

Battalion Combat Series:

Arracourt

The Battle for Lorraine, 1944

©2022. Multi-Man Publishing, LLC. All Rights Reserved.

Game Design: Carl Fung
Series Design: Dean Essig
Graphics Design: Dean Essig
Box Design: Niko Eskubi
Game Development: Dean Essig
Production: Chas Argent

Playtesting and Proofreading:
 Gary Bartlett, Ric Van Dyke, Andrew Fisher,
 Hans Kishel, Joe Linder, Mike Solli, Charles
 Tewksbury, Herman Wu

Introduction

Arracourt is a BCS game of the defense of the 3rd US Army's pincers at the apex of the encirclement of Nancy in its drive across Lorraine, France in September 1944. The Germans are attempting to thwart this advance and throw back the Allies trying to make it to the German border. The resulting battles in and around Arracourt are considered classics of Armored Warfare and used as a case study in the US Armor School to this day.

Scale

The map scale for **Arracourt** is 1 km per hex.

Table of Contents

Page	Item
1	Weather
	Series Rules Matters
2	Enforced Recovery
	The Panzer Brigades
3	4 Arm Div Supply
	Bazooka Charlie
	Victory Conditions
4	Scenario 5.1 Patton vs. Manteuffel
5	Scenario 5.2 Saga of the Panzer Bdes
	Scenario 5.3 Battle of Lunéville
6	Scenario 5.4 Patton's Vanguard
7	Scenario 5.5 Battle of Arracourt
8	Scenario 5.6 Ghost Division
9	Allied OOA
10	German OOA
11	Designer Notes, Historical Notes
12	Fiddly Bits
13	OOB Notes
16	Bibliography, Glossary, Terrain Effects Chart

Counter Ownership

The German player controls all Wehrmacht (Gray) units. All units specified in the German Set Ups and Reinforcements are German.

The Allied player controls all US (Green) and French (Fr) (Blue) units. There are no nationality restrictions between the Allied forces. All units specified in the Allied Set Ups and Reinforcements are US unless stated otherwise.

1.0 Common Special Rules

1.1 Weather

Determine the Weather conditions each turn during the Reinforcement & Weather Phase. Roll one die on the Weather Table using the current game turn date and read the result off the top of the resulting columns.

The effects of Weather are:

Condition	Visibility	Trafficability
Good	4	Good
Fog	1	Good
Rain	2	Poor

Historical Weather. If you prefer the historical weather rather than rolling your own, use these:

Date	Weather
18-20 Sept	Fog
21	Clear
22	Fog
23-26	Rain
27+	Clear

The Gamers
Quality Wargames Since 1988



1.2 Series Rules Matters

1.2a Repls. Each player obtains Repls from his Repl Table normally. (*BCS 2.2*)

1.2b Buddies. The 4 Arm Div Combat Commands (CCA/4, CCB/4 and CCR/4) are Buddies with one another (but not with any other Allied Formation).

CCB/6 is not a Buddy with any other Formation.

1.2c Recon Unit Types. Only those units listed in *BCS 1.1f* have Recon capabilities.

1.2d Combat Train Retreats. Given the small size of the map, Combat Trains that do not complete their needed 10 hexes in a Retreat can stop in a friendly Map Edge Supply Source hex rather than be required to continue on to be Off-Map. An expansion of *BCS 5.5h*.

1.2e Supply. Supply Sources in the scenario's map area are available in that scenario and any additional Supply Sources (by side) will be listed in the scenario instructions.

Each side's Supply Sources are marked with the side-appropriate Supply Source designation. Entry E (48.14) is marked as entry and supply for German and Allied use. This is not a mistake. Both sides can use and trace MSR's through that Entry area.

Use the Supply Sources and Entry Areas within the play boundaries of your scenario. Some scenarios may use either 24.08 or 25.09 as US Supply Sources, but these locations are not marked Supply Sources so as to not be confusing when the whole map is used. This applies to the German Supply Source 24.19 as well.

Important: See also 4 Arm Div Supply. (3.1)

1.3 Enforced Recovery

Given the limited numbers of Formations involved, players are loath to have any "sit out" a turn and recover when needed. Both sides keep the tempo up too high and wait for the other side to blink. The net effect is that both sides end up limping to the finish line, and the time needed to control Fatigue is gone. This rule makes some recovery operations automatic and the game go faster.

In the Assignment Phase of each turn (before Orders, if used, and First Player Determination), both players simultaneously conduct the following in order: Fat-3 Decision and Fat-4 Recovery.

1.3a Fat-3 Decision. Any Formation with Fat-3 must choose one of the following:

a) Flip its HQ to Used (not Done) and function normally in the turn with an HQ starting Used. Remember, it must try for a Second Activation and as such, it cannot apply a Failure Flip on a SNAFU Fail.

b) Flip its HQ to Done and reduce to Fat-2.

1.3b Fat-4 Recovery. Every Formation with Fat-4 must flip its HQ to Done and reduce to Fat-3.

Note that neither of these steps is a regular Recovery Activation. There is no need for a Complete MSR. You cannot do any of the other actions a Recovery Activation allows or requires (flipping Combat Trains, removing Coord markers, removing Dropped Support markers, or applying Isolation). Formations forced to be Done with a required Recovery can keep Prepared Defense (if they have one) but cannot build one (if they don't).

2.0 German Special Rules

2.1 The Luftwaffe

It's not a mistake. You do not get anything.

2.2 The Panzer Brigades

Two of the new Panzer Brigades made their debut in this battle and are the German player's reserve at the beginning of the game. Obviously, this rule does not apply to a Panzer Brigade if it has already entered play.

The two Panzer Brigades (111 and 113) come in the German player's choice of the Entry Areas below on any turn(s) he chooses. An entire Brigade must arrive on the same turn and can be distributed as desired among the listed Entry Areas. The two Brigades can enter on the same or different turns. The German player need not make this decision in advance. Merely announce the entry of

one or both Panzer Brigades at the start of any turn's Reinforcement Phase.

Entry Areas: F, G, H and/or I

111 Pz Bde

111 Pz HQ (Fresh, 1 Arty Point)

I/116 Pz Bn

2111 Pz Bn

2111 StG Co

I/2111 Inf Bn

II/2111 Inf Bn

2111 Pz Pio Co

111 Pz Combat Trains

113 Pz Bde

113 Pz HQ (Fresh, 1 Arty Point)

I/130 Pz Bn

2113 Pz Bn

2113 StG Co

I/2113 Inf Bn

II/2113 Inf Bn

2113 Pz Pio Co

113 Pz Combat Trains



Crewmen of a Pz IV Command Tank of 111 Pz Bde.

3.0 Allied Special Rules

3.1 4 Arm Div Supply

The three Combat Commands of the US 4 Arm Div can only place their Combat Trains in or adjacent to hexes of the various yellow highlighted roads which are otherwise Legal. Their resulting MSR must then follow the highlighted road to one of the two US Supply Sources on them. No other pathways are available for the three 4 Arm Combat Commands. This requirement does not affect any other Allied Formation (and certainly not the Germans!).



Bazooka Charlie. (US Army Photo)

3.2 Bazooka Charlie

Bazooka Charlie is a special Air Point available depending on the Allied Air Point Table. Bazooka Charlie's availability is given on the Allied Air Point Table and acts much like any other Air Point, except he:

- Can only barrage enemy AV units. He has no effect on non-AV units and cannot "suppress" for any Attack.
- He never needs an OBJ or a Spotter.
- He never generates a Fatigue Roll for any Formation himself.

The number of regular Air Points the player has is unaffected by the presence (or not) of Bazooka Charlie.

Designer Note: *Lt. Col. Charles "Bazooka Charlie" Carpenter was an army observation pilot who armed his L-4H Grasshopper light observation aircraft with six bazookas. He was credited with destroying several panzers flying over the Arracourt battlefield.*

3.3 Air Point Markers

To save space given their relative rarity, if Allied Air Points are available, use Arty Point markers to track them. If Bazooka Charlie is available, track him the same way, but take care that he is isolated from the others.

4.0 Victory

Victory is determined by four Victory Points (some might not be used in a given scenario) at the end of play: one each for Lunéville (34.09), Château-Salins (4.10), Arracourt (17.12), and one from the comparison of units in the Dead Pile.

