

BURDIE SMITH



BATTLEGROUP AAR



DEFENCE LINE

JUNE 1944 NORMANDY - PART 2

THE US PLAYER STARTS THIS 2ND BATTLEDAY WITH A TACTICAL COORDINATION ORDER AND SUCCEEDS!



GIVING HIM THE OPPORTUNITY TO UNPIN THIS BAR TEAM WHO ENGAGES THE ENEMY

WITH SUCCES! 3 CASUALTIES AND A PIN MARKER. NOT A BAD START FOR THE ALLIED PLAYER!

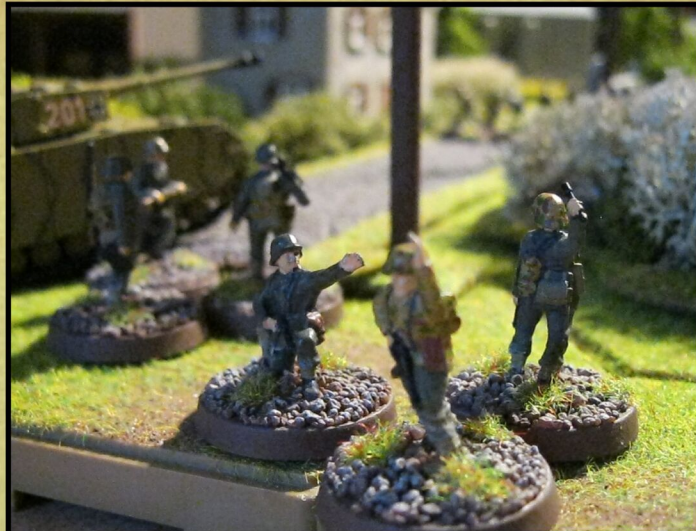


THE LT WANTS US TO MOVE UP TO THE FOREST!

HE CONTINUES HIS ADVANCE ON THE RIGHT FLANK. HE MOVES THE RIFLE TEAM OUT OF THE HOUSE AFTER THEY SAW THEY WERE SPOTTED BY A STUG!



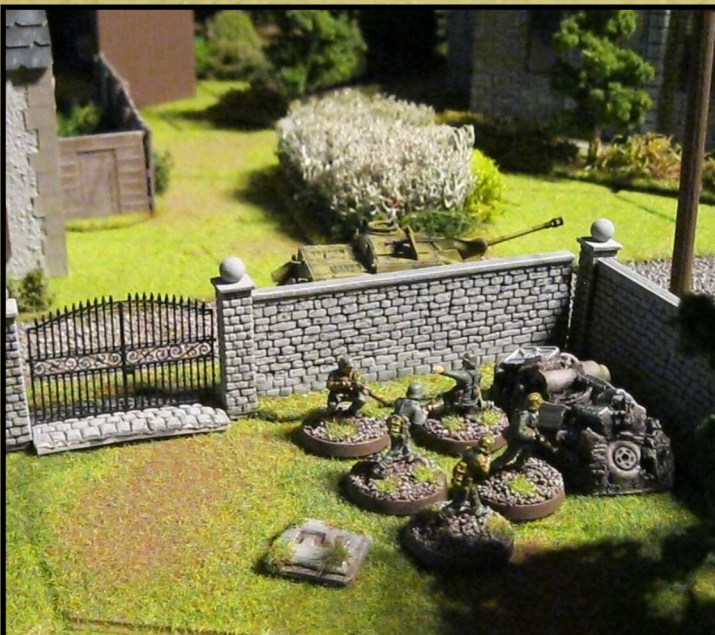
THE GERMAN PLAYER BRINGS IN 2 REINFORCEMENTS: A PANZER IV AND A RIFLE TEAM



HE ROLLS FOR ORDERS AND THROWS A 3 WHICH GIVES HIM 4 ACTIVATIONS. HE STARTS BY SHOOTING BACK ON THE US UNIT HIDDEN IN THE FORREST. THE OPEN FIRE ORDER MAKES 3 CASUALTIES. THE US PLAYER SURVIVES THE MORALE CHECK ROLL!



