AFTER ACTION REPORT

DATA COLLECTION PROJECT

1st Quarter Report
Compiled by
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September, 2007

www.bardsabode.com/aar.html

The AARDCP is not affiliated with Battlefront or the Flames of War Miniatures War Game

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 1st Quarter Report compiles the data collected over the first 105 days of the project. 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

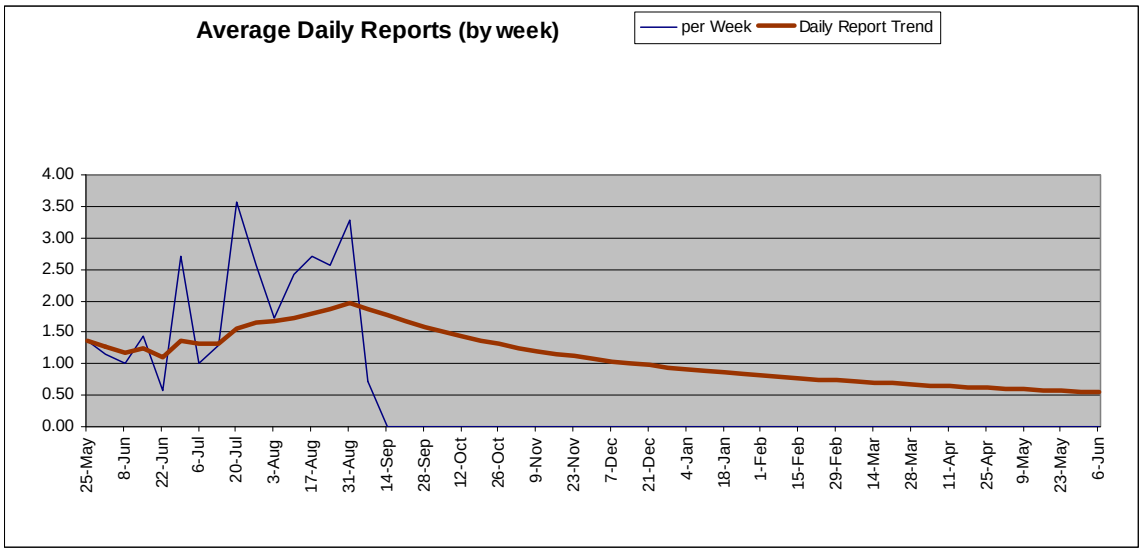
The quarterly reports, much like the Preliminary report, will be used to release basic data and basic observations derived from the data received to date. Any findings of the AARDCP beyond basic observations will be reserved for the Final Report. It is hoped that the data included in the quarterly reports 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. The chart below illustrates the steady incline in reports received each week with 25 reports being the high water mark. 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.



At the rate achieved over the first 110 days, the AARDCP is on target to collect 740 reports by the scheduled ending date of June 6, 2008. If incoming reports maintain the rate achieved over the 91 days of the 1st Quarter, that number jumps to 789 reports.

Future AARDCP Reports

The goal of the AARDCP is to continue collecting data for at least an entire year (ending approximately June 6, 2008). Pending changes to this plan and barring a marked decrease in reporting by participating players, future reports will be compiled following the months of November, February, and May.

A final report, including a full, detailed analysis, will be compiled at the conclusion of the project. This report will be as comprehensive as possible with more detailed analyses including several items which will not be found in the quarterly reports.

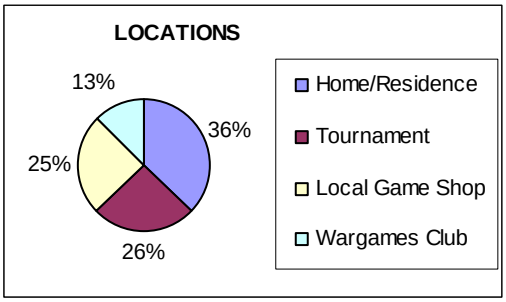
Requests for specific case studies may be sent to *thebard@bardsabode.com.* Such requests will be considered on an individual basis for inclusion in a future AARDCP Report.

ACCUMULATED DATA

The data used in this report was collected over a 105 day period from May 18 to August 31, 2007. An average of 1.9 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. A total of 207 games were reported, originating from eight nations and involving approximately 184 unique players. Seven players involved were reported in at least ten games. Thirty additional players were included in at least 3 games reported. Twenty-six players reported playing two or more unique forces. Eleven players were reported with games against four or more unique opponents.

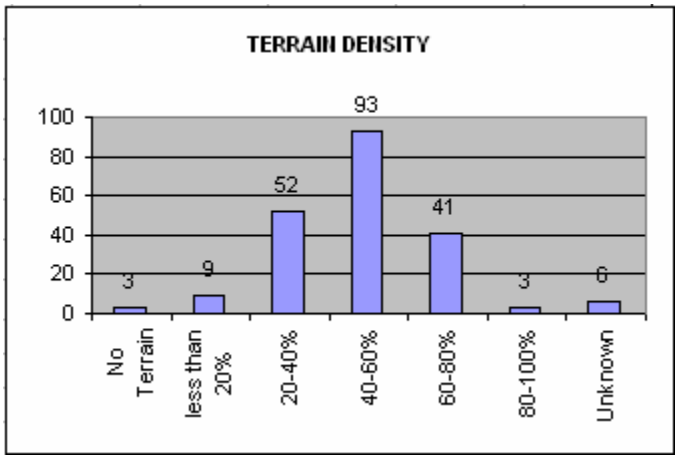
General Game Play Data

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 90.3% of the population. Of the remaining 20 games, no table size captured more than 2.4% 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.

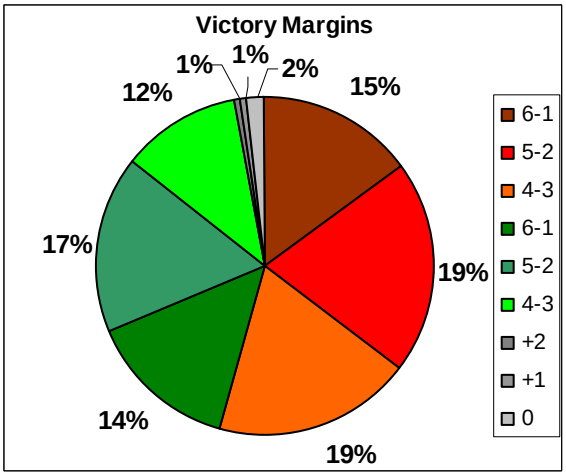
Terrain density tends to cover 40-60% of the board (45%) with the categories of 20-40% and 60-80% making up another 45% of the tables reported. Overall, terrain density can be presented by a simple bell curve with a slight tendency to less dense terrain.



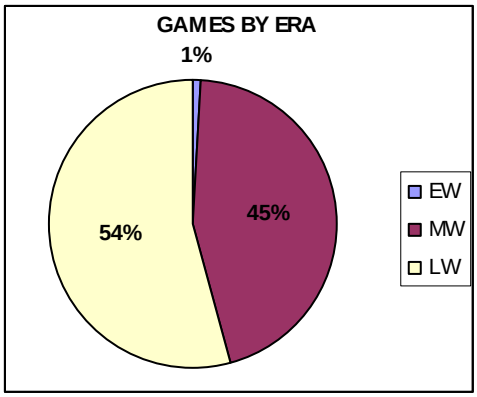
The average game was 6.7 turns in length with two Free For All battles lasting 15 turns or more.

36.7% of games were won by virtue of a company morale check. 31.4% 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, and grey shades represent draws. Removal of the Fair Fight scenarios results in only small changes with 5% being the largest gap between any two categories.

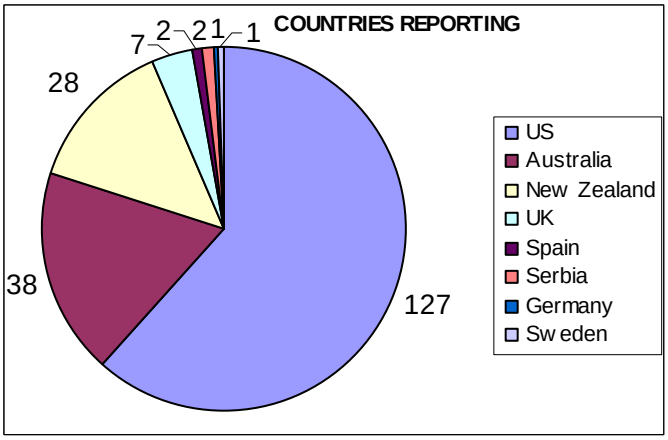


Games were reported for each of the three eras. Of the 207 games reported, 112 were Late War battles and 93 were Mid War battles. The final 2 games were Early War confrontations.

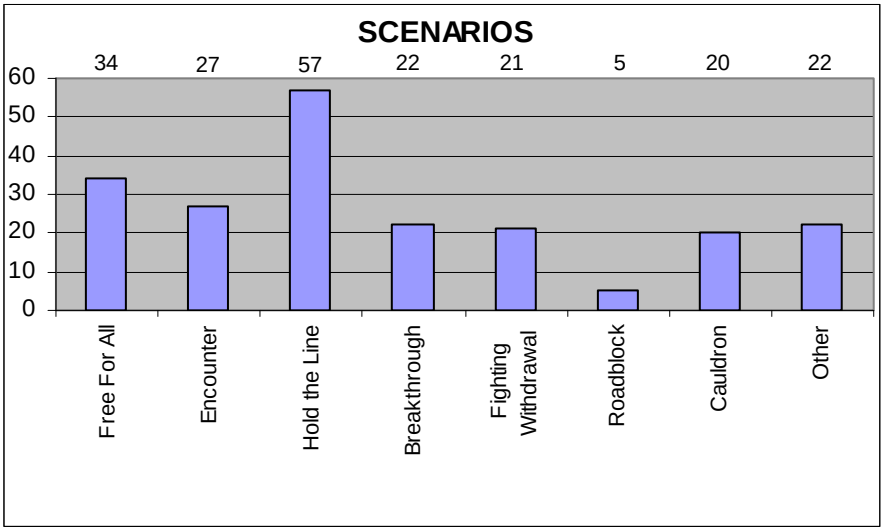


Point values for reported games ranged from less than 600 points to 3000 point games. The vast majority were played at 1500 points (81.2%) with 2000 point games (10.6%) being the second most popular category.

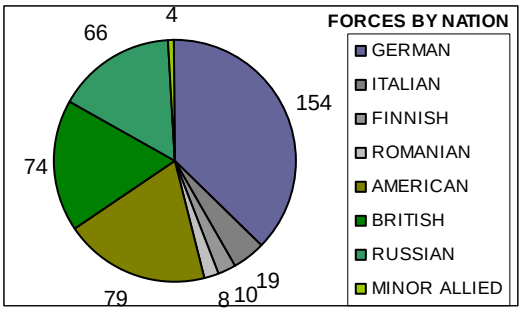
Games were reported from eight different nations. The United States leads the way with 61.8% of the reports. Australia (18.4%) and New Zealand (13.5%) had substantial contributions with a steady increase in participation over the final month of the first quarter being notable. The European nations round out the reports, collectively accounting for 6.2% of the games reported.



