ON ALL ←↑↓→ FRONTS

The Arracourt Tank Battle

IN THIS ISSUE:

Campaign Rules For "The Arracourt Tank Battle"   by Tim Taylor

What is known to U.S. Army historians as the Arracourt tank battle came about as a direct clash of offensive actions. The Germans were attempting to straighten out their lines and rescue the all but trapped 553rd Volks-grenadier Division. The Americans, other than parrying the German thrust, were pushing their spearheads forward to encircle even more German formations.

The small section of this conflict represented by the campaign centers around C Co., 37th Tank Battalion, under Captain R. Lamison. They were based in Lezey, successfully defending against all attacks with only support from units of the 10th Armored Infantry Battalion. Both of these formations were part of CCB, 4th Armored Division under General Wood.

The 113th Panzer Brigade initially attacked, but was severely damaged as a result. The next day, as Capt. Junghannis blunted the American sweeps, it was still the 113th defending but bolstered by the 111th Panzer Brigade. As the engagement wore on, the 113th disintegrated; being incorporated into the 111th to make up for its losses.

The above was to set up a rationale for the campaign. A soldier or leader could have participated in each of the scenarios in sequence. Only the base forces might change in the scenarios, but the personal leaders are the same throughout (barring their death, of course).

Before each scenario begins there is a Campaign Phase where the players create/promote/demote leaders, determine what is added/subtracted in the next scenario, and assess Campaign Victory Points (CVP). After the last scenario has been played, there is a final Campaign Phase in which CVPs are totaled and a Victor & Victory level are ascertained.

Campaign Phase 1 (before TS1)

Each player adds his own 8-0 tank commander to their force pool. He is in C Co., 37th Tank Battalion, or 113th Panzer Brigade.

Campaign Phase 2 (after TS1 & before TS2)

1) The winner of TS1 gets CVPs for his level of victory:

   Marginal Victory   : 1 CVP
   Substantial Victory : 2 CVPs
   Decisive Victory   : 3 CVPs
   Greater (> 6 VPs) : 5 CVPs

2) Personal leaders' performances gain (or lose) CVPs as shown below:
   a- Elan pts. divided by 3 (round off) yields that number of CVPs.
   b- Cowardice pts. divided by 3 (round off) yields that number of negative CVPs.
   c- Promotion yields 1 CVP.
   d- Demotion yields -1 CVP. (Demotion below the starting level means that a new leader must be started.)
   e- A lightly wounded leader who remains in play yields 1 CVP each time he does so.
   f- KIA yields -2 CVPs and a new leader must be added to the next scenario.

3) Both players add or delete the following forces in the next scenario:
   a- The German player adds one less than the number of surviving tanks.
   b- The American player deletes one less than the number of destroyed tanks.
   c- Both add their tank commanders to the next scenario.
   d- Both players add their own 7-0 infantry leader to their force pool. He is in the 10th Armored Infantry Battalion or in the 113th Panzer.   →
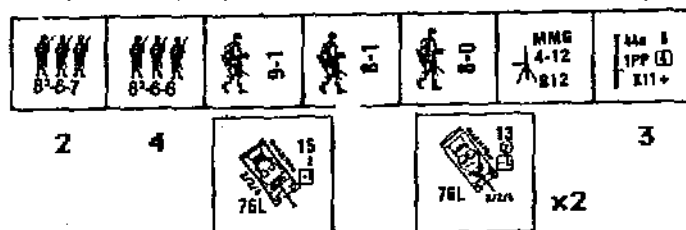
Campaign Phase 3
(after TS2 & before TS3)

1) The winner of TS2 gets CVPs equal to the # of controlled victory hilltop hexes. For example, if the Americans won by controlling all hilltop hexes of hill 621, they would receive 7 CVPs; if the Germans won by controlling one hex of the hilltop of hill 538, they would receive 1 CVP.
2) Personal leaders' performances gain (or lose) CVPs as above.
3) Both players add or delete the following forces in the next scenario:
- a- German: i) Add one less than the number of surviving tanks from TS2.
  - ii) Surviving leaders, infantry, & SW divided by 3 (round off) are retained in TS3.
- b- American: i) Add two less than the number of surviving tanks from TS2.
  - ii) Surviving leaders, infantry, & SW divided by 3 (round off) are retained in TS3.
- c- Both players add their commander & leader to TS3.

