

AFTER ACTION REPORT

DATA COLLECTION PROJECT

4th Quarter Report
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June, 2008

www.bardsabode.com/aar.html

Introduction

The primary goal of the After Action Data Collection Project (AARDCP) is to collect and analyze game-play data in an attempt to identify trends within the FoW gaming community. Examples include what forces, scenarios, and terrain densities are most commonly being used. Through careful analysis of the data, we can also search for more specific trends, such as revealing if a given scenario is more likely to be won or lost by a particular type of army. While the AARDCP is not affiliated with Battlefront in any way, we have agreed to share this data (and any analysis of that data) with Battlefront. The concept was launched on May 8, 2007 with the first reports being received on May 18, 2007.

The 4th Quarter Report compiles the data collected over the course of the project, a total of 390 days. The raw data will not be made public. However, every effort will be made to fully disclose the findings. Certain items, such as the limited personal data requested on the form, will remain confidential. Any analysis of data will be forwarded to Battlefront before any results are reported to provide an opportunity for a response.

With any research project, there comes a question of validity. In the case of the AARDCP, a voluntary effort, validity is a difficult goal. We are only collecting data from volunteers. It is expected that most of the data will be reported by members of the Flames of War forums. Therefore, we expect a very limited sample meaning that our data may not be able to be generalized across FoW players and games as a whole.

It is difficult to verify the accuracy of individual reports. Accuracy relies on the individual reporting to be as open and honest as possible. Certain questions, such as Terrain Density, can be considered to be rather subjective (what does 20-40% terrain look like?). Unfortunately, without having "trained" terrain density specialists present at every game to make the proper assessment, the best we can do is ask you to use your best judgment.

There are a number of other issues involved with this type of data collection; the above examples illustrate the point. While the AARDCP strives to gather information, it also realizes that, from a scientific perspective, any resulting analysis will be on shaky ground. Nevertheless, we will press forward, do our best to provide valid data, and, should the need arise; further research can be conducted at a later date. At the very least, I will proudly say that we will have gathered more game-play data analysis than would otherwise be available to the average player.

Commentary on the Data Collection Process

For detailed commentary on the questions included on the AARDCP reporting form, please see the Preliminary Report dated June 6, 2007.

Purpose of the Quarterly Reports

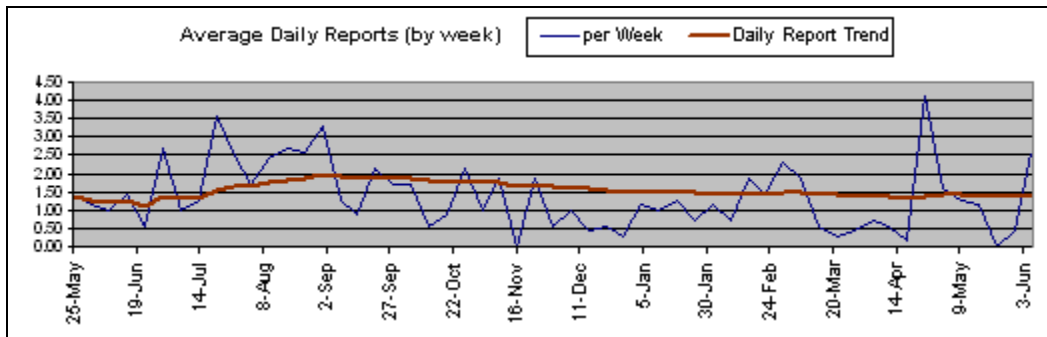
The quarterly reports, much like the Preliminary report, will be used to release basic data and basic observations derived from the data received to date. Any findings of the AARDCP beyond basic observations will be reserved for the Final Report. It is hoped that the data included in the quarterly reports will accomplish two things. First, the quarterly reports will help create further awareness of the AARDCP, stimulating further reporting throughout the course of the project. Second, it will present a progressive look at the data so that participants see the impact of the reports they submit.

Data Summary Sheets

The Data Summary Sheets at the end of this report provide a more detailed look at the data compiled from the After Action Reports submitted to the project. The goal of these sheets is to provide basic information at a glance. More detailed breakdowns of key information will be included in the final report. Additional information in this report may not be reflected in the data summary sheets to avoid clutter. Such information will be disclosed as clearly as possible within the report itself.

Data Collection Trend

After a somewhat slow start, the AARDCP saw a marked increase in reports received during the 1st Quarter. Over the course of the 2nd and 3rd Quarters, reporting slowed but has maintained a steady flow although somewhat slower during the holiday season. Reporting during the 4th Quarter maintained pace although reporting was somewhat erratic. This pattern of reporting appears to be a direct result of tournament play as well as player response to reminder posts on the *Flames of War* forums. The blue line indicates the average number of reports per day over the course of a week. The red line shows the trend, reflecting the steady increase in daily reports.



The total number of games reported was 549 with an average of 1.41 reports each day for the duration of the data collection phase. The AARDCP accomplished the primary goal of 500 reports.

Future AARDCP Reports

The goal of the AARDCP was to continue collecting data for at least an entire year. Collection began on May 18, 2007 and continued through June 10, 2008. Following the release of the 4th Quarter Report, the data analysis phase of the project will commence. The goal is to complete a final report for release on or about August 1, 2008. As of this writing, there is no plan to continue with the AARDCP in its current form beyond this date.

The Final Report, including a full, detailed analysis, will be compiled, presented to Battle Front for review, and released to the public. This report will be as comprehensive as possible with more detailed analyses including several items which will not be found in the quarterly reports.

Requests for specific case studies may be sent to thebard@bardsabode.com. Such requests will be considered on an individual basis for inclusion in the Final Report or as addendums to the Final Report.

ACCUMULATED DATA

The data used in this report was collected over a 390 day period from May 18, 2007 to June 10, 2008. An average of 1.41 reports was received per day over this period. The data presented here is cumulative with that found in the preliminary report dated June 6, 2007, the 1st Quarter Report released in September, 2007, the 2nd Quarter Report released in December, 2007, and the 3rd Quarter Report released in March, 2008. A total of 549 games were reported, originating from ten nations and involving approximately 375 unique players. Sixteen players involved were reported in at least ten games. Seventy-one additional players took part in at least 3 of the games reported. Eighty-nine players reported playing two or more unique forces with twenty-seven of those using three or more. Twenty-nine players were reported with games against four or more unique opponents.

General Game Play Data

While the majority of games were played in a home or residence, tournaments and local game shop play are also well represented.

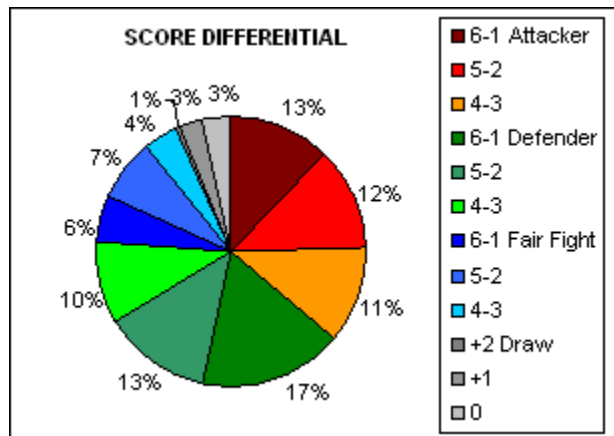
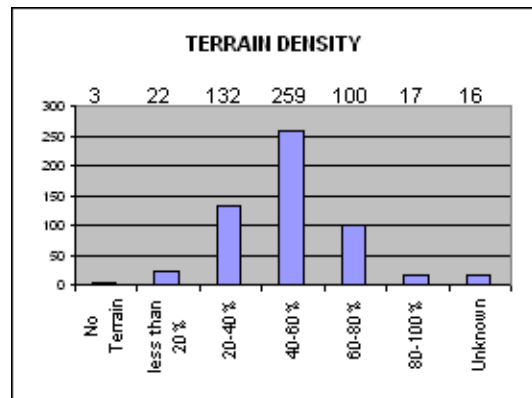
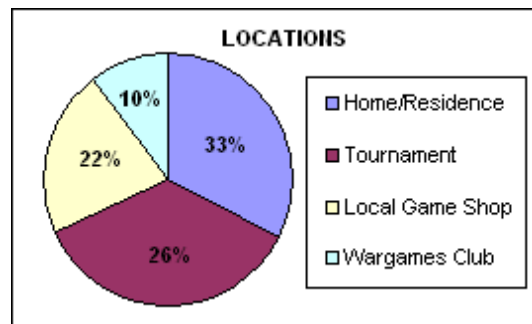
6'x4' game tables are by far the most common, making up 90.7% of the population. Of the remaining 51 games, no table size captured more than 1.6% of the total. Tables did cover the gamut from 3'x4' bocage-laden boards to a board reported as "Bigger" than the 8'x6' option available on the online reporting form.

Terrain density tends to cover 40-60% of the board (47%) with the categories of 20-40% and 60-80% making up another 42% of the tables reported. Overall, terrain density can be presented by a simple bell curve with a slight tendency to less dense terrain.

The average game was 6.5 turns in length with seven lasting 15 turns or more, including 2 Free For All's, 2 Hold the Line's, 2 Breakthroughs, and 1 Encounter scenario.

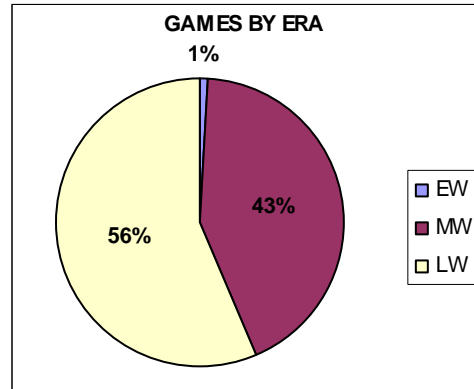
34.8% of games were won by virtue of a company morale check. 32.6% of battles were won by possessing the objective.

Victory margins across all scenarios are generally distributed evenly. In the chart to the right, the red shades represent attacker victories, green shades represent defender victories, blue shades represent Fair Fight victories, and grey shades represent draws in Fair Fight scenarios.

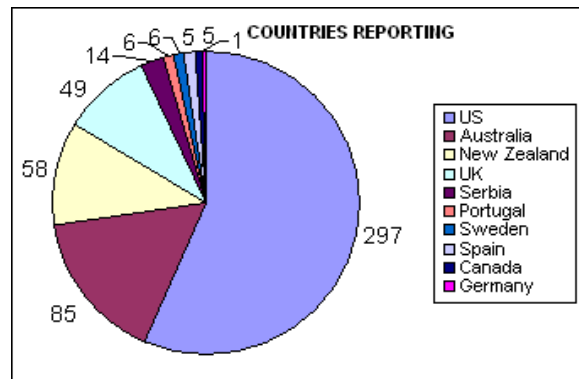


Games were reported for each of the three eras. Of the 420 games reported, 232 were Mid War battles and 314 were Late War battles. The final 3 games were Early War confrontations.

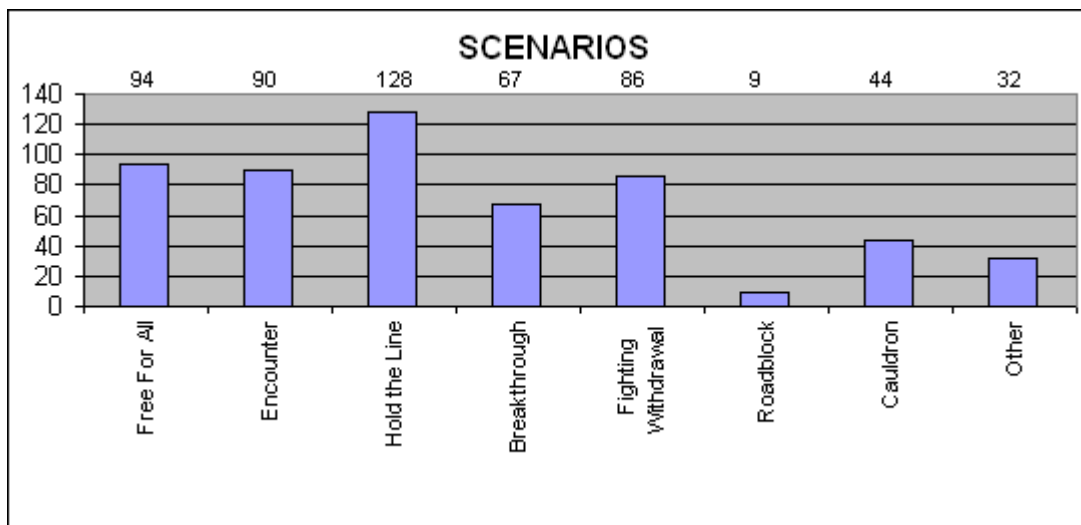
Point values for reported games ranged from less than 600 points to 3000 point games. The vast majority were played at 1500 points (63%) with 1501-1999 point games (20%) being the second most popular category. It is notable that the 1501-1999 point category doubled in the 4th Quarter, largely due to 1750 point games reported by players participating in tournaments.



Games were reported from ten different nations. The United States leads the way with 54.1% of the reports. Australia (15.5%) and New Zealand (10.6%) had substantial contributions as well. The European nations collectively account for 14.8% of the games reported.