29.5% of the scenarios reported were Fair Fight battles. Hold the Line makes up 39% of the Defensive Battle scenarios. Combined, Free for All, Encounter, and Hold the Line make up 57% of all the games reported. Roadblock is the least played core scenario at 2.4%. The “Other” category currently includes six named scenarios as described in the Data Sheet section of this report. Six reports were received with no scenario identified.

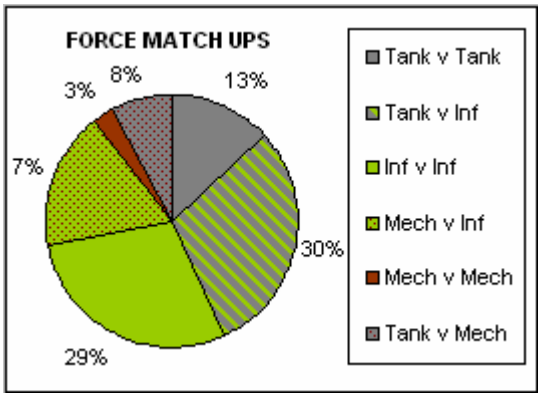


German forces are by far the most popular among those reported making up 37.2% of the population. Most of the companies reported were infantry (53%). Mechanized forces made up only 15% of the total. A breakdown of force types by nation can be found in the appendix, including a comparison of force types in the Mid War and Late War eras.



The top five lists reported were: Panzer Company (40), Grenadier Company (37), Tankovy Batalon (32), British Rifle Company and variants (31), and US Armored Rifle (21). This list includes instances where an individual played the same force multiple times.

The top five lists played by unique individuals were: Grenadier Company (27), Panzer Company (26), Tankovy Batalon (18), British Rifle Company and variants (14), and Strelkovy Batalon (12). 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.

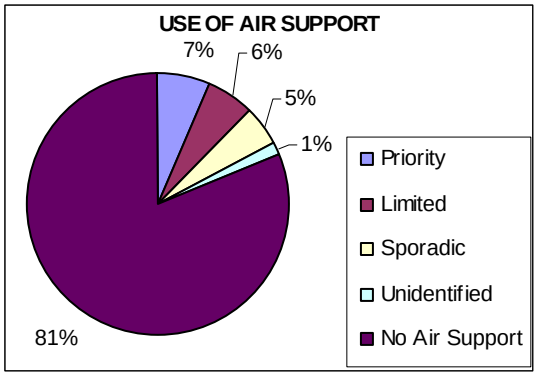


The match-ups between forces found infantry involved in most of the battles. 63% of all battles reported had infantry fighting on at least one side. Armoured forces were involved 51% of the time, mostly against infantry. Mechanized forces were the least represented, appearing in only 18% of the reported battles.

NOTES OF INTEREST

Air Support

Only 19% of the reports including notations regarding the use of air support. The various categories; priority, limited, and sporadic; are nearly equal in representation with 10 to 14 games reported for each. In all, a total of 39 games included air support by at least one force. In only three cases was air support in use on both sides of the battle.



Blue on Blue/Field Exercises

Roughly one quarter (28.5%) of all games played were reported as battles against a friendly force. The most common battles against forces from the same country occur with German armies while Americans are most often found fighting a friendly, non-American force.

Nation Match-ups

The most common "nation versus nation" match ups all involve German forces. British forces hold a slight edge over the Germans at 21-17-5. Likewise, American forces are 20-18-3 against German forces. Germans have a winning margin of 19-15-1 over Soviet forces. No other match-ups between different nations have occurred more than twelve times. The final report will include more detail in this area.

Mid War versus Late War Force Composition

Recently, questions have been 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 charts showing the change in force types reported by era. In terms of AARDCP reporting, American and Soviet tank companies have increased dramatically while German and British tank companies have decreased.

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. Cooperation with CrazyIvan's Important announcement concerning Tourney/Event results! thread, found in the Conventions/Events forum will assist in this particular study. Portions of the information collected there 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

As data is still being collected, commentary on individual scenarios is premature. However, in light of the origins of this project, this opportunity will be taken to comment on two specific items. As data collection continues and as the final report is compiled, additional notes of interest will be added for each scenario where it is deemed necessary.

Hold the Line

The balance of this mission was one linchpin of the historic 150+ page thread on the old forums. It was held by some that Hold the Line was too heavily balanced in the favor of the defender. At the end of the 1st Quarter, fifty-seven Hold the Line (HTL) games were reported.

Overall, Defensive Battles are won by the attacker 45.9% of the time. When not including the HTL scenario, the attacker enjoys a 51.7% winning percentage. HTL offers a 36.8% rate for attacker victories.

Of note is the infantry versus infantry battles in which the defender has an overwhelming advantage with a 12-3 record. Removing these battles from the equation increases the attacker success rate to 42.9% (18-24), an increase of 6.1%. In comparison, the other HTL match-ups are relatively even, although the defender still maintains an advantage. While it is still too early to draw any firm conclusions, the evidence suggests that infantry has difficulty on the attack. A quick review shows that this trend carries through with all of the Defensive Battle scenarios.

As the AARDCP continues, this will continue to be an area of focus. A more detailed analysis will be included in the final report.

Infantry with Heavy Armoured Support (IHAS)

The foundation of the aforementioned 150+ page thread regarded the perception that infantry forces with significant armoured support held an advantage over other infantry forces in Defensive Battle scenarios. For the purposes of the AARDCP, the focus will be on a strictly defined term, Infantry with Heavy Armoured Support or IHAS. An IHAS force is defined as any infantry force with two or more fully armoured platoons (as defined by the *Flames of War* rulebook) in support. To date, only 32 battles have been reported that involve an infantry company that qualifies.

In the 32 scenarios, four were Fair Fight scenarios. The Defensive Battles were a balance of an IHAS force attacking (13 games) and defending (15 games). All told, only 15.5% of all the games reported included an IHAS force.

IHAS forces currently hold a 20-13 record, winning 9.7% of the 207 battles reported, including a 4-1 record in Fair Fight scenarios (one of which pitted IHAS versus IHAS). In Defensive Battles, attacking IHAS forces are 5-8 while defending IHAS forces are 11-4. Non-IHAS infantry attackers have a 13-21 record with defending non-IHAS infantry companies holding a 50-50 record. The difference in defending infantry forces records appears significant, however there were nine IHAS forces involved in HTL battles, eight winning on defense. Since the HTL scenario itself is in question, removing these results, the defending IHAS forces record falls to 3-4, bringing it in line with non-IHAS infantry.

The control of removing IHAS forces defending in HTL demonstrates a need to continue collecting data on IHAS forces defending in other scenarios. One in three Defensive Battles have been HTL scenarios. Comprising 15.3% of HTL scenarios, one in three IHAS forces in defensive battles fought in the HTL scenario. More reports of HTL without IHAS forces combined with more reports of IHAS forces in other Defensive Battles are needed in order to better isolate these variables.

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 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.

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%	

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	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%		

A1 B A2

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%
NewZealand	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%

A1 A2 B

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 listed first	20 GAMES	ATTACKER WINS EW	MW	LW	11 TOTAL	55.0%	DEFENDER WINS EW	MW	LW	9 TOTAL	45.0%
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%
Mechnzd v Mechnzd	2	0	0	1	1	50.0%	0	1	0	1	50.0%
Mechnzd 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 A2

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.

OVERALL

TOTAL GAMES	ATTACKER		DEFENDER		FAIR FIGHT	
207	45.9%		54.1%		9.7%	
Tank v Tank	8	44.4%	10	55.5%	9	1.4%
Tank v Mechanized	5	62.5%	3	37.5%	8	1.3%
Tank v Infantry	20	46.5%	23	53.5%	19	3.0%
Mechnzd v Mechnzd	3	60.0%	2	40.0%	1	0.2%
Mechnzd v Infantry	13	52.0%	12	48.0%	11	1.7%
Infantry v Infantry	18	38.3%	29	61.7%	13	2.1%

ATTACKER WINS			DEFENDER WINS			DRAW		
6-1	5-2	4-3	6-1	5-2	4-3	+2	+1	0
1	2	5	2	5	3	0	0	0
0	2	3	1	2	0	0	0	0
4	8	8	5	10	8	0	0	0
2	0	1	0	2	0	0	0	0
2	6	5	5	4	3	0	0	0
8	6	4	11	10	8	0	0	0
15	23	14	FAIR FIGHT RESULTS			1	2	6

	EW	MW	LW	TOTAL	
600 or less	0	3	0	3	13.1%
600 points	0	0	0	0	11.7%
601-1499 points	0	3	1	4	11.6%
1500 points	2	65	101	168	40.3%
1501-1999 points	0	4	2	6	2.2%
2000 points	0	16	6	22	70.6%
2001-2999 points	0	2	0	2	0.8%
3000 points	0	0	2	2	0.6%
	2	93	112	207	
	1.1%	44.9%	54.1%		

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Not affiliated with Battlefront or
the Flames of War Miniatures War Game

the Bard's Abode

www.bardsabode.com/aar.html

	EW	MW	LW	TOTAL	
Australia	0	15	23	38	18.4%
Germany	0	1	0	1	0.5%
New Zealand	2	14	12	28	13.5%
Serbia	0	2	0	2	0.9%
Spain	0	2	0	2	0.9%
Sweden	0	1	0	1	0.5%
United Kingdom	0	3	4	7	3.4%
United States	0	55	73	128	61.2%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

WIN PERCENTAGES (TYPE & ROLE by ERA)

	146	ATTACKER WINS			67 45.9%	DEFENDER WINS			79 54.1%
Attacker listed first	GAMES	EW	MW	LW	TOTAL	EW	MW	LW	TOTAL
Tank v Tank		0	3	5	8	0	5	5	10
Tank v Mechanized		0	3	2	5	0	2	1	3
Tank v Infantry		0	5	15	20	0	12	11	23
Mechnzd v Mechnzd		0	0	3	3	0	1	1	2
Mechnzd v Infantry		0	8	5	13	0	6	6	12
Infantry v Infantry		1	9	8	18	1	14	14	29
		1	28	38		1	40	38	
		1.6%	41.8%	56.7%		1.3%	50.6%	48.1%	

WIN PERCENTAGES (FAIR FIGHT MATCHUP by ERA)

	61	MATCHUP			61	WINNER TYPE			52 85.2%	DRAW			9 14.8%
	GAMES	EW	MW	LW	TOTAL	TANK	MECH	INF	TOTAL	EW	MW	LW	TOTAL
Tank v Tank	9	0	7	2	9	9	0	0	9	0	0	0	0
Tank v Mechanized	8	0	5	3	8	3	5	0	8	0	0	0	0
Tank v Infantry	19	0	5	14	19	7	0	8	15	0	1	3	4
Mechnzd v Mechnzd	1	0	0	1	1	0	1	0	1	0	0	0	0
Mechnzd v Infantry	11	0	6	5	11	0	8	3	11	0	0	0	0
Infantry v Infantry	13	0	7	6	13	0	0	8	8	0	2	3	5
		0	30	31		19	14	19		0	3	6	
		0.0%	49.2%	50.8%		31.1%	23.0%	31.1%		0.0%	33.3%	66.7%	