Campaign Phase 4
(after TS3 & before TS4)

1) The winner of TS3 gets a # of CVPs equal to the difference between both sides' # of controlled victory hexes. Thus, if the Germans control 7 victory hexes, & the Americans 4, the Germans would receive 3 CVPs.
2) Personal leaders' performances gain (or lose) CVPs as above.
3) Both players add or delete the following forces in the next scenario:
- a- The Germans neither retain nor delete any of the force from TS3.
- b- American: i) Delete the # of destroyed tanks from TS3.
  - ii) Destroyed leaders, infantry, & SW divided by 3 (round off) is deleted from TS3.
- c- Both players add their commander and leader to the next scenario.

NOTE: TS4 is the only scenario where the Americans have an optional reinforcement; it may enter any time after Turn 10. The Americans lose 10 CVPs by bringing on their optional reinforcement.

Campaign Phase 5 (after TS4)

1) All previous CVPs are totaled.
2) The winner gets a number equal to the difference between both sides' number of controlled victory hexes.
3) Personal leaders' performances gain (or lose) CVPs as above.
4) The ultimate rank of the personal leaders yields CVPs:
   - 8-0 = 1 CVP
   - 8-1 = 2 CVPs
   - 9-1 = 3 CVPs
   - 9-2 = 4 CVPs
   - 10-2 = 5 CVPs
5) a- The number of surviving AFVs (not halftracks) divided by 2 (round up) yields that # of CVPs.
   b- The number of surviving infantry squads divided by 3 (round off) yields that number of CVPs.
6) The CVPs gathered in TS4 are added to the previous total.

Both sides compare their scores as a ratio:
   - 1:1 = Draw
   - ≥ 3:2 = Marginal Victory
   - ≥ 2:1 = Tactical Victory
   - ≥ 3:1 = Substantial Victory
   - ≥ 4:1 = Operational Victory
   - ≥ 5:1 = Decisive Victory
   - Greater = Astounding Victory

Historically, the Americans won an Astounding Victory.   •

Editor's Note: These are the original scenarios. The modifications for the tournament (ORCCON 86) version will be in next month's issue.

TS# 1   CAT AND MOUSE
by Tim Taylor

About 500 yards south of Lezey, France, September 19, 1944. As part of the German 58th Panzer Corps counterattack, the 113th Panzer Brigade took up positions in Ley on the night before, in preparation for an advance on the U.S. 4th Armored Division. About 6 AM, elements of the Brigade engaged the U.S. 37th Armored Battalion near Lezey. The moring fog covered the probing Panthers, but allowed the Shermans to close to point-blank range.
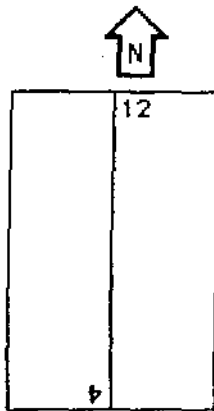
VICTORY CONDITIONS: Victory is based on points. The US player gets 2 pts. for each Panther destroyed. The German player gets 1 pt. for each M4A3 destroyed and 2 pts. for each Panther exited off the west edge. The player with the most points wins. The level of victory is determined by the difference in point totals. *The level of victory is only used when playing this scenario as part of the campaign.*

TURN RECORD CHART

☆ U.S. sets up first		1	2	3	4
✠ German moves first					

0 = Draw
1-2 pts. = Marginal Victory
3-4 pts. = Substantial Victory
5-6 pts. = Decisive Victory

✠ Elements of the 113th Panzer Brigade enter anywhere on the east edge on turn 1.

