELCARE WAR; WHICH WILL BE IN ABOUT 5 HOURS!
Ditto

Ryklaw had less than 100,000 troops across all 9 of his towns. Included in that number was over 300 siege units.

Ryklaw decided to do some advanced scouting on those cities near him with whom he would potentially be at war. This led to him being caught by one of the accounts.

From: Goldy1 [~NC~]
To: Ryklaw
Subject: RE: stop
Received: 29 Oct 2013 20:43
stop with the diplo attacks we are not at war yet

From: Ryklaw [vCrow]
To: Goldy
Subject: RE: RE: stop
Received: 29 Oct 2013 23:59

There have been no diplo attacks from me. Only the scouts and they will not be sent out again.
My apologies even for the scouts.

From: Goldy1 [~NC~]

To: Ryklaw

Subject: RE: RE: stop

Received: 30 Oct 2013 00:00

you sent scouts at me two different times and I caught you both times... I totally understand if we are at war, which will most likely be soon, but since we are not I currently have enough to deal with..... thanks for your understanding

Shortly after this exchange, war was declared. The first military action was an attack by Fenrisulven against the cities of Jaminiosilva. The cities were in close proximity. Jaminiosilva had helped Fenrisulven grow his account when they were both members of Crow.

MM War updates

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 30 Oct 2013 03:36

we will be sending a more comprehensive email next 2 days but for now know that h? and vcrows are at war as well.

Shade/pending/Dark have all stood up for us and declared war on Dark. Guys its going to get rough for next 2-3 months, and its best if everyone has a sitter because accounts must be checked daily to see if attacks in bound.

we will be planning 4 large sieges that you will be emailed about soon on how to participate.

stay close and keep sending out feints and dodge attacks that come to you.

email me or taelin with any help you require.

ditto

By the time vCrow entered the war, other alliances were already losing cities. One player had 6 cities under siege.

From: Ryklaw [vCrow]

To: Stop-Hammertime [nCrow]

Subject: RE: Sieged cities

Received: 30 Oct 2013 13:55

Original Message:

It looks like it is too late for two of your cities that are under siege. Wish we were in the war sooner so I could have helped.

Where are the troops from that are sieging your town? I might be able to attack their towns while their troops are out.

RE: Sieged cities

Sent By: Stop-Hammertime [nCrow]

Received By: Ryklaw [vCrow]

Date: 30 Oct 2013 14:22

No problem, they played it smart and got it this time. Right now we are trying to free 4. I'll forward you the latest scouting reports and siege page copies.

Sieges on SH, the aftermath

Sent By: Stop-Hammertime [nCrow]

Received By: Ryklaw [vCrow]

Date: 30 Oct 2013 17:14

I would like to thank everybody that contributed intel, forces or helped in another way in an attempt to either save my towns or cripple the NC armies gathered around them. Although they managed to raze two towns, I find great comfort in the fact that so many wanted to help. I hope to see you all in the next fight!

Stop-Hammertime

The nearest opponent to Ryklaw was Goldy1, but he chose to Exodus his city on the first day of the war. Beecks had several cities nearby and they were of concern. Shade had already begun attacking Beecks. Ryklaw noticed that Beecks was unaligned and contacted Shade to see what they knew of the situation. Ryklaw was informed that Beecks seemed to be inactive. NC would boot inactive players that came under attack.

From: Ryklaw [vCrow]

To: col0005 [K?!]

Subject: RE: Beecks

Received: 31 Oct 2013 12:47

Original Message:

When Bittu (Shade) began attacking Beecks, NC quickly booted him, which is what they do when players are not active. NC will not defend inactive players (usually). Beecks is quite a warrior and I would not like for the account to be entered into the war at a later date. To that end I am joining Bittu in destroying towns. Bittu has chosen 1, 7, and 8 while I will attack 3.

Ryklaw was settled in Kal Tirikan and no other Crows were in that area. vCrow was very involved in the war from a defensive posture, but Ryklaw was not participating in what was going on in his own alliance. That is not to say that he was not aware, but his troops were involved in battles near his towns. The only knowledge Ryklaw had of the other battles were the mass mailings and AC chatter.

Seige on Darpandas Town

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 31 Oct 2013 12:54

So we are not certain if we are going to exodus this town or not but we will break the seige they will place outside the city. This is what we need done:

1. For anyone who can arrive at the following small hill (#/World/Map/472/-217) Friday 1st of Nov BEFORE 2300 (but not sooner than 1100) send 5k archers to that square to ATTACK. DO NOT SEND MORE THAN 5 K archers from 2 towns at that square.

2. All other squares around his town, please send groups of 5k Cav to attack the plains around his town. again timing is essential NOV 1st BEFORE 2300 but After 1100 server time.

NONE of these troops should be sent to OCCUPY!

Email TAILIN if any questions regarding these instructions?

Ditto

MM: Update on seige

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 31 Oct 2013 16:42

There will be direct attacks on darpandas town starting SERVER TIME FRIDAY NOV 1st at 22:1:51s. Cav attacks to all squares surrounding the town can continue after the attacks even. IF ANYONE IS NEAR DARPANDAS TOWN AND CAN REINFORCE, PLEASE SEND ARCHERS AND SPEAR UNITS to REINFORCE his town sometime around 21:00 server time tomorrow.

Timing is key. if we are able to trap them in that town, we can destroy a significant portion of their seige weapons.

Ditto

MM: War update....Week 1

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 04 Nov 2013 22:16

Hello All,

This is going to be a long email, full of details regarding war, please read and reread when you have time to make sure you didn't miss any details:

What has happened so far?

Initially when vCrow declared on Tcol with subsequently the entire dominion (The Order, Dlords, Dark Blight, BSH) declaring on vCrow, vCrow was HEAVILY outnumbered population wise, especially considering we were also at war with H? This was a tactical decision done to draw heavy fire onto us initially instead of our allies. Tcol sent a siege train at one of Darpandas towns, which we defended and lost the town, but not without heavy heavy losses to the Dominion forces. Dark Blight with the help of H? then placed a siege on one of Taelin's towns, which was rather easily taken down. Aesir and VICX declared into the war yesterday. VICX will first clean out all military players of H? in larn, then they will head north to help us against the dominion.

Other areas of conflict to note is the war with H? Currently Shade/Pending/Dark/VICX/vCrow are also battling h? H? has RAZED more towns than our forces have, but they have targeted NON-military players or pure crafters/harvesting players near their main hub. This is a classic h? tactic that they take out easy players then claim victory on the forums claiming how they have RAZED more towns than the other side therefore are WINNING the war. Please know, such tactics of demoralizing players is used by h? and their friends, so please be aware of it and don't let their mind games trick you. We are at war, we expect there to be losses, so don't be surprised when they happen.

When are we going to go on the offensive?

I want to thank all of you for holding your troops back. I know it isn't easy, especially with tournaments so infrequent, to just sit back and hold your troops is very hard now that there are thousands of red targets. In next 14 days we will send out 4 sieges; one to Tcol, one to DB, one to T-O, and one to Dlords, each comprising of 3 million men and roughly 400 catapults. Our allies will help but this effort is purely going to be done by vCrow troops. You will be contacted by me, Taelin, or IAS regarding where and when to send your troops.

(to practice getting troops to a certain location on time practice with this calculator

(<http://www.timeanddate.com/date/dateadded.html?m1=&d1=&y1=&h1=&i1=&s1=&type=add&ay=&am=&ad=&ah=&ai=&as=>) It's a little tricky but makes it easy to get your armies to a certain location within seconds of desired time)

What can I do for now?

-MOST important think you can do is log in daily and check mails for updates as well as ALL your towns for incoming attacks.

-If you CANNOT log in daily, please place a sitter and let me know who your sitter is. If you need a sitter, keep reminding me. I know some of you have asked me to find you a sitter, if I've forgotten please remind Taelin or I again, and again, and again.

-IT IS OF UTMOST IMPORTANCE that you let Taelin or I know of incoming sieges so we can decide if we should FIGHT versus EXODUS the town.

- Dodge attacks that come to your towns producing Cavalry. By dodging, we mean send your troops out of your town, to ATTACK (NOT occupy) a square say 12 hours away. This means that in 24 hours your troops will return home to you, hopefully at a time your online again and can resend your troops.

-Boost up troop sovereignty for producing troops. As a general rule during war time your gold per hour should be roughly +500 gold per hour to -5,000 gold per hour, meaning you drop your taxes, even further that -5,000 gold per hour, if you can sustain it, so you can BOOST production of troops. Everyone should be producing in all towns NONSTOP regardless of your sovereignty level. THIS IS THE ONLY WAY WE WILL WIN THE WAR, TO OUTPRODUCE THE OTHER SIDE.

How can I Help the alliance?

-For anyone who has EXCESS gold, please send the gold to my town BEAN (#/World/Map/299/-47) So that I can redistribute to our heavily producing military players. I'd also like to take a moment to clarify something: MOST of the gold our military players have received has NOT come from me, rather it has come from a few very wealthy crows who have been generous enough to give out hoards of wealth to support the alliance. For the now, I will keep their identity anonymous to not make them a target but after the war, credit must be given to these players.

-Excess resources: if you have any excess advanced resources that you DO NOT need please send to my town ALI (#/World/Map/333/-82) So I can redistribute to those who need it. For those resources you do need, make sure either they are in a town with more than 5,000 thieves defending them or a much more cost effective way of saving your resources is to place them in a HUB.

How long does a war last?

-Depends on how active members are to help defeat the other side but roughly can say 'months.' That being said initially you need to check very frequently as there are large armies floating around but after a while, when armies become smaller and smaller, you just have to be constantly building troops and be ready for large sieges or defending against sieges if needed.

Thank you

Id like to thank you all for your active participation and help during this war. Taelin and I are doing all we can but if ever we can help you please let us know.

mCrow

There has been a lot of discussion in chat as well as emails to me and other players regarding mCrow's stance on the forums to stay out of this conflict. mCrow is one of our confederations and though in a confederation with us, it by no way implicates that they MUST participate in every war we enter. They have been good friends with us for over two years now and we have no resentment or bad feelings towards them in their decision and are on very good terms with their leadership. Please refrain from making negative comments about them in AC as we want to keep our relationship with them strong and negative comments will brew resentment.

Please email Taelin or I regarding any comments, concerns you have.

Thank you all again for your hard work!

Ditto

vCrow on Offense

Ryklaw continued to participate with Shade in clearing Kal Tirikan. Shade did all the heavy work. Ryklaw was a neophyte at war and possessed an insignificant amount of troops. Additionally, Ryklaw's commanders were all below level 10. While the war raged around him, Ryklaw did very little in regards to the real war. Although Ryklaw did take partial credit in vCrow AC for the elimination of the north-western opposition. But Ryklaw's only real contribution was the razing of 2 cities of an inactive account.

vCrow shifted to an offensive posture and began sieging the opposition.

MM: Seige update

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 10 Nov 2013 02:19

our MASSIVE seige is underway #/World/Map/560/-22/5 For those who have cav who have not sent any units send 1 commander and a few men so you can get battle reports as strikes hit. Its going to be an interesting 36 hours, since thats how long i think it will take them to clear that mountain.

Thank you all for your help in sending units.

Ditto

In the meantime, all opposition in Kal Tirikan had been eliminated. Ryklaw had lost virtually none of his small army. The following is the first directive that Ryklaw received from leadership:

TO Nest Offensive

ryklaw

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 10 Nov 2013 16:55

wondering if you can turn your seiging towards TVM member, any larger player towns taking them down. I need that alliance to surrender to free up EE but they wont surrender eventhough have 0 troops left.

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: RE: ryklaw

Received: 10 Nov 2013 21:46

Uh, I may be wrong, but do not look for anybody to surrender.

During negotiations last year where alliances had to pay billions and 2 towns per player to surrender, If your alliance belongs to H coalition you are not allowed to surrender. All alliances under H control must agree that the only way out is to be totally destroyed.

A war with H will not result in any surrender by any member of the coalition.

RE: ryklaw

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 10 Nov 2013 21:48

so far 1 NC player has surrendered with 0 cities razed and terms that he must have a sitter and actively fight H? or else lose all his towns ;p

but we are trying to be merciful so players try to surrender but yes i know what your saying, h? and their propaganda

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: Next target

Received: 11 Nov 2013 13:50

Original Message:

Trying to determine next target. I know you told me to attack TVM, but there are none within my feasible range. Here are my possibilities:

Fenrisulven (H)

Sharkkuu (TO)

Tegos (H)

Any input?