4.0a Control of the Three Map Hexes. A player controls a map VP hex if he occupies the actual hex at the end of play with a unit in CR of its Formation and that Formation has a Complete MSR. Each one the player controls at the end of play wins him

1 VP. Evaluate each of the three locations separately so that a given player can control all, some, or none of the 3 possible VPs. Use only the VP hexes within your scenario's play area.

4.0b Dead Units. Count the total number of Hard Yellow units in each player's Dead Pile (of all kinds but ignore any which specifically list "Support" on either side). The player with fewer qualifying units in the Dead Pile wins 1 VP. If the numbers are identical (!), neither player obtains the VP. No matter how big the differential is between the sides, only 1 VP is awarded.

This total will be affected by the player's use of Repls (it is expected both players will attempt to keep the Dead Pile number down as much as they can).

4.0c Victory Levels. Determine the VPs awarded each player and compare it to the below or the scenario's Victory Condition, if it has its own.

If a player wins 3 or more VPs (and all 4 VPs are in play): that player Wins.

If a player wins 2 or more VPs (and Lunéville is not in play): that player Wins.

Any other result is a Draw.

Historical Result: Allied Victory

5.0 Scenarios

5.1 Patton vs. Manteuffel: The Arracourt Campaign

Following Patton's encirclement of Nancy east of the Moselle River, the 4th Armored Division and 2nd Cavalry Group rested in the area of Arracourt and Lunéville to await infantry divisions cleaning up the pocket. It was at this point that Germany's own armor expert, Hasso von Manteuffel, was to launch a counteroffensive to destroy the American forces. The fighting that ensued became one of the fabled tank battles in history, pitting veteran and green tank crews against each other in the fields of France.

Playing Area: Full map

First Turn: 18 Sep 44

Last Turn: 30 Sep 44

Game Length: 13 Turns

First Player: German

First Turn Weather: Roll normally

Additional Supply Sources: None

Victory Conditions:

Use 4.0.

German Set Up:

111 Pz and 113 Pz Bdes: Available (2.2)

Independent:

4.10: 959 Sec Static Bn

15 PG Div:

29.15: 15 PG HQ (HQ is Used, Fat-1)
33 JgPz Bn (Support)

III/115 Inf Bn

32.10: 115 Pz Recon Bn

28.10: I/104 Inf Bn

22.18: II/104 Inf Bn

23.14: III/104 Inf Bn

32.15: 33 Pz Pio Bn

29.20: 835 Sec Bn

24.10: Lngemeir LW FJ Bn

25.27: 15 PG Combat Trains

Dead Pile: I/29 Pz Bn (21 Pz Div)

Formation Activation Marker in Play:

15 PG Div

Allied Set Up:

CCA/4 Arm Bde:

17.12: CCA/4 Arm HQ (HQ is Used, Fat-2,
1 Arty Point)

C/704 TD Co

12.20: 25 Arm Cav Bn (-) (Screen)

14.21: 37 Arm Bn (-)

17.11: A/37 Arm Co, B/53 Arm Inf Co

9.09: B/37 Arm Co

8.08: 10 Arm Inf Bn (-)

13.13: 53 Arm Inf Bn (-)

20.12: 166 Eng Bn (-)

9.08: CCA/4 Arm Combat Trains

CCB/4 Arm Bde:

4.06: CCB/4 Arm HQ (HQ is Done, Fat-2,
2 Arty Points)

B/25 Arm Cav Co

1.06: Conley Arm TF

4.09: Withers Arm Inf TF

12.00: CCB/4 Arm Combat Trains

CCR/4 Arm Bde:

32.05: CCR/4 Arm HQ (Fat-1, 1 Arty Point)
B/704 TD Co (Support)

30.06: 35 Arm Bn

32.07: C/10 Arm Inf Co

32.06: B/166 Eng Co

32.00: CCR/4 Arm Combat Trains

2 Cav Grp:

34.14: 2 Cav HQ (Fat-0, 2 Arty Points)

31.21: 2 Arm Cav Bn (Screen)

39.19: A/42 Arm Cav Co (Screen)

34.08: B/42 Arm Cav Co

37.16: C/42 Arm Cav Co (Screen)

36.11: E,F/42 LT Arm Co (+)

33.09: 2 Cav Combat Trains

Formation Activation Markers in Play:

CCA/4 Arm Bde

CCB/4 Arm Bde

CCR/4 Arm Bde

2 Cav Grp



Tank Commander from 111 Pz Bde (left) coordinating with an officer of 15 PG outside Lunéville.

5.2 Saga of the Panzer Brigades (Medium)

The panzer brigades were intended to serve on the Eastern Front but found themselves facing the Western Allies. Initial piecemeal commitment of these brigades ended with a concerted attack by two of the heavier panzer brigades. Their recent formation and limited training were counterbalanced by their enthusiasm and determination to stop the enemy from advancing into Germany. This scenario centers on the actions of the 111th and 113th Panzer Brigades striking out fresh and strong to an uncertain fate.

Playing Area: Full map
First Turn: 18 Sep 44
Last Turn: 22 Sep 44
Game Length: 5 Turns
First Player: German
First Turn Weather: Roll normally
Additional Supply Sources: None

Victory Conditions:

Use 4.0.

German Set Up:

Use Scenario 5.1

Allied Set Up:

Use Scenario 5.1

5.3 Battle of Lunéville (Small)

While the fighting around Arracourt receives a lot of press, the initial attack by the Panzer Brigades was conducted against the strategic commune of Lunéville that led directly to Nancy. The attack met stubborn resistance, and fog of war left German commanders unsure if they had actually captured Lunéville at the end of the first day. This caused the Panzer Brigades to be sallied away to other objectives the following day. This scenario starts with the historic attack, with the chance that the main panzer forces are withdrawn leaving the capture of the commune in question until the end.

Playing Area: South of 25.xx inclusive
First Turn: 18 Sep 44
Last Turn: 19 Sep 44
Game Length: 2 Turns
First Player: German
First Turn Weather: Roll normally
Additional Supply Sources:
 25.09 (Allies)

Special Rules:

- Do not use 2.2 for 111 and 113 Pz Bdes entry. They begin on the map.
- At the start of the 19 Sep turn, roll one die:
 - 1-3** Remove 113 Pz Bde (all)
 - 4-5** Remove 111 Pz Bde (all)
 ...otherwise no removals.

Victory Conditions:

Germans win if they control Lunéville (34.09) at the end of the scenario.

German Set Up:

111 Pz Bde:

48.25: 111 Pz HQ (Fresh, 1 Arty Point)
 I/16 Pz Bn
 2111 Pz Bn
 2111 Pz Pio Co
 111 Pz Combat Trains
39.27: 2111 StG Co
 I/2111 Inf Bn
 II/2111 Inf Bn

113 Pz Bde:

25.24: 113 Pz HQ (Fresh, 1 Arty Point)
 I/130 Pz Bn
 I/2113 Inf Bn
25.25: 2113 StG Co
 II/2113 Inf Bn
25.27: 113 Pz Combat Trains
 15 PG Combat Trains

Remaining 113 Pz units are not in play.

15 PG Div:

29.15: 15 PG HQ (HQ is Used, Fat-1)
 33 JgPz Bn (Support)
 III/115 Inf Bn
32.10: 115 Pz Recon Bn
28.10: I/104 Inf Bn
32.15: 33 Pz Pio Bn
29.20: 835 Sec Bn
25.11: Lngemeir LW FJ Bn
See 113 Pz Bde: 15 PG Combat Trains

Formation Activation Markers in Play:

111 Pz Bde
 113 Pz Bde
 15 PG Div

Allied Set Up:

CCA/4 Arm Bde:

25.09: CCA/4 Arm HQ (HQ is Used, Fat-2)
 A/37 Arm Co
 B/53 Arm Inf Co
 CCA/4 Arm Combat Trains

CCR/4 Arm Bde:

32.05: CCR/4 Arm HQ (HQ is Used, Fat-1,
 1 Arty Point)
 B/704 TD Co (Support)
30.06: 35 Arm Bn
32.07: C/10 Arm Inf Co
32.06: B/166 Eng Co
32.00: CCR/4 Arm Combat Trains

2 Cav Grp:

34.14: 2 Cav HQ (Fat-0, 2 Arty Points)
31.21: 2 Arm Cav Bn (Screen)
39.19: A/42 Arm Cav Co (Screen)
34.08: B/42 Arm Cav Co
37.16: C/42 Arm Cav Co (Screen)
36.11: E,F/42 LT Arm Co (+)
33.09: 2 Cav Combat Trains

Formation Activation Markers in Play:

CCA/4 Arm Bde
 CCR/4 Arm Bde
 2 Cav Grp

5.4 Patton's Vanguard (Medium)

The Battle of Arracourt was in and of itself an isolated action amidst a dynamic situation following the crossing of the Moselle. The 4th Armored Division units north of the Marne-Rhine Canal were attacking and defending at the same time by itself until the 35th Infantry Division arrived on its left flank. Patton's vanguard not only faced two Panzer Brigades, but also the veteran 11th Panzer Division. It needed to defeat all the panzers thrown at it before it could advance eastward. This scenario focuses on the actions in the 4th Armored Division's sector during the Arracourt Campaign.

