

## COMPANY OF HUSSARS:

# OPERATION AUBERGINE: AFTER ACTION REPORT

### Allied Combatants:

1<sup>st</sup> Commando (British – CO Blackadder)  
5<sup>th</sup> Airborne (American – Acting CO Keanrick)  
6<sup>th</sup> Commando (British – Acting CO Jubaal)  
10<sup>th</sup> Armour (American – CO DamnnBlast)

### Axis Combatants:

Red Wehrmacht Terror (Normal CPU)  
Orange Panzer Elite Scorched Earth (Hard CPU)  
Tan Wehrmacht Terror (Normal CPU)  
Yellow Wehrmacht Blitzkrieg (Hard CPU)

### TIMELINE

#### 00:03

First contact – 6<sup>th</sup> Commando Recon section encounters Axis Pioneers when they advance on the high munitions point to the south.

The 1<sup>st</sup> Commandos destroy two Panzer Elite Kettenkrads moving around the west of the map, as the 5<sup>th</sup> Airborne move to the north and the 10<sup>th</sup> Armour move to the centre and south.

### INTELLIGENCE



#### 00:05

6<sup>th</sup> Commando lose an infantry section to a Panzer Elite incendiary grenades. Unlike normal grenades the PE incendiary and Anti-tank grenades explode on impact, making avoiding them very difficult.



#### 00:10

Apart from the contested sectors to the centre-west of the map, the balance of power is pretty even at this stage.

5<sup>th</sup> Airborne hold position just west of the northern hill.

At this stage the Axis forces are concentrating on the centre of the map.



### 00:11

Having lost the rest of his squad to an Axis sniper, the final man in the 1<sup>st</sup> Commando recon section manages to get a counter-snipe off.

(One of those interesting bugs from Relic currently gracing the game is that the British detector unit (the Recon section) has to be stationary to detect enemy cloaked units – making sniper detection very difficult).

Meanwhile to the south, 6<sup>th</sup> Commando units engage the enemy in a series of attacks on their positions.



### 00:12

North of the centre, Axis infantry (an MP44 stormtrooper squad and a PGren unit armed with a panzershrek) have pushed north into undefended territory. Only a 5<sup>th</sup> Airborne HMG team are nearby, so 1<sup>st</sup> Commando drop a commando glider to help deal with them.



### 00:14

More stormtroopers and flame pioneers attack through the centre and are pushed back by 1<sup>st</sup> Commando infantry and brens.



### 00:15

The 1<sup>st</sup> Commando loses their entire commando squad when after a fight against more stormtroopers, a lucky mortar shell kills all but one of the men. The last is finished off by infantry fire moments later.

10<sup>th</sup> Armour infantry intercept Axis troops heading north towards the Allied bases.

Meanwhile to the south, 6<sup>th</sup> Commando are setting up defences including a 17-pounder At emplacement and a captured MG42.



**00:16**

5<sup>th</sup> Airborne paratroopers encounter more stormtroopers to the west and are wiped out by them.



**00:18**

Firestorm!

The first iff-map incendiary rockets are called in against the allies – this time hitting a 1<sup>st</sup> Commando Vickers nest in the centre of the map and badly damaging the officers caught on the edge of it.



**00:19**

Both 1<sup>st</sup> and 6<sup>th</sup> Commando field Stuart light tanks, the former being used in the centre to attack Axis light vehicles after the British infantry has been forced to retreat and the latter being used in the south to engage Axis infantry (mostly stormtroopers) heading north.



Disaster strikes as the southern defences of the 6<sup>th</sup> Commandos are over-run by Axis infantry. As stormtrooper squads move in, a cheeky Panzer Grenadier squad moves in and occupies a slit-trench built by the defenders, from which they begin blasting everything around them.



**00:20**

Territory is roughly evenly held as the Axis continue to push into the centre and south of the map.



To the south, 6<sup>th</sup> Commando sends in a commando glider to push out the Axis. The commandos find themselves surrounded as more Axis units appear from the east and do not survive the attacks.



**00:21**

Seeing the situation is grim, 10<sup>th</sup> Armour send down a T-17 armoured car and 1<sup>st</sup> Commandos send in another commando glider. These are joined by a 6<sup>th</sup> Commando Tetrarch glider in a bid to push back the Axis forces as they continue to wreak havoc and destroy the 17-pounder emplacement.

