

AFTER ACTION REPORT

DATA COLLECTION PROJECT

2nd Quarter Report
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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 2nd Quarter Report compiles the data collected over the first 200 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

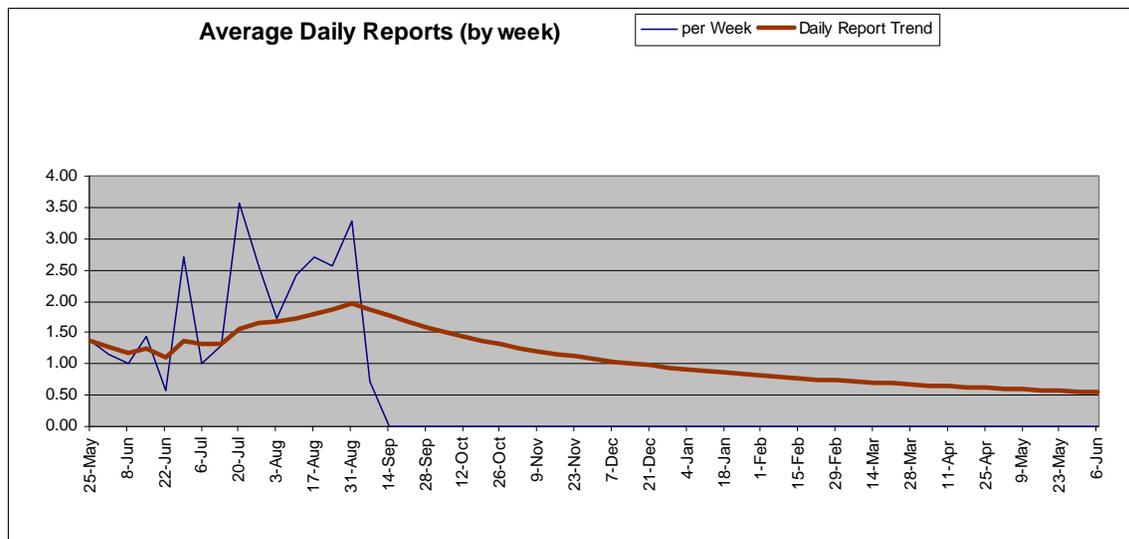
The quarterly reports, much like the Preliminary report, will be used to release basic data and basic observations derived from the data received to date. Any findings of the AARDCP beyond basic observations will be reserved for the Final Report. It is hoped that the data included in the quarterly reports 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 during the 1st Quarter. While reporting has decreased during the 2nd Quarter, good progress has been made toward the goal of at least 500 reports. The chart below illustrates that the decrease in activity in the 2nd Quarter has had limited impact on the overall trend. 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 200 days, the AARDCP is on target to collect 636 reports by the scheduled ending date of June 6, 2008.

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 200 day period from May 18 to November 31, 2007. An average of 1.29 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 and the 1st Quarter Report released in September, 2007. A total of 323 games were reported, originating from ten nations and involving approximately 258 unique players. Ten players involved were reported in at least ten games. Forty-five additional players took part in at least 3 of the games reported. Fifty-one players reported playing two or more unique forces with thirteen of those using three or more. Twenty 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.

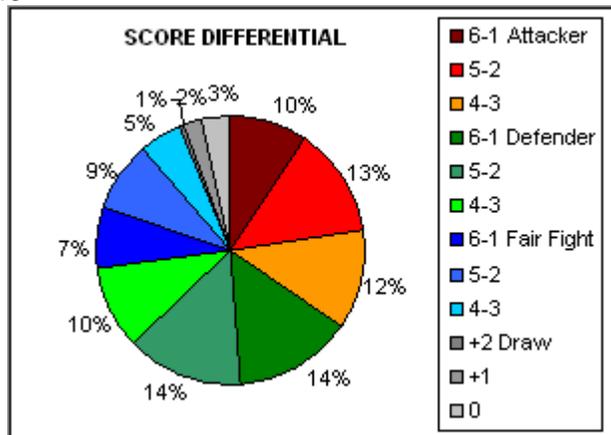
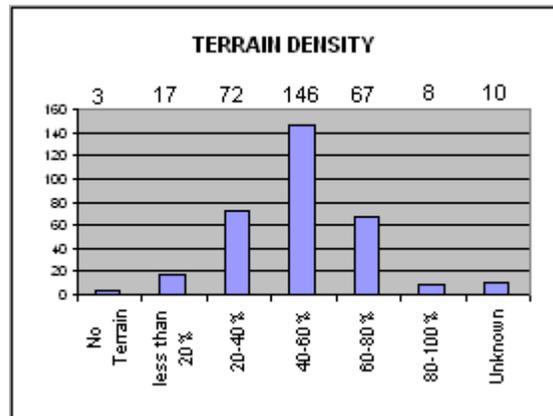
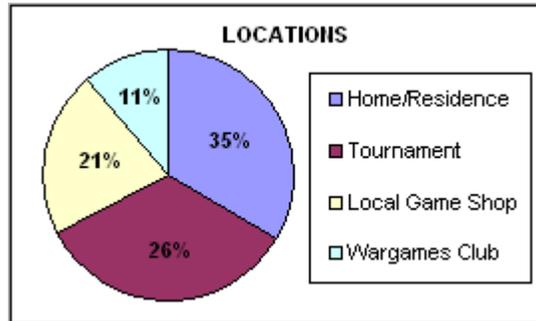
6'x4' game tables are by far the most common, making up 89.8% of the population. Of the remaining 33 games, no table size captured more than 2.8% of the total. Tables did cover the gamut from 3'x4' bocage-laden boards to a board reported as "Bigger" than the 8'x6' option available on the online reporting form.

Terrain density tends to cover 40-60% of the board (45%) with the categories of 20-40% and 60-80% making up another 43% 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 6.6 turns in length with three lasting 15 turns or more, including 2 Free For All scenarios and 1 Hold the Line scenario.

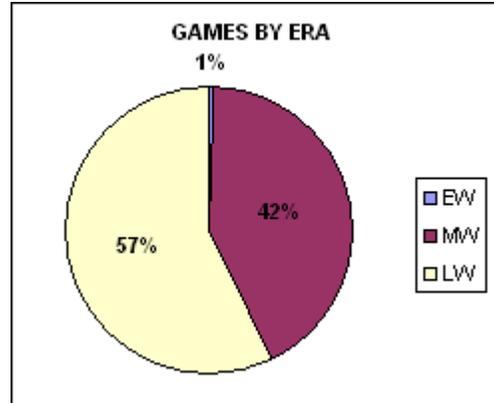
32.2% of games were won by virtue of a company morale check. 32.5% of battles were won by possessing the objective.

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.

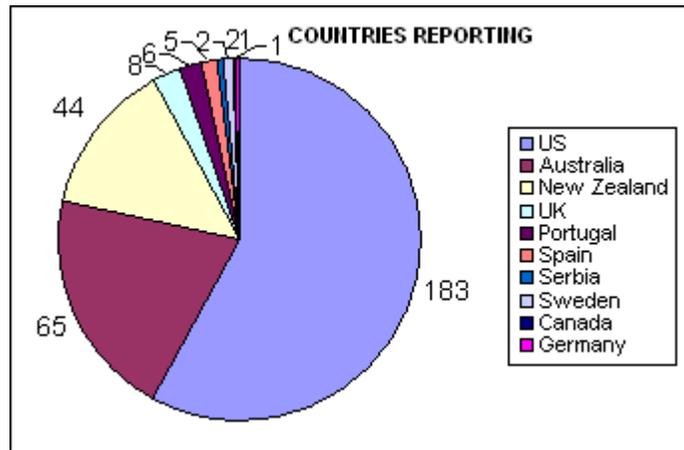


Games were reported for each of the three eras. Of the 323 games reported, 136 were Mid War battles and 185 were Late War battles. The final 2 games were Early War confrontations.

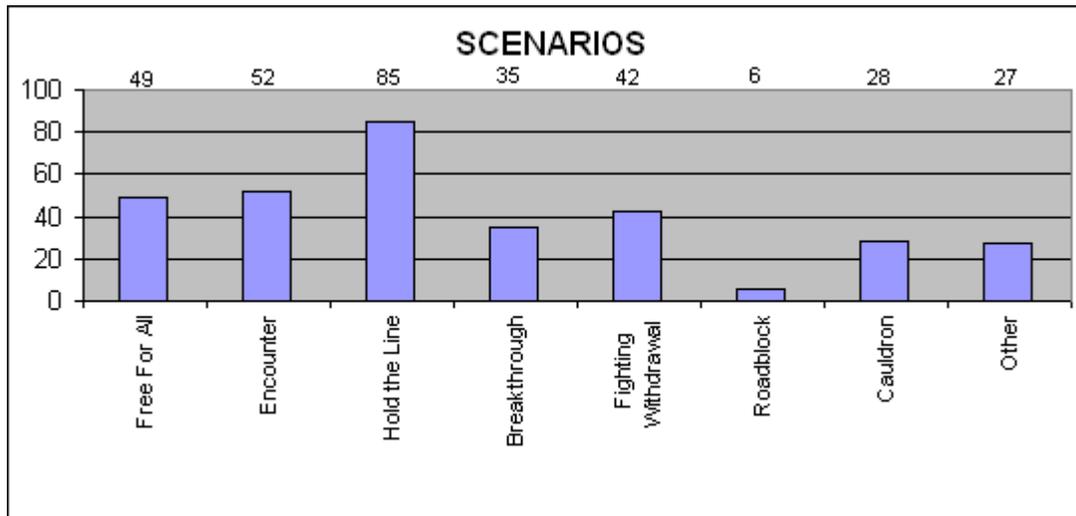
Point values for reported games ranged from less than 600 points to 3000 point games. The vast majority were played at 1500 points (72.4%) with 1501-1999 point games (9.9%) being the second most popular category, replacing the 2000 point category (9.3%) which has dropped to third place.



Games were reported from ten different nations. The United States leads the way with 56.7% of the reports. Australia (22.0%) and New Zealand (13.6%) had substantial contributions as well. The European nations collectively account for 7.4% of the games reported, adding Portugal to the list of participating nations. Canada also joined in as the tenth nation from which a report has been received.



31.3% of the scenarios reported were Fair Fight battles. Hold the Line makes up 38.3% of the Defensive Battle scenarios. Combined, Free for All, Encounter, and Hold the Line make up 57.6% of all the games reported. Roadblock is the least played core scenario at 1.8%. The "Other" category currently includes six named scenarios as described in the Data Sheet section of this report. Eight reports were received with no scenario identified.