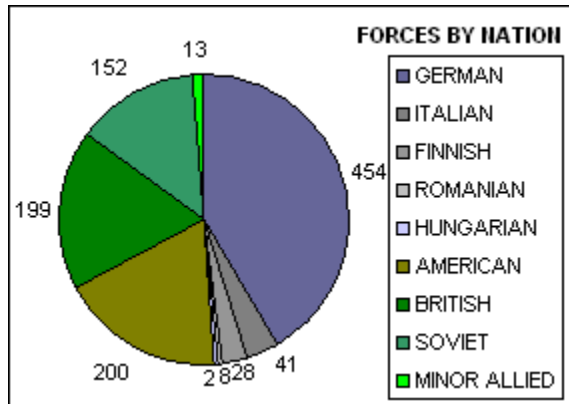


33.5% of the scenarios reported were Fair Fight battles. Hold the Line makes up 23.3% of the Defensive Battle scenarios. Combined, Free for All, Encounter, and Hold the Line make up 56.8% of all the games reported. Roadblock is the least played core scenario at 0.2%. The "Other" category currently includes fifteen named scenarios as described in the Data Sheet section of this report. Thirteen reports were received with no scenario identified.



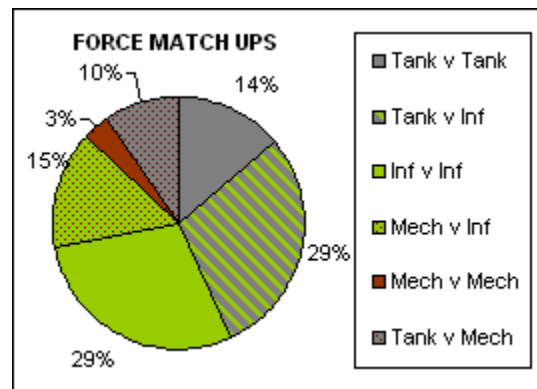
German forces are by far the most popular among those reported making up 41.3% of the population. Most of the companies reported were infantry (51.0%). Mechanized forces made up only 15.4% of the total. A breakdown of force types by nation can be found in the appendix, including a comparison of force types in the Mid War and Late War eras.

The top five lists reported were: Panzer Company (158), Grenadier Company (122), British Rifle Company and variants (89), Tankovy Batalon (60), and US Tank Company (55). This list includes instances where an individual played the same force multiple times.



The top five lists played by unique individuals were: Panzer Company (70), Grenadier Company (53), Strelkovy Batalon (35), Tankovy Batalon (32), and British Rifle Company and variants (32). This list is strictly based on the number of individuals who reported playing a force at least once. In other words, if an individual played a particular list more than once, they are still only counted as a unique list once.

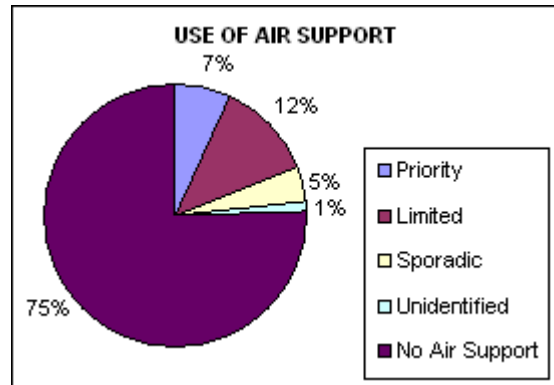
The match-ups between forces found infantry involved in most of the battles. 73% of all battles reported had infantry fighting on at least one side. Armoured forces were involved 53% of the time, mostly against infantry. Mechanized forces were the least represented, appearing in 28% of the reported battles.



NOTES OF INTEREST

Air Support

Reports that noted the use of air support in 26.8% of the games played. When air support is reported, it is largely Limited (43.5%) with Priority air support present in one-quarter (25.9%) of the games reported. Overall, only 147 forces (13.4%) of the 1098 reported included air support. In only 6 cases did both forces use air support in the same game.



Blue on Blue/Field Exercises

One quarter of all games played (140 games or 25.5%) were reported as battles against a friendly force. The most common battles against forces from the same country occur with German armies (40 games) while Americans and British are most often found fighting a force from another allied nation.

Nation Match-ups

The most common "nation versus nation" match ups all involve German forces. The final report will include more detail in this area.

Mid War versus Late War Force Composition

During the 1st Quarter, questions were raised regarding the perceived increase in armoured forces in Late War relative to their Mid War counterparts, especially in tournament settings. In the appendix are updated charts showing the change in force types reported by era. On the surface, notable changes are an increase in Late War of British mechanized forces and American and Soviet armored forces.

With the limitations of the AARDCP in mind, observation of this data will continue. However, while 26% of the reports are from tournament settings, the AARDCP has received only a small portion of each tournament's game data. Due to the focus of this issue, additional data can be collected from tournament results posted on the forums. Portions of the information collected from the forum will be included as supplementary data in the AARDCP final report. In this way, information in addition to individual AARs submitted to the project can be gathered to respond to this question.

SCENARIO NOTES

Previously, this section was used to address two of the primary questions which prompted this study. Given that this is the final Quarterly Report, updates to this section have not been made. The time spent in preparing the previously brief notes will be used to explore, in depth, game balance issues in regards to the Hold the Line scenario and Infantry with Heavy Support (IHAS). Pending the Final Report, please refer to the previous Quarterly Reports for more information on these two topics.

DATA SUMMARY SHEETS

The following pages provide summary data on all the data collected, individual scenarios, and select combinations of scenarios that assist in basic analysis. The data sheets are fairly simple. However, to avoid confusion, here are some basic notes on how the sheets should be read.

The Scorecard

The **summary box** on each data sheet shows how many games have been played in the category indicated (either an individual scenario or a collection of scenarios). This is further broken down with a summary of results. At

TOTAL GAMES	ATTACKER		DEFENDER		A
	20	55.0%	45.0%		
Tank v Tank	1	100.0%	0	0.0%	B
Tank v Mechanized	0	-	0	-	
Tank v Infantry	5	62.5%	3	37.5%	
Mechnzd v Mechnzd	1	50.0%	1	50.0%	
Mechnzd v Infantry	2	100.0%	0	0.0%	
Infantry v Infantry	2	28.6%	5	71.4%	

a glance, it identifies how often the Attacker or Defender wins in a Defensive Battle scenario (item A in the diagram). The lower section of this box identifies how often the Attacker or Defender wins in each of the possible company match-ups (item B). For example, in the above diagram, 20 games were played with the Attacker winning 55% of the time. Of the battles reported, a Tank v. Infantry confrontation resulted in the Attacker winning 5 of the 8 games reported or 62.5% of the those confrontations. If the scenario in question is a Defensive Battle scenario, this means that Tanks attack and win 62.5% of the time in the After Action Reports (AARs) reported. If a Defensive Battle had been reported with Infantry attacking Tanks, an annotation would be found at the bottom of that particular sheet.

The **score box** simply indicates the final score of the game. Each row corresponds to the same row in the summary box showing the force match-up. Here, we can see that when Tanks meet Infantry in this scenario (item A, third row), the Attacker won by a 5-2 score three times and a 4-3 score twice. Item B shows the corresponding scores for Defender victories.

A			B		
ATTACKER WINS			DEFENDER WINS		
6-1	5-2	4-3	6-1	5-2	4-3
0	0	1	0	0	0
0	0	0	0	0	0
0	3	2	0	2	1
1	0	0	0	0	1
1	1	0	0	0	0
0	1	1	2	2	1

The **era box** shows the point values and eras in which the scenario was played. A1 and A2 combine to show that, in this case, 15 games (75%) were played at a 1500 point value. Looking at the detail in B, we can see that 4 of these games were Mid War while 11

	EW	MW	LW	TOTAL	
	600 or less	0	0	0	0
600 points	0	0	0	0	0.0%
601-1499 points	0	1	0	1	5.0%
1500 points	0	4	11	15	75.0%
1501-1999 points	0	0	1	1	5.0%
2000 points	0	3	0	3	15.0%
2001-2999 points	0	0	0	0	0.0%
3000 points	0	0	0	0	0.0%
	0	8	12	20	
	0.0%	40.0%	60.0%		

were Late War games. At the bottom, we find the percentage of all games, regardless of the point values, that were played in each era. 40% of this scenario's games were Mid War battles.

The **origin box** indicates which nation reported each AAR. Here, we can see that New Zealand reported 5 games (25% of the total, see A1 and A2) with 3 Mid War and 2 Late War games (see B).

	EW	MW	LW	TOTAL	
Australia	0	1	1	2	10.0%
Germany	0	0	0	0	0.0%
New Zealand	0	3	2	5	25.0%
Serbia	0	0	0	0	0.0%
Spain	0	0	0	0	0.0%
Sweden	0	1	0	1	5.0%
United Kingdom	0	0	0	0	0.0%
United States	0	3	9	12	60.0%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

The Details

Below the Scorecard are further details indicating the win percentages by Role, Victory Points, and Outcomes in a fashion similar to that used in the Scorecard itself. Each area is read the same way. The **Win Percentages (Type & Role by Era)** box will be used as our sample.

		B WIN PERCENTAGES (TYPE & ROLE by ERA)									
		ATTACKER WINS			11	55.0%	DEFENDER WINS			9	45.0%
Attacker listed first		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL		
Tank v Tank	1	0	0	1	1	100.0%	0	0	0	0	0.0%
Tank v Mechanized	0	0	0	0	0	-	0	0	0	0	-
Tank v Infantry	8	0	1	4	5	62.5%	0	1	2	3	37.5%
Mechanized v Mechanized	2	0	0	1	1	50.0%	0	1	0	1	50.0%
Mechanized v Infantry	2	0	1	1	2	100.0%	0	0	0	0	0.0%
Infantry v Infantry	7	0	1	1	2	28.6%	0	3	2	5	71.4%
		0	3	8			0	5	4		
		0.0%	27.3%	72.7%			0.0%	55.6%	44.4%		

A1 shows again shows how many games were reported for each match-up. As noted, the attacker is listed first. Annotations will be added for any exceptions. A2 shows how many of these games were won by the Attacker. Here, we can see that Tank v Infantry battles were won by the Attacker (usually the tank company), 62.5% of the time (5 of the 8 games reported). On the far right, you will find the corresponding defender wins reflecting that the Infantry company won 37.5% or 3 of the games reported. Area B breaks down the Attacker's wins by Era. One Mid War and four Late War games were won by Tanks attacking Infantry. At the bottom of this area, we find that the Attacker wins 27.3% of the time in Mid War as compared to 72.7% in Late War battles.

The remaining sections are read in exactly the same way with the following exceptions:

Win Percentages (Type & Role by Victory Point Result) does not include a breakdown of the results by era.

Outcomes (by Era) reflects how the game was won by the Attacker or Defender, but does not show the match-up involved for each possible outcome. Also, if a game was reported as a Draw, it falls under the "Other" category. Using the provided data, Draws reported for Defensive Battles were converted to Defender victories per the victory conditions provided for each battle. Note that an "Other/Reported Draw" result does not necessarily mean that a Draw was reported.

Fair Fight Battles

The Fair Fight Battle Scorecards are presented with minor differences. Rather than reporting an Attacker and Defender, the scorecard reflects a Victor or a Draw. Therefore, the **Summary Box** reflects how often a decisive outcome or a draw is the result of a Fair Fight Battle. The **Score Box** shows the Victory Point result for a decisive outcome or the difference in points for a Draw. For example, a 3-2 draw would be found under the +1 column in the Draw section of the Score Box. This convention is carried throughout the Detail area.

In the Detail area, an attempt was made to identify the Victory Points and Outcomes results by victorious company type. In the **Winner Type** boxes, the number of times an indicated result was achieved by each company is shown.

Scenario Combination Sheets

There are three sheets that have been selected to help illustrate the compiled data. Each sheet is described below.

Overall – This summary compiles the data of all scenarios reported. Note that Fair Fight scenarios are enumerated in separate boxes for each section. Therefore, in the **Summary Box** you will find that the Attacker and Defender totals do not include the Fair Fight data. These are summarized separately, showing the number of games and the percentage of all games reported that constitute Fair Fight scenarios. Since Fair Fights are summarized somewhat differently, the detail boxes will be seen twice; once for Defensive Battle scenarios and again for Fair Fight scenarios.

Other Defensive Battle Scenarios – This summarizes the numbers for all Defensive Battle Scenarios which are not included in the core scenarios found in the hardback rulebook. Currently, these include reports for the following scenarios: The Big Push, Trench Fight, Deep Battle, Seize and Hold, Death from Above, Hit the Beach, and those not identified in the report. Each named scenario is being tracked on its own Datasheet and these will be included in the final report (possibly sooner if suggested by the number of reports received for a specific scenario).

Defensive Battle without Hold the Line – This summary is included as homage to the 150+ page thread on the old forums which helped foster the AARDCP concept. Beginning as a thread discussing the impact of infantry companies with significant armored support, a portion of the participants began to question the quality of the Hold the Line scenario. These combined figures serve as a control, isolating the Hold the Line scenario from the rest of the scenarios. In this way, the data can be compared to identify any significant, notable variations in results.

