

Ultimos Noticias

Game 11 June 2010

TTC Modifier = 2.5

Sons of Minerva struggle continues!

After heavy defeat at Delgur resistance still persists

The Molteni has consolidated their position at Delgur, the now devastated former Sons of Minerva base and advanced Northward towards Linkaro. Using their growing artillery strength that have carried out an artillery bombardment of Linkaro but weak communications, poor weather and an ambush by defending forces on a forward observation team drastically reduced the effectiveness of the attack.

In the quiet sector to the west of the main action in the current conflict lays the village of Jana Caba a small village controlled by the Grey Dawn faction. It is here that the Nacional Unidos Democratica Estados (N.U.D.E.) faction met with the defenders. The N.U.D.E. Forces had been advancing steadily probing each village as they went but the Grey Dawn ambushed the lead elements of the column destroying an Infantry unit and their truck as well as several men

Jason's Bit

Here we go again! More heavy fighting in the South East and another faction whose intentions are unknown in the West.

One thing is emerging, and its logistics. Its taking some real effort to keep advancing units supplied, and the strategy of advancing up the coast has seen the captured ports with really heavy collateral damage and all but useless.

More weapons are becoming available and this can only add to the options open to factions.

I have added another unit this month. The FN 7.62 mm General Purpose Machinegun. I did this to add to the firepower of bases and to give helicopters the ability to have door gunners which was common among the types used in the game. Its not cheap and eats combat supplies but may be useful to some of you.

I have automated the collateral damage so there is no need to do it yourself. You will need some spare engineer/pioneer capability an excavator and at least 10 defences stores. You can then start to repair the damage to a given base automatically. This will require some effort but collateral damage is something that happens and is often ignored by games. Your ability to bring it down will be key to your success as you advance. Ok, that's the end of another very active month. Regards Jason.

who attempted a counter attack. The rest of the force made a hasty retreat back along the road to await further orders.

The Partido De Unidad (PdU) faction have carried out some important attacks in co-operation with the Molteni during the recent extended battles around Delgur have now joined in the assault upon Linkaro. Following up the recent artillery attack, probing forces advanced against the defending Sons of Minerva (SoM) only to be met with a storm of small arms fire and artillery. After an exchange of fire in which several units suffered heavy losses the PdU forces withdrew.

In the recent campaign to the South of Linkaro the PdU used outflanking tactics to get behind the defenders and cut them off. It seems that the SoM has learned their lesson and garrisoned the coastal villages. This was an

unpleasant surprise to a Zodiac force of commandoes who attempted a landing at the village during the night. The raiding force came under fire some distance from the shore and with one zodiac destroyed and the garrison alerted the remaining zodiac retreated into the darkness.

A further artillery bombardment has been carried out by the Molteni against the SoM defenders at Linkaro. This time the weather held off and there were no clashes with local patrols. The growing number of 105 mm Guns has taken some toll of the defenders and there is mounting evidence of serious collateral damage. None of the attacking forces was harmed.

An attempted insertion of PdU troops into Yertsya by helicopter has been thwarted by a small SoM garrison. After sustaining several small arms hits the Whirlwind flew back into the fog and withdrew.