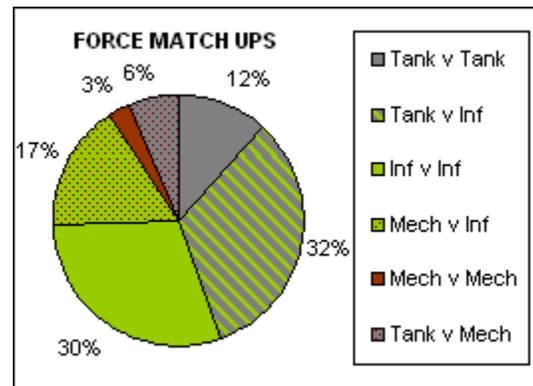
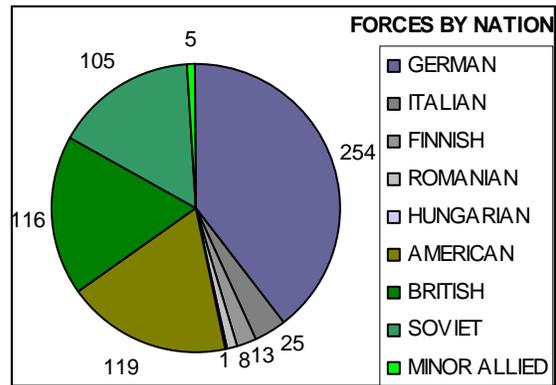


German forces are by far the most popular among those reported making up 39.3% of the population. Most of the companies reported were infantry (53.3%). Mechanized forces made up only 15.2% of the total. A breakdown of force types by nation can be found in the appendix, including a comparison of force types in the Mid War and Late War eras.

The top five lists reported were: Panzer Company (75), Grenadier Company (61), British Rifle Company and variants (58), Tankovy Batalon (45), and US Tank Company (35). This list includes instances where an individual played the same force multiple times.

The top five lists played by unique individuals were: Panzer Company (45), Grenadier Company (36), Tankovy Batalon (25), Strelkovy Batalon (19), and British Rifle Company and variants (18). 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.

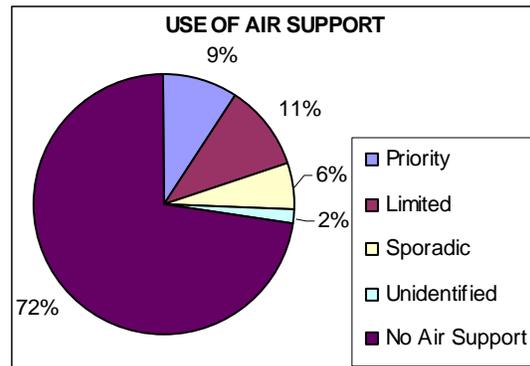
The match-ups between forces found infantry involved in most of the battles. 72% of all battles reported had infantry fighting on at least one side. Armoured forces were involved 50% of the time, mostly against infantry. Mechanized forces were the least represented, appearing in 26% of the reported battles.



NOTES OF INTEREST

Air Support

Reports that noted the use of air support increased from 19% to 27.4% in the 2nd Quarter. There is an increasing trend towards reports of limited (11%) or priority (9%) air support. In all, a total of 69 games included air support by at least one force. In only four cases was air support in use on both sides of the battle.



Blue on Blue/Field Exercises

Roughly one quarter (26.5%) 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 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. British forces hold a slight edge over the Germans at 26-25-8. American forces have fallen slightly to 26-30-3 against German forces. Germans have a winning margin of 25-18-1 over Soviet forces. No other match-ups between different nations have occurred more than fifteen times. 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. The previous AARDCP reporting trend, American and Soviet tank companies showing increases while German and British tank companies have decreased relative to other force types, appears to be continuing. It is notable that the proportion of British tank companies have increased (+7%) while Soviet tank companies have decreased (-9%).

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 2nd Quarter, eighty-five Hold the Line (HTL) games were reported.

Overall, Defensive Battles are won by the attacker 46.8% of the time. When not including the HTL scenario, the attacker enjoys a 51.8% winning percentage. HTL offers a 38.8% rate for attacker victories, a slight increase (+2.0%) from the 1st Quarter.

Of continuing note is the infantry versus infantry battles in which the defender has an overwhelming advantage with a 16-6 record. Removing these battles from the equation increases the attacker success rate to 42.9% (27-36), an increase of 4.1%. In comparison, the other HTL match-ups are relatively even battles although the defender still maintains an advantage. During the 2nd Quarter, three additional mechanized versus infantry games were reported, with the defending company winning all three games, possibly a developing trend, but having relatively minor impact (-2.1%) on the overall attacker success rate. The limited evidence at hand continues to suggest that infantry has difficulty on the attack.

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, 46 battles have been reported that involve a qualifying infantry company.

In the 46 battles, five were Fair Fight scenarios. The Defensive Battles were a balance of an IHAS force attacking (18 games) and defending (24 games). All told, only 14.2% of all the games reported included an IHAS force, a 1.3% decrease since the end of the 1st Quarter.

IHAS forces currently hold a 27-20 record, winning 8.4% of the 323 battles reported, including a 5-1 record in Fair Fight scenarios (one of which pitted IHAS versus IHAS). In Defensive Battles, attacking IHAS forces are 8-10 while defending IHAS forces are 14-10. One Hold the Line scenario included IHAS forces on both sides. Non-IHAS infantry attackers have a 19-31 record with defending non-IHAS infantry companies hold an 86-70 record.

A simple comparison of IHAS and non-IHAS forces appears to show an insignificant change in victory margin. IHAS forces have an overall record of 22-20 (52.4%) as compared to the non-IHAS infantry record of 105-101 (50.9%) in Defensive Battle scenarios. At the conclusion of this project, a more detailed examination will be undertaken in a final attempt to verify if there is, in fact, a demonstrable advantage in taking an IHAS force.

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 listed first		ATTACKER WINS			11	55.0%	DEFENDER WINS			9	45.0%
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	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.

OVERALL

TOTAL GAMES	ATTACKER			DEFENDER			FAIR FIGHT		
323	46.8%			53.2%			31.3%		
Tank v Tank	12	30.8%	11	28.2%	16	5.0%			
Tank v Mechanized	9	33.3%	4	14.8%	14	4.3%			
Tank v Infantry	32	32.3%	40	40.4%	27	8.4%			
Mechnzd v Mechnzd	3	42.9%	3	42.9%	1	0.3%			
Mechnzd v Infantry	21	36.8%	19	33.3%	17	5.3%			
Infantry v Infantry	27	28.7%	41	43.6%	26	8.0%			

ATTACKER WINS			DEFENDER WINS			DRAW		
6-1	5-2	4-3	6-1	5-2	4-3	+2	+1	0
2	5	5	2	5	4	0	0	0
1	5	3	2	2	0	0	0	0
5	12	15	14	15	11	0	0	0
2	0	1	0	0	3	0	0	0
5	8	8	8	8	3	0	0	0
11	11	5	17	15	9	0	0	0
31			30			20		
FAIR FIGHT RESULTS			2			7		
11								

	EW	MW	LW	TOTAL	
600 or less	0	3	0	3	0.9%
601-1499 points	0	19	1	20	6.2%
1500 points	2	89	143	234	72.4%
1501-1999 points	0	4	28	32	9.9%
2000 points	0	19	11	30	9.3%
2001-2999 points	0	2	0	2	0.6%
3000 points	0	2	0	2	0.6%
	2	136	185	323	
	0.6%	42.1%	57.3%		



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	EW	MW	LW	TOTAL	
Australia	0	23	48	71	22.0%
Canada	0	1	0	1	0.3%
Germany	0	1	0	1	0.3%
New Zealand	2	14	28	44	13.6%
Portugal	0	0	6	6	1.9%
Serbia	0	2	0	2	0.6%
Spain	0	5	0	5	1.5%
Sweden	0	2	0	2	0.6%
United Kingdom	0	4	4	8	2.5%
United States	0	84	99	183	56.7%
	0	0	0	0	0.0%

WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	GAMES	ATTACKER WINS				DEFENDER WINS				
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL	
Tank v Tank	23	0	6	6	12	0	6	5	11	47.8%
Tank v Mechanized	13	0	5	4	9	0	1	3	4	30.8%
Tank v Infantry	72	0	9	23	32	0	15	25	40	55.6%
Mechnzd v Mechnzd	6	0	0	3	3	0	1	2	3	50.0%
Mechnzd v Infantry	40	0	9	12	21	0	6	13	19	47.5%
Infantry v Infantry	68	1	14	12	27	1	19	21	41	60.3%
		1	43	60	104	1	48	69	118	
		1.0%	41.3%	57.7%		0.8%	40.7%	58.5%		

WIN PERCENTAGES (FAIR FIGHT MATCHUP by ERA)

Attacker listed first	GAMES	MATCHUP				WINNER TYPE				DRAW				
		EW	MW	LW	TOTAL	TANK	MECH	INF	TOTAL	EW	MW	LW	TOTAL	
Tank v Tank	16	0	10	6	16	16	0	0	16	0	0	0	0	0.0%
Tank v Mechanized	14	0	9	5	14	8	6	0	14	0	0	0	0	0.0%
Tank v Infantry	27	0	6	21	27	12	0	9	21	0	2	4	6	30.0%
Mechnzd v Mechnzd	1	0	0	1	1	0	1	0	1	0	0	0	0	0.0%
Mechnzd v Infantry	17	0	8	9	17	0	12	3	15	0	0	2	2	10.0%
Infantry v Infantry	26	0	12	14	26	0	0	14	14	0	6	6	12	60.0%
		0	45	56	101	36	19	26	81	0	8	12	20	
		0.0%	44.6%	55.4%		35.6%	18.8%	25.7%		0.0%	40.0%	60.0%		19.8%

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	GAMES	ATTACKER WINS				DEFENDER WINS				
		6-1	5-2	4-3	TOTAL	6-1	5-2	4-3	TOTAL	
Tank v Tank	23	2	5	5	12	2	5	4	11	47.8%
Tank v Mechanized	13	1	5	3	9	2	2	0	4	30.8%
Tank v Infantry	72	5	12	15	32	14	15	11	40	55.6%
Mechnzd v Mechnzd	6	2	0	1	3	0	0	3	3	50.0%
Mechnzd v Infantry	40	5	8	8	21	8	8	3	19	47.5%
Infantry v Infantry	68	11	11	5	27	17	15	9	41	60.3%
		26	41	37	104	43	45	30	118	
		25.0%	39.4%	35.6%		36.4%	38.1%	25.4%		

WIN PERCENTAGES (FAIR FIGHT MATCHUP by VICTORY POINT RESULT)

Attacker listed first	GAMES	VICTOR SCORE				DRAW (attacker first)				WINNER TYPE			
		6-1	5-2	4-3	TOTAL	+2	+1	0	TOTAL	TANK	MECH	INF	
Tank v Tank	16	7	5	4	16	0	0	0	0	0	0	0	0.0%
Tank v Mechanized	14	5	6	3	14	0	0	0	0	0	0	0	0.0%
Tank v Infantry	27	6	9	6	21	1	3	2	6	22.2%	6	6	8
Mechnzd v Mechnzd	1	1	0	0	1	0	0	0	0	0.0%	0	0	0
Mechnzd v Infantry	17	6	4	5	15	0	1	1	2	11.8%	0	0	0
Infantry v Infantry	26	6	6	2	14	1	3	8	12	46.2%	0	0	0
		6	11	11	28	1	3	8	12		13	8	10
		25.0%	39.4%	35.6%		36.4%	38.1%	25.4%			17	5	8
											6	6	8
											0	0	0
											0	0	0
											0	0	0

OUTCOMES (by ERA)

	GAMES	ATTACKER WINS				DEFENDER WINS				
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL	
Possessing Objective	68	0	27	33	60	0	6	2	8	6.8%
Company Morale Check	72	1	8	19	28	0	16	28	44	37.3%
Objective Not Captured	33	0	1	0	1	1	9	22	32	27.1%
Player Conceded	23	0	3	3	6	0	8	9	17	14.4%
No enemy, def. half	7	0	0	0	0	0	4	3	7	5.9%
No enemy, 16" of obj.	4	0	1	0	1	0	1	2	3	2.5%
Other	15	0	3	5	8	0	4	3	7	5.9%
		1	43	60	104	1	48	69	118	
		1.0%	41.3%	57.7%		0.8%	40.7%	58.5%		

FAIR FIGHT OUTCOMES (by ERA)

	GAMES	VICTOR WINS				DRAW			
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL
Possessing Objective	37	0	18	19	0.0%	0	8	12	
Company Morale Check	32	0	11	21	45.7%				
Objective Not Captured	1	0	0	1	39.5%				
Player Conceded	8	0	6	2	1.2%				
No enemy, def. half	0	0	0	0	9.9%				
No enemy, 16" of obj.	0	0	0	0	0.0%				
Other	3	0	2	1	0.0%				
		0	37	44		0	8	12	
		0.0%	45.7%	54.3%		0.0%	40.0%	60.0%	

WINNER TYPE					
TANK	MECH	INF	TOTAL		
16	44.4%	12	63.2%	9	34.6%
15	41.7%	3	15.8%	14	53.8%
0	0.0%	0	0.0%	1	3.8%
4	11.1%	3	15.8%	1	3.8%
0	0.0%	0	0.0%	0	0.0%
0	0.0%	0	0.0%	0	0.0%
1	2.8%	1	5.3%	1	3.8%

FREE FOR ALL

TOTAL GAMES	VICTOR		DRAW	
49	79.6%		20.4%	
Tank v Tank	12	24.5%	0	0.0%
Tank v Mechanized	1	2.0%	0	0.0%
Tank v Infantry	6	12.2%	3	6.1%
Mechnzd v Mechnzd	0	0.0%	0	0.0%
Mechnzd v Infantry	0	0.0%	2	4.1%
Infantry v Infantry	0	0.0%	6	12.2%

AFTER ACTION REPORT				
DATA COLLECTION PROJECT				

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

	EW	MW	LW	TOTAL
600 or less	0	1	0	1 2.0%
601-1499 points	0	6	0	6 12.2%
1500 points	0	16	23	39 79.6%
1501-1999 points	0	0	3	3 6.1%
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	23	26	49
	0.0%	46.9%	53.1%	

	EW	MW	LW	TOTAL
Australia	0	6	7	13 26.5%
Canada	0	0	0	0 0.0%
Germany	0	0	0	0 0.0%
New Zealand	0	1	4	5 10.2%
Portugal	0	0	2	2 4.1%
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	1	1 2.0%
United States	0	16	12	28 57.1%
				0 0.0%

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WIN PERCENTAGES (MATCHUP by ERA)

49 GAMES	MATCHUP				49 100.0%	VICTOR			39 79.6%	DRAW				10 20.4%
	EW	MW	LW	TOTAL		TANK	MECH	INF		TOTAL	EW	MW	LW	
Tank v Tank	12	0	8	4	12 24.5%	12	-	-	12 100.0%	0	0	0	0 0.0%	
Tank v Mechanized	3	0	3	0	3 6.1%	1	2	-	3 100.0%	0	0	0	0 0.0%	
Tank v Infantry	13	0	3	10	13 26.5%	6	-	3	9 69.2%	0	2	2	4 30.8%	
Mechnzd v Mechnzd	1	0	0	1	1 2.0%	-	1	-	1 100.0%	0	0	0	0 0.0%	
Mechnzd v Infantry	9	0	5	4	9 18.4%	-	6	2	8 88.9%	0	0	1	1 11.1%	
Infantry v Infantry	11	0	4	7	11 22.4%	-	-	6	6 54.5%	0	1	4	5 45.5%	
		0	23	26		19	9	11		0	3	7		
		0.0%	46.9%	53.1%		48.7%	23.1%	28.2%		0.0%	30.0%	70.0%		

WIN PERCENTAGES (MATCHUP by VICTORY POINT RESULT)

49 GAMES	VICTOR SCORE			39 79.6%	DRAW			10 20.4%	
	6-1	5-2	4-3		TOTAL	+2	+1		0
Tank v Tank	12	5	4	3	12 100.0%	0	0	0	0 0.0%
Tank v Mechanized	3	2	1	0	3 100.0%	0	0	0	0 0.0%
Tank v Infantry	13	3	4	2	9 69.2%	1	2	1	4 30.8%
Mechnzd v Mechnzd	1	1	0	0	1 100.0%	0	0	0	0 0.0%
Mechnzd v Infantry	9	2	3	3	8 88.9%	0	1	0	1 11.1%
Infantry v Infantry	11	3	2	1	6 54.5%	0	0	5	5 45.5%

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

OUTCOMES (by ERA)

39 GAMES	VICTOR WINS				39 79.6%	DRAW		
	EW	MW	LW	TOTAL		EW	MW	LW
Possessing Objective	15	0	8	7	38.5%	0	3	7
Company Morale Check	17	0	6	11	43.6%			
Objective Not Captured	0	0	0	0	0.0%			
Player Conceeded	5	0	4	1	12.8%			
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	5.1%			
		0	20	19		0	3	7
		0.0%	51.3%	48.7%		0.0%	30.0%	70.0%

WINNER TYPE					
TANK		MECH		INF	
5	26.3%	5	55.6%	5	45.5%
11	57.9%	1	11.1%	5	45.5%
0	0.0%	0	0.0%	0	0.0%
2	10.5%	2	22.2%	1	9.1%
0	0.0%	0	0.0%	0	0.0%
0	0.0%	0	0.0%	0	0.0%
1	5.3%	1	11.1%	0	0.0%

ENCOUNTER

TOTAL GAMES 52	VICTOR 80.8%	DRAW 19.2%		VICTOR SCORE			DRAW		
Tank v Tank	4 7.7%	0 0.0%		6-1	5-2	4-3	+2	+1	0
Tank v Mechanized	7 13.5%	0 0.0%		2	1	1	0	0	0
Tank v Infantry	6 11.5%	6 11.5%		3	5	3	0	0	0
Mechnzd v Mechnzd	0 0.0%	0 0.0%		3	5	4	0	1	1
Mechnzd v Infantry	0 0.0%	1 1.9%		0	0	0	0	0	0
Infantry v Infantry	0 0.0%	8 15.4%	4	1	2	0	0	1	
			3	4	1	1	3	3	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL
600 or less	0	1	0	1	Australia	0	0	7	13.5%
601-1499 points	0	7	0	7	Canada	0	0	0	0.0%
1500 points	0	11	22	33	Germany	0	0	0	0.0%
1501-1999 points	0	0	6	6	New Zealand	0	1	5	11.5%
2000 points	0	3	2	5	Portugal	0	0	2	3.8%
2001-2999 points	0	0	0	0	Serbia	0	0	0	0.0%
3000 points	0	0	0	0	Spain	0	1	0	1.9%
	0	22	30	52	Sweden	0	0	0	0.0%
	0.0%	42.3%	57.7%		United Kingdom	0	0	0	0.0%
					United States	0	20	16	69.2%
								0	0.0%

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WIN PERCENTAGES (MATCHUP by ERA)

	52	MATCHUP			52	100.0%	VICTOR			42	80.8%	DRAW			10	19.2%
	GAMES	EW	MW	LW	TOTAL	TANK	MECH	INF	TOTAL	EW	MW	LW	TOTAL			
Tank v Tank	4	0	2	2	4	4	-	-	4	0	0	0	0	0	0	0.0%
Tank v Mechanized	11	0	6	5	11	7	4	-	11	0	0	0	0	0	0	0.0%
Tank v Infantry	14	0	3	11	14	6	-	6	12	0	0	2	2	2	14.3%	
Mechnzd v Mechnzd	0	0	0	0	0	-	0	-	0	#DIV/0!	0	0	0	0	#DIV/0!	
Mechnzd v Infantry	8	0	3	5	8	-	6	1	7	0	0	1	1	1	12.5%	
Infantry v Infantry	15	0	8	7	15	-	-	8	8	0	5	2	7	7	46.7%	
		0	22	30		17	10	15		0	5	5				
		0.0%	42.3%	57.7%		40.5%	23.8%	35.7%		0.0%	50.0%	50.0%				

WIN PERCENTAGES (MATCHUP by VICTORY POINT RESULT)

	52	VICTOR SCORE			42	80.8%	DRAW			10	19.2%
	GAMES	6-1	5-2	4-3	TOTAL	+2	+1	0	TOTAL		
Tank v Tank	4	2	1	1	4	0	0	0	0	0.0%	
Tank v Mechanized	11	3	5	3	11	0	0	0	0	0.0%	
Tank v Infantry	14	3	5	4	12	0	1	1	2	14.3%	
Mechnzd v Mechnzd	0	0	0	0	0	#DIV/0!	0	0	0	#DIV/0!	
Mechnzd v Infantry	8	4	1	2	7	0	0	1	1	12.5%	
Infantry v Infantry	15	3	4	1	8	1	3	3	7	46.7%	

WINNER TYPE			
	TANK	MECH	INF
6-1	5	5	5
5-2	9	2	5
4-3	3	3	5

OUTCOMES (by ERA)

	42	VICTOR WINS			DRAW	DRAW		
	GAMES	EW	MW	LW	TOTAL	EW	MW	LW
Possessing Objective	22	0	10	12	52.4%	0	5	5
Company Morale Check	15	0	5	10	35.7%			
Objective Not Captured	1	0	0	1	2.4%			
Player Conceded	3	0	2	1	7.1%			
No enemy, def. half	0	0	0	0	0.0%			
No enemy, 16" of obj.	0	0	0	0	0.0%			
Other	1	0	0	1	2.4%			
		0	17	25		0	5	5
		0.0%	40.5%	59.5%		0.0%	50.0%	50.0%

WINNER TYPE					
	TANK		MECH		INF
11	64.7%	7	70.0%	4	26.7%
4	23.5%	2	20.0%	9	60.0%
0	0.0%	0	0.0%	1	6.7%
2	11.8%	1	10.0%	0	0.0%
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	6.7%

HOLD THE LINE

TOTAL GAMES	ATTACKER	DEFENDER	AFTER ACTION REPORT DATA COLLECTOR PROJECT			ATTACKER WINS			DEFENDER WINS		
85	38.8%	61.2%	Compiled by Mark "thebard72" G. Not affiliated with Battlefront or the Flames of War Miniatures War Game			6-1	5-2	4-3	6-1	5-2	4-3
Tank v Tank	7	53.8%	6	46.2%	1	4	2	2	1	3	
Tank v Mechanized	3	75.0%	1	25.0%	0	2	1	0	1	0	
Tank v Infantry	12	41.4%	17	58.6%	4	1	7	6	6	5	
Mechnzd v Mechnzd	1	33.3%	2	66.7%	0	0	1	0	0	2	
Mechnzd v Infantry	4	28.6%	10	71.4%	0	2	2	5	3	2	
Infantry v Infantry	6	27.3%	16	72.7%	4	1	1	6	8	2	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
600 or less	0	0	0	0	0.0%	Australia	0	11	12	23	27.1%
601-1499 points	0	1	1	2	2.4%	Canada	0	1	0	1	1.2%
1500 points	0	33	34	67	78.8%	Germany	0	1	0	1	1.2%
1501-1999 points	0	0	3	3	3.5%	New Zealand	0	4	4	8	9.4%
2000 points	0	9	3	12	14.1%	Portugal	0	0	1	1	1.2%
2001-2999 points	0	0	0	0	0.0%	Serbia	0	0	0	0	0.0%
3000 points	0	0	1	1	1.2%	Spain	0	2	0	2	2.4%
	0	43	42	85		Sweden	0	0	0	0	0.0%
	0.0%	50.6%	49.4%			United Kingdom	0	1	2	3	3.5%
						United States	0	23	23	46	54.1%
									0	0.0%	

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	85 GAMES	ATTACKER WINS				33	38.8%	DEFENDER WINS				52	61.2%
		EW	MW	LW	TOTAL			EW	MW	LW	TOTAL		
Tank v Tank	13	0	5	2	7	53.8%	0	5	1	6	46.2%		
Tank v Mechanized	4	0	2	1	3	75.0%	0	1	0	1	25.0%		
Tank v Infantry	29	0	1	11	12	41.4%	0	6	11	17	58.6%		
Mechnzd v Mechnzd	3	0	0	1	1	33.3%	0	0	2	2	66.7%		
Mechnzd v Infantry	14	0	3	1	4	28.6%	0	5	5	10	71.4%		
Infantry v Infantry	22	0	5	1	6	27.3%	0	10	6	16	72.7%		
		0	16	17			0	27	25				
		0.0%	48.5%	51.5%			0.0%	51.9%	48.1%				

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	85 GAMES	ATTACKER WINS				33	38.8%	DEFENDER WINS				52	61.2%
		6-1	5-2	4-3	TOTAL			6-1	5-2	4-3	TOTAL		
Tank v Tank	13	1	4	2	7	53.8%	2	1	3	6	46.2%		
Tank v Mechanized	4	0	2	1	3	75.0%	0	1	0	1	25.0%		
Tank v Infantry	29	4	1	7	12	41.4%	6	6	5	17	58.6%		
Mechnzd v Mechnzd	3	0	0	1	1	33.3%	0	0	2	2	66.7%		
Mechnzd v Infantry	14	0	2	2	4	28.6%	5	3	2	10	71.4%		
Infantry v Infantry	22	4	1	1	6	27.3%	6	8	2	16	72.7%		
		9	10	14			19	19	14				
		27.3%	30.3%	42.4%			36.5%	36.5%	26.9%				

OUTCOMES (by ERA)

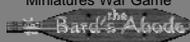
	85 GAMES	ATTACKER WINS				33	38.8%	DEFENDER WINS				52	61.2%
		EW	MW	LW	TOTAL			EW	MW	LW	TOTAL		
Possessing Objective	25	0	10	14	24	72.7%	0	1	0	1	1.9%		
Company Morale Check	22	0	1	3	4	12.1%	0	7	11	18	34.6%		
Objective Not Captured	12	0	1	0	1	3.0%	0	5	6	11	21.2%		
Player Conceded	12	0	3	0	3	9.1%	0	6	3	9	17.3%		
No enemy, def. half	7	0	0	0	0	0.0%	0	4	3	7	13.5%		
No enemy, 16" of obj.	2	0	0	0	0	0.0%	0	1	1	2	3.8%		
Other/Reported Draw	5	0	1	0	1	3.0%	0	3	1	4	7.7%		
		0	16	17			0	27	25				
		0.0%	48.5%	51.5%			0.0%	51.9%	48.1%				

BREAKTHROUGH

TOTAL GAMES	ATTACKER		DEFENDER	
35	62.9%		37.1%	
Tank v Tank	3	75.0%	1	25.0%
Tank v Mechanized	2	100.0%	0	0.0%
Tank v Infantry	5	55.6%	4	44.4%
Mechnzd v Mechnzd	1	100.0%	0	0.0%
Mechnzd v Infantry	5	83.3%	1	16.7%
Infantry v Infantry	6	46.2%	7	53.8%



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

	EW	MW	LW	TOTAL
600 or less	0	0	0	0 0.0%
601-1499 points	0	0	0	0 0.0%
1500 points	0	14	15	29 82.9%
1501-1999 points	0	0	5	5 14.3%
2000 points	0	0	1	1 2.9%
2001-2999 points	0	0	0	0 0.0%
3000 points	0	0	0	0 0.0%
	0	14	21	35
	0.0%	40.0%	60.0%	

	EW	MW	LW	TOTAL
Australia	0	0	4	4 11.4%
Canada	0	0	0	0 0.0%
Germany	0	0	0	0 0.0%
New Zealand	0	2	5	7 20.0%
Portugal	0	0	1	1 2.9%
Serbia	0	1	0	1 2.9%
Spain	0	0	0	0 0.0%
Sweden	0	0	0	0 0.0%
United Kingdom	0	2	0	2 5.7%
United States	0	9	11	20 57.1%
			0	0 0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	35 GAMES	ATTACKER WINS 22 62.9%				DEFENDER WINS 13 37.1%			
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL
		Tank v Tank	4	0	0	3	3 75.0%	0	0
Tank v Mechanized	2	0	1	1	2 100.0%	0	0	0	0 0.0%
Tank v Infantry	9	0	2	3	5 55.6%	0	3	1	4 44.4%
Mechnzd v Mechnzd	1	0	0	1	1 100.0%	0	0	0	0 0.0%
Mechnzd v Infantry	6	0	3	2	5 83.3%	0	0	1	1 16.7%
Infantry v Infantry	13	0	5	1	6 46.2%	0	0	7	7 53.8%
		0	11	11		0	3	10	
		0.0%	50.0%	50.0%		0.0%	23.1%	76.9%	

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	35 GAMES	ATTACKER WINS 22 62.9%				DEFENDER WINS 13 37.1%			
		6-1	5-2	4-3	TOTAL	6-1	5-2	4-3	TOTAL
		Tank v Tank	4	1	1	1	3 75.0%	0	1
Tank v Mechanized	2	0	1	1	2 100.0%	0	0	0	0 0.0%
Tank v Infantry	9	0	3	2	5 55.6%	1	2	1	4 44.4%
Mechnzd v Mechnzd	1	1	0	0	1 100.0%	0	0	0	0 0.0%
Mechnzd v Infantry	6	1	3	1	5 83.3%	1	0	0	1 16.7%
Infantry v Infantry	13	1	4	1	6 46.2%	3	3	1	7 53.8%
		4	12	6		5	6	2	
		18.2%	54.5%	27.3%		38.5%	46.2%	15.4%	

OUTCOMES (by ERA)

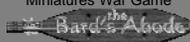
	35 GAMES	ATTACKER WINS 22 62.9%				DEFENDER WINS 13 37.1%			
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL
		Possessing Objective	12	0	7	5	12 54.5%	0	0
Company Morale Check	12	0	4	3	7 31.8%	0	3	2	5 38.5%
Objective Not Captured	5	0	0	0	0 0.0%	0	0	5	5 38.5%
Player Conceded	3	0	0	2	2 9.1%	0	0	1	1 7.7%
No enemy, def. half	0	0	0	0	0 0.0%	0	0	0	0 0.0%
No enemy, 16" of obj.	1	0	0	0	0 0.0%	0	0	1	1 7.7%
Other/Reported Draw	2	0	0	1	1 4.5%	0	0	1	1 7.7%
		0	11	11		0	3	10	
		0.0%	50.0%	50.0%		0.0%	23.1%	76.9%	

FIGHTING WITHDRAWAL

TOTAL GAMES 42	ATTACKER		DEFENDER	
	50.0%		50.0%	
Tank v Tank	1	100.0%	0	0.0%
Tank v Mechanized	1	100.0%	0	0.0%
Tank v Infantry	7	50.0%	7	50.0%
Mechnzd v Mechnzd	1	50.0%	1	50.0%
Mechnzd v Infantry	6	60.0%	4	40.0%
Infantry v Infantry	5	35.7%	9	64.3%



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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
1	0	0	0	0	0
0	4	3	3	3	1
1	0	0	0	0	1
2	1	3	1	3	0
1	3	1	5	2	2

EW	MW	LW	TOTAL
0	0	0	0
0	4	0	4
0	6	17	23
0	0	8	8
0	4	2	6
0	1	0	1
0	0	0	0
0	15	27	42
0.0%	35.7%	64.3%	

	EW	MW	LW	TOTAL
Australia	0	1	6	7
Canada	0	0	0	0
Germany	0	0	0	0
New Zealand	0	3	5	8
Portugal	0	0	0	0
Serbia	0	1	0	1
Spain	0	1	0	1
Sweden	0	2	0	2
United Kingdom	0	0	0	0
United States	0	7	16	23
	0			0