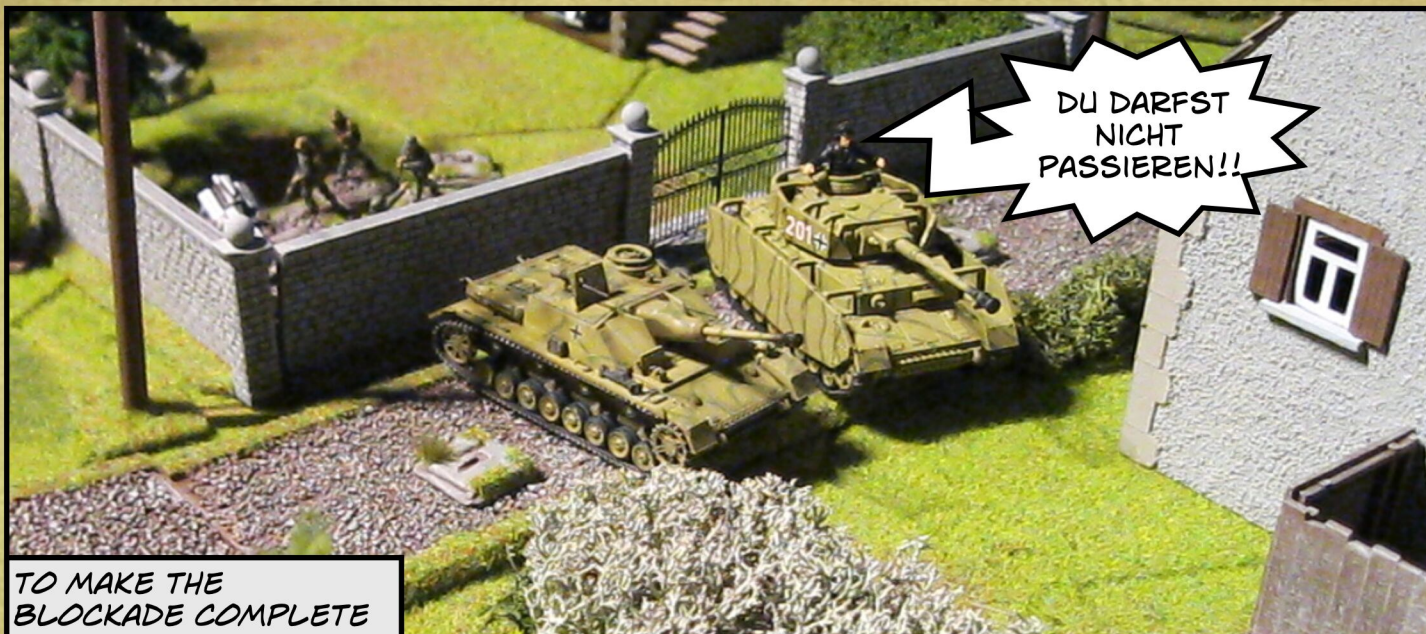
AAARRGGH



HE MOVES A RIFLETEAM IN DIRECTION OF AN OBJECTIVE



AND HIS PANZER IV TAKES PLACE NEXT TO THE STUG TO COUNTER THE APPROACHING M10



DU DARFST
NICHT
PASSIEREN!!

TO MAKE THE
BLOCKADE COMPLETE
THE STUG TURNS IN
THE SAME DIRECTION
AS THE PANZER IV! TRY
TO PASS THIS!!!???

UP TO THE ALLIED PLAYER AGAIN! A BOLT ACTION 😊 WILL
BE REQUIRED TO FORCE A BREAKTHROUGH IN THE
SURROUNDINGS OF THE FOREST.

THE SURVIVING SOLDIER OF THE BAR
TEAM RUNS LIKE HELL THROUGH THE
FOREST AFTER HE SAW HIS BUDDIES
BEING SHOT!



WATCH OUT
DUDE!

PASSING THE HEDGEROW IS NOT GOING
SMOOTHLY FOR THIS RIFLE TEAM



WE
HAVE TO
FIND A NICE
SPOT TO TAKE
OUT THOSE
PANZERS!

THE BAZOOKA
TEAM MOVES UP



THE BAR
TEAM HAS
CLEARLY
THE BETTER
ATHLETES

BEHIND
THAT
HEDGEROW
OVER
THERE?



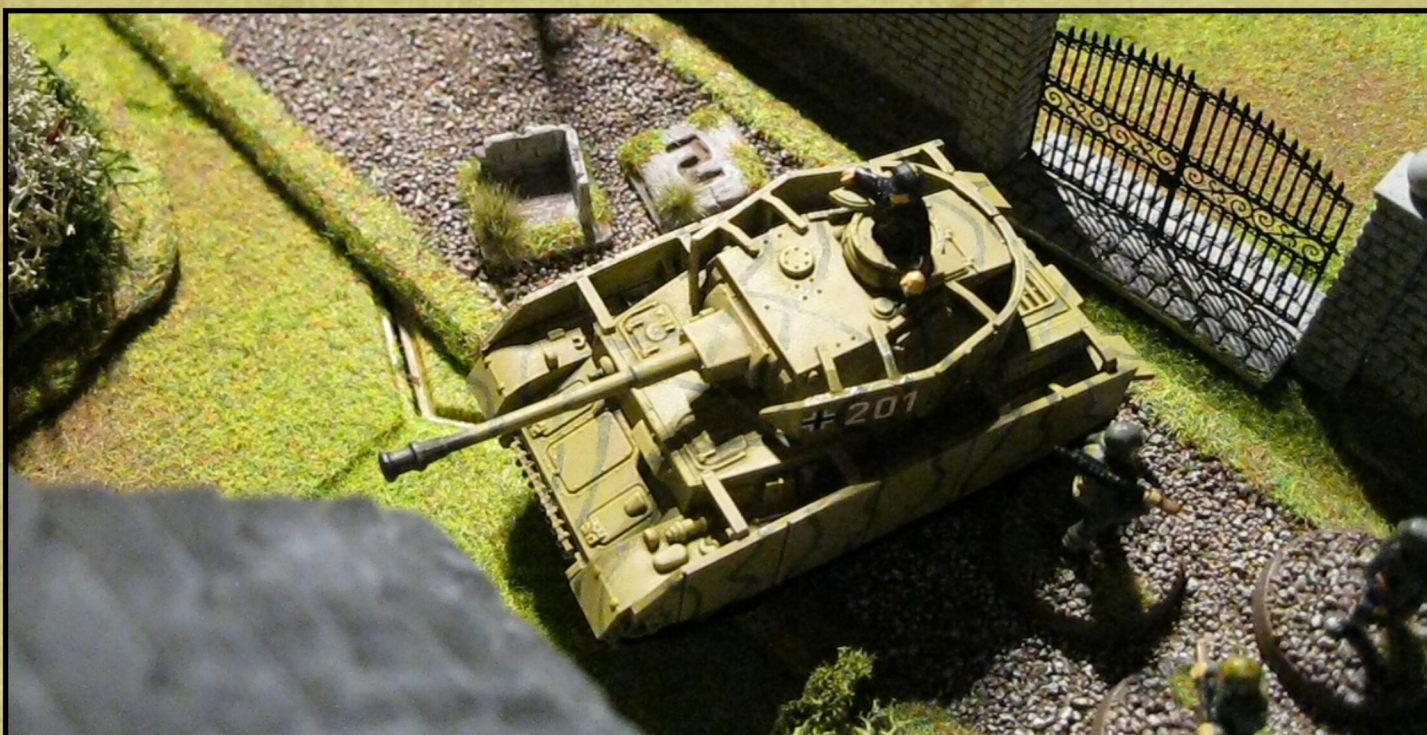
THE HQ UNIT MOVES
ALSO IN DIRECTION OF
THE FOREST WHERE
ASSISTANCE IS
REQUIRED!

