## 47 . War and peace

Ten days of war

- 1. They accused the Commonwealth of stockpiling weapons
- 2. In their turn they were accused of creating instability in the area
- 3. Later on, both sides deployed troops to the area
- 4. They claimed it was unprovoked attack
- 5. Now violence erupts along the border
- 6. Further on the violence escalates with a spate of attacks
- 7. Victims are caught up in the crossfire
- 8. The SteelBrotherhood goes on the offensive
- 9. They make a preemptive strike on the Capital of Rues
- 10. Some collateral damage was inevitable
- 11. The Commonwealth launches a counter attack
- 12. By making surgical strikes on The Steel Abode
- 13. However, The Steel Brotherhood seizes power
- 14. Both sides suffer a lot of casualties
- 15. Still neither is willing to call for a ceasefire

## Ending the war

- 1. An uneasy truce was reached
- 2. The ceasefire will come into effect at midnight
- 3. Hopefully this fragile peace will strengthen as time passes by
- 4. We really need to restore peace in this area
- 5. At last the treaty has brought stability to the region
- 6. Still it'll be hard to persuade the warlords to disband their armies
- 7. After long negotiations they agreed to lift blockade on our ports
- 8. The war was officially ended when both sides withdrew their troops

## **Truce**

- 1. A truce is declared
- 2. We agree to a truce
- 3. We make a truce
- 4. Fighting parties enter into a truce
- 5. To make a truce or call a truce
- 6. A fragile truce / uneasy truce
- 7. A truce may or may not last for long