



## Another Go AAR by Roger Burley

Lt Hoggard gathers his small group together. It is composed of several different companies from the 101<sup>st</sup>. Corporals Logan and Bell have several men from their company with them, and Lt Hoggard divides the rest into 3 groups. For his HQ, Hoggard takes 4 men to act as runners and security. He divides the remainder into 2 groups of ten, with Logan and Bell as leaders. As the 3 groups move east, Lt Hoggard notes a small Nazi flag flying from a walled compound to the north. He signals for Logan and Bell to turn north and observe the compound. Hoggard sends Logan and Bell in opposite directions to look for entrances. He says, "If you are spotted – you are free to engage."

Oberfeldwebel Sedov has his 3 understrength squads and an attached MMG section that is billeted in this portion of Foucarville. Most of his men are upstairs in the two buildings preparing for the morning inspection and a few are patrolling according to the new orders that arrived just before dawn. The MMG crew is setup in the barracks to cover the western approach and the paved road in front of the compound.



Hoggard heads for the house just to the south as the two groups of troopers filter through a stand of





trees before crossing the road to the compound wall.

Barracks

Platoon HQ

Bell notes that the building on the left (barracks) opens to the outside of the compound.

Logan's troopers move first across the road with Bell's men in overwatch. The wall prevents any observation into the compound except for the second story windows.

As Bell's group dashes across the road several shots ring out, but no one is hit. The shots come from the second floor of the both buildings.



Bell's men run to the door of the building and prepare to enter. At the same time Logan's troopers reach the east side of the German platoon headquarters building. This side does not have windows. Logan prepares to turn the corner when shots whiz overhead from the other side of the compound.



As Bell's troopers catch their collective breath and prepare to burst into the building, the security element of the MMG leans out the upper windows and fires at the paratroopers below. Meanwhile, the MMG gunner and loader remove the MG-42 from the tripod so it can be used at close quarters. In the upper front rooms, the Germans grab their weapons and head for the stairwell.



Lt Hoggard clears the house and moves to the open front porch to observe the compound,



where he sees the Germans fire down on Bell's group. Logan rushes past the east building towards the sound of gunfire. He discovers a door in the wall between the two buildings and carefully slips between the buildings. He notices a door to the barracks immediately on the right.

Inside the barracks, the fight is on! Bell's troops meet the squad from upstairs in the stairwell and exchange fire. The Green squad breaks and retreats before the fire and grenades from the paratroopers below. Logan's troopers yell that they are coming in. As the MMG crew starts to fire down the stairwell, they are met with the combined fire of both groups of paratroopers. Because there is not enough room in the stairwell for everyone, some shoot through the ceiling.

In the east building, Sedov sends everyone downstairs – one squad orients (fire zones) on the doors to the outside and one squad orients on the courtyard doors. Sedov is also downstairs in the northwest corner of the building, where he is able to observe both squads. The barracks building is now fully engaged in a firefight, and Sedov can hear the distinctive sound of the MMG fire with grenades and rifle fire.

Lt Hoggard double-times across the road and enters the barracks. He and his HQ team move to the courtyard side of the barracks to cover that approach. After two phases, the MMG crew is also suppressed, and the fighting for the barracks ends.

The Germans know the paratroopers are in the compound, but the other building will not be as easy as the barracks.

Logan's group makes a run across the courtyard to the far side and starts firing into the HQ building. Next, Bell and his group come out, but cannot bring fire to bear.

Lt Hoggard's HQ team goes upstairs in the barracks and ties up the cowering Germans. Once the prisoners are secured, the team takes up positions to fire into the upstairs windows of the HQ building.



Bell's troopers go through the wall door to ensure that no Germans are sneaking out of the back door. Logan's paratroopers continue to pour fire into the HQ building for an



extended period (5 phases or 1 turn) and try to spot any more Germans moving around in the building.

OFW Sedov notices that the squad oriented on the courtyard has stopped firing. He moves closer and directs the other squad to cover the courtyard doors. But as he does this, Logan spots him. This provides Logan's troopers with another target in the building, and Sedov's team is quickly suppressed.

Bell and his troopers come back into the courtyard, and as they did during the barracks attack, charge right through the door into the building.

The third German squad has just set up to cover the courtyard doors. As Bell comes through the door, they fire! Three quarters of the paratroopers including Bell are killed. As the surviving members of Bell's team engage the Germans in melee, they also fall. As they ready for the next assault, Logan's troopers toss grenades and fire at the German squad. Logan's men end the German resistance. Lt Hoggard and his HQ team cross the courtyard just as the firing stops.

Hoggard thinks, "Now what am I going to do? Down 10 paratroopers, 20+ prisoners and lots more Germans the kill."

## Lessons Learned

The better troop quality of the paratroopers (even from different units) allowed them to move and fire about twice as often as the lower quality German troops. Out numbered and out gunned, their training was the crucial difference. Do not enter a building or melee with an unsuppressed opponent – they get a free round of fire before you can attack. Properly placed Fire Zones allow even a low quality unit to identify and attack higher quality units within a defined space like an alley, crossroads, or building doorway regardless of whether the low quality is activated at the time.