GERMAN TURN AGAIN

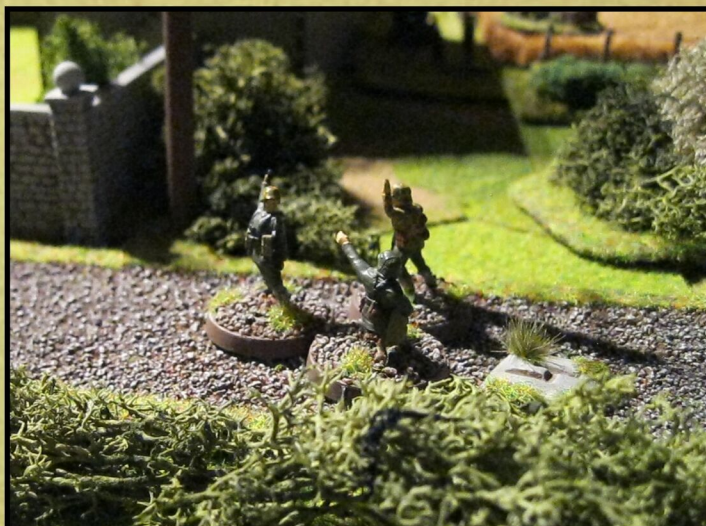
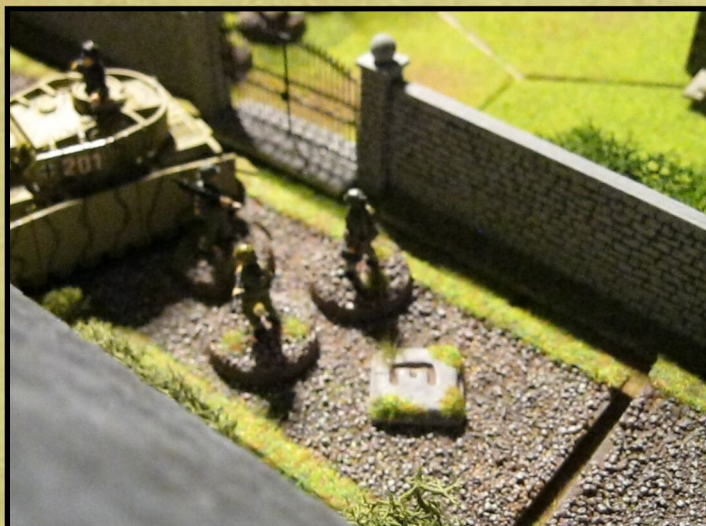
HE CONTINUES HIS BUILDUP IN THE CENTER WHILE HE HOLDS HIS PRESSURE HIGH ON HIS
LEFT FLANK (NEAR THE FOREST)



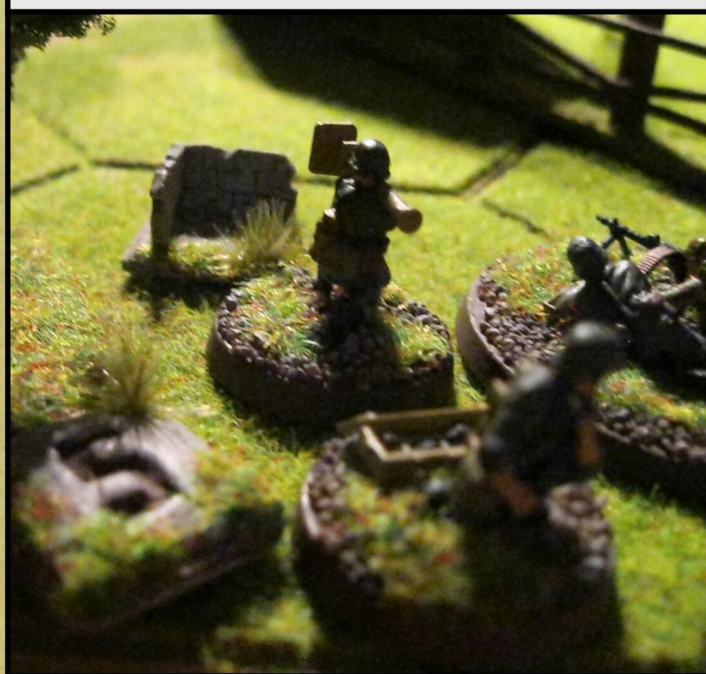
HE ADVANCES HIS STUG AND PUTS HIS PANZER IV IN AMBUSH IN THE SECOND LINE



MORE GERMAN TROOPS ARRIVE AND ARE ACTIVATED



THE PANZERSCHRECK TEAM GOES AGAIN INTO AMBUSH!



TALKING OF A BOLT ACTION, THE REMAINING SOLDIER OF THE ALLIED UNIT IN THE FOREST GOES BERZERK AND WANTS TO CLOSE ASSAULT THE 2 REMAINING SOLDIERS OF THE GERMAN RIFLE TEAM THAT MOVED ALSO INTO THE FOREST



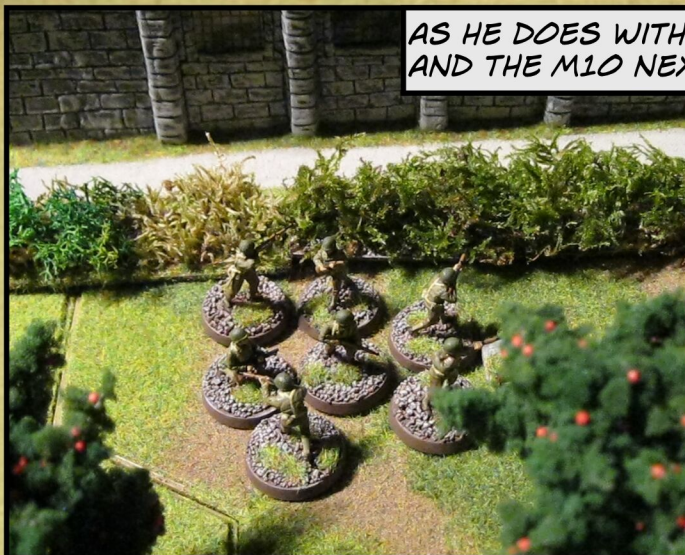
HE FAILS HIS EXPERIENCE TEST.... AND GETS PINNED!!!

