

Flames of War — After Action Report —
Late War
Conflict Central 2011
Normandy Themed Campaign Weekend

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Axis

Game 1 – Breakthrough vs British 7th Armoured Company

Axis – 21st Panzer Division

HQ – 2 x Panzer IV H

Combat – Panzer Platoon (5 Panzer IV H)

Combat – Panzer Platoon (5 Panzer IV H)

Support – Schwere Panzer Platoon (2 x Tiger Ie)

Support – Panzer Grenadier Platoon (3 squads)

Allies

HQ – 2 Cromwells + 2 Crusader AA

Combat – Cromwell Platoon (3 + Firefly)

Combat – Cromwell Platoon (3 + Firefly)

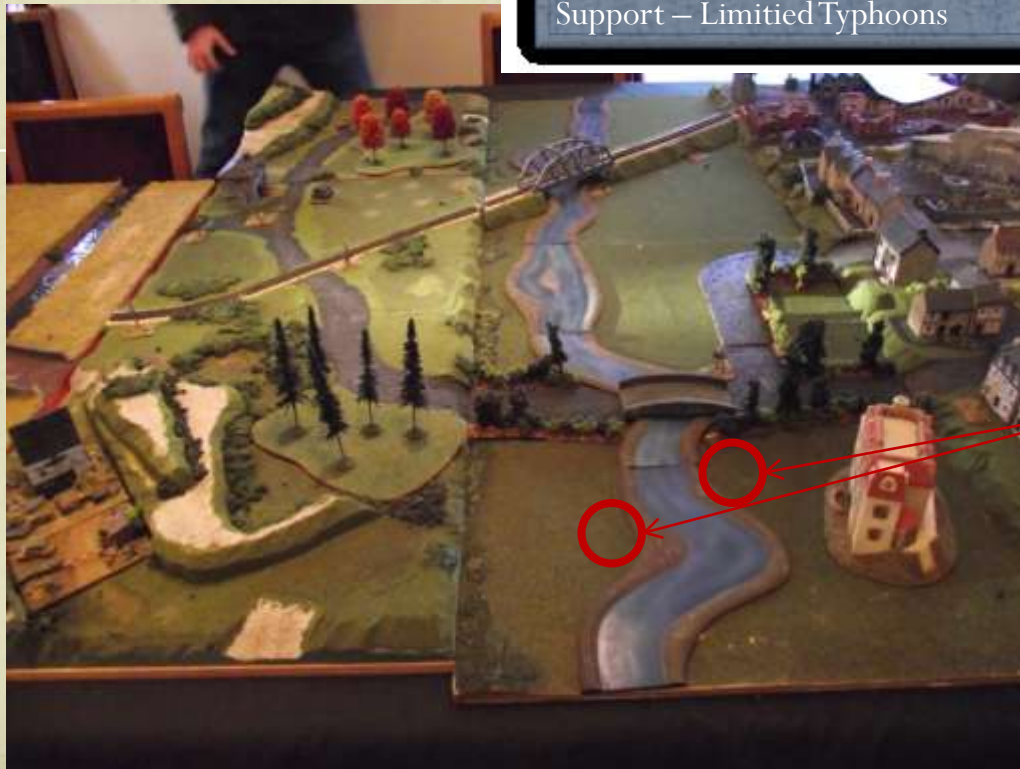
Combat – Cromwell Platoon (3 + Firefly)

Weapon – Stuart Platoon (3)

Weapon – Recce Platoon (3 Universals)

Support – Rifle Platoon (3 squads)

Support – Limited Typhoons



Objectives

Note: This photo was taken before realised that we should be playing on the middle two boards. Building on the left was moved and objectives placed where circles are.

Game 1 – Breakthrough vs British 7th Armoured Company



With my force deployed in one corner ready
To advance on the objectives



The Brits sat in the starting corner
And waited till his 3 Platoons of Cromwells
arrived in the flanking force

Game 1 – Breakthrough vs British 7th Armoured Company



On Turn 5 – the Brit flank force starts to arrive
And has a great view of my parked Panzer IVs

Meanwhile the Germans fail to get any reserves.

End result 4 dead Panzers and 5th takes off with
The CinC



Game 1 – Breakthrough vs British 7th Armoured Company

I finally get my Tigers who have to travel over a railway embankment, to face all 3 Cromwell platoons. Who are now ready to push me off the objectives.

As it is he broke me on turn 7, with only the 2 Tigers left on the table.



