

# Ultimos Noticias

Game 11 November 2010

TTC Modifier = 3.9

## Grey Dawn and Partido De Unidad clash Fighting breaks out between the two factions in the South

It seems that the Nacional Unidos Democratica Estados (N.U.D.E.) have taken a dislike to the recent incursion by the Grey Dawn (GD) and called up the help of their more active ally, Partido De Unidad (PdU) to help to deal with the threat. To this end the PdU forces have turned their attention to the West. It wasn't long before this change of emphasis was translated into action with PdU forces moving westward towards Tuchatro. Unfortunately the Grey Dawn had recently carried out a heli-bourne assault on the lightly defended rear area base, capturing it with ease. The invaders then set in motion a relay of helicopters to supply and strengthen the garrison in a classic air bridge operation. Luckily for the new defenders they were able to get plenty of anti tank rockets, light

mortars and claymores into the base before the PdU arrived from the East. The attacking forces provided with air support in the form of a missile and machinegun carrying MI-2 Hoplite consisted of a light tank and a small detachment of infantry supported by mortars, anti aircraft guns and machine guns. However impressive the force employed for this task, its lack of real strength was cruelly exposed by the defenders who fought well to bring any advance to a halt. The attacking Light Tank suffered a hit by an anti tank rocket and was disabled but the force was supplied with a recovery vehicle which was used successfully to withdraw the damaged unit.

In the North the Centre of Internal Aggression (CIA) has followed up its success at Agda by rushing

forces South to defeat a small Government Forces garrison at Mealseas. Further CIA forces have reached as far South as Casa Nar in the Oil rich Desert region of the country.

The grotesquely named Creeping Death (CD) have made gains in the North East of the country with an successful assault on the Government Forces base at Fekensa to consolidate the route east and west. Although heavy losses were sustained in the attack the objective was secured.

### Jason's Bit

It seems appropriate at this stage to emphasise the importance of firepower in the game. Once forces join in battle the one which keeps the initiative will in the end prevail. For the attacker this involves what the British Army call "Winning the Firefight". This is achieved by pouring fire into the areas where the defenders are suspected to be. This might seem like a waste of combat supplies but is in fact essential to winning. Every General will tell you that without manoeuvre there can be no victory so winning the firefight is about suppressing the ability of the defender to deny the attacker movement. A defender who is at the bottom of a trench cowering cannot dominate the allocated field of fire and so allows the attack to move forward. Of course barbed wire and mines are more to do with slowing forward movement than they are with inflicting casualties. Normally the bulk of the casualties are inflicted in the kill zone because the attacker was unable to suppress the defensive fire long enough to breach the obstacles. Remember that militia infantry have bolt action rifles while regular infantry have self loading rifles and a light machinegun. Of course the Commando squad generates the greatest quantity of firepower and is well suited to suppressing defenders. Never forget the importance of the Combat Engineer and its ability to destroy defences. When deploying light artillery that does not come with crews, it is important to note that the men used to crew these weapons are taken from the infantry allocated to the attack. An attack using 60 Infantry and 5 M-90 60 mm Mortars will actually only have only 50 available for the assault. The remaining 10 will be crewing the mortars. Ok, that's it for another Month. Jason.