

TAC NEWS

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The Fields of Arracourt September 19th, 1944

A “Micro Armour: The Game - WWII” scenario

During September 1944, the German 5th Panzer Army launched a series of counterattacks against elements of George Patton’s 3rd Army in the Lorraine region of eastern France. It was hoped by the German high command that newly raised armoured forces would be able to throw back Patton’s spearheads establishing bridgeheads across the river Moselle. This counteroffensive, later dubbed the Vosges Panzer Offensive, included elements of the XLVII and LVIII Panzer Corps. These units were part of Manteuffel’s 5th Panzer Army, a formation which at the beginning of September consisted of nothing more than an operations staff and some communications troops. General Manteuffel, its commander, was fresh from the Eastern Front where he had commanded a Panzer division.

The main striking forces for the German counteroffensive centered on the newly formed panzer brigades. Panzer brigades were raised around the cores of shattered divisions which had been destroyed during the Russian offensive in June 1944. They were originally intended to be deployed on the Eastern Front but dire circumstances forced the German high command to deploy them in the West: one in Holland; two at Aachen; and four in the Lorraine. The commanders were generally of “eastern stock,” which would have its consequences fighting in the West. The majority of the troops were drafted from reserve and tank training battalions and therefore were inexperienced.

The first several panzer brigades usually consisted of a panzer battalion (Panthers), a half-track-mounted panzergrenadier battalion, a company of jagdpanzers, and anti-aircraft vehicles. Subsequent panzer brigades were organized with two panzer battalions (one Panther and one MkIV), two truck-mounted panzergrenadier battalions, and anti-aircraft guns (both towed and self-propelled). All of the panzer brigades lacked sufficient artillery, reconnaissance, and engineering assets required for a sustained campaign. They were primarily designed to stage the short, violent counterattacks required for the Eastern Front.

The initial attacks mounted by the panzer brigades were less than auspicious. Panzer Brigade 106 attacked elements of the U.S. 90th Infantry Division at Mairy on September 7–8. Lacking any meaningful reconnaissance, the brigade stumbled into a veritable buzz saw of bazooka-wielding infantry, anti-tank guns, tanks, and artillery. At the end of the first day, the brigade had lost most of its tanks and infantry before making good its escape.

On September 12, Panzer Brigade 112 advanced toward Dompaigne in two separate kampfguppen. The objective was to break through to the encircled 16th Volksgrenadier Division, surrounded by the 2nd French Armoured Division. Once again, the lack of an organic reconnaissance formation cost the Germans dearly. While one kampfguppe entered and occupied

Dompaigne, the other swung south—out of supporting distance. The next day the French 2nd armour struck with a vengeance, aided by P-47 fighters armed with bombs and rockets. French armour made brisk work of the Panther battalion occupying Dompaigne, while lighter French forces held off the other kampfguppe attempting to come to the rescue. Losses for Panzer Brigade 112 were catastrophic: 350 dead, 1000 wounded, and of the total of 90 tanks, only 21 were left. German attacks on Luneville on September 17–18 by Panzer Brigade 111 and elements of the 15th Panzergrenadier Division were thwarted by the heroic resistance of the U.S. 42nd Cavalry Squadron, assisted by CCR of 4th Armoured Division.

The setback of Panzer Brigade 111 forced Manteuffel to alter his plans and objectives. Now a combined attack in the Arracourt area by both Panzer Brigades 111 and 113 was planned to clear the area and take Nancy. Panzer Brigade 111 would come from the south while Panzer Brigade 113 would advance from the east, like a hammer and anvil. However, during the approach-march the night before, Panzer Brigade 111 got lost, forcing Panzer Brigade 113 to attack alone. On September 19, CCA of 4th Armoured Division occupied the area around Arracourt preparatory to resuming the offensive toward the Rhine. CCA included the 37th Tank Battalion under command of the future Army Chief of Staff, Lieutenant Colonel Creighton Abrams.

VICTORY CONDITIONS

The German player wins if:

- A. The U.S. command reaches its break point before the end of the game.
- B. He occupies Arracourt with at least 6 armed stands anytime during the game. The occupying stands may be suppressed and/or disorganized.
- C. If he has an eliminated stand ratio less than 4:1 of the U.S. player and occupies either Rechicourt or

Bezange with at least 4 armed stands at the end of the game. The occupying stands may be suppressed and/or disorganized.

The U.S player wins if:

Both German commands reach their break point before the end of the game.

Any other result is a tie.

