

Ultimos Noticias

Game 11 January 2011

TTC Modifier = 3.7

Grey Dawn Halted at Tuchatro

Advancing forces fought to a stand still

After successes against N.U.D.E. Forces in recent months the Grey Dawn has decided to advance towards Youlden, controlled by the Partido De Unidad (PdU). The strong force of armoured cars and infantry were supported by light attack aircraft and artillery. On reaching the objective they found it to be very heavily defended and the presence of a large armour and artillery presence made the mission all but impossible to achieve. The aggressive defence counter attacked immediately and in a major clash which saw heavy losses on both sides the Grey Dawn formation was shattered, falling back to Tuchatro to recover but leaving behind several damaged armoured vehicles which the PdU eagerly recovered.

After a short period of time, the PdU were themselves able to advance up the well worn road between Youlden and Tuchatro, where they found the depleted Grey Dawn forces not yet re supplied and still weak from the recent encounter. The battle was short and decisive with Tuchatro falling to the PdU after the collapse of the Grey Dawn defence. Losses were heavy for the Grey Dawn forces, the survivors retreating abandoning most of their heavy equipment.

In the North the Centre of Internal Aggression (CIA) have continued their march towards the desert riches to the South West but light forces have been rebuffed at Casa Nar where artillery

destroyed an armour car and a number of trucks probing the location. No doubt the Government Forces are expecting a heavy assault as the deserts seem to offer large financial rewards for those ready to invest in getting oil out of the ground.

Creeping Death have consolidated their grip on the San Jon region with a successful attack upon Terba. This advance if not checked may well secure the whole North East of the map. The weak Government Forces outpost offered very little resistance to the well lead and supplied light forces of the Creeping Death. Casualties for the attacker were light and the village was secured with most of the garrison having fled.

Jason's Bit

Well the big news for Company Commander this month is that I have started work on a programme that will do all the work for you when entering your turn. MY hope is that all you have to do is add in the quantities of the unit types and it will do all the maths for you, There are set menus for selecting units from transport, Infantry and support troops, vehicles and drop down for weapons. I have made a good start on this but it is testing my programming skills greatly so watch this space and I will try and get it to you as soon as I can. As far as the game is going the action has spread across the map. I don't think the PdU ever thought they would defeat Grey Dawn so its surprising how fortunes can change very quickly. Until Next month Jason.