



Counter-Attack of Panzer Lehr



scenario-start-CounterAttack-Panzer-Lehr



CounterAttack-Panzer-Lehr-Axis-left



CounterAttack-Panzer-Lehr-Allies-right



CounterAttack-Panzer-Lehr-Allies-left



CounterAttack-Panzer-Lehr-Allies-center



CounterAttack-Panzer-Lehr-Axis-right



CounterAttack-Panzer-Lehr-Axis-center

*Listen up. Just past midnight, 11 July '44, Panzer Lehr shoved columns into the seam between the **47th** and **39th Infantry** and hacked our wires to pieces. For a moment it was noisy and blind—but the **9th Division** sized the breach, slammed in blocks, and sealed the gap like a vise.*

*What followed was a butcher's bill for the enemy. Their tanks, bled of momentum and coordination, ran headlong into American armor and anti-tank guns and were picked apart. By afternoon, the counter-attack was gutted—steel burning in the hedgerows, infantry scattered, command broken. They bought themselves **one day**—nothing more.*

*Lesson: when the enemy punches a hole, you don't panic—you **orient, block, and crush**. Kill the spearhead and the body dies. Then you turn back to the business of advancing.*

~~ General Howitzer

Medals



6 VP's



Card Balance:

Allies - 6

Axis - 4

Complexity:

3

Conditions:

Countryside

Location:

France

Year:
1944

Theater:

Western Front

Summary:

The asymmetrical starting pattern of this game makes for an interesting and challenging battle for both sides.



Objectives: 6 Medals

Including an exit medal objectives for the Axis player who escapes through the Allies' baseline.

Terrain:

Countryside with hedgerows and forests.

Troops:

Allies - 4 Infantry, 8 Armor, 2 Artillery

Axis - 5 Infantry, 6 Armor



□ **Winning as Allies**

1. You have more firepower than the enemy, but you will need to get into the protection of the hedgerows before they come down the lanes. Then you will be in a position to halt their counter-attack action.
2. You have two Artillery. As soon as possible move them forward at least one row, so that they can hit the center section of each battlefield with 2D rolls.
3. Remember to protect your back row, as any Axis forces which can escape out the back, will count as a medal for them.





□ **Winning as Axis**

1. Historically, this counter-attack by the Axis failed, so you will have an uphill battle to win. But any units you get across the Allied baseline will result in a medal for you.
2. Although the Allies have eight Armor units to your six, all of yours are Elite Armor, so you have four figures each, so you will be able to hold out longer under attack.
3. Your forces begin in the open. If you can get into the protective cover of the forests and hedgerows before the Allies come down each of their lanes, you will be able to slow them down by degrading their forces. Do this before you attempt the counter-attack.

Battle Reports

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Allies Won



Axis Won

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Author:

Days of Wonder, part of the 2025 Refresh of the Base Game

Link: