

CG ARRACOURT 1944

Arracourt Campaign Version 2.2

ARRACOURT, FRANCE: September 1944 *Days of the critical battles around Arracourt in the Moselle/Saar region of Eastern France during 19-22 September 1944, when Combat Command A of the 4th Armoured Division clashed with the 111th and 113th Panzer Brigades of 5 Panzer Armee*

Initial Firefight Victory Conditions: Side with the highest combined TVP + CVP Total is the victor.

Initial Firefight: German Attack, US Idle

Initial Firefight Balance:

German: Add 1x I7 Pz. Grdr. Coy. HQ to German Initial OB

US: Add 30 FP to US Initial OB

CG Victory Conditions: The side with the highest combined CVP and TVP Total at game end wins. CG Dates: 19th Sept. 1944 - 22nd Sept. 1944

Campaign Balance:

German: Change German Intensity Level to HIGH + 10CP with a +2 DRM for CP Replenishment

US: Change US Intensity Level to HIGH +15CP

TURN RECORD CHART

1	2	3	4	5	6	7 ₂	8 ₄	9 ₆	END
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The Attacker always moves first, the Defender always sets up first. The Firefight ends at the end of any Player Turn when the ATTACKER makes a dr < the subscript number of the Current Game Turn. The second player in each Game Turn has a -1 drm.

Arracourt 1944 Campaign FSR

1. All isolated units must escape off the mapboard at Firefight end, or are considered to be eliminated. Immobilised AFV may still attempt to become mobile, but are eliminated if not re-mobilised prior to the next 3.1 New CG Firefight Phase. Any units or equipment left on the mapboard after it is cleared are considered eliminated.
2. TVP are awarded at the end of each Firefight. Each building location controlled is worth 1 TVP; each hill summit (numbered triangle) hex is worth 3 TVP; each crossroads hex is worth 1 TVP.
3. All German PzKw IV, JgPz IV and StuG III AFV's are equipped with Schuzeren.
4. All units entering the mapboard receive only 1/2 (FRU) normal MF/MP allotment. Bonus movement (road/leadership but not Double Time) are not halved.
5. German units enter along the east edge, unless specified by FSR. The East edge is the German friendly board edge.

6. All U.S. units enter along the west edge, unless specified by FSR. The west edge is the American friendly board edge.
7. The Firefight defender may set up all on board set-up units within 10 hexes of their friendly board edge, unless specified by FSR.
8. In Firefight 4, both sides must enter from off board, no on-map set-up is allowed.

Arracourt 1944 Initial FSR:

1. Weather is Very Heavy Mist (Rule [KGP 3](#) applies with Mist DR etc.) EC are Moist.
2. U.S RG may enter the mapboard only on/after Turn 2 between the Q hexrow roads on each board, or on/after Turn 3 anywhere from the west edge.
3. U.S. player may ignore the 10% limitation for HIP for U.S. forces set up at start.
4. German reinforcement RG may enter from the south edge on/after Turn 2.

TERRAIN CONFIGURATION:
 Terrain is ETO.
 All streams are shallow.
 Maximum building Height is Level 1.

MAPBOARD CONFIGURATION:

Due to the fluid nature of the fighting around Arracourt, the mapboard will change for each Firefight. Make four DR on the table below to determine mapboard configuration for the upcoming Firefight. These DR are made in the Reorganization Phase as the first action of 3.7, Weather & EC Determination. make a subsequent dr for each board chosen, 1-3 the Board number faces North, otherwise it faces South. Roll for mapboard in this order;

N <<-

Mapboard 1	Mapboard 2
Mapboard 3	Mapboard 4

MAPBOARD CONFIGURATION TABLE			
DR	Mapboard #	DR	Mapboard #
2	5	8	18
3	3	9	11
4	16	10	4
5	17	11	6
6	19	12	14
7	33		

Re-roll any result which would select the same board for a second time.

Overlay Placement:

1. Prior to all set up each side may set up 2 overlays. Overlays may not cover roads, gullies or be set up on hills. Only overlay types Wd, O, G & OG may be used.
2. No side may set up more than 8 hexes of overlays in total. {e.g. O5 and OG2 = 7 hexes; Wd4 and O4 = 8 hexes; G5 and OG5 = 10 hexes (too many)}
3. Each side places overlays alternately, starting with the Firefight Attacker. Overlays may not overlap.
- 4.

