

Ultimos Noticias

Game 11 August 2009

The Molteni, a faction in the South West of the country has carried out some offensive action against Government Forces based at Mursa Falga. A small force supported by armour probed the defences of the base, and in a terrible downpour briefly clashed with the defenders. Some light losses on both sides were reported before the Rebel Forces withdrew.

The Nacional Unidos Democratica Estados faction, based in the South of the country have been steadily advancing Northward and have now stumbled across a Government Garrison at Tuchatro. With artillery support, they managed to cause a number of losses, but the action was brief, with the attackers falling back with some casualties. The artillery did strike the village and some collateral damage was also seen.

It is reported that the Government Forces Commander has admitted that he can no longer control the whole country, and he has announced a number of "Patrol Groups" who will move around the country and attempt to retain control.

Jason's Bit

I have made a bit of a mess of the adjustment this month, in that I ran one much too early in error. I was actually building in safeguards to prevent accidental running of elements of the game, but ironically did what I was trying to prevent. The safeguards are there, and I have run another Monthly adjustment.

In the mean time, I have been hard at work carrying out upgrades from monitoring the play so far and acting on your reports.

Changes and amendments.

If you have downloaded the turn sheets from the Web Site, then you might want to do it again, as I have added "Recruitment" where you can request recruits from any given village. This works in between adjustments, so when the training is carried out, you should have a full complement of recruits.

You can shortly set training to level 5, which I call Mixed bag. This will upgrade Regular to Commando, then Militia to Regular and Recruits to Militia as long as there is capacity and the resources at the training camp. This should address some of the issues with the training camp part of the game.

Investment was not working in the way I had planned so now I have revised it. Each level of Investment will cost 5 Money. An investment level of 5 will therefore cost 25 Money. There are some variables but you should get some rise in village size, some Political Influence and reductions to Collateral Damage.

Truck breakdowns are now throughout the month, so you may have a case where a truck breaks down, and your mechanics or mobile workshops repair in between turns. Therefore if you see a drop of around 5 combat supplies, that will be the reason. Of course this adds a great deal to the value of the workshops and mechanics.

It is important to remember that each Industrial/production facility requires 2 manpower. Therefore, if you have 6 plantations, you need a manpower of 12 to get the full production.

Many thanks to players for their input. Getting a game as complicated as this one up and running does require some feedback.

I am grateful to those who have toiled to make improvements in the turn sheet. A new turn sheet with interactive capabilities should be available on line soon.

Ok, I am looking forward to the next months action. Regards Jason.