3

☆ Elements of the 37th Tank Battalion set up anywhere.

5

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SPECIAL RULES

1. The Environment is MOIST, with no wind.
2. Fog rules (111.2) are in effect. The fog is of intensity 4 (2nd level and lower are affected).
3. Before play begins, the U.S. player secretly selects which three of his M4A3s have Gyro-stabilizer proficient crews.
4. The U.S. AFVs may not boresight.

AFTERMATH: The fog was instrumental in nullifying the range advantage of the German guns. In the white chaos the Germans lost all three forward Panthers, prompting an immediate retreat by the remaining forces. Only one AFV was lost by the U.S. in this engagement. Similar results were obtained by the other German attacks, leading to the Brigade's discorporation and virtual assimilation into the 111th Panzer Brigade some two days after the fateful battles.

OAF

TS# 2 MANNECOURT HILL   by Tim Taylor
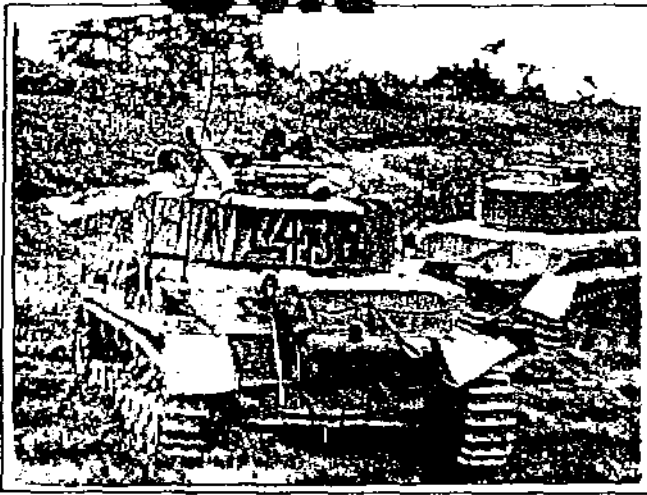
About one mile NW of Ommeray, France, September 20, 1944. After the previous day's debacle, the 113th Panzer Brigade regrouped with the help of the 111th Panzer Brigade. Aggressive probing by the 37th Tank Battalion from their positions in Lezey unbalanced the retreating Germans. The only noteworthy action occurred mid-afternoon when a reinforced company topped Mannecourt Hill and encountered German resistance on nearby Hill 241.
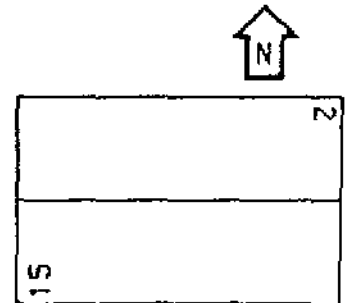
VICTORY CONDITIONS: The Americans win if they have been the last to have a unit in every hex of the highest elevation terrain of the pre-designated hill (SSR 3). The German player wins by avoiding the American victory conditions.

TURN RECORD CHART

German sets up first	1	2	3	4	5	6	7	8	9
☆ U.S. moves first									

Gruppe Junghannis (elements of both the 113th and 111th Panzer Brigades) set up east of row U (incl) on board 2 and east of row J (incl) on board 15.

Elements of C Co., 37th Tank Battalion, supported by elements of the 10th Armored Infantry Battalion. Enter according to SSR 2. [ELR 3]

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SPECIAL RULES

1. The Environment is MODERATE with a slight breeze blowing Northeast.
2. All American units must enter on turn 1 from any of the following hexes: 2DD10, 2EE10, 2FF10, 2GG10, 2GG9 or 2GG8. Infantry may delay entry until the advance phase.
3. Before set up, the American decides which hill he will have to capture in order to win the game. This information is kept secret until the end of the game. For example, if Hill 621 is chosen, hexes J4, K5, M5, N5, O5, P5 & Q5 must be controlled at the end of the game, to win. Only numbered hills are eligible.
4. Before play commences the American player must designate which three of his AFVs have Gyrostabilizer proficient crews.
5. Eligible German units may boresight.