10<sup>th</sup> Armour then add a M18 Hellcat tank to the support force.



**00:22**

Firestorm!

Another artillery strike cripples the Allied forces to the south, destroying the Hellcat, almost wiping out the commandos.

Only the Tetrarch and T-17 are left in the area and these are wiped out by more panzershrek armed infantry.



Meanwhile to the west of the centre, 5<sup>th</sup> Airborne units valiantly defend another push by Axis infantry and light armour, assisted by some 1<sup>st</sup> Commando units and finally driven off by the timely appearance of a 10<sup>th</sup> Armour Sherman tank.



**00:24**

5<sup>th</sup> Airborne build up an impressive line of defenders to the north of the centre, ready to face off against the constant pushes by Axis infantry.

The defence includes 57mm AT guns, an M8 armoured car, riflemen, a HMG team and a quad-barrelled half-track.

Hanging around with them for the free cigarettes is a Bren carrier from the 1<sup>st</sup> Commandos.



**00:25**

Firestorm!

So much for the impressive defence as 5<sup>th</sup> Airborne suffer heavy casualties.



**00:27**

Undaunted by the artillery strike, 5<sup>th</sup> Airborne reinforcements are called in to the centre to continue with the defence against the Axis forces.



**00:28**

Firestorm!

Despite assistance from 1<sup>st</sup> Commando PIAT troops and a 10<sup>th</sup> Armour Sherman, the 5<sup>th</sup> Airborne defence once again suffers casualties due to another firestorm.



**00:31**

The Allies struggle to keep the centre ground as the Axis roll in large numbers of Pak38 AT guns, backed up with heavier armour.

1<sup>st</sup> Commandos lose a Stuart, Tetrarch and Kangaroo to the grouped AT guns and the Axis start breaking through the centre.



### 00:32

Armoured support from 10<sup>th</sup> Armour in the guise of a Calliope helps thin down the Axis numbers in the centre, but does not stop Axis elements from breaking through at various points out of the centre.

To the south, 6<sup>th</sup> Commando units take advantage of the enemy's focus being elsewhere to start recapturing territory there.

The remaining 5<sup>th</sup> Airborne defenders are hit with yet another firestorm, seriously depleting their numbers.

After a short pause the Axis attackers wipe out the remaining 5<sup>th</sup> Airborne troops in the centre and push out to the north and west.



### 00:39

Axis forces run rampant through the centre of the map, appearing at the Allied bases (where 5<sup>th</sup> Airborne units push them back) and engaging Allied troops and tanks to the west of the centre, including 10<sup>th</sup> Armour Sherman tanks and a 1<sup>st</sup> Commando Firefly, here seen trading shots with a Marder III.



### 00:40

Despite fierce fighting in the centre of the map, the Allies given ground but have not been pushed back to their bases. The battle could still go either way but the Allies have the opportunity to start bringing out their big guns.



**00:44**

Firestorm!

A firestorm is launched against the assembled 1<sup>st</sup> Commando forces but luckily they have pulled back in time to avoid any casualties from it.

A second 10<sup>th</sup> Armour Calliope opens fire on Axis forces, as the 1<sup>st</sup> Commandos build a Bofors gun to back up their Fireflies.



**00:47**

An incredibly lucky 10<sup>th</sup> Armour Sherman survives two attacks by multiple Axis tanks, on both occasions escaping with a sliver of health thanks to timely Calliope barrages.

The 10<sup>th</sup> Armour are then able to call in a Pershing to assist them.

To the south, the 6<sup>th</sup> Commandos send a Firefly out to engage the enemy but it finds only infantry nearby (none with AT weapons), including three Axis snipers.



**00:50**

Allied forces are finally turning the tide and beginning to push back the Axis defenders.

In the centre, the 1<sup>st</sup> Commandos build a 25-pounder howitzer to join in with the artillery fun.



Meanwhile, to the almost forgotten north of the map, the slow buildup of Axis armour continues.

However, early German automation experiments suffer a set-back when one of the first prototype unmanned StuHs is discovered to have a design flaw resulting in it trying to get intimate with a nearby Axis bunker.



