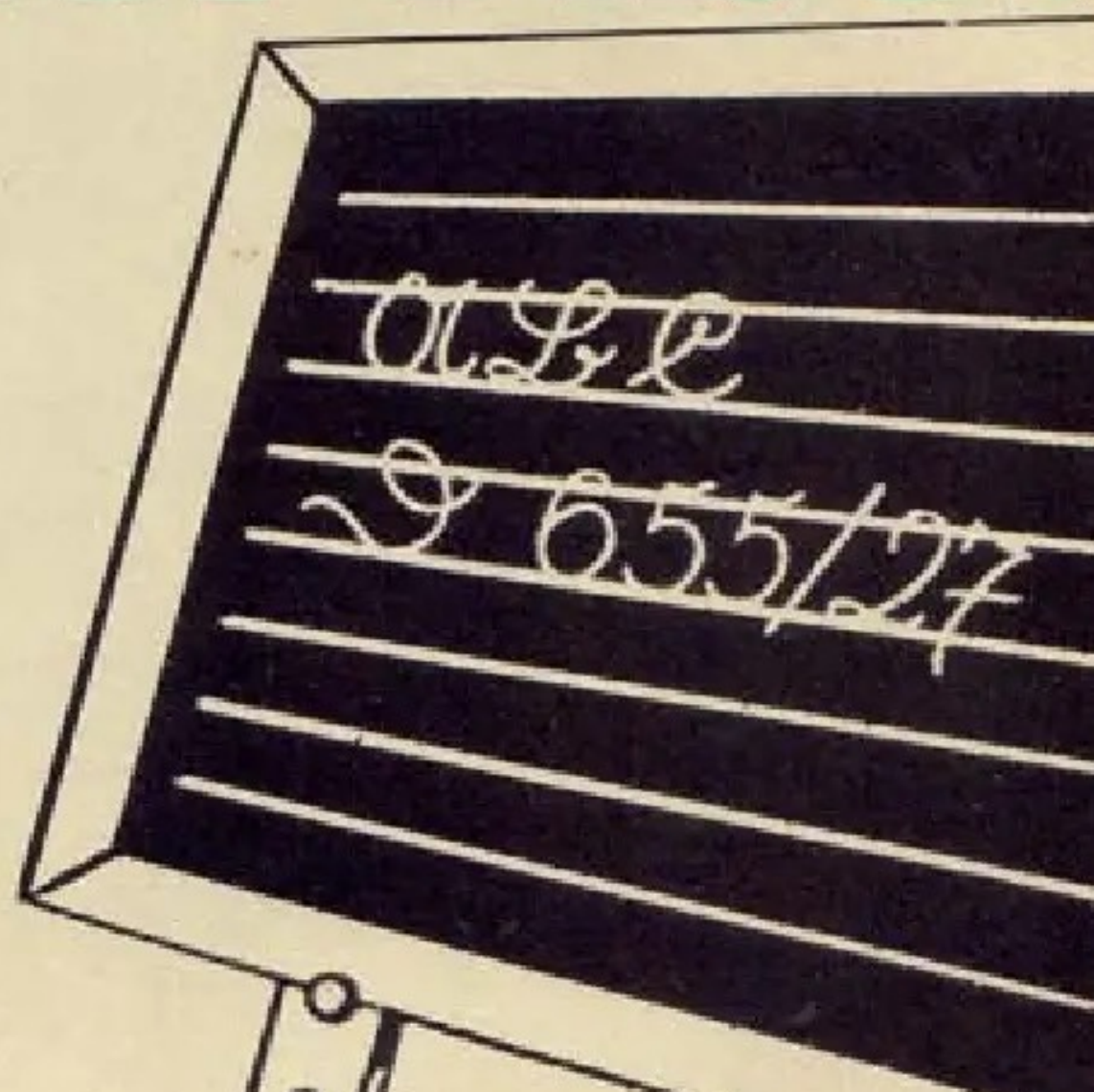


Panther-Fibel



Foreword

On February 13 2025, a curious event occurred that triggered a flurry of Memoir 44 activity. Andreas Eckel posted the comment below on the Memoir 44 Facebook group.

I was searching for quite some time for a house-made rule for the Panther tank (which was an incredible tank killer at long range - but with severe deficiencies in reliability) - unfortunately without any success. As there are Tigers, and other specific tanks with specific rules used in the game, beside the "Standard tanks" - with standard rules, I thought to develop one by myself (and I do apologize for the very poor graphical translation!).

I wanted to combine the excellent and precise gun with an outstanding (frontal) armor protection. At the same time the mechanical deficiencies of the Panther needed to be reflected and overall the unit statistics should still be balanced and not kill everything on the map. May I ask you for your reflections and advice?...and if there is already a unit card - please let me know.

Within a short time a number of people began to discuss, comment, play-test and debate the most effective way of representing the Panther tank on the Memoir 44 board. Up until that time the Panther unit would most probably be represented with a 4 figure Special Forces tank. However, those people involved wanted to take things a little further...

"A prowling long range tank, with a devastating gun yet mechanically unreliable and prone to close quarters attack."

Additionally, we wanted the rules to be simple and easily integrated into the existing game system and we remained mindful that we didn't want a demolition machine "Panther" that destroyed all opposition. A unit (with flaws) that could be employed in a scenario to add an additional strategic element to the game.

This is what we came up with...(below are the people involved in the initial discussion)

Andreas Eckel, Troy Ritter, Marcus Wallis, Luca Kimura, Enrico Musante, Christopher Sharples, Steven Malecek, Aaron Richardson, Phil Simpson, Jeffry Benin, Gino Acciarito, Kevin Kuster.

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INTRODUCTION

When Germany invaded Russia in the summer of 1941, its Panther IV tanks met heavy opposition from Russia's newly unveiled and superior T-34 tanks.

"This was the first occasion in which the apparent superiority of the Russian T-34 to our tanks became plainly apparent." (Heinz Guderian)

Hence, the development of the Panther - a German medium tank intended to counter the Russian T-34 medium tank and to replace the Panzer III and Panzer IV. As it turned out, it served alongside the Panzer IV and the heavier Tiger I until the end of the war. While having essentially the same Maybach V12 petrol (690 hp) engine as the Tiger I, the Panther had better gun penetration, was lighter and faster, and could traverse rough terrain better than the Tiger I.



The Panther was not without its weaknesses. It suffered from chronic reliability issues and had weaker side armor which left it especially vulnerable to flanking fire. These shortcomings arose largely due to simplifications made to improve production rates and address raw material shortages.

The Panther was rushed into combat at the Battle of Kursk in the summer of 1943 despite numerous unresolved technical problems, leading to high losses due to mechanical failures. Most design flaws were rectified by late 1943 and early 1944, though the Allied bombing of production plants in Germany, shortages of high-quality alloys for critical components, shortage of fuel and training space, and the declining quality of crews all impacted on the tank's effectiveness.

The shortcomings of the Panther on the strategic level were of little comfort to those Allied tank crews unlucky enough to find themselves facing one in battle. For all its faults, the Panther was capable of inspiring panic even when massively outnumbered. Its reputation among Sherman and T-34 crews was comparable to that of the massive Tiger and Tiger II tanks as it was effectively invincible when fighting on its own terms.

"It was useless to resist those heavy Panther tanks. The order was just to mount our tanks and get away." (Red Army Intelligence Officer)

