

BURDIE SMITH



BATTLEGROUP AAR



DEFENCE LINE

JUNE 1944 NORMANDY

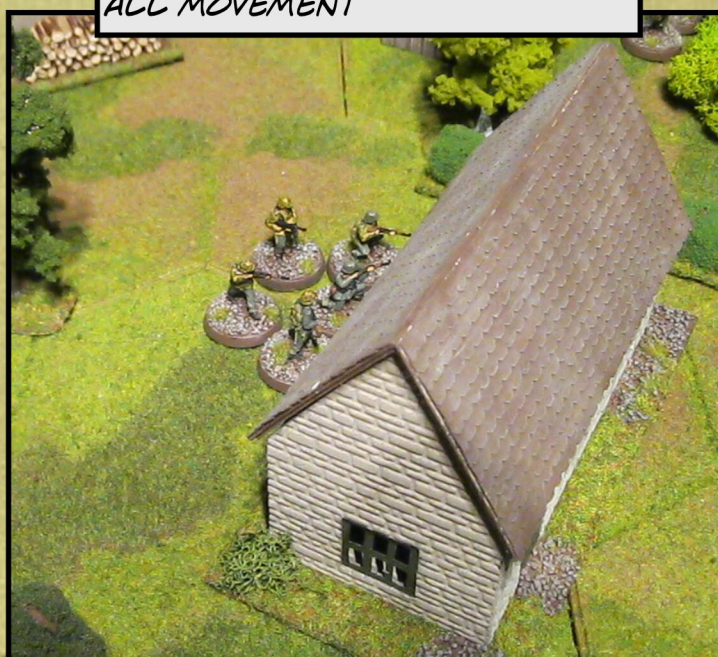
IT'S ALL SO QUIET, SSSJT....



BUT NOT SO PEACEFULL AS WE THINK- A GERMAN SNIPER IS ON THE WATCH



2 GERMAN FIRETEAMS MONITOR ALL MOVEMENT



AN MG TEAM IS WELL HIDDEN BEHIND A HIGH BUSH



AND A STUG IV IS READY FOR COMBAT

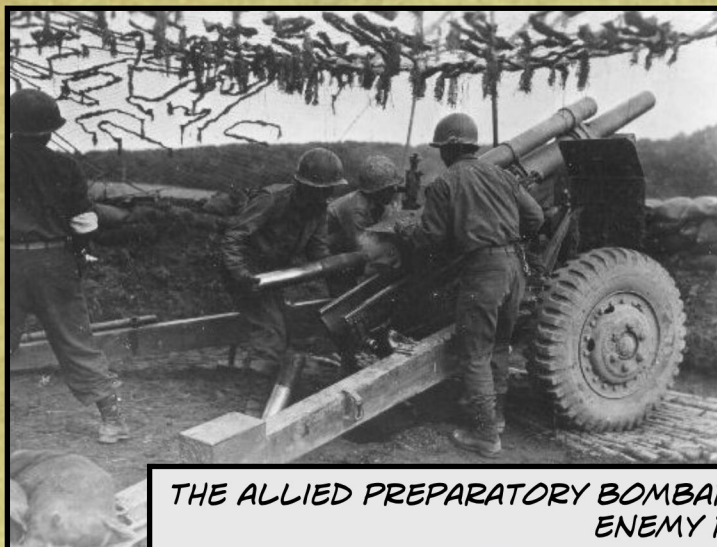
THE THREE OBJECTIVES, FOLLOWING THE SCENARIO, ARE PLACED BY THE DEFENDER. HE CONTROLS TWO OF THEM. AND ON TOP OF THAT, THE GERMAN PLAYER OUTSCOUTS THE ALLIED PLAYER WHO HAS TO TAKE 3 BR COUNTERS! GOOD NEWS FOR THE ALLIED PLAYER, ONE OF THE 3 BR COUNTERS IS AN OUT OF AMMO!

THE GERMAN PLAYER SEEMS WELL PREPARED FOR THIS MISSION BUT...



HIS
SNIPER
FINDS
OUT HE
LEFT
BASE
CAMP
WITHOUT
AMMO!!!!

