

Ultimos Noticias

Game 11 February 2011

TTC Modifier = 3.2

Grey Dawn Counter Attack Makes Ground

Heavy Fighting in the South West

After suffering a number of heavy defeats at the hands of the Partido De Unidad (PdU) The Grey Dawn faction have struck back. A smaller force attacked Tuchtro in a quick counter strike which saw the exhausted and depleted PdU forces at their most vulnerable. Although dug in their supplies were very low, and they were unable to hold onto the village. Once again the settlement changed hands along with abandoned and disabled equipment. Grey Dawn attempted to exploit using some of their armoured vehicles but the Youlden perimeter was too well defended. A further exploit mission was able to rout the N.U.D.E. Defenders at Bridpo, an important river crossing to

the North which could protect the flank of the Grey Dawn. Creeping Death have continued to consolidate the North West with advances to Fekensa and Selbera encountering only light resistance from scattered Government Forces. An advance to contact mission against the Government Forces at El Baso has been repulsed with heavy losses. The Centre of Internal Aggression forces have recently advanced into the oil rich deserts to the South West but have been slow to build up oil production due to cost. Their once unchallenged southward march has been checked by PdU forces near Yenra. The PdU light armour was able to destroy a CIA

convoy heading towards the village without loss. The great visibility in the desert terrain allowed the PdU tankers to engage at long range and then withdraw into the defences of the village. It looks like the CIA have a fight on their hands. Molteni aircraft have joined the fight against the Grey Dawn by carrying out a strike on Mesa Mar, a forward airbase of the Grey Dawn. The dawn attack caught three aircraft on the ground which were either destroyed or badly damaged. Anti aircraft fire damaged one of the Defender aircraft which made it back to base.

Jason's Bit

Hi everyone. Another interesting month. I have commenced work on a programme designed to walk you through a turn and do all the nasty calculations for you. It started off pretty small but has mushroomed vastly and has turned out to be a massive challenge. I am hoping to get the first version out in a month or two and this should make your orders very easy to do.

Once that is achieved I intend to do one for Ancient Empires. Ancient Empires is starting a new game in April so anyone want a different challenge then let me know.

There have been a number of delays recently due to family ill health but this should be lesser now.

OK, that's it for another month

Jason.