Playing Area: North of 24.xx inclusive

First Turn: 19 Sep 44

Last Turn: 30 Sep 44

Game Length: 12 Turns

First Player: German

First Turn Weather: Roll normally

Additional Supply Sources:

24.08 (Allies)

24.19 (Germans)

Special Rules:

Do not use 2.2 for 111 and 113 Pz Bdes entry. They begin on the map or arrive via the Order of Arrival.

Victory Conditions:

Use 4.0. Lunéville is NOT in play.

German Set Up:

Independent:

4.10: 959 Sec Static Bn

111 Pz Bde:

23.19: 111 Pz HQ (HQ is Used, Fat-0,
1 Arty Point)

2111 Pz Bn [3]

II/2111 [5] Inf Bn

22.18: I/16 Pz Bn [3]

I/2111 [5] Inf Bn

24.19: 2111 StG Co

2111 Pz Pio Co

111 Pz Combat Trains

Formation Activation Marker in Play:

111 Pz Bde

Allied Set Up:

CCA/4 Arm Bde:

17.12: CCA/4 Arm HQ (Fat-2,
1 Arty Point)

C/704 TD Co

12.20: 25 Arm Cav Bn (-) (Screen)

14.21: 37 Arm Bn (-)

9.09: B/37 Arm Co

24.08: A/37 Arm Co

B/53 Arm Inf Co

8.08: 10 Arm Inf Bn (-)

13.13: 53 Arm Inf Bn (-)

20.12: 166 Eng Bn (-)

9.08: CCA/4 Arm Combat Trains

CCB/4 Arm Bde:

4.06: CCB/4 Arm HQ (Fat-2,
2 Arty Points)

B/25 Arm Cav Co

1.06: Conley Arm TF

4.09: Withers Arm Inf TF

12.00: CCB/4 Arm Combat Trains

Formation Activation Markers in Play:

CCA/4 Arm Bde

CCB/4 Arm Bde



*Commanding Officer,
A/35 Tank Bn.*



Panthers in action.

5.5 Battle of Arracourt (small)

The Battle of Arracourt itself centered on the action of the Combat Commands of 4th Armored Division against the multi-day thrusts by the 111th and 113th Panzer Brigades until the latter were beaten and bruised. This scenario starts with the historical starting points for the Panzer Brigades against the spread-out forces of Combat Command A.

Playing Area: North of 24.xx inclusive

First Turn: 19 Sep 44

Last Turn: 22 Sep 44

Game Length: 4 Turns

First Player: German

First Turn Weather: Roll normally

Additional Supply Sources:

24.08 (Allied)

24.19 (Germans)

Special Rules:

Do not use 2.2 for 111 and 113 Pz Bdes entry. They begin on the map or arrive via the Order of Arrival.

Victory Conditions:

Use 4.0. Lunéville is NOT in play.

German Set Up:

Independent:

4.10: 959 Sec Static Bn

111 Pz Bde:

23.19: 111 Pz HQ (HQ is Used, Fat-0, 1 Arty Point)

2111 Pz Bn [3]

II/2111 [5] Inf Bn

22.18: I/16 Pz Bn [3]

I/2111 [5] Inf Bn

24.19: 2111 StG Co

2111 Pz Pio Co

111 Pz Combat Trains

Formation Activation Marker in Play:

111 Pz Bde

Allied Set Up:

CCA/4 Arm Bde:

17.12: CCA/4 Arm HQ (Fat-2, 1 Arty Point)

C/704 TD Co

12.20: 25 Arm Cav Bn (-) (Screen)

14.21: 37 Arm Bn (-)

9.09: B/37 Arm Co

24.08: A/37 Arm Co

B/53 Arm Inf Co

8.08: 10 Arm Inf Bn (-)

13.13: 53 Arm Inf Bn (-)

20.12: 166 Eng Bn (-)

9.08: CCA/4 Arm Combat Trains

CCB/4 Arm Bde:

4.06: CCB/4 Arm HQ (Fat-2, 2 Arty Points)

B/25 Arm Cav Co

1.06: Conley Arm TF

4.09: Withers Arm Inf TF

12.00: CCB/4 Arm Combat Trains

Formation Activation Markers in Play:

CCA/4 Arm Bde

CCB/4 Arm Bde

5.6 Ghost Division (Medium)

Having been spent by inconclusive fighting against the veteran American tankers, the Panzer Brigades were withdrawn and subsequently absorbed into other forces. Taking its place was the 11th "Ghost" Panzer Division that earned a respected reputation for its fighting ability on the Eastern Front. Following the retreat from Southern France, the Panzer Division was committed to do the job that the neophyte Panzer Brigades could not do. Following days of rain, the 11th Panzer Division was poised to attack the American Armored Division of equal quality. All the while, the 559th Grenadier Division was set to launch its own attack on the 35th Infantry Division defending the 4th Armored's flank in the Forêt de Grémecey.

Playing Area: North of 24.xx inclusive

First Turn: 27 Sep 44

Last Turn: 30 Sep 44

Game Length: 4 Turns

First Player: German

First Turn Weather: Roll normally

Additional Supply Sources:

24.08 (Allied)

24.19 (Germans)

Special Rules:

Do not use 2.2 for 111 and 113 Pz Bdes entry. They begin on the map.

Victory Conditions:

Use 4.0. Lunéville is NOT in play.

German Set Up:

11 Pz Div:

15.23: 11 Pz HQ (Fat-0, 1 Arty Point)
115 Pz Erz Bn

20.15: 11 Pz Recon Bn

19.18: I/15 Pz Bn

19.19: II/15 Pz Bn [1]

20.16: I/110 PG Bn

12.16: II/110 Inf Bn

14.19: I/111 Inf Bn

15.21: II/111 Inf Bn

17.23: 209 Pz Pio Bn

17.27: 11 Pz Combat Trains

111 Pz Bde:

22.18: 111 Pz HQ (Fat-1, 1 Arty Point)

2111 Pz Bn [1]

II/2111 Inf Bn [3]

22.17: I/16 Pz Bn [1]

I/2111 Inf Bn [3]

22.19: 2111 Pz Pio Co [1]

21.23: 111 Pz Combat Trains

Dead Pile: 2111 StG Co

113 Pz Bde:

21.25: 113 Pz HQ (Fat-2)

II/2113 Inf Bn [3]

21.24: I/130 Pz Bn [1]

I/2113 Inf Bn [3]

21.26: 2113 Pz Pio Co [1]

22.27: 113 Pz Combat Trains

Dead Pile: 2113 Pz Bn

2113 StG Co

559 Gren Div:

4.10: 559 Gren HQ (Fat-1)

1559 PJ Co (Support)

1559 Fus Bicycle Bn

8.06: 2/106 Pz KG

7.09: 1/106 PG KG

1.05: I/1125 Inf Bn

1.06: II/1125 Inf Bn

3.07: I/1126 Inf Bn

5.07: II/1126 Inf Bn

9.12: I/1127 Inf Bn

8.08: II/1127 Inf Bn

1.10: 559 Gren Combat Trains

Formation Activation Markers in Play:

11 Pz Div

111 Pz Bde

113 Pz Bde

559 Gren

Allied Set Up:

2 Cav Grp:

23.09: 2 Cav HQ (Fat-2, 1 Arty Point)

20.12: A/42 Arm Cav Co

21.11: B/42 Arm Cav Co

23.10: C/42 Arm Cav Co

22.09: 602 TD Bn (Assigned 2 Cav)

24.08: 2 Cav Bn

2 Cav Combat Trains

CCA/4 Arm Combat Trains

CCB/4 Arm Combat Trains

CCR/4 Arm Combat Trains

Dead Pile: E,F/42 LT Arm Co (+)

CCA/4 Arm Bde:

17.11: CCA/4 Arm HQ (Fat-2,

2 Arty Points)

A/37 Arm Co

B/37 Arm Co

15.15: 25 Arm Cav Bn (-)

18.10: 37 Arm Bn (-) [2]

C/704 TD Co

16.17: 10 Arm Inf Bn (-) [3]

13.13: 53 Arm Inf Bn (-) [3]

12.11: B/53 Arm Inf Co

11.09: 166 Eng Bn (-)

See 2 Cav Grp Set Up:

CCA/4 Arm Combat Trains

CCB/4 Arm Bde:

19.10: CCB/4 Arm HQ (Fat-2,

2 Arty Points)

18.14: B/25 Arm Cav Co

18.12: Conley Arm TF

19.13: Withers Arm Inf TF

See 2 Cav Grp Set Up:

CCB/4 Arm Combat Trains

CCR/4 Arm Bde:

17.12: CCR/4 Arm HQ (Fat-2,

1 Arty Point)

B/704 TD Co (Support)

15.13: 35 Arm Bn [5]

17.16: C/10 Arm Inf Co

13.09: B/166 Eng Co

See 2 Cav Grp Set Up:

CCR/4 Arm Combat Trains

35 Inf Div:

6.02: 35 Inf HQ (HQ is Used, Fat-1,

4 Arty Points)

737 Arm Bn (-) (Support)

654 TD Bn (-) (Support)

1/320 Inf Bn

3.02: 3/134 Inf Bn

6.05: 1/137 Inf Bn

8.03: 2/137 Inf Bn

4.04: 3/137 Inf Bn

12.00: 2/320 Inf Bn (Assigned 35 Inf)

3/320 Inf Bn (Assigned 35 Inf)

35 Inf Combat Trains

Formation Activation Markers in Play:

CCA/4 Arm Bde

CCB/4 Arm Bde

CCR/4 Arm Bde

2 Cav Grp

35 Inf Div

Allied Reinforcements

Scenarios 5.1 & 5.2

19 Sep 44

HQ Assigned	602 TD Bn, 691 TD Bn (-)
B	CCB/6 Arm Bde (HQ (Fat-1), 69 Arm TE, 44 Arm Inf TE, Combat Trains)
C	106 Cav Grp (HQ (Fat-2), 106, 121 Arm Cav Bn, Combat Trains)
D	79 Inf Div (HQ (Fat-2, 2 Arty Points), 749 Arm Bn, 773 TD Bn, 1/313, 2/313, 3/313, 1/314, 2/314, 3/314 Inf Bn, Combat Trains)

20 Sep 44

HQ Assigned	2/320, 3/320 Inf Bn
-------------	---------------------

21 Sep 44

Roll one die	CCB/6 Arm Bde (all): On a roll of 3 or more, remove the formation. Otherwise it remains in play.
D	79 Inf Div (1/315, 2/315, 3/315 Inf Bn)

22 Sep 44

E	Dio/2 French Arm Bde (HQ (Fat-0), Noiret, Rouvlls Fr Arm SG, Quilchni Fr Arm Inf SG, Combat Trains)
---	---

25 Sep 44

A	35 Inf Div (-) (HQ (Fat-1, 4 Arty Points), 737 Arm Bn (-), 654 TD Bn (-), 3/134, 1/137, 2/137, 3/137, 1/320 Inf Bn, Combat Trains)
---	--

27 Sep 44

If CCB/6 was removed, roll one die:
On a roll of 5 or more, CCB/6 (all) arrives at Entry A as it was when removed.
Otherwise it does not.

Scenario 5.3

None

Scenarios 5.4, 5.5, & 5.6

20 Sep 44

HQ Assigned	2/320, 3/320 Inf Bn
24.08	CCR/4 Arm (HQ (Fat-1, 1 Arty Point), B/704 TD Co (Support), 35 Arm Bn, C/10 Arm Inf Co, B/166 Eng Co, Combat Trains)

22 Sep 44

24.08	2 Cav Grp (2 Cav HQ (Fat-1, 2 Arty Points), 2 Arm Cav Bn, A/42, B/42, C/42 Arm Cav Co, Combat Trains) E,F/42 LT Arm Co (+) is in the Dead Pile
-------	--

25 Sep 44

A	35 Inf Div (-) (HQ (Fat-1, 4 Arty Points), 737 Arm Bn (-), 654 TD Bn (-), 3/134, 1/137, 2/137, 3/137, 1/320 Inf Bn, Combat Trains)
---	--

27 Sep 44

HQ Assigned	691 TD Bn (-)
See right	Roll one die: On a roll of 5 or more, CCB/6 arrives at Entry A: CCB/6 Arm Bde (HQ (Fat-1), 69 Arm TE, 44 Arm Inf TE, Combat Trains) Otherwise it does not.

German Reinforcements

Scenarios 5.1 & 5.2

18 Sep 44 See 2.2 regarding the Panzer Brigades.

E 21 Pz Div (HQ (Fat-2), 2112 Pz Bn, II/125, I/192, I/2112, II/2112 Inf Bn, 220 Pz Pio Bn, 200 '88' Co, Combat Trains)

21 Sep 44

21 Pz Div HQ 21 Pz Div (21 Pz Recon Bn)

15 PG Div HQ 15 PG Div (5/Bkhf Sec Co, 16/Bkhf LW Bicycle Bn, 16/Bkhf LW Pio Bn)

23 Sep 44

21 Pz Div HQ 21 Pz Div (I/125 Inf Bn, II/192 Inf Bn)

I 11 Pz Div (HQ (Fat-1), I/111, II/111 Inf Bn, Combat Trains)

24 Sep 44

I or H 11 Pz Div (I/15, II/15 [1] Pz Bn, I/110 PG Bn, II/110 Inf Bn, 209 Pz Pio Bn, 115 Pz Erz Bn)

J 559 Gren Div (HQ (Fat-1), 1559 PJ Co, 2/106 Pz KG, 1/106 PG KG, I/1126, II/1126, I/1127, II/1127 Inf Bn, Combat Trains)

25 Sep 44

11 Pz Div HQ 11 Pz Div (11 Pz Recon Bn)

26 Sep 44

J 559 Gren Div (1559 Fus, I/1125, II/1125 Inf Bn)

29 Sep 44

J 559 Gren Div (I/73, II/73 Inf Bn)

30 Sep 44

J 559 Gren Div (115 Fus Bn)

Scenario 5.3

18 Sep 44

E 21 Pz Div (HQ (Fat-2), 2112 Pz Bn, II/125, I/192, I/2112, II/2112 Inf Bn, 220 Pz Pio Bn, 200 '88' Co, Combat Trains)

Scenarios 5.4, 5.5, & 5.6

19 Sep 44

H 113 Pz Bde (HQ (Fresh, 1 Arty Point), I/130 Pz Bn, 2113 Pz Bn, 2113 StG Co, I/2113, II/2113 Inf Bn, 2113 Pz Pio Co, Combat Trains)

23 Sep 44

I 11 Pz Div (HQ (Fat-1), I/111, II/111 Inf Bn, Combat Trains)

24 Sep 44

I or H 11 Pz Div (I/15, II/15 [1] Pz Bn, I/110 PG Bn, II/110 Inf Bn, 209 Pz Pio Bn, 115 Pz Erz Bn)

J 559 Gren Div (HQ (Fat-1), 1559 PJ Co, 2/106 Pz KG, 1/106 PG KG, I/1126, II/1126, I/1127, II/1127 Inf Bn, Combat Trains)

25 Sep 44

11 Pz Div HQ 11 Pz Div (11 Pz Recon Bn)

26 Sep 44

J 559 Gren Div (1559 Fus, I/1125, II/1125 Inf Bn)

29 Sep 44

J 559 Gren Div (I/73, II/73 Inf Bn)

30 Sep 44

J 559 Gren Div (115 Fus Bn)



von Manteuffel discussing plans with the commander of the 111th Pz Bde.



