

# **ULTIMOS NOTICIAS**

**COMPANY COMMANDER 11**

**JUNE 2009**

## Government Forces Clash With Rebels

Government Forces troops based in the village of Belar have been forced to defend the village from local Rebel forces who tried to probe the defence of the settlement. The Rebel forces appear to have believed that the location was undefended, and approached in trucks and a single armoured vehicle, but suspicions must have been aroused, as only a few soldiers approached the perimeter on foot. When the range had closed, the crack Government troops opened fire with automatic weapons. A number of rebels were killed or wounded in a furious exchange of fire, forcing the rebels to withdraw, leaving several of their number in the open in front of the heavily defended entrance. No Government troops were lost in the encounter that has shown that the Army still has control of the country.

Jason's Bit.

Welcome to Company Commander 11. For those of you who have played before, there is much that is familiar, but there is also a whole lot that is not.

Firstly, the economy is different, and while the changes add some level of restraint to the system, I am convinced that they will increase the importance of Infantry in the game. You now have to balance between fighting power and production power.

Combat supplies are now purchased, making for a need for logistics within the game that makes it something other than a fighting game, and adds the possibility of manoeuvre being as important as battles, making the terrain even more vital.

These are just a few of the many things I have changed, but there are still a large amount of differences from the old game, even if they are not obvious.

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Improvements to the website are ongoing. The goal is to have web based turn submission in the future.

Regards Jason.