War Breaks Out Over Upper Heartlands

Colonials Overrun Warden Agricultural Territories

**PUG Reporter, Lightning Reporting.** 17/06/17

*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 war for Upper Heartlands began over the flatlands. Engines were heard from over the regions as bike patrols formed. This was a war of intelligence.

PUG in the early breakout of the war began a line of fortifications going from The Blemish to LoftMire. 10CCE moved quickly into Barronstown quickly disrupting the vehicle production in the North.

*11:34am EDT - Saturday*

By this time Colonials had taken Greenfield Orchard, Barronstown and LoftMire. PUG’s fortification line had roughly reached Providence Road scrap yard and were being pushed up the road to LoftMire.

The Wardens had taken DeepLaw only but were soon to take Great Barrony Ranch.

*12:07pm EDT*

LoftMire was loosely defended with occasional attacks from EDGE but the tunnel network was connected to both The Blemish town hall and LoftMire town hall.

*12:57pm EDT*

PUG was ready to move out with a bike patrol to perform partisans tactics on the enemy. 10CCE was still holding Barronstown.

*1:07pm EDT*

After destroying an 82DK truck of basic materials, PUG began building an outpost adjacent to the Crater Basin, just South West of it. This outpost is lost but the enemy’s materials were unretrievable by them.

*2:41pm EDT*

The GCS *(A Colonial alliance of multiple clans)* had their representative in the UN Intelligence Base report

“#STATUS UPDATE - t+2h:38m in  
- Greenfield is relatively secure.  
- EDGE tried to push South East Blemish W/ cheeky outpost which is eradicated  
- Blemish is looking poor for defenses  
- T2 Workshop @ Blemish  
- Close to T2 Armory @ Blemish  
- 10CCE/PUG Remained pushing west/defending @ Barronstown”

PUG began marching on the D6 Enemy outpost along with some 10CCE members, meanwhile other 10CCE members used thousands of basic materials to make “Pillboxes you can hop from one to another” according to [PUG] Dukesalt.

*3:02pm EDT*

The enemy outpost is destroyed, two 10CCE members are cutting off trucks to Deep law at A6, manning Foxholes for cover and shooting anyone that drivers through their line.

*3:28pm EDT*

PUG and 10CCE have pushed all the way outside of Deeplaw and are now manning garrisons in the hopes of relief from allies.

*3:51pm EDT*

Deep law town hall is destroyed, disabling the enemy defences and allowing for in the next twenty minutes PUG to fortify the town and rebuild the town hall. At around this time 10CCE falls back to Barronstown to fight of the Wardens that had stormed the town and taken it.

*4:34pm EDT*

[PUG] Lightning loses his bike to enemy fortifications during a scouting mission. The last bike of the original bike patrol had fallen.

*5:36pm EDT*

PUG begin to prepare to move to A3, along the region’s edge to build an FOB with the remaining 10CCE forces.

*6:40pm EDT*

The A3 FOB is built and PUG and 10CCE begin to attack The Foundation from the West. Other Colonial forces began trading the Great Barrony Ranch several times. Over the next two hours little progress is made.

*9:14pm EDT*

The Colonials made their last push into The Foundation and have taken the last town hall

Engines echoed across the bushes of Upper Heartlands as the bike industry of LoftMire and Barronstown were back in gear. The Colonials celebrated with a bike race, meanwhile the remaining Wardens could be seen in trucks and bikes escaping to The Deadlands.