The Bard's AARDCP Record Sheet

The final sheet is included as a “truth in advertising” statement. Here you will find details of the games reported in which the Bard has participated. Of particular interest will be the center section of the modified scorecard in which you will find the Total AARDCP numbers and the Hold the Line scenario numbers compared with and without the Bard's battles included. While it is set up differently than the normal data sheets, this sheet should be self-explanatory.

APPENDIX: CHARTS


The following pages contain a number of charts that illustrate some of the data collected. Some of these charts are included in the main text of the report, others were only referenced. Additional charts will be developed and included as deemed necessary. Many charts planned for the final report are not included due to the time involved in insuring the accuracy of the data while also continuing to address the incoming AARs. If there is a particular chart you would like to see included in future reports, please contact *thebard@bardsabode.com* with your suggestion.

OVERALL

TOTAL GAMES 549	ATTACKER		DEFENDER		FAIR FIGHT	
	45.6%		54.4%		33.7%	
Tank v Tank	21	27.6%	22	28.9%	33	6.0%
Tank v Mechanized	20	37.7%	11	20.8%	22	4.0%
Tank v Infantry	44	27.3%	66	41.0%	51	9.3%
Mechnzd v Mechnzd	7	38.9%	6	33.3%	5	0.9%
Mechnzd v Infantry	30	36.1%	27	32.5%	26	4.7%
Infantry v Infantry	44	27.8%	66	41.8%	48	8.7%

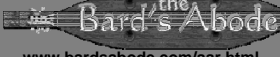
ATTACKER WINS			DEFENDER WINS			DRAW		
6-1	5-2	4-3	6-1	5-2	4-3	+2	+1	0
6	8	7	5	9	8	0	0	0
6	7	7	6	4	1	0	0	0
10	16	18	31	18	17	0	0	0
5	1	1	2	0	4	0	0	0
6	10	14	10	11	6	0	0	0
17	19	8	30	25	11	0	0	0
61			50			37		
FAIR FIGHT RESULTS						4	15	18

	EW	MW	LW	TOTAL
	600 or less	0	5	2
601-1499 points	0	30	4	34 6.2%
1500 points	3	128	212	343 62.5%
1501-1999 points	0	42	68	110 20.0%
2000 points	0	25	21	46 8.4%
2001-2999 points	0	2	1	3 0.5%
3000 points	0	0	2	2 0.4%
	3	232	310	545
	0.5%	42.3%	56.5%	



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	EW	MW	LW	TOTAL
	Australia	0	45	61
Canada	0	1	0	1 0.2%
Germany	0	1	0	1 0.2%
New Zealand	2	20	36	58 10.6%
Portugal	0	0	6	6 1.1%
Serbia	0	12	3	15 2.7%
Spain	0	5	0	5 0.9%
Sweden	0	4	0	4 0.7%
United Kingdom	1	27	21	49 8.9%
United States	0	114	183	297 54.1%
	0	0	3	3 0.0%



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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	GAMES	ATTACKER WINS			166	45.6%	DEFENDER WINS			198	54.4%
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL		
Tank v Tank	43	0	9	12	21	48.8%	0	10	12	22	51.2%
Tank v Mechanized	31	0	8	12	20	64.5%	0	4	7	11	35.5%
Tank v Infantry	110	0	10	34	44	40.0%	0	28	38	66	60.0%
Mechnzd v Mechnzd	13	0	1	6	7	53.8%	0	1	5	6	46.2%
Mechnzd v Infantry	57	0	14	16	30	52.6%	0	9	18	27	47.4%
Infantry v Infantry	110	1	23	20	44	40.0%	2	33	31	66	60.0%
		1	65	100			2	85	111		
		0.6%	39.2%	60.2%			1.0%	42.9%	56.1%		

WIN PERCENTAGES (FAIR FIGHT MATCHUP by ERA)

GAMES	MATCHUP			185	80.0%	WINNER TYPE			148	80.0%	DRAW			37	20.0%	
	EW	MW	LW	TOTAL	TANK	MECH	INF	TOTAL	EW	MW	LW	TOTAL				
Tank v Tank	33	0	16	17	33	17.8%	33	0	0	33	22.3%	0	0	0	0	0.0%
Tank v Mechanized	22	0	12	10	22	11.9%	12	8	0	20	13.5%	0	2	0	2	5.4%
Tank v Infantry	51	0	16	35	51	27.6%	24	0	16	40	27.0%	0	3	8	11	29.7%
Mechnzd v Mechnzd	5	0	2	3	5	2.7%	0	4	0	4	2.7%	0	1	0	1	2.7%
Mechnzd v Infantry	26	0	11	15	26	14.1%	0	15	6	21	14.2%	0	1	4	5	13.5%
Infantry v Infantry	48	0	25	23	48	25.9%	0	0	30	30	20.3%	0	10	8	18	48.6%
		0	82	103			69	27	52			0	17	20		
		0.0%	44.3%	55.7%			37.3%	14.6%	28.1%			0.0%	45.9%	54.1%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	GAMES	ATTACKER WINS			166	45.6%	DEFENDER WINS			198	54.4%
		6-1	5-2	4-3	TOTAL	6-1	5-2	4-3	TOTAL		
Tank v Tank	43	6	8	7	21	48.8%	5	9	8	22	51.2%
Tank v Mechanized	31	6	7	7	20	64.5%	6	4	1	11	35.5%
Tank v Infantry	110	10	16	18	44	40.0%	31	18	17	66	60.0%
Mechnzd v Mechnzd	13	5	1	1	7	53.8%	2	0	4	6	46.2%
Mechnzd v Infantry	57	6	10	14	30	52.6%	10	11	6	27	47.4%
Infantry v Infantry	110	17	19	8	44	40.0%	30	25	11	66	60.0%
		50	61	55			84	67	47		
		30.1%	36.7%	33.1%			42.4%	33.8%	23.7%		

WIN PERCENTAGES (FAIR FIGHT MATCHUP by VICTORY POINT RESULT)

GAMES	VICTOR SCORE			148	80.0%	DRAW (attacker first)			37	20.0%	
	6-1	5-2	4-3	TOTAL	+2	+1	0	TOTAL			
Tank v Tank	33	13	11	9	33	100.0%	0	0	0	0	0.0%
Tank v Mechanized	22	8	9	3	20	90.9%	0	0	2	2	9.1%
Tank v Infantry	51	12	16	12	40	78.4%	1	7	3	11	21.6%
Mechnzd v Mechnzd	5	1	0	3	4	80.0%	0	0	1	1	20.0%
Mechnzd v Infantry	26	9	6	6	21	80.8%	1	2	2	5	19.2%
Infantry v Infantry	48	18	8	4	30	62.5%	2	6	10	18	37.5%

	WINNER TYPE		
	TANK	MECH	INF
6-1	26	11	24
5-2	28	7	15
4-3	15	9	13
+2	0	0	0
+1	0	0	0
0	0	0	0

OUTCOMES (by ERA)

GAMES	ATTACKER WINS			166	45.6%	DEFENDER WINS			198	54.4%	
	EW	MW	LW	TOTAL	EW	MW	LW	TOTAL			
Possessing Objective	108	0	41	56	97	58.4%	0	7	4	11	5.6%
Company Morale Check	128	1	15	32	48	28.9%	0	28	52	80	40.4%
Objective Not Captured	52	0	1	0	1	0.6%	2	18	31	51	25.8%
Player Conceded	42	0	3	6	9	5.4%	0	19	14	33	16.7%
No enemy, def. half	10	0	0	0	0	0.0%	0	5	5	10	5.1%
No enemy, 16" of obj.	6	0	1	0	1	0.6%	0	3	2	5	2.5%
Other	18	0	4	6	10	6.0%	0	5	3	8	4.0%
		1	65	100			2	85	111		
		0.6%	39.2%	60.2%			1.0%	42.9%	56.1%		

FAIR FIGHT OUTCOMES (by ERA)

GAMES	VICTOR WINS			TOTAL	DRAW				
	EW	MW	LW		EW	MW	LW		
Possessing Objective	71	0	31	40	0.0%	0	17	20	
Company Morale Check	63	0	26	37	48.0%				
Objective Not Captured	1	0	0	1	42.6%				
Player Conceded	9	0	6	3	0.7%				
No enemy, def. half	0	0	0	0	6.1%				
No enemy, 16" of obj.	0	0	0	0	0.0%				
Other	4	0	2	2	0.0%				
		0	65	83			0	17	20
		0.0%	43.9%	56.1%			0.0%	45.9%	54.1%

	WINNER TYPE		
	TANK	MECH	INF
36	52.2%	17	63.0%
27	39.1%	6	22.2%
0	0.0%	0	0.0%
4	5.8%	3	11.1%
0	0.0%	0	0.0%
0	0.0%	0	0.0%
2	2.9%	1	3.7%
18	34.6%	30	57.7%
1	1.9%	2	3.8%
0	0.0%	0	0.0%
0	0.0%	0	0.0%
1	1.9%	1	1.9%

FREE FOR ALL

TOTAL GAMES	VICTOR		DRAW	
95	82.1%		17.9%	
Tank v Tank	19	20.0%	0	0.0%
Tank v Mechanized	4	4.2%	0	0.0%
Tank v Infantry	13	13.7%	9	9.5%
Mechnzd v Mechnzd	0	0.0%	0	0.0%
Mechnzd v Infantry	0	0.0%	5	5.3%
Infantry v Infantry	0	0.0%	17	17.9%



VICTOR SCORE			DRAW		
6-1	5-2	4-3	+2	+1	0
8	6	5	0	0	0
3	3	1	0	0	1
5	11	6	1	4	2
1	0	1	0	0	0
3	4	4	1	2	0
12	4	1	0	0	6

	EW	MW	LW	TOTAL
600 or less	0	3	1	4 4.2%
601-1499 points	0	8	3	11 11.6%
1500 points	0	22	37	59 62.1%
1501-1999 points	0	7	10	17 17.9%
2000 points	0	1	2	3 3.2%
2001-2999 points	0	0	0	0 0.0%
3000 points	0	0	0	0 0.0%
	0	41	53	94
	0.0%	43.2%	55.8%	

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	EW	MW	LW	TOTAL
Australia	0	10	12	22 23.2%
Canada	0	0	0	0 0.0%
Germany	0	0	0	0 0.0%
New Zealand	0	2	5	7 7.4%
Portugal	0	0	2	2 2.1%
Serbia	0	2	1	3 3.2%
Spain	0	0	0	0 0.0%
Sweden	0	0	0	0 0.0%
United Kingdom	0	4	5	9 9.5%
United States	0	23	28	51 53.7%
				0 0.0%

WIN PERCENTAGES (MATCHUP by ERA)

	95 GAMES	MATCHUP			95 TOTAL	VICTOR			78 TOTAL	82.1%	DRAW			17 TOTAL	17.9%
		EW	MW	LW		TANK	MECH	INF			EW	MW	LW		
Tank v Tank	19	0	11	8	19	19	-	-	19	100.0%	0	0	0	0	0.0%
Tank v Mechanized	8	0	5	3	8	4	3	-	7	87.5%	0	1	0	1	12.5%
Tank v Infantry	29	0	9	20	29	13	-	9	22	75.9%	0	3	4	7	24.1%
Mechnzd v Mechnzd	2	0	0	2	2	-	2	-	2	100.0%	0	0	0	0	0.0%
Mechnzd v Infantry	14	0	6	8	14	-	6	5	11	78.6%	0	1	2	3	21.4%
Infantry v Infantry	23	0	10	13	23	-	-	17	17	73.9%	0	2	4	6	26.1%
		0	41	54		36	11	31			0	7	10		
		0.0%	43.2%	56.8%		46.2%	14.1%	39.7%			0.0%	41.2%	58.8%		

WIN PERCENTAGES (MATCHUP by VICTORY POINT RESULT)

	95 GAMES	VICTOR SCORE			78 TOTAL	DRAW			17 TOTAL	17.9%
		6-1	5-2	4-3		+2	+1	0		
Tank v Tank	19	8	6	5	19	0	0	0	0	0.0%
Tank v Mechanized	8	3	3	1	7	0	0	1	1	12.5%
Tank v Infantry	29	5	11	6	22	1	4	2	7	24.1%
Mechnzd v Mechnzd	2	1	0	1	2	0	0	0	0	0.0%
Mechnzd v Infantry	14	3	4	4	11	1	2	0	3	21.4%
Infantry v Infantry	23	12	4	1	17	0	0	6	6	26.1%


	WINNER TYPE		
	TANK	MECH	INF
6-1	14	3	15
5-2	14	4	10
4-3	8	4	6

OUTCOMES (by ERA)


	78 GAMES	VICTOR WINS			TOTAL	DRAW		
		EW	MW	LW		EW	MW	LW
Possessing Objective	32	0	14	18	41.0%	0	7	10
Company Morale Check	38	0	14	24	48.7%			
Objective Not Captured	0	0	0	0	0.0%			
Player Conceeded	6	0	4	2	7.7%			
No enemy, def. half	0	0	0	0	0.0%			
No enemy, 16" of obj.	0	0	0	0	0.0%			
Other	2	0	2	0	2.6%			
		0	34	44		0	7	10
		0.0%	43.6%	56.4%		0.0%	41.2%	58.8%

WINNER TYPE					
TANK		MECH		INF	
15	41.7%	6	54.5%	11	35.5%
18	50.0%	2	18.2%	18	58.1%
0	0.0%	0	0.0%	0	0.0%
2	5.6%	2	18.2%	2	6.5%
0	0.0%	0	0.0%	0	0.0%
0	0.0%	0	0.0%	0	0.0%
1	2.8%	1	9.1%	0	0.0%

ENCOUNTER

TOTAL GAMES 90	VICTOR 77.8%		DRAW 22.2%			VICTOR SCORE			DRAW		
Tank v Tank	14	15.6%	0	0.0%		6-1	5-2	4-3	+2	+1	0
Tank v Mechanized	8	8.9%	0	0.0%		5	5	4	0	0	0
Tank v Infantry	11	12.2%	7	7.8%		5	6	2	0	0	1
Mechnzd v Mechnzd	0	0.0%	0	0.0%		7	5	6	0	3	1
Mechnzd v Infantry	0	0.0%	1	1.1%		0	0	2	0	0	1
Infantry v Infantry	0	0.0%	13	14.4%		6	2	2	0	0	2
	0	0.0%	13	14.4%	6	4	3	2	6	4	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
600 or less	0	1	0	1	1.1%	Australia	0	6	9	15	16.7%
601-1499 points	0	9	0	9	10.0%	Canada	0	0	0	0	0.0%
1500 points	0	21	33	54	60.0%	Germany	0	0	0	0	0.0%
1501-1999 points	0	6	12	18	20.0%	New Zealand	0	2	6	8	8.9%
2000 points	0	4	3	7	7.8%	Portugal	0	0	2	2	2.2%
2001-2999 points	0	0	0	0	0.0%	Serbia	0	4	0	4	4.4%
3000 points	0	0	0	0	0.0%	Spain	0	1	0	1	1.1%
	0	41	48	89		Sweden	0	0	0	0	0.0%
	0.0%	45.6%	53.3%			United Kingdom	0	3	3	6	6.7%
						United States	0	25	28	53	58.9%
										0	0.0%

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WIN PERCENTAGES (MATCHUP by ERA)

	90 GAMES	MATCHUP			90 TOTAL	100.0%	VICTOR			70 TOTAL	77.8%	DRAW			20 TOTAL	22.2%
		EW	MW	LW			TANK	MECH	INF			EW	MW	LW		
Tank v Tank	14	0	5	9	14	100.0%	14	-	-	14	100.0%	0	0	0	0	0.0%
Tank v Mechanized	14	0	7	7	14	15.6%	8	5	-	13	92.9%	0	1	0	1	7.1%
Tank v Infantry	22	0	7	15	22	24.4%	11	-	7	18	81.8%	0	0	4	4	18.2%
Mechnzd v Mechnzd	3	0	2	1	3	3.3%	-	2	-	2	66.7%	0	1	0	1	33.3%
Mechnzd v Infantry	12	0	5	7	12	13.3%	-	9	1	10	83.3%	0	0	2	2	16.7%
Infantry v Infantry	25	0	15	10	25	27.8%	-	-	13	13	52.0%	0	8	4	12	48.0%
		0	41	49			33	16	21			0	10	10		
		0.0%	45.6%	54.4%			47.1%	22.9%	30.0%			0.0%	50.0%	50.0%		

WIN PERCENTAGES (MATCHUP by VICTORY POINT RESULT)

	90 GAMES	VICTOR SCORE			70 TOTAL	77.8%	DRAW			20 TOTAL	22.2%	WINNER TYPE			
		6-1	5-2	4-3			+2	+1	0			TANK	MECH	INF	
Tank v Tank	14	5	5	4	14	100.0%	0	0	0	0	0.0%	6-1	12	8	9
Tank v Mechanized	14	5	6	2	13	92.9%	0	0	1	1	7.1%	5-2	14	3	5
Tank v Infantry	22	7	5	6	18	81.8%	0	3	1	4	18.2%	4-3	7	5	7
Mechnzd v Mechnzd	3	0	0	2	2	66.7%	0	0	1	1	33.3%				
Mechnzd v Infantry	12	6	2	2	10	83.3%	0	0	2	2	16.7%				
Infantry v Infantry	25	6	4	3	13	52.0%	2	6	4	12	48.0%				


OUTCOMES (by ERA)

	70 GAMES	VICTOR WINS			TOTAL	DRAW		
		EW	MW	LW		EW	MW	LW
Possessing Objective	39	0	17	22	55.7%	0	10	10
Company Morale Check	25	0	12	13	35.7%			
Objective Not Captured	1	0	0	1	1.4%			
Player Conceded	3	0	2	1	4.3%			
No enemy, def. half	0	0	0	0	0.0%			
No enemy, 16" of obj.	0	0	0	0	0.0%			
Other	2	0	0	2	2.9%			
		0	31	39		0	10	10
		0.0%	44.3%	55.7%		0.0%	50.0%	50.0%

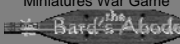
WINNER TYPE					
TANK		MECH		INF	
21	63.6%	11	68.8%	7	33.3%
9	27.3%	4	25.0%	12	57.1%
0	0.0%	0	0.0%	1	4.8%
2	6.1%	1	6.3%	0	0.0%
0	0.0%	0	0.0%	0	0.0%
0	0.0%	0	0.0%	0	0.0%
1	3.0%	0	0.0%	1	4.8%

HOLD THE LINE

TOTAL GAMES	ATTACKER		DEFENDER	
128	38.3%		61.7%	
Tank v Tank	8	44.4%	10	55.6%
Tank v Mechanized	5	62.5%	3	37.5%
Tank v Infantry	15	35.7%	27	64.3%
Mechnzd v Mechnzd	1	25.0%	3	75.0%
Mechnzd v Infantry	7	30.4%	16	69.6%
Infantry v Infantry	13	39.4%	20	60.6%



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ATTACKER WINS			DEFENDER WINS		
6-1	5-2	4-3	6-1	5-2	4-3
1	5	2	3	2	5
1	2	2	0	2	1
6	2	7	14	8	5
0	0	1	1	0	2
0	3	4	6	5	5
8	3	2	7	10	3

	EW	MW	LW	TOTAL
600 or less	0	0	0	0 0.0%
601-1499 points	0	4	1	5 3.9%
1500 points	1	40	46	87 68.0%
1501-1999 points	0	6	12	18 14.1%
2000 points	0	11	6	17 13.3%
2001-2999 points	0	0	0	0 0.0%
3000 points	0	0	1	1 0.8%
	1	61	66	128
	0.8%	47.7%	51.6%	

	EW	MW	LW	TOTAL
Australia	0	18	14	32 25.0%
Canada	0	1	0	1 0.8%
Germany	0	1	0	1 0.8%
New Zealand	0	5	7	12 9.4%
Portugal	0	0	1	1 0.8%
Serbia	0	0	0	0 0.0%
Spain	0	2	0	2 1.6%
Sweden	0	1	0	1 0.8%
United Kingdom	1	5	4	10 7.8%
United States	0	27	40	67 52.3%
	0			0 0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	128 GAMES	ATTACKER WINS 49 38.3%				DEFENDER WINS 79 61.7%			
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL
		Tank v Tank	18	0	5	3	8 44.4%	0	6
Tank v Mechanized	8	0	3	2	5 62.5%	0	3	0	3 37.5%
Tank v Infantry	42	0	1	14	15 35.7%	0	12	15	27 64.3%
Mechnzd v Mechnzd	4	0	0	1	1 25.0%	0	0	3	3 75.0%
Mechnzd v Infantry	23	0	4	3	7 30.4%	0	7	9	16 69.6%
Infantry v Infantry	33	0	8	5	13 39.4%	1	12	7	20 60.6%
		0	21	28		1	40	38	
		0.0%	42.9%	57.1%		1.3%	50.6%	48.1%	

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)


Attacker listed first	128 GAMES	ATTACKER WINS 49 38.3%				DEFENDER WINS 79 61.7%			
		6-1	5-2	4-3	TOTAL	6-1	5-2	4-3	TOTAL
		Tank v Tank	18	1	5	2	8 44.4%	3	2
Tank v Mechanized	8	1	2	2	5 62.5%	0	2	1	3 37.5%
Tank v Infantry	42	6	2	7	15 35.7%	14	8	5	27 64.3%
Mechnzd v Mechnzd	4	0	0	1	1 25.0%	1	0	2	3 75.0%
Mechnzd v Infantry	23	0	3	4	7 30.4%	6	5	5	16 69.6%
Infantry v Infantry	33	8	3	2	13 39.4%	7	10	3	20 60.6%
		16	15	18		31	27	21	
		32.7%	30.6%	36.7%		39.2%	34.2%	26.6%	

OUTCOMES (by ERA)

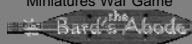
	128 GAMES	ATTACKER WINS 49 38.3%				DEFENDER WINS 79 61.7%			
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL
		Possessing Objective	36	0	14	21	35 71.4%	0	1
Company Morale Check	37	0	2	6	8 16.3%	0	11	18	29 36.7%
Objective Not Captured	20	0	1	0	1 2.0%	1	9	9	19 24.1%
Player Conceded	18	0	3	1	4 8.2%	0	10	4	14 17.7%
No enemy, def. half	10	0	0	0	0 0.0%	0	5	5	10 12.7%
No enemy, 16" of obj.	2	0	0	0	0 0.0%	0	1	1	2 2.5%
Other/Reported Draw	5	0	1	0	1 2.0%	0	3	1	4 5.1%
		0	21	28		1	40	38	
		0.0%	42.9%	57.1%		1.3%	50.6%	48.1%	

BREAKTHROUGH

TOTAL GAMES 67	ATTACKER		DEFENDER	
	59.7%		40.3%	
Tank v Tank	7	58.3%	5	41.7%
Tank v Mechanized	6	85.7%	1	14.3%
Tank v Infantry	8	47.1%	9	52.9%
Mechnzd v Mechnzd	3	100.0%	0	0.0%
Mechnzd v Infantry	5	71.4%	2	28.6%
Infantry v Infantry	11	52.4%	10	47.6%



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ATTACKER WINS			DEFENDER WINS		
6-1	5-2	4-3	6-1	5-2	4-3
4	1	2	0	3	2
3	1	2	1	0	0
0	4	4	4	3	2
3	0	0	0	0	0
1	3	1	2	0	0
1	7	3	4	5	1

	EW	MW	LW	TOTAL
600 or less	0	0	0	0 0.0%
601-1499 points	0	1	0	1 1.5%
1500 points	0	16	28	44 65.7%
1501-1999 points	0	6	12	18 26.9%
2000 points	0	0	2	2 3.0%
2001-2999 points	0	0	0	0 0.0%
3000 points	0	0	0	0 0.0%
	0	23	42	65
	0.0%	34.3%	62.7%	

	EW	MW	LW	TOTAL
Australia	0	2	6	8 11.9%
Canada	0	0	0	0 0.0%
Germany	0	0	0	0 0.0%
New Zealand	0	3	6	9 13.4%
Portugal	0	0	1	1 1.5%
Serbia	0	2	0	2 3.0%
Spain	0	0	0	0 0.0%
Sweden	0	1	0	1 1.5%
United Kingdom	0	3	3	6 9.0%
United States	0	12	27	39 58.2%
	0			0 0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	67 GAMES	ATTACKER WINS				40	59.7%	DEFENDER WINS				27	40.3%
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL				
		Tank v Tank	12	0	0	7	7	58.3%	0	1	4	5	41.7%
Tank v Mechanized	7	0	1	5	6	85.7%	0	0	1	1	14.3%		
Tank v Infantry	17	0	2	6	8	47.1%	0	6	3	9	52.9%		
Mechnzd v Mechnzd	3	0	1	2	3	100.0%	0	0	0	0	0.0%		
Mechnzd v Infantry	7	0	3	2	5	71.4%	0	0	2	2	28.6%		
Infantry v Infantry	21	0	8	3	11	52.4%	0	1	9	10	47.6%		
		0	15	25			0	8	19				
		0.0%	37.5%	62.5%			0.0%	29.6%	70.4%				

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	67 GAMES	ATTACKER WINS				40	59.7%	DEFENDER WINS				27	40.3%
		6-1	5-2	4-3	TOTAL	6-1	5-2	4-3	TOTAL				
		Tank v Tank	12	4	1	2	7	58.3%	0	3	2	5	41.7%
Tank v Mechanized	7	3	1	2	6	85.7%	1	0	0	1	14.3%		
Tank v Infantry	17	0	4	4	8	47.1%	4	3	2	9	52.9%		
Mechnzd v Mechnzd	3	3	0	0	3	100.0%	0	0	0	0	0.0%		
Mechnzd v Infantry	7	1	3	1	5	71.4%	2	0	0	2	28.6%		
Infantry v Infantry	21	1	7	3	11	52.4%	4	5	1	10	47.6%		
		12	16	12			11	11	5				
		30.0%	40.0%	30.0%			40.7%	40.7%	18.5%				

OUTCOMES (by ERA)

