

CoC After Action Report 24/04/2019

Location	Normandy
Date	1944

Allied Force	British	Force Morale	8		Axis Force	Force Morale	8	
Commander(s)	Rory				Commander(s)	Colin and Ivan		
Strength	Inf Platoon + FO + 2" Mtr + Pre Game Barage				Strength	German Heer Platoon + SL + Adj		

Turn	Phase	Initiative	Unit	Action	Result	FM/VP
1	1	British 2,3,4,4,6	4, SL	Deploy		
			2, Section	Deploy		
			3, Section	Deploy	2 Teams tactical	
	2	German 2,2,4,5,5	2, Section	Deploy	P.G.B disrupted rest of phase	
	3	British 2,3,3,4,5	2, Section	2d6 move		
			3, JL	3d6 move, -1 shock		
			4, SL	3d6 move, -1 shock		
	4	German 3,4,4,5,6	4, SL	Deploy		
			4, SL	Deploy		
			3, JL	Deploy & Overwatch		
	5	British 1,2,4,5,6	1, FO	Deploy		
	6	German 1,2,3,3,5	4, SL	2d6 move, -1 shock, ord sect move 2d6(5")		
			2, Section	move 2d6(4")		
			3, JL	Deploy, fire 12d6	3 hits, 1 dead	
	7	British 3,3,4,6,6	3, JL	Fire 4d6	2 hits, no effect	
			3, JL	move 2d6(8")		
			4, SL	move 2d6 -1d6 for wall, activate FO		
	8	British 1,2,4,5,5	3, JL	move 2d6		
			1, Lt Mtr	Deploy & Overwatch		
			4, SL	FO ranging shot	deviate 5d6"	
	9	German 2,4,4,5,5	2, Section	Deploy		
			4, SL	fire LMG team +2d6	3 hits, no effect	
			4, SL	sect move 1d6, fire half effect	5 hits, 3 shock	
	10	British 2,2,2,2,6	2, Section	fire 12d6	5 hits, 3 shock, 1 dead	
			4, SL	FO, Fire Mortars at full effect	No damage caused	
			2, Section	Lt Mortar	Fire Smoke	
				move 2d6(5")		

		German	2, Section	fire 5d6 Use CoC dice to end turn	1 hit, no effect Smoke removed, Mtr Bat ends	
2	1	German 2,3,5,6,6	2, Section 3, JL	move 2d6(8") move 2d6 -1d6 for terrain(3")		
	2	German 2,4,5,5,6	4, SL 2, Section	move sect 2d6(4") move sect 3d6(10") -1 shock fire 14d6	5 hits, 3 shock	
	3	British 2,2,5,5,6	4, SL	FO Lt Mortar	Contacted battery (successful) Smoke - on target	
	4	German 1,3,3,3,5	3, JL 3, JL 3, JL	move 1d6(5") fire @ 1/2 effect fire 12d6 place section on Overwatch	2 hits, no effect 6 hits, 1 shock	
	5	British 3,4,6,6,6	4, SL 3, JL CoC Die	FO ranging shot Lt Mortar -2 shock Keep mortar battery firing	2 hits, 1 shock	
3	1	British 4,5,6,6,6	4, SL	FO, Fire Mortars at full effect	1 hit, no effect	
4	1	British 1,2,3,3,5	1, FO 3, JL 2, Section	Contact Battery -2 shock move 2d6(10")	Not available this turn	
	2	German 1,2,3,3,5	3, JL 2, Section 3, JL	fire 14d6 fire 14d6 move 2d6 into close combat	8 hits, 2 dead 6 hits, 2 shock British = 7d6 = 2x6, 1x5 German = 18d6 = 2x6, 4x5 British break	
	3	British 3,3,5,6,6	3, JL 3, JL	move 2d6(10") move 2d6(8")		
	4	British 2,3,5,5,6	3, JL 2, Section	move sect 3d6(9") fire 15d6	7 hits, 1 dead, 1 shock	
	5	German 1,2,6,6,6	2, Section	fire 15d6	6 hits, 1 dead, 2 shock	
5	1	German 3,3,4,6,6	4, SL	move 3d6 activate section - move 3d6(10')		

			3, JL 3, JL	fire 15d6 move 2d6(5")	4 hits, no effect	
	2	German 1,2,2,4,5	4, SL	activate section - fire 16d6 move 2 sections in to close assault British withdraw from battlefield	9 hits, 2 dead, 2 shock British = 8d6 German33d6 British rout as outnumbered 4 to 1	
Final Force Moral (FM) / Victory Points (VP) Scores						Total
						Allies
						Axis