

I played against Blake Ball of Winnipeg, who was also a first time opponent for me. We played AP50 "Panzergeist". I bid "no side". Blake bid German. Perhaps I should have counted how far the Germans could move in two turns before I made my bid, because the Germans get to the top of the big hill first. I concentrated my Russians against the big hill, conceding the small hill to the Germans, although I positioned by artillery piece to shoot at Germans when they took the small hill. I didn't use my tanks as well as I should have, and I was a little unlucky in having shots bounce off the German tanks. I had an early let down when I positioned a T-34 within two hexes of a concealed German. I figured it would probably miss the first shot and then I could break or pin the German unit before the second shot. Blake didn't take the first shot. I made about four shots against the concealed unit to no effect. The German half squad rolled for the PF, got it, hit the tank and killed the tank. Two German squads had no trouble securing the small hill, despite the shots from my artillery piece. On turn two, Blake realized I was playing one SU-122 short. He graciously let me bring it on during my movement phase. Over the next few turns, my Russians slowly ground up the big hill, but I was losing tanks to get them there. We had quite the fur ball going on that hill top. One of the panther tanks broke its MA on the first shot. I found out later that it had the 9-2 armour leader. I had an opportunity to throw a DC at the tank. I got good placement, but rolled too high to have an effect. On my turn four I had my most interesting CC phase ever. I had just lost the last of my tanks, but my infantry managed to get into position to do CC against four German AFV. All four squads passed their PAATC. One squad had a leader helping it; a second squad had a hero helping it. Three of the tanks were CE. The hero and squad needed a seven against the BU panther. They missed. One squad needed a six against a CE panther. It missed. The next squad needed a six against a CE Stug. The Stug ended up burning. A squad and -1 leader needed an eight against a CE Stug. That Stug also ended up burning. Wow. If I had taken out the two panthers as well, it could have swung the game around for me. We played a bit longer, but I did not have high hopes after that. About twenty minutes before the end of the round, I did the math and decided to concede. While writing this AAR and looking at the scenario card, I realize that we forgot about the Mist LV. Shoot.