RE: Next target

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 11 Nov 2013 14:12

TO for now. don't kick fen yet, he kicks back rather hard and controls all of h? northern forces so don't need that to deal with for the now.

Ditto

Dittobite referred to fen. This is Fenrisulven who was the first to attack vCrow within hours of the start of war. Direct confrontation with any H? member was being avoided.

The war raged on with sieges being very active during this time. vCrow had several sieges going and many being planned every day. Ryklaw was not involved in them and his only focus on the war was TO as instructed by his leadership.

GC was very active. Although Ryklaw seldom posted in GC, the chat became so bitter, that he even turned it off for a few days.

Global Chat and Alliance Traps!

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 18 Nov 2013 23:59

Hi All,

h? has just sent an email to all its members to 'behave' on global chat and to report to the devs any 'bad behavior' so that accounts can be suspended from our alliance and allies. This is interesting as they and their friends esp in NC are i think easily the worst trolls in the game and now have adopted this strategy in order to possibly remove players from our side.

from what i've seen vCrow has always been very good in global chat but please just make sure we are extra careful on what we say in global chat and in forums as they will try to bait us to say content that could get our accounts baned.

in my opinion our alliance as a whole should stay away from global chat / forum talks esp in content pertaining to war, but if you do wish to engage in these areas, please be careful.

Thank you all for your strong efforts during this war, so far things are going in our favor. Will send update email sometime this week.

Ditto

Ryklaw studied the map for TO targets. One area in Northern Wolgast had over 20 towns. This was a problem especially to EE who had been attacked from there often. No TO towns in the area had been touched by the war. On Nov 20, 2013, Ryklaw identified this area as his target: The area was NorthWest of #/World/Map/23/734

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: TO Nest

Received: 19 Nov 2013 16:23

My first real siege will be to capture one of the towns. Once I own a city in the area, clearing them out will be easier.

GreyEagle [T-O]

grimly [T-O]

Sharkkuu [T-O]

threemuskateers [T-O]

zorro41 [T-O]

This presented a challenge since TO and vCrow were not at war. Although both alliances were on opposite sides, there was no formal declaration between the two. Although vCrow leadership had authorized this mission, it presented unique circumstances. vCrow leadership told Ryklaw to keep track of his activities and report to them if Ryklaw received any communications from the opposition. Ryklaw referred to the cities in this area as the TO Nest.

Ryklaw's first action was to set archers on a mountain next to a city along with a lot of scouts. This would see what type of response the group would have to a mountain occupied by yellow forces. It did not take long until the members of the nest starting attacking the mountain. The first attacks did not take out 25% of the occupying force so the attackers did not know who or what they were attacking. They did finally manage to destroy the occupation at an unfavorable ratio.

Beginning with the first attacks, Ryklaw sent feint sieges on all the towns. The sieges were with one ram and low level commanders. The resulting speed was similar to a real siege.

After a few days, Grey Eagle launched a siege on Ryklaw. Advanced scouts showed it was the entire army of that town. This presented a good opportunity to set a real siege of 14 siege units on a town with a mountain along with the

continued feints. The real siege had archers and a few siege units but was not intended to be successful, only to attract attention. Additionally a blitz siege was set for the grimly town.

The day before the sieges were to land, Ryklaw sent private messages to everyone located near the TO Nest.

From: Ryklaw [vCrow]

To:

Subject: RE: hello neighbor

Received: 04 Dec 2013 13:46

Original Message:

Welcome to the war with T-O. Don't know if you want to be involved, but it just so happens that your city is near a nest of T-O that has been targeted. The first city is to begin being sieged within hours. [#/World/Map/23/734](#)

He has no army in the city since he sent them to attack me. It is a long trip and they won't be back for 4 days at which time the city will be owned by vCrow.

If there is anything you need just ask. If you want to get involved, just let me know.

From: Ryklaw [vCrow]

To:

Subject: RE: RE: hello neighbor

Received: 05 Dec 2013 12:55

Welcome. For now keep your troops safe but feints are always fun!

The present siege is meant to draw their troops out. I only sent 14 siege engines. Just enough to cause them to attack.

There will be other sieges planned which will be intended to be successful.

Many responded and the TO Nest had a flurry of activity. There exists no collective information as to who all became involved.

A blitz siege was set at the same time for a grimly town. A blitz siege is comprised of armies set to directly attack the town with siege units. At least 12 hours before the blitz siege, a siege encampment must be set up which would get the credit for the decreased population and then have the opportunity to capture or raze the town. Grimly had one city in the area while all other opponents had several cities. Grimly's town was chosen to have a siege set against it without scouts and without any siege units, but plenty of supporting troops. It could easily be seen that while one city had 14 siege units, the grimly town had none. Instead there were 40 blitz siege teams with 30 siege units each that were timed to land within a few seconds of each other at 12 hours 15 minutes after the siege encampment. This quickly reduced the population enabling the town to be captured. The other siege ended up also being successful resulting in the city being razed. In a matter of hours, the TO Nest had a vCrow town in its midst along with another town being razed.

The new Ryklaw town was quickly reinforced and as members of the TO nest attacked it, the town continued to grow.

GreyEagle made contact with Ryklaw. GreyEagle said that all participants would Exodus the area and within a few minutes, 3 accounts had cities in Exodus.

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: T-O Nest

Received: 09 Dec 2013 15:51

A few weeks ago, I told you of my plan to clear the T-O nest in Wolgast around this area [#/World/Map/2/765](#). To date I have captured one town, razed one town, and 3 others have chosen to Exodus. All 4 remaining T-O occupants of Wolgast (threemuskateers, Sharkkuu, zorro21, and GreyEagle) have decided to Exodus the area. As such I will start to withdraw my troops and will take no further action against them as long as they continue to Exodus.

However, with the nest weakened, EE decided to clean out the entire area. Ryklaw and GreyEagle communicated about the attacks.

From: GreyEagle [T-O]

To: Ryklaw

Subject: RE: hello

Received: 15 Dec 2013 17:51

well i wont have any cities left soon all the others in the area decide to attack me. but thanks to you for being a nice guy and trying to let me move out Thanks talk at you later

From: Ryklaw [vCrow]

To: GreyEagle

Subject: RE: RE: hello

Received: 15 Dec 2013 23:00

It would be fun if I defended you. But the nap will not allow it. I will see if I can help diplomatically. Not that they will listen to me, but I shall try.

From: Ryklaw [vCrow]

To: dittobite

Subject: FW: FW: RE: hello

Received: 16 Dec 2013 13:49

Whatever payment you desire for the surrender of GreyEagle, his alt Sharkkuu, and his sat accounts of zorro and threemuskateers, I will personally make those payments for him.

Through thieving, diplos, armies, and runes I have pretty much decimated him.

Let me know what payment you would desire for his surrender.

From: dittobite [vCrow]

To: Ryklaw

Subject: FW: RE: FW: RE: hello

Received: 16 Dec 2013 13:57

ryklaw at minimum they MUST drop out of their alliance and cancel all sovs. I can agree that vCrow wont hit them but the allies will not stop until players have surrendered. if he surrenders i can stop all attacks but the terms i gave him were SUPER easy, something like the above plus 30 million plus 20k saddles. which is nothing for a player of his size and told him he can pay me those resoruces at ANY Time, not immediately. the otehr players youmentioned again, as i told you vCrow wont hit them, but the allies have not seen a formal surrender so EE now that they are pretty much done with tvm, are moving to TO and hten southwards. but they can't leave enemies behind tehirlines. if you want tell him to email me accepting terms, drop out of alliance and tell him you will pay the goods if you want. the goods are not for ditto but for the war chest of the allies so i just collect for everyone.

1. i can make terms fro greyeagle and sharkhu as mentione above.

2. if zorro and 3musketers are permasat accounts, and he cant exodus them, he must pay 100 million in the future at anytime to save them. we are not going to allow permasat accounts to survive without payment. if they are other players who he is sitting , he can just drop them fromalliance and cancel sovs, then emial me when all that is done and we will take their surrender.

Ditto

From: GreyEagle [T-O]

To: Ryklaw

Subject: FW: RE: hello

Received: 15 Dec 2013 23:04

ty i sent a message to ditto but he want me to surrender and send him gold and saddles and drop out of TO i was thinking of dropping out of TO anyway. i have found out i have cancer and will have to have surgery to remove it so i will notbe on much maybe. not sure yet til i see they doctors and find out more . prefer not to lose cities when i cant even try to defend them but nothing i lcan do about it . Thank You

From: Ryklaw [vCrow]

Subject: RE: FW: RE: FW: RE: hello

Received: 16 Dec 2013 14:03

I gave it my best effort.

Sent By: GreyEagle [T-O]

Received By: Ryklaw [vCrow]

Date: 16 Dec 2013 14:59

thank you

Bonfyr Verboo

With many alliances involved and even more players, it is impossible to paint a picture that collectively represents all the different attitudes. While one person or alliance may have wanted revenge, destruction, or reparations, there were others who just wanted no war. The following exchange represents a clash of opinions.

From: HATHALDIR [EE]

To: Bonfyr Verboo

Subject: RE: Hi

Received: 22 Nov 2013 03:23

G,day BV, do you want to talk about finishing your part in this war? We do not want to seige you out of the game, but we are prepared to do it if thats the only resolution we can come to. So drop me a line so we can open up communications if you would like.

Regards HATH

From: Bonfyr Verboo [TVM]

To: Hathaldir

Subject: RE: RE: Hi

Received: 22 Nov 2013 10:15

I wonder what the point of this is? I'm not really interested in talking to this moron. Thoughts?

From: HATHALDIR [EE]

To: Bonfyr Verboo

Subject: RE: Hi

Received: 22 Nov 2013 10:17

Excuse me?

From: Bonfyr Verboo [TVM]

To: Hathaldir

Subject: FW: RE: Hi

Received: 22 Nov 2013 10:20

Yea, clearly meant for someone else. Sorry it got by but I really do think you are a moron and I have no interest in talking to you, so please do destroy me. Based on your history I have no reason to believe anything you have to say besides that so have fun

From: HATHALDIR [EE]

To: Ryklaw

Subject: FW: FW: RE: Hi

Received: 22 Nov 2013 12:19

Hi guys,

I have tried to be polite and sensitive to their situation, more than i believe was done for us. They keep asking for destruction, so my current thoughts are we destroy Bonfyr Verboo, and the ask Wonka the same question. The Nalleen etc. Does anyone have an issue with this stance? I am really looking for ways to ensure their survival, but i feel we need to do it.

Cheers HATH

From: Ryklaw [vCrow]

To: Hathaldir

Subject: RE: FW: RE: Hi

Received: 22 Nov 2013 13:25

Kill the obnoxious arrogant fool. Seems that common civility has not yet reached their culture.

Not that my opinion matters.

But I did raze two TVM cities this week and vCrow is not even at war with them.

Cheers my friend.

Sent By: HATHALDIR [EE]

Received By: Ryklaw [vCrow]

Date: 22 Nov 2013 13:49

Thanks Ryk, yeah gonna go postal on them

Fenrisulven

As noted before, the first military action against vCrow at the start of the war was from Fenrisulven. Fenrisulven again began attacking nearby vCrow. Ryklaw was sitting Jaminiosilva at the time the attacks happened.

Sent By: diitobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 25 Nov 2013 07:31

after fen hit jamin were there any emails exchanged between the two?

Ryklaw answered back, "None"

Sent By: JamieH [vCrow]

Received By: Ryklaw [vCrow]

Date: 05 Dec 2013 07:50

if i get 60 sieges in 2 towns of jamieh, we can flash seige his two closest towns without any issue whatsoever. best time even would be this sat or sunday or next sat/sun.

From: dittobite [vCrow]

To: Fenrisulven

Subject: RE: Fen

Received: 07 Dec 2013 17:13

Hey Fen,

hope your doing well. from what i'm getting from our norweld folks is that your town and your wife's are near empty. Was wondering if you would consider surrendering before seiging of those towns gets underway as i would want to not harm you as much as possible.

Ditto

From: Fenrisulven [H?]

To: dittobite

Subject: RE: RE: Fen

Received: 07 Dec 2013 17:24

Original Message:

I have done nothing to provoke these attacks, my attention has been on Soon who has been attacking my wife's cities.

Having said that, I would rather lose every city I have than to surrender to a backstabbing little weasel like you, so FUCK OFF!

From: dittobite [vCrow]

To: Fenrisulven

Subject: RE: RE: Fen

Received: 07 Dec 2013 18:12

wow, i'm guessing you are not fen or you've lost your mind. from what i got you initially blighted jamieh/jaminova, which took offesne since he helped you, or may i say the real fen, build up his towns.

that being said, don't worry this will be the last communication you hear from me given your tone and language. disgusting what you have become.

From: Fenrisulven [H?]

To: dittobite

Subject: RE: RE: Fen

Received: 07 Dec 2013 19:25

Original Message:

This is the real Fen, and what is disgusting is what has happened to the Crows. I am ashamed to have my account profile show that I was once a member.

I suppose Jamie and/or Jamin forgot to mention the blights and sharp frost spells cast on 3 of my cities, but that's not surprising either.

My cities may be destroyed and my account sieged out of the game, but at least I will keep my honor, which is more than I can say for you or for your alliance that I once was proud to be a member of.

Flash siege was used to describe direct siege attacks sent at a city without a siege encampment. The purpose was to destroy resident armies, capture resources, lower population and destroy buildings.

Since Ryklaw was sitting the Jaminiosilva account and dittobite was sitting the JamieH account, a search was made of the messages to determine the veracity of the accusations. No record of any diplomatic or military action was found in either account. It appeared that all messages were intact although it is possible that such records could have been selectively deleted.

From: dittobite [vCrow]

To: Fenrisulven

Subject: FW: RE: Fen

Received: 07 Dec 2013 20:09

Original Message:

if this is the real Fen, you are drunk on lies. We have done nothing but be dragged and forced into war. I'm sorry that you have changed so much you can't talk in a respectful manner even to a supposed 'enemy.'
good luck and be well.
Ditto

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: RE: FW: RE: Fen

Received: 08 Dec 2013 01:00

I am more inclined to believe it is a sat account. The tone resembles the sickening vomit that I saw during the Consone war.

Of course, I sent you a copy of the attacks by that account on the first day of the war.

Here is also the blight.

Gift of Stone (Geomancy)Runs Until Cancelled

Cast By Player Cast By Town Cast On Player Target Town

Fenrisulven [H?] Hvergelmir Spring Jaminiosilva [vCrow] 9th at Pine When casting Gift of Stone, your spellcasters give offerings to the spirits of the hills, beseeching them to increase the Stone production in another city. When a person chooses to die with honor, they are still dead.

However, he blew any chance to die with honor. He will just die.

RE: FW: RE: Fen

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 08 Dec 2013 01:15

yeh. i have 3 groups of 30 cats hitting him 2 times a day each starting today. in 5 days it will be 6 groups. i will switch cities soon though. i'm sure they got spears on the way to reinforce the town to try to stop us so will keep beating it for a few more days to make sure they send reinforcements then move towards hitting one of the further towns on the east.

FW: mm - Help needed!

Sent By: Thuko [H?]

Received By: Ryklaw [vCrow]

Date: 09 Dec 2013 21:07

i don't have access but i'm guessing he is asking for aid for your incoming attacks. DO NOT REPLY TO THIS EMAIL.

From: Fenrisulven [H?]

Subject: FW: mm - Help needed!

Received: 09 Dec 2013 20:48

Original Message:

Please see the following: <http://www.diggik.com/forum/index.php?topic=32060.msg435886#msg435886>

Soon after this email, Thuko dropped out of H? taking with him a massive amount of resources.

From: Ryklaw [vCrow]

Subject: RE: RE: Thuko

Received: 11 Dec 2013 20:11

There is a lot of info I am not privy to either. But lets say this, there are still undercover agents in H. Thuko was not the only one.

And Thuko leaving H was planned for several months. Lots of planning went into what was done. He damaged H very badly. Almost like an atomic bomb going off in that alliance.

There may be a day when the story can be told, but Thuko may have been the key to the total destruction of H.

From: dittobite [vCrow]

To: Ryklaw

Subject: RE: RE: FW: mm - Help needed!

Received: 09 Dec 2013 22:01

k we can't deplete both jamih and jaminova troops on this op casue then he might not want to exodus. how many troops cav does jam have? how many troops offensively are you hittin his town with with your seige train?

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: RE: FW: mm - Help needed!

Received: 09 Dec 2013 22:03

Original Message:

I am cheap. I do not plan to lose many troops. Or at least make them pay very dearly.
Will get you a count when I can.

From: dittobite [vCrow]

To: Ryklaw

Subject: RE: RE: FW: mm - Help needed!

Received: 09 Dec 2013 22:12

Original Message:

yhe i don't want to lose troops either but expect h? to have WAY more skill than anything you have come against.
expect them to time perfectly to stack the town seconds before your cats arrive. i'm having shade and bane send
seige at around the same time to try to distract them as to which town we are going but doubt anyone will have
precise timing as u thus they will think u are the real thing. do you have another 30 commadners to send another
seige train to another town. thus forcing them to consider which is real.?

From: dittobite [vCrow]

To: Ryklaw

Subject: RE: RE: FW: mm - Help needed!

Received: 09 Dec 2013 21:31

k in h? chat they are talking heavily of reinforcing that own so watch out. h? is not TO or dlords. though how much
they can reach this city with in time id ont know
ditto

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: RE: FW: mm - Help needed!

Received: 09 Dec 2013 21:35

Original Message:

If so, I am the one that will take the loss.
You may think me crazy, but I am hoping they try to stack the city.

From: dittobite [vCrow]

To: Ryklaw

Subject: RE: RE: FW: mm - Help needed!

Received: 09 Dec 2013 21:46

Original Message:

ok but expect them to prestige build the walls back up...

From: Ryklaw [vCrow]

Subject: RE: RE: FW: mm - Help needed!

Received: 09 Dec 2013 21:59

I expect them to try. A level 20 wall takes a level 20 warehouse and level 11 storehouse.

From: Ryklaw [vCrow]

Subject: RE: Update

Received: 10 Dec 2013 14:19

Original Message:

If you assign others responsibilities such as blockading, assign them the top 3 (or Northern) squares.
Today no new flash sieges will be sent out. Everything sent out today is to cause misdirection or confusion. He or
someone in the alliance should be able to calculate that it is insufficient sieges to take the city down. Tomorrow the
number of flash sieges will double.

From: dittobite [vCrow]

To: Ryklaw

Subject: RE: RE: Update

Received: 10 Dec 2013 15:41

just so you know i have about 350 k cav from around the map constantly clearing the town too. blockades i will start
from the 15th morning non stop to keep coming. others will send and from jamieh i will send non stop. they should
not be able to breathe. also morning of the 15th i will also hit the town with 3 sets of 30 wallbreakers from one of my
towns 2 days away.

From: Ryklaw [vCrow]
To: dittobite
Subject: RE: RE: Update
Received: 10 Dec 2013 15:48
Excellent.

Every siege requires a different strategy. I am excited about this one. Thank you not only for your help, but your encouragement to design this one. It is definately different from any other siege I have done and without your direction, probably would not have studied it.

I have never lost more than 14 siege units in any siege. Getting this city with a loss of less than 20 catapults is the goal.

RE: Update
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 10 Dec 2013 15:49

np even if we lose everything will be at massive losses to the otehr side. just need to make sure fen's towns are all cleared of troops to constatinly cause he is closest player that can take out blockades.

From: Fenrisulven [H?]
To: dittobite
Subject: RE: Compromise
Received: 09 Dec 2013 17:55

If you look at my town profile you will notice it only shows 9 cities. That is because I am moving my cities out of Norweld and vCrow territory. My alliance mates are finding me new locations in the Southwest, well away from vCrow. So, here is what I propose: I will drop all offensive spells currently cast on vCrow cities and promise not to use any of my troops on operations against vCrow if you will call a ceasefire on attacks on my cities and give me an opportunity to move. Each city will take 5 - 6 days to move due to distance, so it won't be instant, but that's the best I can do. Also, once my cities have moved, there will be some prime locations left empty if vCrow cities need to relocate. I am starting with my 4 cities that are closest to vCrow, so there will be a lot of nice real estate there. I do apologize for the insults cast at you, they were out of line, but I was (and still am) very hurt by the war between our alliances and I let my temper get the best of me.

Fen

From: dittobite [vCrow]
To: Fenrisulven
Subject: RE: RE: Compromise
Received: 09 Dec 2013 18:07

Hi Fen,

I'm not sure if i can agree to this as its not up to me to make. If you were going to cease fire for duration of war, that is something, but to not hit vCrow yet hit vCrow allies is same thing as hitting vCrow.

I have to talk to jamieh and to Soon to see if they will agree to this as h? currently has very little in the region to stop us from seiging at least 2 of your towns priro to your mass exodus. I could have dealt with this alot easier excpet for your comments on GC yesterday stating we are weasels and your ashamed of being one of us, that really rubbed the alliance the wrong way.

litterally second you exodused your town i got vicx pending and shade all ready to seige train you and i don't know if they can be talked otu of it.

you must be the real fen since you exodused so i'm wondering fen, why are you taking this so personally. i saw leter you sent to soon about urinating on their cities or something like that...it makes you and h? look very bad saying such things and my friend take a breather from the game when you get THAT upset. its bitter sweet that its the real fen, nice that you are still playing, unfortuante our relationship is not what it used to be.

give me a day or two to put email up on our forums and see what resposne i get. expect in that timeframe attacks to continue and to start seeing some real/fake seige trains from different sides of the map
there is no chance of surrender for you corrrrect?

From: Fenrisulven [H?]
Subject: RE: RE: Compromise
Received: 09 Dec 2013 18:24

Never mind - it doesn't matter anyway. My wife quit the game due to the actions of Soon and I had to abandon my alt so I could take over her account without violating the ToS. I am not so faithless as to sit out a war and not support my alliance, I was just trying to mend some fences, but that obviously isn't going to happen. So, siege away, take me out of the game and enjoy your victory over me.

Fen

From: dittobite [vCrow]

To: Fenrisulven

Subject: RE: RE: Compromise

Received: 09 Dec 2013 18:32

i have no intention of seiging you out of the game and a victory over you is a bitter sweet victory. i dont' know what has made you hate us so much, but we bear you no ill will
ditto

From: Fenrisulven [H?]

To: dittobite

Subject: FW: RE: Compromise

Received: 09 Dec 2013 18:44

I can tell you bear me know ill will based on the 50+ attacks my cities are getting every single day. I don't hate you, I am just very disappointed in your actions. Either way, it makes no difference, my wife is no longer playing and I will soon be out of cities, so I guess my opinions don't matter. I tried to mend fences, it didn't work, so I'll just sit here and let you guys make a punching bag out of me since you seem to enjoy doing it so much.

Over the course of the next few days, Ryklaw and dittobite conversation occurred via skype, email, and texts. Dittobite was becoming increasingly concerned over a Ryklaw plan to siege a Fenrisulven city.

Sent By: Ryklaw [vCrow]

Received By: dittobite

Date: 16 Dec 2013 17:14

> I know you are worried that I am in over my head, and that may be true. But
> please show up with your troops on the square at the right time. Also,
> during the last 48 hours, after we have sufficient data on what is needed,
> it may help to send out a call for local support. Feints, blights,
> blockades, etc. Anything that causes the victim to abandon sleep, work, sex,
> food, or bathroom breaks will be helpful.
> Please try to relax. Yes, I could be wrong. But try to enjoy this. You might
> be very surprised.

From: Fenrisulven [H?]

To: dittobite

Subject: RE: Seriously?

Received: 24 Dec 2013 17:27

OK, I understand why you and your alliance are attacking me, I'm not going to rehash all of that; but now you are attacking my wife's cities for no good reason. She has done ABSOLUTELY NOTHING to you. She has taken no offensive actions whatsoever, the only troops she has used in this conflict have been entirely defensive, trying to break sieges and blockades on her cities. She has already lost one city to Soon as is about to lose a second one to Shade, and now vCrow is piling on as well. She is trying to move her cities out of harms way so that she can live and grow in peace as she is not the warrior type. If this is some kind of backhanded way of getting to me, then you have sunk to a level lower than I thought was possible. Beat up on me all you want, that's fine, but for the love of God, leave her alone. She has done nothing to you and doesn't deserve this.

From: dittobite [vCrow]

To: Fenrisulven

Subject: FW: RE: Seriously?

Received: 24 Dec 2013 19:59

Hi Fenris,

Hope the holidays are going well and your health is doing ok for where its at.