**00:57**

Oh dear.

Back to the drawing board.



**01:00**

5<sup>th</sup> Airborne send in a couple of Shermans to deal with the north hill.

These are followed up with the 1<sup>st</sup> Commando fireflies to give some support, as the StuH destroys its own bunker while trying to shoot the Shermans.



**01:01**

With the Axis forces pushed out of the centre of the map, the Allies advance ever closer to the Axis bases, which can be seen in the distance.



**01:04**

10<sup>th</sup> Armour units push forward slightly too much and the Pershing is lost to combined Axis AT fire.



**01:11**

1<sup>st</sup> Commando infantry and Tetrarchs push directly south from the centre, encountering a tough combination of StuHs, Pak38 AT guns and infantry and having to pull back several times.

Meanwhile their Fireflies, joined by Shermans from the 5<sup>th</sup> Airborne, head down the eastern side of the map from the hill.



### 01:13

Attempts by the 5<sup>th</sup> Armour shermans to attack the first Axis base are thwarted by an unexpectedly tough defence including several AT guns and various tanks. First the Shermans are lost and then the Fireflies also suffer at the hands of the Axis.

The 10<sup>th</sup> Armour move in to the fourth Axis base to the south-west but encounter similar defences and his second Pershing is destroyed to a combination of StuHs and Paks.



### 01:19

Axis armour takes advantage of the sudden lack of Allied forces to the north-east of their bases and starts advancing, catching a 10<sup>th</sup> Armour Calliope unaware.



### 01:20

Two Commando squads from the 1<sup>st</sup> Commando company intercept two Pak guns moving north and use one of them to open fire on the Axis light armour heading past, with the remaining Commandos heading south to recapture lost ground north of the Axis base.

5<sup>th</sup> Airborne intercepts the couple of vehicles that have already disappeared from sight.



### 01:21

10<sup>th</sup> Armour reinforces his tank group and with 1<sup>st</sup> Commando fireflies, continues to attack towards the fourth Axis base to the south-west.

Both Fireflies and some Shermans are lost when they are outflanked by Pak guns and the Allies have to withdraw and await reinforcements.



### 01:22

A further push to the north-east by Axis armour wipes out the 1<sup>st</sup> Commando units there.

The Allies rush to try and plug the gap, helped by paratropped AT guns from the 5<sup>th</sup> Airborne and artillery strikes from 1<sup>st</sup> Commandos.



### 01:23

5<sup>th</sup> Airborne units valiantly hold back the Axis armour, losing two AT guns and two shermans in the process. They manage to delay the Axis long enough for a bombing run to inflict heavy damage on their armour.



### 01:26

Meanwhile to the south-west, a veritable horde of Shermans approach the fourth base again. This time, the combined forces of the 6<sup>th</sup> Commando Fireflies and the 10<sup>th</sup> Armour Shermans, Pershing and Calliopes.



### 01:31

The 6<sup>th</sup> Commando and 10<sup>th</sup> Armour destroy the fourth and Third Axis bases then move off to the remaining bases.



### 01:34

The combined armoured forces of the Allies move in to finish off the remaining Axis bases, securing another hard-fought victory.



King of the Hill (8) Game Time: 01:34.08

**You are Victorious!**

	TOTAL SCORE		INFANTRY		VEHICLES		BUILDINGS		TERRITORY		Total
	Infantry	Vehicle	Infantry	Vehicle	Building	Territory	Kills	Losses			
Werknarrick	30155	23420	3900	3460	231	249	78065				
Wardlockhobby	24500	18350	3100	3159	233	177	66809				
Wammblast	27795	12190	4825	1760	251	27	66445				
Jahool	15880	17710	6100	2906	153	131	54076				
ALLIES	98330	71670	17925	11285	868	584	265395				
CPD - Normal	17135	16320	3550	1077	130	215	47257				
CPD - Normal	18720	9690	2575	972	132	223	41242				
CPD - Hard	12610	13230	1800	2793	93	238	36338				
CPD - Hard	17420	3670	2525	1534	148	274	35524				
MS	65885	42910	10450	6376	503	950	160361				

SAVE REPLAY    EXIT STATS