**SCENARIO LENGTH:
20 TURNS**

U.S FORCES

Cohesion Level: 17

Elements, CCA/4th Armoured Division (Break Point = 169)**1. Place anywhere within Arracourt:**

GHQ CCA/4th Arm Div: 1 x Infantry HQ '44 (+2 GHQ),
1 x M3 Halftrack w/HMG

3rd Platoon/

Co C/704th TD Bn: 1 x M18 Hellcat, 1 x M8 Greyhound

2. Place anywhere within 8 inches of Point A:

66th Arm Field Artillery Bn: 3 x M7 Priest HMC (3)

Battery A/

191st Field Arty Bn: 1 x 155mm M1 Howitzer (2), 1 x M5 Tractor

3. Place within 4 inches of Point B:

191st Field Arty Bn(-): 2 x 155mm M1 Howitzer (2), 2 x M5 Tractor

4. Place within 4 inches of Point C:

94th Arm Field Artillery Bn: 3 x M7 Priest HMC (3)

2nd Platoon/

Co C/704th TD Bn: 1 x M18 Hellcat, 1 x M8 Greyhound

5. Place within 4 inches of Point D:

Co A/

166th Combat Engineer Bn: 3 x Infantry '44 (Engr), 1 x MMG '44,
4 x Medium Truck,
4 x Light Improved Position

6. Place within 4 inches of Point E:

Co C/

24th Combat Engineer Bn: 2 x Armoured Infantry '44 (Engr),
2 x M3 Halftrack w/HMG,
4 x Light Improved Position

7. Place within 4 inches of Lezey:

HQ Co/ 37th Tank Bn: 1 x M4 Sherman (HQ),
1 x M4 Sherman 105mm (1)
1 x M21 MMC (1), 1 x Jeep w/HMG

Co C/ 37th Tank Bn:

4 x M4 Sherman

U.S Reinforcements**1. Enters on east edge of map via Road 2 on game turn 1:**

1st Platoon/Co D/ 37th Tank Bn: 1 x M5 Stuart

2. Enters on west edge of map via Road 3 on game turn 1:

Co B/

166th Combat Engineer Bn: 2 x Infantry '44 (Engr), 2 x Medium Truck

1st Platoon/

Co C/704th TD Bn: 1 x M18 Hellcat, 1 x M8 Greyhound

3. Enters on north edge of map via Road 4 on game turn 3:

Task Force Hunter: 1 x Infantry HQ '44, 6 x Armoured Infantry '44,
2 x 57mm ATG, 1 x M21 MMC (1),
1 x Jeep w/HMG, 9 x M3 Halftrack w/HMG,
8 x M4 Sherman, 3 x M5 Stuart

TERRAIN SUGGESTIONS

- | | |
|--|--|
| 1. The map should be approximately 84" (east-west) x 72" (north-south). | Turns 9-13 4 inches
Turns 14-17 8 inches
Turns 18-20 12 inches |
| 2. Heavy fog cloaked the battlefield on the morning of the battle. Therefore, maximum sighting distance is variable: | 3. All buildings are Light Buildings. |
| Turns 1-4 1 inch
Turns 5-8 2 inches | 4. All roads are Good Roads |
| | 5. The stream is not fordable. |

GERMAN FORCES

Cohesion Level: 13

Elements, 113th Panzer Brigade**1. Enters on east edge of map via Road 1 on game turn 1:****Kampfgruppe Brose (Break Point = 101)**

1 x Infantry HQ (+0 GHQ) (FO), 1 x Light Truck
9 x PzV (Panther), 1 x PzV (Panther) HQ (FO)
1 x PzIV Wirblewind
1 x PzIV Mobelwagon (Use the data for the PzIV Ostwind)

9 x PzGrenadier Infantry '44, 9 x Light Truck
2 x Infantry Support, 2 x Light Truck
1 x PzGrenadier Infantry '44 (Engr), 1 x Light Truck
1 x 75mm ATG Pak40, 1 x Light Truck
1 x 120mm Mortar (2), 1 x Light Truck
1 x 150mm sIG Infantry Gun (1), 1 x Med. Truck
1 x 20mm Flak 38 AAG, 1 x Light Truck

2. Enters on east edge of map via Road 2 on game turn 2:**Kampfgruppe Feiss (Break Point = 95)**

1 x Infantry HQ (+0 GHQ) (FO), 1 x Light Truck
9 x PzIVH, 1 x PzIVH HQ (FO)
9 x PzGrenadier Infantry '44, 9 x Light Truck
2 x Infantry Support, 2 x Light Truck
1 x PzGrenadier Infantry '44 (Engr), 1 x Lt. Truck
1 x 75mm ATG Pak40, 1 x Light Truck
1 x 50mm ATG Pak38, 1 x Light Truck
2 x 120mm Mortar (2), 1 x Light Truck
1 x 20mm Flak 38 AAG, 1 x Light Truck

3. Off-map (eastern edge):

Artillery Support

1 x 150mm sFH 18 (2)
1 x 152mm Howitzer M10,D1 (3) - captured Soviet weapons

SPECIAL RULES

- A. Optional rules to be used:**
- 12.1 Unit Determination
 - 12.2.1 The Hot Shot!
 - 12.2.4 Intuitive Action
 - 12.2.5 Conflicting Orders
 - 12.5 Tank Marines!

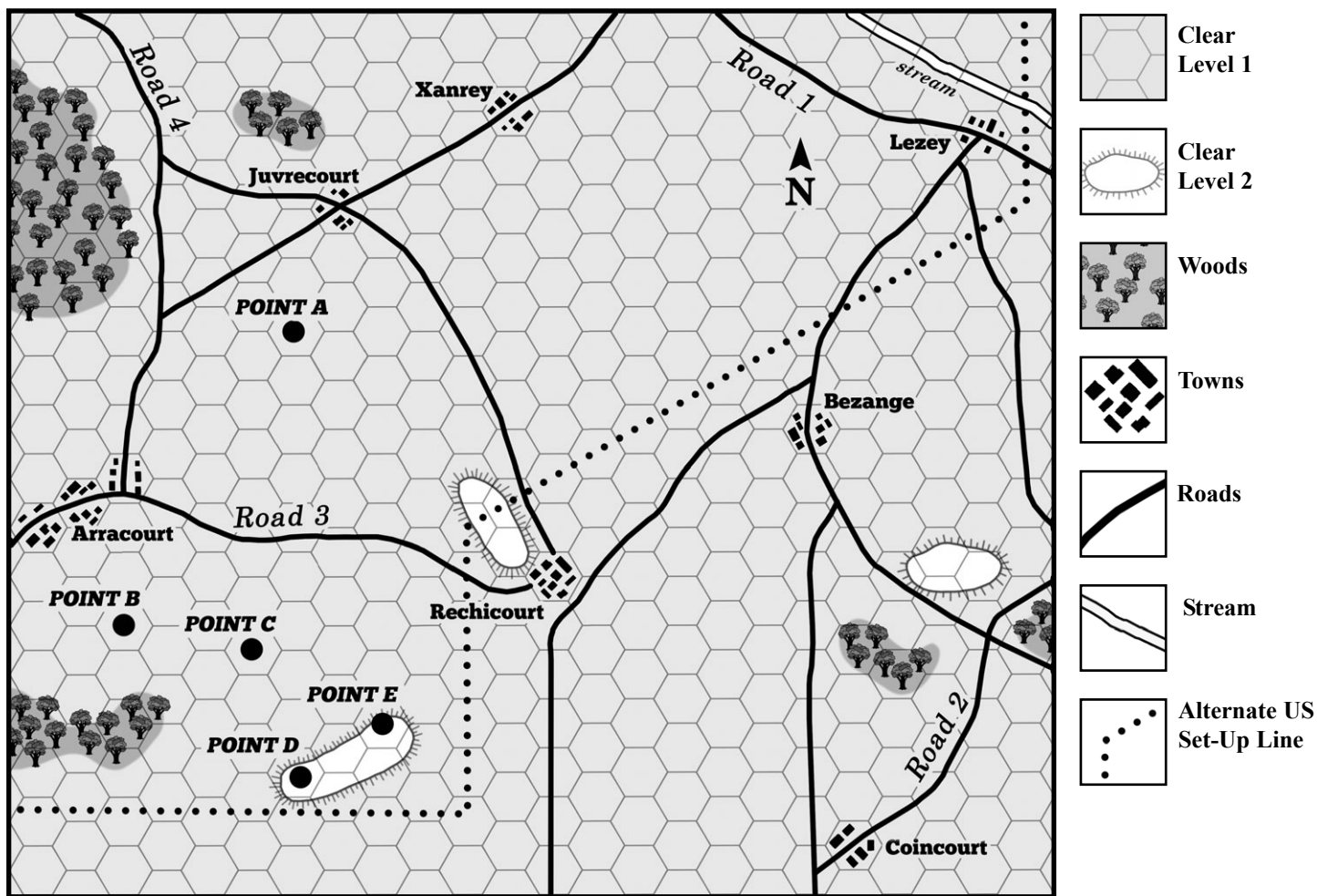
B. Bazooka Charlie: Per Steve Zaloga's "Patton versus the Panzers": *Flying in the area was "Bazooka Charlie" Maj. Charles Carpenter, the commander of the 4th Armoured Division's spotter aircraft. He had modified his L-4H aircraft, named "Rosie the Rocketeer," to carry three 2.36-inch bazookas under the wing braces on both sides of the fuselage for impromptu ground attacks. An article about Carpenter in Liberty Magazine in 1945 described him as "a legend in an outfit where reckless bravery was commonplace."*