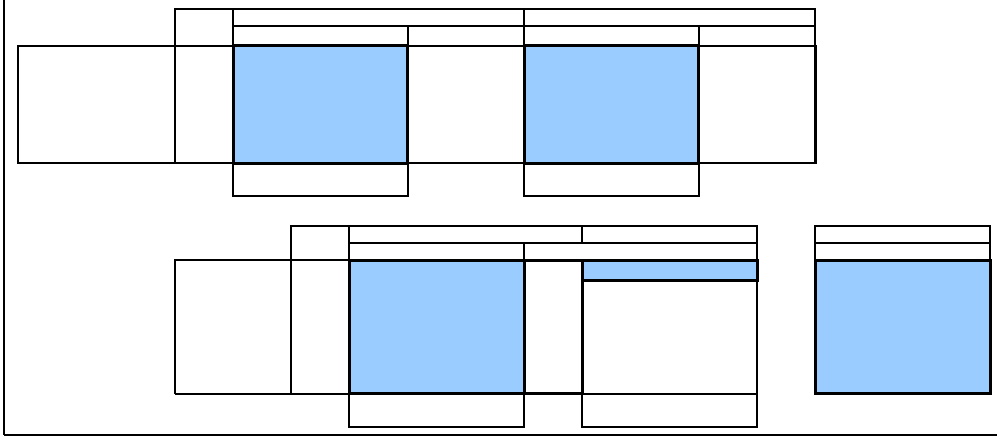
WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

	146	ATTACKER WINS			67 50.1%	DEFENDER WINS			79 49.9%
Attacker listed first	GAMES	6-1	5-2	4-3	TOTAL	6-1	5-2	4-3	TOTAL
Tank v Tank	32	1	2	5	8 46.9%	2	5	3	10 53.1%
Tank v Mechanized	37	0	3	2	5 83.8%	1	2	0	3 16.2%
Tank v Infantry	110	0	5	15	20 65.5%	5	11	7	23 34.5%
Mechnzd v Mechnzd	10	2	0	1	3 70.0%	0	0	2	2 .0%
Mechnzd v Infantry	45	0	8	5	13 66.7%	4	6	2	12 33.3%
Infantry v Infantry	171	7	7	4	18 28.1%	11	10	8	29 71.9%
		10	25	32		23	33	22	
		14.3%	37.4%	48.3%		57.4%	24.8%	17.8%	

WIN PERCENTAGES (FAIR FIGHT MATCHUP by VICTORY POINT RESULT)

	35	VICTOR SCORE			30 85.7%	DRAW (*attacker first*)			5 14.3%
	GAMES	6-1	5-2	4-3	TOTAL	+2	+1	0	TOTAL
Tank v Tank	8	2	4	2	8 100.0%	0	0	0	0 0.0%
Tank v Mechanized	2	1	1	0	2 100.0%	0	0	0	0 0.0%
Tank v Infantry	10	2	3	2	7 70.0%	1	1	1	3 30.0%
Mechnzd v Mechnzd	1	1	0	0	1 100.0%	0	0	0	0 0.0%
Mechnzd v Infantry	7	1	3	3	7 100.0%	0	0	0	0 0.0%
Infantry v Infantry	7	3	1	1	5 71.4%	0	0	2	2 28.6%

	WINNER TYPE		
	TANK	MECH	INF
6-1	4	2	2
5-2	6	3	4
4-3	2	3	4
+2	0	0	0
+1	0	0	0
0	0	0	0



FREE FOR ALL

TOTAL GAMES	VICTOR		DRAW	
34	85.3%		14.7%	
Tank v Tank	8	23.5%	0	0.0%
Tank v Mechanized	0	0.0%	0	0.0%
Tank v Infantry	3	8.8%	4	11.8%
Mechnzd v Mechnzd	0	0.0%	0	0.0%
Mechnzd v Infantry	0	0.0%	2	5.9%
Infantry v Infantry	0	0.0%	4	11.8%

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

	EW	MW	LW	TOTAL	
600 or less	0	1	0	1	2.9%
600 points	0	0	0	0	0.0%
601-1499 points	0	1	0	1	2.9%
1500 points	0	15	16	31	91.2%
1501-1999 points	0	0	1	1	2.9%
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%
	0	17	17	34	
	0.0%	50.0%	50.0%		

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	EW	MW	LW	TOTAL	
Australia	0	5	6	11	32.4%
Germany	0	0	0	0	0.0%
New Zealand	0	1	1	2	5.9%
Serbia	0	0	0	0	0.0%
Spain	0	0	0	0	0.0%
Sweden	0	0	0	0	0.0%
United Kingdom	0	0	1	1	2.9%
United States	0	11	9	20	58.8%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

WIN PERCENTAGES (MATCHUP by ERA)

	34 GAMES	MATCHUP EW	MW	LW	34 TOTAL	100.0%	WINNER TYPE TANK	MECH	INF	29 TOTAL	85.3%	DRAW EW	MW	LW	5 TOTAL	14.7%
Tank v Tank	8	0	6	2	8	100.0%	8	0	0	8	100.0%	0	0	0	0	0.0%
Tank v Mechanized	2	0	2	0	2	100.0%	0	2	0	2	100.0%	0	0	0	0	0.0%
Tank v Infantry	10	0	3	7	10	100.0%	3	0	4	7	70.0%	0	1	2	3	60.0%
Mechnzd v Mechnzd	1	0	0	1	1	100.0%	0	1	0	1	100.0%	0	0	0	0	0.0%
Mechnzd v Infantry	7	0	4	3	7	100.0%	0	5	2	7	100.0%	0	0	0	0	0.0%
Infantry v Infantry	6	0	4	2	6	100.0%	0	0	4	4	66.7%	0	1	1	2	40.0%
		0	19	15			11	8	10			0	2	3		
		0.0%	55.9%	44.1%			37.9%	27.6%	34.5%			0.0%	40.0%	60.0%		

WIN PERCENTAGES (MATCHUP by VICTORY POINT RESULT)

	34 GAMES	VICTOR SCORE 6-1	5-2	4-3	29 TOTAL	85.7%	DRAW +2	+1	0	5 TOTAL	14.3%
Tank v Tank	8	2	3	2	8	100.0%	0	0	0	0	0.0%
Tank v Mechanized	2	1	1	0	2	100.0%	0	0	0	0	0.0%
Tank v Infantry	10	2	3	2	7	70.0%	1	1	1	3	30.0%
Mechnzd v Mechnzd	1	1	0	0	1	100.0%	0	0	0	0	0.0%
Mechnzd v Infantry	7	1	3	3	7	100.0%	0	0	0	0	0.0%
Infantry v Infantry	7	3	1	1	5	71.4%	0	0	2	2	28.6%

	WINNER TYPE TANK	MECH	INF
6-1	4	2	2
5-2	6	3	4
4-3	2	3	4

OUTCOMES (by ERA)

	35 GAMES	VICTOR WINS EW	MW	LW	TOTAL	DRAW EW	MW	LW
Possessing Objective	12	0	7	5	40.0%	0	2	3
Company Morale Ch	14	0	7	7	46.7%			
Objective Not Captur	0	0	0	0	0.0%			
Player Conceeded	2	0	1	1	6.7%			
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	6.7%			
		0	17	13		0	2	3
		0.0%	56.7%	43.3%		0.0%	40.0%	60.0%

WINNER TYPE TANK	MECH	INF
3	5	4
8	1	5
0	0	0
0	1	1
0	0	0
0	0	0
1	1	0

ENCOUNTER

TOTAL GAMES	VICTOR		DRAW	
27	85.2%		14.8%	
Tank v Tank	1	3.7%	0	0.0%
Tank v Mechanized	3	11.1%	0	0.0%
Tank v Infantry	4	14.8%	4	14.8%
Mechnzd v Mechnzd	0	0.0%	0	0.0%
Mechnzd v Infantry	0	0.0%	1	3.7%
Infantry v Infantry	0	0.0%	4	14.8%

AFTER ACTION REPORT
DATA COLLECTION PROJECT

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

	EW	MW	LW	TOTAL	
600 or less	0	1	0	1	3.7%
600 points	0	0	0	0	0.0%
601-1499 points	0	0	0	0	0.0%
1500 points	0	7	15	22	81.5%
1501-1999 points	0	0	0	0	0.0%
2000 points	0	3	1	4	14.8%
2001-2999 points	0	0	0	0	0.0%
3000 points	0	0	0	0	0.0%
	0	11	16	27	
	0.0%	40.7%	59.3%		

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	EW	MW	LW	TOTAL	
Australia	0	0	3	3	11.1%
Germany	0	0	0	0	0.0%
New Zealand	0	1	2	3	11.1%
Serbia	0	0	0	0	0.0%
Spain	0	0	0	0	0.0%
Sweden	0	0	0	0	0.0%
United Kingdom	0	0	0	0	0.0%
United States	0	10	11	21	77.8%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

WIN PERCENTAGES (MATCHUP by ERA)

	27	MATCHUP			27	100.0%	WINNER TYPE			23	85.2%	DRAW			4	14.8%
	GAMES	EW	MW	LW	TOTAL		TANK	MECH	INF	TOTAL		EW	MW	LW	TOTAL	
Tank v Tank	1	0	1	0	1	100.0%	1	0	0	1	100.0%	0	0	0	0	0.0%
Tank v Mechanized	6	0	3	3	6	100.0%	3	3	0	6	100.0%	0	0	0	0	0.0%
Tank v Infantry	9	0	2	7	9	100.0%	4	0	4	8	88.9%	0	0	1	1	25.0%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--	0	0	0	0	0.0%
Mechnzd v Infantry	4	0	2	2	4	100.0%	0	3	1	4	100.0%	0	0	0	0	0.0%
Infantry v Infantry	7	0	3	4	7	100.0%	0	0	4	4	57.1%	0	1	2	3	75.0%
		0	11	16			8	6	9			0	1	3		
		0.0%	40.7%	59.3%			34.8%	26.1%	39.1%			0.0%	25.0%	75.0%		

WIN PERCENTAGES (MATCHUP by VICTORY POINT RESULT)

	27	VICTOR SCORE			23	85.2%	DRAW			4	14.8%
	GAMES	6-1	5-2	4-3	TOTAL		+2	+1	0	TOTAL	
Tank v Tank	1	0	1	0	1	100.0%	0	0	0	0	0.0%
Tank v Mechanized	6	1	3	2	6	100.0%	0	0	0	0	0.0%
Tank v Infantry	9	2	4	2	8	88.9%	0	0	1	1	11.1%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	4	1	1	2	4	100.0%	0	0	0	0	0.0%
Infantry v Infantry	7	1	3	0	4	57.1%	0	1	2	3	42.9%

	WINNER TYPE		
	TANK	MECH	INF
6-1	0	2	3
5-2	8	2	3
4-3	0	2	3

OUTCOMES (by ERA)