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	42 GAMES	ATTACKER WINS				DEFENDER WINS					
		21			50.0%	21			50.0%		
		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	1	0	1	0	1	100.0%	0	0	0	0	0.0%
Tank v Infantry	14	0	2	5	7	50.0%	0	2	5	7	50.0%
Mechnzd v Mechnzd	2	0	0	1	1	50.0%	0	1	0	1	50.0%
Mechnzd v Infantry	10	0	1	5	6	60.0%	0	1	3	4	40.0%
Infantry v Infantry	14	0	2	3	5	35.7%	0	5	4	9	64.3%
		0	6	15			0	9	12		
		0.0%	28.6%	71.4%			0.0%	42.9%	57.1%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	42 GAMES	ATTACKER WINS				DEFENDER WINS					
		21			50.0%	21			50.0%		
		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	1	1	0	0	1	100.0%	0	0	0	0	0.0%
Tank v Infantry	14	0	4	3	7	50.0%	3	3	1	7	50.0%
Mechnzd v Mechnzd	2	1	0	0	1	50.0%	0	0	1	1	50.0%
Mechnzd v Infantry	10	2	1	3	6	60.0%	1	3	0	4	40.0%
Infantry v Infantry	14	1	3	1	5	35.7%	5	2	2	9	64.3%
		5	8	8			9	8	4		
		23.8%	38.1%	38.1%			42.9%	38.1%	19.0%		

OUTCOMES (by ERA)

	42 GAMES	ATTACKER WINS				DEFENDER WINS					
		21			50.0%	21			50.0%		
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL		
Possessing Objective	12	0	4	7	11	52.4%	0	1	0	1	4.8%
Company Morale Check	14	0	2	7	9	42.9%	0	2	3	5	23.8%
Objective Not Captured	12	0	0	0	0	0.0%	0	4	8	12	57.1%
Player Conceded	2	0	0	0	0	0.0%	0	1	1	2	9.5%
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	2	0	0	1	1	4.8%	0	1	0	1	4.8%
		0	6	15			0	9	12		
		0.0%	28.6%	71.4%			0.0%	42.9%	57.1%		

ROADBLOCK

TOTAL GAMES 6	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		
	0.0%	0.0%	100.0%	100.0%		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	0	--	0	--	0	0	0	0	0	0	
Mechnzd v Infantry	0	--	0	--	0	0	0	0	0	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%	0	0	0	0	0.0%
601-1499 points	0	0	0	0	0.0%	0	0	0	0	0.0%
1500 points	0	3	2	5	83.3%	0	0	0	0	0.0%
1501-1999 points	0	0	0	0	0.0%	0	1	2	3	50.0%
2000 points	0	1	0	1	16.7%	0	0	0	0	0.0%
2001-2999 points	0	0	0	0	0.0%	0	0	0	0	0.0%
3000 points	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	4	2	6		0	3	0	3	50.0%
	0.0%	66.7%	33.3%			0			0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	6 GAMES	ATTACKER WINS			0 TOTAL	0.0%	DEFENDER WINS			6 TOTAL	100.0%
		EW	MW	LW			EW	MW	LW		
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	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	2		
		--	--	--			0.0%	66.7%	33.3%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	6 GAMES	ATTACKER WINS			0 TOTAL	0.0%	DEFENDER WINS			6 TOTAL	100.0%
		6-1	5-2	4-3			6-1	5-2	4-3		
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	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	5	1		
		--	--	--			0.0%	83.3%	16.7%		

OUTCOMES (by ERA)

	6 GAMES	ATTACKER WINS			0 TOTAL	0.0%	DEFENDER WINS			6 TOTAL	100.0%
		EW	MW	LW			EW	MW	LW		
Possessing Objective	4	0	0	0	0	--	0	3	1	4	66.7%
Company Morale Check	1	0	0	0	0	--	0	0	1	1	16.7%
Objective Not Captured	0	0	0	0	0	--	0	0	0	0	0.0%
Player Conceded	1	0	0	0	0	--	0	1	0	1	16.7%
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	4	2		
		--	--	--			0.0%	66.7%	33.3%		

CAULDRON

TOTAL GAMES	ATTACKER	DEFENDER	AFTER ACTION REPORT DATA COLLECTOR PROJECT			ATTACKER WINS			DEFENDER WINS		
28	46.4%	53.6%	Compiled by Mark "thebard72" G. Not affiliated with Battlefront or the Flames of War Miniatures War Game			6-1	5-2	4-3	6-1	5-2	4-3
Tank v Tank	0	0.0%	1	100.0%	0	0	0	0	0	1	
Tank v Mechanized	2	50.0%	2	50.0%	0	1	1	2	0	0	
Tank v Infantry	4	44.4%	5	55.6%	1	3	0	1	2	2	
Mechnzd v Mechnzd	0	--	0	--	0	0	0	0	0	0	
Mechnzd v Infantry	1	33.3%	2	66.7%	1	0	0	1	1	0	
Infantry v Infantry	6	54.5%	5	45.5%	4	1	1	2	0	3	

	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
600 or less	0	1	0	1	3.6%	Australia	0	2	8	10	35.7%
601-1499 points	0	0	0	0	0.0%	Canada	0	0	0	0	0.0%
1500 points	0	3	18	21	75.0%	Germany	0	0	0	0	0.0%
1501-1999 points	0	1	2	3	10.7%	New Zealand	0	0	1	1	3.6%
2000 points	0	1	2	3	10.7%	Portugal	0	0	0	0	0.0%
2001-2999 points	0	0	0	0	0.0%	Serbia	0	0	0	0	0.0%
3000 points	0	0	0	0	0.0%	Spain	0	0	0	0	0.0%
	0	6	22	28		Sweden	0	0	0	0	0.0%
	0.0%	21.4%	78.6%			United Kingdom	0	1	1	2	7.1%
						United States	0	3	12	15	53.6%
										0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	28 GAMES	ATTACKER WINS				DEFENDER WINS					
		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	4	0	1	1	2	50.0%	0	0	2	2	50.0%
Tank v Infantry	9	0	2	2	4	44.4%	0	0	5	5	55.6%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	3	0	0	1	1	33.3%	0	0	2	2	66.7%
Infantry v Infantry	11	0	1	5	6	54.5%	0	2	3	5	45.5%
		0	4	9		0	2	13			
		0.0%	30.8%	69.2%		0.0%	13.3%	86.7%			

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	28 GAMES	ATTACKER WINS				DEFENDER WINS					
		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	4	0	1	1	2	50.0%	2	0	0	2	50.0%
Tank v Infantry	9	1	3	0	4	44.4%	1	2	2	5	55.6%
Mechnzd v Mechnzd	0	0	0	0	0	--	0	0	0	0	--
Mechnzd v Infantry	3	1	0	0	1	33.3%	1	1	0	2	66.7%
Infantry v Infantry	11	4	1	1	6	54.5%	2	0	3	5	45.5%
		6	5	2		6	3	6			
		46.2%	38.5%	15.4%		40.0%	20.0%	40.0%			

OUTCOMES (by ERA)

	28 GAMES	ATTACKER WINS				DEFENDER WINS					
		EW	MW	LW	TOTAL	EW	MW	LW	TOTAL		
Possessing Objective	8	0	4	3	7	53.8%	0	0	1	1	6.7%
Company Morale Check	14	0	0	4	4	30.8%	0	2	8	10	66.7%
Objective Not Captured	2	0	0	0	0	0.0%	0	0	2	2	13.3%
Player Conceded	2	0	0	1	1	7.7%	0	0	1	1	6.7%
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	6.7%
		0	4	9		0	2	13			
		0.0%	30.8%	69.2%		0.0%	13.3%	86.7%			

OTHER DEFENSIVE BATTLES

TOTAL GAMES	ATTACKER		DEFENDER		ATTACKER WINS			DEFENDER WINS		
	26	57.7%		42.3%		6-1	5-2	4-3	6-1	5-2
Tank v Tank	0	#DIV/0!	0	#DIV/0!	0	0	0	0	0	0
Tank v Mechanized	1	100.0%	0	0.0%	0	0	1	0	0	0
Tank v Infantry	1	50.0%	1	50.0%	0	1	0	0	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



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	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
600 or less	0	0	0	0	0.0%	Australia	0	3	4	7	26.9%
601-1499 points	0	1	0	1	3.8%	Canada	0	0	0	0	0.0%
1500 points	2	3	12	17	65.4%	Germany	0	0	0	0	0.0%
1501-1999 points	0	3	1	4	15.4%	New Zealand	2	2	2	6	23.1%
2000 points	0	1	1	2	7.7%	Portugal	0	0	0	0	0.0%
2001-2999 points	0	1	0	1	3.8%	Serbia	0	0	0	0	0.0%
3000 points	0	0	1	1	3.8%	Spain	0	1	0	1	3.8%
	2	9	15	26		Sweden	0	0	0	0	0.0%
	7.7%	34.6%	57.7%			United Kingdom	0	0	0	0	0.0%
						United States	0	3	9	12	46.2%
							0	0	0	0	0.0%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	26 GAMES	ATTACKER WINS			15	57.7%	DEFENDER WINS			11	42.3%
		EW	MW	LW			TOTAL	EW	MW		
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	0	1	1	50.0%
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	7	1	1	2	4	57.1%	1	1	1	3	42.9%
		1	6	8			1	3	7		
		6.7%	40.0%	53.3%			9.1%	27.3%	63.6%		

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	26 GAMES	ATTACKER WINS			15	57.7%	DEFENDER WINS			11	42.3%
		6-1	5-2	4-3			TOTAL	6-1	5-2		
Tank v Tank	1	0	0	1	1	100.0%	0	0	0	0	0.0%
Tank v Mechanized	2	0	1	0	1	50.0%	0	1	0	1	50.0%
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	7	1	2	1	4	57.1%	1	1	1	3	42.9%
		2	6	7			4	4	3		
		13.3%	40.0%	46.7%			36.4%	36.4%	27.3%		

OUTCOMES (by ERA)

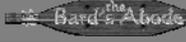
	26 GAMES	ATTACKER WINS			15	57.7%	DEFENDER WINS			11	42.3%
		EW	MW	LW			TOTAL	EW	MW		
Possessing Objective	7	0	2	4	6	40.0%	0	1	0	1	9.1%
Company Morale Check	9	1	1	2	4	26.7%	0	2	3	5	45.5%
Objective Not Captured	2	0	0	0	0	0.0%	1	0	1	2	18.2%
Player Conceded	3	0	0	0	0	0.0%	0	0	3	3	27.3%
No enemy, def. half	0	0	0	0	0	0.0%	0	0	0	0	0.0%
No enemy, 16" of obj.	1	0	1	0	1	6.7%	0	0	0	0	0.0%
Other	4	0	2	2	4	26.7%	0	0	0	0	0.0%
		1	6	8			1	3	7		
		6.7%	40.0%	53.3%			9.1%	27.3%	63.6%		

DEFENSIVE BATTLES w/o HOLD THE LINE

TOTAL GAMES 137	ATTACKER 51.8%		DEFENDER 48.2%	
Tank v Tank	5	50.0%	5	50.0%
Tank v Mechanized	6	66.7%	3	33.3%
Tank v Infantry	20	46.5%	23	53.5%
Mechnzd v Mechnzd	2	66.7%	1	33.3%
Mechnzd v Infantry	17	65.4%	9	34.6%
Infantry v Infantry	21	45.7%	25	54.3%



