

# ARRACOURT

September 22, 1944  
6mm "Fistful of TOWS 3" Scenario



**"That is the shortest way home."**

**--Lt. Col Creighton Abrams,  
commander of the 37<sup>th</sup> TD Bn., pointing to  
the East bank of the Moselle.**



## BACKGROUND

Though the German army reeled back from the massive defeats it had suffered in Normandy, by September of 1944 it began to find the time to reform.

Needing to blunt the Allied advance, Hitler ordered the destruction of Patton's 3<sup>rd</sup> Army in Lorraine. Against the protests of his staff he created new Panzer Brigades. Swollen with raw recruits, led by officers unfamiliar with American capability, and having no time to train together, the Germans at Arracourt had only two hopes: the foggy weather and the shift of Allied supply priority for Operation Market Garden.

Their American foes were hardened veterans used to victory, fought as cohesive units, and were at nearly full strength. The Panzer Brigades bashed themselves into pieces against them from Sept. 18<sup>th</sup> to the 20<sup>th</sup>.

When commander of Army Group G Generaloberst Blaskowitz was replaced by Hitler on Sept 21 with General Balck, a new attack was ordered. The 111<sup>th</sup> and 113<sup>th</sup> PzBgd's would move against the US 4<sup>th</sup> AD's CCA near Juvelize and Lezey on the 22<sup>nd</sup>. Delayed at the start, the 111<sup>th</sup> was nearly annihilated, and its commander, Col. von Bronsart-Schellendorf, was killed, leaving the battered 37<sup>th</sup> Tank Battalion victorious.

## GAME LENGTH

This is a 12 turn scenario, or until all units from one or both sides have fled the table.

## TABLETOP

The scenario requires one 4'x6' tabletop, with each foot representing roughly 1200m of distance. The hills in the area are accessible by vehicles. The marshy ground surrounding the Canal des Flottage des Salines is difficult ground for vehicles and will cause any truck entering to bog on a 1-2 on a d6. The canal itself is impassable to vehicles except at the bridges. Infantry can cross the canal elsewhere, but this requires full movement, and they are unable to engage in combat on the turn they do so. All other streams are considered rough going for vehicles.

## DEPLOYMENT

American units must deploy within 6" of the locations noted on the map. The exceptions are the 25<sup>th</sup> Cavalry Squadron and 704<sup>th</sup> TD elements who must be placed secretly along the picket line. Note which grid each of the three elements (A/25, D/25, and 704) is in. They may combine in a grid. German units of the 113<sup>th</sup> are placed anywhere North of the US picket line, except that units F and M are placed upon the picket line position the German players choose.

## SCENARIO NOTES

Early morning fog reduces line of sight to only 8" in the first four turns. At the beginning of turn 5, the fog lifts if the Americans roll a 5+. At the beginning of turn 6 the fog lifts on a roll of 2+. The fog will automatically lift at the beginning of turn 7. No P47s are available until the turn after the fog lifts. Regular airstrike rules in FFT3 apply. Please review the notes for German units of the 111<sup>th</sup> below, which will remain hidden on the board until engaged, spotted, or the fog lifts. The German 113<sup>th</sup> PzBgd's arrival turn is randomly determined. Beginning on Turn 4, the German players must roll a 3+ on a d6, in which case the 111<sup>th</sup> may take a full turn as it moves on from the previously selected grid edge (see below for more details).

## GERMAN BRIEFING

The attack has been incredibly disorganized and has also been delayed. You must drive forward and attack through the American lines, but you must act quickly before the fog lifts and their attack aircraft destroy your forces.

Player notes: it is extremely unlikely that you will win this scenario in a conventional sense. Your goal is to inflict greater losses on the US forces, while taking less losses against your own forces, than occurred historically.

Carefully review your deployment, and the special rules pertaining to identifying (and hiding the identity of) your forces. You will not know where most of your forces are because of this, a representation of your very confused command and control situation.

**Major German Victory:** Having a German armored platoon (tanks, tank destroyers, assault guns) within all 3 towns (Juvelize, Donnelay, and Lezey) without any US platoons in the towns results in an instant Major German Victory.

**Minor German Victory:** At the end of the game, having a ratio of German units lost to American units lost (destroyed or routed) of 3:1 or less.

**Draw:** At the end of the game, having a ratio of German units lost to American units lost (destroyed or routed) of greater than 3:1 but no more than 3.5:1.

**Minor German Defeat:** At the end of the game, having a ratio of German units lost to American units lost (destroyed or routed) of more than 3.5:1.

**Major German Defeat:** At the end of the game, losing less than 10 total platoons destroyed or routed, which would be indicative of a failure of the German players to commit to an attack. Note: this condition is not relevant if the Germans meet the conditions of a Major or German Victory as detailed above.

## AMERICAN BRIEFING

The Germans have been attacking vigorously in this sector for the past few days. You've inflicted terrible casualties on them so far, and you must be prepared to continue to do so. Contain them and destroy them.