INITIAL GERMAN OB:	
Elements of the 113th Panzer Brigade [ELR:3]: enter from east edge. <i>{SAN=2}</i>	
2 x A1 Medium Tank V Sect.	1 x A2 Medium Tank IV Sect.
1 x SPW 251/sMG	1x I6 Pz. Grdr. Pltn.
1x I1 Rifle Pltn.	1x I2 Rifle Pltn.
30 CP	

INITIAL U.S. OB:	
Elements of Combat Command A, 4th Armoured Division [ELR:3] set up in current play area at least 6 hexes from the east edge. <i>{SAN=3}</i>	
2x A1 Medium Tank Pltn	1x I3 Mortar Sect.
1x I1 Rifle Pltn.	1x V2 Truck Sect.
1x I6 Mech Inf. Pltn.	50 FP
1x I4 MMG Sect.	36 CP

GERMAN REINFORCEMENT GROUPS

RG ID	German 111th and 113th Panzer Brigades	#	Units/ Equipment	CP	Fire. Max.	CG Max.	Notes
A1	Medium Tank V Sect.	2	PzKw V G	13	1	3	lr
A2	Medium Tank IV Sect.	2	PzKw IV H/J	11	1	4	jlr
A3	Tank Hunter Sect.	2	JgPz IV	10	1	3	lr
A4	Assault Gun Sect.	2	StuG III G	8	1	3	lr
A5	Halftrack Flak Sect.	2	SdKfz 10/4	5	1	1	r
A6	Flak Sect.	1	SdKfz 7/1 & 37 FLaK LKW	5	1	1	r
I1	Rifle Pltn.	3	4-6-7 MMC	4	2	5	lrw
I2	Rifle Pltn.	3	4-4-7 MMC	3	1	5	lrw
I3	Pioneer Pltn.	2	5-4-8 MMC	6	1	3	elrw
I4	Hvy. Wpns. Pltn.	3	HMG & 2x MMG	6	1	1	cr
I5	Mortar Sect.	2	50mm MTR	2	1	1	cr
I6	Panzer Grenadier Pltn.	3	5-4-8 MMC & SPW 251/1	10	2	2	lrw
I7	Pz Gdr Coy HQ	1	2-3-8 MMC & SPW 251/10	2	1	1	lr
G1	Med. Mortar Sect.	1	81mm MTR & SdKfz 11	4	1	1	ac
G2	Panzerjager Sect.	1	75L ATG & SdKfz 11	5	1	1	ac
G3	Panzerjager Sect.	1	88LL ATG & SdKfz 7	7	1	1	ac
V1	Kubel Sect.	2	Kubel	1	1	1	r
V2	Pz Grdr HW Sect.	1	SPW 251/2 & SPW 251/sMG	5	1	2	qr
O1	Btn. Mortar		80+mm OBA (HE, S)	4	1	1	p
M1	Fortifications		15 FP	1	2	8	a
M2	Sniper		+1 SAN	2	1	4	
M3	Attack Chit			2	1	4	

U.S. REINFORCEMENT GROUPS

RG	Combat Command A. 4th Arm. Div.	#	Units/Equipment	CP	Fire. Max	CG Max.	Note
F1	Air Support	1-3	FB 44	3	1	3	b
A1	Medium Tank Pltn.	5	See table A2 below	24	2	7	lr
A2	Tank Destroyer Pltn.	4	M-18 Hellcat	20	1	3	lr
A3	Light Tank Sect.	2	M5A1	6	1	2	r
A4	Armoured Car Sect.	2	M8 AC	5	1	2	r
I1	Rifle Pltn.	3	6-6-6 MMC	4	2	4	lrw
I2	Rifle Pltn.	3	5-4-6 MMC	3	1	2	lrw
I3	Mortar Sect.	2	60 mm MTR	2	2	2	cr
I4	MMG Sect	2	MMG	3	2	4	cr
I5	HMG Sect.	2	HMG	4	1	2	cr
I6	Mech. Inf Pltn.	3	6-6-7 MMC & M3 ht	10	2	4	hlrw
I7	Mech Inf. Mortar Squad.	1	60mm MTR & M2 ht	3	1	2	cr
I8	Mech Inf. MG Squad	1	M3 (MMG) ht	4	1	3	qr
G1	AT Sect.	2	57L ATG & Jeep	6	1	2	ac
G2	Med. MTR Sect.	2	81mm MTR	5	1	1	ac
V1	Mortar Halftrack Sect.	2	M4A1 MC ht	8	1	1	r
V2	Truck Sect.	2	2 1/2 ton truck	1	2	3	r
O1	Btn Mortar		80+mm OBA (HE, WP, S)	4	1	1	p
O2	Field Artillery		100+mm OBA (HE, WP, S)	6	1	2	p
M1	Fortifications		15 FP	1	2	8	a
M2	Sniper		+1 SAN	2	1	4	
M3	Attack Chit			2	1	4	

