

Ultimos Noticias

Game 11 May 2010

TTC Modifier = 3.6

Nacional Unidos Democratica Estados Base under Attack!

Following last months advances by the Grey Dawn in taking Ganner from the Nacional Unidos Democratica Estados (N.U.D.E.) The inevitable march South to total victory began. First Bacarbar was struck by bombers carry high explosive bombs which saw the start of a series of probes and artillery bombardments over the next few days. Collateral damage was heavy but the defenders stood firm. Eventually the ground assault came with light tanks supported by Infantry artillery and engineers. The garrison were overwhelmed in a short battle.

An exploitation attack was then ordered which saw men weary from fighting mount their vehicles and push Southward towards Tilhara, where they carried out an advance to contact mission. The defenders, warned and alert were able to thwart the attack inflicting heavy losses on the lead element of the attacking forces.

Partido De Unidad (PdU) forces have counter attacked against the

Black Flag at the village of Milianna. The defenders having little time to repair the defences after the recent fall of the village were forced to retreat Westwards leaving the ruins of the village to the PdU.

Black Flag have since carried out an airstrike against PdU forces at Tuchatro, where they inflicted light losses on the defending units. One aircraft believed to be a BN-2 Defender was heavily damaged and it is not clear if it made it back to base.

The PdU appear to supporting the N.U.D.E. By carrying out an attack southward in a bid to divert the Grey Dawn from their southward advance. There has been heavy fighting at Basghia but the Grey Dawn forces have held on. So far the Grey Dawn have kept their nerve but it is a dangerous situation.

Creeping Death have finally reached the coast by engaging the Government Forces defenders at El Baso. The well dug in garrison offered a stout defence but the

Creeping Death commander seems to have been intent on capture at any price. The day long fighting has seen aircraft, artillery and armour used against the perimeter but the defenders well drilled and motivated fought well and by sunset it was clear that the attack had burnt itself out. Fighting still raged during the night but at sun up the Government Forces still held sway and the depleted Creeping Death forces refused orders for further attacks. Withdraw was the only option. A Pyrrhic defeat.

The Centre of Internal Aggression (CIA) have attempted to capture a border warehouse location on the Western edge of the country with an airborne operation. Several squads of commandos were carried in transport aircraft and parachuted near to Cara Mia. Initially the Government Forces defenders were taken by surprise and it seemed like this audacious action would succeed but with firm leadership the defenders began to rally and the attack was beaten off.

Jason's Bit

Hi, The monthly adjustment this month has been delayed due to family illness but everything is back on track now.

Although it is a major task the assistance programme is coming on slowly. It has forced me to learn quite a bit of programming. The complexity of the game becomes apparent when you get into its workings.

Good on the CIA to try something other than standard tactics. It nearly paid a massive dividend in capturing another Border village. The game is able to do these things and the choice of units has been made to enable airmobile and airborne operations possible. If you capture and airstrip by airborne attack you can start to move men and equipment to that location. The light 70 AP Haflinger was included for this very purpose in that it can be moved by Aviocar and then used to move supplies and heavy weapons to the next battle. With many lightly defended locations on the map the threat is worthy of acquiring.

Regards Jason.