Ultimos Noticias

Game 11 September 2011

TTC Modifier = 4.1

While the Creeping Death lick their wounds the Electronic Base Commandos have been exploiting the gap between the factions to force their way southward. This has proved to be a successful strategy in gathering land while holding EBC troops reaching as far as off the CIA and creeping Death to the West and East respectively. With light forces they have captured a number of villages but this month the advanced an area still strongly held by Government Forces. The first village was Jerti, where the single squad of defenders was easily overrun the heavily by armed

commando forces however Further they suffered heavy losses and now need replacements which may prove expensive so far from home.

The second attack saw the Perado. Government The Forces troops there were far more numerous, well dug in and supported by light armour and artillery. The attack went badly and the small force was effectively destroyed, leaving the village in the hands of the Government forces and the probes south effectively nullified for the time being.

South the war between the Southern factions seems to be petering out with the destruction of N.U.D.E. And the heavy defeats of both the PdU and Grey Dawn. It would seem that lack of supplies and weapons has caused this tail off of activity with recent battles fought by militia troops and light forces. No doubt after a period of regrouping the action will start again with a vengeance. .

Jason's Bit

Sorry for the delay in this months adjustment. Real world intervenes on game play from time to time. Just brief news this month. You all seem to have fought yourselves to a standstill. No doubt the frantic action will resume next month after the sale of this months goods.

I am still working on the assistance programme, still learning and looking to get it done by the end of the year. Its much harder to adjudicate the rules than it is to make them but I'm a better programmer now than when I

Ok, that's it for another month.

Jason.