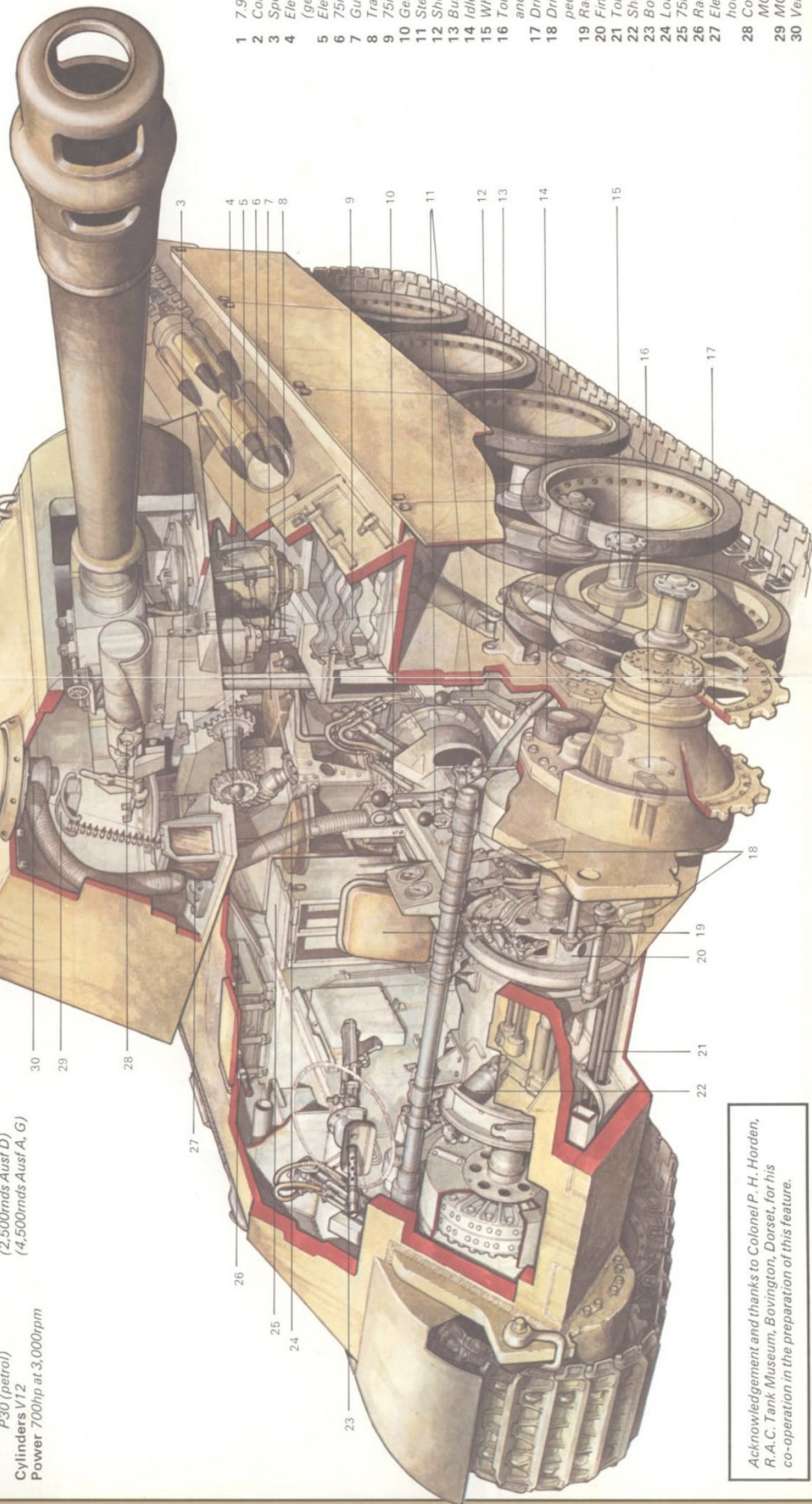
PANTHER Pz Kpfw V

Length Gun front 28.4ft
Less gun 22.63ft
Width 10.82ft
Height 9.84ft
Weight with ammo 98,760lb
Length of track 12.79ft
Track width 2.164ft
Ground clearance 1.77ft
Crew 5
Engine Maybach HL 230
P30 (petrol)
Cylinders V12
Power 700hp at 3,000rpm

Max speed 34.2mph
Road cruising 16-18mph
Fuel consumption
100km road 74 Imp gal
Cross country 148 gal
Fuel capacity 154 Imp gal
Armament
75mm KwK42 (L70)
(79 rounds)
2x7.92mm MG34
(2,500rds Ausf D)
(4,500rds Ausf A, G)

	Nominal ground pressure	Mean maximum pressure
T34	lb/in ²	Kn/m ²
Panther	10.1	69.6
Cromwell	12.6	87.2
Sherman	13.8	95.2
	14.5	100

Nominal Ground Pressure relates weight to track ground contact area. Mean Maximum Pressure accounts for actual pressure, dependent on wheel size and spacing and pitch of track links. Panther therefore had the advantage over soft ground.



- 1 7.92mm MG34
- 2 Commander's cupola
- 3 Spent ammo box
- 4 Elevating gear (gearbox not shown)
- 5 Elevating handwheel
- 6 75mm ammo stowage
- 7 Gunner's seat
- 8 Transverse handwheel
- 9 75mm ammo racks
- 10 Gear lever
- 11 Steering levers
- 12 Shock absorber
- 13 Bump stop
- 14 Idler
- 15 Wheel axles
- 16 Torsion bar anchorage
- 17 Drive sprocket
- 18 Driver's foot pedals (seat not shown)
- 19 Radio op's seat
- 20 Final drive unit
- 21 Torsion bars
- 22 Shock absorber
- 23 Bow 7.92 MG34
- 24 Loader's seat
- 25 75mm ammo boxes
- 26 Radio equipment
- 27 Elevating gearbox housing
- 28 Co-axial 7.92mm MG housing
- 29 MG ammo bridge
- 30 Ventilator

Acknowledgement and thanks to Colonel P. H. Horden, R.A.C. Tank Museum, Bovington, Dorset, for his co-operation in the preparation of this feature.

German Infrared Nightfighting Equipment

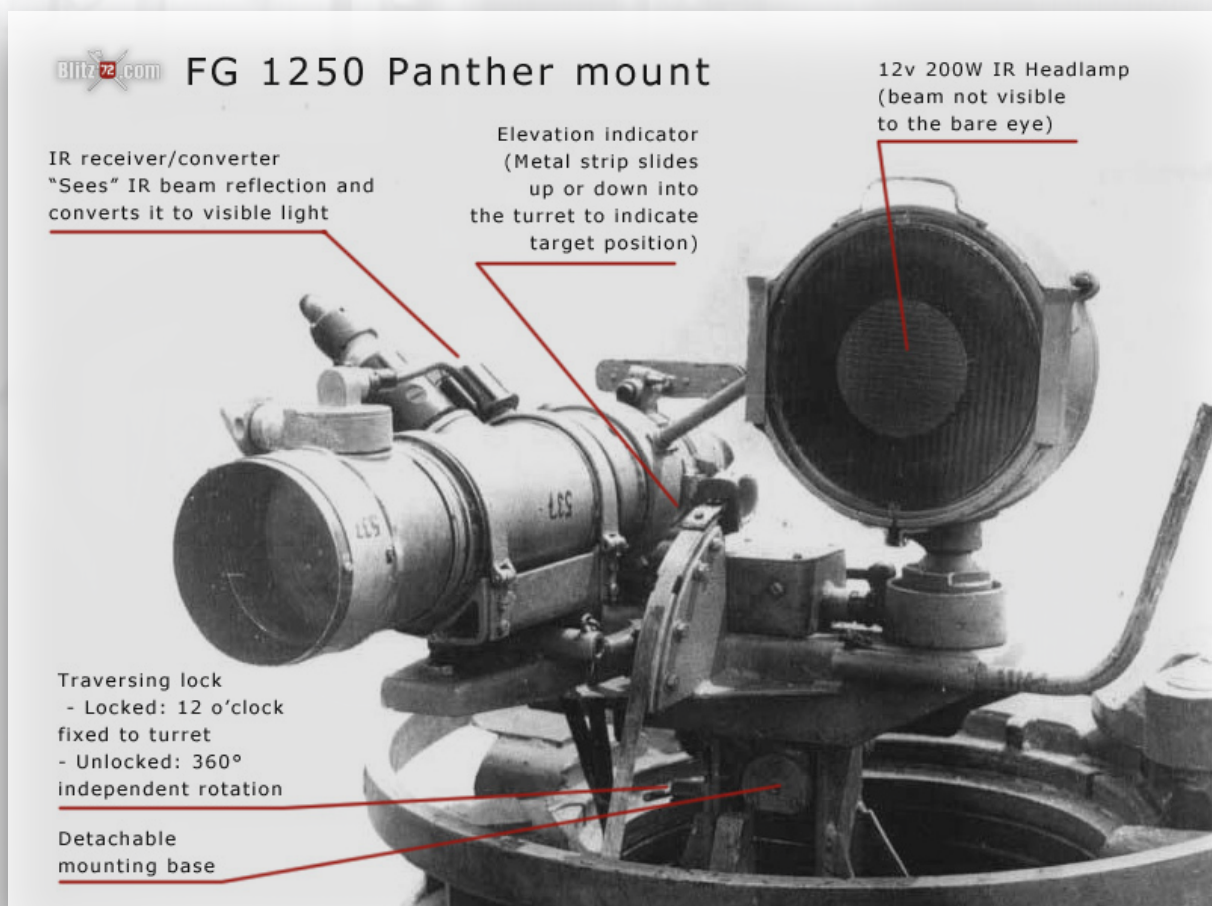
The strength of Allied airpower in Normandy during June 1944 served as a stimulus for the Germans to investigate the option of using Infrared. To be able to point the tank's gun at a target (with the correct elevation) was cutting edge technology in late 1944.

General Guderian suggested that an IR sight should be developed for use with the Panther. The headlamp gave the commander 100 meters of vision ahead of the vehicle. This was thought to be inadequate so the development of an IR observation vehicle the Uhu (owl) was ordered.

By the end of November 1944 the equipment was complete and a dress rehearsal took place in front an eager General Guderian. It did not go well as snowflakes were reflected by the infrared light from the image converter devices.

The sight consisted of an infrared searchlight and an image converter. The searchlight came in various diameters (up to 60cm) but all received the designation Uhu (Owl). In accordance with their intended use there were different versions of night vision devices - Zielgerät (aiming device), Fahrgerät (night driving) and Beobachtungsgerät (observation device).

In practice one 60cm Uhu would be assigned to a group of five IR equipped Panther - the range of the IR viewer on the Panther was increased to 700 meters through the capability of the larger searchlight.



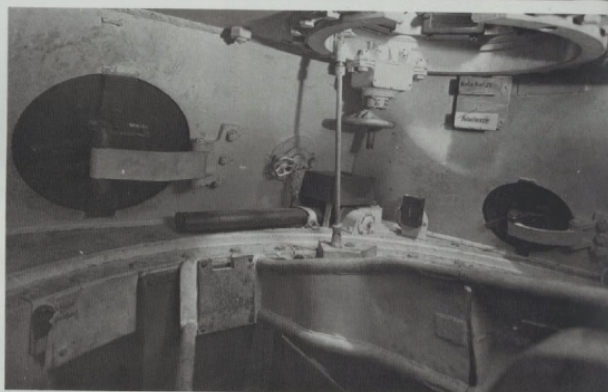
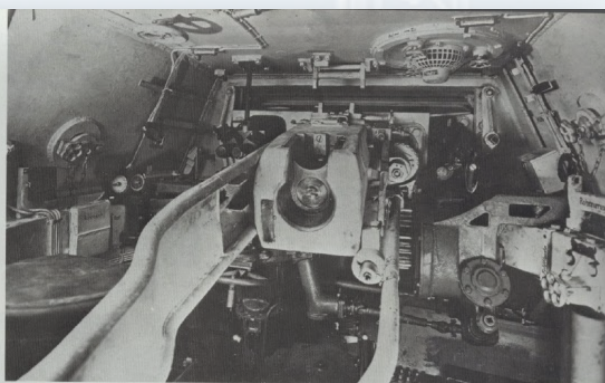


Designer
Designed
Manufacturer
Produced
(1946 - 9)
No. built

Crew

The Panther had five crew members: commander, gunner, loader, driver, and radio operator. The commander, loader and gunner were in the turret, while the driver and radio operator were in the hull of the vehicle. The driver sat on the front-left side of the tank and next to him was the tank's machine gunner, whose tasks also included operating the radio.