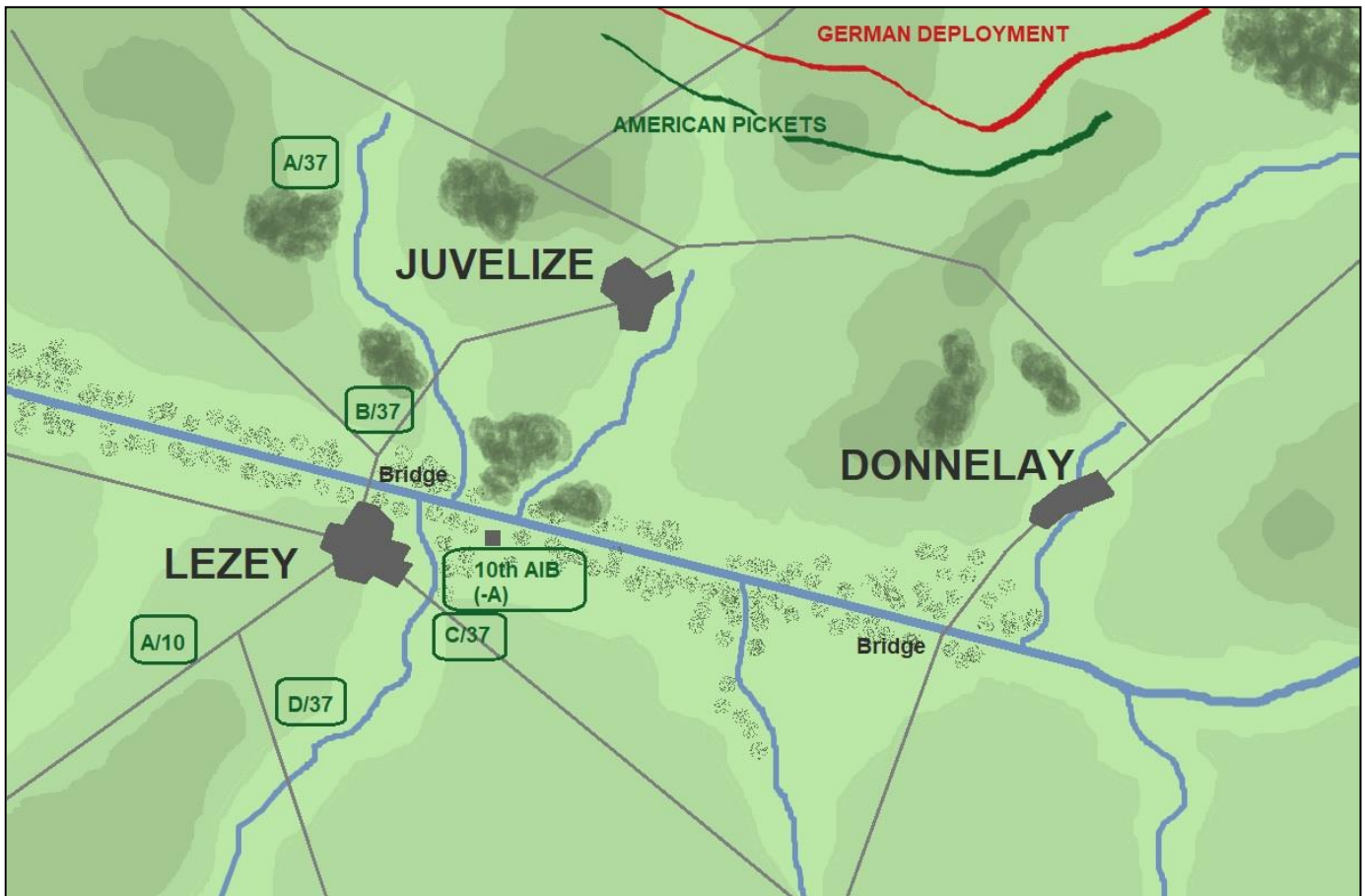
Player notes: while your forces are prepared and will not be caught flat footed, it will take time to organize your response. The units of the picket line (25<sup>th</sup> and 704<sup>th</sup>) are all active from the start of the game, but no other US units are. When the picket line is first contacted, it will notify the 37<sup>th</sup> HQ which will then become activated. On subsequent turns, the 37<sup>th</sup> HQ will activate one US unit per turn... once the 37<sup>th</sup> HQ activates the 10<sup>th</sup> HQ, the 10<sup>th</sup> will activate one of its units per turn also. In this way, the two battalions will slowly begin to respond to the threat.

At all times, any US unit that spots, engages, or is spotted, will automatically become activated. Once the fog lifts, all US units are considered activated. Off-board elements do not have to be activated.

You must limit your casualties while maximizing German casualties. The Germans can win by performing better than they did historically. Your victory conditions are entirely dependent on the degree of success of your German opponents.



# MAP



**Transport Notes:** For both German and US forces, once transports (trucks or halftracks only) have unloaded their cargo, players may remove them from the board if they wish. This represents the transports independently dispersing, and they do not count towards casualties. However, this may only be done on the turn that the transports unload. If the transports pick up cargo, and unload again, they will have another chance to disperse. Once dispersed, the transports may not be recalled at all for the remainder of the game.

