

The Fall of Great Kesh

By: Tim McBride

In the year of Our Lord 1872 the Emperor of the Great Kesh, sent out the call for 1 in 3 of all peasants between the age's of 16 to 30 to gather in the capital of their province and gather arms for a war that would bring great honor to Empire of Great Kesh. And so they came, and boarded ships that would send them to fight the Evil Empire of Novindus in the Colonies, but in rout they found out that the Emperor of Kesh Was The real evil, they would be used as shock troops, attacking with old obsolete matchlock muskets, not fit for war. After 9 years of war and death all the Emperor of Kesh had to show his people was two captured city's and an average of 300,000 dead peasants from EACH province. Outraged at the deaths of the familys 4 of the Keshian province's rebelled and Vowed to revenge the death of their Familys. And so begins The FALL of Great Kesh.

This Campaign Represents what happens if the province of Medekemia invaded the lands of their former masters.

As Medekemia you must advance deep into the heart land of Kesh and take the Capital of the Empire.

As Kesh you must stop the first assault then advance into The Province of Medekemia and stop out the rebellion, to the last person!

This is the first of a series of campaigns based on the world of Great Kesh, next is ether the colonies or some more wars of seccession from Kesh.

Install all files to \rifles\scenario Directory

To Hell Or Plunder Dog Brothers!!!!!!!!!!!!!!

Tim McBride

aka Milo Moria

Email: milo@swlink.net

My AOR Web Page: <http://www.swlink.net/~milo/aor/>