The following rules apply for "Bazooka Charlie":

1. Bazooka Charlie is placed on the map during the Joint Plot Phase of each turn at any crossroads or within any town. He is removed during the Marker Removal Phase.
2. Bazooka Charlie serves as an FO and his maximum sighting distance is twice the listed maximum sighting distance listed.
3. Bazooka Charlie is subject to AA fire per rule 12.3.4. Any successful attack removes him from play until the following Joint Plot Phase.
4. Bazooka Charlie may make one attack during the course of the scenario. This attack may target one German vehicle (tanks, trucks, etc.) within his sighting distance during the Joint Movement Phase.

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The Fields of Arracourt



Special Rules continued from page 2

5. This attack has an AP firepower of [6] and an HE firepower of [5].
No deviation die roll is required (he was flying low and slow).

C. U.S Forward Observers

Due to the presence of numerous American squad-sized and smaller units lurking around the battlefield and equipped with radios, any German stand within sighting distance of any U.S. stand is considered to have been spotted for indirect fire purposes.

D. Optional U.S. Hidden Placement

Due to a total lack of reconnaissance, combined with the thick fog cloaking the battlefield, the German commanders had little idea where units of the CCA/4th Armoured were deployed. All U.S. stands (along with any improved positions) placed on the map before play begins may be initially hidden. Such stands must be placed north and west of the "Alternate U.S. Setup Line" per the sketch map. U.S. stands must be grouped together per the initial placement listed above. Players are encouraged to use a copy of the sketch map to record the hidden placement.

These U.S. stands remain hidden until one of four events occurs:

- The hidden U.S stand is spotted by any German stand.
- The hidden stand attempts Standard or Opportunity Fire.
- The hidden stand attempts Artillery Fire within the line of sight of any German stand.
- The hidden stand moves.

Once any of these four actions occurs, the U.S player places the stand on the map per his hidden placement sketch.

E. Pre-Registered Artillery Fire

The U.S. player may plot up to six pre-registered fire missions before play. The M21 MMCs may not use pre-registered fire missions. The German player may plot up two pre-registered fire missions for his off board artillery units only.

BIBLIOGRAPHY for "The Fields of Arracourt"

This is a short list of materials that were invaluable to me while designing The Fields of Arracourt scenario. It does not include numerous websites, which were extremely useful for both terrain and tables of organization.

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2. "Patton versus the Panzers", Steven Zaloga, Stackpole Books, 2009.
3. "Lorraine 44", Steven Zaloga, Osprey Publishing, 2000.
4. German Tanks of WWII, Von Senger und Etterlin, Galahad, NY, 1969.
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6. British and American Artillery of World War Two, Hogg, Greenhill, London, 2002
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9. Anti-Tank Weapons, Chamberlain and Gander, Arco, NY, 1974.
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- US113 **LVT-4 Water Buffalo (waterline model)**
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- UK109 **T-16 Scout**
- GWG25 **LZ 38 Type Zeppelin**
- HJN6 **LST 4001 Osumi** - Mod. Japan, Tank Landing Ship

DECEMBER 31, 2017

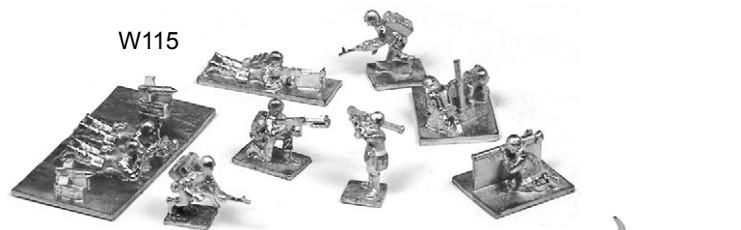
- N609 **M1126 Stryker with Javelin**
- N610 **M1296 Stryker Dragoon** - with 30mm gun
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- IS20 **Soltam L33** - SPG
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- RC25 **ZBD-08 IFV**
- RC26 **AFT-10 ATGM**
- UK111 **6 Pounder with Lloyd Carrier**
- UK112 **Lloyd Carriers**
- G593 **Zwillingslafette 36 If-5**
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