

Ultimos Noticias

Game 11 August 2011

TTC Modifier = 2.9

Grey Dawn Forces Isolate South West Youlden falls cutting off land contact to the South West

In a series of attacks the Grey Dawn faction has forced the fall of Youlden, a strategically vital village in the South West of the country, cutting off land links to the bases of the Molteni and the Partido De Unidad. (PdU). Attacks from the west were preceded by air strikes using BN-2 Defenders and other light aircraft, with an airmobile landing at Bisdal further into the hinterland and straddling the supply route to Youlden. Despite a substantial garrison at Youlden the attacks came thick and fast and wore down the defenders as their defences were systematically degraded by combat engineers ready for the final assault. This came in the shape of an armoured assault which successfully

broke the defences and captured the settlement. Molteni forces have attacked south from North of Bridpo capturing the village and advancing to Milianma, cutting off a large chunk of Grey Dawn forces to the East. The success was short lived when the Grey Dawn countered attacking capturing all lost ground. Losses were heavy on both sides but the strategic situation seems to favour the Grey Dawn. A previously unheard of faction, the Urban Guerrillas lead by a man calling himself General Mafusa Mandraka have reached Deagra, a Grey Dawn village far to the rear of the current fighting. The small garrison were easily overrun by the vanguard of

the attacker. Whether this will be a threat or an opportunity for the Grey Dawn is not clear. The Black Flag have been very quiet over the last month and we expect them to involve themselves in this area sooner rather than later.

In the North it seems that the warring factions have fought themselves to a temporary standstill as fighting has been minimal over the last month. No doubt after resupply and regrouping the fighting will resume with added ferocity.

Jason's Bit

I have certainly been promising an assistance programme that you can download and use to fill in your turns. Its getting closer but there are a number of difficulties mostly caused by my lack of programming skill. However I am learning fast and the capabilities of the programme grow every week. Once version 1 is in place it should make filling in your turn easy, and with error checking there will be little need for a calculator. The work continues but it will be free to download soon. Until next Month Jason.