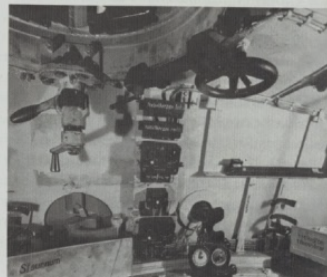
Details of the Panther turret interior on an early version. The commander's seat is to the far left.



The interior of the Panther turret shows the openings for both the pistol ports and communications. The twin gauge for the turret position is just below the pistol port.



On the Ausf. D there were still twin gauge dials for the turret traverse drive.



Cast of Characters

(Bloody Ferdinand) **Ferdinand Schörner**

A German military commander who held the rank of Field Marshal during WW2. Schörner became well known for his ruthlessness. By the end of WW2, he was Hitler's favourite commander.



Schörner is commonly represented in historical literature as a simple disciplinarian and a slavish devotee of Hitler's defensive orders, especially after things started going poorly for Germany around 1942-43.

More recent research depicts Schörner as a talented commander with astonishing organizational ability in managing an army group of 500,000 men during the fighting in late 1944 on the Eastern Front. He was harsh against superiors as well as subordinates and carried out operations on his own authority against Hitler's orders when he considered it necessary.

"Extraordinarily brutal" (Ian Kershaw, Historian)

Gottlob Herbert Bidermann, a German infantry officer, of the 132nd Infantry Division, who served in Schörner's command in 1944-45, reported in his memoirs that the General was despised by officers and men alike.

Ernst Barkmann

One of the top German Panther commanders was SS-Oberscharführer Ernst Barkmann of the 2nd SS-Panzer Regiment Das Reich. In winter 1942-43 he was posted to the SS Division Das Reich on the Eastern Front, where he took part in the Third Battle of Kharkov.

In February 1944, Das Reich was ordered to France to form a part of the 5th Panzer Army, the armored reserve for the expected Allied invasion of June 1944. The division reached the front in early July and fought against the American forces near Saint-Lo. Barkmann was awarded the Knight's Cross of the Iron Cross. Barkmann participated in the Ardennes Offensive in December 1944 and the fighting on the Eastern Front in the spring of 1945.

Barkmann and his crew were credited with the destruction of at least 82 Russian, British and US tanks, 136 miscellaneous armored fighting vehicles and 43 anti-tank guns.



“le maréchal” Philippe Leclerc de Hauteclocque

A French general renowned for his courage, decisiveness, and humility. A skilled military strategist, Leclerc was committed to France's liberation during WW2. Unlike some of his contemporaries, he was known for his pragmatic and down-to-earth approach, often prioritizing the well-being of his men. Leclerc's leadership was marked by a blend of determination and compassion, earning him the respect of both his troops and Allies.



He won a notable victory on September 12-16 1944 at the Battle of Dompierre against the Panzer IV's and Panthers of the German 112th Panzer Brigade by using manoeuvre and air power to compensate for the numerical and technical inferiority of his tanks. Patton personally pinned a Silver Star on Leclerc, and brought with him another six Silver Stars and 25 Bronze Star Medals for other members of the 2e DB. Patton then gave Leclerc his next objective: the town of Baccarat and the bridge there over the Meurthe River. The bridge was captured before the Germans could destroy it. Despite his heroic actions, he remained unpretentious, focusing more on his mission than on personal glory. His quiet confidence and loyalty to France were central to his legacy.

“Abe” Lieutenant Colonel Creighton W. Abrams

A stocky, lantern-jawed, cigar-chomping cavalryman and US army officer. He was one of the most aggressive and effective tank commanders during WW2. Abrams was publicly acknowledged by Patton for his mastery of tank warfare, and he personally demonstrated the 37th Tank Battalion's motto, “Courage conquers.”



Patton said, “I'm supposed to be the best tank commander in the Army, but I have one peer, Abe Abrams. He's the world champion.”

He led from the front in an M4 Sherman tank that he dubbed Thunderbolt, going so far as to paint the name on his tank's armor in large letters (he would go through seven Thunderbolts by the end of the war).

At the Battle of Arracourt, in September 1944, Abrams participated in one of the largest tank-to-tank engagements of the war, Abrams's battalion lost 14 Shermans while knocking out 55 German Panther and Tiger tanks and driving back a German counterattack.

“Bolo” Lashmer Gordon Whistler



A British Army officer during WW2, he served with Field Marshal Montgomery in North Africa and North-Western Europe from 1942 to 1945. Montgomery considered that Whistler...

"was about the best infantry brigade commander I knew"

A week after D-Day, Montgomery called for Whistler and gave him command of the 3rd Infantry Division, with the rank of acting major-general.

The 3rd Division began a move forward with its major action at the crossing of the Meuse-Escaut canal on September 18 1944. The division participated in Operation Market Garden and then took over from the US 7th Armored Division, to capture Overloon and Venray on October 18 1944. One of Whistler's subordinates observed the effect Whistler had on his troops....

"I saw an infantry battalion on its way into battle. They were resting on both sides of the road when Bolo came back from the sharp end. He was driving himself, flag flying and his hat, as usual, on the back of his head. Every man stood up and waved to him as he went past, laughing and waving in reply."

Bogdan Mieczkowski

A 19-year-old Polish resistance fighter who battled in the Warsaw Uprising. His unit mounted an offensive to allow trapped comrades escape from Warsaw's Old Town section. With just eight soldiers and armed only with hand grenades, Mieczkowski thought they risked slaughter.

Two Polish engineers placed dynamite next to a wall separating them from the Germans and then ran across the street. An explosion blasted a hole in the wall, emitting an enormous dust cloud, and Mieczkowski and the others scurried through the opening. As they ran, a German machine gun opened fire. Mieczkowski felt his right arm jerk violently, and brick shards struck his upper thigh as bullets ripped out pieces of the wall, turning them into projectiles.

"I hit the ground and looked at my hand. Instead of my right thumb, a flap of skin was hanging in its place."

He had to continue fighting—only now he was bleeding profusely, his right thumb sliced off and leg pierced by shrapnel. WW2, which had devastated his family and the life he knew, was becoming deadlier every minute.



Generalleutnant Edgar Feuchtinger

In researching these compilations I come across people that are just too interesting not to include. Edgar Feuchtinger is one such figure.

A German General who commanded the 21st Panzer Division in defense of Caen. He has also been described as being the worst ever Panzer General. Originally an artillery Officer, he owed his career advancement to political maneuvering and demonstrated an indefatigable interest in chasing women. His romantic escapades were so excessive that they became a topic of gossip among both German and Allied intelligence.

In May 1944 the reformed 21st Panzer Division was near fully equipped and stationed near Caen. At this time Feuchtinger was in Paris sourcing materials for his division and entertaining an actress girlfriend. He returned to Normandy (with his girlfriend) on June 6 1944 but commanded his division from the rear. On August 1 1944 he was promoted to lieutenant general and on August 6 1944 received the Knight's Cross of the Iron Cross.



Through his connections he was able to source experienced panzer officers (Hans von Luck and Hermann Von Oppeln-Bronikowski). He gave them a great deal of latitude in making decisions and left them to get on with the job. At a point when much of the 21st Panzer Division was caught in the Falaise Gap he sent a message to von Luck....

"From now on you are on your own. I cannot tell you where you will get fuel, ammunition or food. All the best, Luck. Bring me back lots of men from our division." (Edgar Feuchtinger)

Later, while his division was involved in heavy fighting in Northern Alsace, Feuchtinger was living in Celle, Germany. His presence had drawn attention from locals who discovered he was procuring extra food supplies for a girlfriend and using his position to keep three friends out of combat. His former commander Hermann Balck reported that he was also under suspicion of large-scale insurance fraud relating to the purchase of a castle in France during the occupation.

Generalleutnant Edgar Feuchtinger (Continued)

On January 5 1945, Feuchtinger was arrested and charged with

1. Enrichment through the illegal sale of furs.
2. The withdrawal of officers from military service.
3. Misappropriation of Wehrmacht property.
4. Releasing military secrets to a South American mistress.

He was imprisoned in Torgau! Germany, stripped of all military honors, his military rank was reduced to Kanonier (private in the artillery) and condemned to death.

On March 2 1945, Hitler pardoned Feuchtinger and had him reinstated to the front. He was assigned to the 20th Panzer-Grenadier Division as a Kanonier. Feuchtinger deserted from this assignment.

A search began for him on April 12 1945 but was unsuccessful. Instead of going to the front he went to his farmhouse in Celle. On May 29 1945, clad in the uniform of a General, he surrendered to the British. He went through several prison camps, including the British camp for German Generals at Trent Park in North London. His presence in the US internment camp at Allendorf met with strong protests from German officers being held there.