Creighton Abrams and the crew of Thunderbolt V.

Designer Notes

The idea behind Arracourt came about in April 2020, at the start of the lockdown from the pandemic. With time on my hands from not having to commute to work every day, I started thinking about a new *BCS* design. There was some talk internally about wanting a smaller *BCS* title that would serve as an approachable introductory offering. The basic criteria were that the situation fit on one map and as much as possible rely exclusively on the standard series rules. Given these constraints, finding a viable battle that while small, offered options for both sides was surprisingly difficult. As much as there were innumerable battles fought in WWII, I felt there was only a handful that fit my criteria. I also felt the battle had to be somewhat familiar to many wargamers.

When I looked at the September 1944 Battle of Arracourt, I had only understood it was the armor battle between the US 4th Armored Division and newly raised German Panzer Brigades. At first glance, it seemed too limited and one-sided. This changed when I read Steven Zaloga's *Patton versus the Panzers*. The book showed the pressure the Germans applied against American forces following the encirclement of Nancy. The famous fight between the US Armored Division and the Panzer Brigades was merely the second act of a multi-act story. The fighting lasted almost two weeks outside the town of Arracourt in strategic locations the Allies needed as launchpads for later offensives towards Germany. Both sides were on the offensive and defensive while fighting over a small area with manageable numbers of Formations. Arracourt was a great fit for my criteria.

The design fell into place nicely and only faced few challenges. One difficulty was that since so much of the focus is on Arracourt itself, the surrounding battle space is neglected or treated as ancillary in the source material. Research required looking into these additional actions independently (notably the fighting at the Forests of Grémecey and Parroy) and piecing it together to create an integrated whole with Arracourt itself. The dilapidated state of the German forces presented its own issues. Only the two new panzer brigades were full strength and fit their prescribed Table of Organization and Equipment (TO&E). Other German Formations were depleted with missing or detached units which were compensated by attachments of independent units or from other depleted Formations. It made for a questionable German Order of Battle until **Tom Peters** helped provide some original documentation to flesh out the gaps. Even then, determining the exact force that gave CCB, 4th Armored Division trouble taking Château-Salins couldn't be completely verified. This is the nature of obscure Order of Battle research.

I submitted the design to Dean and it rose to top development priority following *Panzers Last Stand*. One of the very purposes of the design was confirmed during development and playtesting: It required very few game-specific rules to capture the feel of the fighting around Arracourt in September 1944. While this was partially intentional to ensure the game was an approachable introduction, it came about organically as there were no major historical aspects to be captured that were not



M18 in action defending Lunéville.

covered by series rules. That said, the situation required a few unique issues to address (such as the Combat Train Retreat exemption (1.2d) and Enforced Recovery (1.3)) beyond such simple color such as Bazooka Charlie (3.2).

The area of fighting fit nicely on a single map at a 1 km/hex. The twist to this, however, was the idea of having larger hexes and counters than the others to be more welcoming to new players. The area still fit perfectly on a single map even with the larger hexes. The map is effectively divided into two halves by the Marne-Rhine Canal. The southern half is centered on the major hub of Lunéville and further subdivided by three rivers angling southeast with large woods between the rivers and the canal. In the north, it's much more open with Arracourt in an open plain dotted with low but tactically important hills and interspersed with woods. In the northwestern corner of the map is the important crossroads at Château-Salins. It's almost a tale of two sectors that all fit comfortably on a single map even with larger hexes.

One thing that stood out from the history is that there was a difference in the quality of the opposing forces. The Germans maintained an offensive footing for much of the battle. This demonstrated that, while the Panzer Brigades were newly trained, they had enough spirit and morale to continue the fight even after tactical setbacks. The initial design had the Panzer Brigades' quality (Action Ratings) very poor but 'upping' them to AR-3 allowed them to maintain their momentum longer while still not being equal to the American tankers. Their fresh status helps as well, compared to the more fatigued American forces (having just campaigned across France and are now at the

short end of the Broad Front logistical stick). It's an interesting dynamic providing options for both sides. With manageable numbers of Formations to Activate each turn, the game moves forward well.

The Arracourt Campaign deserves to be shown in the right light within the context of the Western Front and not simply considered as a one-sided armored battle. My hope is that the game provides this.

Historical Notes

Why Here, Why Now?

To describe the situation that led to the battles around Arracourt in mid-September 1944, I feel the need to go back to the breakout from Normandy at the end of July. The success of Operation Cobra finally allowed the Allies to breakout from Normandy. The closing of the Falaise Pocket took away the major German combat units in the West, either by capture or having their remnants in full retreat eastward. With brief attention paid to the Brittany Peninsula per the original Allied planning, Patton's Third Army was diverted east to link up with Patch's Seventh Army coming up from Southern France. By September, this brought Patton into the Lorraine region of France with his supply lines stretched thin (we've all seen the George C. Scott movie).

With Patton's supply woes, the Germans scrambled to form a cohesive defense. A thin line of defenses started to form along the Moselle River anchored at two cities that would become synonymous with the Lorraine Campaign: Metz and Nancy. While there appeared to be a vacuum of forces following the collapse of the Falaise Pocket, the Germans were able to scrounge a variety of units along the Moselle to oppose the Americans. This included in situ forces (training units stationed at Metz for example), those transferred from Italy (3rd and 15th Panzergrenadier Divisions),

remnants of shattered Normandy formations (17th SS Panzergrenadier and 21st Panzer Divisions), and finally newly formed Formations (553rd and 559th Grenadier Divisions). These scattered formations were consolidated under the German 1st Army HQ which had retreated from the Bay of Biscay following the American breakout from Normandy.

Despite its limited forces, Hitler was insisting on an offensive to help both the German 1st Army as well as the 19th Army withdrawing from the Rhône Valley. To lead the offensive, Hasso von Manteuffel's 5th Panzer Army was chosen. It was an "army" in name only as its revered Panzer Divisions were scattered about France and in no shape to conduct any offensive action. Hitler augmented them with the newly formed Panzer Brigades. These were originally for use on the Eastern Front, but were diverted to France. However, before Manteuffel finished organizing, the Allies struck first.

Eisenhower's Broad Front strategy dictated thrusts along the entire front when supply made its way forward from the limited Allied ports. Manton Eddy's XII Corps launched an attack across the Moselle River starting on 5 September. After initial setbacks, bridgeheads were established north and south of Nancy by 13 September. This allowed the 4th Armored Division to conduct a double envelopment around the city with CCA from the northern bridgehead and CCB from the southern one. The Combat Commands linked back up at Arracourt.

This sets the stage for the German offensive. The original plan was for a concentrated attack by most

of the fresh Panzer Brigades supported by the in situ Panzer and Panzergrenadier Divisions, which were to be joined by the 11th Panzer Division on its way up from the Rhône Valley. With Allied forces restarting their drives, this diverted several Panzer Brigades to other threatened sectors. This reduced the number of Panzer Brigades available from six (106, 107, 108, 111, 112, and 113 for those keeping track) to only two. Manteuffel was finally able to launch his offensive on 18 September, aiming at Lunéville to initiate the elimination of the bridgeheads on the Moselle and cripple the 4th US Armored Division.

For their part, the Allies were resting the troops that had encircled Nancy (4th Armored Division and 2nd Cavalry Group) while awaiting the infantry forces to move up and continue their drive towards Germany. Their follow-up plans were to drive either northeast through the crossroads at Château-Salins toward the Saarland or directly east at Strasbourg. The campaign game starts right at this juncture when Manteuffel chooses how to strike given his multiple objectives. It's a tall order for only a couple of new Panzer Brigades and some tired depleted veterans. As with many of Hitler's plans, he imagined that, if successful, it would turn the tide.

The fighting lasted through September as the Germans continued their attack with multiple attempts as reinforcements arrived. While the offensives were unsuccessful, they contributed to dissipating Allied momentum and allowed

the Germans to fortify the Siegfried line. Coupled with Metz (a thorn in Patton's side until December) any rapid advance into Germany though Lorraine was stopped.