THE FAILED EXPERIENCE TEST BREAKS THE ALLIED PLAYER WHO BLOWS THE RETREAT AND COMPLETELY CHANGES HIS BATTLE PLAN

HE MOVES THE HQ AWAY FROM THE FOREST



AS HE DOES WITH THE RIFLE TEAM
AND THE M10 NEXT TO THE FOREST



THE SNIPER TEAM MOVES
FORWARD TO SUPPORT
THE BAZOOKA TEAM



SHUUFF

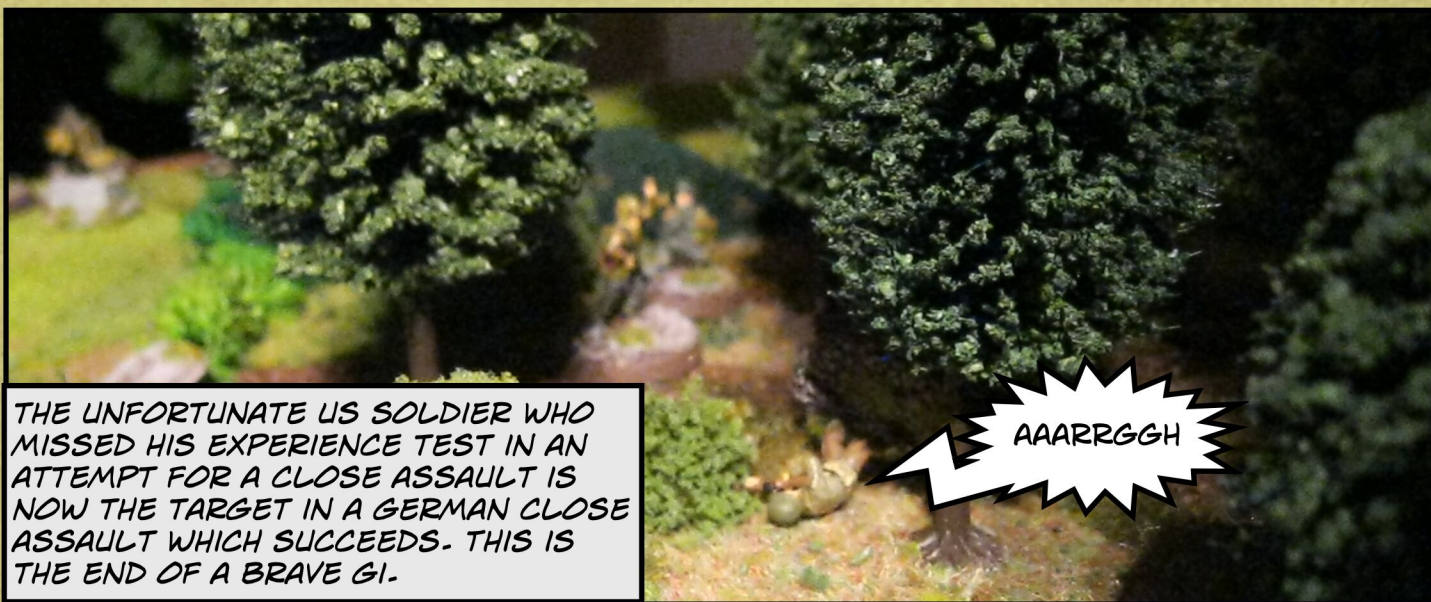


THE BAZOOKA TEAM GETS A CLEAR VIEW ON THE PANZER IV BUT THEY MISS TWICE

UP TO THE GERMANS



THE US BAZOOKA ATTACK DIDN'T PASS UNNOTICED. THE PANZER TURRET TURNS INTO THE DIRECTION OF THE CHURCH AND TRIES TO HIT THE BAZOOKA TEAM. FORTUNATELY FOR THE ALLIES LOTS OF SMOKE MAKES IT HARD TO SPOT THEM. A SECOND ATTEMPT SUCCEEDS BUT THE SHELL MISSES ITS TARGET. BAD LUCK FOR BOTH SIDES...



THE UNFORTUNATE US SOLDIER WHO MISSED HIS EXPERIENCE TEST IN AN ATTEMPT FOR A CLOSE ASSAULT IS NOW THE TARGET IN A GERMAN CLOSE ASSAULT WHICH SUCCEEDS. THIS IS THE END OF A BRAVE GI.

AAARRGGH

US TURN



THE BAZOOKA TEAM TRIES AGAIN TO HIT THE PANZER. TWO ATTEMPTS, NO SUCCES! THE ALLIED PLAYER STARTS TO GET FRUSTRATED.



