

# *Ultimos Noticias*

*Game 11 February 2010*

**TTC Modifier = 1.1**

It would seem that two of the political camps in the South are set on a collision course. The Molteni/Partido De Unidad against the Sons of Minerva at the small inconsequential village of Delgur. The latter have garrisoned the village while the former have carried out patrols in the area in an attempt to gain an idea of the defensive dispositions.

Inland we have received a report of a bridge demolition at Tilotra. No faction has claimed responsibility for this act of wanton destruction.

Jason's Bit

A player in Game 7 of Company Commander once told me that successful play in the game requires a level of lateral thinking. The game design is such that there are always options open to you if you look at the problem from another way. The logistic situation in the game means that combat supplies are vital for even the most powerful unit. Without combat supplies every unit is worthless. I remember reading a General saying "Manoeuvre is everything". At the time I was puzzled by this statement, but after running CC for many years, I am inclined to agree with the General. Fixed points are ok to a point. After they are heavily defended and garrisoned and supplied, where do you go? The answer of course is to avoid battering against a hard target. Movement can be used to threaten encirclement or isolation. The game requires a supply line and trucks moving supplies to the combat zone. Without these the defences will soon crumble. The essence of the battle is not to attack the enemy in his stronghold but to attack the means by which he maintains that strength.

There is a road network to use and the seas and rivers as well as the likelihood of helicopter movement and deployment by parachute.

Bits and pieces done this month.

Fox holes are now dug by Infantry units even when there are other defences. When the fox holes get to a certain level they will become slit trenches.

Field Hospitals will function better now. Casualties should fade away unless there is a hospital with combat supplies available, in which case casualties will be converted to replacements as they are healed. Field Hospitals will generate PI if they have sufficient Combat Supplies.

PI generation for Industry and facilities has been revised and works better now.

Replacements will form Militia Squads if there are too many of them at any location.

Ok, that's it for another month.

Regards Jason.