Fenris, going after an H? account is NOTHING personal towards you. We happen to be on opposite sides of a war and we are just fighting one another. The fact that your wife's cities are being attacked is not due to you. Every h? account is military oriented, please do not claim otherwise, or else h? would not allow the account to stay in h? If you wife wishes to surrender and drop from h? we will cease all attacks. (Terms for here account would be drop all sovs, drop out of h?, 300 million gold, 50k saddles, do not participate/aid in the war for the duration, she cannot exodus/move any towns for duration of war) If she is not willing to surrender, as we are at war, and this is a game, i will not tell anyone from my alliance or side of war to stop attacking her cites.

'for the love of God, leave her alone' ---again this is not us bullying her or you or any h? member. We are at war and every player has the choice to surrender or continue fighting. Its your choice to keep her in the alliance to get attacked.
Hope otherwise you are doing well.
Ditto

From: MrHyde [EE]

To: Fenrisulven

Subject: FW: Seriously?

Received: 24 Dec 2013 22:42

Slightly more than one year ago, both my wife with her alt, and my daughter with her alt quit the game forever because of Harmless aggression. They were playing what they thought was a building, crafting, mystery, and social game. They were the ones who got me started playing. They had no intention of ever being involved in war. And the game was enjoyable when it was a topic of family discussion.

But you (Harmless) turned it into a war game for those who don't care for war. The choices left those who did not care for your war was to:

1) Leave the social environment of their alliance and friends.

2) Engage in war to defend themselves

3) Quit the game

So they quit. Zero sympathy or compassion from you. You destroyed the game for them and many others. You diminished the game for me and forever changed the mindset of others who remained. And now you act like this? It is a game. I know not whether you are playing a game trying to get sympathy with your diatribes or whether your angst is real.

If this is an act on your part, it failed.

If the angst is real, then you are to be pitied.

RE: Thanks!!!

Fenrisulven managed to save several of his cities and move south. Months later he took the offensive and sieged Jenin of BANE. Many responded and saved that city. BANE then took the offensive back to Fenrisulven.

Sent By: Jenin [BANE]

Received By: Ryklaw [vCrow]

Date: 05 Apr 2014 12:59

I actually warned him to leave me alone twice once last month and a serious heart to heart correspondence about staying in the game a few days ago...he got just as dismissive as SB, so i called for a hit...we have him between a rock & a hard place now...some people just don't learn

From: Ryklaw [vCrow]

Subject: RE: RE: Thanks!!!

Received: 05 Apr 2014 12:51

Original Message:

It is nice to see changing from defense to offense. Hyo got an excellent kill of siege engines.

Poor Fenri just could not leave well enough alone.

From: Jenin [BANE]

Subject: RE: Thanks!!!

Received: 05 Apr 2014 12:21

Original Message:

We are bombarding Fenri @ Brimley Hall now Thanks ever so much for being part of helping me turn this around!

[vCrow strategy in December](#)

Sent By: Taelin [vCrow]

Received By: Ryklaw [vCrow]

Date: 01 Dec 2013 09:10

Hail vCrow,

We are doing well, H? are on the defensive but we must guard against overconfidence.

In particular we need to maintain discipline in terms of always fighting in circumstances where we have the advantage.

To that end:

Defensively: we are not always in a position to save every city which comes under siege - we will if we can though. If you see a city under siege (ours or allied) please don't just send the cav at it without it being scouted first - 1. cav may not be the best answer and 2. it may be a distraction.

Offensively: minor harrassment operations against enemies are fine - and they can cause exoduses - but we should not try to set our own sieges without alliance planning - it is too risky in terms of cats.

If you have an idea for an offensive operation then speak to me or ditto and we will consider it.
keep up the good work.

T.

Norinthor

From: Ryklaw [vCrow]

To: Norinthor

Subject: RE: Greetings

Received: 04 Dec 2013 14:33

Original Message:

Kind sir,

I heard that you were surrendering. Although I do not know the terms, I hope the terms are kind and generous towards you. If you need anything, just let me know. I will do what I can to help.

Take care.

From: Norinthor [TVM]

To: Ryklaw

Subject: FW: RE: Greetings

Received: 04 Dec 2013 17:03

Dittobite is supposed to send me an igm this evening with terms.

Surrender means that I still must leave the area - or be anihilated by TVM. My three largest cities are preparing for Exodus. Gorlin Paradise and Gorlin Hope don't have much left - and could easily be raised. Might be worthwhile for vCrow or your partnering Alliances to take them out - as a clear way to justify my surrender and leaving the area. I could easily lower the runes and make it easier if that would help.

I do not know what your team's end game might be - but if it is destruction of TVM - I might like to stay in the area - there are some nice resources to harvest. I really could use some input and advise right now - and I do appreciate you kindness.

All the best - from a Dwarf who simply wants to harvest and explore.

Grace and Peace abound - Grace and Peace

From: dittobite [vCrow]

To: Norinthor

Subject: FW: RE: FW: RE: Greetings

Received: 04 Dec 2013 21:59

Original Message:

Norinthor,

you have read my email earlier but not dropped out of TVM so not sure if you are serious about surrender. the following are terms, they are NON negotiable, all of them must be complied with for full surrender and hostilities to cease.

1. no cities razed or lost.
2. 10 million gold to be sent to my town dragon
3. all soveregnty squares must be cancelled ASAP and stayed cancelled for duration of war.
4. drop out of TVM and stay out of alliances for duration of war
5. you do NOT require to exodus any towns.
6. no further hostile actions towards anyone in the war

let me know if you accept, if you do accept drop all sov squares now, it doesn't matter if you will lose population or not, they all must be dropped asap.

Ditto

Venita Defense

A pivotal defense of Ventia happened in late December. Ryklaw's only involvement was a tiny army and collection of data. The attack was a blitz siege. There seemed to be a tiny window between the clearing forces and the siege units and the defenders tried to time their occupation units to arrive in that window.

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 20 Dec 2013 14:32

Data dump coming up - This is only data from the first part of the siege train. Safia got to play with a second part of which I have no reports.

Commanders killed = 74

Total units killed = 290013

Seige units destroyed = 593

Knights killed = 170,833

Largest unit destroyed 29,000 knights

8 skyclad went to the clouds

Satisfaction = priceless

From: Venita [BANE]

Subject: FW: Humble thanks

Received: 21 Dec 2013 21:25

Ditto

I would appreciate if you could pass this mail out to your allaince.

Hello Vcrow

I wanted to send a personal mail to everyone that helped me on my city of Ridges, while under seige attack recently. Then I realized how MANY I would have to send! OMG your response was outstanding! I am humbled and honored that you came to help me when I needed it. I am sure you know that we have well over 800k of defensive troops there ... WOW.. I beleive this has to be a letdown for those alliances, and I feel that this is a huge win for us, a turning point in the war in fact.

We won the battle as you know, and now can take the battle BACK to them! BANE will do everything we can to help you. I had just wished for more time to rebuild after our last war with NC, but well, we shall come with everything we have.

Thank you again!

Blord first surrender negotiations

Before the war ended, there were as many as 5 negotiations with Blord regarding surrender. To Ryklaw's knowledge, this is part of the first negotiation.

From: Belargyle [Blord]

Subject: RE: RE: The war...

Received: 29 Dec 2013 05:04

Original Message:

LOL... I thnk you missed my point entirely. The conditons given are the only conditions we will consider or accept, nothing more. The mine is of no big importance, but it is the site of largest single battle in Illy history and do not make the mistake of presuming it will be given over you or anyone else without an encore preforance.

The only reason I approached you, was due to us having issues with leadership for most of the war... and even then my alliance nearly tore my head off. Surrender is not and henceforth cannot be an option the Dwarven Lord. You choose this war for the explicit purpose for destroying us and removing us from the game.. you now have to just that. There will be no peace, only war.

Therefore and in light of your answers the Dwarven Lords declare to you and your friends - Wewelcome you to our party. Come! I give you the offical invitation. Bring your friends for they are welcome to the party as well, We shall dance this dance but not to your tune.. but to ours!

HighKing

Belargyle.

From: dittobite [vCrow]

Subject: RE: RE: The war...

Received: 29 Dec 2013 09:08

Original Message:

Hail Great Leader,

I'm sorry you find our terms that unreasonable. Of note though please realize that our terms included the loss of not one of your towns, a term that ALL agreed upon including those you were previously in the consome war with. This goes in stark contrast to what you claim our goal is which is 'destroying us and removing us from the game.' That has never been the goal of vCrow and any of our allies who have had or said such things are not supported by our side therefore such goals will never come into fruition.

I hope we can still talk in the future regarding terms and relations, as I don't like this idea of endless war or fighting to the last town.

Be well and hope your family is well too.

Ditto

Side Note

Although all Crow alliances were not part of the war, for some reason, Crows were being attacked in GC as being evil. There was accusations that Crows were now going to rule the new Illy and that this new rule was going to be worse than the rule of H?.

Jan 3, 2014 in GC [21:05]<Sir Bradly> Just remember, the "monster" you are trying to control is not as bad as illy's "new monster"

[21:01]<tansiraine> kinda like there is a dark side to the crows.. they been corrupted from their normal behavior..

LordFrostBlade

Two new targets were selected by Ryklaw. LordFrostBlade was decided to be the first to be followed by leyasu_Takugawa.

From: Ryklaw [vCrow]

Subject: RE: Block Party

Received: 08 Jan 2014 14:41

Original Message:

Beginning Jan 11, 2014, sieges will begin on LordFrostBlade. His cities surround Mirthril #/World/Map/-32/98.

You are being sent this message because you are near his cities.

- 1) All cities have been cleared of troops although he does use runes
- 2) Fake sieges will land prior to Jan 11.
- 3) Beginning Jan 11, any help you can offer will be appreciated.
 - a. Feints
 - b. Blights
 - c. Small blockades at any city
 - d. Spitting on his lawn

The goal is either surrender, destruction of 4 towns, or exodus of all towns.

Eagles will be targeting leyasu_Tokugawa and I shall join them once finished with PeasantFrostBlade
Congrats

From: System

Subject: FW: Cobalt Fortress captured!

Received: 11 Jan 2014 08:42

Cobalt Fortress, belonging to Lordfrostblade which was located at -40|120 has been captured by Ryklaw.

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 11 Jan 2014 08:45

First LordFrostBlade city razed. More to follow.

From: Ryklaw [vCrow]

Subject: RE: RE: Block Party

Received: 12 Jan 2014 02:11

Original Message:

Within the next 8 hours, there will be a siege on every single one of his towns.

Number 3 city of Lordfrostblade

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 13 Jan 2014 00:09

Well, he only has 5 cities left. I am starting to feel sorry for him.

And thanks to Steven54 for awesome siege attacks

City Number 4 of Lordfrostblade

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 13 Jan 2014 13:05

We have completed the objective on Lordfrostblade by reducing his number of towns in half. Besides that, we reduced his total population to ~20% of original. There were many people who deserve much credit, and some I may never know about. When the first city fell so fast, I was unaware of the siege attacks by Steven54 and there may have been many others. I am honored to be part of such great warriors, including many from other alliances.

The fiercest enemy was Ieyasu Tokugawa who has over 100k of armies at his disposal. He destroyed around 20k of our troops that I know about.

Thanks to all and congratulations on another effective campaign

From: Ryklaw [vCrow]

To: LordFrostBlade

Subject: RE: siege

Received: 14 Jan 2014 18:48

I have asked MrHyde to recall the siege and he agreed to do so. You have suffered enough and I noticed you Exodus one city already. I have offered to give him one of my cities that is presently in Exodus in exchange.

Do not interpret this in any way that I won't restart hostilities against you. Nor can it be interpreted that others always listen to me. But at this time, I feel that your further destruction is not in the best interest of Illy.

Be well.

From: Lordfrostblade [Dlord]

To: Ryklaw

Subject: RE: RE: siege

Received: 14 Jan 2014 19:21

thx

From: Ryklaw [vCrow]

To: LordFrostBlade

Subject: RE: RE: siege

Received: 14 Jan 2014 19:29

You might want to get GNU to either take back what he is saying in GC, post a response yourself, or something.

If I am going to be accused of totally destroying you in the public Global Chat, then I will have to do so.

[19:26]<Legoman> Who has been wiped out?

[19:26]<Zynot> too many cities to keep track off anymore lol

[19:26]<Smoking GNU> one that i know of, lego, is Lord frost blade

[19:26]<Legoman> We are talking about players, not cities.