Operation Market Garden was launched the day before Manteuffel's attack and as a result, history shifted attention away from the fighting in Lorraine to the Allied offensive in the Netherlands. However, fighting around Arracourt was important for several reasons. It was Patton's first major armor vs. armor battle since landing at Normandy and it cemented the 4th Armored Division's growing reputation. For the Germans, it was only their second major offensive launched against the Western Allies since D-Day (the other being Operation Lüttich at Mortain). Manteuffel's offensive was further overshadowed by the December Ardennes Offensive, but it established that the Germans were seeking offensive opportunities even with so much of their army in tatters. It's also interesting to note that Hitler first conceived what would become Wacht am Rhein on 16 September, just before the Panzer Brigades attacked.

The Fiddly Bits

There are fewer fiddly bits here than in other games but are some interesting points about the game and history.

Why are the 4th Armored Division's Combat Trains restricted to certain roads?

As the Combat Commands of the 4th Armored Division start the game in the enemy's backyard, their logistics chain is tenuous, and they must



A Panther of 111th Pz Bde at Bures (20.15).



15 PG Div Panzergrenadiers resting between fights near Croismare (33.15) on 19 Sept.

protect it until reinforcements arrive to secure the overall Allied position.

Why can't the 4th Armored Combat Commands switch units?

The 4th Armored operated like other American Armored Divisions where the three Combat Commands readily swapped units as needed. The original design showed the division as a single large Formation. Early on in playtesting, this huge Formation proved strong against the Germans—but oddly too flexible and rigid at the same time. When it was Activated, the 4 Arm Div had the units and strength needed to do whatever it wanted (within the constraints of OBJ availability and CR), but once that Activation was completed, it could do nothing to react to the many smaller German Formations nipping at its heels. The result was something akin to a group of Neanderthals trying to take down a Woolly Mammoth. Breaking up the division into its constituent Combat Commands eliminated this effect. I mapped the individual unit assignments through the campaign and the only real change was moving CCR units into CCA as a result of German pressure against Arracourt. There was no need to physically assign CCR units into CCA given the Buddies rule allowing both Formations to act as an enlarged Combat Command A.

Why are there detached companies from their parent battalions?

This was simply done to capture the starting locations of the various 4th Armored units as it was covering a large area. Small task forces, like TF Hunter (A/37 Tk Co, B/53 Arm Inf Co, and other assets) were used to respond to emergencies. As the fighting concentrated around Arracourt, the divisional units did as well.

Where are all the Combined Arms Task Forces? In Last Blitzkrieg, the 4th Armored Division is shown with all its Tank and Armored Infantry Battalions as Dual Unit Task Forces. In Arracourt, the units in CCA and CCR are shown in their pure non-Dual form. As

the units shifted around throughout the battle daily, it made sense to show the units only as they were. The battalions would often detach a company and have it conduct a mission with another battalion. With several company-sized units, these temporary Task Forces can be handled by stacking or using units sequentially in the Activation. This daily cross-attachment style was done in the Battle of the Bulge but given LB's denser nature (both in Terrain and Formations), it made sense to show the dynamic assignment as set dual unit task forces. In the end, it worked out appropriately for both games.

Why do some US Tank Destroyers have Move- and Deployed-sides and others Support-only?

All US Tank Destroyers (apart from the Davison Task Force) in Last Blitzkrieg are Support-only to reflect the propensity for TD units to be doled out to an entire Formation as Support. In Baptism by Fire, TD units were unable to even go into Support due to American inexperience. By Arracourt, we see a blend of Support-only and real TD units. Company C, 704th Tank Destroyer Battalion, for example, is shown as a real unit as it fought as a whole. Two independent TD units (the Self-Propelled 602nd and the Towed 691st) are shown as Real AV as the number of potential Hosts is limited. With many Formations being Dual units or already having inherent Support units, having additional Support units didn't make sense. The player has the option to put these Real AV units in Support, but it was decided to give the player the choice of doing so or not.

Why are the Panzer Brigades arrivals variable?

While not a massive surprise attack like the Battle of the Bulge, the German attack did catch the Americans off-guard. The difficulty was the

multiple objectives and only a limited number of good order Formations (two (2!) Panzer Brigades). Historically the initial attack was aimed at Lunéville, but allowing the Germans to select where to enter and their victory emphasis gave them an initial challenge.

Where are the Recon units for the Panzer Brigades?

The second generation of Panzer Brigades (such as the 111th, 112th, and 113th) had a Panzer Reconnaissance Company consisting of armored cars and halftracks. However, the men had limited training and were of negligible effectiveness. There are no accounts of their use in the battle. The lack of adequate reconnaissance shows the deficiencies of the Panzer Brigades.

Why does German Motorized infantry have slower Movement Allowances?

The typical Movement Allowance of Truck-mounted Infantry is 12. However, the Infantry in the 11th Panzer Division, the remnants of the 112th Panzer Brigade (21st Panzer Division), the 15th Panzergrenadier Division, and the Panzer Brigades were transported in civilian cars and trucks with limited cross-country capability and reliability. To show these inadequacies, their Movement Allowances were lowered to 10.

Order of Battle Notes

From Rückzug to Offensive:

The Germans

As was the case in much of the army at this time, the Germans represented a mix of qualities and states, from full-sized newly formed Formations to depleted weary veterans.

Panzer Brigades (106th, 111th, 112th, and 113th)

The Panzer Brigades are described together as they shared similar (albeit brief) backgrounds. The 106th

and 112th Brigades had seen early action before the game. Their piecemeal commitment and inexperience caused them to be defeated quickly before rejoining the fight after being assigned to divisions. Interestingly, as the experiment of the Panzer Brigades generally proved to be a failure in the West, the 106th Panzer Brigade (honored with the "Feldherrnhalle" title) would survive to the end of the war.

The 106th Panzer Brigade, along with the brigades numbered 101 to 110, consisted of one Panther Battalion (three companies with a company of Panzerjägers) and one Panzergrenadier Battalion along with a Pioneer Company. And nothing more. While the Panzergrenadier Battalion was expanded to have five companies in August consisting of three infantry, one anti-aircraft, and one heavy support companies all mounted in halftracks, its small size provided limited firepower made worse by limited training, as well as no inherent artillery support. Having fought an earlier action at Mairy against the 90th US Infantry Division and losing badly, the remains of the 106th Panzer Brigade were assigned to the 559th Grenadier Division. It was organized into two small Stoßgruppen (Shock Groups). The first was centered on the bulk of the 2106th Panzergrenadier Battalion, the 1st Company of the Panther Battalion, and 70 men from the German First Army Sturm Battalion. The second consisted of a company of the Panthers as well as the 1st Company of the Panzergrenadier Battalion.

A subsequent set of three Panzer Brigades, starting with the 111th, expanded the brigade organization to include two Panzer Battalions, a Panzergrenadier Regiment of two battalions, a Reconnaissance Company, Sturmgeschütz Battery, and Pioneer Company. It was more impressive than its earlier iteration, but still deficient. Training was limited and there was a shortage of needed halftracks. The trucks provided to compensate were civilian models powered by wood and coal gas. The two Panzer Battalions were each equipped with Panzer IVs and Panthers, similar to the contemporary Panzer Divisions.

The Panther Battalions came from Panzer Divisions, specifically from the 116th Panzer, 12th Panzer, and Lehr Panzer Divisions in the 111th to 113th Brigades, respectively. Despite coming from divisions that had already seen combat, these units equipped as Panther battalions had never fought with their parent formations. Given slow Panther production, the 116th and Lehr Panzer Divisions fought in Normandy with only their Panzer IV battalions (Panzer Lehr was temporarily attached the Panther Battalion from the 3rd Panzer Division) while the missing Panzer Battalion was in the rear awaiting its Panthers and training its personnel. Likewise, the I/29 Panther Battalion from the 12th Panzer Division was detached following heavy losses on the Eastern Front, sent to France to rest, and refitted with Panthers. It was in the rear areas these battalions found themselves incorporated into the new Panzer Brigades. As a result of the newness of these Panther Battalions,

their Action Ratings are the same as the Panzer IV battalions. It's important to note this as I suspect there are assumptions that the Panther battalions were better given the association with the veteran Panzer Divisions when this wasn't the case.