Game 2 – No Retreat vs British 7th Rifle Company

Axis – 503rd Schwere PanzerKompanie

HQ – 2 x Tiger Ie

Combat – Panzer Platoon (2 x Tiger Ie)

Combat – Panzer Platoon (2 x Tiger Ie)

Combat – Panzer Platoon (1 x King Tiger)

Support – Scout Platoon (2 squads)

Allies

HQ – Command Section

Combat – Rifle Platoon (3 squads)

Combat – Rifle Platoon (3 squads)

Weapon – Mortar Platoon (3 sections)

Weapon – Recce Platoon (3 Universals)

Support – Commando Platoon (1 section)

Support – Breaching Group

Support – Crocodile Platoon (3)

Support – Naval Battery



Objectives

Game 2 – No Retreat vs British 7th Rifle Company



As the Brit player had taken a Breaching Group (which became 4 x M10 tanks), it meant that my Tiger Company was on the defence on a Bocage table!!!!

So I decided to deploy 4 Tigers and a King Tiger.

Meanwhile the Brits slowly advanced through the bocage.



Game 2 – No Retreat vs British 7th Rifle Company



First casualties where the M10's sniped at long range by the waiting Tigers.
While the Universal's spent the game recce moving forward and then fleeing at the first sign of shooting.

In the end the breaking point was the 4 Tigers lined up firing at the Rifle Platoon as they tried desperately to cross the bocage.

Then the rest of his force had to run across open fields to mass MG fire....



Game 3 – Hit the Beach vs British 3rd Rifle Company

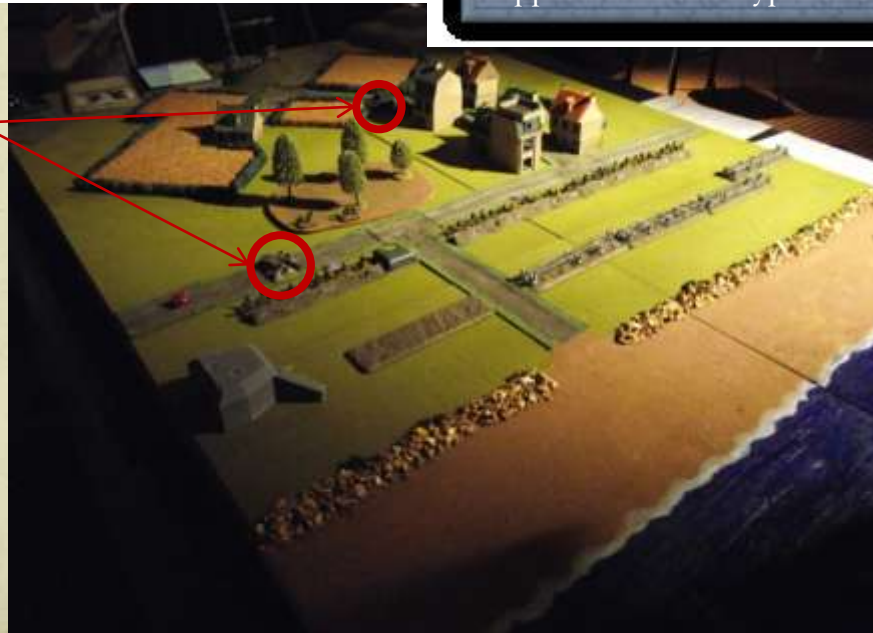
Axis - FestungKompanie

HQ – 2 x Command SMG Panzerknacker
Combat – Festung Veterans Platoon (3 squads)
Combat – Festung Veterans Platoon (3 squads)
Combat – Festung Veterans Platoon (3 squads)
Weapon – HMG Platoon (3 sections)
Weapon – Mortar Platoon (1 section)
Support – Infantry Gun Platoon (2 guns)
Support – Scout Platoon (1 squad)
Support – Luftwaffe AA Assault Platoon (2 guns – Flak36)

Allies

HQ – Command Section
Combat – Rifle Platoon (3 squads)
Combat – Rifle Platoon (3 squads)
Weapon – Mortar Platoon (2 sections)
Weapon – Recce Platoon (3 Universals)
Support – Commando Platoon (1 section)
Support – Engineer Platoon (2 squads)
Support – Breaching Group
Support – Crocodile Platoon (3)
Support – Field Artillery (4 x 25pdrs)
Support – Limited Typhoons

Objectives



Game 3 – Hit the Beach vs British 3rd Rifle Company

Sorry no photos for this game, it was a bit intense and long

Highlights:

- Managed to Pin the 1st arrivals of Brits on the Beach costing him valuable turns
- The 88 Bunker scared the Churchills and Crocodiles from moving too aggressively up off the beach – finally destroyed after 4 Petard shots.
- Festung Veterans held their line as long as they could and then retreated.
- Meanwhile reserves moved very slowly forward.
- Flak36 guns survived 6 turns of 25pdr bombardment and shot down 7 Typhoons.
- As Turn 11 came round, Brits managed to get the Flail Sherman within claiming range of the rear objective – to have it blown sky high by the Flak36's on open sights....