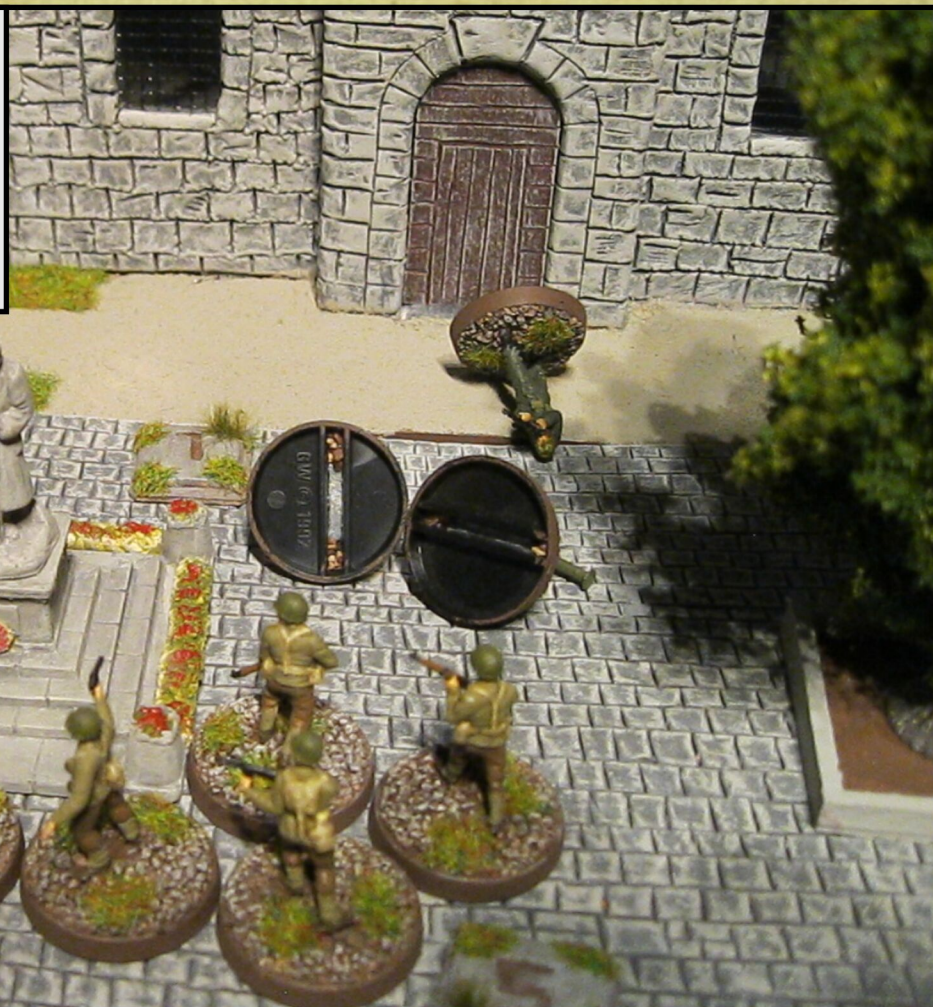
AGAIN A LOT OF ACTIVATIONS FOR THE ALLIED PLAYER. HE MOVES HIS UNITS ALL IN DIRECTION OF THE CHURCH TO PREPARE AN ATTACK ON THE LEFT FLANK (TOWARDS THE OBJECTIVES)





AN OVERVIEW OF THE
SITUATION AT THIS MOMENT

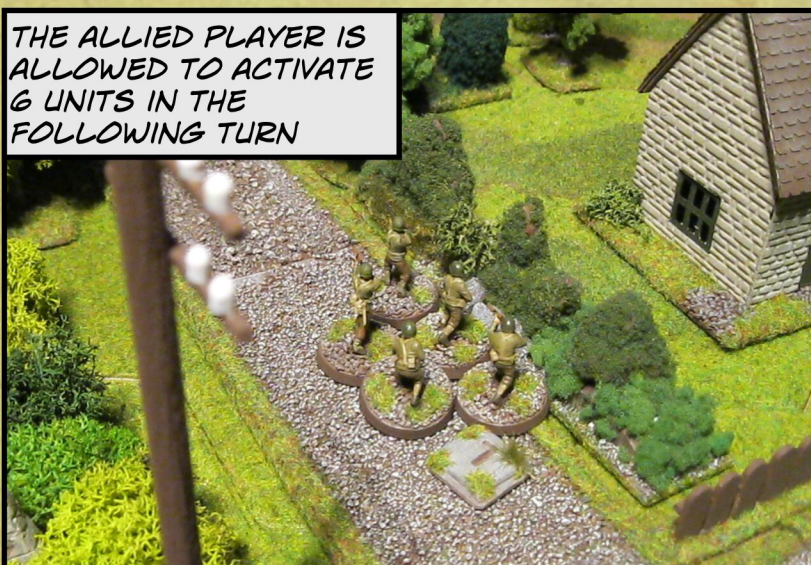
IN THE FOLLOWING GERMAN
TURN, THE SNIPER WHO WAS
STILL IN THE CHURCH MAKES A
CLOSE ASSAULT AT THE
BAZOOKA TEAM. HE SUCCEEDS
IN KILLING BOTH OF THEM BUT
GETS SERIOUSLY INJURED
HIMSELF AND IS OUT OF THE
GAME!