Regardless of his personal integrity or leadership style, his Division had been in continuous action since D-Day. They had been fighting to defend Caen tenaciously, giving little ground against overwhelming firepower. For all of his personal failings it is not easy to see where he could be blamed for taking the wrong action - or where another commander could have played a more decisive role. It seems that as long as he was left alone he did not feel any urge to exert his ego and screw up the plans for those better suited to command.

In May 1953, Feuchtinger was approached by a stranger at the Central Railway Station in Krefeld, Germany. The stranger was a KGB agent who showed Feuchtinger a military police document dated April 12 1945. It is unclear exactly what the document was but the threat of revealing it was enough to elicit assistance from Feuchtinger. He was required to use his position to obtain and pass on information about German re-armament to the Russians. He proceeded to do this for a further seven years until his death during a meeting with his handler in East Berlin in 1960.

Panther Unit Rules

Panther Tank Concept

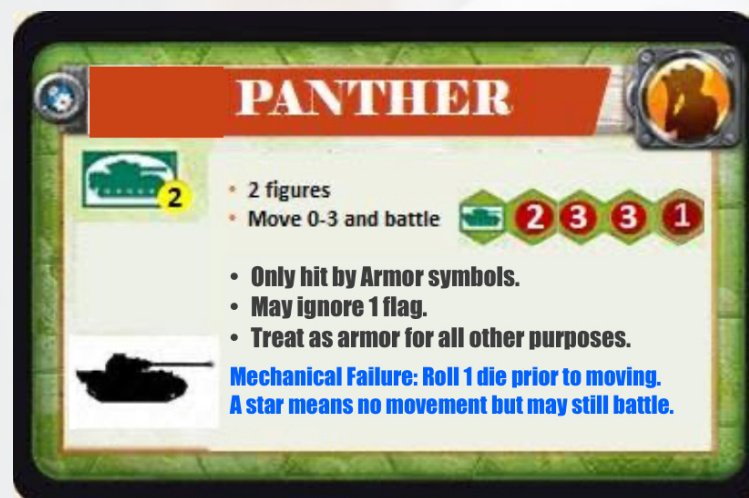
A stealthy long range tank. It delivers hits at a distance but struggles in close engagements due to slow turret traverse, size and often inexperienced crew. It can move rapidly but is prone to periodic mechanical failure.

Number of Panthers

One Panther unit is added to a regular scenario and 1 or 2 Panthers are added to a Breakthrough or Overlord scenario. Before playing a Panther-Fibel scenario check the Panther Scenario instructions on the following pages for specific guidance.

A Panther is typically used to replace German Special Forces Tank units. If stipulated in the scenario notes they can also replace regular armor.

Marcus Wallis Panther



Panthers are only hit by tank rolls - even from Air Power and Barrage Card attacks. (A grenade is not a hit) One exception to this is when multiple flag rolls force the Panther to retreat when it is unable to do so.

Panther units do not need to roll for Mechanical Failure whilst moving to perform an Armor Overrun.

Note : A Panther cannot attack some forms of terrain from an adjacent hex. For example, a Panther cannot attack a Town Hex from the adjacent hex as a town Hex gives a -2 defensive penalty to attacking Armor. From the adjacent hex the Panther rolls 2 dice on attack. $2-2=0$, hence no attack is possible.

Evolution of Rules

The Panther unit went through a complicated development process.

Initially, Andreas Eckel posted on Facebook requesting if anyone knew of any Panther rules. I contacted Andreas and we discussed which attributes would make a good Panther unit.

I began to play test some rules proposed by Andreas and we discussed the best mix to portray the Panther accurately.

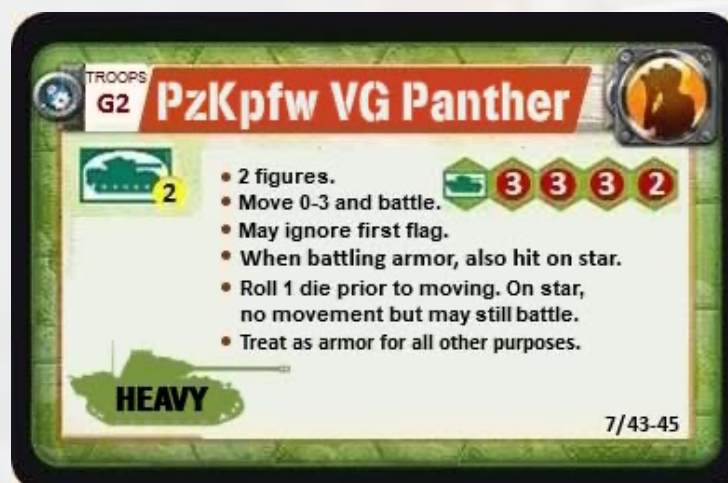
Troy Ritter then entered the discussion. He had already developed a set of Panther rules which he shared with Andreas. Some of Troy's rules (especially those for Mechanical Failure) were compelling and we agreed that they were superior and adopted them into our rules.

A problem remained. Andreas and Troy had a different interpretation of the attacking power of the Panther (The number of dice rolled to attack) to me.

I propose a compromise. On the previous page I have placed what I think is the best mix of our ideas (Marcus Wallis Version). I have play tested them and I am satisfied that they work well with the 16 scenarios of Panther-Fibel.

If you think I am wrong I have included Andreas and Troy's Panther concept and you can modify the rules and determine what you think is the correct balance for yourself.

Andreas Eckel / Troy Ritter Panther



Panther Scenario Guidance

Eastern Front

1. Battle of Kursk (Overview)

One of the four Special Forces tank units can be replaced with a Panther. The Panther should harass units at long range and avoid getting too close to the center of the board. Check the custom ruins rules for the Russian tank.

2. Battle of Kutuzov

Either of the two Special Forces tank units can be replaced with a Panther. If well positioned the Panther can be lethal in the open fields of this scenario.

3. Warsaw Uprising

One of the three Special Forces tank units can be replaced with a Panther. Remember that the Panther struggles in these tight urban environments.

Eastern Front (Continued)

4. Fortress Breslau

Either of the two tank units (with 2 figures) can be replaced with a Panther. Note that both armored units are vulnerable to attack in the starting position - mobilize them early.

5. Battle of Lauban Action 1 BT

One or two regular tank units can be replaced with Panthers.

6. Battle of Lauban Action 2 OL

One or two regular tank units can be replaced with Panthers.

Italy

7. Battle of Aprilia BT

A battle in a swampy muddy hell. Check the movement restrictions in the Special Rules. One or two Special Forces tank units can be replaced with Panthers.

8. Battle of the Senio



The Axis Special Forces tank can be replaced with a Panther. This scenario (translated from Italian to English language) is an interesting tactical battle revolving around control of bridges.

Normandy

9. Battle of Dompair

Either of the two Axis Special Forces tank units can be replaced with a Panther.

10. The Menuet of Baccarat

The Axis regular tank can be replaced with a Panther - in this scenario a well managed Panther can create chaos for the numerically superior Allies.

11. Battle of Arracourt (Reworked)



This scenario is the masterpiece of Panther-Fibel. If you only play one scenario make sure it is this one. One Axis regular tank can be replaced with a Panther.

Holland

12. Battle of Overlook I (US)

The Axis Special Forces tank can be replaced with a Panther. The Axis defensive position in this scenario is stronger than it appears at a first glance.

13. Battle of Overlook II (US)

The Axis Special Forces tank can be replaced with a Panther. The Axis 88 Guns are again formidable. This scenario has been translated from French Into English language.

14. Battle of Overloon III (UK)

The Axis Special Forces tank can be replaced with a Panther. This scenario is the British conflict at Overloon. The previous two scenarios featured the efforts of the US troops. This scenario has been translated from French into English language.

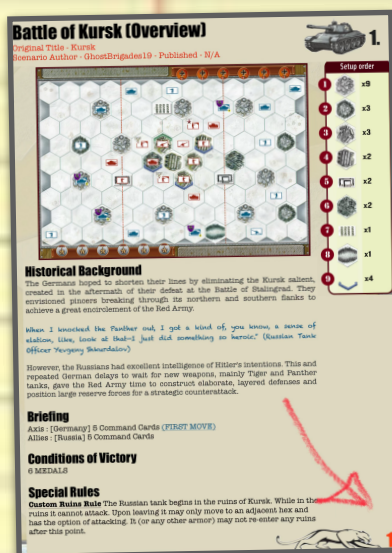
Battle of the Bulge

15. Operation Greif

Either of the two Axis Special Forces tank units can be replaced with a Panther. One of the more peculiar clashes of WW2.

16. German Counterattack at Chaumont

The Axis Special Forces tank can be replaced with a Panther. A battle that tends to unfold in the center of the board.



The Panther icon at the bottom right corner of each scenario indicates how many Panthers can be deployed in the scenario..

Eastern Front

The Panther proved that it was effective at delivering long distance strikes on enemy tanks during the Battle of Kursk. It constituted less than 7% of the estimated 2,400-2,700 total armored fighting vehicles deployed by the Germans, but claimed 267 destroyed tanks. Despite this offensive capability; it is infamous for delaying the start of Operation Citadel by two months. This enabled the Russians to build up an enormous concentration of minefields, anti-tank guns, trenches and artillery defences.

After the losses at Kursk, the German Army went into a state of retreat from the Red Army. The numbers of Panthers on the Eastern Front were slowly built up again and the operational percentage increased as reliability improved. In March 1944 Guderian reported:

"Almost all the bugs have been worked out"

The highest total number of operational Panthers on the Eastern Front was achieved in September 1944, when some 522 were listed as operational out of a total of 728. Throughout the rest of the war Germany continued to keep the great majority of Panther forces on the Eastern Front, where the situation progressively worsened for them.

