

## Arracourt, 1944

### *A Flames of War Mega-Game Scenario*

After a breakneck advance across France, George Patton's 3<sup>rd</sup> Army pushed into Lorraine. As the Americans outran their supplies and resistance stiffened, Hitler decided to commit his newly created armor reserve of Panzer Brigades to a counterattack to restore the situation.

On a foggy morning of September 19, 1944, the 113 and 111 Panzer brigades approached the lines of the American 4<sup>th</sup> Armored Division near Arracourt. What followed over the next 2 days was one of the largest tank actions on the western front.

This scenario uses a large tabletop to show a scaled down version of the area. An optional separate table is provided for a larger game, incorporating the (historically earlier) assault by 106 Panzer Brigade on Mairy to the north of Arracourt. The Mairy board can also be played as a stand alone scenario.

The Arracourt scenario assumes better coordination on the German side, allowing the 2 separate historical assaults in the area to be coordinated as was intended. If you have players and add the extra table action, it can represent having the later historical assault by 106 Panzer Brigade north of Arracourt occur in conjunction with the assault of the other Panzer Brigades.

Although a decisive Axis defeat in history, the battle offers a good showcase for large armor formations on both sides and saw a great deal of back and forth action.

#### **Special Terrain rules:**

- Buildings – the scattered villages of Lorraine were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Hill 306 – a critical feature as it was significant high ground in the Arracourt area. Line of sight may not be traced through it unless one of the teams in question is on the hill. It is treated as slow going, and provides concealment to any team on it.
- Fields – the area around Arracourt was extensively cultivated, so the board should reflect numerous fields in the areas not covered by woods or villages. The wet weather had made many fields tough to traverse, but they offered no cover or concealment at this time of year. Treat fields as slow going for vehicles.

#### **Deployment:**

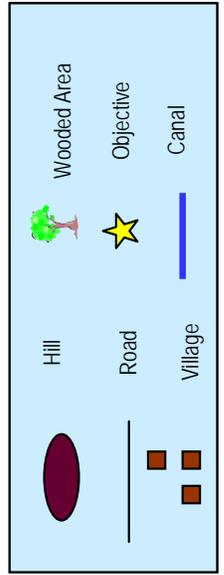
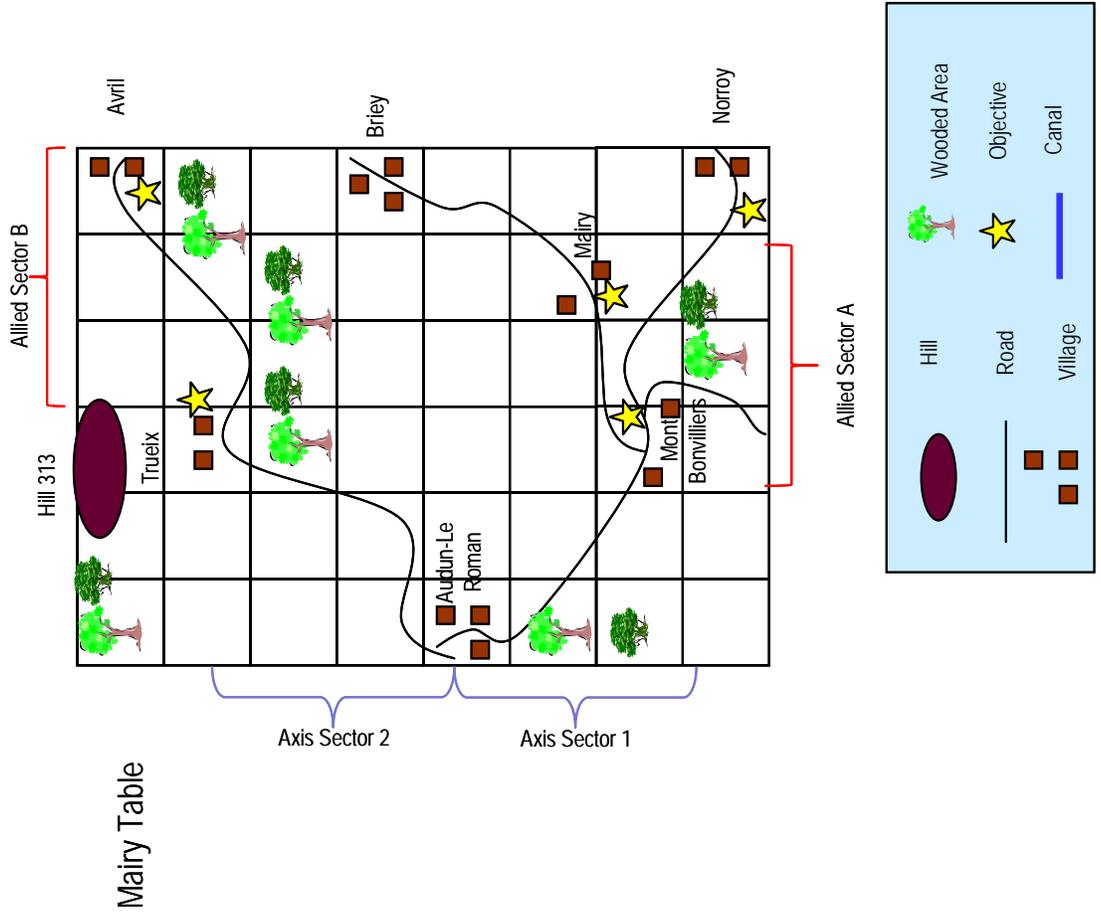
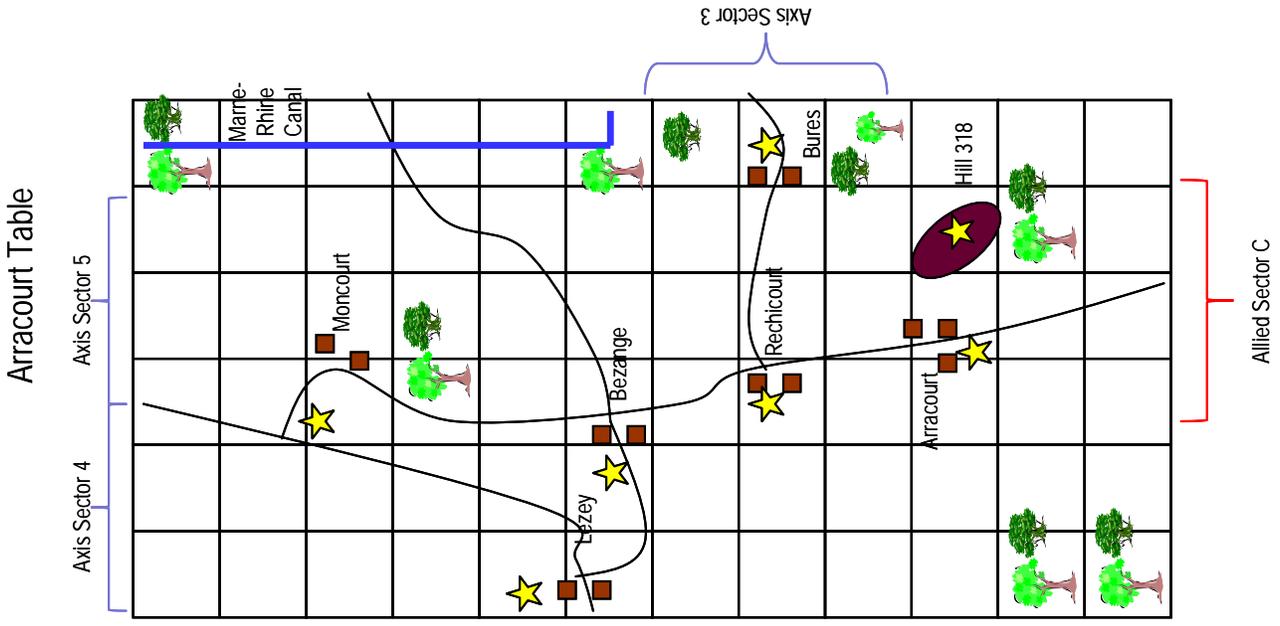
The game starts with German forces commencing their advance under cover of the fog (see Fog below). American forces have been advancing, but have patrols out to detect any German advances. American forces deploy first as noted in their deployment rules, but may not start dug in.