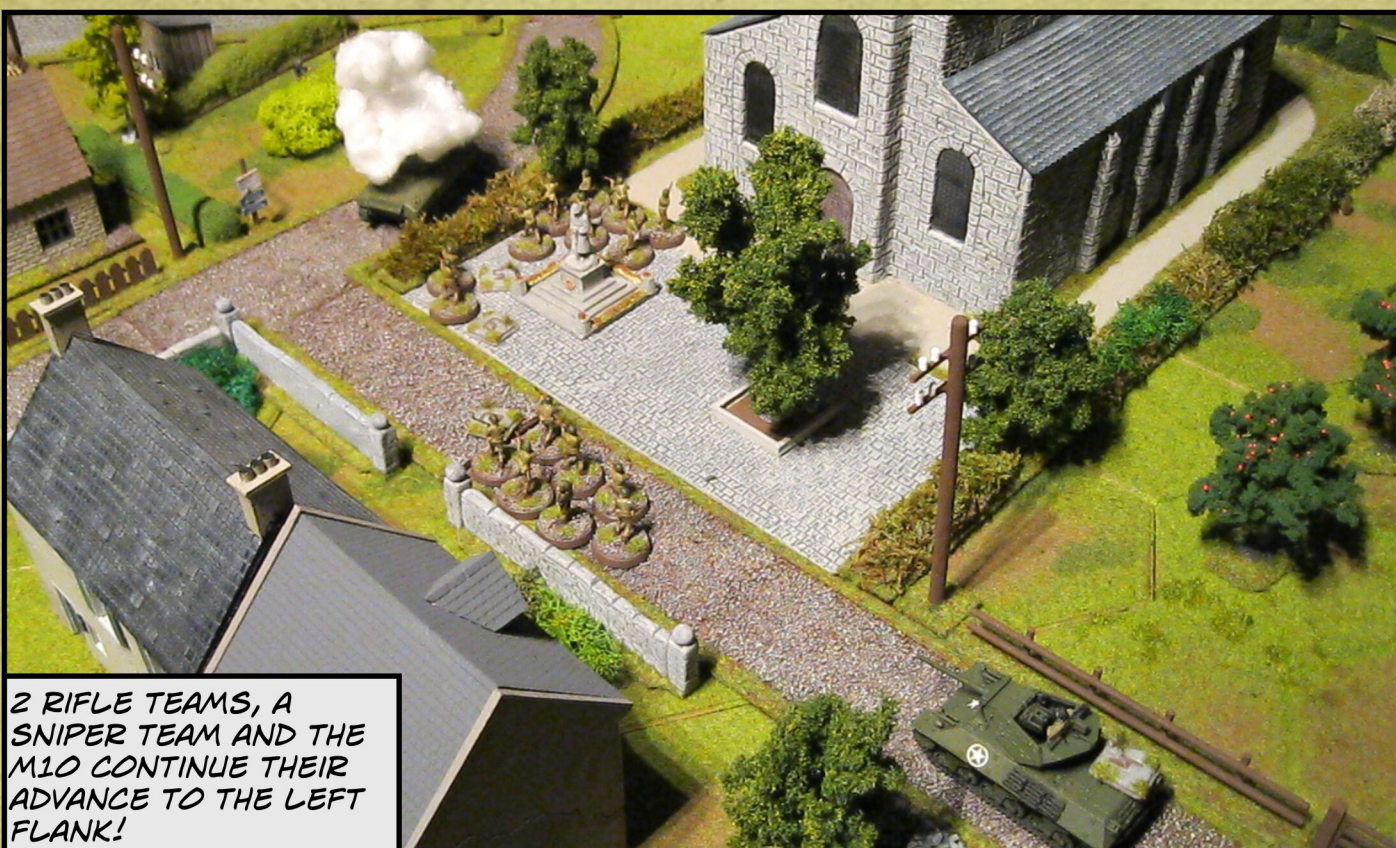
THE GERMAN PLAYER CONTINUES TO HAVE BAD LUCK IN ACTIVATING UNITS. ON TOP OF THAT THE ALLIED PLAYER PULLS AN 'AMMO LOW' BR COUNTER OUT OF THE BAG (AS A RESULT OF THE CLOSE ASSAULT BY THE SNIPER). HE PUTS IT NEXT TO THE UNIT WHO'S DEFENDING ONE OF THE OBJECTIVES. THEY'RE OUT OF AMMO FOR THE REST OF THE GAME!



THE ALLIED PLAYER IS ALLOWED TO ACTIVATE 6 UNITS IN THE FOLLOWING TURN

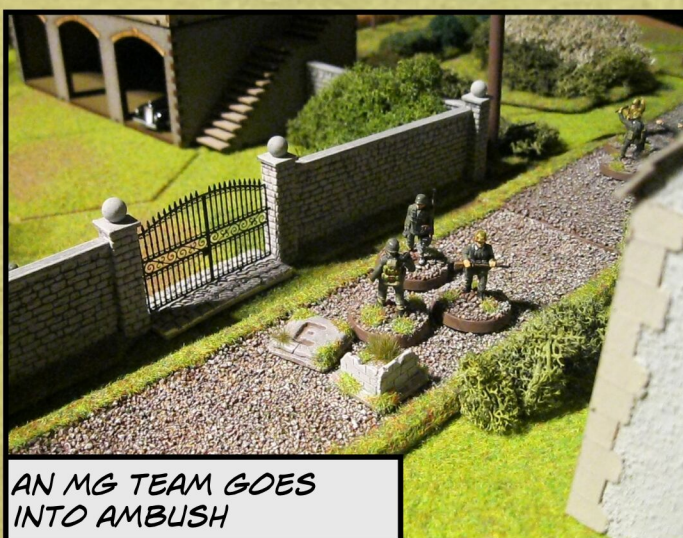


HIS HQ TEAM MOVES INTO THE CHURCH



2 RIFLE TEAMS, A SNIPER TEAM AND THE M10 CONTINUE THEIR ADVANCE TO THE LEFT FLANK!

AGAIN TO THE GERMANS AND THIS TIME HE CAN ACTIVATE 4 UNITS. HE STARTS WITH HIS 2 TANKS AND PUTS THEM IN PLACE TO ATTACK MULTIPLE TARGETS



AN MG TEAM GOES INTO AMBUSH



HIS HQ TEAM MOVES UP TO HELP OUT THE GERMAN UNIT WHICH FELL OUT OF AMMO

THE GERMAN MG TEAM NEXT TO THE FOREST SPOTS THE US RIFLE TEAM IN THE SQUARE BEFORE THE CHURCH. THEIR ATTACK IS VERY SUCCESSFUL KILLING 4 GI'S AND PINNING THE UNIT.



