

May 21st AAR

The **Blitzkrieg Commander** game went very well; in-spite of this being our first crack at these rules, game-play was fast and easy.

Tom and I had no particular scenario in mind, we were just anxious to try out our freshly painted **GHQ** minis and these new rules (Before I go on, let me say that it's an ideal combo... GHQ minis & Blitzkrieg Commander).

We decided to improvise with a simple ambush scenario; we launched the game by having the German Afrika Company fully deployed, in a caravan formation, advancing through the desert.



The British were given the choice of coming onto the board from any direction and at any interval desired.

The first turn went to the British; Tom elected to enter all his units from the North-West and North-East terrain sections. As soon as the Brits entered the board, from both of these directions, the Germans split off a section to secure the primary river crossing.

The Germans reached out and drew first blood, all four tanks focuses their fire-power onto a single enemy tank.



The Brits pushed across the river's ford and German tanks raced for control of that key point. They (the Brits) held the crossing for some time as the Germans brought more forces to bare on their lighter tanks.

Our May game event went very well



Tom quickly moved his other flank across the the river's ford at the North crossing; HMGs & Lt Anti-Tank guns took their position.

Our May game event went very well



Tom's FAO was poised to cancel and/or redirect Artillery if necessary. In the mean time, Crusaders tried to hold the Germans in check as scheduled Artillery arrived.



The Brit's North-East task force was wiped, but they held long enough to usher in US reinforcements. The US took up the vacated position and quickly pushed through the crossing.

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German troops scatter as they fell back from the enemy's concentrated assault... Well beyond their official "break point," the remaining German forces were forced to surrender.

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Game Over!