[19:26]<Smoking GNU> he's only managed to exo out one city, the rest are either being siege or have siege on the way

From: Lordfrostblade [Dlord]

To: Ryklaw

Subject: RE: RE: siege

Received: 14 Jan 2014 19:34

i will have to ask the others first but will try

From: Ryklaw [vCrow]

To: LordFrostBlade

Subject: RE: RE: siege

Received: 14 Jan 2014 19:35

Best wishes and be well. You are a worthy opponent and I would rather have you in Illy for a long time. Please do not let your leadership result in your destruction.

Sent By: Lordfrostblade [Dlord]

Received By: Ryklaw [vCrow]

Date: 14 Jan 2014 19:36

truth be told we want people but we dont want to do a treaty of versi type of thing (look up WW1 to find out)

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 14 Jan 2014 19:47

[19:38]<Smoking GNU> OK, i was just informed by LFB tha the sieges against him by vCrow was withdrawn yesterday. I did not know this, so i withdraw my statements to that subject as errenous

[19:38]<Smoking GNU> he still has one siege against him by EE, though

[19:38]<Smoking GNU> assuming nyone is still here who knows what i'm talking about

[19:38]<Smoking GNU> *anyone

[19:39]<darkone> I am GNU

[19:39]<BellusRex> who is the siege from, GNU?

[19:39]<Smoking GNU> damn, didn't ask him that

[19:39]<Smoking GNU> and left already again
[19:39]<Smoking GNU> so, on that point, dark, you were right
[19:39]<Smoking GNU> i apologise
[19:39]<darkone> tnx, no worries
[19:40]<Ryklaw> accepted, GNU

Siege note

Much was happening within vCrow and Ryklaw could not keep track of it all. This message was received which must have been a massive battle, but Ryklaw has no other knowledge of it.

Sent By: ias
Received By: Ryklaw [vCrow]
Date: 12 Jan 2014 13:01
The siege on my town has come to an end, this tells us how good and strong we are as a team, so my congrats and special thanks to everyone on Vcrow.
so far at this siege we are calculating some 1.5mill loses on H? side. and best of all, in their own door and for what i know with weeks of preparation. So again real congrats for this slap to the face of the enemy.
Take care all

leyusa

leyusa was chosen as a target after LordFrostBlade. leyusa was a large a very respected warrior. EE had already initiated some attacks when Ryklaw sent over 40 feints at his towns beginning Jan 14, 2014 as well as a few real sieges.

From: Ryklaw [vCrow]
To: leyusa
Subject: RE: Non-aligned
Received: 17 Jan 2014 12:57
Original Message:
Dear honorable warrior,
I noticed that you were not aligned. As I am unaware of the circumstances by which you are no longer associated with an alliance which is at war with my alliance, I will not send any more attacks until I have more information. If you are seeking an exit from the war, please excuse the attacks which are enroute, as I have no way of stopping them from carrying out their orders.

RE: Non-aligned
Sent By: leyasu_Tokugawa [DiL]
Received By: Ryklaw [vCrow]
Date: 17 Jan 2014 13:00
Thank you for nice offer. Yes I would like to quit from war. I will not attack except siege camp.

From: Ryklaw [vCrow]
Subject: FW: RE: Non-aligned
Received: 17 Jan 2014 13:10
I will forward your desire to my leadership. Regardless of what you work out with him, you have my firm commitment that I will not attack you further since while you are a player who is not at war with me.
As I said before, I cannot recall my troops enroute, but will send messengers for all siege encampments and blockades when they land.
Be well.
Additionally, if you have exited from the war, once I have clearance from my leadership, I will send you whatever resources you require to rebuild.
May you be well and enjoy Illy for many years.

From: dittobite [vCrow]
Subject: RE: RE: FW: RE: Non-aligned
Received: 17 Jan 2014 21:00
ryklaw when you give them message that you will not attack any further will make it harder to force terms/surrender on them. just refer them to me and say something like 'attacks will continue until formal surrender is made' so they surrender quickly. if we don't make that standard rule everyone will start leaving and go into hiding and build up. it has happend already in this war and we can't let that be the norm...
thanks .

From: dittobite [vCrow]

To: leysa

Subject: RE: surrender

Received: 17 Jan 2014 21:01

Original Message:

you have left dlords but have not surrendered therefore you have been added to list of enemies who are still engaged in war but not in an alliance. if you wish to surrendered email me that and i will send you terms.

be well

ditto

From: leyasu_Tokugawa

To: dittobite

Subject: RE: RE: surrender

Received: 17 Jan 2014 22:58

I surrender.

From: System

Subject: FW: Siege Engines from Ryklaw attack your buildings at MK Sapporo

Received: 24 Jan 2014 21:51

Siege Engines from Ryklaw's town, Eben, attacked your buildings at MK Sapporo, and damaged it as follows

RE: FW: Siege Engines from Ryklaw attack your buildings at MK Sapporo

From: leyasu_Tokugawa

To: Ryklaw

Subject: RE: FW: Siege Engines from Ryklaw attack your buildings at MK Sapporo

Received: 25 Jan 2014 00:07

May I defend my city ? If your remaining attacks are direct siege of this size, it may be a big damage.

From: Ryklaw [vCrow]

To: leyasu

Subject: RE: RE: FW: Siege Engines from Ryklaw attack your buildings at MK Sapporo

Received: 25 Jan 2014 00:34

Or if you wish, I will offer you this:

I will buy you prestige and send you resources from Jaminiosilva.

This would allow you to replace the buildings without your loss of troops.

Either way, I wish you the best.

RE: FW: Siege Engines from Ryklaw attack your buildings at MK Sapporo

Sent By: leyasu_Tokugawa [DiL]

Received By: Ryklaw [vCrow]

Date: 25 Jan 2014 01:25

Thanks. I will defend the city.

I think I don't need big troop for a while. If you don't mind to loose siege units (it takes long time to rebuild), both of us can gain some experiment point to level-up commanders.

From: Ryklaw [vCrow]

Subject: RE: RE: FW: Siege Engines from Ryklaw attack your buildings at MK Sapporo

Received: 25 Jan 2014 01:34

Original Message:

I don't mind. Thing is, I am glad the war has moved beyond me. I don't mind losing the catapults because I hope to never need them again.

Tourneys are more my style.

I did look up your ranking and was very impressed.

And again, my best to you.

Sent By: leyasu_Tokugawa [DiL]

Received By: Ryklaw [vCrow]

Date: 25 Jan 2014 01:38

Thanks. I like a tournament but not war as well.

Epic Battle

Rill Comment

This battle has been labled the most epic battle of the entire war. In a forum post, Rill said:

I would say probably the most epic battle of the war was the one that, alas, never really happened.

That would be the siege of Electrok's city, where a bunch of armies primarily from Crow but including pretty much everyone in the alliance gathered in a large siege camp. Accounts of the precise number vary, but I lost count around 6 million.

Night Crusaders and Harmless? prepared a substantial attack on that siege camp, but unfortunately timed their attacks so precisely that they broke the server ... literally. Their armies circled the siege without attacking for days, trapping all other incoming armies in a giant troop vortex.

I think this episode dealt a substantial morale blow to both sides, although realistically they could not have defeated that siege camp even with all of their combined forces. It is a matter for speculation whether this bug prolonged the war because the Coalition did not spend their troops in attempting to do so (assuming they would have if given the opportunity, which the fact that many of the attacks were raids suggests otherwise). It's also possible that it shortened the war due to the morale effects.

Note that I am not intending at all to speak pejoratively of the Coalition when I cite these morale effects. To have a potentially epic battle essentially prevented by a server error, which remained unaddressed for more than 24 hours and even after days or weeks was not fully corrected by restoration of armies, is a disheartening thing. The fact that this happened during the Long Silence of the developers did not help.

In my opinion, if this battle had gone off without a bug, it would have been a lot more fun for both sides, although the result (loss of the city) would probably have been the same. The fact that what should have been epic and fun instead became an exercise in frustration probably did not improve the general tone of the war

General Ryklaw

From: dittobite [vCrow]

To: Ryklaw

Subject: RE: RE: City Number 4 of Lordfrostblade

Received: 13 Jan 2014 19:57

Original Message:

congrats ryklaw. listen i want to promote you to rank of general. are you ok with that?

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: RE: City Number 4 of Lordfrostblade

Received: 13 Jan 2014 20:04

Original Message:

uh, thank you so much for the honor, but really I am quite happy with either my present title or the title of dung shoveler.

Although the title village idiot might be more appropriate.

Really, titles don't mean a lot to me, but I appreciate the honor that you would even consider me a general. You know that I hate war and will do all I can to end this.

Sent By: dittobite [vCrow]

To: Ryklaw

Received By: Ryklaw [vCrow]

Date: 13 Jan 2014 20:05

yeh know exactly what to do and know how to motivate the members...thats what we need...so general it is. ;p
ditto

Next is the message that started the plan for the Epic Battle

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 13 Jan 2014 21:28

i really need you to take out NC cluster. that is HARDEST group in the game to take out. if you manage somehow to take them out, the war is essentially over as they are h?'s best fighters.

Ryklaw really was not a good warrior. He possessed skills in precise planning, coordination, and enlistment of others on a small scale. Some considered him an idiot while others saw him as a bloodthirsty tactician. The truth lay somewhere in between and was probably more accurate on the lower end of the scale. But due to his reputation on the top end of the assessment, there was quite a number of cities that chose to Exodus when they saw tightly timed armies descending on their cities although most of the time, they were either feints or suicide missions.

Sent By: Danger Russ [vCrow]

Received By: Ryklaw [vCrow]

Date: 21 Jan 2014 23:15

Grats on the promo and taking charge... would've said so even if ditto hadn't suggested it.

Guess your targets just run now because they don't like getting the shit kicked out of em :D

The first initiative after being made a general was successful, not because of any value of Ryklaw. This was a mission concentrated on Jack Aubrey which will be covered later. However, the perception created by a combination of past successes, the promotion to general, the undeserved accolades, and then subsequent successes were necessary to set up the portion of the Epic Battle which fell into the purview of Ryklaw.

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: Thanks

Received: 05 Feb 2014 17:47

Original Message:

I know I was not the most enthusiastic person you ever made a general. But in retrospect, it was a good decisions.

When you asked me to tackle Jack Aubrey, the fact I was general resulted in a vry favorable response from

Sigismund and Lord Julien. These then enlisted Grestlin and metalman.

while not the best run campaign, it was fun to watch these pull together and pull off this onslaught.

So, thanks my friend.

And feel free to remove me from the position anytime. I will never mind.

RE: Thanks

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 05 Feb 2014 17:49

np and thats why ur exactly in ur position. u saw something that improved the situation and i'm not foolish enough to ingore good advice and recs.

Ryklaw spent several days studying the NC cluster in Arran. Dittobite and Ryklaw discussed two different plans. Dittobite would organize a massive siege against a town in the cluster while Ryklaw would organize blitz sieges. As Ryklaw considered blitz sieges it became obvious that such would not work. After dismissing several plans, he chose a plan that at the best could be called the least objectionable. Ryklaw did not possess much confidence in the plan and therefore named it "A fools errand".

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: A fools errand

Received: 05 Feb 2014 22:44

OK, 3 weeks ago you asked me to study taking out the NC cluster in Arran. I finally have a plan:

I will take it to the heart of Sir Bradley. Sieges will begin Feb 15 22:00 server time on the following towns

Saxon 190/-490

Oxford 201/-480

Ipswich 189/-505

He will see 6 or 7 perfectly timed siege armies coming to each town starting Feb 6. It will look stupid. It will look unbelievable.

Each town will have 250+ siege units poised to strike.

I am prepared to go this alone and look like a fool. My 780 siege units (500 Ryklaw and 280 Jaminiosilva) are too far away to be effective in any siege attack. If I lose all of them, it will be a welcome loss. But in doing so, I hope to:

1) gain military intel on their response times and unit size

2) embolden others to take the fight to their heartland

3) encourage those who are holding back units to join the fray NOW
4) and possibly even succeed in capturing one town
If you organize your attack on a different NC town it will turn this into an exciting campaign.
First units launch in 16 hours.

Dittobite asked that the timing be delayed.

RE: A fools errand
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 05 Feb 2014 22:47
i would prefer to delay this until TO and dlords have officially surrendered. can we delay this for about 7-8 days launch time?

Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 06 Feb 2014 03:33
i'm going to use all of danimal for this as well , depneding on what is left after he seigins rorgash, like at least 400k t1 spears, if no resistance with rorgash mroe like 800k at least. ill bring safia into this as well, she has another 400k t1 spears.
they will clear my seige but with losses they cannot afford. and then you will land. again even if we both fail, our allies will then have open ways to go after NC.

From: Ryklaw [vCrow]
Subject: RE: RE: ryklaw
Received: 06 Feb 2014 03:27
Original Message:
epic! I like it. Regardless, this will bring into the open a lot of secrets. Every time that has happened, we have won.

From: dittobite [vCrow]
Subject: RE: RE: ryklaw
Received: 06 Feb 2014 03:20
Original Message:
nobody has been able to take nc on effectively in their homeland...so this will be epic . also NS likely will reinforce their towns ..so will meet tons of resistance.

From: dittobite [vCrow]
Subject: RE: ryklaw
Received: 06 Feb 2014 03:17
Original Message:
just fyi. nc probably has at least 200k cav built up. they are storing up waiting for our move. so that will require me to at least place 400k cav on plains. which i can easily do. we can expect h? to give another 200k cav, so i need 800k cav, which again i can do. lets say i land on the 22nd or something like that, we have you land on the 23rd , 36 hours after i land.
exact timing i will get back to u on when our siege will land.

MM: Mission NC
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 06 Feb 2014 03:42
hello all,
we will soon begin our cavalry seiges on NC, during which both us and the enemy will suffer great casualties. The caveat there being we can afford the loss of troops, actually most of us want to kill off our cavalry, whereas they cannot afford the loss of 1 unit at this point.
Today starts part 1 of the attack: Feints
Mission: for the next 20 days send cavalry feints at NC cluster in arran
Target: ANY NC (colored RED) town located in this cluster: [#/World/Map/202/-497/23](#) I suggest everyone favorite this link
Units to send: 1 cav commander, 1 cav units per town, cycle when return home
There is NO Maximum target distance; send feints even if 5 days away. I want to see that region crawl with green 24/7 guys.

More details to follow on part 2 of the attack in about 15-20 days. Until then keep sending feints to here and REAL units/occupations to sieges darkone sends out.
Ditto

Ryklaw agreed to delay until such time as selected by dittobite. It was determined to use this time to get as many others involved as possible. If it was possible, we wanted other alliances to come up with their own plans, but simply either work our plans into theirs or try to coordinate the dates as closely as possible.

Ryklaw also began sending feints at Sir Bradly towns that simulated blitz sieges. The towns of Ipswich and Oxford were chosen.

Soon not only became the first alliance to join the mission, but the only other alliance besides vCrow to take the initiative in organizing specific objectives.

From: Mr Damage [Soon™]
Subject: FW: Alliance Mail:You Want NC Blood? You Got It!
Received: 08 Feb 2014 23:22
This is it folks, time to take the war to NC heartland, I shall keep it brief but stay tuned for continued updates.
2 sieges
Sir Brad town Ipswich-siege location 190,-506
Sir Brad town Oxford-siege location 202,-481
This op will need everyones assistance. For now just work out your travel times for your defensive troops to those sqs. Change your army names to the travel times and then you dont need to write it down. Soon I will have a spreadsheet up to record everything. Up to 7 days travel times is ok, so start looking at your armies please.
Damage

From: Ryklaw [vCrow]
Subject: RE: RE: FW: Alliance Mail:You Want NC Blood? You Got It!
Received: 09 Feb 2014 00:05
I will take responsibility for three other towns of Sir Bradly one of which I want is Saxon. Tentatively I have planned on the 23rd but my date is flexible, especially if I can schedule them along with yours.

From: Ryklaw [vCrow]
Subject: RE: RE: FW: Alliance Mail:You Want NC Blood? You Got It!
Received: 09 Feb 2014 00:05
I will take responsibility for three other towns of Sir Bradly one of which I want is Saxon. Tentatively I have planned on the 23rd but my date is flexible, especially if I can schedule them along with yours.

RE: FW: Alliance Mail:You Want NC Blood? You Got It!
Sent By: Mr Damage [G!]
Received By: Ryklaw [vCrow]
Date: 09 Feb 2014 09:57
He has exod both so we will select other targets. I feel there is a spy leaking info as it is too coincidental that he moved those towns. I will send another mail to say that we are now switching targets to 2 of his other cities and see if he moves them. If he does then he is backing himself into a corner because those cities cannot send armies for a week after exoing.

Ryklaw did not have the heart to tell him the towns chose Exodus because of faked blitz sieges that were enroute.

Ryklaw continued to send attacks at NC towns. One town was chosen to have all 8 surrounding squares have a siege encampment set up within a 60 seconde window. Each siege encampment consisted of only a single siege unit with a draught horse. This was accomplished and all units were quickly destroyed. This left 8 neat little icons around the city of equipment. The equipment remained there for days and Ryklaw was the object of GC derision for such a poorly executed siege.

Ryklaw began to enlist others with the hope of targeting every town of Sir Bradly.

From: Ryklaw [vCrow]
Subject: RE: RE: FW: RE: TO SURRENDER
Received: 09 Feb 2014 22:41

Your choice, but here is the mission: Sieging Sir Bradly on plains. The entire coalition is coordinating attacks. You may wish to participate in some other mission. Let me give you a small glimpse into other operations and follow up with my mission.

NAAM has several sieges on NC in various locations.

SOON will be conducting 2 traditional sieges on Sir Bradly towns commencing on Feb 22.

Crow will be conducting one huge siege on NC on the plains on Feb 22.

On Feb 23, I will be landing perfectly timed sieges on 4 Sir Bradly cities. Each city will have at least 4 sieges and maybe as many as 6 on each town. 3 sieges will lower pop in 8 hours, 4 in 6 hours and 5 in 5 hours.

If you want to participate with me, then you would need to be willing to split your 100+ siege units into 4 squads and land them on one city as four separate sieges within seconds of each other.

The only way this mission can succeed is with the speed of multiple sieges being able to lower the pop before armies can be returned from other missions. Hundreds of fients are being sent and has resulted in an Exodus of one of his cities already.

It is your choice whether or not to participate in this secret mission.

From: Ryklaw [vCrow]

Subject: RE: RE: FW: RE: TO SURRENDER

Received: 10 Feb 2014 17:13

Very glad to have another brave soul on this mission.

You can choose either Maldin or Oxford

#/World/Map/206/-493

#/World/Map/201/-480

The date of the siege landing for this special mission is Feb 23. I have chosen 18:00:00 server time to land my sieges but you can choose any time.

My siege units will be protected by ~5k cav for each camp. If you have better protection, you might pick a slightly earlier time. If your protection is the same or less, pick a later time.

Whichever town you do not select, it will be targeted for feints. York and Colchester will have the traditional sieges beginning on Feb 22 conducted with 1 million cav from 5 alliances. My mission will have 5 sieges each on Harrow, Saxon, Norwich, and Cult. My main objective is to capture one town which will remain in the same location which it is captured. If we are able to raze one or more of his towns, it will be a bonus.

Make sure all 4 sieges are coordinated to land within seconds of each other. With 4 sieges, I suggest a clearing army to hit 18 hours after siege land which is 6 hours after siege begins. Beyond that, use your imagination regarding feints, blockades, etc.

From: Ryklaw [vCrow]

Subject: RE: Sir Bradly assault

Received: 11 Feb 2014 22:03

This igm is sent to Mr Damage (Soon), Code (vCrow), Rathgore (vCrow), and Jaminiosilva (vCrow)

On February 22nd, Soon will begin two sieges against York and Colchester.

On February 23rd, vCrow will begin sieges on Oxford, Maldin, Harrow, Saxon, Norwich, and Cult.

The Feb 22nd sieges will be traditional sieges. The Feb 23rd sieges will be perfectly timed so each city will have 4 to 6 sieges landing simultaneous. After set-up these sieges could be complete within as little as 4 hours.

Code is responsible for Maldin

Rathgore is responsible for Oxford

Ryklaw and Jaminiosilva are responsible for the other 4 cities

Also, there are other assaults going on for the same timeframe.

Good luck to all.

From: Mr Damage [Soon™]

Subject: FW: Alliance Mail: You Want NC Blood? You Got It!-Updated Operation

Received: 12 Feb 2014 07:54

Okay Folks,

New cities and times as per below

Sir Bradley city York-siege sq 181,-494

Sir Bradley city Colchester-siege sq 192,-488

Time 22 Feb 21:00 hours

Treat it as a tournament if you like but this will be the most important action for Soon in the war so far. It is a difficult task because we have to siege on plains. If we want to hurt NC, this is the only option. The op will coincide with NAAMS' op in Azura and a 3rd op by Vcrow on 6 other NC Arran cities. I would expect that at least 4 will be successful if the sieges can land before they exo. If they do exo then we will reconfigure again. Even if we have to do it several times over, at least they will shrink all their cities everytime they exo.

Soon members its up to you to help make this a success, if you dont help then we will fail and we cannot consider this war to be a worthwhile cause for us to be involved in anymore. There is over 10 days for you to action your troops, DO IT!!!

If you are sending from afar, send 1/2 to 2/3 of your troops, many will have neg gold problems so this is a real chance to fix that, cavalry included. Ratios will be poor but cav on plains is just as good as any to defend the siege with so dont hold back.

Those close in Arran you must send blockades to lock these cities in once the siege armies are sent to prevent the exo option. I will advise the siege army launch and travel times shortly.

Grainne and themack'd will most likely be sending siege armies, I have a spare one a little further away as back up. Send me your numbers and which cities you are sending to as reinforcements BEFORE YOU SEND, I want to make sure we do send to both sites evenly. Those close with direct siege armies try to get them to land 13hrs after siege arrives so we can get done quickly. We will need minimum 500k troops to defend, I would like 1 million on each DO YOU THINK SOON IS THAT GOOD? Only 1 way for you to answer that with a yes, BUY IN on this op.

Thanks in advance

Damage

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 15 Feb 2014 16:31

Ok guys, this is going to be likely the LARGEST plain seige done during entire war. We need everyone's involmnet and timing is key. So please read carefully.

Mission: Electrok's capital

Where to send troops: #/World/Map/207/-503/3

What units to send: Send ALL cavalry you want to kill off; every cavalry city ALL playesr have i request 5,000 to be sent from each CITY at minimum. Those of you who have more that having been running your gold way negative, please send those too.

Timing: TIMIING is KEY. Do NOT be EARLY. If we are early, this player will exodus his town, so PLEASE DO NOT arrive early. A little late is fine, just not early. DATE: Feb 20th at 1200 server time.

Mission: Send all units to OCCUPY the square. REMEMBER OCCUPY.

Additional info: people who do NOT have cav units to send, please send 2-3 commanders from EVERY town you have, regardless of cav or spear or sword commanders. All your spare commanders you send make sure you UPGRADE teh commanders CAV defense points.

Our allies will be sending at least 2 milion cavalry as well, but we as an alliance need to send about 3 million cavalry. I've gotten a few emails from players concerned about sending cavalry onto plains but this is beind done to empty out H? and NC of all their cavalry so our allies who are near inside H? territory can launch 5-6 seiges on H? the next day after our seige.

PLEASE EMIAL ME EXACTLY HOW MANY TROOPS YOU ARE SENDING. Also those who are sending cavalry send as many cavalry commanders as you can as well and remember upgrade your commanders cav defense ability as well to the max if possible
call me...and...

With the massive feints and diplos against NC, GC was alive with conversation. Sir Bradly had said that the Grand Alliances gold demands were too excessive for him to ever surrender even though no gold was ever asked for. This conversation was captured:

Sir B

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 18 Feb 2014 14:44

[14:38]<Ryklaw> Sir B, I will pay whatever gold is required from you for a surrender.

[14:38]<Sir Bradly> Why, so 12 alliances can pile on NC whenever they see fit

[14:38]<darkkisser> sb, we never attacked u

[14:38]<darkkisser> and many other havent

[14:39]<Sir Bradly> Ryklaw, why not encourage your group to just accept peace?

[14:39]<darkkisser> i am with ryklaw, i will help

[14:40]<darkkisser> we need u in the game

[14:40]<Sir Bradly> thank you, but we are not looking for financial assistance

[14:40]<Ryklaw> 24 hours, it is on the table. You are awesome darkkisser.

The concept of several sieges on a single town was not widely known and Ryklaw attempted to explain the theory behind the concept.

From: Ryklaw [vCrow]

Subject: RE: RE: FW: Sir Bradly assault

Received: 18 Feb 2014 14:32

Nope, each square can have an active siege. The cities I siege will have 5 squares with a siege and 3 for blockades. Once I conducted a siege with 7 squares with an active siege. The town went down in 3 hours. Which was very important because the fastest support could have made it to the city in 17 hours. So 12 hour set up and 3 hour siege, it was over 2 hours before the cavalry arrived.

Mathematically, it is better to have 4 sieges with 20 units in each than one siege with 80 units. Although math sometimes is inadequate in a battle situation.

Another nice thing about multiple active sieges. If the first one sent in to raze the city fails (due to rune or unexpected troops) you have more that are ready to raze.

It really messes with an enemy when their city gets bombarded 4-6 times every hour. The population drops fast, the women cry, and the soldiers wet their pants.

From: Ryklaw [vCrow]

Subject: RE: RE: FW: RE: MM: NC op coming up---Everyone Read

Received: 20 Feb 2014 00:50

Most of the time, we mount one massive siege with ~120 siege units. A single siege unit can be destroyed with about 200 troops no matter how many are protecting. Each time 30 siege units strike regardless of how many more are in the unit. If 60 are destroyed leaving 60, still only 30 strike. It takes ~24 hours to reduce the pop 3/4 for razing. More if they are able to rebuild.

If you split them into 4 groups of 30 and you lose 60, you are still left with 60 to strike. So the very first strike which hits the buildings when they are the largest is worth between 2-3 strikes. So the entire siege is shortened. Regarding the defending troops, they have the same protection or loss whether in one group or several.

Mathematically, a split siege will always siege faster than a single siege.

Then there is the strategic function. It is easier for an enemy to target a single square than to coordinate multiple squares.

Also, we have seen several times when the pop is appropriately dropped, the army is sent in to raze and loses because of runes and troops. At that point the siege must start over. With multiple sieges there is another army ready to raze the city.

So multiple sieges are

Faster

Easier to defend

More effective in razing

Although here is a drawback. ditto, who has participated with me in many sieges points out that the skill required to conduct multiple sieges is a different set of skills not possessed by all warriors. It is not so much a lack of knowledge but rather a different type of strategic thinking. Emotionally we are more comfortable with large assaults. As much as he and I have worked together and sharing the same spreadsheet he cannot do it. On the other hand, I am not as good at the massive siege as he is.

But each time he wants a "nest" eliminated, he calls on me. If I want a single town eliminated, I turn to him. This operation combines both of our strategies. I am VERY excited about it.

From: Ryklaw [vCrow]

Subject: RE: RE: FW: Sir Bradly assault

Received: 18 Feb 2014 16:08

Each of us are on our own.

If you are uncomfortable with this, there is no problem with you pulling out.

Here is what precedes our sieges. A massive siege on Electroluk on the 20th with over 2 million cav on plains. Two massive sieges on two of Sir Bradly's towns on the 22nd again on plains with over 1 million cav. Quick strike on 6 Sir Bradly cities on the 23rd.

What should happen is NC and Harmless military will either be killed or enroute to the sieges. Leaving nothing to respond to quick strike force. Which is why our sieges have to be multiple on a town. The time to complete a siege must be very short to prevent any chance for a response.

Here is rough rule of thumb for sieges

One siege = 24 hours

Two sieges on same town = 12 hours

Three sieges on same town = 8 hours

Four sieges on same town = 6 hours

We expect by this quick strike on 6 simultaneous cities, that we can successfully destroy at least 3. Yes, we will not be disappointed if our quick strike team fails on 3 of the cities.

Not only myself, but ditto and Soon all have confidence in this strategy. Many are putting huge cav armies on plains to increase our chances of success.

This will leave NC and Harmless weak and disorganized enough that those close to their cities will be able to start picking them off one at a time with a more traditional sieging approach.
This will be MASSIVE!

On February 20, the fake siege on Electrok town began. The system messages on the attacks took over 1,000 lines of text. One such system message is included with the defensive units summarized.

From: System
Subject: FW: Victorious defense by Alyssa Wyn's forces at [207]-503] in Arran under attack by Sir Bradly's forces from 1. Saxon
Received: 20 Feb 2014 19:14
Original Message:
Two opposing forces clash against each other.
Cavalry comes into its own when able to strike hostile forces at will, and from unexpected directions - and nowhere is this more feasible than on open plains. Lightly armoured spear units, however, prefer terrain where there's some cover available.

Fighting defensively on open plains, cavalry draws strength from the ability to form and reform their lines of engagement depending on the direction of battle, and it is here where cavalry excels.

Attackers:	Unit:	Quantity:	Casualties:	Survivors:
Commander: Field Marshall	Knights Knight	1		Damaged for 600, 0 health remains.
Troops: Knights Knights	48634	48634	0	
Commander: Elite Commander 1	Knights Knight	1		Damaged for 600, 0 health remains.
Commander: Elite Commander 2	Knights Knight	1		Damaged for 600, 0 health remains.
Commander: Elite Commander 3	Knights Knight	1		Damaged for 600, 0 health remains.

Defenders:	Unit:	Quantity:	Casualties:	Survivors:
Over 500 commanders and 4million troops.				Zero siege units.

From: Ryklaw [vCrow]
To: dittobite
Subject: RE: Masterfull
Received: 20 Feb 2014 20:00
Original Message:
[20 Feb 19:58]<Ryklaw> my hat is off to ditto for planning this. It is awesome how accurate he has predicted it. Even though it is still early, I am impressed.
[20 Feb 19:59]<Lord Julien> it shows how much he trusts his group El Ryk
[20 Feb 19:59]<Lord Julien> and how much his group trusts him

The battles are recorded in Illy history under the name of Sir Bradly with over 190,000 units killed. Sir Bradly chose to Exodus a town.

From: Ryklaw [vCrow]
Subject: RE: Exodus
Received: 21 Feb 2014 02:39
Original Message:
The town 1. Saxon owned by player Sir Bradly [-NC-] previously located at 190|-490|25 which you have sent units to from Xavier ahas begun a mass Exdous of their city and it is no longer at this location

RE: Exodus
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 21 Feb 2014 02:49
omg u should blast him in gc about this. just 3 days ago he said he would never exodus again

Sir Bradly asked for all of his Arran towns to be razed and specifically requested Soon to do so. He was asked often to just accept peace without any strings attached which he refused.

This is of particular note. Prior to Sir Bradly losing a single town, he specifically requested that every town in Arran be razed, and that he preferred them being razed by Soon. The Grand Alliance was much maligned for destroying so many towns of Sir Bradly and yet it was one town shy of what Sir Bradly requested while he still had every town. Also,

every attempt was made so that he would not lose a single town. Previous communications showed there was never any expectation of being able to succeed in reducing the number of cities so drastically.

SB

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 22 Feb 2014 12:15

hey ryklaw,

can u let soon know too i recommend leaving SB with 1 city (the one he just exodused) and not seiging him out of the game. eventhough he ASKED for it and now has requested SOON to do it, h? will spin it as if we seiged him out. i saw we let him keep at 1 city until he abandones and comes back as someone else.

sir Bradly again

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 24 Feb 2014 11:28

Harrow, belonging to Sir Bradly which was located at 192|-508 has been captured by Ryklaw.

Sir Bradly yet again - Yes that is 3 in less than an hour

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 24 Feb 2014 12:03

3. Norwich belonging to Sir Bradly ready to fall!

From: System

Subject: FW: 9. Oxford razed!

Received: 24 Feb 2014 14:14

9. Oxford, belonging to Sir Bradly which was located at 201|-480 has been razed by Rathgore.

From: System

Subject: FW: 8. Malden razed!

Received: 24 Feb 2014 18:30

8. Malden, belonging to Sir Bradly which was located at 206|-493 has been razed by Code.

From: Ryklaw [vCrow]

To: Myr

Subject: RE: Greetings

Received: 25 Feb 2014 13:12

Glad to see you over NS and helping establish new players from LoU.

I would like to extend to you my hand of friendship and assistance in this endeavor.

Yes, I understand the problems. We do battle as Wild Monk and NC. My leader is ditto.

But heck, this is a game and what you are doing is great for the game. We need more active players and we always need new players.

So, whether as friends or honorable adversaries, please accept this blundering contact as a beginning to great communications

ryklaw

From: Myr [~NS~]

To: Ryklaw

Subject: RE: RE: Greetings

Received: 25 Feb 2014 16:09

Greetings Ryklaw,

Thank you for your message. I saw that you captured one of Brad's cities, will you now have a presense in our area?

I try to stay on good terms with my neighbors and I appreciate you reaching out to me.

I agree, active players are good and I am trying to keep the LoU players engaged as there are a lot of good gamers in the group that could help keep the community active. I look forward to the end of the war, or at least the destruction of Wild Monk's cities, so I can really concentrate on training them up.

Ditto should put you in charge of public relations.

Warm regards,

Myr

From: Ryklaw [vCrow]

To: Myr

Subject: RE: RE: Greetings

Received: 25 Feb 2014 16:24

See, I can't even type a igm without hitting send prematurely.

OK, my capture of town and presence in the area is only because of the war.

Yes, it is stupid to reveal war strategy to the opponent, but what the heck, I really am not good at war.

The city is only there as a warrior and under the direction of my leader. I full expect it to be razed. Even if I don't lose it in battle, at some time I will ask it to be razed or captured. It really is a lovely town and going to a good NS member to help them grow would be awesome.

So I will decorate the castle with curtains and upgrade the torture chamber. If Wild Monk or some other adversary fails to destroy it, and you have a need for it, please put it into your plans for a good owner.

Cheers

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 26 Feb 2014 21:55

for the tiem being. lets not take any player down to more than 4 stories.

we bring them all down to 4 then lower them further.

i'm getting alot of crap for Sb's seiges.

Ditto

From: Ryklaw [vCrow]

Subject: RE: RE: ryklaw

Received: 27 Feb 2014 03:15

Original Message:

Sir Bradly has two cities. Saxon (in Exodus) and Ipswich. Neither have been sieged.

Sir Bradly has asked that all his Arran cities be razed. We have not done that.

From: Ryklaw [vCrow]

To: Grainne

Subject: RE: Greetings

Received: 12 Mar 2014 14:42

You stated, "I did not feel "pleased" when SB lost 8 of his towns in one weekend; if H? has ever been that harsh, please show me an example"

This message is sent to you alone.

I take sole responsibility for the destruction of Sir Bradly.

I believed that by destroying the most prominent figurehead, I could bring about the end of the war. (in other words, 8 cities destroyed of one account that would prevent the destruction of hundreds of cities)

Delusional I was in my thinking. No amount of destruction will deter those who enjoy war.

So I pose to you this question, what sort of future can we craft for Illy?

Sent By: Grainne [Soon™]

Received By: Ryklaw [vCrow]

Date: 12 Mar 2014 15:45

Well first off...don't take anything i say too personally; I also think we cocked it up from the very beginning because we declared while mercury was in retrograde. (communication goes awry, make plans but take no action, etc.) :D i'm kidding. mostly.

This war has been good--we will see more war, for certain, because a lot of us have realized how much strength there is when we're truly allied and working towards one cause. I thought I'd lose all my towns by the end of December, and here I am! Truth be told, this war should have been fought several years ago--it was hard for me to sit back and not involve myself in the Consone war (I could have jumped to EE)...especially with all H? did to try to draw us into that conflict.

I do understand that SB's ruin seemed a good tactic--I'm as surprised as you are that it didn't work! :)

Future of Illy: IRL i am perpetually frustrated at those who think they can legislate morality--or empathy, or general goodness. That never, ever, works out well. So I don't think we can do that, really. As gloomy as it may sound, we need to establish what our boundaries or parameters are for returning to war. What we will tolerate, what we will not. (Oh dear that might be legislating something....sigh!!) For me personally I sat back and watched H? rise to where they were--they were dicks and I did nothing. I will not do that again.

I did like the idea of temporary homes in either alliance (vCrow/Soon) for those who wish to continue/stop. I don't think i said anything conclusive really, did I? lol work today--catch you later

vCrow War Update prior to Epic Battle

MM: Update

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 21 Jan 2014 22:34

Alliance War Update

ok guys, there are ALOT of updates but first a little on the progress of the war.