Overall, there is legitimate criticism on the usefulness of creating the Panzer Brigades instead of incorporating their men and equipment into existing panzer divisions. The cadres of veterans to train the new personnel could have helped, especially as the Allies were reaching the German border and German units were rushing to rebuild. Eventually the attrited remnants were later incorporated into Panzer and Panzergrenadier Divisions, and participate in the Battle of the Bulge or Operation Nordwind. But it would be hard to tell what impact there would be had the equipment and personnel been directly injected into existing divisions in September 1944. The Panzer Brigades, despite their limited training, were motivated enough to carry out daring attacks on the Allies. Their piecemeal commitment did not help, either. The use of both the 111th and 113th was at least a nod toward concentration, but facing the capable US 4th Armored Division did not make for an easy effort.

11th Panzer Division

The infamous "Ghost" Division was stationed in Southern France when the Allies landed on D-Day. Rather than being sent to Normandy, it confronted the landings following Operation Dragoon. As it fought a rearguard action up the Rhône Valley, it moved to Lorraine where it took over from the battered Panzer Brigades. At that time, the Division was roughly 70% of full-strength in manpower and worse in percentage of tanks. The Panzerjäger Battalion was not with the Division, but in the east at Saverne awaiting new Jagdpanzer IVs. Likewise, there was a small Kampfgruppe left in the Belfort area. There is speculation that this Kampfgruppe's commander (Erich Hammon) was not liked in the Division and hence purposely sent away.

21st Panzer Division

General Feuchtinger's 21st Panzer Division had been fought out since D-Day. Following Falaise, the Division called itself more an Infantry Division than a Panzer one and severely depleted at that. In Normandy, it had a curious mix of obsolete German and French tanks and halftracks. By the time it reached Lorraine, all its tanks and its French halftracks were gone, but it had enough soft-skin vehicles to transport its remaining infantry. The Division's attached 112th Panzer Brigade fought and lost against the French 2nd Armored Division at Dompierre just days before the game. There was only so much a depleted and tired division could do. Its area of responsibility extended south off the game

map to Baccarat and Rambervillers, but it was still functional and would attempt to cover the important southern flank.

15th Panzergrenadier Division

This Division was formed from the remains of the 15th Panzer Division which fought with Rommel in North Africa. Its first action as a Panzergrenadier Division was in Sicily. It then escaped to the Italian mainland and would fight there until sent to France in August 1944. It had been conducting a fighting withdrawal and its ranks diminished by mid-September. It was the only division holding the area around Lunéville before Manteuffel launched his attack. What was in the division was a curious blend of units. It had detached its Panzer Battalion and the bulk of the 115th Panzergrenadier Regiment (its single remaining battalion was under the command of the 104th Panzergrenadier Regiment). It had attached what was listed in one official report as "Fsch.San.Btl Langemeier" which should be short for Fallschirm-Sanitäts-Abteilung or "Parachute Medical Battalion" under Langemeier (also spelled Langemeyer). It was used as a combat unit and from what could be determined, fought well. A security battalion was also attached, and later, a curious Sperrverband (Blocking Detachment) Berkenhoff. This ad hoc unit consisted of a security company from the Fifth Panzer Army and a battalion each of bicycle and pioneers from the 16th Infantry Division (formed from the 158th Reserve and 16th Field Division—which later became a Volksgrenadier Division).

559th Grenadier Division

The German Divisions numbering in the 500s had a curious naming journey. They were raised in the 29th Wave as Sperr-Divisionen (Blocking Divisions) in July 1944, then renamed as Grenadier Divisions. These weren't Volksgrenadier Divisions... yet. That would only occur in October in the case of the 559th Division and the neighboring 553rd Grenadier Division just off map. The transformation from Grenadier to Volksgrenadier looks to be mostly ceremonial, but for the sake of accuracy, the formation is referred to as the 559th Grenadier Division. As mentioned above, the remnants of the 106th Panzer Brigade were assigned to it when the Division attacked from the north to Forêt de Grémecey. Also joining the division was the 73rd Grenadier Regiment from the 19th Grenadier Division (from the shattered 19th Luftwaffe Field Division) and what was referred to as the 115th Fusilier Battalion supposedly detached from the 15th Panzergrenadier Division. I have been unable to determine exactly what this unit was as the designation didn't exist. It wasn't the Divisional Recon Battalion that was with the division around Lunéville. I speculate that it was an amalgamation of the remains of the 115th Panzergrenadier Regiment that was detached and fighting in the area.

From Bocage to Breakout: The Allies

The Allied forces that fought at Arracourt had all participated in Normandy. While the Armored Divisions had less combat experience than the

infantry, they were among the best the Americans and French could offer.

4th Armored Division

The 4th Armored Division is synonymous with the US Third Army, and (except for a brief attachment to the First Army upon landing in France) was under Patton throughout the war. It would come to represent the firebrand General's affinity for aggressive armored warfare. The division's first action was the breakout following Operation Cobra and the race to Brittany, then back eastward when the logistics strain slowed down the Allied drive along the Moselle River. The division encircled the city of Nancy where CCA and CCB met on opposite river banks around Arracourt. It was in this position while resting and awaiting relief before pushing off again when the Germans launched their offensive. The 4th Armored Division operated its Combat Commands as originally prescribed in the doctrine, with CCA and CCB as the main maneuver units and CCR for reserve and resting units. As mentioned in Fiddly Bits, most of CCR's components went to CCA following the action at Lunéville, but without complicating the compositions or number of Formations to Activate, the distinct Combat Commands worked for the game. CCB consisted of two Task Forces, with Conley based on the 8th Tank Battalion and Withers on the 51st Armored Infantry Battalion.

Combat Command B, 6th Arm Division

The 6th Armored Division likewise enjoyed association with Patton. Following the breakout from Normandy, it was split with the bulk of the Division moved to take Lorient in Brittany under the US Ninth Army. The remainder (only CCB) moved east with the Third Army towards Germany. Hence CCB was fighting by itself in Lorraine until the rest of the Division caught up to it. With the German attack on Lunéville, CCB was sent to reinforce the units there. Finding the area secure, it was diverted northwest off the map. It effectively became a fire brigade until the Division reunited as a whole, hence its possible removal and reentry in the game. Beyond the Tank and Armored Infantry Battalions, CCB was supported by the 212th Armored Field Artillery Battalion and C Company, 603rd Tank Destroyer Battalion (which is represented in the two Dual unit Task Forces).

35th Infantry Division

Landing in Normandy in early July, the division was involved in the fighting at St. Lô. It was reassigned from Hodge's First Army to Patton in the race across France. The division captured Nancy days following its encirclement before pushing off east to protect the left flank of the 4th Armored Division. In advance was a Combat Team of the 320th Infantry Regiment, less one battalion, that was attached to the 4th Armored in the defensive actions against the Panzer Brigades. The two battalions (2/320 and 3/320) reverted back to the 35th Infantry Division in time for the fighting in Forêt de Grémecey, hence representing the units as independent for game purposes.

79th Infantry Division

The division's nickname of "Cross of Lorraine" was earned from its fighting in the Meuse-Argonne Forest in WWI. It arrived in France and took part in the taking of Cherbourg. In Operation Cobra it was partially motorized to follow up the breakout forces. Being assigned to the US XV Corps, it was on the southern flank of the Third Army where, along with the 2nd Free French Armored Division, it was poised to link up and eventually join Dever's Sixth Army Group coming up from Southern France. Moving south of Lunéville, it proceeded northeast into the Forêt de Parroy where it would fight a grinding battle against the 15th Panzergrenadier Division well into October. The 3rd Battalion, 314th Infantry Regiment would earn the Presidential Unit Citation for its action around Frambois during the campaign.

2nd Cavalry Group

The 2nd Cavalry Group had been working alongside the 4th Armored Division since the breakout following Operation Cobra. Both Formations had helped take Lunéville the day before Manteuffel's attack, with the Cavalry Squadrons deployed forward scouting and screening the Armored Division's right flank. Armored Cars and Jeeps were no match against Panzers, and even their inherent armor consisting of Stuarts and M8 Scott Howitzer Motor Carriages were quickly defeated. The Group moved north of the Marne-Rhine Canal when the XV Corps arrived and continued its flank protection.

