

Ultimos Noticias

Game 11 October 2009

TTC Modifier = 1.2

13/10/09

It would seem that either there is a great rivalry or a great spirit of cooperation between the Molteni and the Partido De Unidad faction operating in the South East of the country. Today has seen a pair of staggered attacks upon the Government Forces base at Mursa Falga. The first was a night attack by as many as 50 Infantry supported by mortars and an anti aircraft gun firing in a ground support role. The attack however failed to penetrate very far into the defences before it was broken off with moderate losses on both sides. Almost as soon as the attack petered out, the Molteni forces attacked from the far side of the village with a larger force supported by artillery and support fire from armour and missiles. With the defences thinned to defend against the original attack, the assault made good headway and was able to break through the defences and seize the centre of the village. The remaining defenders either surrendered or fled leaving the Molteni the victors.

Jason's Bit

Once again the TTC Modifier has been raised by a little. Please remember when purchasing technical training.

I have updated the web site with quite a few clarifications and omissions. Perhaps the edit of the rule book was a bit too savage. However it shows how much the game has developed, mostly due to your input. The main points of note are Illegal Activity and recruitment which still had some need of further clarity. If anything does not make any sense, please ask me, either in your turn or by the web site forum found on the contacts page.

Another change this month is that I have removed the truck breakdown from the turn adjudication and put it back into the monthly adjustment. Now you should not have a problem with broken down trucks that you don't know about. This makes it easier to process and allows you to submit orders that will work.

As ever, please keep your comments coming as this will make for a better game.

Till next month Jason.

Company Commander Rules Updates & Clarifications

Combat Supply Purchase

Although the cost per batch is stated at 7.5 MP, there is also a cost of 7.5 Political Influence.

Combat Results

There are some variations between email play and normal play.

[OA] combat results mean the unit is taken out of play but it can be repaired. For Infantry units this usually has a combat result like "Taken 50% Casualties", or for vehicles "Disabled" or a similar result.

At the bottom of the combat result are a number of levels that vary to reflect the severity of the damage. The cost might be small, or very large. You must have the required resources at the same location as the battle took place, and you will also need the correct recovery and repair units at the location.

For non email players, simply fill in the table at the bottom and send it back with your turn. There are no time limits for action.

It is possible that an attacker will abandon equipment during a failed attack. The defender can attempt repairs and claim the vehicle as their own.

Email players should send notification of their actions and the costs, as the battle reports are held on file. In both cases you can choose which units to repair, and resend the battle report for further repairs on other units should you choose.

Infantry units require replacements to bring them back into the game, but because of dilution of trained, equipped and experienced men the unit drops one class. ie a regular infantry squad reverts to Militia.

Casualties are allocated to about 60% of losses from both sides, but only if enough wounded are assumed to have been created by the action. The victor gets to look after them.

Criminal Activity

As a way of raising cash, you can opt to allow criminal activity in any village of your choice. You can do this with a special action detailing how much activity you are allowing, ie each level will give you somewhere between 10 and 40 Money. The penalties for such easy money are harsh.

You will lose pretty much all Popular Support and the available PI (even stockpiled) will be drastically cut. There is also a risk of intervention by outside influences that will act decisively to prevent further Illegal operations. The Decision is yours

Other Financial Situations

Transactions between factions are possible with some restriction. You may sell locations or equipment. Keep in mind that you require the tech. training for the unit before you can purchase it from another player. Political Influence may NEVER be traded since it represents the influence YOUR faction has on Foreign governments.

You can never sell or give your men to another player. Your men will fight for you and only for you. This is only for infantry class units. Equipment can still be sold to another player.

Recruitment

In order to get recruits for your armed forces, you will have to carry out recruitment. This delves into the heart of the game, as each recruit gained at a village reduces the village level by 1. This in turn reduces the available manpower to operate the industrial units such as sugar plantations and mines. The classic choice between plough shares or swords. Until you have recovered the level of the village, you may adversely effect production, should you recruit too heavily. Each recruitment level costs 1 Money and are set on the turn sheet. Online turn sheets should have been updated to allow for this.

Correction of PI gained by Industry

Sugar Plantation 15 PI per month.

Lumber Yard 20 PI per month.

Oil Well 25 PI per month.

Bauxite Mine 25 PI per month.

Port 10 PI

Border Warehouse 15 PI per month.

Hospital up to 20 PI per month.

Up to 99% loss of PI in each location where Illegal Activity is active.

Player Co-operation

You cannot have two players forces in the same location. However there is nothing to stop players who are allied from moving through a location to another location they control, or to attack another location.