	67 GAMES	ATTACKER WINS				40	59.7%	DEFENDER WINS				27	40.3%
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL				
		Possessing Objective	25	0	10	14	24	60.0%	0	0	1	1	3.7%
Company Morale Check	26	0	5	7	12	30.0%	0	6	8	14	51.9%		
Objective Not Captured	8	0	0	0	0	0.0%	0	1	7	8	29.6%		
Player Conceded	4	0	0	3	3	7.5%	0	0	1	1	3.7%		
No enemy, def. half	0	0	0	0	0	0.0%	0	0	0	0	0.0%		
No enemy, 16" of obj.	2	0	0	0	0	0.0%	0	1	1	2	7.4%		
Other/Reported Draw	2	0	0	1	1	2.5%	0	0	1	1	3.7%		
		0	15	25			0	8	19				
		0.0%	37.5%	62.5%			0.0%	29.6%	70.4%				

FIGHTING WITHDRAWAL

TOTAL GAMES 86	ATTACKER		DEFENDER		ATTACKER WINS	ATTACKER WINS			DEFENDER WINS		
	48.8%		51.2%			6-1	5-2	4-3	6-1	5-2	4-3
Tank v Tank	3	50.0%	3	50.0%	0	1	2	2	1	0	
Tank v Mechanized	5	83.3%	1	16.7%	2	2	1	0	1	0	
Tank v Infantry	12	46.2%	14	53.8%	2	6	4	7	3	4	
Mechnzd v Mechnzd	2	66.7%	1	33.3%	1	1	0	0	0	1	
Mechnzd v Infantry	10	71.4%	4	28.6%	3	1	6	1	3	0	
Infantry v Infantry	10	32.3%	21	67.7%	3	6	1	12	6	3	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
600 or less	0	0	0	0	0.0%	Australia	0	2	6	8	9.3%
601-1499 points	0	7	0	7	8.1%	Canada	0	0	0	0	0.0%
1500 points	0	15	30	45	52.3%	Germany	0	0	0	0	0.0%
1501-1999 points	0	5	17	22	25.6%	New Zealand	0	5	7	12	14.0%
2000 points	0	6	4	10	11.6%	Portugal	0	0	0	0	0.0%
2001-2999 points	0	1	1	2	2.3%	Serbia	0	2	1	3	3.5%
3000 points	0	0	0	0	0.0%	Spain	0	1	0	1	1.2%
	0	34	52	86		Sweden	0	2	0	2	2.3%
	0.0%	39.5%	60.5%			United Kingdom	0	7	2	9	10.5%
						United States	0	14	35	49	57.0%
									0	0.0%	

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	86 GAMES	ATTACKER WINS				42	48.8%	DEFENDER WINS				44	51.2%
		EW	MW	LW	TOTAL			EW	MW	LW	TOTAL		
Tank v Tank	6	0	1	2	3	50.0%	0	2	1	3	50.0%		
Tank v Mechanized	6	0	2	3	5	83.3%	0	0	1	1	16.7%		
Tank v Infantry	26	0	2	10	12	46.2%	0	5	9	14	53.8%		
Mechnzd v Mechnzd	3	0	0	2	2	66.7%	0	1	0	1	33.3%		
Mechnzd v Infantry	14	0	3	7	10	71.4%	0	1	3	4	28.6%		
Infantry v Infantry	31	0	5	5	10	32.3%	0	12	9	21	67.7%		
		0	13	29			0	21	23				
		0.0%	31.0%	69.0%			0.0%	47.7%	52.3%				

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	86 GAMES	ATTACKER WINS				42	48.8%	DEFENDER WINS				44	51.2%
		6-1	5-2	4-3	TOTAL			6-1	5-2	4-3	TOTAL		
Tank v Tank	6	0	1	2	3	50.0%	2	1	0	3	50.0%		
Tank v Mechanized	6	2	2	1	5	83.3%	0	1	0	1	16.7%		
Tank v Infantry	26	2	6	4	12	46.2%	7	3	4	14	53.8%		
Mechnzd v Mechnzd	3	1	1	0	2	66.7%	0	0	1	1	33.3%		
Mechnzd v Infantry	14	3	1	6	10	71.4%	1	3	0	4	28.6%		
Infantry v Infantry	31	3	6	1	10	32.3%	12	6	3	21	67.7%		
		11	17	14			22	14	8				
		26.2%	40.5%	33.3%			50.0%	31.8%	18.2%				

OUTCOMES (by ERA)

	86 GAMES	ATTACKER WINS				42	48.8%	DEFENDER WINS				44	51.2%
		EW	MW	LW	TOTAL			EW	MW	LW	TOTAL		
Possessing Objective	26	0	10	14	24	57.1%	0	2	0	2	4.5%		
Company Morale Check	28	0	3	12	15	35.7%	0	5	8	13	29.5%		
Objective Not Captured	19	0	0	0	0	0.0%	0	8	11	19	43.2%		
Player Conceded	10	0	0	1	1	2.4%	0	5	4	9	20.5%		
No enemy, def. half	0	0	0	0	0	0.0%	0	0	0	0	0.0%		
No enemy, 16" of obj.	0	0	0	0	0	0.0%	0	0	0	0	0.0%		
Other/Reported Draw	3	0	0	2	2	4.8%	0	1	0	1	2.3%		
		0	13	29			0	21	23				
		0.0%	31.0%	69.0%			0.0%	47.7%	52.3%				

ROADBLOCK

TOTAL GAMES	ATTACKER		DEFENDER		AFTER ACTION REPORT DATA COLLECTION PROJECT Compiled by Mark "thebard72" G. Not affiliated with Battlefront or the Flames of War Miniatures War Game The Bard's Abode	ATTACKER WINS			DEFENDER WINS		
9	11.1%		88.9%			6-1	5-2	4-3	6-1	5-2	4-3
Tank v Tank	0	0.0%	3	100.0%	0	0	0	0	3	0	
Tank v Mechanized	0	--	0	--	0	0	0	0	0	0	
Tank v Infantry	0	0.0%	2	100.0%	0	0	0	0	1	1	
Mechnzd v Mechnzd	1	50.0%	1	50.0%	1	0	0	1	0	0	
Mechnzd v Infantry	0	0.0%	1	100.0%	0	0	0	0	1	0	
Infantry v Infantry	0	0.0%	1	100.0%	0	0	0	0	1	0	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
600 or less	0	0	0	0	0.0%	Australia	0	0	0	0	0.0%
601-1499 points	0	0	0	0	0.0%	Canada	0	0	0	0	0.0%
1500 points	0	3	3	6	66.7%	Germany	0	0	0	0	0.0%
1501-1999 points	0	1	1	2	22.2%	New Zealand	0	1	2	3	33.3%
2000 points	0	1	0	1	11.1%	Portugal	0	0	0	0	0.0%
2001-2999 points	0	0	0	0	0.0%	Serbia	0	1	0	1	11.1%
3000 points	0	0	0	0	0.0%	Spain	0	0	0	0	0.0%
	0	5	4	9		Sweden	0	0	0	0	0.0%
	0.0%	55.6%	44.4%			United Kingdom	0	0	0	0	0.0%
						United States	0	3	2	5	55.6%
									0	0.0%	

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	9 GAMES	ATTACKER WINS				1 11.1%	DEFENDER WINS			8 88.9%	
		EW	MW	LW	TOTAL		EW	MW	LW		TOTAL
Tank v Tank	3	0	0	0	0	0.0%	0	1	2	3	100.0%
Tank v Mechanized	0	0	0	0	0	--	0	0	0	0	--
Tank v Infantry	2	0	0	0	0	0.0%	0	2	0	2	100.0%
Mechnzd v Mechnzd	2	0	0	1	1	50.0%	0	0	1	1	50.0%
Mechnzd v Infantry	1	0	0	0	0	0.0%	0	1	0	1	100.0%
Infantry v Infantry	1	0	0	0	0	0.0%	0	1	0	1	100.0%
		0	0	1			0	5	3		
		0.0%	0.0%	100.0%			0.0%	62.5%	37.5%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	9 GAMES	ATTACKER WINS			1 11.1%	DEFENDER WINS			8 88.9%		
		6-1	5-2	4-3		TOTAL	6-1	5-2		4-3	TOTAL
Tank v Tank	3	0	0	0	0	0.0%	0	3	0	3	100.0%
Tank v Mechanized	0	0	0	0	0	--	0	0	0	0	--
Tank v Infantry	2	0	0	0	0	0.0%	0	1	1	2	100.0%
Mechnzd v Mechnzd	2	1	0	0	1	50.0%	1	0	0	1	50.0%
Mechnzd v Infantry	1	0	0	0	0	0.0%	0	1	0	1	100.0%
Infantry v Infantry	1	0	0	0	0	0.0%	0	1	0	1	100.0%
		1	0	0			1	6	1		
		100.0%	0.0%	0.0%			12.5%	75.0%	12.5%		

OUTCOMES (by ERA)

	9 GAMES	ATTACKER WINS			1 11.1%	DEFENDER WINS			8 88.9%		
		EW	MW	LW		TOTAL	EW	MW		LW	TOTAL
Possessing Objective	4	0	0	0	0	0.0%	0	3	1	4	50.0%
Company Morale Check	4	0	0	1	1	100.0%	0	1	2	3	37.5%
Objective Not Captured	0	0	0	0	0	0.0%	0	0	0	0	0.0%
Player Conceded	1	0	0	0	0	0.0%	0	1	0	1	12.5%
No enemy, def. half	0	0	0	0	0	0.0%	0	0	0	0	0.0%
No enemy, 16" of obj.	0	0	0	0	0	0.0%	0	0	0	0	0.0%
Other/Reported Draw	0	0	0	0	0	0.0%	0	0	0	0	0.0%
		0	0	1			0	5	3		
		0.0%	0.0%	100.0%			0.0%	62.5%	37.5%		

CAULDRON

TOTAL GAMES 44	ATTACKER		DEFENDER		AFTER ACTION REPORT DATA COLLECTOR PROJECT Compiled by Mark "thebard72" G. Not affiliated with Battlefront or the Flames of War Miniatures War Game The Bard's Abode	ATTACKER WINS			DEFENDER WINS		
	40.9%		59.1%			6-1	5-2	4-3	6-1	5-2	4-3
Tank v Tank	1	50.0%	1	50.0%	1	0	0	0	0	1	
Tank v Mechanized	3	42.9%	4	57.1%	0	1	2	4	0	0	
Tank v Infantry	5	35.7%	9	64.3%	2	3	0	3	2	4	
Mechnzd v Mechnzd	0	0.0%	1	100.0%	0	0	0	0	0	1	
Mechnzd v Infantry	3	60.0%	2	40.0%	1	1	1	1	1	0	
Infantry v Infantry	6	40.0%	9	60.0%	4	1	1	5	1	3	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
600 or less	0	1	0	1	2.3%	0	4	10	14	31.8%
601-1499 points	0	0	0	0	0.0%	0	0	0	0	0.0%
1500 points	0	8	22	30	68.2%	0	0	0	0	0.0%
1501-1999 points	0	6	3	9	20.5%	0	0	1	1	2.3%
2000 points	0	1	3	4	9.1%	0	0	0	0	0.0%
2001-2999 points	0	0	0	0	0.0%	0	1	0	1	2.3%
3000 points	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	16	28	44		0	0	0	0	0.0%
	0.0%	36.4%	63.6%			0	5	3	8	18.2%
						0	5	14	19	43.2%
						0			0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	44 GAMES	ATTACKER WINS				18	40.9%	DEFENDER WINS				26	59.1%
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL				
Tank v Tank	2	0	1	0	1	50.0%	0	0	1	1	50.0%		
Tank v Mechanized	7	0	2	1	3	42.9%	0	1	3	4	57.1%		
Tank v Infantry	14	0	3	2	5	35.7%	0	1	8	9	64.3%		
Mechnzd v Mechnzd	1	0	0	0	0	0.0%	0	0	1	1	100.0%		
Mechnzd v Infantry	5	0	2	1	3	60.0%	0	0	2	2	40.0%		
Infantry v Infantry	15	0	1	5	6	40.0%	0	5	4	9	60.0%		
		0	9	9			0	7	19				
		0.0%	50.0%	50.0%			0.0%	26.9%	73.1%				


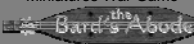
WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	44 GAMES	ATTACKER WINS				18	40.9%	DEFENDER WINS				26	59.1%
		6-1	5-2	4-3	TOTAL	6-1	5-2	4-3	TOTAL				
Tank v Tank	2	1	0	0	1	50.0%	0	0	1	1	50.0%		
Tank v Mechanized	7	0	1	2	3	42.9%	4	0	0	4	57.1%		
Tank v Infantry	14	2	3	0	5	35.7%	3	2	4	9	64.3%		
Mechnzd v Mechnzd	1	0	0	0	0	0.0%	0	0	1	1	100.0%		
Mechnzd v Infantry	5	1	1	1	3	60.0%	1	1	0	2	40.0%		
Infantry v Infantry	15	4	1	1	6	40.0%	5	1	3	9	60.0%		
		8	6	4			13	4	9				
		44.4%	33.3%	22.2%			50.0%	15.4%	34.6%				

