



Counter-Attack of Panzer Lehr

*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



Allied Strategy:

1.



Axis Strategy:

1.

Battle Reports

0

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○

Allies Won

○

Axis Won

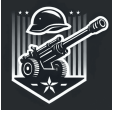
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Author:

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

Link:



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