**After Action Report**

**James Garrett - 14th Armored Re-Creations.**

The Atterbury tactical battle 10-22-2016. For the 14th this is essentially a one day event because we don’t operate the tanks at night due to safety concerns.

The loading/unloading area was very satisfactory, lots of room to maneuver the semi-trucks and give the tanks some warm up laps. We really like to be able to have the POVs close to the tanks too, so it was nice to have room for that. Lots of gear, guns, ammo that have to be loaded.

The area was good. The scenario selection was very favorable to the defenders (Germans in each case). We followed the leadership (Big Duke 6) for the most part. He tended to set the pace for the entire day. The lack of visible leadership caused several long delays and an uncertain end of the event. As I hauled people out of the field some wanted to shoot more, but with the only leadership being done (or entertaining the film crew) they went home with ammo to spare.

The move to a fall battle worked great. It didn’t rain!

Observed authenticity was good overall, with one glaring exception. The film crew. The Atterbury battle was advertised as a total immersion event. Total would make one think that the event would not have coke cans, water bottles, modern gear, cell phones, or a VERY intrusive film crew. These people put themselves directly in the action several times, actually in between the opposing forces that were shooting at each other! There was also the issue of reenactors taking time off to do some film crew directed action. A film crew is fine, at that type of event. This was not advertised as that type of event.

**I would like to offer some ideas for future events:**

Keep it in the fall. The weather was pleasant and turnout was up.

Establish guidelines for taking hits. A reenactment cannot work if people don’t take their hits. When one does it, then the guy who shot him now thinks he doesn’t have to take his and so on. Considerations must be made for long range shots, cover that may or may not stop ordinance, etc. A different part of this same issue is what to do when shot? Most everyone knows to remove headgear. But then what? Play dead until the action passes by or walk out? How long to be dead? All of this needs to be addressed at the event. Perhaps handed out to unit commanders as a hard copy to beat it into their teams. Maybe introduce umpires to the event? But the overall concern is to encourage people to take their hit.

Visible leadership for each group. The chain of command allows for good communication of important events. (lunch break, scenario reset, new objective, move to new area)

More room to run. The area sectioned off was good, but lacked much room for the tanks to roam off of the road. The road is certain death for tanks. Several years ago there were some more open areas that we used. This is not a deal breaker, and we can adapt to fighting wherever.

Thanks for putting on the event. Overall it was good. I look forward to next year and hope that it grows bigger, I expect that the 14th will return!