NEIN,
VERDAMMT!



THE ALLIED PREPARATORY BOMBARDMENT ONLY SUCCEEDS IN PINNING 1 ENEMY RIFLE TEAM



SCHÜTZEN
SIE SICH!!!

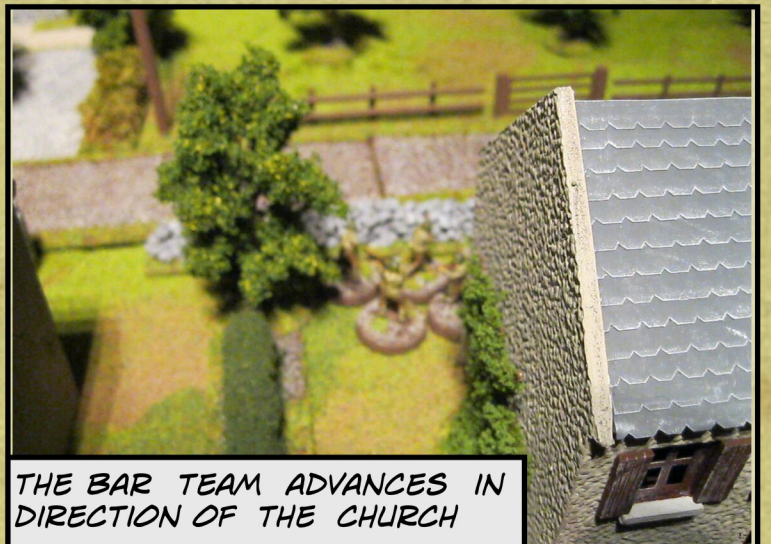
THE US PROBING FORCE IS A REGULAR SQUAD COMPOSED OF A RIFLE AND MG TEAM AS WELL AS A MEDIUM MORTAR UNIT AND A JEEP RECON PATROL



THE UNFORTUNATE GI'S HAVE A BAD TIME. WHILE DISEMBARKING THE JEEP, THEY GOT SHOT UPON BY THE MG UNIT BEHIND THE HIGH BUSH (AMBUSH). RESULT: ONE CASUALTIE FOLLOWED BY A BAD MORALE ROLL GETTING THEM PINNED. THE GERMAN RIFLE TEAM BEHIND THE HOUSE SHOTS TWICE AT THE JEEP WHICH EXPLODES. PERFECT START FOR THE GERMANS!



THE RIFLE TEAM MOVES UP TO HELP OUT THE RECON TEAM BUT IS UNABLE TO PASS THE HEDGEROW IN ONE TURN



THE BAR TEAM ADVANCES IN DIRECTION OF THE CHURCH

THE GERMAN PLAYER HAS TO WAIT UNTIL TURN 5 TO GET REINFORCEMENTS AND ORDERS AS MUCH AMBUSHES AS HE CAN ACTIVATE. THE ALLIED PLAYER ON THE OTHER HAND RECEIVES HIS REINFORCEMENTS ON TURN 3. HE ROLLS A 6 AND BRINGS IN 6 UNITS.



AN M10 TANK DESTROYER



A BAZOOKA TEAM



AN HQ TEAM



AN MG TEAM



ANOTHER BAR TEAM



A SENIOR OFFICER TEAM

THE ALLIED PLAYER LAUNCHES A GENERAL ADVANCE. (A ROLL OF 5 ORDERS 7 UNITS!!)



THE NEXT TURN OF THE GERMAN PLAYER DECIDES THE FAITH OF THE JEEP RECON TEAM!



THE ALLIED PLAYER HAS NO OTHER CHOICE THAN TO CONTINUE HIS ADVANCE





THE ALLIED MEDIUM MACHINE GUN TEAM SHOOTS AT THE GERMAN MG TEAM WITHOUT SUCCES.



THE GERMAN PLAYER CAN DO NOTHING ELSE THAN ORDERING HIS TROOPS TO STAY IN AMBUSH



HIS RIFLE TEAM
MOVES BEHIND
THE STRAW
BALES TO GET A
BETTER COVER

IN THE FOLLOWING TURN MORE US TROOPS ARRIVE WITH AN M4 SHERMAN, A SNIPER TEAM AND A RIFLE AND BAR TEAM



WHERE
DID I DO MY
BOTTLE OF
WHISKEY?