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ATTACKER WINS			DEFENDER WINS		
6-1	5-2	4-3	6-1	5-2	4-3
1	1	3	0	4	1
1	3	2	2	1	0
1	11	8	8	9	6
2	0	0	0	0	1
5	6	6	3	5	1
7	10	4	11	7	7

	EW	MW	LW	TOTAL	
600 or less	0	1	0	1	0.7%
601-1499 points	0	5	0	5	3.6%
1500 points	2	29	64	95	69.3%
1501-1999 points	0	4	16	20	14.6%
2000 points	0	7	6	13	9.5%
2001-2999 points	0	2	0	2	1.5%
3000 points	0	0	1	1	0.7%
	2	48	87	137	
	1.5%	35.0%	63.5%		

	EW	MW	LW	TOTAL	
Australia	0	6	22	28	20.4%
Canada	0	0	0	0	0.0%
Germany	0	0	0	0	0.0%
New Zealand	2	8	15	25	18.2%
Portugal	0	0	1	1	0.7%
Serbia	0	2	0	2	1.5%
Spain	0	2	0	2	1.5%
Sweden	0	2	0	2	1.5%
United Kingdom	0	3	1	4	2.9%
United States	0	25	48	73	53.3%
	0	25	48	73	53.3%

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WIN PERCENTAGES (TYPE & ROLE by ERA)

Attacker listed first	137	ATTACKER WINS				71	51.8%	DEFENDER WINS			66	48.2%
	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
	Tank v Tank	10	0	1	4	5	50.0%	0	1	4	5	50.0%
Tank v Mechanized	9	0	3	3	6	66.7%	0	0	3	3	33.3%	
Tank v Infantry	43	0	8	12	20	46.5%	0	9	14	23	53.5%	
Mechnzd v Mechnzd	3	0	0	2	2	66.7%	0	1	0	1	33.3%	
Mechnzd v Infantry	26	0	6	11	17	65.4%	0	1	8	9	34.6%	
Infantry v Infantry	46	1	9	11	21	45.7%	1	9	15	25	54.3%	
		1	27	43			1	21	44			
		1.4%	38.0%	60.6%			1.5%	31.8%	66.7%			

WIN PERCENTAGES (TYPE & ROLE by VICTORY POINT RESULT)

Attacker listed first	137	ATTACKER WINS			71	51.8%	DEFENDER WINS			66	48.2%
	GAMES	6-1	5-2	4-3	TOTAL		6-1	5-2	4-3	TOTAL	
	Tank v Tank	10	1	1	3	5	50.0%	0	4	1	5
Tank v Mechanized	9	1	3	2	6	66.7%	2	1	0	3	33.3%
Tank v Infantry	43	1	11	8	20	46.5%	8	9	6	23	53.5%
Mechnzd v Mechnzd	3	2	0	0	2	66.7%	0	0	1	1	33.3%
Mechnzd v Infantry	26	5	6	6	17	65.4%	3	5	1	9	34.6%
Infantry v Infantry	46	7	10	4	21	45.7%	11	7	7	25	54.3%
		17	31	23			24	26	16		
		23.9%	43.7%	32.4%			36.4%	39.4%	24.2%		

OUTCOMES (by ERA)

	137	ATTACKER WINS				71	51.8%	DEFENDER WINS			66	48.2%
	GAMES	EW	MW	LW	TOTAL		EW	MW	LW	TOTAL		
	Possessing Objective	43	0	17	19	36	50.7%	0	5	2	7	10.6%
Company Morale Check	50	1	7	16	24	33.8%	0	9	17	26	39.4%	
Objective Not Captured	21	0	0	0	0	0.0%	1	4	16	21	31.8%	
Player Conceded	11	0	0	3	3	4.2%	0	2	6	8	12.1%	
No enemy, def. half	0	0	0	0	0	0.0%	0	0	0	0	0.0%	
No enemy, 16" of obj.	2	0	1	0	1	1.4%	0	0	1	1	1.5%	
Other/Reported Draw	10	0	2	5	7	9.9%	0	1	2	3	4.5%	
		1	27	43			1	21	44			
		1.4%	38.0%	60.6%			1.5%	31.8%	66.7%			

THE BARD'S AARDCP RECORD

TOTAL GAMES	THE BARD	OPPONENT	DRAW
30	23.3%	60.0%	16.7%
British Rifles v Tank	2 50.0%	4 57.1%	1 14.3%
v Mechanized	1 50.0%	1 50.0%	0 0.0%
v Infantry	3 33.3%	2 22.2%	4 44.4%
Compagni Carri v Tank	1 9.1%	10 90.9%	0 0.0%
v Mechanized	0 --	0 --	0 --
v Infantry	0 0.0%	1 100.0%	0 0.0%
Gepanzerte Panzergrdr (in progress)	0 --	0 --	0 --
Panzerkompanie (in progress)	0 --	0 --	0 --
Many More TBD (not started)	0 --	0 --	0 --
7	18	5	

BARD VICTORIOUS!	THE BARD CHOKES	DRAW
6-1 5-2 4-3	6-1 5-2 4-3	+2 +1 0
2 4 1	9 6 3	1 2 2

TOTAL AARDCP	ATTACKER	DEFENDER	FAIR FIGHT
323	46.8%	53.2%	31.3%
BARD REMOVED			
293	48.8%	51.2%	28.7%
9.3% of total reports	2.0%	-2.0%	-2.6%

TOTAL AARDCP HTL	ATTACKER	DEFENDER
85	38.8%	61.2%
BARD REMOVED		
80	41.3%	58.8%
5.9% of total reports	2.4%	-2.4%

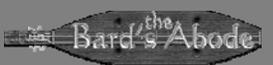
DEFENSIVE BATTLES INVOLVING THE BARD	ATTACKER	DEFENDER
2	15.4%	84.6%

	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	12	0	12 40.0%
1500 points	0	13	3	16 53.3%
1501-1999 points	0	0	2	2 6.7%
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	25	5	30
	0.0%	83.3%	16.7%	

	EW	MW	LW	TOTAL
Free For All	0	9	1	10 33.3%
Encounter	0	6	1	7 23.3%
Hold the Line	0	5	0	5 16.7%
Breakthrough	0	1	1	2 6.7%
Fighting Withdrawal	0	3	1	4 13.3%
Roadblock	0	1	0	1 3.3%
Cauldron	0	0	1	1 3.3%
Other	0	0	0	0 0.0%
	0	4	4	8 26.7%
	0	64	92	156 520.0%



compiled by Mark "thebard72" G.
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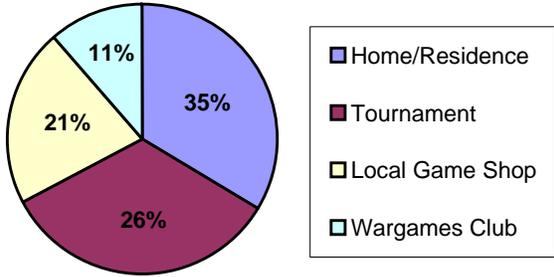
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30 GAMES	WIN PERCENTAGES (FORCE & SCENARIO)																								
	FREE FOR ALL 33.3%			ENCOUNTER 23.3%			HOLD THE LINE 16.7%			BREAKTHROUGH 6.7%			FIGHTING W/D 13.3%			ROADBLOCK 3.3%			CAULDRON 3.3%			OTHER 0.0%			
	W	L	D	W	L	D	W	L	D	W	L	D	W	L	D	W	L	D	W	L	D	W	L	D	
British Rifles v Tank	7	0	0	1	3.3%	1	1	0	0	0.0%	0	0.0%	1	1	0	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%
v Mechanized	2	0	0	0	0.0%	0	1	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%
v Infantry	9	1	0	2	10.0%	0	0	2	0	6.7%	0	2	0	0	0.0%	1	0	0	0	0.0%	1	0	0	0	0.0%
Compagni Carri v Tank	11	0	6	0	20.0%	1	1	0	0	6.7%	0	2	0	0	0.0%	0	0	0	0	0.0%	0	1	0	0	3.3%
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%
v Infantry	1	0	0	0	0.0%	0	0	0	0	0.0%	0	1	0	0	3.3%	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	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
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	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
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	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
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	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
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	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
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	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%	0	0	0	0	0.0%
	0	0	0	0	0.0%	0	0	0	0	0.0%	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

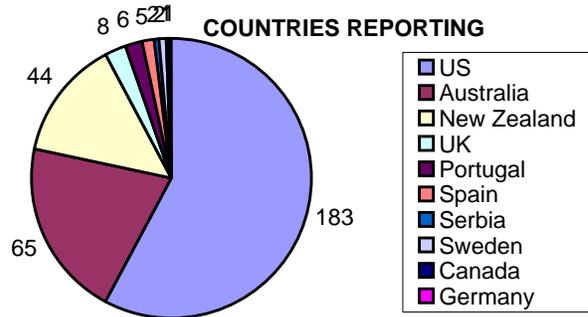
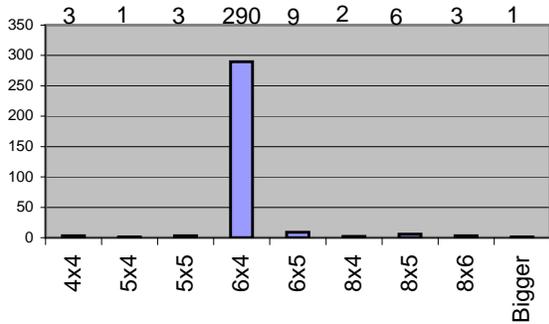
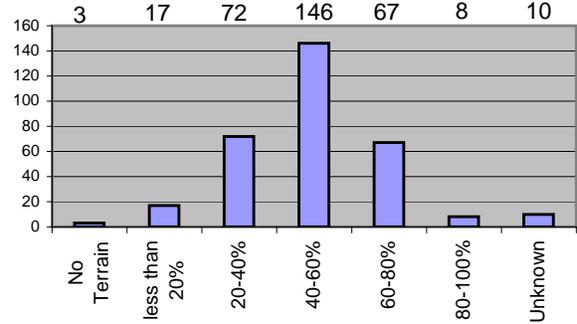