106th Cavalry Group

Having been reassigned back to the XV Corps following the breakout from Normandy, the 106th Cavalry Group protected the corps' left flank while advancing south of XII Corps with the 4th Armored Division. The Group was supported by A and C Companies, 803rd Tank Destroyer Battalion. These are not shown as maneuver elements as its units were inherently supporting the Dual Cavalry Reconnaissance Squadrons.

Groupement Tactique Dio, 2e Division Blindée

General LeClerc's Division had been formed in August 1943 from Free French units fighting in North Africa. It was organized as a US "Light" Armored Division and sent to England to participate in the invasion of Normandy. Arriving in August, it quickly demonstrated its fighting ability. After liberating Paris, it moved south with the US XV Corps to join the other French and American forces coming up from Southern France. A Groupement Tactique, the equivalent of an American Combat Command, under the command of Colonel Louis Dio fought on the American 79th Infantry Division's right flank to Fort de Manonviller. The three Sous-groupement consisted of the Armored 12e Régiment de

Cuirassiers (12e RC and following the cavalry tradition to tanks) and the Halftracked I Bataillon, Régiment de Marche du Tchad ("Marching" or rather Provisional Regiment from Chad) each named after their commanders.

Armor

Arracourt does not introduce any new and interesting equipment to BCS. The armor that fought here were the same as in **Last Blitzkrieg**. The Germans had Panthers, Pz IV (with the 75mm L/48), Sturmgeschütz III, JgPz IVs with the 15th PG Div, and perhaps a handful of surviving Pz IV/70 in the depleted 106th Pz Bde. The Americans fought with M10 (supporting the Infantry Divisions, Cavalry Groups, and the French) and M18 (602nd and 704th TD Bns) Tank Destroyers, M5 Stuart Light Tanks, and the ubiquitous M4 Sherman.

Fulfilling the adage "it's not what you have, it's how you use it," the 4th Armored Division predominantly had 75mm mounted Shermans. At the start of the battle, there were only 20 76mm Shermans (compared with 138 with 75mm and 18 mounting 105mm). While the 76mm Shermans had only started being distributed in August 1944, the First Army 2nd and 3rd Armored Divisions had received more than three times the number of 76mm tanks than Patton's 4th and 6th Armored Divisions. This wasn't an oversight. Patton, along with his tankers, preferred the 75mm over the 76mm due to its better High Explosive capability. The tankers fought mostly against soft targets, not Panzers.

Arracourt, however, was a legitimate tank battle. The Panther's frontal armor was thick enough that the 75mm couldn't penetrate it at any range. The Panther's side armor was thinner and quite vulnerable to flank shots. Yet the 75mm L/70 outranged the Sherman's 75mm L/40. The Sherman had to run the gauntlet of German fire before it could maneuver around for a flanking shot. This is where skill, tank design, and the weather factored in.

The experienced and aggressive tankers and tank destroyer crews of the 4th Armored Division were able to take on and defeat the Panthers. It shows that skill and leadership (i.e. Action Rating) matters more than paper statistics. The weather contributed as well, as the rainy and foggy weather reduced visibility. This closed the range where aspects of the Sherman such as turret power traverse and better peripheral optics benefitted the Americans. This battle shows the competition of better personnel with inferior equipment fighting against inferior personnel with better equipment.

Another aspect of the Sherman that's not as explicit in game terms was its reliability. Only a tiny fraction of American tanks were in repair shops – 1% according to Zaloga on average in September 1944. Meanwhile the mechanical unreliability and inexperienced crews and maintenance personnel greatly reduced the ability of the Germans to retain or return tanks to action.

Terrain Effects

Terrain Type	Movement Type			Terrain for Combat/Barrage?	Blocking Terrain?	Key Terrain?
	Leg	Tac	Truck			
Open	1	1	2	-	-	-
Hill	1	2	3	Yes	Yes	-
Primary Road	1/2	1/2	1/4	-	-	-
Secondary Road	1/2	1/2	1/2	-	-	-
Track	1/2	1	1	-	-	-
RR	1	2	2	-	-	-
Woods	1	STOP	STOP	Yes	Yes	-
Marsh	All	P	P	Yes	-	-
River	+2	P	P	Yes (1)	-	Yes
Stream	+1	+1	+4	Yes (1)	-	-
Point of Interest	ot	ot	ot	-	-	-
Village	ot	ot	ot	Yes	Yes	-
City	ot	ot	ot	Yes	Yes	Yes
Water Barrier	P	P	P	-	-	-

ot = use other terrain in the hex for this purpose.

STOP = See BCS 1.2i

(1) Hexside Feature only. (BCS 5.0a)

Rain: Trafficability is Poor.

Recommended Reading

Zaloga, Steven. *Patton Versus the Panzers: The Battle of Arracourt, September 1944*.

Cole, Hugh M. *The Lorraine Campaign*. United States Army in World War II European Theater of Operations.

Bibliography

134th Infantry Regiment Website. <http://www.coulthart.com/134/index.htm>.

Barnes, Richard H. *Arracourt – September 1944*. Command and General Staff College.

Briggs, Dan P. *Operations of the 106th Cavalry Group in the Forest of Parroy*.

Bruns, Friedrich. *Die Panzerbrigade 106 FHH*.

Cole, Hugh M. "The Tank Battles in Lorraine." *Military Review* Volume XXIX, Number 8. November 1949.

Combat Studies Institute. *Foret de Gremecey-Forest*. CSI Battlebook.

Combat Studies Institute. *Foret de Parroy*. CSI Battlebook.

Commanders and Staff of Combat Command A, 4th Armored Division. *The Nancy Bridgehead*.

Dugdale, J. *Panzer Divisions-Panzer Grenadier Divisions-Panzer Brigades of the Army and the Waffen SS in the West: Autumn 1944 – February 1945, Volume I [Part I] September 1944 – Refitting and Re-equipment*.

Fox, Don M., *Patton's Vanguard: The United States Army Fourth Armored Division*.

Gabel, Christopher R. *The 4th Armored Division in the Encirclement of Nancy*.

Ganz, A. Harding. *Ghost Division: The 11th "Gespenster" Panzer Division and the German Armored Force in World War II*.

Headquarters, Combat Command "B". *Combat Command B, 6th Armored Division*.

Kortenhaus, Werner. *The Combat History of the 21. Panzer Division*.

Rickard, John Nelson. *Patton at Bay: The Lorraine Campaign, 1944*.

Spiwoks, Erich, Stöber, Hans. *Endkampf Zwischen Mosel und Inn. XIII. SS-Armeeekorps*.

United States Army. *The Cross of Lorraine: A Combat History of the 79th Infantry Division, June 1942-December 1945*.

Various Authors. US National Archives and Records Administration's Foreign Military Studies, 1945-1961.

A-871. 21st Panzer Division in Combat against American Troops in France and Germany.

A-972. 559th Volks Grenadier Division: 31 July 1944 to 28 April 1945.

B-364. Rhineland: The Employment of the 11 Panzerdivision in Lorraine.

B-412. Report on the Engagements of the XIII-SS-Corps in Lorraine During the Period from 1st September to 15th November 1944.

B-472. Fifth Pz Army (15 Sep – 15 Oct 44).

Glossary

88	88mm Anti-Tank gun
Arm	Armor/Armored
Art/Arty	Artillery
Bde	Brigade
Bkhf	Berkenhoff
Bn	Battalion
Cav	Cavalry
CCA/B/R	Combat Command A/B/Reserve
Co	Company
Div	Division
Eng	Engineer
Erz	Ersatz (Replacement Troops)
FF	Free French
Fus	Fusilier
Gren	Grenadier
Grp	Group
GT	Groupement Tactique (Battle Group)
HQ	Headquarters
Inf	Infantry
JgPz	Jagdpanzer
KG	Kampfgruppe (Task Force)
Lngemeir	Langemeier
LT	Light
MG	Machine Gun
PG	Panzergrenadier (Arm Inf)
Pio	Pioneer
PJ	Panzerjäger (Anti-Tank)
Pz	Panzer (Armor)
Quilchni	Quilichini
Rouvlls	Rouvillois
Sec	Security
SG	Sous-groupe (Sub-Group)
StG/StuG	Sturmgeschütz (Assault Gun)
TD	Tank Destroyer