

TAC NEWS

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JUVELIZE - September 22nd, 1944

A Scenario for "Micro Armour: The Game - WWII"

After the disastrous attack east of Arracourt on September 19th, the German 5th Panzer Army again attempted to dislodge the Americans using Panzer Brigade 111, which missed the previous day's battle. They would be joined by what was left of the battered Panzer Brigade 113. At the same time, CCA/4th Armored Division was planning an attack towards the German frontier on September 20th. On the morning of September 20th, a company sized force belonging to Panzer Brigade 111 attacked the trailing end of the CCA columns southeast of Arracourt. This force, eight panzers strong, was destroyed by the combination of direct fire from the 191st Artillery Battalion's 155mm howitzers and several rear guard tanks and tank destroyers. Wanting to be sure his rear flank was clear, Colonel Bruce Clarke, commander CCA/4th Armored Division, called off his attack to sweep area near Arracourt clear of all German forces before resuming his attack.

Prior to being recalled by Colonel Clarke, Lt. Col. Creighton Abrams, commanding the 37th Tank Battalion, had advanced six miles from his start line that morning before turning back towards Lezey. By mid-afternoon Abrams had assembled three medium tank companies of the 37th Tank Battalion and two companies of the 10th Armored Infantry Battalion at Lezey. While Abrams had been assembling his force, a company of Mark IV panzers and supporting anti-tank guns took up ambush positions near Ley. Company C/37th Tank Battalion triggered the ambush cresting a rise, quickly losing six M4 Shermans. The American response was devastating: seven German tanks and three anti-tank guns were lost in the exchange. Abrams continued his drive south, clearing the village of Moncourt in a dramatic nighttime attack. The 37th Tank Battalion claimed 16 were enemy tanks destroyed on September 20th. This left Panzer Brigade 111 with just 21 operational tanks, down from the ninety it started with on September 10th.

The continued failure of the German counterattacks led to a command change at the army group level. General Johanne Blaskowitz, already out

of favor in Berlin, was replaced by General Hermann Balck. Hitler was severely critical of Blaskowitz's performance, believing he should have been able to throw Patton's 3rd Army back across the Moselle, a pure fantasy given the forces under his command. Blaskowitz's real sins were his quarrels with Himmler, the first concerning his complaints about Waffen SS atrocities Poland in 1939. His second argument with Himmler centered on local Nazi officials assuming control of the defenses in the Vosges region earlier in the year. Himmler had used his increased powers after the July 20th bomb plot to wrest control of the home defenses from the Wehrmacht and hand it to the Waffen SS and local Nazi politicians.

September 21st was a day of reorganization for the German 5th Panzer Army. The remnants of Panzer Brigade 111 were attached to the 11th Panzer Division. This brought the division's operational strength up to around 30 tanks, as well as a company of tank destroyers. Despite the several failed attacks of the past two weeks, the German high command was determined to resume the attack and throw the Americans back across the Moselle with whatever forces were at hand. On the morning of September 22, 11th Panzer Division would attack from the northeast, pass through the village of Juvelize, and drive on to Lezey on the Metz-Strasbourg road. The remnants Panzer Brigade 113 would assume a defensive posture near the village of Ley to the southeast. On the morning of September 22nd, Creighton Abrams' 37th Tank Battalion was bivouacked around Lezey, with the M5 light tanks of D Company posted along the southern approaches to the village. Elements of the 25th Cavalry Squadron were posted several miles to the northeast, guarding CCA's left flank.

Like the last several days, the morning of September 22nd was fogbound and murky, giving the German assault force protection from American fighter bombers. But the German attack toward Juvelize began almost three hours late due to the late arrival of an infantry battalion. The first blows fell upon the M5 light tanks of F Company/25th Cavalry Squadron. Company F

advanced towards the advancing German infantry, not spotting the following Panthers due to the thick fog, which limited visibility to about one hundred yards. The results were predictable; seven M5 Stuarts were quickly knocked out, and the remainder withdrew to the southwest. However, several M18 Hellcats belonging to 2nd Platoon/B Company/704th Tank Destroyer Battalion, in hull defilade behind the center of the cavalry line, succeeded in destroying three of the German Panthers. This prompted the rest to turn back to the northeast, leaving the German infantry stranded west of Juvelize.

Soon after reports of the fighting to the northeast arrived at Abrams's HQ, he ordered his tank battalion to deploy for action. Company C was sent to the northwest of Juvelize to support the retreating 25th Cavalry Squadron units. Company B was sent to protect the road between Lezey and Juvelize. From an orchard atop Hill 257, Abrams observed that Juvelize was already occupied by German troops, and ordered his supporting field artillery and mortars to bombard the village with white phosphorous and high explosive. Company B, joined by A Company/10th Armored Infantry Battalion, attacked Juvelize from the northwest, protected by the masking effects of the white phosphorous. After clearing Juvelize, this force went on to seize the high ground to the south of the village.

