

The three scenarios presented here are the main engagements that occurred at Arracourt. As one will see in all of these scenarios, there are two board "Ds" in the mapboard layouts. This requires a second *PANZER LEADER* game for the scenarios. A second game would also be useful should you wish to avoid using substitute counters for those scenarios which call for them to "fill out" the OBs.

NOTES:

Situation 28-4/1: On the morning of 19 September, leading elements of the 113th Panzer Brigade hit the forward outpost line of CCA 4th Armored located in and around Lezey, a town three miles northeast of Arracourt. The first assault failed; one tank company of the 37th Armored Battalion fought a running battle with the Germans as they tried to flank the outpost line to the south. One German thrust which did succeed was stopped by a tank destroyer platoon just west of Arracourt. The rest of CCA finally arrived, caught the last German attack of the day on its flank and pushed them back. By day's end, CCA had reduced the 113th to a third of its former strength.

Situation 28-4/2: On the morning of the next day, CCA started to move northeast in order to bypass the German panzers and continue their own advance. Meanwhile, a German tank probe consisting of eight Panthers approached Arracourt from the southeast. It ran into the U.S. 191st Artillery Battalion which, with the help of

a few friendly tanks obliterated the Panthers. But the enemy armor presence forced the recall of the rest of CCA to return and secure once again the area where they had fought just the day before. The Germans used this time to bring up the 111th Panzer Brigade to defend the area west of Ommerey, and when the Americans attacked towards Ommerey, another fierce tank battle broke out. In this battle, the commanders of both forces fought in the front lines in their tanks rather than commanding their units from behind their own lines. As dusk fell the Americans, fearing a counterattack, made a sweep through the town of Moncourt, clearing it and destroying a German infantry battalion in the process. The Americans then pulled back for the night.

Situation 28-4/3: On the morning of the 21st the Americans again swept through the battlefield of the two previous days, but this time found nothing. The Germans had pulled back further east to regroup for an attack on the 22nd, which attack was delayed until about noon of that day. The attackers were a battlegroup consisting of the remnants of the 111th and 113th Panzer Brigades. Once again, they attempted to flank the forward elements of CCA, this time going around the Americans to the north. Although they destroyed the light tank units that were screening the northern approaches, they were held up at the town of Juvelize by a tank destroyer platoon. Meanwhile the rest of CCA assembled and counterattacked from the south,

aided by fighter bombers. The Germans were pushed all the way back to their starting positions by nightfall.

AFTERMATH:

During the night of the 22nd, the Americans reinforced their positions east of Arracourt and for the first time in days had a solid line of defense. For the next week there were more German counterattacks in the area around Arracourt, but these were by other depleted units of the 5th Panzer Army and none succeeded. In early October, CCA was withdrawn for a well-deserved rest and refit period before its next campaign. During this same period, the German 5th Panzer Army was also withdrawn to prepare for the upcoming Ardennes Offensive. By the end of September, the Germans sealed the gap created in their lines by CCA. While it is generally believed that German arms succeeded in stopping CCA, it was in fact a lack of fuel that kept the Americans from exploiting the gap.

PANZER LEADER has been a popular game since its introduction back in 1974. It continues to offer the wargamer a highly playable tactical simulation of armored warfare on the Western Front without the high complexity of *ADVANCED SQUAD LEADER*. It is my hope that these three new scenarios will add to the continuing enjoyment of this game.

