

UNIT: GERMAN 2 Coy/II BN/233 RGT/102 Infantry Division

COMMANDER: okiefire_ssl

DATE: June 26, 1941 (Day)

WEATHER: Overcast (Unlimited Visibility)

ENEMY NATIONALITY AND STANCE: RUSSIAN (Hold)

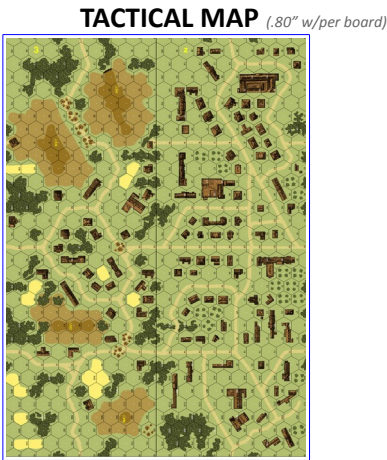
MISSION: Pockets (2)

BRIEFING: Your unit has been ordered to make contact with and wipe out several pockets of enemy resistance that were previously bypassed by the regiment. The presence of these units endanger the division's supply lines and is delaying the advance forward on Kolno. Approximate locations of these pockets have been noted on your map (in TotH). It is imperative that these pockets be eliminated quickly and thoroughly.

VICTORY POINT CONDITIONS: Victory Points will be awarded as follows;

- Each side gains VP for casualties inflicted.
- Each side gains VP for control of VPO (as indicated on the map).
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CAMPAIGN GAME MISSION #: 3



CORE FORCE ORDER OF BATTLE					
ID#	LEADER/UNIT TYPE	SUPPORT WEAPON ALLOCATED	START STATUS	END STATUS	SPECIAL NOTES (Battle Hardened, Wounded, Act of Valor, etc.)
0	LEADER: Lieutenant B*			--	
1	LEADER: Sergeant C*		Replacement		
2	LEADER: Sergeant C*		Promoted		
3	SQUAD: Elite		Hardened		
4	SQUAD: Elite		Hardened		
5	SQUAD: 1st Line				
6	SQUAD: 1st Line				
7	SQUAD: 1st Line				
8	SQUAD: 1st Line				
9	SQUAD: 1st Line				
10	SQUAD: 1st Line				
11	SQUAD: 1st Line				
12	SQUAD: 1st Line				
13	SQUAD: 1st Line				
14	SQUAD: 1st Line				
15	HALF-SQUAD: 1st Line				
16	HALF-SQUAD: 1st Line				
17	CREW				
18	CREW				
19	--				
20	--				
21	--				
TEMPORARILY ATTACHED					
ID#	LEADER/UNIT TYPE	SUPPORT WEAPONS	SPECIAL NOTES		
var	1x LEADER: Sergeant C	1x SW: RADIO			
var	x	x			
var	x	x			
var	x	x			
var	x	x			
var	x	x			
var	x	x			

MISSION At the end of Game Turn 5, and at the end of each Game Turn thereafter, TotH will perform a 'dr'. If the 'dr' is <=2, the Mission ends immediately. If the 'dr' trigger is not met, the game will end at the conclusion of Game Turn 11.

WRITTEN AFTER ACTION REPORT	
Turns 1-4	
Turns 5-8	
Turns 9-12	
Turns 13+	

HOW TO PLAY (reminder):

- Launch ToTH, locate and select your Mission Scenario file, Select New Game.
- Set the following in the Scenario Configuration Dialog screen;
 - > SIDE A: **COMPUTER PLAYER**
 - > SIDE B: **HUMAN PLAYER**
 - > DIFFICULTY: HARD
 - > Fog of War: ENABLED
 - > Path Quality: HIGH
 - > Check the 'Russian Radioless AFV Rule in Effect' box if available
 - > Click OK
- BEFORE deploying any units please review in detail each of the following under the Menu tab;
 - > Scenario Attributes (be sure to check the 'Visibility' setting)
 - > Scenario Victory
 - > Scenario Description
- Play the Mission to completion (Do NOT replay any turns).
- On the End Game screen, save the game file and attach it, as well as this AAR document to a PM to Double Deuce on the Matrix Forums. The level of detail in the written AAR is up to you.

Any questions PLEASE feel free to hit me up on the Matrix forums.

END MISSION RESULTS

Side A – Victory Points

Locations

Side B - KIA

SQUAD

HS

LEADER

CREW

AFV

VP

Side A - Victory Points

Locations

Side A - KIA

SQUAD

HS

LEADER

CREW

AFV

VP

Side A - Exited

SQUAD

HS

LEADER

CREW

AFV

VP

Side B - Exited

SQUAD

HS

LEADER

CREW

AFV

VP

Scenario Outcome

MISSION RATINGS

	Good	Fair	Poor
Challenge	☐	☐	☐
Playability	☐	☐	☐
Enjoyment	☐	☐	☐
VP Structure	☐	☐	☐

MISSION FEEDBACK

Group Tigers on the Hunt Combat Campaign