

## J96 Another Bloody Attack AAR

I played the Germans in this Primosole Bridge scenario. Bruno L'Archevesque played the British. We both enjoyed the scenario. Despite the dice being all over the place, we felt the game could go to anyone up until the final turn.

There is a pre-game shellhole placement in which both players participate, as well as a pre-game bombardment against the Germans. These two factors mean no two playings will ever be exactly the same.

The feel of the fighting was a bit unexpected, because there are a lot of hindrances, made up of mist, brush, vineyards, orchards, wrecks, smoke and the bridge itself. Often, it was not unlike the jungle.

The bombardment in our playing revealed the 75\*RCL (east of the bridge by three hexes) on a PTC, broke the crew of the 40LL ATG (west of the bridge, near the narrow part of the river) and rubble three building hexes, one of which had a squad with DC. That DC was a significant portion of the German AT capability, so I don't recommend ever putting it in a building. It also broke another squad (that later was taken prisoner). I set up the minimum six squads south of the river, one of which deployed. The pillbox south of the river had a squad and LMG directed by the 8-1 leader. The pillbox north of the river had the 9-1 and a squad with LMG. The 7-0 had the radio in a foxhole west of the bridge. The flamethrower squad was in a foxhole adjacent to the bridge. The other DC was with a squad in a foxhole on the north side of the bridge. The rest of the squads and some dummies were in foxholes along the northern side of the river.

During the British first turn, I managed to break and pin a few squads. Bruno sent three of the tanks, carrying a platoon and 8-0, to the narrow part of the river on the west side of the map. This group finished off the broken ATG crew, but my OBA was able to break up the attack over time. It killed one British squad early on, and then broke another. One squad with the 8-0 managed to get across, but a German infantry fire eventually broke them and drove them back. In the long run, only one broken HS survived. The OBA also immobilized one of the Shermans in that attack. The first German sniper attack eliminated the British sniper (no great loss, at a two).

Bruno also sent one Sherman and a marching platoon near the east edge. This group eliminated the token German HS in that area, and then migrated towards the bridge. The rest of his troops came in all along the middle. In the early turns, I was able to eliminate a couple of squads for failure to rout. That stopped around turn 3, I believe, when Bruno started putting out lots of smoke. This prevented the north troops from offering much support. The south pillbox held out fairly long, definitely one turn longer than it should have, when it rolled snakes on a CC in which I was expecting them to end up in melee. Instead, they had a hero and freedom to fire. Eventually, they met their inevitable end.

The OBA did not get a second fire mission; however, the British casualties had mounted to various causes. The 75RCL did not do much harm until there was infantry on the bridge. Unfortunately, I had forgotten that it had Heat ammunition.

It was heart breaking for me when the Shermans started to cross the bridge around turn four. My FT rolled a 12 on its first shot. My 8-0 carried a DC to attack a tank, running through a fair amount of fire to successfully place the DC, only to roll no effect against the tank. On turn five, a miracle CC killed a motion Sherman to push the British casualties up to 29, one short of their limit. Bruno pushed all the infantry he had left across the bridge to try to win with 12 CVP north of the river. Two things stopped him. One HS got pinned on the bridge, the only German success of many British troops running through German residual FP. The other problem for him was a prisoner that had caused a melee in his rally point on the south side. This tied up a British 9-1, squad and HS that would have probably taken part in his turn six charge. The German 9-1 and squad were still in the north pillbox, despite much AP equivalency fire, so the British were unable to win by the hex control conditions.

It was a slim German win. We found it to be an exciting scenario.