AFTERMATH: In the initial exchange both sides lost about equally and the Germans just barely repulsed a second attack. However, the constant American probing completely stalled the German attack.

About one mile west of Xures, France, September 21, 1944. The 111th Panzer Brigade sought to refuse its left flank as their forces for the counter-offensive gathered to the east. Unaware of the impending German attack, General Wood ordered the whole 4th Armored Division to rest and refit. Despite this, American probes still tested the German defenses.

13	12
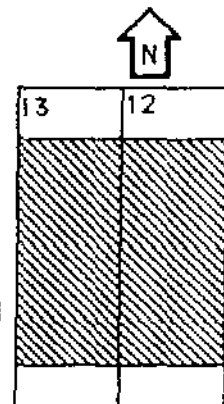
Rows G to CC (incl) are in play.

VICTORY CONDITIONS: The US player automatically wins if there are no unbroken German MMCs at the end of turn 7. Otherwise, a victory is determined at game's end by Control (having had the last unit in that hex) of a majority of the following victory hexes: 13K6, 13Y8, 13CC5, 12CC7, 12S6, 12Q5, 12O5, 12M4 and 12I1.

TURN RECORD CHART

German sets up first	U.S. moves first	1	2	3	4	5	6	7

Elements of the 111th Panzer Brigade supported by remnants of the 113th Panzer Brigade set up east of the stream.

4-6-7	4-4-7					1-8-8	MMG 4-12 B12	LMG 2-8 B12	'44s 3		?
3	5		Entrench 5				2	2	6	SSR 3	12
				2							

Elements of C Co., 37th Tank Battalion supported by elements of the 10th Armored Infantry Battalion [ELR 3] set up west of the stream.

6-6-7	6-6-6				44s 8 1PF X11+	HMG 8-20 B12	MMG 4-12 B12	13 75	15 75	15 105
2	6		2	2	3		2		2	

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SPECIAL RULES

1. The Environment is MODERATE, with a mild breeze blowing to the southeast.
2. The stream is DEEP (157.43 to .45) and flows to the south.
3. The turret counter is used to represent a dug-in PzKw IVH. Treat it as an immobile AFV, but only 'turret' hits count (it is buried). The turret sets up as 'Hidden Ordnance' (167.1) and is revealed by 167.11.
4. German support weapons are 'hidden' (164.5).
5. Before play begins, the US player chooses which two of the three possible AFVs have gyrostabilizer proficient crews.

AFTERMATH: A good deal of terrain passed into American hands that day. Lead elements of the 4th Armored Division swept away the scattered German resistance as the 111th Panzer Brigade back-pedaled. Of more consequence was the fact that the German buildup remained unchecked and unlooked for.

QAF TS# 4 LES TROIS CROIX   by Tim Taylor
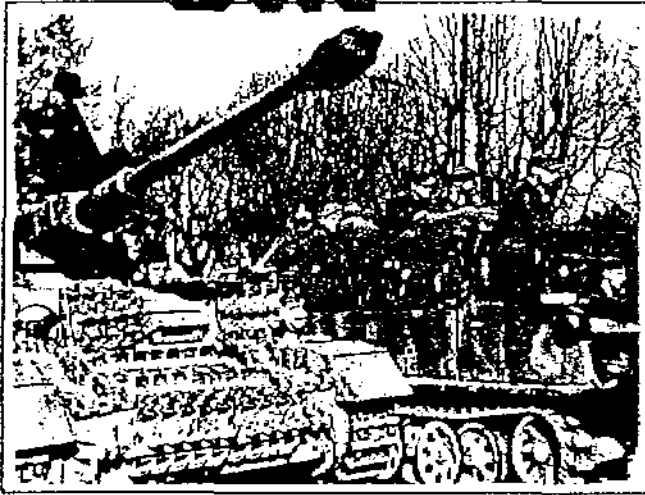
Northeast of Lezey, France. September 22, 1944. Both sides had been preparing an offensive for some time; the Americans more successfully than the Germans. Remarkably, the two attacks not only were launched at the same time but had identical objectives as well – to hold the village of Juvelize.

N

	6
E	
H	4
B	
H	3
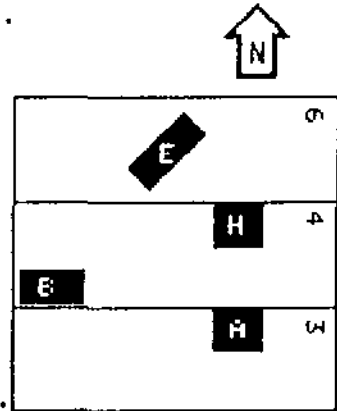
See SSRs 1 and 2.

VICTORY CONDITIONS: The player 'holding' (having an unbroken MMC as the sole occupant) the greatest number of gound level building hexes on board 3 between rows L and V (incl) at the end of 15 game turns wins.

TURN RECORD CHART

✠ German moves first	1✠	2✠	3	4	5✠ END	6	7	8	9	10	Restart on turn 1 (11).

Group 1 : Elements of A Co., 10th Armored Infantry Battalion enter turn 1 on hex 4GG5.

Task Force Abrams [ELR 3]

Group 2: Elements of A Co., 10th Armored Infantry Battalion enter turn 3 on hex 3GG5.

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Group 3: Elements C Co. enter turn 6 on hex 6GG5.

SPECIAL RULES

1. Place overlay "A" normally on board 3. Place "E" normally on board 6. Place "H" normally on board 4. Place "B" so that CC1 is on 4FF2 and BB1 is on 4FF1.

2. Treat hill 522 (board 3) as Ground Level; otherwise the terrain is unchanged.

3. The environment is MODERATE with a mild breeze blowing to the northeast.
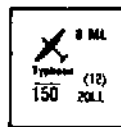
4. Both players' reinforcements enter sequentially (p. 38).

5. Forces unable to enter do so in the next friendly MPh, sequentially.

6. All radios are for 100+mm OBA. The Americans have Plentiful Ammunition (107.423).

7. The Americans receive Random Air Support (139) in the form of Typhoons (171). When rolling for the number of available aircraft (139.11), subtract one from the die roll.
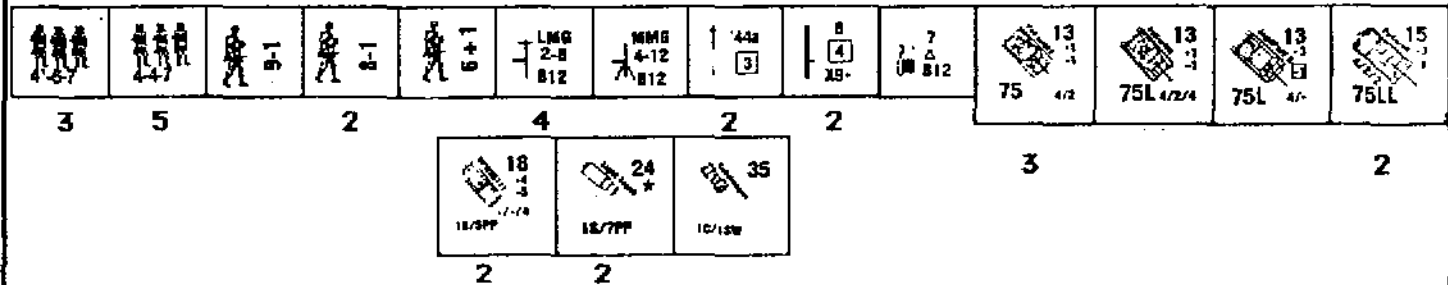
Elements of the 111th Panzer Brigade, supported by remnant units (including the 113th).
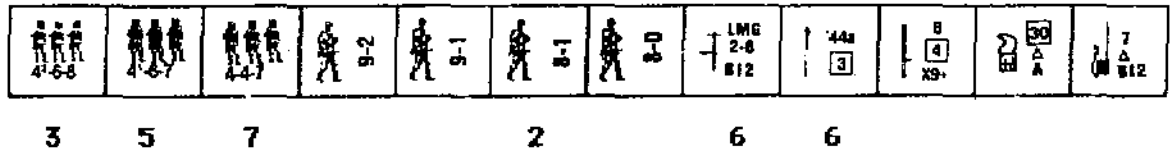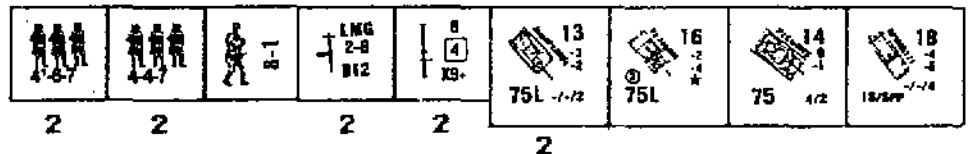