As Company A/37th Tank Battalion moved out, Company C moved out farther to protect Company A's left flank. Company C circled to the northwest of Juvelize and seized Les Trois Croix, where they were able to see German tanks advancing from the Bois du Sorbier. Fourteen enemy tanks were destroyed here by tank and artillery fire at ranges from 400 to 2,000 yards, and Colonel Heinrich Bronsart von Schellendorf, commander of the 111th Panzer Brigade, was mortally wounded. The P-47s broke up the remaining attackers with the help of the armored field artillery, and cut them down as they straggled back to the northeast. At the end of the day, only seven tanks and eighty men were left in the 111th Panzer Brigade.

GERMAN FORCES

Cohesion Level: 14

Elements, 111th Panzer Brigade (Break Point = 169)

Game turn 1:

Enter on north edge of map via Road 1 and/or Road 2:

- 1 x Infantry HQ (+1 GHQ) (FO), 1 x SdKfz 251/1
- 4 x PzV (Panther), 1 x PzV (Panther) HQ (FO)
- 3 x PzIVH
- 3 x Jagdpanzer IV B
- 1 x PvIV Wirblewind
- 1 x PvIV Möbelwagen
(Use the data for the PzIV Ostwind)
- 8 x PzGrenadier Infantry '44, 8 x Light Truck
- 2 x Infantry Support, 2 x Light Truck
- 1 x PzGren. Infantry '44 (Engr), 1 x Light Truck
- 1 x 75mm ATG PaK 40, 1 x Light Truck
- 1 x 120mm Mortar (2), 1 x Light Truck
- 1 x 20mm Flak 38 AAG, 1 x Light Truck

SCENARIO LENGTH: 20 TURNS

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!
- 12.16 Battlefield Air Strikes

B. 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.

C. Pre-Registered Artillery Fire

The U.S. player may plot up to four pre-registered fire missions before play for his off board artillery units only. The M21 MMC stand may not use pre-registered fire missions.

D. U.S Air Strikes

Unlike two days before near Arracourt, the skies above Juvelize cleared early enough in the day for U.S. fighter bombers to appear during the battle.

1. U.S. airstrikes may not occur before game turn 11.

U.S FORCES

Cohesion Level: 17

Elements, CCA/4th Armored Division (Break Point = 169)

At game's start:

1. Place within 8 inches of Point A:

Company A/
37th Tank Battalion: 3 x M4 Sherman

2. Place within 8 inches of Point B:

Company C/B
37th Tank Battalion: 4 x M4 Sherman

3. Place within 8 inches of Point C:

Company C/
37th Tank Battalion: 4 x M4 Sherman

4. Place within 4 inches of Point D:

Company D/
24th Cavalry Squadron: 3 x M8 Greyhound,
3 x Jeep, 3 x MMG '44

5. Place within 8 inches les Trois Croix:

Company F/
24th Cavalry Squadron: 2 x M5 Stuart

2nd Platoon/Co. B/
704th TD Battalion: 1 x M18 Hellcat,
1 x M8 Greyhound

6. Place within 4 inches of Lezey:

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

Company A/
10th Armoured Infantry Bn: 3 x Armored Infantry '44,
1 x 57mm ATG,
4 x M3 Halftrack w/HMG

