

Company of Heroes 2 Battlereport (Barbar139 Playing - OKW) 2 OKW, 1 Ostheer vs 2 US Forces, 1 Soviet

Hello there, this is my first Battlereport for CoH2, hope you enjoy it. I'm maybe not an excellent commander, generally play OKW and Soviets but I'm pretty decent.

The game was not very hard, the Soviet player turned out real noob, US players were not bad and my mates were also ok but as you may know, one noob is enough to give the game if there's no super-commander in the opposition.



So, here we have the first real contact. One Volks run from two Rifles, well placed Kubel pins the Rifles, when other Volks and Sturmpanzer come, the Rifles leave.

I normally go Luftwaffe but this time decided to go for Breakthrough so instead of MG34, I called a second Kubel.



Above, we see the importance of helping your Allies. I've seen that the left mate is in trouble so sent the second Kubel there, even a little push outside helps a lot, so if you can, I say look for mates in trouble and go to their help.



Now, I have a decent force with 3 Volks (one reinforcing) 1 Sturmpio, 2 Kubels and a Rocket.



Again, helping my mate in left. I also ran there with one unit of Volks and while he fought, Volks and Kubel flanked the enemy, again forcing a retreat. below is a major engagement. Some rifles are coming towards my battlegroup, now here I made a mistake by placing that Kubel in right a little too much forward. And I lost it pretty quick.



But that's why I have another Kubel, it pinned the enemy well so my infantry could get some kills and eventually forced a retreat. The mistake of opponent was to come all from one side. If he had some rifles flanking me, I'm sure he would give me more casualties.



Now, I've got some Volks, one pio, a Kubel, an artillery gun and a rocket launcher. Yea, I went for the first building, that's what I generally do. Bring in some artillery and eventually a Jagpanzer.

Below, we see my force with all it's glory =)



Then, I lost my rocket to some Molotov but did not want to retake it as my Jagpanzer had come and I needed infantry. But here goes the enemy AA half-track and destroys nearly all my force =) I retreat without losing a whole squad which is just fine.



Below, we see the Jagpanzer come and make AA half-track run away. It can't destroy it but I don't chase, take back the armor and artillery a little back while waiting for my infantry reinforcements to fill and run again to the frontline.



I go for the second building, thinking that Jagpanzer will keep me safe against the weak enemy. So I order a puma, then a second one and after a little more fight, it's all over.



Well at first I thought of not doing a report of this game as it was real easy. But then, I wanted to practice doing a report and went for it. Anyways, hope you had fun =)