Game 4 – Hasty Assault vs British Airborne Company

Axis – 6th Fallschirmjager Regiment

HQ – Command + Panzershreck Team

+ Von der Heydte + 4x Panzerfaust Trap Teams

Combat – Fallschirmjager Platoon (3 squads)

With Panzerfaust upgrades

Combat – Fallschirmjager Platoon (3 squads)

Weapon – HMG Platoon (2 sections)

Weapon – Mortar Platoon (1 section)

Support – Heavy Mortar Platoon (2 sections)

Support – Anti-Tank Platoon (3 x PaK40)

Support – AA Gun Platoon (2 x Flak38 guns)

Support – Heavy AA Gun Platoon (2x Flak36)

Allies

HQ – Command Section + Tom Stanley

Combat – Para Platoon (3 squads)

Combat – Para Platoon (3 squads)

Combat – Para Platoon (2 squads)

Weapon – Mortar Platoon (2 sections)

Weapon – HMG Platoon (1 section)

Support – Artillery Battery (2 sections)

Support – Royal Engineers (2 sections incl

Flamethrower)

Support – Priority Typhoons

Objectives



Game 4 – Hasty Assault vs British Airborne Company



As we were both Infantry forces, we had to roll off to see who was the attacker, which resulted in the Germans attacking. I decided to go through the Chateaux as the other route was open ground.

The Brits reacted by immediate ambush with his Para Platoon behind the Chateaux

It was going to be bloody.



Game 4 – Hasty Assault vs British Airborne Company



The Fallschirmjäger assaulted the Chateaux killing most of the Para's along with Tom Stanley.

But had held up the German advance.

The RAF turned up in force, but my trusty Flak38 guns shot them all down

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At this point we had about 15 mins left of the game, enough for each of us to have a turn. I could take the game with a good assault? My opponent decided he needed the loo and returned 20 minutes later.....

I decided not to argue and gave him the win!



Game 5 – Breakout Mission vs US 3rd Armoured Spearhead Company

Axis – 6th Fallschirmjager Regiment

HQ – Command + Panzershreck Team

+ Von der Heydte + 4x Panzerfaust Trap Teams

Combat – Fallschirmjager Platoon (3 squads)

With Panzerfaust upgrades

Combat – Fallschirmjager Platoon (3 squads)

Weapon – HMG Platoon (2 sections)

Weapon – Mortar Platoon (1 section)

Support – Heavy Mortar Platoon (2 sections)

Support – Anti-Tank Platoon (3 x PaK40)

Support – AA Gun Platoon (2 x Flak38 guns)

Support – Heavy AA Gun Platoon (2x Flak36)

Allies

HQ – 2 Shermans

Combat – Shermans 76mm (5)

Combat – Shermans (4)

Combat – Shermans (4)

Weapon – Stuart Platoon (4)

Support – Armoured Rifle Platoon (2 squads)

Support – Rifle Platoon (3 squads)

Objectives



Game 5 – Breakout Mission vs US 3rd Armoured Spearhead Company



I deployed ready to jump out the cornfield to claim the objectives. Panzerfaust Trap Teams waiting to ambush. The RAF turned up in force, but my trusty Flak38 guns shot them all down

Now this was the most fun game I had all weekend.

My opponent was a stand-in for 'no show' Using an army provided, as can be seen just tanks and infantry – no artillery or air!



Game 5 – Breakout Mission vs US 3rd Armoured Spearhead Company



The special rule for Spearhead with it's extra recon caught me out, letting his Armoured Rifle Platoon reach the objectives in turn 1

But my Jager Platoon with Panzerfausts did an amazing job of killing 11 Shermans as they chased down the Americans and with a final hit from Von der Heydte bailed the CinC Sherman and caused the final Sherman to break – breaking him army.



Result

Game 1 – Breakthrough vs British 7th Armoured Company Loss 6-1

Game 2 – No Retreat vs British 7th Rifle Company Win 6-1

Game 3 – Hit the Beach vs British 3rd Rifle Company Win 4-3

Game 4 – Hasty Assault vs British Airborne Loss 6-1

Game 5 – Breakout Mission vs US 3rd Armoured Company Win 5-2

Overall: The points for Axis and Allies were totalled for all games (FoW Score x 3)

Result: Allies = 888pts Axis = 1395pts

Responding win for the Axis Forces.