IN THE FOLLOWING US TURN, THE HQ TEAM MOVES INTO THE CHURCH TOWER AND THE M10 HAS SPOTTED THE STUG!



A GERMAN MORTAR ATTACK IS THE FOLLOWING ACTION. THE MOTORIZED SCOUT TEAM JUMPS OFF AND TRIES TO GET A MORTAR ATTACK ON THE BAR TEAM THAT JUST JUMPED OVER THE HEDGEROW!



THEIR ATTACK MISSES ACCURACY AND IS UNABLE TO PIN THE US UNIT



AN OPEN FIRE ACTION BY THE PANZER IV MAKES SEVERAL CASUALTIES TO THIS RIFLE TEAM. THE US MORALE CHECK ON THE OTHER HAND SUCCEEDS!



THE PANZERSCHRECK TEAM MOVES UP IN AN ATTEMPT TO ATTACK THE M10



AND THE MG TEAM FINISHES OFF THE RIFLE TEAM ON THE CHURCH SQUARE! ANOTHER BR MARKER FOR THE ALLIES!!



THE US HQ IN THE CHURCH ORDERS A MORTAR ATTACK. THE ATTACK GOES 4D6 WILD AND THE US PLAYER DECIDES TO ABORT!



THE US BAR TEAM ENGAGES THE GERMAN RIFLE TEAM BEHIND THE STRAW BALES. NO GERMAN SURVIVORS AND A BR MARKER FOR THE AXIS.



THE M10 CONTINUES ITS BAD HABBITS AND FIRST FAILS IN THE OBSERVATION FOLLOWED BY A MISSED ATTACK AS A SECOND ACTION. WE THINK THE US ARMOR TEAMS CLEARLY WENT TO THE SAME PARTY, THE DAY BEFORE, AS THE SNIPER TEAM!



THE BAR TEAM
QUITS THE
ROAD AND
MOVES IN
DIRECTION OF
THE OBJECTIVE.
THE SENIOR
OFFICER
ARRIVES WITH
HIS JEEP.



THE GERMAN PLAYER LAUNCHES A CLOSE ASSAULT WITH HIS MOTORIZED SCOUT
TEAM AT THE US BAR TEAM. BOTH TEAMS COMPLETELY DESTROY EACH OTHER!
THE GERMAN PANZERSCHRECK TEAM MOVES FROM BEHIND THE CHURCH AND SHOTS
AT THE M10 BUT MISSES THE SHOT!



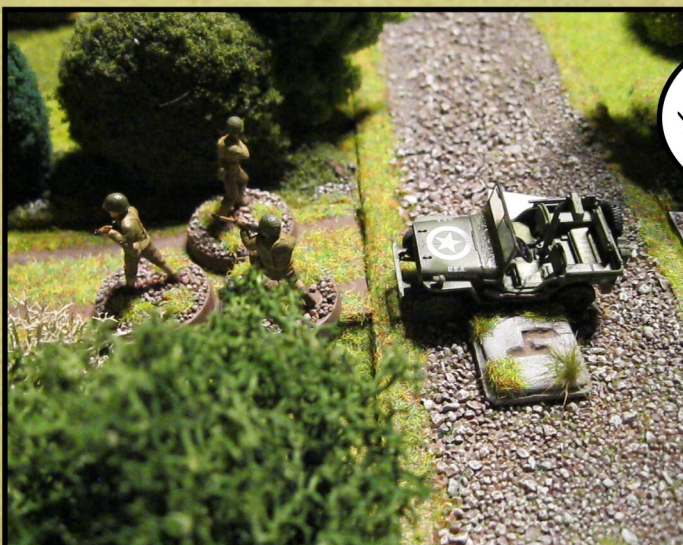
BOTH TEAMS HAVE TO TAKE A BATTLE RATING COUNTER AND THE ALLIED PLAYER
DRAWS A.... PLANE MARKER!!!! HE ROLLS A 5 WHICH MEANS AN AIRPLANE WILL
SHOW UP IN HIS FOLLOWING TURN.



THE US PLAYER DESTROYS THE
JEEP AND TAKES THE OBJECTIVE.
2 EXTRA BR MARKERS FOR THE
GERMAN PLAYER!



THE US PLAYER TRIES ANOTHER MORTAR ATTACK, ORDERED BY THE HQ TEAM IN THE CHURCH. THIS TIME THEY SUCCEED IN PINNING THE GERMAN RIFLE UNIT IN THE FARM HOUSE.



THE US SENIOR OFFICER, WHO WAS VERY USEFULL THIS GAME, DISEMBARKS FROM THE JEEP IN DIRECTION OF THE CONQUERED OBJECTIVE!

OOOH
COME ON,
YOU GOTTA BE
KIDDING ME!



THE M10 ATTACKS THE STUG BUT FAILS AGAIN IN BOTH ATTEMPTS. THESE GUYS SIMPLY DON'T SEEM TO BE ABLE TO HANDLE THE JOB!



BUT IN WAR YOU DON'T GET TOO MUCH CHANCES. IF YOU MISS, YOUR OPPONENT WON'T. WHICH HAPPENS IN THIS CASE. AFTER A FAILED ATTACK OF THE STUG, THE PANZERSCHRECK TEAM CLEARS THE JOB. BYE BYE M10 AND ANOTHER BR MARKER FOR THE US PLAYER. HE'S ABOUT TO BREAK!!



THE GERMAN MG TEAM AND PANZER IV ATTACK THE ONLY UNIT STILL VISIBLE FOR THEM BUT BOTH FAIL IN THEIR OBSERVATION AND/OR ATTACKS

VERDAMMT!!!



LET'S GET THE HELL OUT OF HERE!!



THE GERMAN HQ TEAM CRAWLS THROUGH THE BARBED WIRE INTO THE GRAIN FIELD

BUT THEY WERE ALREADY SPOTTED BY AN AMERICAN AIRPLANE



RATATATATA!

