Arracourt



Explore the Memoir ’44 Arracourt scenario, including its battlefield map, six-medal objective, and strategy for both the Allied and Axis forces.

The **Battle of Arracourt** (September 18–29, 1944) was one of the largest tank engagements on the Western Front — a dramatic clash between the U.S. 4th Armored Division and German Panzer forces near the village of **Arracourt**, in northeastern France.

After the breakout from Normandy, U.S. forces under **General Patton’s Third Army** raced across France, outpacing their supply lines. The German High Command, desperate to halt the advance, launched a counteroffensive using newly arrived **Panzer brigades** from the 5th Panzer Army. Their goal was to cut off the American spearhead and regain the city of Nancy.

By the end of September, the Germans had lost over **200 tanks and assault guns**, compared to about **25 U.S. tanks**. The **American victory at Arracourt** shattered the Panzer brigades, halted the German counterattack in Lorraine, and

confirmed the U.S. Army’s growing mastery of combined-arms tactics.

*Listen up—Arracourt was no accident. That fight proved what I’ve said all along: steel alone doesn’t win battles—**men do.** When you’ve got training in your bones, clear orders on the radio, and the guts to move fast and hit hard, you can take on any tank the Krauts can throw at you.*

Our boys out there turned the rolling fields of Lorraine into a graveyard for German armor. Outnumbered? Maybe. Outclassed? Never. We didn’t dig in and wait—we maneuvered, struck from the flanks, and crushed them before they knew what hit ’em.

Arracourt wasn’t just a victory—it was a lesson to every soldier in this Army: ***brains, speed, and discipline beat brute strength every damn time.***

~~ General Howitzer

6 VP’s



Card Balance:

Allies – 6
Axis – 4

Complexity:

4

Conditions: Countryside

Location:

France

Year:

1944

Theater:

Western Front

Summary:

The Arracourt scenario is dominated by a hilly ridge of five hexes which cut across a flank and into the central section, and another smaller ridge in front of that. When the armor comes over the ridge, it becomes a mighty tank battle.



Winning as the Allies

1. Be careful to not launch a premature attack on the left flank. If you are not ready, you will be entering a kill box. It may be wiser to pull back to the secondary row of ridges, to get prepared for attack.

2. The Axis forces are together in the upper right section behind the Marne-Rhine Canal. If you can move in with your armor and some artillery attacks, you are may be able to score at least one medal before they can respond.

3. You have three artillery. Use them to your advantage. If you can move your center one forward a bit, it will improve your attack and control of the center section.



Winning as the Axis

1. Your right and center sections are strong; the left units stuck behind the canal is your weak side. As you are able, get them out of harms way, or they will be easy pickings for the Allies.

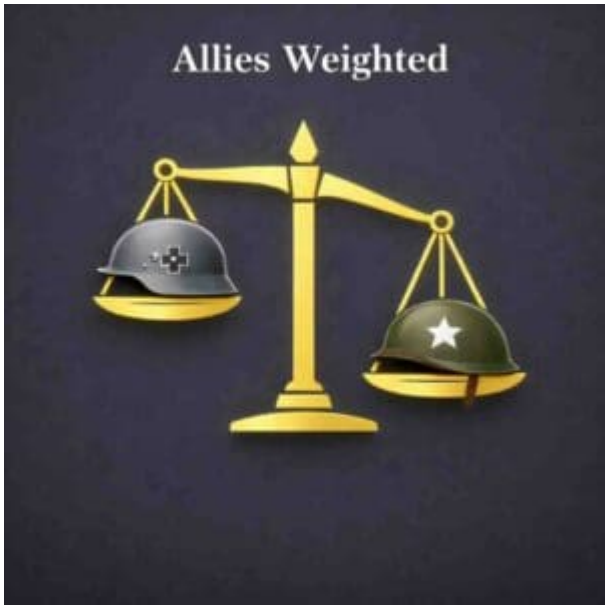
2. Grand Strategy for Axis: the battle will be fought on your right flank with the armor from both sides on the two ridges and the valley between. You need to get your tightly condensed and no-retreat armor out into the open so you can battle well. If you stay backed up against the border on the right flank, your troops will be destroyed.

3. Early goal: eliminate the enemy Infantry at G7, or they will do unnecessary harm to your forces in the center section.

Battle Reports:

(percentage of Allied victories)

60%



Author: RBorg

Link: View Here

General Howitzer / Battle Reports

Arracourt

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**62.22%**
Average medals per side
Allies**4.0**Axis**5.5**
Submitted AARs
45Games reported

Allied victories**28 · 62.2%**
Axis victories**17 · 37.8%**

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Base Game Scenarios

1. Pegasus Bridge→ — Open Scenario
2. Sainte Mere-Eglise→ — Open Scenario
3. Sword Beach→ — Open Scenario

4. Pointe-du-Hoc→ — Open Scenario
5. Omaha Beach→ — Open Scenario
6. Mont Mouchet→ — Open Scenario
7. Vassieux, Vercors→ — Open Scenario
8. Operation Cobra→ — Open Scenario
9. Operatoin Luttich→ — Open Scenario
10. Toulon→ — Open Scenario
11. Liberation of Paris→ — Open Scenario
12. Montelimar→ — Open Scenario
13. Arnhem Bridge→ — Open Scenario
14. Arracourt Current scenario
15. St. Vith, Ardennes→ — Open Scenario
16. Saverne Gap, Vosges→ — Open Scenario
17. Omaha [Overlord]→ — Open Scenario