

Arracourt Campaign Game

Design Notes:

This Campaign game owes a great deal to an ASL Campaign game designed by Paul Haseler for the 1994 Octobear Tournament. Essentially I have relied upon his research and his design as modified by the results for the Octobear Tournament which showed a pro-German bias. When Platoon Leader came out, I saw the possibility to convert the original design over to a more uniform approach, and this is the result of that conversion. In many ways the scenarios tend towards playability over historical accuracy, which is somewhat unavoidable when simulating Brigade level clashes in the ASL system. The other modification of the Platoon Leader system is the change of mapboards between scenarios, which was necessitated by the fluidity of the battle.

This campaign has not been extensively playtested, the results will be a surprise to us all. The original design included off map movement that I have not included. Since the boards are randomly generated, there is no control over the distribution of the LVP. In many ways this accurately reflects the nature of the battle, where the units involved didn't really choose the ground, and the main goal of the battle was to establish tactical superiority.

I hope this goes someway to satisfying all those West Front fanatics out there, not really my favourite front, but Arracourt was too good an opportunity to miss. It represents a period when a fine balance between the skilled and experienced Wehrmacht, recovering from the disasters of Normandy; against the well-equipped and blooded U.S. Army fighting in the shadow of the Market-Garden operation. This campaign has also given me a new vehicle to love, the M-18 Hellcat. This little beauty surprised the hell out of me! Feel free to distribute this campaign far and wide, all we ask is that credit be given where credit is due and that it not be sold.

We would like to hear from anybody who has played Arracourt 1944. In particular we would like to get and suggested improvements, clarifications, needed errata and AAR. Please feel free to contact me by email at:

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To the Paddington Bear Homepage at:

<http://www.ozemail.com.au/~mmjm/index.html>

or by snail mail to:

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As part of our commitment to this campaign, any errata, clarifications etc. will be included in the updated versions, and a link to a separate Errata page will include all such feedback.

Enjoy the Arracourt 1944 experience

Arracourt Campaign Version 2.2

Upgraded on 18th March, 1998 to bring some of the terminology into line with the release of Platoon Leader 2.1. Otherwise there have been no changes to the CG mechanics.