Group A enter turn 1 on hex 3A5.
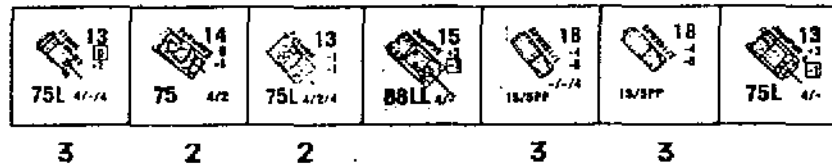
Group B enter turn 2 on hex 6Y10.

Group C enter turn 5 on hex 4A5.

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AFTERMATH: With the resolute stand on the high ground near the crossroads of Les Trois Croix (The Three Crosses) by A Company and help from the XIX TAC, the northernmost German pincer was defeated in detail (even to the death of its Commanding Officer, Colonel H. v. Bronsart). After extensive artillery preparation and reinforcement, the Americans swept through Juvelize, gathering momentum as the German forces crumbled. The German attack had been disastrous.

ON ALL FRONTS

ASL
A Mini
Review

THE ARRACOURT TANK BATTLE - The ORCCON '86 Version. Staff

The version used at the GI Tournament in Los Angeles last February varies only slightly from the original version presented in last month's issue.

The campaign version was not used, but Mr. Ron Berger (The Tournament Master) recommends that subsection "a" of part 3 of Campaign Phase 2 (*a- The German player adds one less than the number of surviving tanks.*) and subsection "b" of part 3 of Campaign Phase 4 (*b- American: I Delete the number of destroyed tanks from TS 3.*) be dropped if it were played.

As for the scenarios themselves there were no changes in TS#1 (Cat & Mouse). In fact, this scenario broke just about even each time it was played at the tournament (twice) - 8 to 6 and 4 to 3, favoring the Americans.

In TS#2 (Mannacourt Hill) a radio with an off board module of 107 mrt/normal ammo was added and the M4A1s (MF 13) were replaced by M4A3(76)Ws. Even with the addition of the artillery module the results showed a 5 to 3 split favoring the Germans.

TS#3 (Mop Up) remained unchanged and, despite even results in playtesting, it showed a 5 to 2 split favoring the Americans.

TS#4 (Les Trois Croix) had just one small alteration. The M4A3(76)Ws were again substituted for the M4A1s of Group 2. Tournament scores showed a 4 to 3 split favoring the German defenders. Also, there is a bit of errata. Elements of A Co. belonged to the 37th Tank Battalion (not the 10th Armored) as did C Co. It was an error on our part and not that of the designer. ∎

Thanks, Ron, for your help in playtesting "Arracourt" and for your assistance with ON ALL FRONTS tournaments. See you at Origins '86.