The German forces will take the first turn, entering from their noted entry sectors.

Map:

# FOW Mega-Game Arracourt, 1944

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## Forces – Arracourt Table:

### German Forces –

<b>2113 Panzer Battalion –</b>	
	<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Panzer Kompanie from Blood Guts & Glory (p. 72) <b>Points:</b> 2000 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn 1 from Axis sector 4

[2113 Panzer Battalion] \_\_\_\_\_

<b>2113 Panzergrenadier Battalion –</b>	
	<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Panzergrenadier Kompanie from Blood Guts & Glory (p. 74) <b>Points:</b> 1500 <b>Added units:</b> 1 platoon of 4 Panther tanks (p. 73) at no cost <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn 1 from Axis sector 5

[2113 Panzergrenadier Battalion] \_\_\_\_\_

<b>2111 Panzer Battalion –</b>	
	<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Panzer Kompanie from Blood Guts & Glory (p. 72) <b>Points:</b> 2000 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn 1 from Axis sector 3

[2111 Panzer Battalion] \_\_\_\_\_

<b>2111 Panzergrenadier Battalion –</b>	
	<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Panzergrenadier Kompanie from Blood Guts & Glory (p. 74) <b>Points:</b> 1500 <b>Added units:</b> 1 platoon of 4 Panther tanks (p. 73) at no cost <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn 2 from Axis sector 3

[2111 Panzergrenadier Battalion] \_\_\_\_\_

## American Forces –

### 37<sup>th</sup> Tank Battalion –

**Rating:** units are rated as specified in the list  
**Core List:** US Tank Company from Blood Guts & Glory (p. 22), 4<sup>th</sup> Armored Division options  
**Points:** 2000  
**Added units:** Lt. Colonel Abrams at no cost  
**Prohibited units:** none  
**Deployment:** Anywhere within 12" of Lezey

[37<sup>th</sup> Tank Battalion] \_\_\_\_\_

### 704<sup>th</sup> Tank Destroyer Battalion –

**Rating:** units are rated as specified in the list  
**Core List:** US Tank Destroyer Company from Blood Guts & Glory (p. 32)  
**Points:** 2000  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** Anywhere within 12" of Rechicourt

[704<sup>th</sup> Tank Destroyer Battalion] \_\_\_\_\_

### 10<sup>th</sup> Armored Infantry Battalion –

**Rating:** units are rated as specified in the list  
**Core List:** US Armored Rifle Company from Blood Guts & Glory (p. 26), 4<sup>th</sup> Armored Division options  
**Points:** 1500  
**Added units:** tank platoon (2 M4A3E8, 3 M4A3) at no cost  
**Prohibited units:** none  
**Deployment:** Anywhere within 12" of Arracourt

[10<sup>th</sup> Armored Infantry Battalion] \_\_\_\_\_

### Task Force Hunter –

**Rating:** units are rated as specified in the list  
**Core List:** US Tank Company from Blood Guts & Glory (p. 22), 4<sup>th</sup> Armored Division options  
**Points:** 2000  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enter on turn 1 from Allied Sector C

[Task Force Hunter] \_\_\_\_\_

## Forces – Mairy Table (Optional):

### German Forces –

#### 2106 Panzer Battalion –

**Rating:** units are rated as specified in the list  
**Core List:** FHH Panzer Kompanie from Blood Guts & Glory (p. 56)  
**Points:** 2000  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enter on turn I from Axis sector I

[2106 Panzer Battalion] \_\_\_\_\_

#### 2106 Panzergrenadier Battalion –

**Rating:** units are rated as specified in the list  
**Core List:** FHH Panzesturm or panzerrgrenadier Kompanie from Blood Guts & Glory (p. 60 or 66)  
**Points:** 1500  
**Added units:** 1 platoon of 3 Panther tanks (p. 57) at no cost  
**Prohibited units:** none  
**Deployment:** enter on turn I from Axis sector 2

[2106 Panzergrenadier Battalion] \_\_\_\_\_

### American Forces –

#### 712<sup>th</sup> Independent Tank Battalion –

**Rating:** units are rated as specified in the list  
**Core List:** US Tank Company from Blood Guts & Glory (p. 22), 4<sup>th</sup> Armored Division options  
**Points:** 2000  
**Added units:** none  
**Prohibited units:** one cavalry recon platoon at no cost, deploys within 6" of Audun Le-Roman [independent unit, does not count as part of your force for losses]  
**Deployment:** enter on turn I from Allied sector A

[712<sup>th</sup> Tank Battalion] \_\_\_\_\_

#### 358<sup>th</sup> Infantry Regiment (90<sup>th</sup> Infantry) –

**Rating:** units are rated as specified in the list  
**Core List:** US Rifle Company from Turning Tide, Confident Trained option  
**Points:** 1500  
**Added units:** one full strength Tank Destroyer platoon (p. 33 of Blood, Guts & Glory) at no cost  
**Prohibited units:** none  
**Deployment:** enter on turn I from Allied sector B

[358<sup>th</sup> Infantry Regiment] \_\_\_\_\_

**Split Tables:**

There was a significant distance between the separate actions, even if they had been coordinated. If the two table option is selected, forces cannot transfer between them during the time allowed for the game.

**Weather / Airpower:**

The weather played a significant factor in the historical action, with early morning fog limiting visibility for some time, delaying detection of opposing forces and bringing most engagements down to short range until it cleared.

Although the Allies had total air superiority over Lorraine, the weather limited its impact during the battle. Each turn after turn 2 one American commander on the Arracourt table rolls for airpower, on a 6 he receives a plane flight of P-47s. On any other roll the cloud cover prevents effective air support.

**Fog:**

The weather played a significant factor in the historical action, with early morning fog limiting visibility for some time.

To reflect the foggy conditions, turns 1 and 2 are fog turns. During fog turns, the following effects are present:

- Units move as if at night (8" maximum), except that they move a full cross-country move if entirely on a road or track
- Units shooting in fog must roll to see what distance they can see as if firing at night. Units that have shot suffer no disadvantage to visibility.
- Fog limits visibility but does not conceal teams seen through it

**German Advance:**

German forces used the foggy conditions to advance quite close to the Allied forces without being detected. On turn 1, any entering German force may make a recon deployment move in addition to its normal move, provided they do not move within 8" of any American team.

**Winning the Game:**

Hitler's objective was to administer a sharp check to Patton's advance around Nancy in Lorraine. Patton was intending to steamroller any enemy and keep up his momentum toward Germany and the Rhine River.

To reflect this, there are objectives placed on each table reflecting key areas. The side holding the majority of the objectives at the conclusion of the game wins a tactical victory. If either side manages to hold double the number of objectives to their opponent they win a strategic victory. Any other result is a draw.

**Optional – Playing Single Table Games:**

Either of the two tables can be played as a stand alone game. Victory conditions are as above, with the exception that only objectives on that table are counted.

**Mairy Table as a Stand Alone Game:**

- Ignore the fog rules above when playing Mairy as a stand alone game.
- The historical action started before dawn, so instead treat the first turn as a night turn, and the second turn as a dawn turn (see the FOW rulebook for the effect).

**Arracourt Table as a Stand Alone Game:**

- No other changes are needed