In August 1944 Panthers were deployed during the Warsaw Uprising as mobile artillery and troop support. At least two of them were captured in the early days of the conflict and used in actions against the Germans, including the liberation of the Gęsiówka concentration camp on August 5 1944, when the soldiers of "Wacek" platoon used the captured Panther (named "Magda") to destroy the bunkers and watchtowers of the camp.

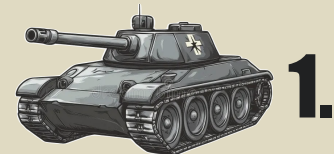
In February 1945 during the Lower Silesian offensive operation, a captured ex-German Panther under the command of the Hero of the Soviet Union Lt. Nikolai Ivanovich Ageev; was used in a reconnaissance mission. At dusk, the tank passed through a forest, and destroyed three enemy Panthers. During its retreat back to Russian positions, it was hit by German artillery and damaged. After the battle the tank was written off due to lack of spare parts and maintenance problems.



Battle of Kursk (Overview)

Original Title - Kursk

Scenario Author - GhostBrigades19 - Published - N/A



Setup order

- 1  x9
- 2  x3
- 3  x3
- 4  x2
- 5  x2
- 6  x2
- 7  x1
- 8  x1
- 9  x4

Historical Background

The Germans hoped to shorten their lines by eliminating the Kursk salient, created in the aftermath of their defeat at the Battle of Stalingrad. They envisioned pincers breaking through the northern and southern flanks to achieve a great encirclement of the Red Army.

When I knocked the Panther out, I got a kind of, you know, a sense of elation, like, look at that—I just did something so heroic.” (Russian Tank Officer Yevgeny Shkurdalov)

However, the Russians had excellent intelligence of Hitler's intentions. This and repeated German delays to wait for new weapons, mainly Tiger and Panther tanks, gave the Red Army time to construct elaborate, layered defenses and position large reserve forces for a strategic counterattack.

Briefing

Axis : [Germany] 5 Command Cards ([FIRST MOVE](#))

Allies : [Russia] 5 Command Cards

Conditions of Victory

6 MEDALS

Special Rules

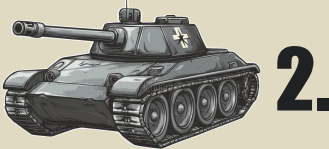
Custom Ruins Rule A Russian tank begins in the ruins of Kursk. While in the ruins it cannot attack. Upon leaving it may only move to an adjacent hex and has the option of attacking. It (or any other armor) may not re-enter any ruins after this point.



Battle of Kutuzov

Original Title - Orel

Scenario Author - rasmussen81 Published - 09/20/2008



Setup order		
1		x13
2		x8
3		x4
4		x3
5		x2
6		x3
7		x3

Historical Background

Operation Kutuzov was the first of the two counter-offensives launched by the Red Army as part of the Kursk Strategic Offensive Operation. On July 12 1943, the Red Army launched an offensive to reduce the Orel slient and destroy a large pocket of German forces, alleviating some of the pressure on the parallel Kursk pocket to the south. Led by the 11th Guards Army under General Bagramian and supported by the 1st and 5th tank Corps, the Red Army began the attack from the north and east.

The Luftwaffe and the Red Air Force flew over a thousand air sorties over the battle raging below. The experience of the German pilots resulted in tactical victories and gave them air superiority in the southern sector. They destroyed around 35 tanks and 14 artillery.

"Instead of enveloping the enemy, we only pushed them out of the bulge." (Marshal Rokossovskyj)

The German 5th Panzer Division tried to prevent the Russian advance and only succeeded after a fierce counterattack. Axis units were pulled from the northern section of the battle of Kursk to stabilize the situation, further spreading their resources.

The Russian attack continued when the 3rd Guards Tank made a drive straight at Orel and the 4th Tank Army tried to exploit the breach in the north. These successful drives threatened to cut off German forces still waging a successful defense along the eastern face, and eventually led to the German evacuation of the salient. The Axis forces, however, were able to make an orderly withdrawl to the Hagen Line, a partially completed defensive line.

The Operation ended on August 18 1943 with the capture of Orel and collapse of the Orel bulge.

Briefing

Axis : [Germany] 5 Command Cards

Allies : [Russia] 6 Command Cards ([FIRST MOVE](#))



Conditions of Victory

7 MEDALS

The outskirts of Orel are 3 **Temporary Medal Objectives** for the Allies.

Special Rules

The original version of this scenario (Panther2) has Air Rules and Balkas hexes.

For enthusiasts I have included below a version of this scenario that was modified to work within the limitations of Memoir '44 Online. It was published on 09/24/2011. It has no Air Rules and River Hexes function as impassable Ravines.



Air Rules Are In Effect. Each player receives one Air Sortie card. Either side can also bring an airplane onto the board using Recon 1 cards, which acts just like an Air Sortie card; the plane must enter the board through a hex in the section ordered.

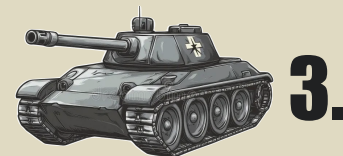
The German airplane is a Messerschmitt BF-109 (Airplanes6)

The Russian airplane is a Yakovlev YAK-9 (Airplanes8)

German planes provide +3 to Air Check rolls against Russian planes to represent the more experienced Axis pilots.

Warsaw Uprising

Scenario Author - player1087327 - Published 07/09/2018



Setup order

- | Order | Icon | Quantity |
|-------|------|----------|
| 1 | | x34 |
| 2 | | x10 |
| 3 | | x6 |
| 4 | | x6 |
| 5 | | x3 |
| 6 | | x3 |
| 7 | | x2 |
| 8 | | x2 |
| 9 | | x1 |
| 10 | | x1 |
| 11 | | x1 |
| 12 | | x1 |
| 13 | | x2 |

Historical Background

The Warsaw Uprising of August 1 1944, by the Polish underground resistance, led by the Home Army (Armia Krajowa), aimed to liberate Warsaw from German occupation. It coincided with the retreat of the German forces from Poland ahead of the Russian advance. While approaching the eastern suburbs of the city, the Red Army temporarily halted combat operations, enabling the Germans to regroup and defeat the Polish resistance and raze the city in reprisal.

"The Soviet attitude was one of the major infamies of this war which will rank for the future historian on the same ethical level with Lidice." (Arthur Koestler)

The absence of Russian support led to allegations that Joseph Stalin tactically halted his forces allowing the Polish resistance to be crushed.

Briefing

Axis : [Germany] 6 Command Cards

Allies : [Poland] 4 Command Cards ([FIRST MOVE](#))

Conditions of Victory

8 MEDALS

Special Rules

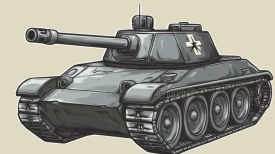
French Resistance Rules (Nations1) for all Polish Units (**OPTIONAL**)



Fortress Breslau

Original Title - Festung Breslau

Scenario Author - arturopala - Published - 07/25/2014



4.



Setup order

- | | | |
|----|--|-----|
| 1 | | x12 |
| 2 | | x9 |
| 3 | | x8 |
| 4 | | x7 |
| 5 | | x4 |
| 6 | | x4 |
| 7 | | x2 |
| 8 | | x2 |
| 9 | | x2 |
| 10 | | x1 |
| 11 | | x1 |
| 12 | | x1 |
| 13 | | x1 |
| 14 | | x4 |
| 15 | | x7 |
| 16 | | x5 |
| 17 | | x5 |
| 18 | | x1 |
| 19 | | x4 |

Historical Background

The Siege of Breslau, was a three month long siege of the city of Breslau in Lower Silesia, Germany (now Wroclaw, Poland), from February 13 - May 6 1945.

In August 1944, Hitler declared the city of Breslau was to become a fortress (Festung), to be defended at all costs. On January 19 1945, civilians were forced to leave, with many dying in the bitter cold of the evacuation.

In late January 1944, the German Army combined with eastern front survivors, auxiliary units, convalescents, volunteers, youth and slave laborers, to hurriedly transform the city into a military fortress. Estimates suggest that there were as many as 150,000 defenders.

"Russians will never take it. I would rather burn it to the ground." (Karl Hanke) 'Gauleiter' of Lower Silesia. In 1941 he was appointed by Hitler as 'Kampfkommandant' (Battle Commander)

The city was besieged as part of the Lower Silesian Offensive Operation on February 13 1945 by the 6th Army of the 1st Ukrainian Front commanded by Marshal Ivan Konev. The encirclement of Breslau was completed the following day. The 1st Ukrainian Front forces tore into the city with the 22nd and 74th Rifle Corps, and the 77th Fortified Region, as well as other smaller units.

The conflict saw destructive house-to-house street fighting with both sides resorting to setting entire districts of the city on fire. After the Russian capture of the Gandauer airfield, the Wehrmacht destroyed many houses and three churches to build a provisional airstrip 900 feet wide and 1.25 miles long. The city was also bombarded to ruin by artillery of the Russian 6th Army, as well as the 2nd Air Army and 18th Air Army.



1.

Historical Background (Continued)

From 15 February 1945, the Luftwaffe made permanent deliveries to aid the besieged garrison, and for 76 days, until May 1 1945, made more than 2000 sorties delivering supplies and evacuating wounded troops.



On May 6 1945, after an 82-day fierce defense and only one day before the unconditional surrender of Germany in WW2, General Niehoff (pictured) relinquished Festung Breslau to the Russians, this was the last major city in Germany to surrender.

Briefing

Axis : [Germany] 4 Command Cards

Allies : [Russia] 6 Command Cards ([FIRST MOVE](#))

Conditions of Victory

6 MEDALS (Germany)

8 MEDALS (Russia)

The Main Rail Station, the Linke-Hoffmann Factory, the Main Market (Ring) and the Cathedral (Dom) are **Temporary Medal Objectives** for the Allies.

