

# *Ultimos Noticias*

*Game 11 January 2010*

Advancing north the light recon unit of the Molteni consisting of a pair of armoured cars had moved along the coast road and upon reaching Delgur they entered the village. The lead was engaged by Infantry and anti tank missiles and destroyed. The surviving member of the patrol made a hasty retreat the way they had come firing its machinegun to cover the retreat. The Sons of Minerva defenders were very pleased that they had fought off this blatant attempt to seize their village.

Several days later The Sons of Minerva guards were alerted by movement outside the perimeter The heavy for prevented a good look at what was happening but mortar fire was called and a large volume of small arms sent towards the suspected target. This was answered by the Molteni attackers firing high explosive rockets and small arms in a brief clash. After a few minutes the attack died away and an eery silence returned to the jungle around the village.

With the Sons of Minerva on full alert the next action took place several miles further north in the port of Linkaro, where troops of the Partido De Unidad carried in zodiac rafts attempted to enter the port. They fired several RPGs at facilities and shipping within the complex but were engaged by light artillery and small arms. One zodiac was sunk and a number of casualties inflicted upon the raiders. A river barge was sunk in the harbour but no significant damage was done to the port.

Jason's Bit

Good to see that things are starting to happen between the factions.

I have carried out some updates to the Unit details mostly recalculating the weights of units.

The airstrip build has been improved. You can start the build with any amount of pioneers and combat engineers and as long as there are at least 1 present and enough vehicles, excavators and defence stores the build will continue but at a slower rate. This makes more sense and will allow for more slow built airstrips.

Hopefully you will see far less broken down trucks this month. The code was a bit too harsh in its judgement and this has been toned down.

Ok that's it for this month.

Regards Jason.