	27	VICTOR WINS				DRAW			WINNER TYPE		
	GAMES	EW	MW	LW	TOTAL	EW	MW	LW	TANK	MECH	INF
Possessing Objective	7	0	3	4	30.4%	0	1	3	2	4	1
Company Morale Ch	13	0	5	8	56.5%				4	2	7
Objective Not Captur	1	0	0	1	4.3%				0	0	1
Player Conceeded	2	0	2	0	8.7%				2	0	0
No enemy, def. half	0	0	0	0	0.0%				0	0	0
No enemy, 16" of obj	0	0	0	0	0.0%				0	0	0
Other	0	0	0	0	0.0%				0	0	0
		0	10	13		0	1	3			
		0.0%	43.5%	56.5%		0.0%	25.0%	75.0%			

HOLD THE LINE

TOTAL GAMES	ATTACKER		DEFENDER	
57	36.8%		63.2%	
Tank v Tank	4	44.4%	5	55.6%
Tank v Mechanized	1	50.0%	1	50.0%
Tank v Infantry	8	44.4%	10	55.6%
Mechnzd v Mechnzd	1	50.0%	1	50.0%
Mechnzd v Infantry	4	36.4%	7	63.6%
Infantry v Infantry	3	20.0%	12	80.0%

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DATA COLLECTION PROJECT

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

	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	0	1	1	1.8%
1500 points	0	22	23	45	78.9%
1501-1999 points	0	0	0	0	0.0%
2000 points	0	8	2	10	17.5%
2001-2999 points	0	0	0	0	0.0%
3000 points	0	0	1	1	1.8%
	0	30	27	57	
	0.0%	52.6%	47.4%		

	EW	MW	LW	TOTAL	
Australia	0	5	6	11	19.3%
Germany	0	1	0	1	1.8%
New Zealand	0	4	1	5	8.8%
Serbia	0	0	0	0	0.0%
Spain	0	1	0	1	1.8%
Sweden	0	0	0	0	0.0%
United Kingdom	0	1	2	3	5.3%
United States	0	18	18	36	63.2%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

	57	ATTACKER WINS			21	36.8%	DEFENDER WINS			36	63.2%
Attacker listed first	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Tank v Tank	9	0	2	2	4	44.4%	0	4	1	5	55.6%
Tank v Mechanized	2	0	1	0	1	50.0%	0	1	0	1	50.0%
Tank v Infantry	18	0	0	8	8	44.4%	0	6	4	10	55.6%
Mechnzd v Mechnzd	2	0	0	1	1	50.0%	0	0	1	1	50.0%
Mechnzd v Infantry	11	0	3	1	4	36.4%	0	5	2	7	63.6%
Infantry v Infantry	15	0	2	1	3	20.0%	0	7	5	12	80.0%
		0	8	13			0	23	13		
		0.0%	38.1%	61.9%			0.0%	63.9%	36.1%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

	57	ATTACKER WINS			21	36.8%	DEFENDER WINS			36	63.2%
Attacker listed first	GAMES	6-1	5-2	4-3	TOTAL		6-1	5-2	4-3	TOTAL	
Tank v Tank	11	0	2	2	4	36.4%	4	1	2	7	63.6%
Tank v Mechanized	2	0	0	1	1	50.0%	0	1	0	1	50.0%
Tank v Infantry	17	3	1	4	8	47.1%	1	5	4	9	52.9%
Mechnzd v Mechnzd	2	0	0	1	1	50.0%	0	0	1	1	50.0%
Mechnzd v Infantry	10	0	2	2	4	40.0%	3	2	1	6	60.0%
Infantry v Infantry	15	3	0	0	3	20.0%	4	6	2	12	80.0%
		6	5	10			12	15	9		
		28.6%	23.8%	47.6%			33.3%	41.7%	25.0%		

OUTCOMES (by ERA)

	57	ATTACKER WINS			22	38.6%	DEFENDER WINS			35	61.4%
	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Possessing Objective	17	0	4	11	15	68.2%	0	1	1	2	5.7%
Company Morale Check	12	0	1	2	3	13.6%	0	4	5	9	25.7%
Objective Not Captured	6	0	1	0	1	4.5%	0	4	1	5	14.3%
Player Conceeded	9	0	2	0	2	9.1%	0	4	3	7	20.0%
No enemy, def. half	6	0	0	0	0	0.0%	0	4	2	6	17.1%
No enemy, 16" of obj.	2	0	0	0	0	0.0%	0	1	1	2	5.7%
Other/Reported Draw	5	0	1	0	1	4.5%	0	3	1	4	11.4%
		0	9	13			0	21	14		
		0.0%	40.9%	59.1%			0.0%	60.0%	40.0%		

BREAKTHROUGH

TOTAL GAMES	ATTACKER		DEFENDER	
22	59.1%		40.9%	
Tank v Tank	2	66.7%	1	33.3%
Tank v Mechanized	1	100.0%	0	0.0%
Tank v Infantry	3	60.0%	2	40.0%
Mechnzd v Mechnzd	1	100.0%	0	0.0%
Mechnzd v Infantry	2	50.0%	2	50.0%
Infantry v Infantry	4	50.0%	4	50.0%

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

	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	0	0	0	0.0%
1500 points	0	11	11	22	100.0%
1501-1999 points	0	0	0	0	0.0%
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%
	0	11	11	22	
	0.0%	50.0%	50.0%		

	EW	MW	LW	TOTAL	
Australia	0	0	2	2	9.1%
Germany	0	0	0	0	0.0%
New Zealand	0	2	2	4	18.2%
Serbia	0	1	0	1	4.5%
Spain	0	0	0	0	0.0%
Sweden	0	0	0	0	0.0%
United Kingdom	0	2	0	2	9.1%
United States	0	6	7	13	59.1%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

	22	ATTACKER WINS			13	59.1%	DEFENDER WINS			9	40.9%
Attacker listed first	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Tank v Tank	3	0	0	2	2	66.7%	0	0	1	1	33.3%
Tank v Mechanized	1	0	1	0	1	100.0%	0	0	0	0	0.0%
Tank v Infantry	5	0	2	1	3	60.0%	0	2	0	2	40.0%
Mechnzd v Mechnzd	1	0	0	1	1	100.0%	0	0	0	0	0.0%
Mechnzd v Infantry	4	0	2	0	2	50.0%	0	1	1	2	50.0%
Infantry v Infantry	8	0	4	0	4	50.0%	0	0	4	4	50.0%
		0	9	4			0	3	6		
		0.0%	69.2%	30.8%			0.0%	33.3%	66.7%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

	22	ATTACKER WINS			13	59.1%	DEFENDER WINS			9	40.9%
Attacker listed first	GAMES	6-1	5-2	4-3	TOTAL		6-1	5-2	4-3	TOTAL	
Tank v Tank	3	1	0	1	2	66.7%	0	1	0	1	33.3%
Tank v Mechanized	1	0	0	1	1	100.0%	0	0	0	0	0.0%
Tank v Infantry	5	0	3	0	3	60.0%	1	1	0	2	40.0%
Mechnzd v Mechnzd	1	1	0	0	1	100.0%	0	0	0	0	0.0%
Mechnzd v Infantry	4	1	1	0	2	50.0%	1	1	0	2	50.0%
Infantry v Infantry	8	0	3	1	4	50.0%	2	1	1	4	50.0%
		3	7	3			4	4	1		
		23.1%	53.8%	23.1%			44.4%	44.4%	11.1%		

OUTCOMES (by ERA)

	22	ATTACKER WINS			13	59.1%	DEFENDER WINS			9	40.9%
	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Possessing Objective	7	0	5	2	7	53.8%	0	0	0	0	0.0%
Company Morale Check	10	0	3	2	5	38.5%	0	3	2	5	55.6%
Objective Not Captured	3	0	0	0	0	0.0%	0	0	3	3	33.3%
Player Conceeded	0	0	0	0	0	0.0%	0	0	0	0	0.0%
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	2	0	0	1	1	7.7%	0	0	1	1	11.1%
		0	8	5			0	3	6		
		0.0%	61.5%	38.5%			0.0%	33.3%	66.7%		

FIGHTING WITHDRAWAL

TOTAL GAMES	ATTACKER		DEFENDER	
21	52.4%		47.6%	
Tank v Tank	1	100.0%	0	0.0%
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	25.0%	6	75.0%

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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	2

	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	1	0	1	4.8%
1500 points	0	4	11	15	71.4%
1501-1999 points	0	0	1	1	4.8%
2000 points	0	3	0	3	14.3%
2001-2999 points	0	1	0	1	4.8%
3000 points	0	0	0	0	0.0%
	0	9	12	21	
	0.0%	42.9%	57.1%		

	EW	MW	LW	TOTAL	
Australia	0	1	1	2	9.5%
Germany	0	0	0	0	0.0%
New Zealand	0	3	2	5	23.8%
Serbia	0	1	0	1	4.8%
Spain	0	0	0	0	0.0%
Sweden	0	1	0	1	4.8%
United Kingdom	0	0	0	0	0.0%
United States	0	3	9	12	57.1%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

	21	ATTACKER WINS			11	52.4%	DEFENDER WINS			10	47.6%
Attacker listed first	GAMES	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%
Mechnzd v Mechnzd	2	0	0	1	1	50.0%	0	1	0	1	50.0%
Mechnzd v Infantry	2	0	1	1	2	100.0%	0	0	0	0	0.0%
Infantry v Infantry	8	0	1	1	2	25.0%	0	4	2	6	75.0%
		0	3	8			0	6	4		
		0.0%	27.3%	72.7%			0.0%	60.0%	40.0%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

	21	ATTACKER WINS			11	52.4%	DEFENDER WINS			10	47.6%
Attacker listed first	GAMES	6-1	5-2	4-3	TOTAL		6-1	5-2	4-3	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	3	2	5	62.5%	0	2	1	3	37.5%
Mechnzd v Mechnzd	2	1	0	0	1	50.0%	0	0	1	1	50.0%
Mechnzd v Infantry	2	1	1	0	2	100.0%	0	0	0	0	0.0%
Infantry v Infantry	8	0	1	1	2	25.0%	2	2	2	6	75.0%
		2	5	4			2	4	4		
		18.2%	45.5%	36.4%			20.0%	40.0%	40.0%		

OUTCOMES (by ERA)

	21	ATTACKER WINS			11	52.4%	DEFENDER WINS			10	47.6%
	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Possessing Objective	5	0	2	3	5	45.5%	0	0	0	0	0.0%
Company Morale Check	9	0	1	5	6	54.5%	0	1	2	3	30.0%
Objective Not Captured	6	0	0	0	0	0.0%	0	4	2	6	60.0%
Player Conceeded	0	0	0	0	0	0.0%	0	0	0	0	0.0%
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	1	0	0	0	0	0.0%	0	1	0	1	10.0%
		0	3	8			0	6	4		
		0.0%	27.3%	72.7%			0.0%	60.0%	40.0%		

ROADBLOCK

TOTAL GAMES	ATTACKER		DEFENDER	
5	0.0%		100.0%	
Tank v Tank	0	0.0%	3	100.0%
Tank v Mechanized	0	--	0	--
Tank v Infantry	0	0.0%	1	100.0%
Mechnzd v Mechnzd	0	--	0	--
Mechnzd v Infantry	0	--	0	--
Infantry v Infantry	0	0.0%	1	100.0%

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

	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	0	0	0	0.0%
1500 points	0	3	2	5	100.0%
1501-1999 points	0	0	0	0	0.0%
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%
	0	3	2	5	
	0.0%	60.0%	40.0%		

