

Harsh Winters Hit The Frontlines

Colonials Overrun Northern Warden Territories

PUG Reporter, Lightning Reporting. 28/05/17

Note: This is all based off of UN reports made by UN members and Officials and can not be taken as one hundred percent accurate.

The World Conquest starts off with a sizeable force of Wardens and Colonials on either side, Weathered Expanse reaching the limits of soldiers almost instantly as the new front is opened.

10CCE Move into Weathered Expanse rushing towards the Fool's Gate Southern scrap yard meanwhile PUG move rapidly to Abandoned Ward and over into Warden territory towards Callahan's Belt and Irons End. 82DK move into Weathered Expanse in great force and EDGE take control of all entrances to Callahan's Passage by building 'The Great Wall Of EDGE'

11:48am EDT - Saturday

PUG have taken Liberation Point and Abandoned Ward, Partisans squads move into Callahan's Belt and other PUG forces move into Brine Glen.

11:50am EDT

10CCE and other forces on Weathered Expanse have taken Spire, Dullahan's

Crest and 10CCE are holding out in North Eastern side of the unclaimed Crow's Nest. By this point Wardens have taken Wightwalk and 10CCE plan on moving South towards Foxcatcher

12:15pm EDT

PUG have moved into The Spine and Callahan's Belt and begin to place fortifications.

12:35pm EDT

10CCE are outnumbered and are drastically losing ground but not losing Town Halls on Weathered Expanse, morale is low.

12:48pm EDT

EDGE move into Callahan's Belt to counter PUG.

2:12pm EDT

UBGE representative Léo Freitas promises the movement of UBGE to Weathered Expanse from the fortification line of Endless Shore.

2:56pm EDT

PUG and other random forces begin fortifying entrances to The Deadlands, the enemy still have control of Callahan's Belt and Callahan's Gate, all other areas are owned by Colonials.

3:30pm EDT

PUG make a large push into Callahan's Belt along with a mass of random forces, pushing all the way to the last Warden owned vehicle factory and S. Supply station on The Deadlands.

5:52pm EDT

BLD's ___S___I___R___ reports that Vulpine Ledge workshop is Tier 2, Tuatha Armories are Tier 2 and that Saltbrook Channel Vehicle factory is Tier 2.

7:21pm EDT

PUG take Callahan's Gate leaving the Wardens without any Town halls on The Deadlands, overrunning the region.

9:21pm EDT

A secret passage is found that goes straight past 'The Great Wall Of EDGE'

2:41am EDT - Sunday

Wardens have taken Crow's Nest and Colonials lose the Spire.

3:39am EDT

10CCE lose an FOB, but continue to push Crow's Nest.

6:32am EDT

Lightning, HalberHahn and Brute-Farce begin fortifying the entrance from Callahan's Passage to

The Deadlands at L1 and over the next two hours make an FOB stocked ready for forces to move into Callahan's Passage.

8:01am EDT

Sethfire finds a hidden Warden FOB in Weathered Expanse.

8:57am EDT

Around six PUG members move into Callahan's Passage with two halftracks and a truck of Basic materials and make an FOB behind Warden lines at L8/L9 which is atop of a hill. This becomes heavily fortified.

9:45am EDT

PUG forces from Callahan's Passage move down to The Deadlands, leaving HalberHahn and Lightning to defend the FOB at L8/L9. Around twenty Warden soldiers, including 82DK and 501st members are active on the map. For the next two hours and fifteen minutes HalberHahn and Lightning defend the FOB from Warden Halftrack and infantry assaults without PUG casualties for these next two hours until the two soldiers die at around 12pm EDT.

11:01am EDT

Heavy Warden activity at The Stern road.

12:40pm EDT

Colonials have taken The Key.

1:45pm EDT

The Latch is taken by Colonials meanwhile 10CCE and other forces are making large gains on Weathered Expanse

3:11pm EDT

Overlook hill is taken by a large number of mixed Colonial forces.

4:50pm EDT

Crumbling post and Solas Gorge are taken within five minutes of each other by Colonials.

4:32pm EDT

PUG and random forces move across Lochan Lake into Lochan's Berth.

5:28pm EDT

Colonials are outside Lochan's Berth Town hall.

6:26pm EDT

PUG and a force of five halftracks in the use of Colonial randoms move into White Chapel and take it swiftly.

6:32pm EDT

Colonials move towards the last Warden owned town of Cragstown.

8:01pm EDT

Colonials overrun Cragstown and win the World Conquest.

Little was known about what happened after the war had been won on the harsh snow-covered lands of the North but it is said there was little time for celebration, a new war were to start soon, no man can escape the grasp of war, even in times of peace the land is still scarred and crippled by the horrors that humans create.

I personally killed around 13 garrisons this war and I bloody well enjoyed it, good show Wardens, good show.