In the North TVM refused to surrender to us, regardless of multiple efforts to make terms with their leadership and their alliance has now been reduced to rubble. With TVM vanquished in the north, Eagles Eyre has come down to meet us to finish off The Dominion; the first few months of the war vCrow focused on depleting The Dominion's forces, and now that EE and nCrow are done up north, we all will descend on the dominion. Currently we are taking 10-15 Dominion cities a week. What this means is that the second your men get home from a siege, they will have another target to be sent to. So be prepared, there will be ALOT of seiging going on for the next month.

In the south, h? has failed to make any progress in harming our allies. They have taken a total of 1 town in the last 3 weeks that I am aware of. Our main effort in the south will be to rebuild our ARRAN and Tallimar forces to be prepared to strike h? incase they decided to come at us.

now the updates...

Alliance Sieges: From now on ALL instructions for alliance sieges will come from DARKONE. The plan will be for him to send out 1 Tcol target and 1 D Lords target at a time to the alliance. Remember whatever you send to the siege EMAIL darkone and let him know what was sent so he can keep track of our forces.

New General: Ryklaw has been promoted to rank of general. During the war he has shown amazing tactical skill and leadership, single handedly taking out cities from some of the largest players from the others side. Please congratulate him on his new role.

Mass mails: I've gotten a few complaints of important mails being missed because of too many mass mails being sent out. To fix number of reports sent out, please ONLY send scout reports of towns/armies to DARKONE and he will decide which ones to forward to alliance or particular player to hit a town.

Troops: we have been AWESOME in saving troops but recently we have been a bit reckless with our troops. Please ONLY hit targets on appropriate terrain. H? has now exoduses over 120 cities because they refused to engage us on bad terrain and are trying to play as smart as possible, we MUST do the same.

Resources: ANY RESOURCES you are in need of please email me. If building troops i can help supply you all for anything you require. ANY resources you have in excess please send to my town DRAGON

Gold: Anyone who has excess GOLD please send it to my town DRAGON. I am funding all our heavy military players and could use all the gold i can get.

Sending out of troops: Besides darkone who will send out orders for ALLIANCE sieges, please DO NOT send out troops to any other siege/confed siege unless you have SPECIFICALLY talked to taelin or me. We must first clear out the enemies within our borders, before we go after the enemies farther away. If anyone emails you telling you to send troops anywhere tell them to email ditto or taelin, as we will give orders to our own players, rather than to have outside alliances order our players on where to go.

...keep building fast guys, this war is now past the half way mark and we are rushing to the finish...just need to keep the pressure on.

Ditto

Generalissimo

Jack Aubrey

Ryklaw received the assignment on Jack Aubrey. Due to real life and Illy location, this was stretching Ryklaw's abilities. He solicited assistance from Lord Julien.

From: dittobite [vCrow]

To: Ryklaw

Subject: RE: target

Received: 28 Jan 2014 04:26

Original Message:

#/World/Map/272/182 can jam potentiall take him out?

RE: Jack Aubrey

RE: FW: RE: target

From: Ryklaw [vCrow]

Subject: RE: FW: Jack Aubrey

Received: 04 Feb 2014 12:34

Original Message:

Big Congrats to Lord Julien, Grestlin, and Sigismund. They brought down Jack Aubrey!

The mission did not go as planned, but when 6 cities commit to Exodus rather than fight, within 24 hours of the start of the mission, that is impressive.

Oh, in case you are wondering, without a formal surrender, he is still a target.

Way to go!!!!

MM: Tcol

From: Lord Julien [vCrow]

Subject: FW: Operation Jack Aubrey

Received: 05 Feb 2014 18:11

== OPERATION JACK AUBREY ==

Plan was assigned to take out JA's cluster in Lucerna 100 squares within my cluster to the SE.

With the efforts of Grestlin, Metalman, Sigi, Stanzig, and Jaminosilva in addition to the monitoring of Sir Ryklaw, we were able to successfully force Exodus his oldest city "Sophia" and 99% raze Ashgrove.

All the other cities are well blocked with no chance of escapr unless a large military operation comes to take out the blockades. It has been a tough battle gong head to head with Dlords second man in leadership and ending Victorious.

I was able to suck attacks from random players like Pellinell, EvilKatia, Mordok and Jack Aubrey constantly inflicting low damage on my occupation and blocks and dealing huge losses to them attackers. I have deleted most of the reports to keep track of the bombardment (they were plenty) roughly, Pellinell and EvilKatia lost around 16k t2 cavs with their attacks, JA lost everything he has (thanks to Sigi, Greslin, and my constant cav cycles)

Wrap up. Losing Sophia, and Ashgrove, he finds himself in a delicate position where Maturin, Surprise and Killic are well blocked, to a certain point of losing around 3k pop due to starvation and blights from the Aurora and Persephone. For the moment, those three above mentioned cities will get seiged soon, 3 engine armies heading there at full speed and will be a matter of time till we see what happens with their diplomatic stance ... this operation can end up as a mercy operation saving his cities from raze and forcing him to exodus thus ... losing nothing but pop and land.

Always Valiant.

Cheers,

Lord Julien

From: Jack Aubrey [Dlord]

Subject: RE: Thanks

Received: 11 Feb 2014 15:21

Original Message:

for ending Grestlin's agony to try to raze my cities :)

I knew from the very start I would loose my cities, but I would have never thought to have the opportunity to kill 568 engines before having them razed.

Just wondering .. are you going to raze Ashgrove or are you going to let Grestlin do it? .. not much of a difference to me, just curiosity.

Jack

From: Sir Angus [vCrow]

Subject: RE: RE: Thanks

Received: 11 Feb 2014 15:53

Original Message:

Haha wow I didn't know he lost that many engines, props to you. I don't want to spoil the ending though so you'll have to wait and see about Ashgrove. It does make me a little sad to have to raze another one of the oldest cities in the game but I know you guys over at D Lords are stubborn dwarfs who will fight to the end so no point in asking you to surrender. And I can respect that. See you at Ashgrove :)

From: Jack Aubrey [Dlord]

Subject: FW: RE: Thanks

Received: 11 Feb 2014 15:59

nuuu .. hahaha .. I will wait then!!! grrrrr :)

The number just raised up to almost to 600. Those engines were not all from Grestlin, although I think a good half were from his cities.

And yes, Lord Julien asked me to surrender twice but, as you said, we are stubborn dwarves!!! C-ya in Ashgrove :)

Jack

TCol Surrender

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 05 Feb 2014 03:59

Tcol has officially surrendered. Thank you everyone who helped made this happen. The war is coming to a close, but still likely needs 3-4 more months of work as we enter the last part of it, which is finishing off dlords and going into NC hub in arran and finally into the heart of h? in azura. As long as we keep buidling non stop nothing can stop us now.

http://forum.illyriad.co.uk/topic5431_post72977.html#72977

-ditto

TO Surrender

MM: To surrender?

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 07 Feb 2014 02:41

to wants to surrender. i want to be merciful eventhough they have been complete jerks to us. i am asking for 0 towns razed just towns of advanced resources/gold plus an apology email to vCrow.

i want to know if anyone has any problem with us being meciful to an alliance that has treated us with nothing but disrespect. i think its the best way to open their eyes on how badly h? lied to them.

From: dittobite [vCrow]

Subject: RE: TO SURRENDER

Received: 08 Feb 2014 22:11

Original Message:

TO has surrendered. Please cancel all blights on TO and cease all hostile activities. If you have any diplo's , thieves on the way to their towns please let me know

If u see their members in GC please give them congrats and be peaceful with them. There is some residual anamosity on both sides and lets help put it all to rest.

Thanks guys and now we go south onto NC and H?, i KNOW i held you guys off those targets for a few months but now we will go, and we go with force.

Ditto

From: Ryklaw [vCrow]

To: dittobite

Subject: RE: RE: darkone

Received: 05 Feb 2014 17:23

Original Message:

LOL - Don't tell T-O but I am out of siege engines. They exodus when they see 20 timed sieges approaching, but each unit only has one siege engine.

I have been laughing myself silly.

jcx

Ryklaw failed on the siege of jcx but enjoyed the exchange.

RE: incoming siege

From: jcx [H?]

Subject: RE: incoming siege

Received: 12 Mar 2014 01:06

Original Message:

Wow.. you need to attach turbo boosters on those siege engines. :D

E: Greetings

From: Ryklaw [vCrow]

Subject: RE: RE: incoming siege

Received: 12 Mar 2014 01:11

Original Message:

Don't tell anyone, but I suck big time as a warrior.

Sent By: jcx [H?]
Received By: Ryklaw [vCrow]
Date: 12 Mar 2014 01:14
thanks for the fun!

Dlord Negotiations

W: RE: Enough is Enough
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 11 Apr 2014 03:04
just so ur in the loop. dunno y they were throwing ur name around to help in negotiations.

MM: RE: Dlord SURRENDERS .. this time for real
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 11 Apr 2014 08:02
please do not RAZE any further dlords towns. just keep seiges in place and let me see if we can get them to agree to surrender.
please do not send any new seiges onto dlords
ditto

From: Ryklaw [vCrow]
To: Rill
Subject: RE: FW: RE: DLords
Received: 11 Apr 2014 12:23
I am very honored that my name was mentioned.
Thank you for your trust in me.
If I had negotiated the terms, I would have got one personal dwarf servant. I am getting too old to bend over and wash the underside of my horses.
Take care, my lady.

From: Ryklaw [vCrow]
Subject: RE: RE: I Need Assistance
Received: 12 Apr 2014 20:48
Original Message:
lol - I looked for orders from newbs just now but found none.
It seems I stay in trouble.
Dlords, Rill, CK and others had requested that I negotiate surrender terms. They were not pleased that I declined. But the leaders who were doing the negotiations wanted to know why my name was being thrown around and wondered if I thought I could do better.
Why me? I was a mushroom and knew nothing of all of this until the surrender terms came out and I received an igm which said "thank you for your involvement. Even though your name was not mentioned it is obvious you getting involved made the difference".
What? There were peace negotiations?
Some think I am wise. Others believe me to be cruel and viscious.
The truth is somewhere closer to the village idiot just playing a game.

Rook Ryklaw

MM: New Leadership
Sent By: dittobite [vCrow]
Received By: Ryklaw [vCrow]
Date: 27 Apr 2014 02:40
Hello vCrow,

I'd like to announce that Ryklaw has been asked and accepted to be a Rook of vCrow. I'd tell you all about him but I think most of you know him and have seen him in action in the war. He single handedly took out over 40 towns (i think more but safely over 40). He also brings to the game leadership experience from his past life in other games.

In the next few weeks I will try to outline what the specific job/duty of each rook is so you know who to contact regarding concerns/questions/help.

I trust ryklaw with everything and he has full authority to authorize any action/attack for tourney or war.

Please congratulate him when you see him on AC on the new rank and also thank him too as being a rook isn't a perk, but rather a heap of responsibility and work....trust me, i know!

Thank you all for your support and contribution to the war, this tourney, the alliance and to the game. I think really we have helped change this game for the better and with the way we have treated our enemies in surrender have shown them that we were not the people they were told we were. I should stop typing as i think my grammer is going from bad to crap ;p

Anyhow, Congrats Ryklaw and Thanks for taking up this position with Taelin and I.

Negotiations with NC and H?

? terms for h?

Sent By: dittobite [vCrow]

Received By: Ryklaw [vCrow]

Date: 11 May 2014 15:42

hey guys,

we are collecting terms for h? to put a final forum post since they refuse to ask terms. if anyone wants anything in specific to be considered for terms please email me.

thanks

ditto

From: Pure [vCrow]

Subject: RE: Do I get a prize?

Received: 23 Jul 2014 05:52

Original Message:

Hey all

Do I get a prize for the last action of the war?

or can some one beat me?

Rupe

RE: Do I get a prize?

Sent By: Ryklaw [vCrow]

Received By: Ryklaw [vCrow]

Date: 23 Jul 2014 11:48

You beat me by a few hours. My last major assault landed on Siji a few hours earlier.

You win!

Effects of War

The Great War had no discernable effect on number of Illy players. When vCrow entered the war there were 5,280 active accounts. On the day of the last action, there were 5,291 accounts. At the start of the war, Illy participation was in sharp decline having lost 2,000 players in the previous year. The next 12 months after the close of the war, active accounts had climbed to 6,230 which is ~1,000 more active accounts. Although a low of 4817 was reached after the war ended and before a new growth that was probably inspired in part by the Indie recognitions, the decrease of accounts was still at a slower pace than what Illy experienced before the onset of the war.

So the Great War at the very least slowed the decline of active accounts that had preceeded the war.