OUTCOMES (by ERA)

	44 GAMES	ATTACKER WINS				18	40.9%	DEFENDER WINS				26	59.1%
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL				
Possessing Objective	9	0	5	3	8	44.4%	0	0	1	1	3.8%		
Company Morale Check	23	0	3	4	7	38.9%	0	3	13	16	61.5%		
Objective Not Captured	3	0	0	0	0	0.0%	0	0	3	3	11.5%		
Player Conceded	4	0	0	1	1	5.6%	0	2	1	3	11.5%		
No enemy, def. half	0	0	0	0	0	0.0%	0	0	0	0	0.0%		
No enemy, 16" of obj.	1	0	0	0	0	0.0%	0	1	0	1	3.8%		
Other/Reported Draw	4	0	1	1	2	11.1%	0	1	1	2	7.7%		
		0	9	9			0	7	19				
		0.0%	50.0%	50.0%			0.0%	26.9%	73.1%				

OTHER DEFENSIVE BATTLES

TOTAL GAMES 30	ATTACKER		DEFENDER		 DATA COLLECTION PRODUCT Compiled by Mark "thebard72" G. Not affiliated with Battlefront or the <i>Flames of War</i> Miniatures War Game 	ATTACKER WINS			DEFENDER WINS		
	53.3%		46.7%			6-1	5-2	4-3	6-1	5-2	4-3
Tank v Tank	0	#DIV/0!	0	#DIV/0!	0	0	0	0	0	0	
Tank v Mechanized	2	100.0%	0	0.0%	0	1	1	0	0	0	
Tank v Infantry	1	33.3%	2	66.7%	0	1	0	1	1	0	
Mechnzd v Mechnzd	4	44.4%	5	55.6%	0	1	3	3	1	1	
Mechnzd v Infantry	0	#DIV/0!	0	#DIV/0!	0	0	0	0	0	0	
Infantry v Infantry	5	71.4%	2	28.6%	1	2	2	0	1	1	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
600 or less	0	0	1	1	3.3%	Australia	0	3	4	7	23.3%
601-1499 points	0	1	0	1	3.3%	Canada	0	0	0	0	0.0%
1500 points	2	3	13	18	60.0%	Germany	0	0	0	0	0.0%
1501-1999 points	0	5	1	6	20.0%	New Zealand	2	2	2	6	20.0%
2000 points	0	1	1	2	6.7%	Portugal	0	0	0	0	0.0%
2001-2999 points	0	1	0	1	3.3%	Serbia	0	0	1	1	3.3%
3000 points	0	0	1	1	3.3%	Spain	0	1	0	1	3.3%
	2	11	17	30		Sweden	0	0	0	0	0.0%
	6.7%	36.7%	56.7%			United Kingdom	0	0	1	1	3.3%
						United States	0	5	9	14	46.7%
							0	0	0	0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	30 GAMES	ATTACKER WINS			16	53.3%	DEFENDER WINS			14	46.7%
		EW	MW	LW			TOTAL	EW	MW		
Tank v Tank	2	0	2	0	2	100.0%	0	0	0	0	0.0%
Tank v Mechanized	3	0	0	1	1	33.3%	0	0	2	2	66.7%
Tank v Infantry	9	0	2	2	4	44.4%	0	2	3	5	55.6%
Mechnzd v Mechnzd	0	0	0	0	0	#DIV/0!	0	0	0	0	#DIV/0!
Mechnzd v Infantry	7	0	2	3	5	71.4%	0	0	2	2	28.6%
Infantry v Infantry	9	1	1	2	4	44.4%	1	2	2	5	55.6%
		1	7	8			1	4	9		
		6.3%	43.8%	50.0%			7.1%	28.6%	64.3%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	30 GAMES	ATTACKER WINS			16	53.3%	DEFENDER WINS			14	46.7%
		6-1	5-2	4-3			TOTAL	6-1	5-2		
Tank v Tank	2	0	1	1	2	100.0%	0	0	0	0	0.0%
Tank v Mechanized	3	0	1	0	1	33.3%	1	1	0	2	66.7%
Tank v Infantry	9	0	1	3	4	44.4%	3	1	1	5	55.6%
Mechnzd v Mechnzd	0	0	0	0	0	#DIV/0!	0	0	0	0	#DIV/0!
Mechnzd v Infantry	7	1	2	2	5	71.4%	0	1	1	2	28.6%
Infantry v Infantry	9	1	2	1	4	44.4%	2	2	1	5	55.6%
		2	7	7			6	5	3		
		12.5%	43.8%	43.8%			42.9%	35.7%	21.4%		

OUTCOMES (by ERA)

	30 GAMES	ATTACKER WINS			16	53.3%	DEFENDER WINS			14	46.7%
		EW	MW	LW			TOTAL	EW	MW		
Possessing Objective	8	0	2	4	6	37.5%	0	1	1	2	14.3%
Company Morale Check	10	1	2	2	5	31.3%	0	2	3	5	35.7%
Objective Not Captured	2	0	0	0	0	0.0%	1	0	1	2	14.3%
Player Conceded	5	0	0	0	0	0.0%	0	1	4	5	35.7%
No enemy, def. half	0	0	0	0	0	0.0%	0	0	0	0	0.0%
No enemy, 16" of obj.	1	0	1	0	1	6.3%	0	0	0	0	0.0%
Other	4	0	2	2	4	25.0%	0	0	0	0	0.0%
		1	7	8			1	4	9		
		6.3%	43.8%	50.0%			7.1%	28.6%	64.3%		

THE BARD'S AARDCP RECORD

TOTAL GAMES	THE BARD	OPPONENT	DRAW	BARD VICTORIOUS!			THE BARD CHOKES			DRAW			THE BARD	OPPONENT	DRAW			
59	27.1%	62.7%	10.2%	6-1	5-2	4-3	6-1	5-2	4-3	+2	+1	0	27.1%	62.7%	10.2%			
British Rifles v Tank	3	50.0%	5	50.0%	2	20.0%	7	9	0	16	14	7	9	37.5%	9	37.5%	6	25.0%
v Mechanized	1	50.0%	1	50.0%	0	0.0%												
v Infantry	5	41.7%	3	25.0%	4	33.3%												
Compagni Carri v Tank	3	17.6%	14	82.4%	0	0.0%							4	21.1%	15	78.9%	0	0.0%
v Mechanized	0	--	0	--	0	--							0	0.0%	3	100%	0	0.0%
v Infantry	1	50.0%	1	50.0%	0	0.0%							0	0.0%	0	0.0%	0	0.0%
Gepnzerte PzGdr v Tank	0	--	0	--	0	--							2	100%	0	0.0%	0	0.0%
v Mechanized	0	0.0%	3	100.0%	0	0.0%							1	9.1%	10	90.9%	0	0.0%
v Infantry	0	--	0	--	0	--												
Panzer Company v Tank	2	100.0%	0	0.0%	0	0.0%												
v Mechanized	0	--	0	--	0	--												
v Infantry	0	--	0	--	0	--												
Airland'g Tank Rg v Tank	1	12.5%	7	87.5%	0	0.0%												
v Mechanized	0	0.0%	1	100.0%	0	0.0%												
v Infantry	0	0.0%	2	100.0%	0	0.0%												
TOTAL	16	37	6															

TOTAL AARDCP				ATTACKER		DEFENDER		FAIR FIGHT	
549	549	490	10.7%	45.5%	54.4%	45.5%	54.4%	33.7%	-1.0%
BARD REMOVED	549	490	10.7% of total reports	45.5%	54.4%	45.5%	54.4%	33.7%	-1.0%

TOTAL AARDCP HTL				ATTACKER		DEFENDER	
128	128	120	6.3%	38.3%	61.7%	40.0%	60.0%
BARD REMOVED	128	120	6.3% of total reports	38.3%	61.7%	40.0%	60.0%

DEFENSIVE BATTLES INVOLVING THE BARD				ATTACKER		DEFENDER	
16	16	18	47.1%	47.1%	52.9%	18	52.9%
	16	18	47.1%	47.1%	52.9%	18	52.9%

	EW	MW	LW	TOTAL
600 or less	0	0	0	0 0.0%
600 points	0	0	0	0 0.0%
601-1499 points	0	19	0	19 32.2%
1500 points	0	13	8	21 35.6%
1501-1999 points	0	6	13	19 32.2%
2000 points	0	0	0	0 0.0%
2001-2999 points	0	0	0	0 0.0%
3000 points	0	0	0	0 0.0%
TOTAL	0	38	21	59
	0.0%	64.4%	35.6%	

	EW	MW	LW	TOTAL
Free For All	0	13	3	16 27.1%
Encounter	0	7	2	9 15.3%
Hold the Line	0	6	2	8 13.6%
Breakthrough	0	2	6	8 13.6%
Fighting Withdrawal	0	7	5	12 20.3%
Roadblock	0	1	1	2 3.4%
Cauldron	0	1	2	3 5.1%
Other	0	1	0	1 1.7%
	0	0	0	0 0.0%
	0	0	0	0 0.0%



compiled by Mark "thebard72" G.
Not affiliated with Battlefront or the Flames of War Miniatures War Game



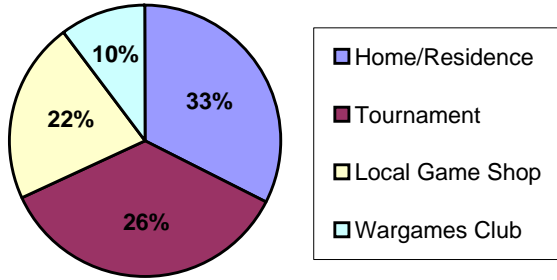
www.bardsabode.com/aar.html

WIN PERCENTAGES (FORCE & SCENARIO)																																	
GAMES	FREE FOR ALL				ENCOUNTER				HOLD THE LINE				BREAKTHROUGH				FIGHTING W/D				ROADBLOCK		CAULDRON		OTHER								
	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL					
British Rifles v Tank	10	1	1	2	6.8%	1	1	0	2	3.4%	0	0	0	0	0.0%	1	1	3.4%	0	2	3.4%	0	0	0	0	0.0%	0	0	0	0.0%			
v Mechanized	2	0	0	0	0.0%	0	1	0	1	1.7%	0	0	0	0	0.0%	0	0	0.0%	1	0	1.7%	0	0	0	0	0.0%	0	0	0	0.0%			
v Infantry	12	1	0	2	5.1%	0	0	2	3.4%	0	2	3.4%	1	0	1.7%	2	1	5.1%	0	0	0.0%	1	0	0	1	1.7%	0	0	0.0%				
Compagni Carri v Tank	17	0	7	0	11.9%	1	2	0	3	5.1%	1	2	3	5.1%	0	0	0.0%	1	2	5.1%	0	1	1.7%	0	0	0	0.0%	0	0	0	0.0%		
v Mechanized	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
v Infantry	2	1	0	0	1.7%	0	0	0	0.0%	0	1	1.7%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
Gepanzerte PzGdr v Tank	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
v Mechanized	3	0	0	0	0.0%	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	1	1.7%	0	1	1.7%	0	1	1.7%	0	1	1.7%	0	0	0.0%			
v Infantry	0	0	0	0	0.0%	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
Panzer v Tank	2	0	0	0	0.0%	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	1	0	1	1.7%			
v Mechanized	0	0	0	0	0.0%	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
v Infantry	0	0	0	0	0.0%	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
Airlanding Tank v Tank	8	0	0	0	0.0%	0	1	0	1	1.7%	0	1	1.7%	1	3	6.8%	0	2	3.4%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%		
v Mechanized	1	0	0	0	0.0%	0	0	0	0.0%	0	0	0.0%	0	1	1.7%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
v Infantry	2	0	1	0	1.7%	0	0	0	0.0%	0	1	1.7%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%			
TOTAL	3	9	4	16	18.8%	2	5	2	7	12.5%	1	7	8	16	37.5%	3	5	6	14	33.3%	4	8	8	16	33.3%	0	2	2	100.0%	2	1	3	66.7%

WIN PERCENTAGES (SCORE & SCENARIO)																																	
GAMES	FREE FOR ALL				ENCOUNTER				HOLD THE LINE				BREAKTHROUGH				FIGHTING W/D				ROADBLOCK		CAULDRON		OTHER								
	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL	W	L	D	TOTAL					
Score: 6-1	23	1	4	21.7%	0	5	21.7%	1	2	13.0%	2	3	21.7%	2	1	13.0%	0	1	4.3%	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0.0%		
Score: 5-2	23	2	3	21.7%	2	0	8.7%	0	4	17.4%	1	0	4.3%	2	6	34.8%	0	1	4.3%	1	0	4.3%	1	0	4.3%	1	0	4.3%	0	0	0.0%		
Score: 4-3	7	0	2	8.7%	0	0	0.0%	0	1	4.3%	0	2	8.7%	0	1	4.3%	0	0	0.0%	0	1	4.3%	0	1	4.3%	0	0	0.0%	0	0	0.0%		
Draw: +2	1	0	0	0.0%	1	0	4.3%	Bard as	Won	Lost	Bard as	Won	Lost	Bard as	Won	Lost	Bard as	Won	Lost	Bard as	Won	Lost	Bard as	Won	Lost	Bard as	Won	Lost	Bard as	Won	Lost		
Draw: +1	3	2	0	8.7%	1	0	4.3%	Attacker:	0	6	Attacker:	0	6	Attacker:	0	2	Attacker:	0	1	Attacker:	2	0	Attacker:	2	0	Attacker:	2	0	Attacker:	1	0		
Draw: 0	2	2	0	8.7%	0	0	0.0%	Defender:	1	1	Defender:	3	5	Defender:	4	6	Defender:	0	1	Defender:	0	1	Defender:	1	0	Defender:	1	0	Defender:	0	0		
TOTAL	3	9	4	16	18.8%	2	5	2	7	12.5%	1	7	8	16	37.5%	3	5	6	14	33.3%	4	8	8	16	33.3%	0	2	2	100.0%	2	1	3	66.7%