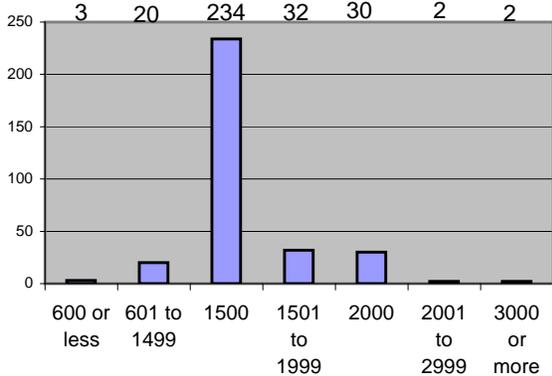
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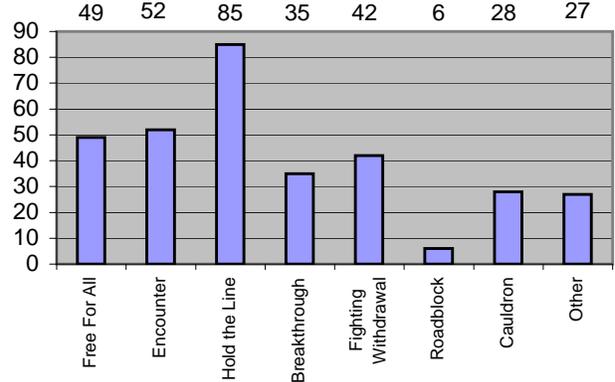
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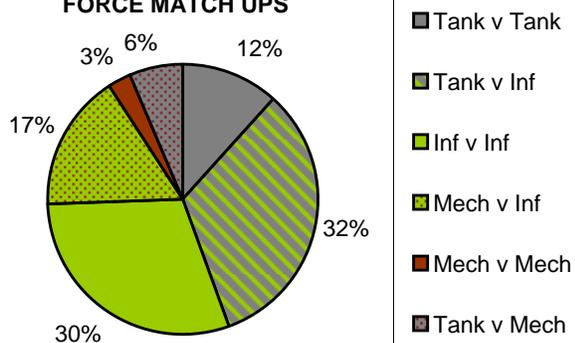
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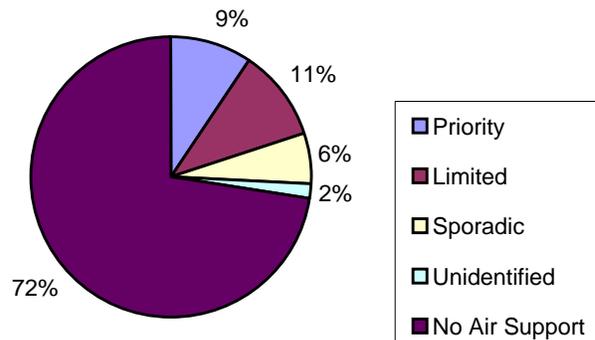
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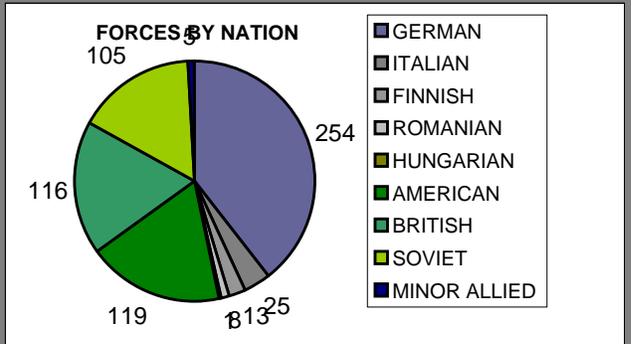
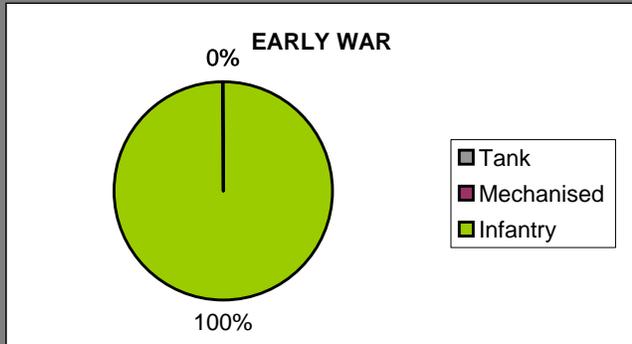
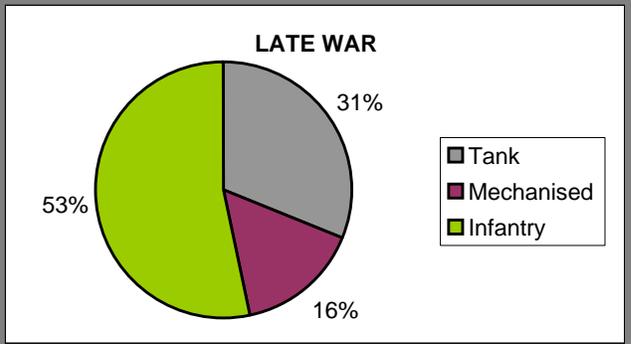
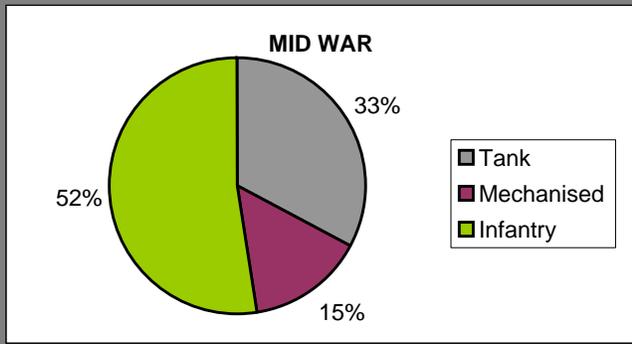
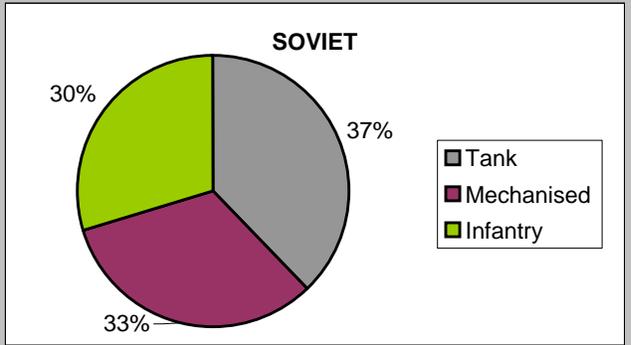
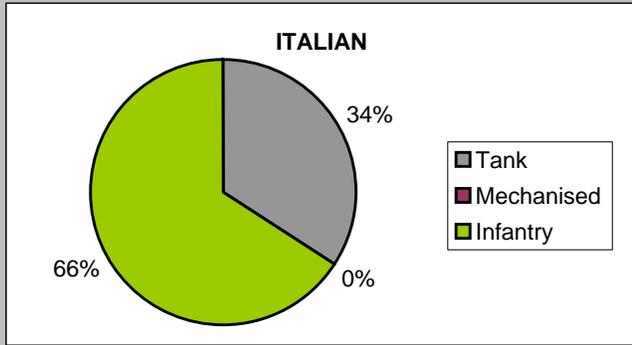
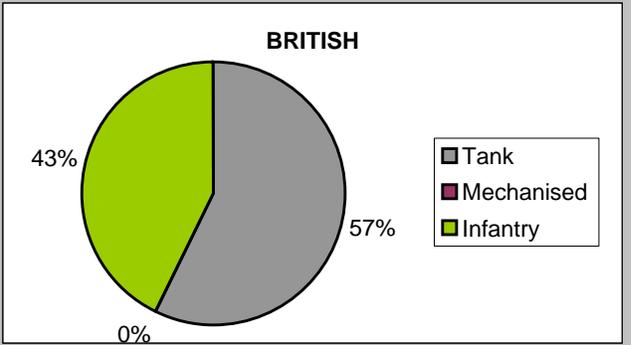
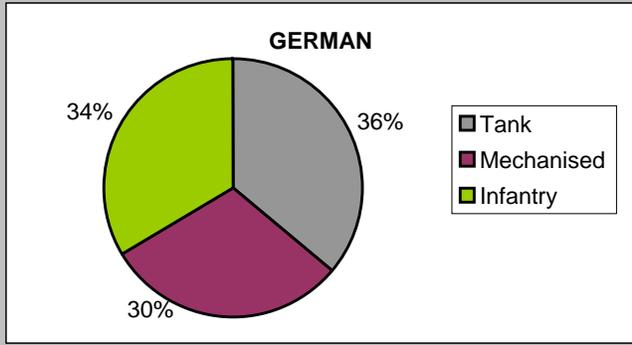
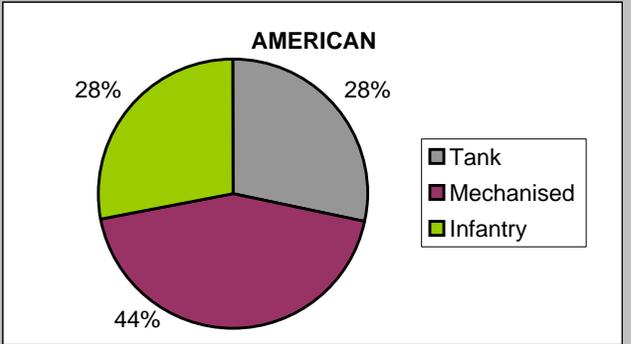
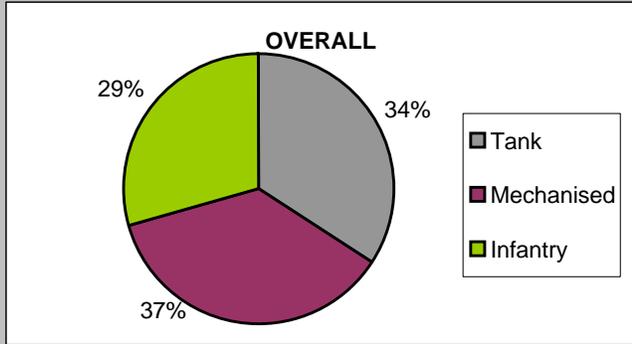