RATATATATA!

AAARRGGH

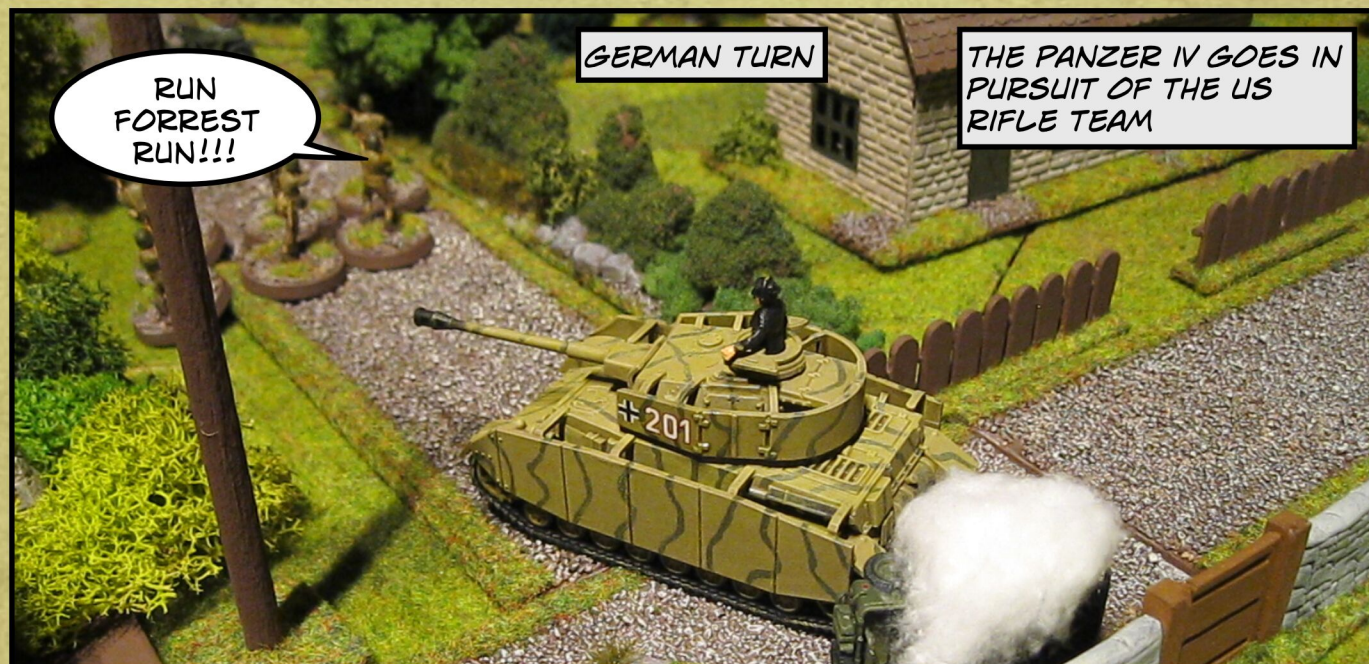
THE AIRPLANE WIPES OUT THE GERMAN HQ TEAM. THIS TIME THE GERMAN PLAYER STARTS TO WORRY. ANOTHER BR MARKER AND HIS OFFICER GONE!



THE US ATTACK CONTINUES. THE HQ TEAM IN THE CHURCH TOWER SHOOTS AT THE MG TEAM BEHIND THE PANZER AND CAUSES ONE VICTIM.



THE SNIPER ON THE OTHER HAND MOVES ASIDE THE HEDGEROW IN AN ATTEMPT TO SHOOT AT THE PANZERSCHRECK TEAM. YOU KNOW WHAT... HE MISSES!!



THE MG TEAM, THAT
LOST A SOLDIER AFTER
AN ATTACK OF THE US HQ
TEAM IN THE TOWER,



AAAARRGH!!

RATATATATA!

RATATATATA!



THE NEXT ATTACK OF THE US PLANE ON A PINNED GERMAN UNIT ENDS THE GAME.
THE GERMAN PLAYER BREAKS WITH A BR OF 24!!

CONCLUSION: **THANK YOU ANDRES** FOR THIS EXCITING GAME. 4/5TH OF THE GAME WAS IN FAVOR OF THE GERMAN PLAYER. HIS BIGGEST PROBLEM WAS ACTIVATING UNITS. HE ROLLED A WHOLE LOT OF 1'S AND 2'S WHICH MADE GENERAL ADVANCES ALMOST IMPOSSIBLE. THE US PLAYER HAD A LOT OF ACTIVATIONS (ROLLED MINIMUM A 4) THIS COMBINED WITH THE SENIOR OFFICER GAVE HIM A LOT OF MOBILITY. THE US PLAYER THREWED VERY BAD IN ALMOST EVERY ATTACK. IT WAS AT THE END WITH THE SHIFT FROM LEFT TO RIGHT THAT THE US PLAYER GOT MORE POSSIBILITIES. THE AIRPLANE AT THE END DECIDED CLEARLY THE GAME IN FAVOR OF THE ALLIES (**THEIR BR WAS 24 OUT OF 26, THEY WERE ABOUT TO BREAK!!**).

THIS WAS A REALLY EXCITING GAME AND ANYONE WHO DIDN'T PLAY BATTLEGROUP SHOULD TRY IT OUT. THE RULES ARE KEPT SIMPLE AND WE ALWAYS HAD THE FEELING IN EVERY SITUATION: "OK THIS MAKES SENSE". **THANKS A LOT WARWICK KINRADE!!!!**

WE SURELY MADE ERRORS AND WE NEGLECTED FAR TOO MUCH THE USE OF AREA FIRE BUT WE LEARNED OUT OF OUR MISTAKES AND A REMATCH WILL HAPPEN VERY SOON.