OUTCOMES (by ERA)																					
BARD VICTORIOUS	GAMES	FFA	ENC	HTL	BT	FW	RB	CAUL	OTH	TOTAL	BARD CHOKES					TOTAL					
		W	L	D	TOTAL	W	L	D	TOTAL		W	L	D	TOTAL							
Possessing Objective	19	2	0	0	1	1	0	0	0	4	21.1%	2	4	1	3	4	1	0	0	15	78.9%
Company Morale Check	23	1	2	1	2	2	0	1	1	10	43.5%	5	1	1	1	3	1	1	0	13	56.5%
Objective Not Captured	4	0	0	0	0	0	0	1	0	1	25.0%	0	0	0	1	0	0	0	3	75.0%	
Player Conceded	6	0	0	0	0	1	0	0	0	1	16										

LOCATIONS



COUNTRIES REPORTING

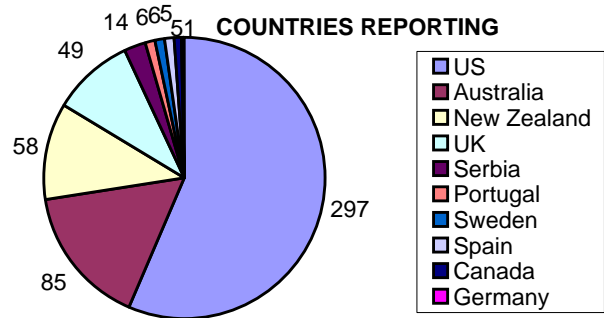
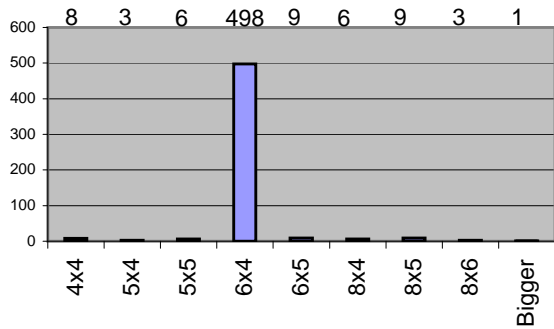
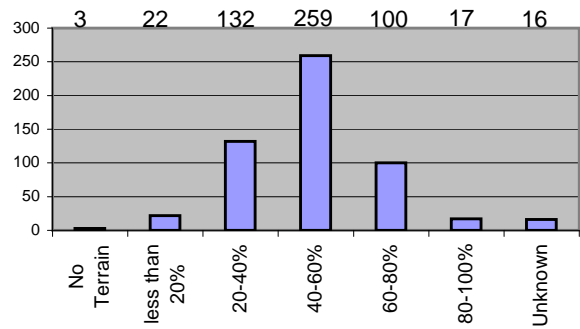


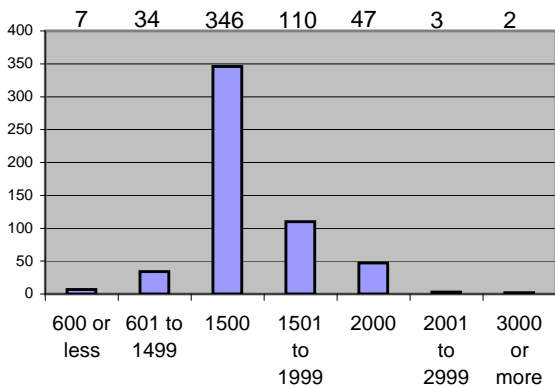
TABLE SIZES



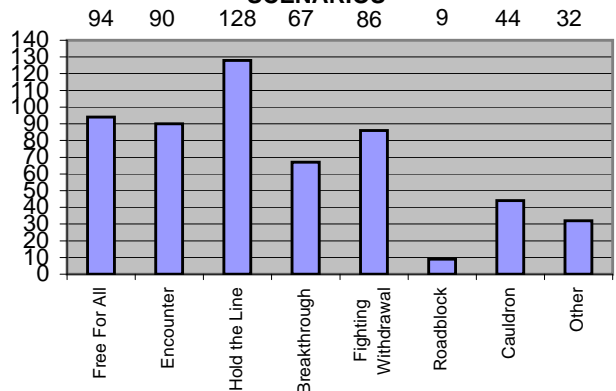
TERRAIN DENSITY



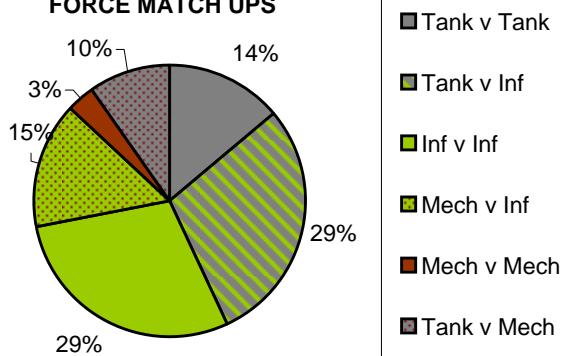
POINT VALUES



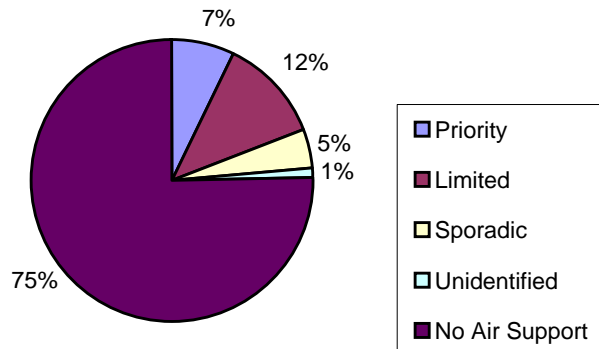
SCENARIOS

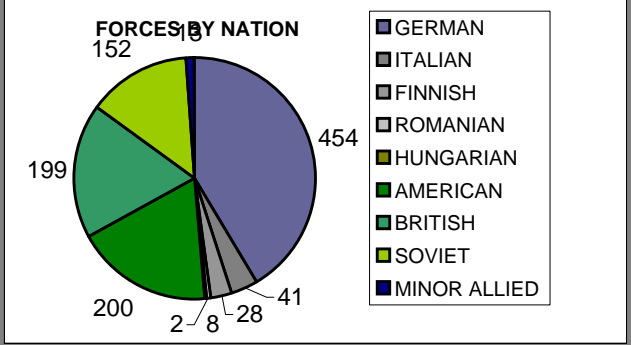
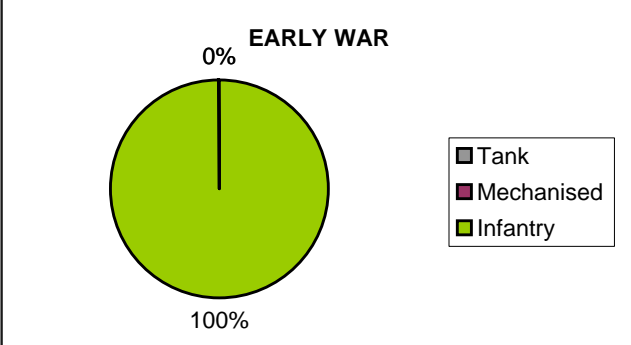
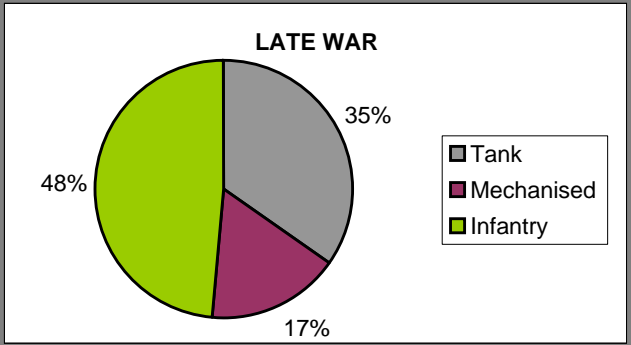
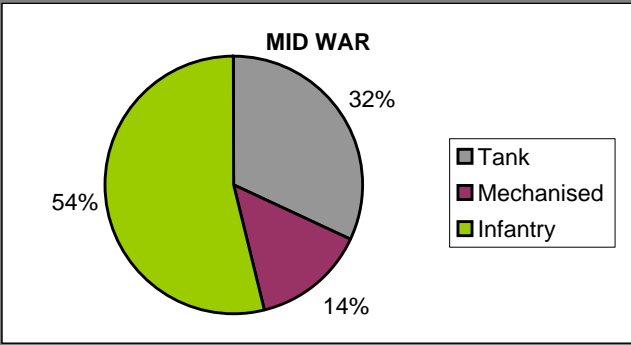
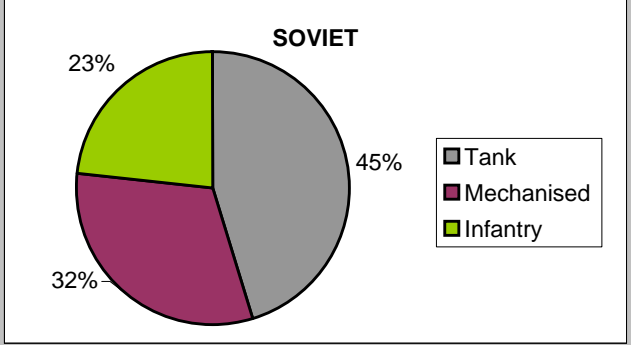
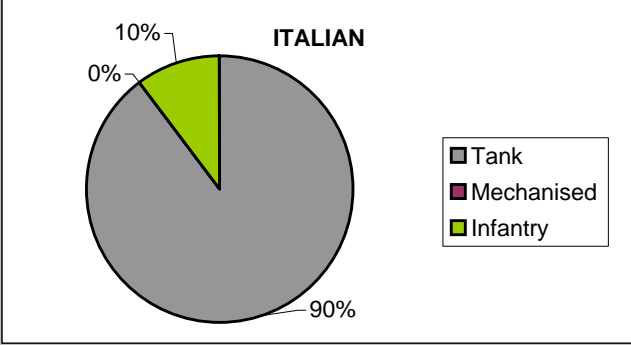
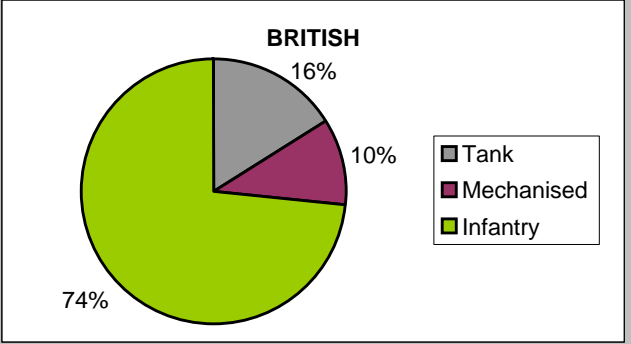
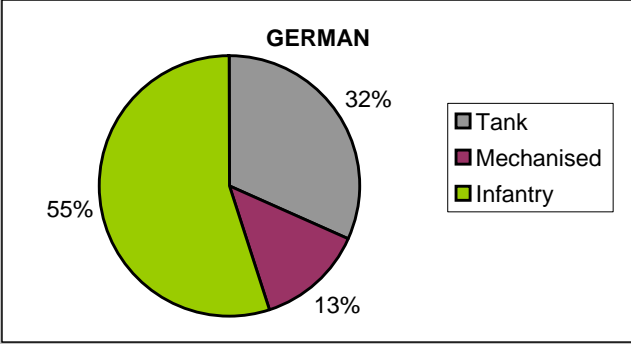
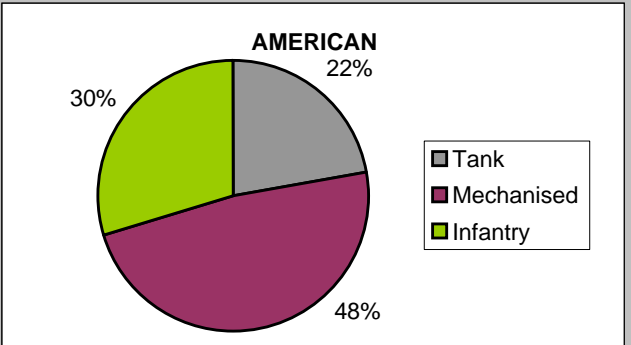
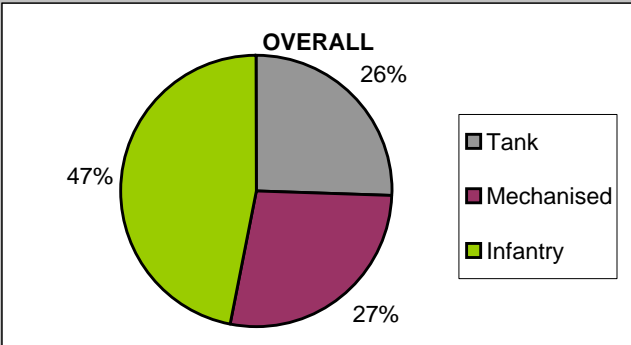