	EW	MW	LW	TOTAL	
Australia	0	0	0	0	0.0%
Germany	0	0	0	0	0.0%
New Zealand	0	1	2	3	60.0%
Serbia	0	0	0	0	0.0%
Spain	0	0	0	0	0.0%
Sweden	0	0	0	0	0.0%
United Kingdom	0	0	0	0	0.0%
United States	0	2	0	2	40.0%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

	5	ATTACKER WINS			0	0.0%	DEFENDER WINS			5	100.0%
Attacker listed first	GAMES	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	1	0	0	0	0	0.0%	0	1	0	1	100.0%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	0	0	0	0	0	--	0	0	0	0	--
Infantry v Infantry	1	0	0	0	0	0.0%	0	1	0	1	100.0%
		0	0	0			0	3	2		
		--	--	--			0.0%	60.0%	40.0%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

	5	ATTACKER WINS			0	0.0%	DEFENDER WINS			5	100.0%
Attacker listed first	GAMES	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	1	0	0	0	0	0.0%	0	0	1	1	100.0%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	0	0	0	0	0	--	0	0	0	0	--
Infantry v Infantry	1	0	0	0	0	0.0%	0	1	0	1	100.0%
		0	0	0			0	4	1		
		--	--	--			0.0%	80.0%	20.0%		

OUTCOMES (by ERA)

	5	ATTACKER WINS			0	0.0%	DEFENDER WINS			5	100.0%
	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Possessing Objective	4	0	0	0	0	--	0	3	1	4	80.0%
Company Morale Check	1	0	0	0	0	--	0	0	1	1	20.0%
Objective Not Captured	0	0	0	0	0	--	0	0	0	0	0.0%
Player Conceeded	0	0	0	0	0	--	0	0	0	0	0.0%
No enemy, def. half	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%
Other/Reported Draw	0	0	0	0	0	--	0	0	0	0	0.0%
		0	0	0			0	3	2		
		--	--	--			0.0%	60.0%	40.0%		

CAULDRON

TOTAL GAMES	ATTACKER		DEFENDER	
20	45.0%		55.0%	
Tank v Tank	0	0.0%	1	100.0%
Tank v Mechanized	2	66.7%	1	33.3%
Tank v Infantry	2	33.3%	4	66.7%
Mechnzd v Mechnzd	0	--	0	--
Mechnzd v Infantry	0	0.0%	1	100.0%
Infantry v Infantry	5	55.6%	4	44.4%

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

	EW	MW	LW	TOTAL	
600 or less	0	1	0	1	5.0%
600 points	0	0	0	0	0.0%
601-1499 points	0	0	0	0	0.0%
1500 points	0	1	14	15	75.0%
1501-1999 points	0	1	0	1	5.0%
2000 points	0	1	2	3	15.0%
2001-2999 points	0	0	0	0	0.0%
3000 points	0	0	0	0	0.0%
	0	4	16	20	
	0.0%	20.0%	80.0%		

	EW	MW	LW	TOTAL	
Australia	0	1	3	4	20.0%
Germany	0	0	0	0	0.0%
New Zealand	0	0	1	1	5.0%
Serbia	0	0	0	0	0.0%
Spain	0	0	0	0	0.0%
Sweden	0	0	0	0	0.0%
United Kingdom	0	0	1	1	5.0%
United States	0	3	11	14	70.0%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

	20	ATTACKER WINS			9	45.0%	DEFENDER WINS			11	55.0%
Attacker listed first	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Tank v Tank	1	0	0	0	0	0.0%	0	0	1	1	100.0%
Tank v Mechanized	3	0	1	1	2	66.7%	0	0	1	1	33.3%
Tank v Infantry	6	0	1	1	2	33.3%	0	0	4	4	66.7%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	1	0	0	0	0	0.0%	0	0	1	1	100.0%
Infantry v Infantry	9	0	1	4	5	55.6%	0	1	3	4	44.4%
		0	3	6			0	1	10		
		0.0%	33.3%	66.7%			0.0%	9.1%	90.9%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

	20	ATTACKER WINS			9	45.0%	DEFENDER WINS			11	55.0%
Attacker listed first	GAMES	6-1	5-2	4-3	TOTAL		6-1	5-2	4-3	TOTAL	
Tank v Tank	1	0	0	0	0	0.0%	0	0	1	1	100.0%
Tank v Mechanized	3	0	1	1	2	66.7%	1	0	0	1	33.3%
Tank v Infantry	6	1	1	0	2	33.3%	2	1	1	4	66.7%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	1	0	0	0	0	0.0%	1	0	0	1	100.0%
Infantry v Infantry	9	4	0	1	5	55.6%	2	0	2	4	44.4%
		5	2	2			6	1	4		
		55.6%	22.2%	22.2%			54.5%	9.1%	36.4%		

OUTCOMES (by ERA)

	20	ATTACKER WINS			9	45.0%	DEFENDER WINS			11	55.0%
	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Possessing Objective	6	0	3	2	5	55.6%	0	0	1	1	9.1%
Company Morale Check	10	0	0	4	4	44.4%	0	1	5	6	54.5%
Objective Not Captured	2	0	0	0	0	0.0%	0	0	2	2	18.2%
Player Conceeded	1	0	0	0	0	0.0%	0	0	1	1	9.1%
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	1	0	0	0	0	0.0%	0	0	1	1	9.1%
		0	3	6			0	1	10		
		0.0%	33.3%	66.7%			0.0%	9.1%	90.9%		

OTHER DEFENSIVE BATTLE SCENARIOS

TOTAL GAMES	ATTACKER		DEFENDER	
21	61.9%		38.1%	
Tank v Tank	1	100.0%	0	0.0%
Tank v Mechanized	1	50.0%	1	50.0%
Tank v Infantry	2	40.0%	3	60.0%
Mechnzd v Mechnzd	0	--	0	--
Mechnzd v Infantry	5	71.4%	2	28.6%
Infantry v Infantry	4	66.7%	2	33.3%

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

	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	1	0	1	4.8%
1500 points	2	2	9	13	61.9%
1501-1999 points	0	3	0	3	14.3%
2000 points	0	1	1	2	9.5%
2001-2999 points	0	1	0	1	4.8%
3000 points	0	0	1	1	4.8%
	2	8	11	21	
	9.5%	**38.1%**	**52.4%**		

	EW	MW	LW	TOTAL	
Australia	0	3	2	5	23.8%
Germany	0	0	0	0	0.0%
New Zealand	2	2	1	5	23.8%
Serbia	0	0	0	0	0.0%
Spain	0	1	0	1	4.8%
Sweden	0	0	0	0	0.0%
United Kingdom	0	0	0	0	0.0%
United States	0	2	8	10	47.6%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	21 GAMES	ATTACKER WINS			13	61.9%	DEFENDER WINS			8	38.1%
		EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Tank v Tank	1	0	1	0	1	100.0%	0	0	0	0	0.0%
Tank v Mechanized	2	0	0	1	1	50.0%	0	1	0	1	50.0%
Tank v Infantry	5	0	1	1	2	40.0%	0	2	1	3	60.0%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	7	0	2	3	5	71.4%	0	0	2	2	28.6%
Infantry v Infantry	6	1	1	2	4	66.7%	0	2	0	2	33.3%
		1	5	7			0	5	3		
		7.7%	38.5%	53.8%			0.0%	62.5%	37.5%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	21 GAMES	ATTACKER WINS			14	66.7%	DEFENDER WINS			7	33.3%
		6-1	5-2	4-3	TOTAL		6-1	5-2	4-3	TOTAL	
Tank v Tank	1	0	0	1	1	100.0%	0	0	0	0	0.0%
Tank v Mechanized	3	0	2	0	2	66.7%	0	1	0	1	33.3%
Tank v Infantry	5	0	0	2	2	40.0%	1	1	1	3	60.0%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	6	0	2	3	5	83.3%	0	1	0	1	16.7%
Infantry v Infantry	6	1	2	1	4	66.7%	1	0	1	2	33.3%
		1	6	7			2	3	2		
		7.1%	42.9%	50.0%			28.6%	42.9%	28.6%		

OUTCOMES (by ERA)

	21 GAMES	ATTACKER WINS			14	66.7%	DEFENDER WINS			7	33.3%
		EW	MW	LW	TOTAL		EW	MW	LW	TOTAL	
Possessing Objective	7	0	2	4	6	42.9%	0	1	0	1	14.3%
Company Morale Check	7	1	0	3	4	28.6%	0	2	1	3	42.9%
Objective Not Captured	2	0	0	0	0	0.0%	0	1	1	2	28.6%
Player Conceeded	2	0	0	1	1	7.1%	0	0	1	1	14.3%
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	7.1%	0	0	0	0	0.0%
Other	2	0	1	1	2	14.3%	0	0	0	0	0.0%
		1	4	9			0	4	3		
		7.1%	28.6%	64.3%			0.0%	57.1%	42.9%		

DEFENSIVE BATTLE w/o HOLD THE LINE

TOTAL GAMES	ATTACKER		DEFENDER	
89	51.7%		48.3%	
Tank v Tank	4	44.4%	5	55.6%
Tank v Mechanized	4	66.7%	2	33.3%
Tank v Infantry	12	48.0%	13	52.0%
Mechnzd v Mechnzd	2	66.7%	1	33.3%
Mechnzd v Infantry	9	64.3%	5	35.7%
Infantry v Infantry	15	46.9%	17	53.1%

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

	EW	MW	LW	TOTAL	
600 or less	0	1	0	1	1.1%
600 points	0	0	0	0	0.0%
601-1499 points	0	2	0	2	2.2%
1500 points	2	21	47	70	78.7%
1501-1999 points	0	4	1	5	5.6%
2000 points	0	5	3	8	9.0%
2001-2999 points	0	2	0	2	2.2%
3000 points	0	0	1	1	1.1%
	2	35	52	89	
	2.2%	**39.3%**	**58.4%**		

	EW	MW	LW	TOTAL	
Australia	0	5	8	13	14.6%
Germany	0	0	0	0	0.0%
New Zealand	2	8	8	18	20.2%
Serbia	0	2	0	2	2.2%
Spain	0	1	0	1	1.1%
Sweden	0	1	0	1	1.1%
United Kingdom	0	2	1	3	3.4%
United States	0	16	35	51	57.3%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	89 GAMES	ATTACKER WINS EW	MW	LW	46 TOTAL	51.7%	DEFENDER WINS EW	MW	LW	43 TOTAL	48.3%
Tank v Tank	9	0	1	3	4	44.4%	0	1	4	5	55.6%
Tank v Mechanized	6	0	2	2	4	66.7%	0	1	1	2	33.3%
Tank v Infantry	25	0	5	7	12	48.0%	0	6	7	13	52.0%
Mechnzd v Mechnzd	3	0	0	2	2	66.7%	0	1	0	1	33.3%
Mechnzd v Infantry	14	0	5	4	9	64.3%	0	1	4	5	35.7%
Infantry v Infantry	32	1	7	7	15	46.9%	0	8	9	17	53.1%
		1	20	25			0	18	25		
		2.2%	43.5%	54.3%			0.0%	41.9%	58.1%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	89 GAMES	ATTACKER WINS 6-1	5-2	4-3	47 TOTAL	52.8%	DEFENDER WINS 6-1	5-2	4-3	42 TOTAL	47.2%
Tank v Tank	9	1	0	3	4	44.4%	0	4	1	5	55.6%
Tank v Mechanized	7	0	3	2	5	71.4%	1	1	0	2	28.6%
Tank v Infantry	25	1	7	4	12	48.0%	4	5	4	13	52.0%
Mechnzd v Mechnzd	3	2	0	0	2	66.7%	0	0	1	1	33.3%
Mechnzd v Infantry	13	2	4	3	9	69.2%	2	2	0	4	30.8%
Infantry v Infantry	32	5	6	4	15	46.9%	7	4	6	17	53.1%
		11	20	16			14	16	12		
		23.4%	42.6%	34.0%			33.3%	38.1%	28.6%		