FORCE MATCH UPS



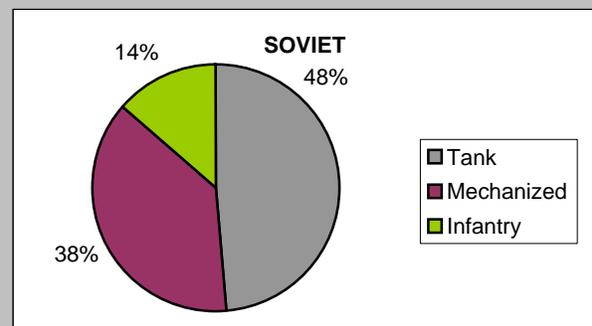
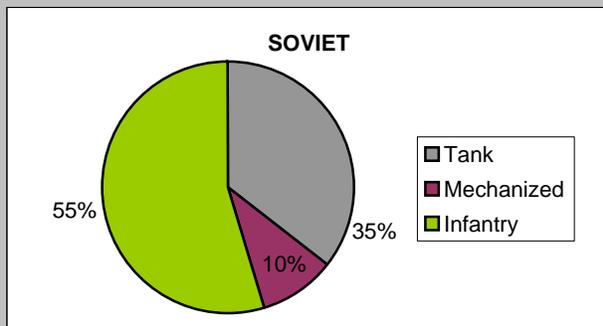
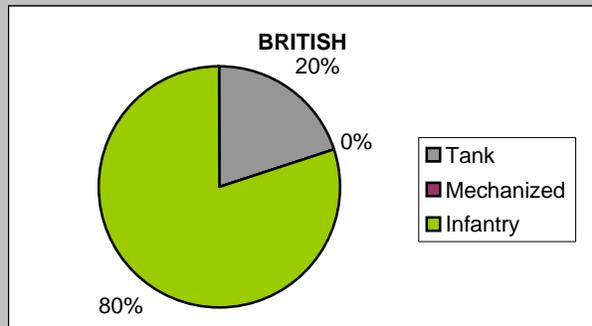
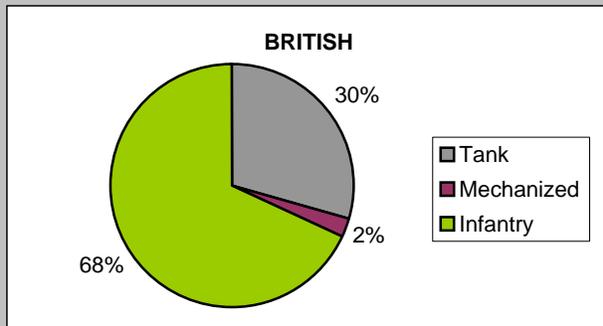
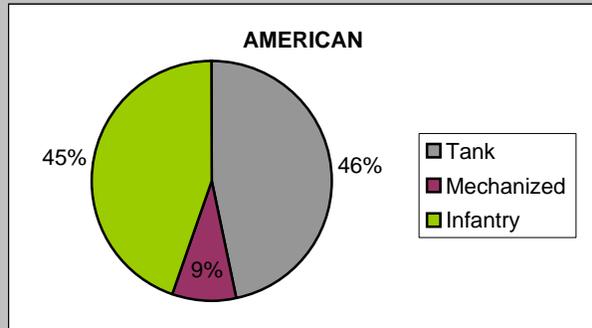
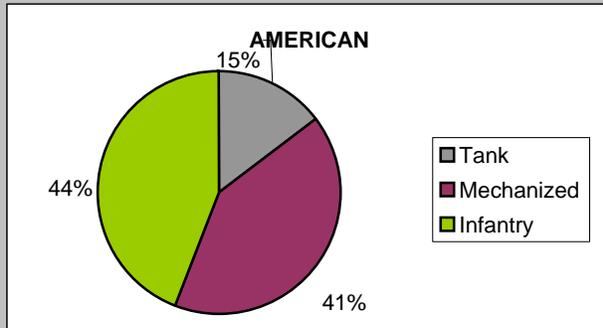
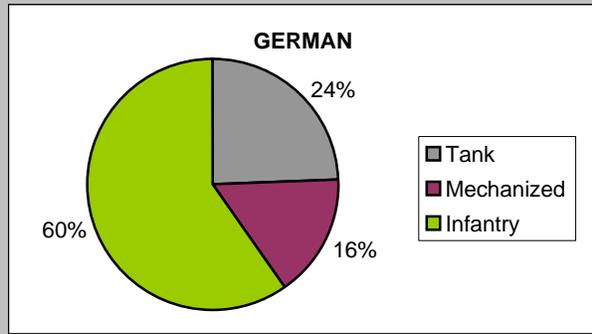
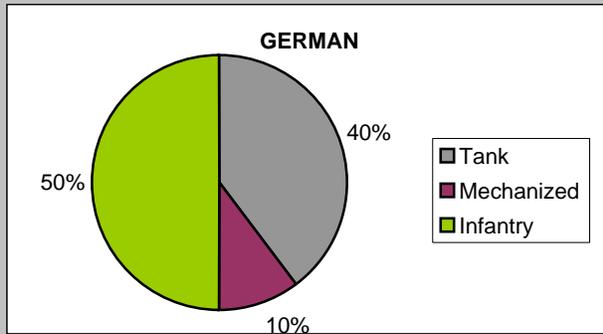
USE OF AIR SUPPORT





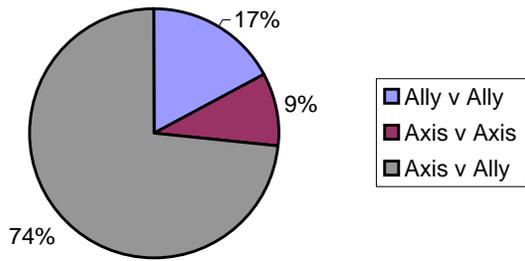
MID WAR

LATE WAR

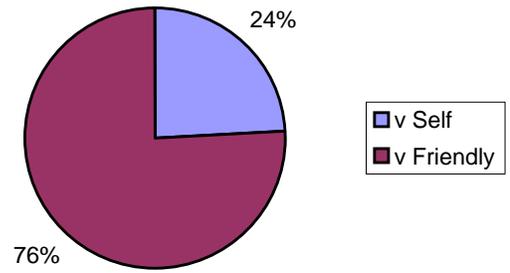


NATION	TOTAL REPORTED		TANK		MECHANISED		INFANTRY	
	MW	LW	MW	LW	MW	LW	MW	LW
German	96	156	38	38	10	25	48	93
American	61	58	9	27	25	5	27	26
British	44	70	13	14	1	0	30	56
Soviet	31	74	11	36	3	28	17	10
	232	358	71	115	39	58	122	185

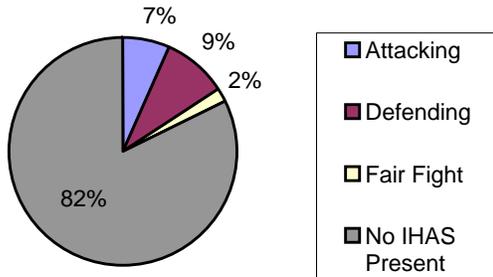
"BLUE ON BLUE" or FIELD EXERCISES



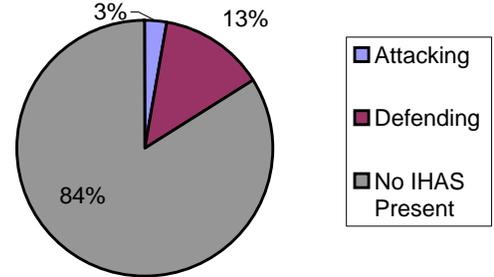
"BLUE ON BLUE" or FIELD EXERCISES



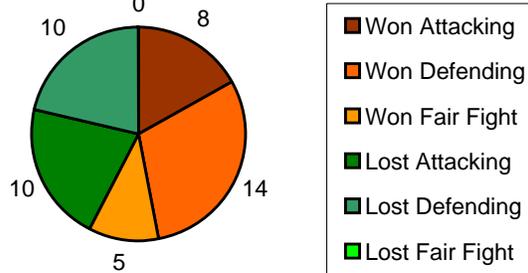
IHAS BY % of BATTLES REPORTED



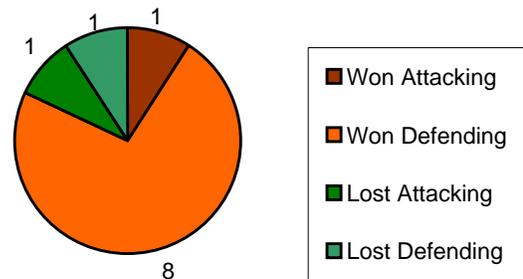
IHAS by % of HOLD THE LINE REPORTS



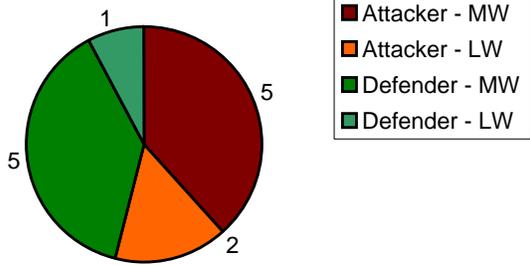
IHAS FORCE RESULTS-ALL SCENARIOS



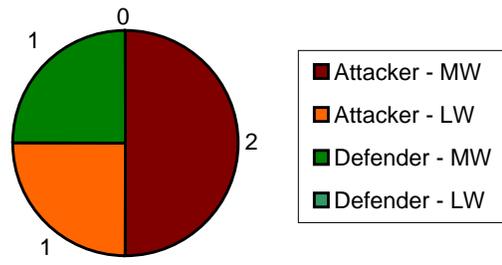
IHAS FORCE RESULTS-HOLD THE LINE



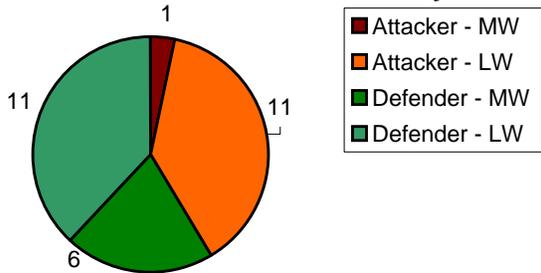
HOLD THE LINE - Tank v Tank



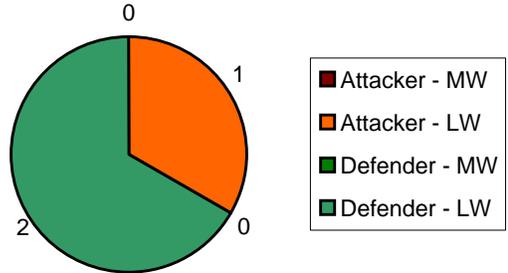
HOLD THE LINE - Tank v Mech



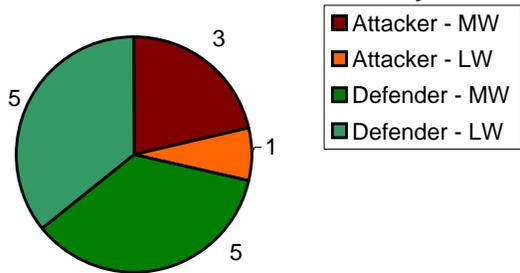
HOLD THE LINE - Tank v Infantry



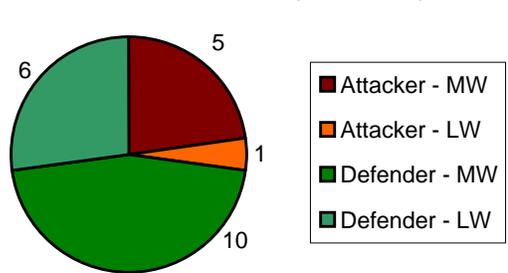
HOLD THE LINE - Mech v Mech



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	20	26	10	3	3	1	7	22
Mech	8	9			0	3	8	6
Infantry	15	7					15	7
	43	42	10	3	3	4	30	35