FORCE MATCH UPS



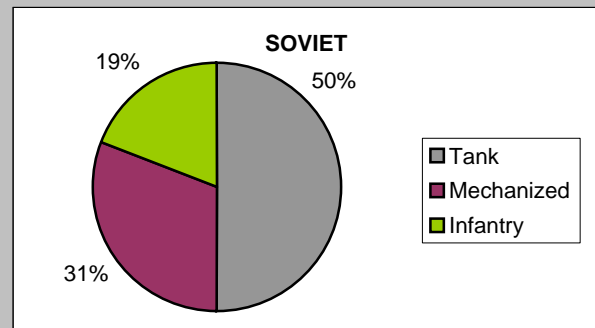
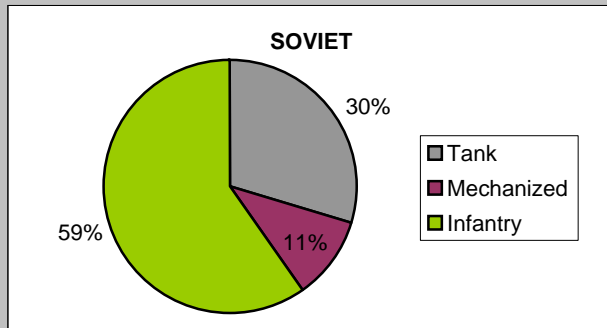
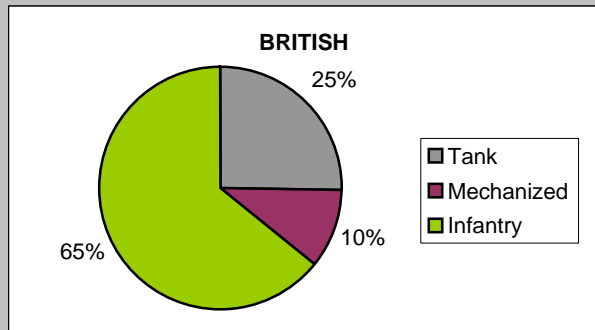
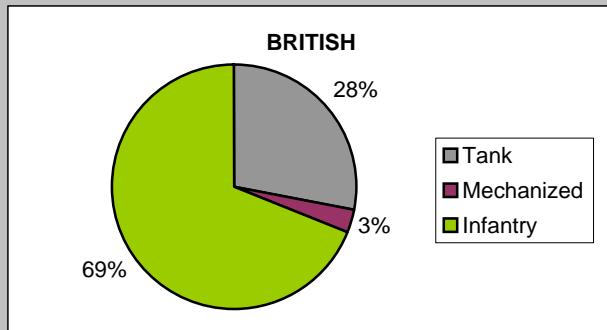
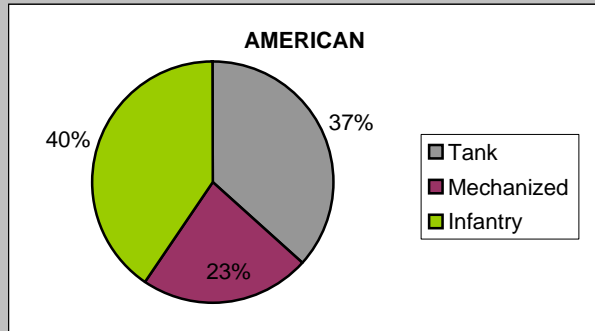
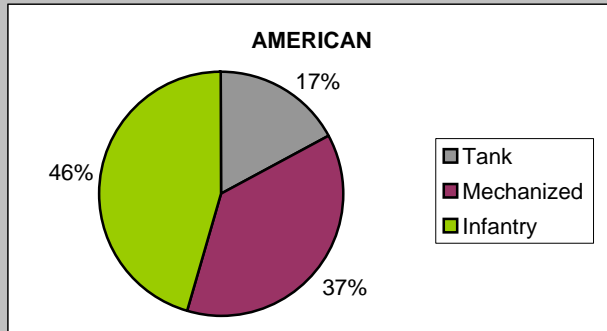
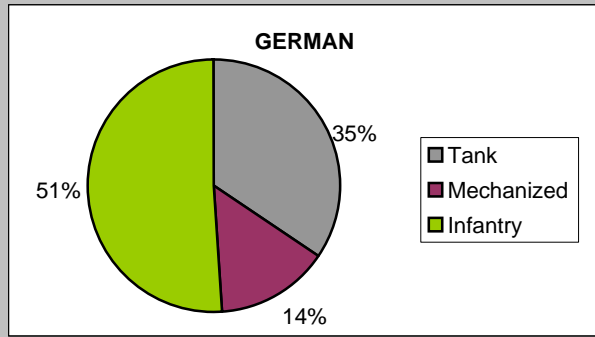
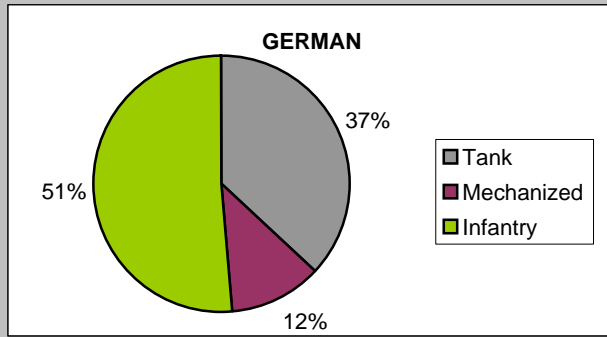
USE OF AIR SUPPORT





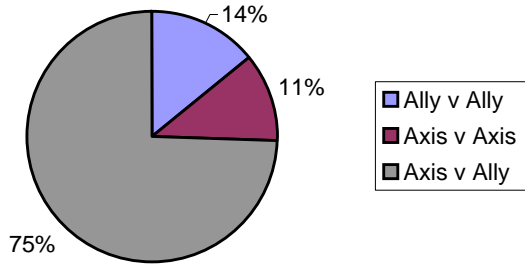
MID WAR

LATE WAR

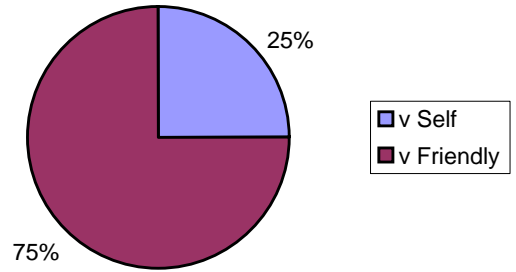


NATION	TOTAL REPORTED		TANK		MECHANISED		INFANTRY	
	MW	LW	MW	LW	MW	LW	MW	LW
German	173	278	64	96	20	40	89	142
American	99	101	17	37	37	23	45	41
British	71	126	20	32	2	13	49	81
Soviet	57	94	17	47	6	29	34	18
	400	599	118	212	65	105	217	282

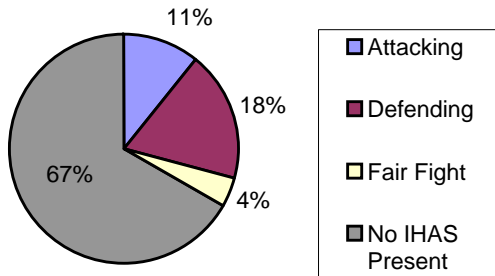
"BLUE ON BLUE" or FIELD EXERCISES



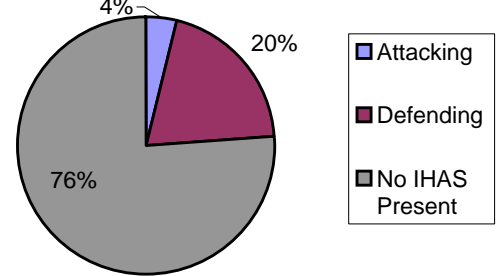
"BLUE ON BLUE" or FIELD EXERCISES



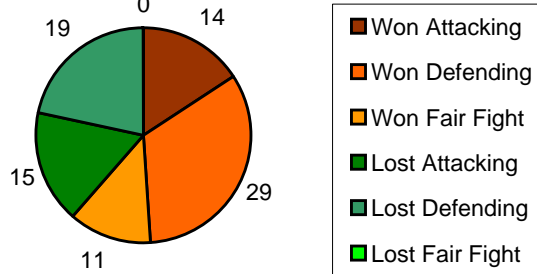
IHAS BY % of BATTLES REPORTED



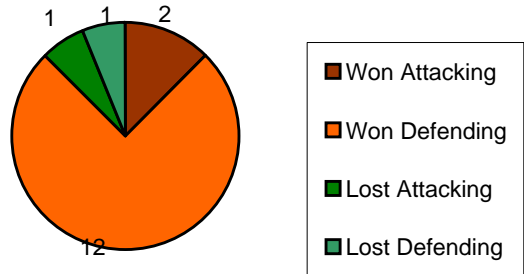
IHAS by % of HOLD THE LINE REPORTS



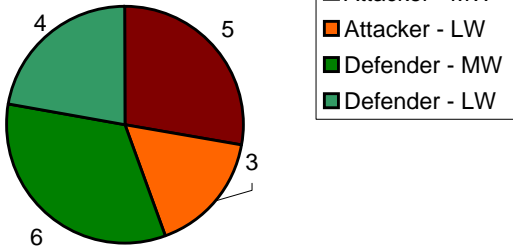
IHAS FORCE RESULTS-ALL SCENARIOS



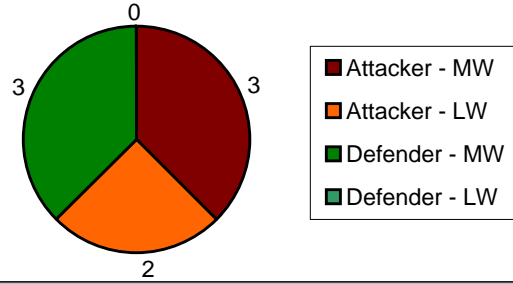
IHAS FORCE RESULTS-HOLD THE LINE



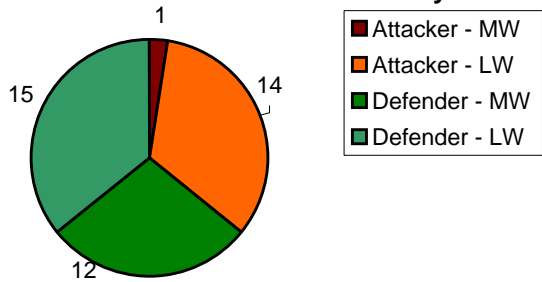
HOLD THE LINE - Tank v Tank



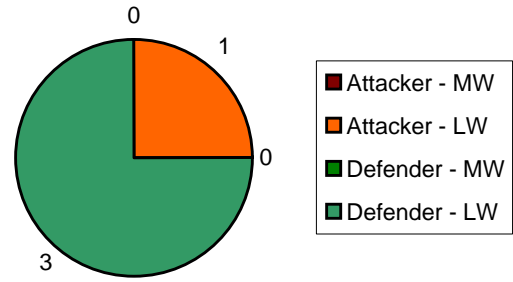
HOLD THE LINE - Tank v Mech



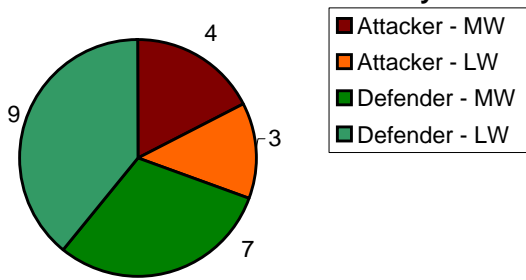
HOLD THE LINE - Tank v Infantry



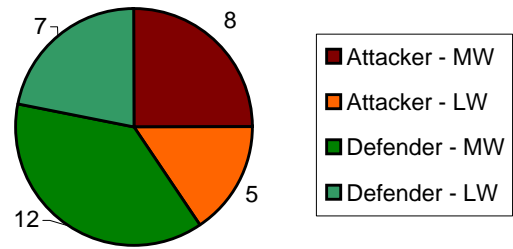
HOLD THE LINE - Mech v Mech



HOLD THE LINE - Mech v Infantry



HOLD THE LINE - Infantry v Infantry



NATION	TOTAL REPORTED		TANK		MECHANISED		INFANTRY	
	MW	LW	MW	LW	MW	LW	MW	LW
Tank	30	38	11	7	6	2	13	29
Mech	11	16			0	4	11	12
Infantry	20	12					20	12
	61	66	11	7	6	6	44	53