OUTCOMES (by ERA)

	89 GAMES	ATTACKER WINS EW	MW	LW	47 TOTAL	52.8%	DEFENDER WINS EW	MW	LW	42 TOTAL	47.2%
Possessing Objective	29	0	12	11	23	48.9%	0	4	2	6	14.3%
Company Morale Check	37	1	4	14	19	40.4%	0	7	11	18	42.9%
Objective Not Captured	13	0	0	0	0	0.0%	0	5	8	13	31.0%
Player Conceeded	3	0	0	1	1	2.1%	0	0	2	2	4.8%
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	2.1%	0	0	0	0	0.0%
Other	6	0	1	2	3	6.4%	0	1	2	3	7.1%
		1	18	28			0	17	25		
		2.1%	38.3%	59.6%			0.0%	40.5%	59.5%		

THE BARD'S AARDCP RECORD

TOTAL GAMES	THE BARD		OPPONENT		DRAW	
16	31.3%		62.5%		6.3%	
British Rifles v Tank	1	--	1	50.0%	0	0.0%
v Mechanized	0	--	0	--	0	0.0%
v Infantry	3	60.0%	1	20.0%	1	6.3%
Compagni Carri v Tank	1	12.5%	7	87.5%	0	0.0%
v Mechanized	0	--	0	--	0	0.0%
v Infantry	0	0.0%	1	100.0%	0	0.0%
	0	--	0	--	0	0.0%
Gepanzerte Panzergrdr	0	--	0	--	0	0.0%
(in progress)	0	--	0	--	0	0.0%
	0	--	0	--	0	0.0%
Panzerkompanie	0	--	0	--	0	0.0%
(in progress)	0	--	0	--	0	0.0%
	0	--	0	--	0	0.0%
Many More TBD	0	--	0	--	0	0.0%
(not started)	0	--	0	--	0	0.0%
	5		10		1	

BARD VICTORIOUS!			THE BARD CHOKES			DRAW		
6-1	5-2	4-3	6-1	5-2	4-3	+2	+1	0
2	2	1	3	5	2	0	0	1

	VICTOR		
TOTAL AARDCP	ATTACKER	DEFENDER	FAIR FIGHT
632	63.4%	36.6%	9.7%
BARD REMOVED			
616	64.2%	35.8%	8.8%
2.5% of total reports	0.8%	-0.8%	-0.9%

TOTAL AARDCP HTL	ATTACKER	DEFENDER
57	36.8%	63.2%
BARD REMOVED		
53	39.6%	60.4%
7.0% of total reports	2.8%	-2.8%

DEFENSIVE BATTLES	ATTACKER		DEFENDER	
INVOLVING THE BARD	1	11.1%	8	88.9%

	THE BARD		OPPONENT		DRAW	
	31.3%		62.5%		6.3%	
British Rifle Company 9 Royal Fusiliers	4	57.1%	2	28.6%	1	14.3%
Compagnia Carri Centauro XVII Armour	1	11.1%	8	88.9%	0	0.0%
Gepanzerte PzrGdr II./64 Pzrgdr (16.Pnzr)	0	--	0	--	0	--
Panzerkompanie II./2 Panzer (16.Pnzr)	0	--	0	--	0	--
	0	--	0	--	0	--

	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	0	0	0	0.0%
1500 points	0	13	3	16	100.0%
1501-1999 points	0	0	0	0	0.0%
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%
	0	13	3	16	
	0.0%	81.3%	18.8%		

	EW	MW	LW	TOTAL	
Free For All	0	5	1	6	37.5%
Encounter	0	1	0	1	6.3%
Hold the Line	0	4	0	4	25.0%
Breakthrough	0	1	0	1	6.3%
Fighting Withdrawal	0	1	1	2	12.5%
Roadblock	0	1	0	1	6.3%
Cauldron	0	0	1	1	6.3%
Other	0	0	0	0	0.0%
	0	0	0	0	0.0%
	0	0	0	0	0.0%

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

www.bardsabode.com/aar.html

WIN PERCENTAGES (FORCE & SCENARIO)

	16	FREE FOR ALL			37.5%	ENCOUNTER			6.3%	HOLD THE LINE		25.0%	BREAKTHROUGH		6.3%	FIGHTING W/D		12.5%	ROADBLOCK		6.3%	CAULDRON		6.3%	OTHER		0.0%
	GAMES	W	L	D	TOTAL	W	L	D	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL
British Rifles v Tank	2	0	0	0	0.0%	0	0	0	0.0%	0	0	0.0%	1	0	6.3%	0	1	6.3%	0	0	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%
v Infantry	5	1	0	1	12.5%	0	0	0	0.0%	0	1	6.3%	0	0	0.0%	1	0	6.3%	0	0	0.0%	1	0	6.3%	0	0	0.0%
Compagni Carri v Tank	8	0	4	0	25.0%	1	0	0	6.3%	0	2	12.5%	0	0	0.0%	0	0	0.0%	0	1	6.3%	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%
v Infantry	1	0	0	0	0.0%	0	0	0	0.0%	0	1	6.3%	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	0.0%	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	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	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%	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	0.0%	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	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%
		1	4	1		1	0	0		0	4		1	0		1	1		0	1		1	0		0	0	
		16.7%	66.7%	16.7%		100.0%	0.0%	0.0%		0.0%	100.0%		100.0%	0.0%		50.0%	50.0%		0.0%	100.0%		100.0%	0.0%		--	--	

WIN PERCENTAGES (SCORE & SCENARIO)

	16	FREE FOR ALL		37.5%	ENCOUNTER		6.3%	HOLD THE LINE		25.0%	BREAKTHROUGH		266.7%	FIGHTING W/D		3200.0%	ROADBLOCK		400.0%	CAULDRON		37.5%	OTHER		0.0%
	GAMES	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL	W	L	TOTAL
Score: 6-1	5	0	2	40.0%	0	0	0.0%	0	1	20.0%	1	0	20.0%	1	0	20.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%
Score: 5-2	7	1	1	40.0%	1	0	20.0%	0	3	60.0%	0	0	0.0%	0	0	0.0%	0	1	20.0%	0	0	0.0%	0	0	0.0%
Score: 4-3	3	0	1	20.0%	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	1	20.0%	0	0	0.0%	1	0	20.0%	0	0	0.0%
Draw: +2	0	0		0.0%	0		0.0%	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	0	0		0.0%	0		0.0%	Attacker:	0	4	Attacker:	0	0	Attacker:	0	0	Attacker:	0	1	Attacker:	0	0	Attacker:	0	0
Draw: 0	1	1		20.0%	0		0.0%	Defender:	0	0	Defender:	1	0	Defender:	1	1	Defender:	0	0	Defender:	1	0	Defender:	0	0
		1	4		1	0		0	4		1	0		1	1		0	1		1	0		0	0	
		16.7%	66.7%		100.0%	0.0%		0.0%	100.0%		100.0%	0.0%		50.0%	50.0%		0.0%	100.0%		100.0%	0.0%		--	--	

OUTCOMES (by ERA)

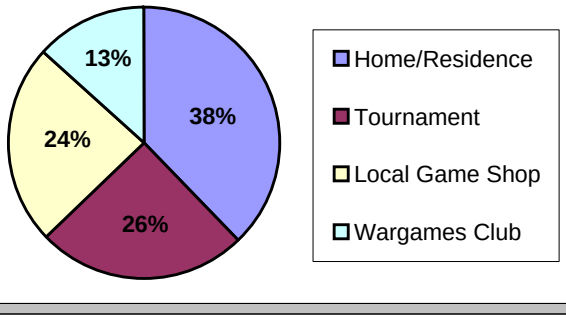
BARD VICTORIOUS	GAMES	FFA	ENC	HTL	BT	FW	RB	CAUL	OTH	TOTAL	
Possessing Objective	4	1	0	0	0	0	0	0	0	1	25.0%
Company Morale Check	6	0	1	0	1	1	0	0	0	3	50.0%
Objective Not Captured	0	0	0	0	0	0	0	0	0	0	--
Player Conceeded	2	0	0	0	0	0	0	0	0	0	0.0%
No enemy, def. half	1	0	0	0	0	0	0	0	0	0	0.0%
No enemy, 16" of obj.	0	0	0	0	0	0	0	0	0	0	--
Other	2	0	0	0	0	0	0	1	0	1	50.0%

BARD CHOKES	FFA	ENC	HTL	BT	FW	RB	CAUL	OTH	TOTAL	
Possessing Objective	1	0	0	0	1	1	0	0	3	75.0%
Company Morale Check	3	0	0	0	0	0	0	0	3	50.0%
Objective Not Captured	0	0	0	0	0	0	0	0	0	--
Player Conceeded	0	0	2	0	0	0	0	0	2	100.0%
No enemy, def. half	0	0	1	0	0	0	0	0	1	100.0%
No enemy, 16" of obj.	0	0	0	0	0	0	0	0	0	--
Other	0	0	1	0	0	0	0	0	1	50.0%

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.