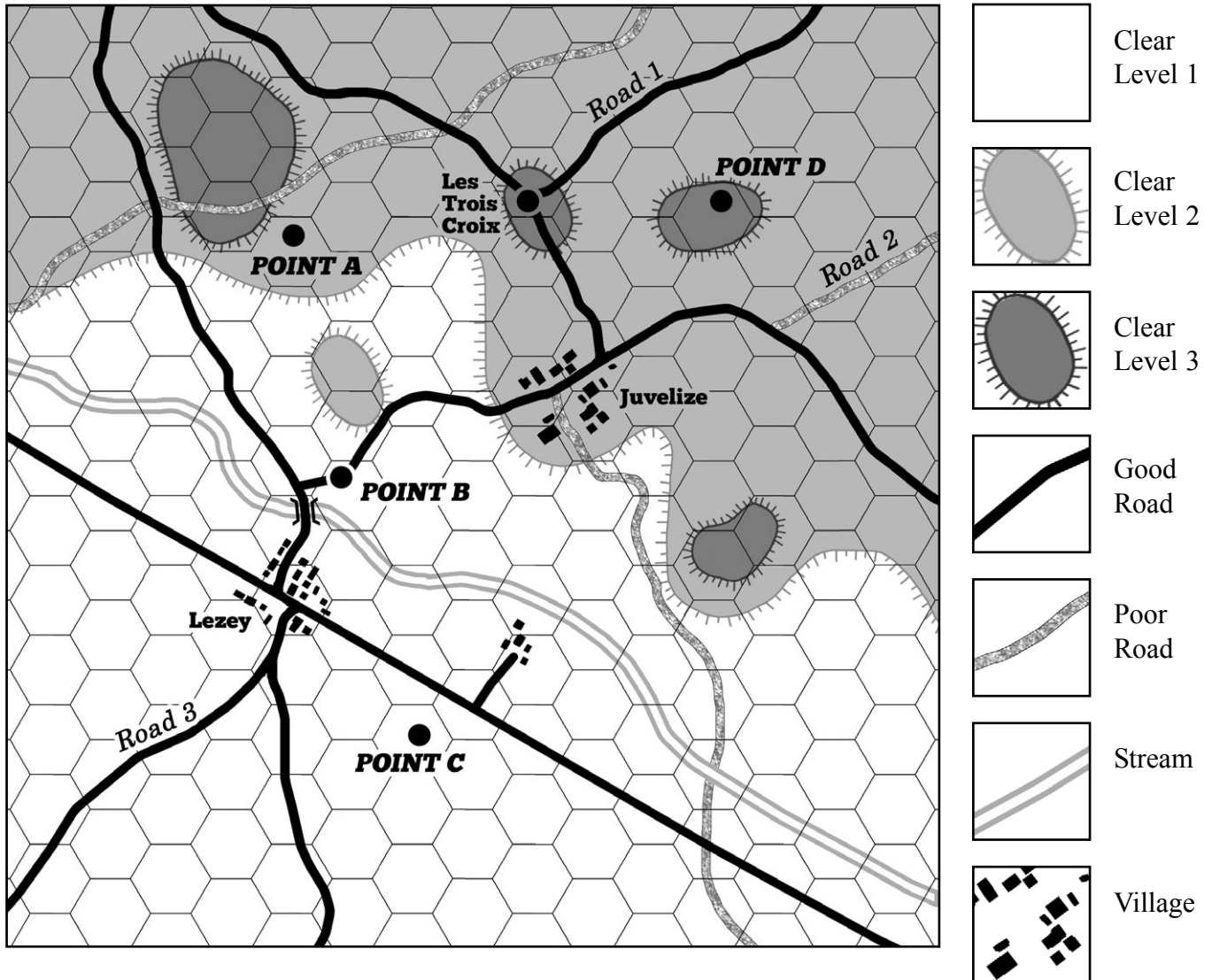
Artillery Support

Off-map (south edge)

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

2. The U.S. player has six P-47D (1) air strikes available.
3. At the start of the Artillery Fire Phase, the U.S. player rolls 1D20 and compares this to the required die rolls listed below:
 - On a roll of 1 or 4, one air strike arrives.
 - On a roll of 5 through 8, two air strikes arrive.
4. At the beginning of any aircraft's "turn of arrival" the U.S. player must notify his opponent and designate the target area.
5. Once all allotted air strikes have been expended, no further air strikes may arrive.

JUVELIZE



TERRAIN CONDITIONS

- The map should be approximately 52" (east to west) x 54" (north to south).
- Heavy fog cloaked the battlefield on the morning of the battle. Therefore, maximum sighting distance is variable:

Turns 1-2	1 inches
Turns 3-4	4 inches
Turns 5-8	8 inches
Turns 9-12	14 inches
Turns 13-20	20 inches
- All buildings are Light Buildings.

VICTORY CONDITIONS

This will be difficult win for the German player to achieve despite the liberal victory conditions set for them. It is recommended that the more experienced players play the German side of this scenario.

The German player wins:

- If he occupies Juvelize with at least 6 armed stands at the end of the game. The occupying stands may be suppressed and/or disorganized.
- If he has an eliminated stand ratio less than 3:1 of the U.S. player and has at least 4 armed stands within 4 inches of les Trois Croix at the end of the game. These stands may be suppressed and/or disorganized.
- The U.S. command reaches its break point before the end of the game.
- Any other result is a U.S. victory.*

BIBLIOGRAPHY

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

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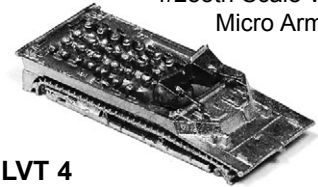
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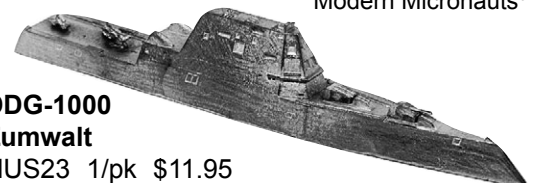
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