The Hydro Power Plant (Kraftwerk) is worth two **Temporary Medal Objectives** for the Allies.

Special Rules

The Axis lay out the Minefields (Terrain29)

The Axis Units with 3 figures are German Home Guard (Volkssturm)

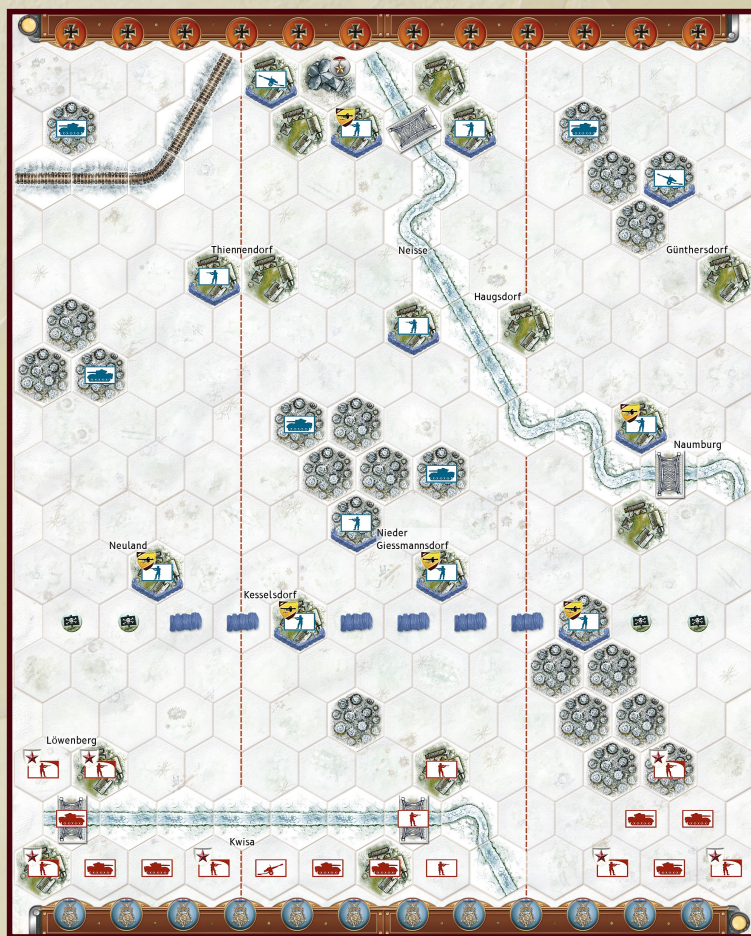
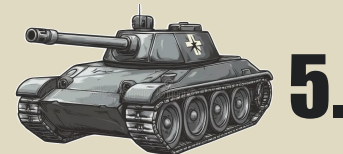
Use (SWA5)

Note : In the original published scenario the Bahnhof Main Rail Station is represented by a Factory Complex. I have replaced this with a RailRoad Station Hex (Terrain39) which has the same terrain features as a Factory Complex Hex (Terrain21). Additionally, the original scenario reminds us that the Railway Embankment Hexes have the same effect as a Hill.



Battle of Lauban - Action 1

Original Title - [Germany] Battle of Lauban -Action 1
Scenario Author - jdrommel - Published - 11/10/2012



Setup order

1		x22
2		x19
3		x14
4		x7
5		x4
6		x4
7		x1
8		x1
9		x12
10		x6
11		x1
12		x4

Historical Background

After the successful Russian offensive from the Vistula to the Oder in January 1945, the 1st Ukrainian Front under the command of Marshall Konev received orders to advance into Silesia and capture Fortress Breslau.

As the 6th Guard Armored Army surrounded Breslau, the 3rd Guard Armored Army proceeded to capture Lauban. On February 17 1945, motorized units of the 6th Guard Armored Corps entered Lauban but were quickly stopped by remnants of the 6.Volks-Grenadier Division defending the city.

As the Russians fought in the street of Lauban, the German high command readied its counter-offensive.

Briefing

Axis : [Germany] 4 Command Cards

Allies : [Russia] 6 Command Cards ([FIRST MOVE](#))

Conditions of Victory

12 MEDALS

The Lauban Church (Terrain19) is a **Temporary Medal Objective** for the Allies.

Special Rules

The Axis lay out the Minefields (Terrain29)

Use Rivers & Waterways (Terrain8). Rivers can only be passed by bridge.

Winter Combat (Actions25) + (Actions26) + (Actions27) (**OPTIONAL**)

Use (SWA5)

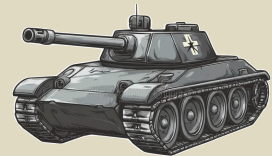


1 or 2

Battle of Lauban - Action 2

Original Title - [Germany] Battle of Lauban -Action 2

Scenario Author - jdrommel - Published - 07/31/2012



6.



Historical Background

The previous scenario (Panther5) detailed how in February 1945, the 1st Ukrainian Front of Marshal Konev surrounded Fortress Breslau. Additionally it detailed how the 6th Guard Armored Corps reached Lauban, but were driven back by the stiff resistance of the 6.Volks Grenadier Division.

"The fighting in Silesia has been characterised as being merciless, with German forces not taking prisoners." (Antony Beevor)

At that time the German high command planned a counter-offensive to relieve Breslau. Two Panzer Korps attacked on either side of Lauban to try to surround the 3rd Guard Armored Army between Lauban and Naumburg. The German attack began on March 1 1945 but the advance was slow because of the defense of Russian troops, particularly around Grissmannsdorf, the place of a Russian tank counterattack. On March 6 1945, the German counter-offensive ended, the Russian troops having evacuated the Lauban area.

Briefing

Axis : [Germany] 10 Command Cards ([FIRST MOVE](#))

Allies : [Russia] 8 Command Cards

Conditions of Victory

15 MEDALS

Günthersdorf and both hexagons of Naumburg are **Permanent Medal Objectives** for the Axis.

Special Rules

Use Rivers & Waterways (Terrain8) Rivers can only be passed by bridge.

Winter Combat (Actions25) + (Actions26) + (Actions27) (**OPTIONAL**)

Use (SWA5)

Setup order

- | | | |
|---|--|-----|
| 1 | | x33 |
| 2 | | x19 |
| 3 | | x11 |
| 4 | | x3 |
| 5 | | x3 |
| 6 | | x3 |
| 7 | | x1 |
| 8 | | x10 |
| 9 | | x3 |

Air Rules Are Optional. If used, one Air Sortie Card is given to each player before the game.



1 or 2

Italy

There is debate over the extent to which Panthers were deployed in Italy. From my research it seems that the first batch arrived in August 1943, with 71 Ausf.D tanks of the 1st SS Panzer Division. They returned to Germany in October 1943, without seeing action in Italy.



However, the 1st Abteilung, 4th Pzr-Regt engaged US forces in February 1944, as reinforcements at Anzio. By the end of May 1944, most had been lost in action with some being destroyed by naval artillery. By mid-June 1944, only 11 were reported as being operational. An additional 38 Panthers were shipped by rail in October 1944, which remained as a tactical reserve until the end of WW2.

The mountainous terrain suited the Panthers when well positioned. They greatly complicated the flanking attacks by Allied forces. However, the British had more and more 17-pounder anti-tank guns engaged in action, and many Panthers were also disabled by indirect fire.

There were also Pantherturm - a fixed fortification based around a Panther turret. They were deployed on the Atlantic Wall, the West Wall defences of Germany and the defensive lines in Italy - only 36 went to the Eastern Front.



Photos of Panthers in the Volturno Valley (Top) and Ravenna (Middle)

Ordnance QF 17 - pounder Anti-tank Gun

The British QF 6 - pounder gun was discussed at a meeting in London in November 1940. It was thought to have inadequate punch to deal with the increasingly heavy armor equipped to German tanks.

The QF 17 - pounder gun was suggested as its replacement. Despite its straightforward design, the carriage design caused delays in its production. It's two wheeled, split trail design had to be massive to withstand the gun's powerful recoil. The 17-pounder was a much bulkier and heavier weapon than its predecessor. As a result, it had to be towed by a gun tractor, such as the Morris Quad, M3 Half-track or the Crusader. It could not effectively be moved by its gun crew alone, especially on poor ground. After firing on soft ground, the 17-pounder frequently had to be pulled out of the ground due to the gun recoil burying the trail spades.



"It is impossible to transport the gun over 500 meters off-road with only the crew's strength. The 7 man crew can push the gun only 100 meters on even terrain. Transport by hand is also difficult due to a lack of comfortable handles. It's no wonder that these guns were frequently left behind due to a lack of things that could tow them away."

Army Intelligence were gravely concerned about the German Tiger tank about to make its appearance in North Africa. The QF 17 pounder gun was the only thing capable of dealing with this new threat. A prototype production line was set up in spring 1942 and the first 100 prototype 17-pounder anti-tank guns were quickly sent to Africa. These early weapons were known as 17/25-pounders and given the codename Pheasant. They first saw action in February 1943.

"The 17pdr AT could see off virtually any German armored vehicle it met, with excellent piercing performance, good accuracy, and a flat trajectory. One gunner described how anything under a thousand yards was basically 'battlesight' needing little effort to adjust for range. (Paul Adams)

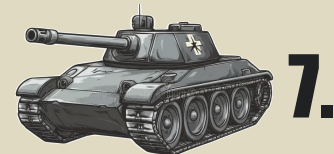
The QF 17 pounder gun was used as an anti-tank gun on its own carriage, as well as equipping a number of British tanks. Used with the ADPS (Armor-piercing discarding sabot) shot, it was capable of defeating all but the thickest armor on German tanks. It was used to upgrade some foreign-built vehicles in British service, notably to produce the Sherman Firefly variant of the US M4 Sherman tank, giving British tanks the ability to hold their own against their German counterparts.

