

# 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. 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.



## **Axis Strategy:**

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.

**Battle Reports** 



Allies Won

0

Axis Won

See Results Vote



## **Author:**

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

Link:

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