LOCATIONS



COUNTRIES REPORTING

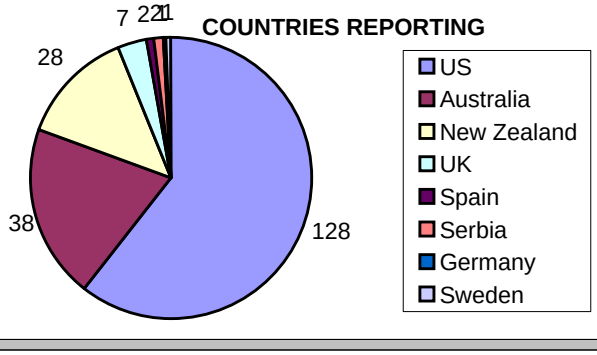
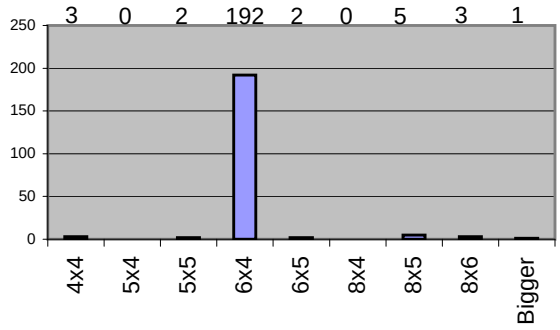
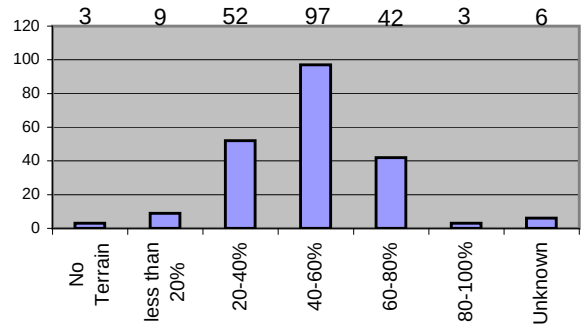