RG Notes

a	Available for on-map setup on the CG Date of purchase.
b	Determine arrival turn, number of FB as per E7.2- 7.21. American FB always carry HE bombs.
c	Each American 60mm MTR/MMG is accompanied by a 3-4-6 HS; each American HMG by a 3-4-7, make a dr for each US HMG, on a 1-2 it is a .50 cal HMG; each US 81mm MTR &ATG by a 2-2-7 Crew. Each German 50mm MTR/MMG/HMG is accompanied by a 2-4-7 HS, each German 81mm MTR/ATG/INF by a 2-2-8 Crew
e	Assault engineers (H1.22)/Sappers (H1.23)
h	US player may exchange one M3 ht for an M3A1 ht.
j	German player may choose any available PzKwIV H or PzKw IV J vehicles.
l	Determine Leaders (SMC) as per 3.11 for Infantry Pltn. Determine leaders for Armour RG on Table A1 below.
p	Increase CP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > 2 Pre-Registered Hexes). each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows Normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771).
q	Each M3(MMG) arrives with a 6-6-7 squad as Passenger. Each German SPW 251/sMG arrives with a 2-3-8 HS as Passsenger.
r	Must enter as reinforcements if entered on the CG Date of Purchase [EXC: 3.9]. The RG is available for on-map set-up if purchased on any CG Date prior to that Firefight.
w	German Rifle platoons always arrive with a LMG. German Pioneer Pltns always arrive with a LMG and a DC. German Pz Grdr Pltns always arrive with a LMG and a PSK. American Rifle Pltn always receive a BAZ 44. American Mech. Inf. Pltn always arrives with a BAZ 44

DR	Leader(s)
-1,0	10-2, 8-1
1	9-2,8-1
2	10-2
3	9-2
4	9-1
5	8-1
6-11	None
12	Inexperienced

**Armour Leader DRM
+ CG Leader DRM
+ Hist. DRM**

[EXC: If no counter is available, use the next lowest rank available leader counter]

Table A2 Medium Tank Platoon	
DR	Model Type(s)
2	M4A1 x4; M4A3E2
3	M4A1 x3; M4A3E2; M4A1(76)W
4-5	M4 x4; M4A3(76)W
6-8	M4A1 x5
9-10	M4A1 x3; M4 x2
11-12	M4A1 x3; M4A1(76)W; M4

Firefight	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	19/9/44 AM	German	V. Hvy Mist	Moist	None	N/A	-1
2	20/9/44	American	E3	B25.5	B25.63-64	N/A	0
3	21/9/44	American	E3	B25.5	B25.63-64	N/A	0
4	22/9/44 PM	German	E3	B25.5	B25.63-64	N/A	-2

CG DRM:	GERMAN	AMERICAN
Leader	-1	0
Battle hardening	-1	0
Artillery OBA	0	-2
CPP Replenishment	0	-1
Intensity Level	MID + 10CPP	HIGH + 10CPP

Fortifications Available for purchase:

Foxholes	AP mines
AT mines	"? "
HIP	Roadblock <i>G</i>
Set DC <i>G</i>	Fortified Building <i>G</i>

G German Only

AFTERMATH: Early on September 19th, German tanks and mechanized infantry drove through heavy morning mist to Lezey outside Arracourt; on the 20th, US attacks shifted the Germans over to the defensive on the high ground near Mannecourt; on the 21st, the growing US force probed to pin down the regrouping enemy; on the afternoon of the 22nd, the remaining German units made a final effort to strike through Juvelize towards Lezey, to which the US forces responded with abundant armour, artillery and airpower.