Fully developed 17-pounders started production in 1943 and were first used in Italy. They became one of the most effective weapons on the battlefield, on both carriages and tanks.

Battle of Aprilia

Original Title - [Italy] Anzio, Battle of Aprilia - "The Factory"

Scenario Author - jdrommel - Published - 12/22/2022



Setup order

- | | | |
|----|--|-----|
| 1 | | x25 |
| 2 | | x13 |
| 3 | | x11 |
| 4 | | x10 |
| 5 | | x7 |
| 6 | | x4 |
| 7 | | x3 |
| 8 | | x1 |
| 9 | | x1 |
| 10 | | x5 |
| 11 | | x1 |
| 12 | | x2 |

Historical Background

On February 6 1944, German troops under the command of General von Mackensen had reduced the salient of Campoleone (The Thumb). Phase 2 of the German offensive was the capture of Aprilia at the base of the salient. Aprilia was a stronghold of stone buildings controlling the roads in the area and was known as (The Factory) (pictured on the next page) by units of the 1st British Infantry Division that held control of it.

On February 9 1944, the 65th Infantry Division attacked the British defenses of Buon Riposo Ridge with the support of some Hornisse Jagdpanzers. Kampfgruppe Gräzer, made of mechanized troops of the 29.Panzer Grenadier Division and a battalion of Panther tanks of the Panzer Regiment.4, attacked directly Aprilia.

"Optimism is the elixir of life for the weak." (Rick Atkinson)

By the end of the day, the Factory and Carroceto station had fallen into German hands. An allied counterattack swiftly recaptured Carroceto station. By February 10 1944, the German offensive had slowed down, the muddy conditions had delayed all movement and losses had been heavy, but the Germans had reached their objective and could prepare for their next phase, Operation Fischfang, an overall attack on the Allied bridgehead.



1 or 2

Briefing

Axis : [Germany] 6 Command Cards ([FIRST MOVE](#))

Allies : [Britain/United States] 5 Command Cards

Conditions of Victory

12 MEDALS

The four town hexes of Aprilia form a **Temporary Majority Medal Objective** worth one medal for whoever controls it, so the Allies begin the game with one medal.

The railway station of Carroceto is a **Temporary Medal Objective** for the Axis.

Special Rules

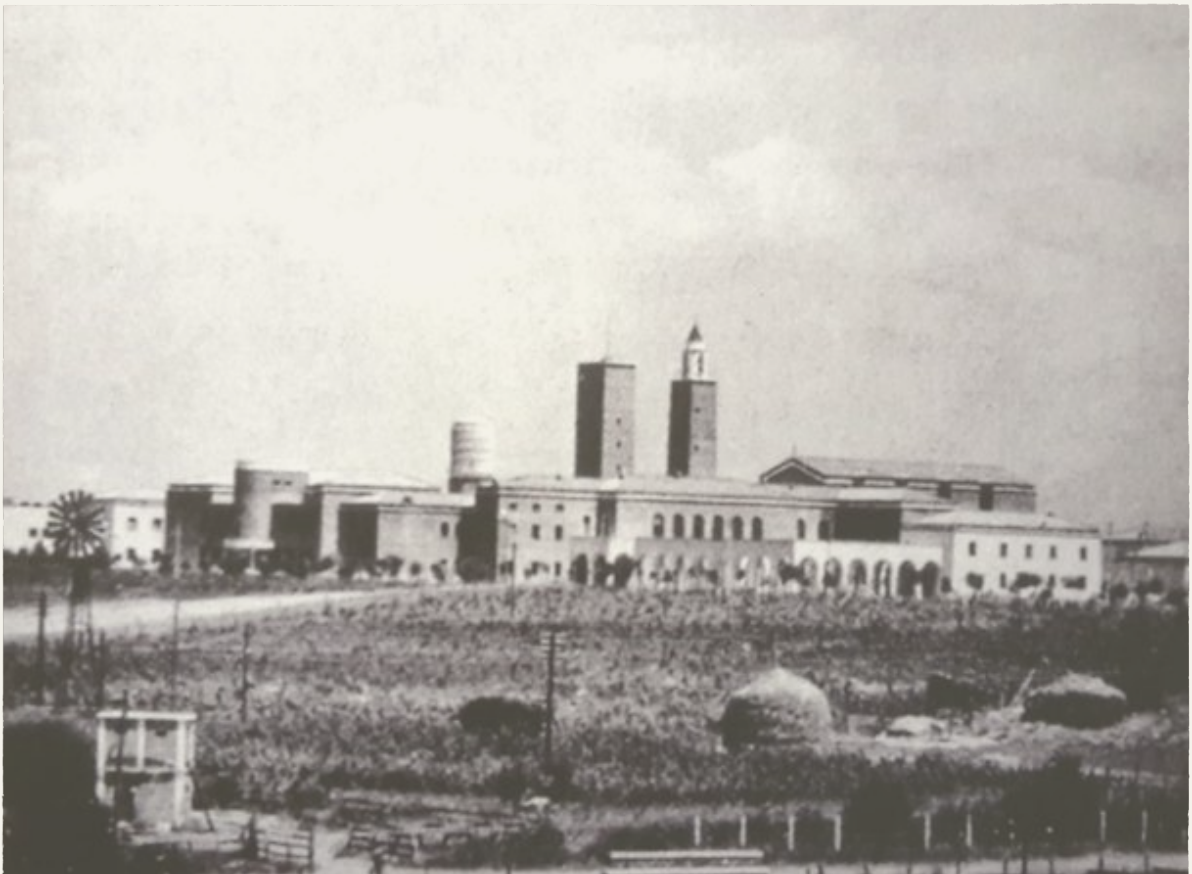
British Commonwealth Forces (Nations5) for all British Units **NOT** US Units

Half-Track (Troops18) and Re-supply (Actions24) for the Axis Unit.

Because of the muddy conditions, **ALL** armored units can only move only two hexagons. If the armored units are on road hexes then they move in the normal way.



[New Flight Plan Rules Are Optional.](#)

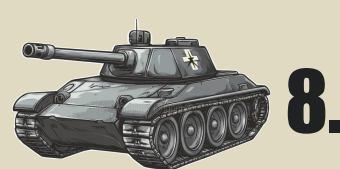


Battle of the Senio

RECOMMENDED

Original Title - Battaglia Del Senio -Italia - Bagnacavallo/Alfonsine (RA)

Scenario Author - player_526779 - Published - 03/24/2009



Setup order

- 1  x14
- 2  x10
- 3  x6
- 4  x6
- 5  x4
- 6  x4
- 7  x8
- 8  x6
- 9  x1
- 10  x1

Historical Background

The power vacuum left vacant after the armistice of September 8 1943, was immediately filled by the Germans. As allies, they never won the hearts and minds of the Italian people. Now, they were thought of as a foreign army of invaders. Throughout villages there were now deserted streets, bomb shelters and a looming silence, only broken by the aerial bombings of the allies and the barking of orders.

As Ravenna was liberated on December 4 1944, British troops stood on the right bank of the river Lamone looking towards Bagnacavallo and Alfonsine. The latter township had been under fire from Allied artillery for days and 70% of its buildings had been destroyed.

"The whole eastern horizon was a mass of noises. The bullets produced an endless range of sound effects: the 25-pound ones whized with the sound of a large torn curtain, while the 4.5 and 5.5 slit the air like trains launched at full speed passing over our heads and plunging on the embankment. Sometimes the roar became harsher, as if the sky were an immense steel door slammed in the face of the enemy... It seemed impossible that all that noise came from an invisible source and he looked up as if expecting to see the sky torn and torn by the passing bullets, just as the cartoonists show them. But there was nothing, except the haze and the planes flying in circles." (John Ellis)

On the night of December 10-11 1944, a small contingent of Canadian soldiers managed to cross the Lamone River and formed a bridgehead without drawing too much attention from the Germans. As supplies and spare parts could not arrive due to the lack of a bridge, this initial Allied push began to fade. The Germans, sensing that they had the upper hand, launched a counter-offensive but Allied air support arrived giving the Canadian soldiers time to reorganise.



Briefing

Axis : [Germany] 5 Command Cards

Allies : [Canada/British/Commonwealth/Poland] 5 Command Cards ([FIRST MOVE](#))

Conditions of Victory

6 MEDALS

Any of the hexes adjacent to the Bailey Bridge on the Lamone River are a **Temporary Medal Objective** for Axis infantry units. Only one medal can be obtained in this way, even if several units are adjacent to the bridge.

The Allies win by **Sudden Death Objective** if they take possession of the Medal located on the Alfonsine town hex. This represents the withdrawal of the Axis forces.

Special Rules

Use Rivers & Waterways (Terrain8). Rivers can only be passed by bridge.

Custom Blowing Up Bridges Rules An Axis infantry unit can also choose to demolish the Bailey Bridge. To do so the Infantry Unit must be adjacent to the Bailey Bridge hex. At the beginning of the turn the unit must use a Command card of the same section as the demolition order, no other orders are allowed during this turn. Once the bridge is demolished, the Axis receive a **Permanent Medal Objective**.

"For many soldiers, time stopped on the soil of Romagna, in the town of Villanova, on the river Senio. Their homes were far away in Canada, where the rays of the moon lay gently on the faces of children falling asleep in a young and healthy fatigue.

