

Ultimos Noticias

Game 11 February 2011

TTC Modifier = 3.1

Air Strike Hits at Grey Dawn! Heavy Damage but defence hits back!

The Molteni have assembled the largest group of aircraft seen in the country for many years. It numbers around nine aircraft including Beech and Defender aircraft. This considerable offensive force has been unleashed at the Grey Dawn in an attempt to weaken its offensive capability. The series of air attacks centred upon San Tia and Tri Ban.

Much damage was done to the Industry at Tri Ban which also suffered heavy collateral damage from the free fall bombs dropped from medium height. The air defences at Tri Ban were very light and consisted only of a number of ZPU units.

The Border town of San Tia proved to be a much harder target and the results were much different. With a heavier concentration of guns and missiles and a radar station the defenders were pre warned and loaded by the time the strike arrived overhead. With radar

control the gunners were able to better judge the height of the attack and fired a furious wall of steel type defence. Supplemented by SA-7s and SA-8s the attackers were soon in the thick of it. Four aircraft were shot down by good gunnery and a further by a missile. All aircraft seemed to have suffered some sort of damage. Bombing proved to be wildly inaccurate and only residential areas were hit. The battle in the skies over San Tia shows what a well lead and concentrated air defence can do to a bombing attack. The Molteni ambition of wiping Grey Dawn off the map has proved to be too ambitious against a prepared defence. Perhaps the next time they will look to neutralise the air defences by point attack before committing a conventional bombing attack to battle.

PdU forces have probed the mountain pass at Didlier to assess the defences of the Grey Dawn. The well dug in but small garrison

fought off the attack but used a large amount of RPGs in the process. A Fiat armoured car was disabled in the probe and several Infantry were killed and wounded before the PdU forces realised that the defenders were serious.

Henna Va was the scene of an ambush by Government Forces upon a small force of Centre of Internal Aggression troops. The CIA unit was ambushed while still mounted in their truck and the ensuing massacre wiped out the ambushed force. The CIA although travelling near and far need to be careful as they gather up undefended territory.

Creeping Death have captured the Government Forces village of Arbama, a village in the North West. The small garrison defending the bridge were forced to flee by oncoming light armour and infantry supported by mortars.

Jason's Bit

Last month we saw the massed air attacks defeated by the air defence. Anyone watching the news will have seen the attacks on Libya. The initial attacks was intended to degrade the Libyan air defence capability so that they could police the no fly zone. Without waves of Cruise Missiles and anti radiation missiles the allied aircraft would have had to face a barrage of missiles and gunnery. Although there are no cruise missiles or anti radiation missiles in the game the defenders can fall prey to rocket firing attacks carried out at low level by helicopters using the terrain as cover. Commando raids are also useful for blowing up anti aircraft missile launchers and guns. Even well spotted artillery can be used now that the longer range artillery is common place.

I have been hard at work on the programme that will actually make turns very easy. It counts up everything and lets you know where you have gone wrong. Hopefully it will reduce the complexity of filling out your turn sheets and make it very easy. That's the aim but the task is pretty big. I will continue to work at this and it will be ready as soon as I can get it to you. On a personal note our family is dealing with cancer at this time so please be patient. OK, that's it for another month. Jason.