

Ultimos Noticias

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Fighting Moves to the Centre of the Country Concern as Oil facilities come in range of combat

The Centre of Internal Aggression (CIA) have once again attacked Agda, the local Government Forces base. Once again they chose a night attack using Infantry to probe the defences supported by artillery. Losses in the attackers ranks were light but the defenders fared worse with a number of casualties and lost equipment. It seems the CIA are keeping the pressure on the Government Forces within and forcing them to defend themselves at a heavy cost in combat supplies, ordnance and casualties.

Partido De Unidad (PdU) helicopters appear to be playing a much more active role recently with an attack upon a convoy moving into Tilotra. A single MI-2, armed with machine guns and anti tank missiles strafed a three truck convoy and its escorting EBR armoured car causing the destruction of at least two of the tracks and Infantry losses. The helicopter returned safely to base.

An hour before the ambush of troops reinforcing Tilotra the PdU carried out a probe of the village but the defenders fought back and stopped any progress into their perimeter in spite of supporting fire from anti aircraft machineguns and tank gunfire. Losses to the attackers were light and they withdrew quickly but the heavy firepower rained into the perimeter took a heavier toll of the defenders.

The Molteni have commenced operations against the Sons of Minerva (SoM) base at Lojas. Molteni artillery has always been the most effective of their weapons and has been moved to within range of the village. Firing 122 mm and 105 mm shells directed by forward observers the Molteni did considerable damage to the SoM forces and added to the mounting collateral damage. The defenders did engage some of the spotting forces but were unable to hinder the bombardment.

Keeping up the pressure of the SoM defenders at Tilotra, the PdU have again probed the village. Supported by mortars and the ubiquitous CPU heavy machineguns the night attack inflicted heavy infantry losses on the SoM garrison. Counter battery fire destroyed one of the CPU units before the attackers withdrew.

A PdU attempt to support the night attack failed due to the late arrival of the helicopter. By that time the weather had deteriorated and the mission was aborted.

The Molteni have again attacked Lojas and its SoM defenders. This time with a ground attack. Heavy fog masked the area but some heavy and confused fighting took place with armour breaking through the defences aided by combat engineers. After hand to hand fighting in the trenches and the destruction of an ER armoured car the SoM defenders broke and the village was captured.

Jason's Bit

I have noticed that some factions have very few infantry units. Infantry are the backbone of the military and can be burnt up pretty quick in heavy fighting. Its never a good idea to have just a few squads at the tip of the spear and nothing, even militia ready to stand and fight if need be.

Another point that has reared its head recently is what to do with units that receive an [OA] combat result and are removed from the game. For Infantry its simple to bring them back into play. You need a replacement section at the same location as the unit that was depleted by casualties. Order it to be brought up to strength and the replacement will disappear. The penalty is that infantry will drop one class. Ie a Commando Squad will become a regular Infantry Squad.

Each battle report generates the cost of repairing equipment. This is a percentage of the Base Cost, the base PI and and the combat load. Some repairs may be very cheap while others may not be practical due to the cost. The choice in that case is yours as to whether you proceed. Damage to facilities cost money to repair. The player who repairs damaged units quickly need not need to keep bringing units forward over very tenuous lines of communication.

Molteni artillery has fired upon Tiliotra in what we believe to be support for recent efforts by the PdU to capture the SoM base. Visibility was good but damage was scattered across the location. Counter battery fire was attempted but the destruction of a Oto Malera 105 mm gun thwarted this. The base still retains most of its armour and defences despite the recent pounding.

PdU forces have advanced a long way from their starting area and have now reached the mountains shielding the oil rich central desert area. However their long supply lines must be of some concern, as their forces sent to take Valdra seem to have orders to fall back should they take any losses. This is indeed what happened as the

Government Forces troops defended the mountain pass. Even an airstrike involving the ever present MI-2 carrying machineguns and anti tank missiles failed to make an impression. After what was little more than a well armed probe the PdU forces withdrew to reassess the situation.

The continuing harassing attacks by the Grey Dawn have been a worry for the Alliance as they have forces to the north but the Grey Dawn continues to be truculent and non responsive to peace offers. Indeed he has escalated the attacks by sending two heavily armed aircraft to attack the PdU base at Youlden, a strategically vital base. The attack seems to have been aimed at the port and with 8 bombs falling in a small area the damage to that

facility was considerable. This can only incense the PdU further and possibly prompt a rethink as to the direction of operations.

Following up recent operations by the CIA the faction has carried out an assault on the Government Forces base at Agda. Deploying a sizeable Infantry force supported by assault guns and a light tank the force attacked the weak points that had recently been created in the enemy perimeter. Using combat engineers protected by smoke and an array of firepower the weak points were ruthlessly exploited and troops were funnelled through to attack the trenches and strong points with demo charges. Some hand to hand fighting took place but as dusk fell the village was held by the CIA.