DAMN,
WHERE ARE
THEY?

THE SNIPERS IN THIS GAME WERE NOT THE BEST SOLDIERS! THE GERMAN SNIPER FORGOT HIS AMMO! THE AMERICAN SNIPER WAS IN OUR OPINION DRUNK BECAUSE HE MISSED SEVERAL ATTEMPTS IN SHOOTING AT THE MG TEAM!

THE ALLIED MG TEAM SHOOTS TWICE AT THE GERMAN MG TEAM. FIRST THEY FAIL IN THEIR OBSERVATION ROLL. SECONDLY AFTER SUCCESSFULLY HITTING THE OPPONENT, THE GERMAN PLAYER THROWS A PERFECT COVER ROLL SAVING THEM ALL!



DO
YOU SEE
SOMETHING?

THE AMERICAN M10 ADVANCES FURTHER ON, IN AN ATTEMPT TO OUTFLANK THE GERMAN STUG!

THE GERMAN PLAYER DOESN'T HESITATE AND SHOWS THE AMERICAN PLAYER A SAMPLE OF GERMAN EFFICIENCY! HIS MG TEAM SHOTS AT THE AMERICAN MG TEAM AND FINISHES THEM EASILY IN AN OPEN FIRE ORDER!



THE BIGGEST PROBLEM FOR THE GERMAN PLAYER REMAINED THE ACTIVATIONS. HE HAD BAD LUCK IN ACTIVATING UNITS. AS A SECOND ACTIVATION OF THE 4TH TURN, HE GAVE A RESERVE ORDER TO HIS STUG.



AT THE START OF THE 5TH TURN, THE AMERICAN PLAYER ACTIVATES HIS SHERMAN AND ENGAGES THE GERMAN RIFLE TEAM



MAKING THE FIRST 2 GERMAN CASUALTIES. IN THE SECOND ATTACK, THE GERMAN UNIT IS DESTROYED GIVING A BR MARKER TO THE GERMANS.

HITTING UNITS REMAINED A PROBLEM FOR THE US PLAYER THROUGHOUT THE START OF THIS GAME, ACTIVATING UNITS ON THE OTHER HAND WENT EASILY. THE FOLLOWING UNITS GOT AN ORDER IN THE 5TH TURN.



M10 - AMBUSH



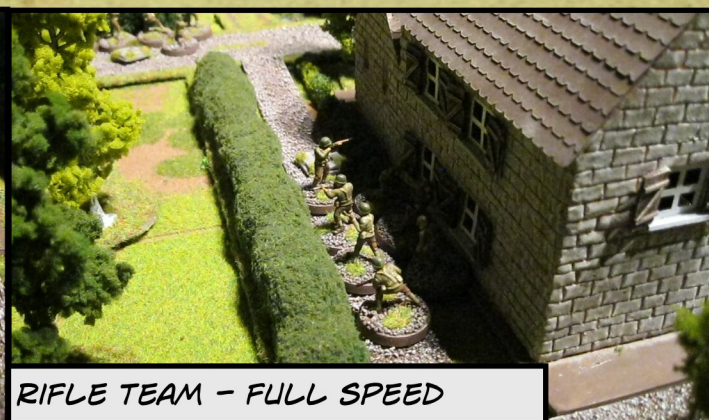
BAZOOKA - AMBUSH



HQ - FULL SPEED MOVE



BAR TEAM - FULL SPEED



RIFLE TEAM - FULL SPEED

AND FINALLY THE GERMAN PLAYER AT THE START OF HIS FIFTH TURN RECEIVES HIS FIRST REINFORCEMENTS - 3 UNITS!



A MOTORCYCLE + SIDESPAN,
A PANZERSCHRECK TEAM AND
A RIFLE TEAM



HE ROLLS A 2 WHICH GIVES HIM 3 ACTIVATIONS: HE MOVES THE MOTORCYCLE, PUTS THE PANZERSCHRECK TEAM INTO AMBUSH MODE AND SHOOTS WITH HIS STUG.



