

# BIRDS OF PREY

This After Action Report is for the scenario is Birds of Prey, one of the two bonus scenarios from the second edition of Band of Heroes. Players alternate in taking turns placing their units on map prior to starting the scenario (i.e. the German player places units in one hex, then the American player places units in a hex, etc.). The setup for this scenario can be seen in the picture below, and the detailed setup shown below the picture.



Setup is as follows:

C2 – Major Tom, 1-4-4, 2-5-4, Satchel Charge

C3 – 2-5-4, BAR

C4 2-5-4, BAR

C5 – 2-5-4, Satchel Charge

D2 – Sgt. Hill, 2-5-4, M1919A4

D6 – Lt. Michael, 2-5-4, BAR

F1 – 2-3-4

F2 – Cpl. Weiss, 2 x 2-3-4, MG34

G3 – 3-3-4

H3 – Hero

I6 – Lt. Freitag, 3-3-4, MG34

K3 – Lt. Praun, 3-3-4, MG42





The 1-4-4 in hex D2 starts the turn by moving into E2 and gets the German Fallschirmjagers in G3 to Opportunity fire on them. The Germans seemed to have forgotten how to fire their weapons, and miss their intended target badly. During the German impulse the 2-3-4 MMC, without the MG, moves into hex E2 to initiate a melee. The Fallschirmjagers need to roll greater than a 6 to eliminate the 1-4-4 and are unable to roll greater than a six, leaving the 1-4-4 to fight another day. The 1-4-4 fights back and needs to roll greater than a 10 to KIA the German 2-3-4 and gets a 9, for no effect. The units are now locked in melee. The 2-5-4 paratroopers, with the BAR in C3, fire on the spotted 3-3-4 in G3 for no effect. The Germans pass and cross their fingers that they are able to hold their positions. The 2-5-4 with the BAR in D1 moves into D2. The Germans pass again. The U.S. passes for their impulse. The German player also passes, which results in moving to Turn 5.

## **Turn 5**

Turn 5 starts with the U.S. player moving a 2-5-4 paratrooper in D2 to reinforce the melee in E2. The U.S. has a 3 to 2 advantage and needs to roll greater than a 7 to KIA the German squad. A 6 is rolled, and for elite units the paras on both sides need to go back to the firing range. The German player decides to only attack the 2-5-4 paratrooper for a 1 to 1 attack and needs an 8 to KIA the 2-5-4, but rolls a 4. The hex is locked in melee for another turn. The German player decides to make a move and activates hex K3 and double times to G1 to help reinforce the foothold in the E1/F2 building. Lt. Michael and his men in D6 then assault move into E4 and get Op Fire from the 3-3-4 in G3. The 3-3-4 in G3 is only able to shake the 2-5-4 with the BAR. The 3-3-4, with MG 34 in I6, fires on the paratroopers in E4 and gets a lucky roll to shake Lt. Michaels and the good order 2-5-4, and the already shaken 2-5-4 is reduced. The U.S. player tries to regroup and passes. Lt. Freitag in I6 activates and moves into the L7 Building to take control of it, and then ends his movement in M6. If all goes according to plan, Lt. Freitag plans to move into the building in N6, on next turn, to control it. The German player passes, then the Americans do the same. The Germans end the turn by passing again. The situation at the end of Turn 5 can be seen below.



Turn 6 – It now comes down to the last turn to determine who has the stronger will and better luck. Lt Michaels in E4 rallies, but is unable to rally his two shaken squads leaving them in a vulnerable position. The shaken para in E2 decides he is done fighting and is unable to rally. Initiative goes to the U.S. player, again.

The US player moves Sgt Hill and a 2-5-4 with BAR from D2 to E2 to reinforce the melee. During the Melee the U.S. layer is able to KIA the German 2-3-4, but the German was able to KIA an American 2-5-4 before entering the cardboard graveyard. The German player uses his impulse to Low Crawl Lt. Freitag from hex M6 to N6 to gain control of the building. The U.S. player passes for his impulse. The 3-3-4 in hex G3 fires into E4 to try and eliminate the shaken paras in the open. The German player is able to shake Lt. Michaels and KIA the U.S. half squad. The U.S. commander passes and waits for the Germans to show their hand. Lt. Praun in hex G1 moves to hex E1 to gain control of the building hex, and awaits a shower of bullets from the paras. The U.S. player then passes, and the German player passes as well. The U.S. player ends the game with a pass of his impulse. The final situation can be seen below.



The game ended in a slight German victory. The US player had 2 Victory Points (VPs) for eliminating the German Hero, another 2 VPs for eliminating a German MMC, one VP for control of the building in D6, and another VP for control of the building in D2, for a total of 6 VPs. The Germans had 2 VPs for eliminating a US MMC, 2 VPs for control of the building in E1/F2, 2 VPs for control of the building in J3/K3, 1 VP for control of the building in L7, and 1 VP for control of the building in N6, for a total of 8 VPs.