## **4<sup>th</sup> Armored Division CCA**

**US Forces - All US troops are Good quality, Response 3+ Artillery accuracy 4+**

### **37<sup>th</sup> Tank Battalion**

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#### **Batt HQ**

1x Assault Gun Platoon (1x M4 105mm)  
1x Mortar Platoon  
1x recon Jeep w/HMG  
1 F/O w/ M3 halftrack

#### **A Company**

3x Platoons M4 (1 w/76mm gun)

#### **B Company**

3x Platoons M4 (1 w/76mm gun)

#### **C Company**

3x Platoons M4 (1 w/76mm gun)

#### **D Company**

3x Platoons M5 Stuart

### **10<sup>th</sup> Armored Infantry Battalion**

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#### **Batt HQ**

1x Assault Gun Platoon  
1x Mortar Platoon  
1x recon Jeep w/HMG  
1 F/O w M3 halftrack

#### **A Company- all halftrack mounted**

1x 57mm AT Platoon  
3x AI Platoons

#### **B Company- all halftrack mounted**

1x 57mm AT Platoon  
3x AI Platoons

#### **C Company- all halftrack mounted**

1x 57mm AT Platoon  
3x AI Platoons

## Picket Line

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### 25<sup>th</sup> Cavalry Squadron

A Troop

2 recon M8 A/C, 2 recon Jeep w/HMG

D Troop

3 Platoons- M5 Stuart

### 704<sup>th</sup> Tank Destroyer Battalion (supporting 25<sup>th</sup> Cavalry Squadron)

elements of B/C Company

1 recon M20 Scout Car

3 Platoons M18 TD

## Offboard Artillery Support

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66th Armored FA Bn

1 105mm SP group dedicated support, +1 availability

94th Armored FA Bn

1 105mm SP group in direct support

191st FA Bn

1 155mm towed group in direct support

## 405<sup>th</sup> Fighter Group

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3 flights of P47s (each flight can only make one attack, only one flight is allowed to attack per turn, and must be called in as normal)

## 111<sup>th</sup> Panzer Brigade

**German Forces - All German forces are Fair quality, except all Infantry are Good quality  
Response 3+, Artillery accuracy 5+ (they have no offboard artillery)**

### 111th Panzer Brigade

Chit Identification

#### 111th Pioneer Coy:

3 Engineer stands, 3 Med. Trucks

A

#### 111th Recon Coy:

1 SdKfz 222, 1 SdKfz 234/3, 1 Rifle stand, 1 SdKfz 251/1

B

#### 111th Assault Gun Coy:

3 JgPz IV/70, 3 Rifles (tank riders)

C

#### 2111th Pz Grenadier Regiment

1 7.5cm IeIG, 1 120mm Mortar, 1 SdKfz 10/4, 2 trucks

D

#### I Battalion

1 81mm mortar (direct fire only), 1 MG stand, 2 trucks

E

2 Coys: each of 3 motorized PzGr stands, 3 trucks

F and G

#### II Battalion

1 81mm mortar (direct fire only), 1 MG stand, 2 trucks

H

2 Coys: each of 3 motorized PzGr stands, 3 trucks

I and J

#### 2111th Panzer Battalion

1 Coy: 3 Pz IVH, 3 Rifles (tank riders)

K

#### AA Company

1x SdKfz 7/2 (armed 3.7cm flak halftrack)

L

1x Wirblwind

L

#### I Battalion, 16th Pz Regiment

2 Coys: 2 Pz V

M and N

Formations F and M will be the two German units contacting the picket line initially. German players will choose 4 additional units of the 111<sup>th</sup> which are known to them (indicate which numbered chit corresponds to all 6 of these units). The other 9 units will only be identified when engaged, or when the fog lifts. When engaged or spotted, the German player will draw a lettered chit (representing the formations above randomly). When the fog lifts, quickly select the identities of each of the still unknown units and place them on the table. All unknown units will move 6" with movement penalties, and are assumed to be tracked vehicles until identified, regardless of what they may actually be. For the units the German players already know, they should use movement appropriate for those units.

## **113<sup>th</sup> Panzer Brigade Supporting Elements**

**German Forces - All German forces are Fair quality, except all Infantry are Good quality  
Response 3+, Artillery accuracy 5+ (they have no offboard artillery)**

### 113th Panzer Brigade Elements

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113th Recon Coy:

1 Recon motorcycle stand

2113th Panzer Battalion

1 Coys: 2 Pz IVH stands, 2 Rifle (tank riders)

I Bn/130 Pz

1 Coy of 2 Pz V stands, 2 Rifle (tank riders)

Before the game starts, the German players must secretly record where the 113<sup>th</sup> PzBgde will come on. This may be anywhere along the northern table edge, or the eastern edge ABOVE the canal. When the 113<sup>th</sup> arrives, it's companies are not hidden, they are all known to both the German and Allied players.