THE STUG TRIES TO OBSERVE THE US RIFLE TEAM (WHICH HAD MOVED INTO THE HOUSE - SORRY FORGOT THIS EARLIER) BUT FAILS HIS FIRST ATTEMPT. HIS SECOND OBSERVATION IS SUCCESSFUL BUT HE MISSES THE SHOT.

US PLAYER'S TURN



THE US PLAYER TRIES IN THE FOLLOWING TURN TO NEUTRALIZE THE PANZERSCHRECK TEAM WHICH IS A THREAT TO HIS M10 JUST BEHIND THE FORREST. THE PANZERSCHRECK TEAM IS IN AMBUSH AND FIRES A ROCKET AT THE BAR TEAM. THEY HIT!! KILL A GUY AND ON TOP OF THAT THE US PLAYER ROLLS A BAD MORALE CHECK WHICH PINNS THE UNIT!



THE SHERMAN MOVES FORWARD AND ENGAGES THE STUG. IT'S ALMOST IMPOSSIBLE TO MISS THE TARGET. OBSERVATION AND HIT ARE SUCCESSFUL BUT THE SHELL RICOCHETS OFF!!! (THE US PLAYER ROLLS A 7 REQUIRING AN 8 TO PENETRATE THE HULL OF THE STUG). THE TANK COMMANDER ALREADY KNOWS HIS FAITH FOR THE FOLLOWING GERMAN TURN!

THE US PLAYER CONTINUES HIS ADVANCE, ONE OF HIS RIFLE TEAMS ENGAGES THE GERMAN RIFLE TEAM BEHIND THE STRAW BALES BUT THEIR ATTEMPT FAILS



HE MOVES A LOT OF OTHER TROOPS AND PUTS A BAR TEAM IN AMBUSH

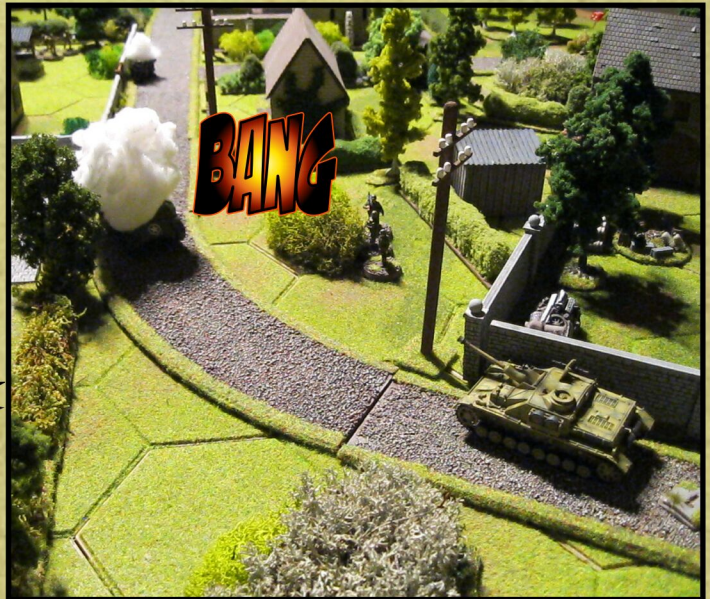


A NEW GERMAN TURN! HIS REINFORCEMENT ROLL IS A 3. THAT AMOUNT OF NEW TROOPS ARRIVE AT THE BATTLE SCENE - A HEAVY MORTAR UNIT, HIS HQ AND A MG TEAM.



WITH HIS RIFLE TEAM BEHIND THE STRAW BALES, HE ENGAGES THE US RIFLE TEAM. HE HITS THEM TWICE AND THE ALLIED PLAYER IS UNABLE TO SAVE THEM WITH COVER ROLLS!

THE STUG SHOTS AT THE SHERMAN AND AS PREDICTED, HE DOESN'T MISS. 2 ALLIED UNITS LOST WHICH MEANS 2 BR COUNTERS BRINGING THE ALLIED TOTAL UP TO 5!! THE AXIS PLAYER HAS 2 BR COUNTERS SO FAR...



TO BE CONTINUED