

## After Action Report

### Scenario: "Supply Drop" (posted by Warlord Games earlier this week)

Axis : Don 1000 points early war Germans

Allied : Marc 1000 points early war British

- No Armoured vehicles above 7+

Don and I met at J&B last night to try out this scenario. Don fielded an early war German platoon, which required them to be all motorized. I took early war British with an A9 tank and a Marmon Herrington II armoured car as back up.

Don won the table side pick roll. We then rolled to come on the table in T1. The scenario does not allow outflanking, and no reserves can come on until turn 3.

The scenario is based on both sides knowing a supply air drop will take place at the start of turn 3 but the drop location is variable, dependent on the roll.

We both advanced for the table centre; the initial British rifle fire was ineffective but the Germans were spot on and took some advancing Tommies off the table. My armoured car ran up to a German truck that was carrying two MMG units and unleashed 10 dice of hurt but only caused a single pin to it and its occupants.



At the start of T3 the drop took place, it rolled placement 24" left of allied table centre. We varied the proscribed second roll to allow a direction roll for 6" move from that point. That brought the supply practically on top of Don's two MMGs, which had safely dismounted from the transport and had set up in cover on the Axis right flank.

The "free" Brit spotter called in allied arty strike and it arrived at the start of T3, a "6" roll

brought hurt on top of Don's veteran infantry. They took the hurt and a whack of pins but stayed in the fight.



With the objective now on the table, Don rolled on his reserves- two trucks with an infantry squad in each. One truck failed its order check on T3 but the second came on. Meanwhile the 3 MMGs of the A9 were chewing up Don's infantry while his 2 MMGs were chewing up mine. My sniper maintained his consistent pattern of practicing the tenets of his Buddhist faith and whiffed every shot. My 25-pounder managed not just one but two one shot ranging-in fire missions, rolling 6 on each of the MMGs and took them both off them board. Don made a dash with his last squad which came on in T4, advancing within 3" of the objective.



A ten-man British section advanced to close quarters and unleashed 14 dice on them but only managed to kill one Jerry. A second section assaulted and whittled them down to three, dying to a man themselves, all for the good of the Empire. My officer team advanced, fired and took the squad to one, and then my observer team assaulted the survivor, emerging victorious and removed any chance of the Reich seizing the air dropped tins of mushy peas and rice pudding. We wrapped it up then, a closely battle. The variable drop zone location made for a dynamic game.