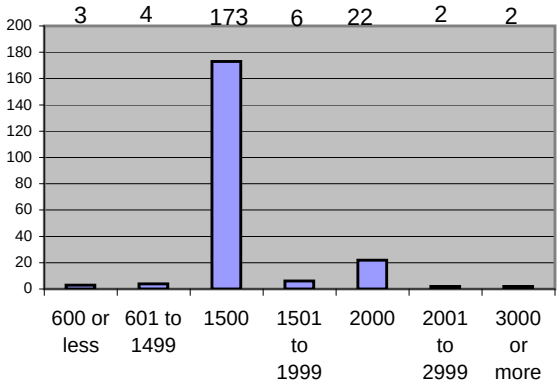
TABLE SIZES



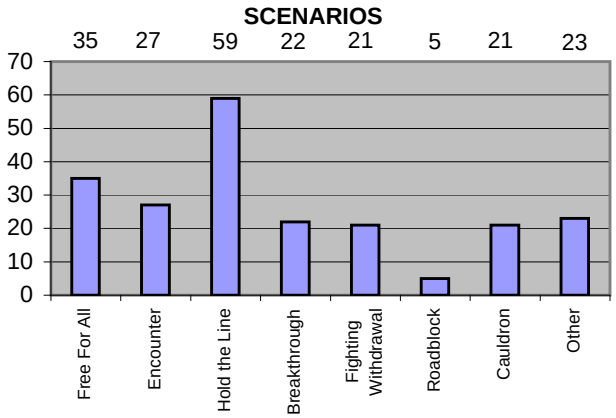
TERRAIN DENSITY



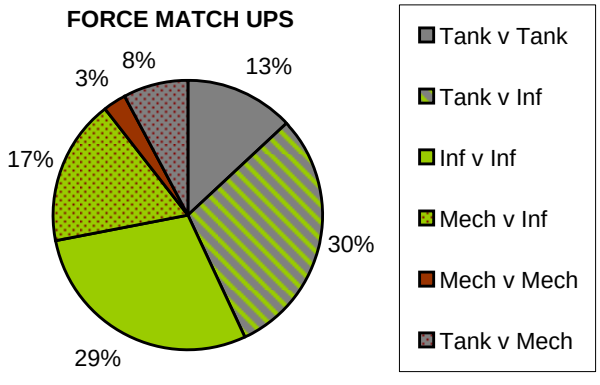
POINT VALUES



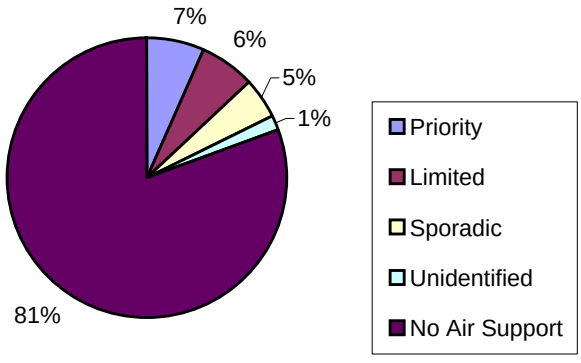
SCENARIOS

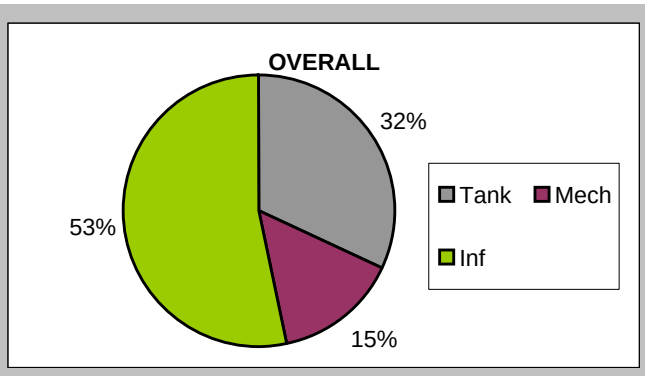


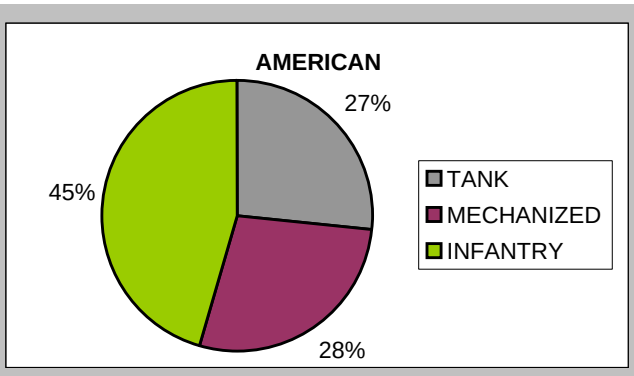
FORCE MATCH UPS

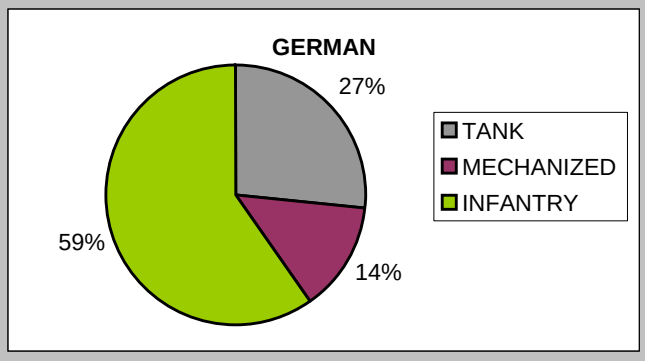


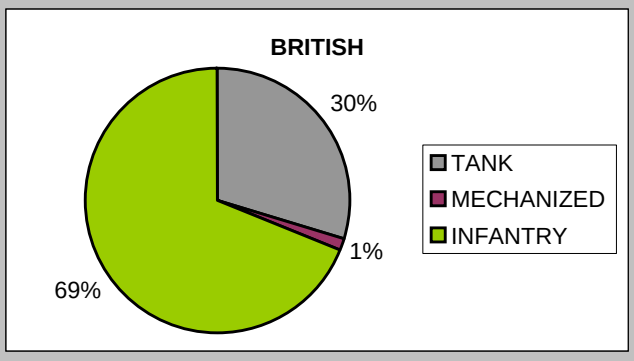
USE OF AIR SUPPORT

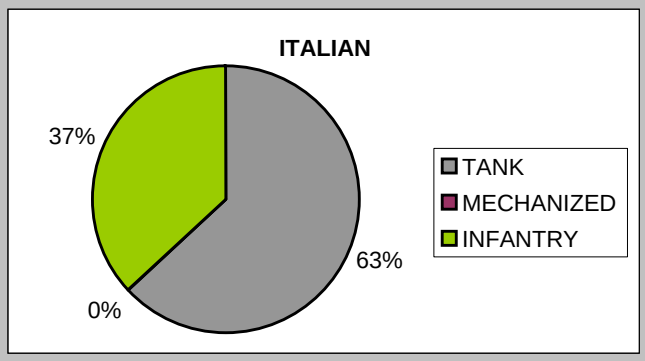


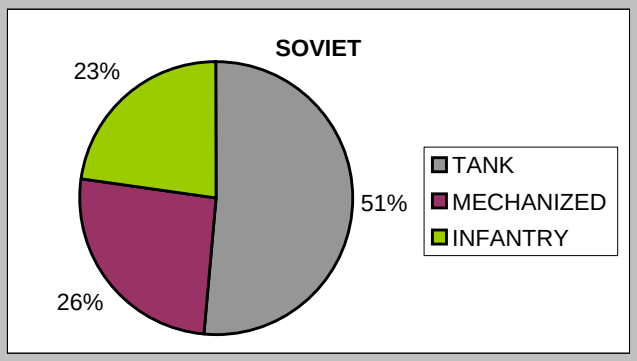

OVERALL
32%
53%
15%
Tank
Mech
Inf

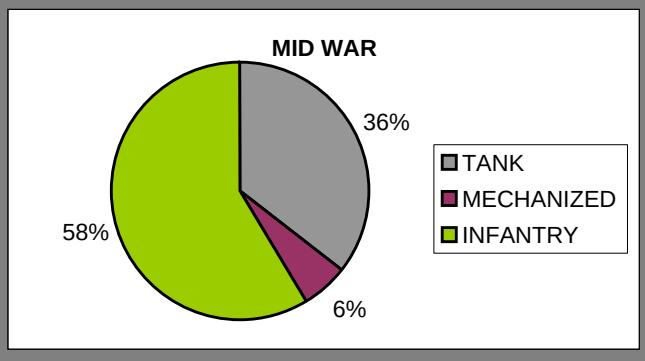

AMERICAN
27%
45%
28%
TANK
MECHANIZED
INFANTRY

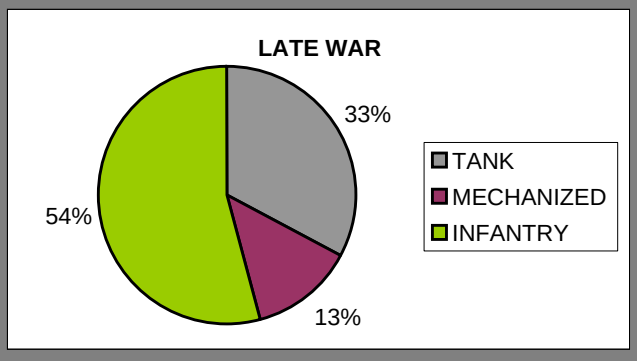

GERMAN
27%
59%
14%
TANK
MECHANIZED
INFANTRY

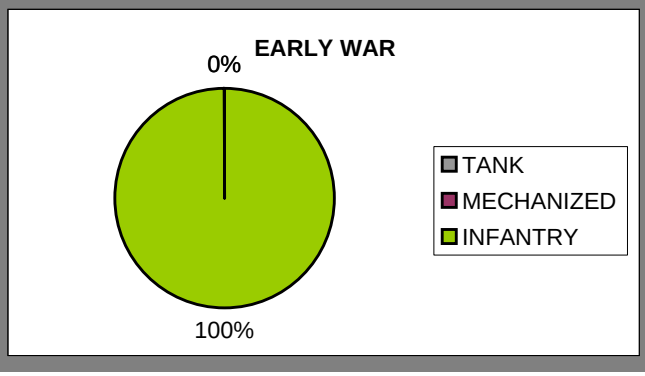

BRITISH
30%
1%
69%
TANK
MECHANIZED
INFANTRY

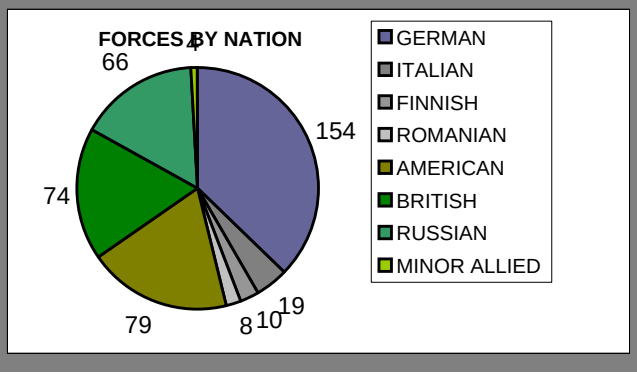

ITALIAN
37%
63%
0%
TANK
MECHANIZED
INFANTRY

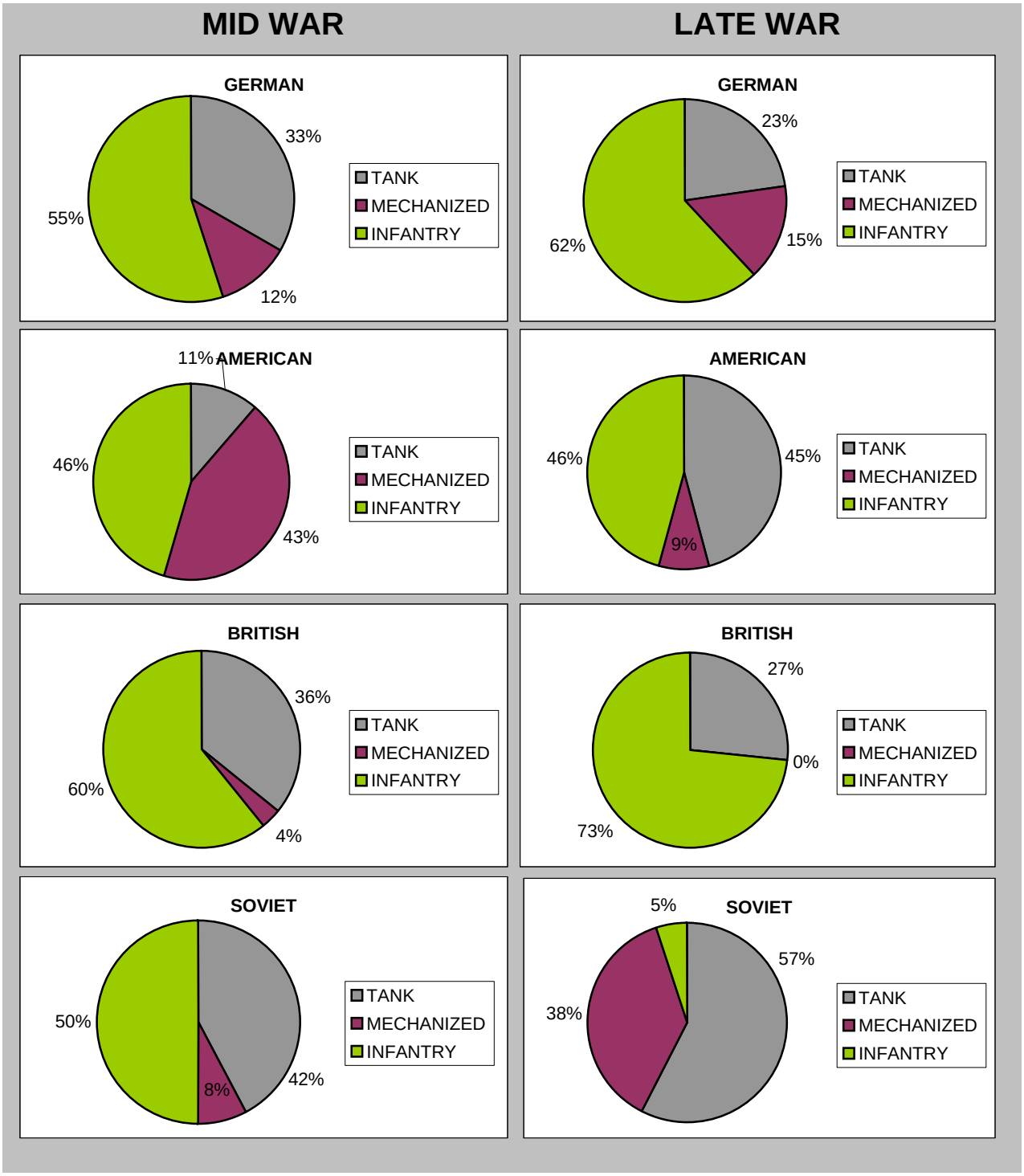

SOVIET
23%
51%
26%
TANK
MECHANIZED
INFANTRY


MID WAR
36%
58%
6%
TANK
MECHANIZED
INFANTRY

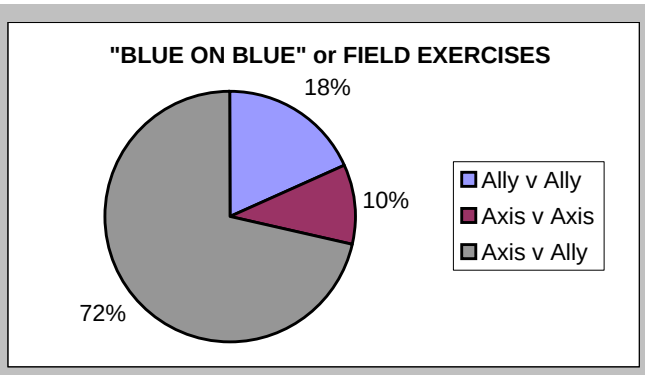

LATE WAR
33%
54%
13%
TANK
MECHANIZED
INFANTRY

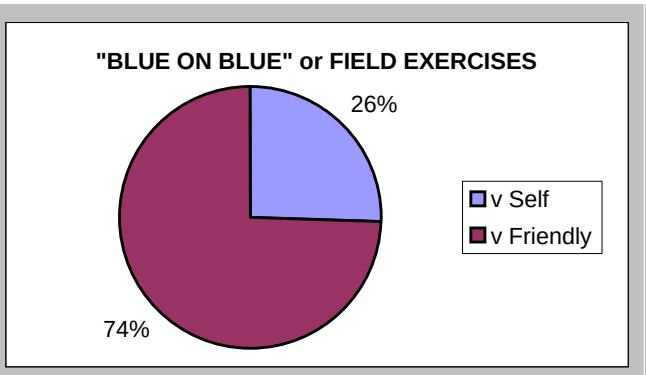

EARLY WAR
0%
100%
TANK
MECHANIZED
INFANTRY

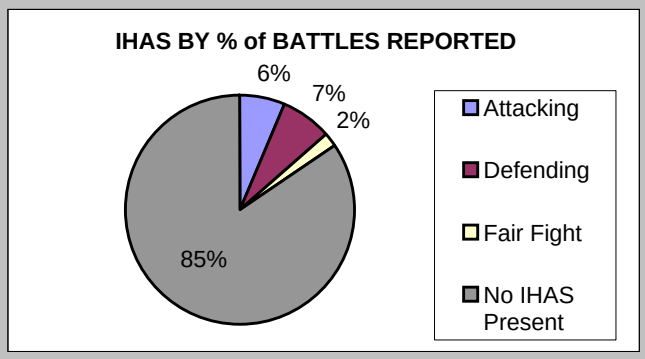

FORCES BY NATION
66
4
154
74
79
8
10
19
GERMAN
ITALIAN
FINNISH
ROMANIAN
AMERICAN
BRITISH
RUSSIAN
MINOR ALLIED

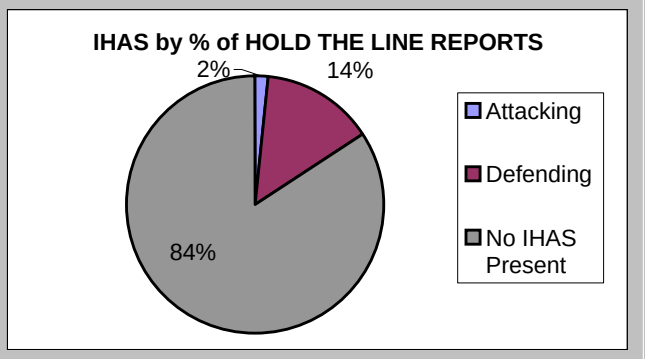


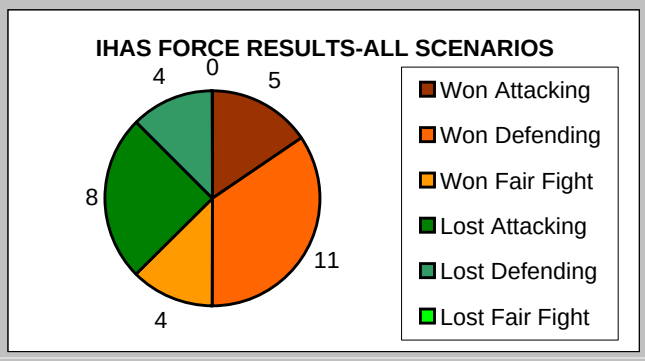
NATION	TOTAL REPORTED		TANK		MECHANISED		INFANTRY	
	MW	LW	MW	LW	MW	LW	MW	LW
German	60	92	20	21	7	14	33	57
American	44	35	5	16	19	3	20	16
British	28	45	10	12	1	0	17	33
Soviet	26	40	11	23	2	15	13	2
	158	**212**	**46**	**72**	**29**	**32**	**83**	**108**

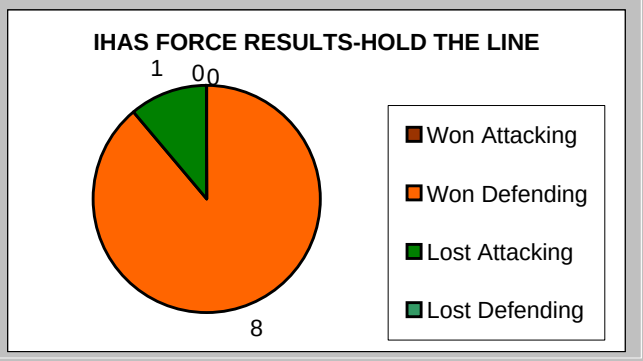

"BLUE ON BLUE" or FIELD EXERCISES
18%
10%
72%
Ally v Ally
Axis v Axis
Axis v Ally


"BLUE ON BLUE" or FIELD EXERCISES
26%
74%
v Self
v Friendly


IHAS BY % of BATTLES REPORTED
6%
7%
2%
85%
Attacking
Defending
Fair Fight
No IHAS Present


IHAS by % of HOLD THE LINE REPORTS
2%
14%
84%
Attacking
Defending
No IHAS Present


IHAS FORCE RESULTS-ALL SCENARIOS
4
0
5
8
11
4
Won Attacking
Won Defending
Won Fair Fight
Lost Attacking
Lost Defending
Lost Fair Fight


IHAS FORCE RESULTS-HOLD THE LINE
1
0
0
8
Won Attacking
Won Defending
Lost Attacking
Lost Defending