"Their 'home away from home' was the war-torn country of Italy, the towns of Villanova and Bagnacavallo.

"Here, a place where fear kept people indoors, holding their breath while the distant noise of bombs loomed everywhere. By night, only the voice of the fountains sounded through the streets of towns frightened into submission by the spectre of death, where only the innocent victims of unannounced aerial bombardments remained, their bodies strewn amid shards of glass and rubble.

"The Liberators, caked in mud and dust, made their way through villages of destroyed houses, schools full of evacuees and refugees, unusable railways; and in the background, the constant rumble of bombs, the grenades that wrought havoc on so much human life, artillery fire that made the walls shake and the air tremble.

(Rosalia Fantoni) As a small child she lived in fear and hunger as war raged on around her. Her town Villanova was liberated on Dec. 11, 1944 by the Cape Breton Highlanders.

France

In June 1944, there were only 156 Panthers on the Western Front. By August 1944, the number was bolstered, to a strength of 432 Panthers. Most of the German tanks in Normandy were fighting the Anglo-Canadian forces of the 21st Army Group around Caen. While there was heavy wooded bocage around Caen, most of the terrain was open fields which allowed the Panther to engage the enemy at long range — far enough that the Shermans could not respond.

"The Panther was poorly suited for hedgerow terrain because of its width. Long gun barrel and width of tank reduce maneuverability in village and forest fighting. It is very front-heavy and therefore quickly wears out the front final drives, made of low-grade steel. High silhouette. Very sensitive power-train requiring well-trained drivers. Weak side armor; tank top vulnerable to fighter-bombers. Fuel lines of porous material that allow gasoline fumes to escape into the tank interior causing a grave fire hazard. Absence of vision slits makes defense against close attack impossible." (Panzer Lehr Division, Gen. Fritz Bayerlain)

British anti-tank regiments had US-supplied M10 tank destroyers that had their 3-inch gun replaced with the 17pdr gun. They could strike the Panthers at long range. The British also began converting M4 Shermans to carry the 17-pounder gun (Sherman Firefly) prior to the D-Day landings. Only one in four were a Firefly variant, but their lethality made them priority targets for German gunners.

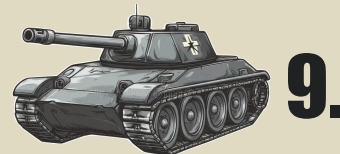


During September-October of 1944, Panthers were sent to France to stop the Allied advance with counterattacks. This saw a number of tank battles; firstly at Dompierre September 12-14 1944 against the French 2nd Armored Division where the newly formed 112 Panzer Brigade was decimated. Soon after that, the Battle of Arracourt September 18-29 1944 took place where 118 Panthers were destroyed. The Panther units were newly formed, poorly trained and tactically disorganized; most units ended up stumbling into ambushes against seasoned US tank crews.

Battle of Dompaire

Original Title - [2ème DB] Battle of Dompaire

Scenario Author - jdrommel - Published - 12/16/2010



Setup order

- | | | |
|----|--|-----|
| 1 | | x23 |
| 2 | | x9 |
| 3 | | x9 |
| 4 | | x8 |
| 5 | | x6 |
| 6 | | x3 |
| 7 | | x2 |
| 8 | | x1 |
| 9 | | x1 |
| 10 | | x1 |

Historical Background

After the Liberation of Paris, the 2nd French Armored Division of General Leclerc, attached to the 3rd US Army, moved quickly to the Moselle. On September 12 1944, Combat Team Langlade had liberated Vittel and was moving near Dompaire.

"A brilliant example of effective air-land cooperation." (Wade H. Haislip)

In this city, the French division collided with the newly created 112.Panzer Brigade, equipped with Panther tanks. With the help of a consistent air support, Leclerc's Division had seized Dompaire despite a Panzer IV tank counterattack arriving from Darney to help the Panthers battalion. By the end of September 13 1944, the Germans had taken the heaviest tank losses of any day of fighting on the western front during 1944-45.

Briefing

Axis : [Germany] 6 Command Cards

Allies : [France] 6 Command Cards ([FIRST MOVE](#))

Conditions of Victory

7 MEDALS

Special Rules

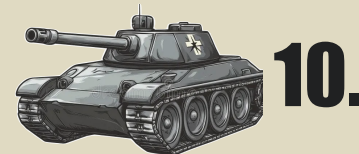
Air Strikes (Actions3) are available to the Allies.

Air Power Cards are **NOT** available to the Axis. Discard and take another card.



The Menuet of Baccarat

Original Title - [2ème DB] The minuet of Baccarat
Scenario Author - jdrommel - Published - 05/14/2012



Setup order

- | | | |
|----|--|-----|
| 1 | | x11 |
| 2 | | x9 |
| 3 | | x7 |
| 4 | | x3 |
| 5 | | x3 |
| 6 | | x2 |
| 7 | | x1 |
| 8 | | x1 |
| 9 | | x7 |
| 10 | | x2 |
| 11 | | x1 |
| 12 | | x9 |

Historical Background

After the battle of Dompierre, the 2nd French Armored Division advanced to the Meurthe River where they ran out of supplies. For a month, they reinforced their strength and refueled and by the end of October were ready to attack Baccarat by encircling it.

"The whole show was prepared in detail, on a recognized stage, executed by a well-established and well-supervised troupe, led to a hellish train by commanders of resolute sub-groups and impregnated with the triple principle of use of the armored weapon: surprise, speed, power." (André Martel)

On the morning of October 31 1944, the attack was triggered by a massive burst of artillery fire. One by one, the various sub-groups of the Division neutralised positions commanding the city. They then advanced north bypassing the main German defences before pivoting towards and liberating Baccarat by noon that day. This movement of the French Division was called "The Menuet of Baccarat".

Briefing

Axis : [Germany] 4 Command Cards

Allies : [France] 5 Command Cards ([FIRST MOVE](#))

Conditions of Victory

6 MEDALS (Allies must hold the **Permanent Medal Objective** of Baccarat)

Special Rules

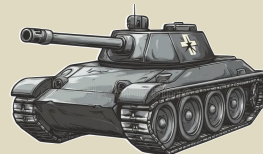
Use Rivers & Waterways (Terrain8). Rivers can only be passed by bridge.
The Axis lay out the minefields (Terrain29)



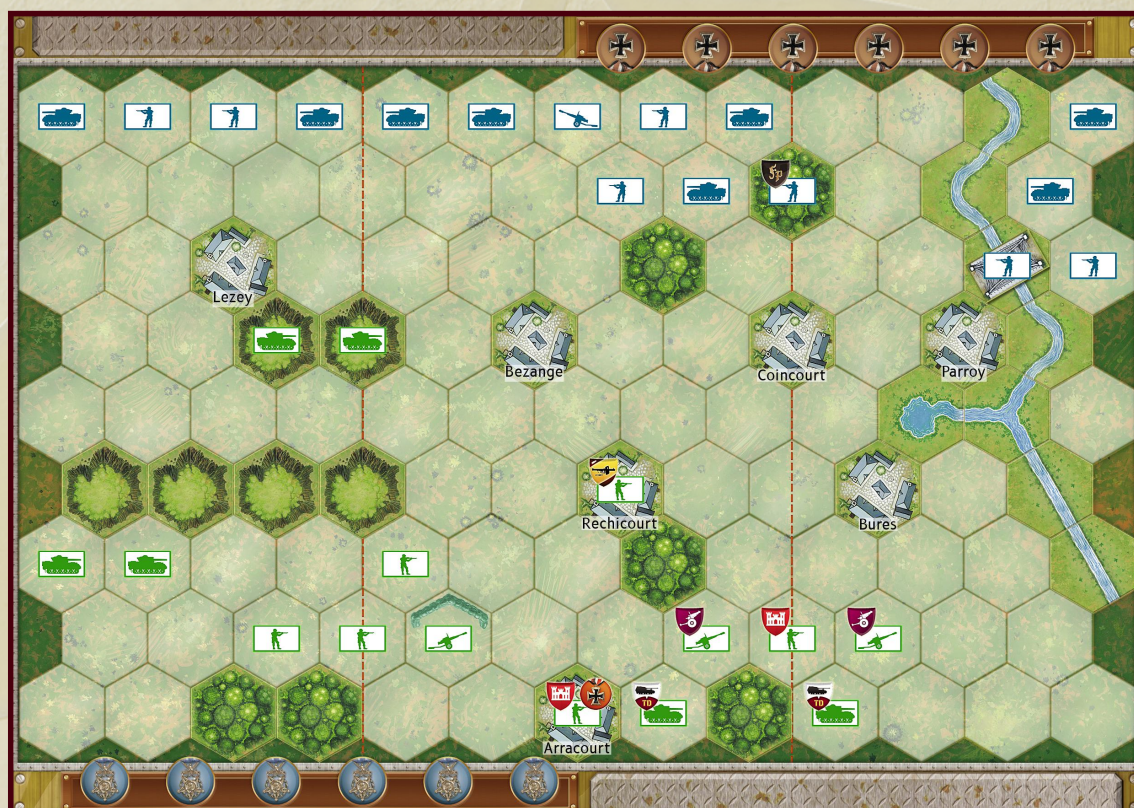
Battle of Arracourt (Reworked)

Original Title - By Their Deeds Alone

Scenario Author - amk211 - Published - 09/30/2021



11.



Setup order

- 1 x7
- 2 x6
- 3 x6
- 4 x3
- 5 x3
- 6 x1
- 7 x1
- 8 x1
- 9 x1
- 10 x1

Historical Background

Elements of the 5th Panzer Army's 111th & 113th Panzer Brigades attack CCA 4th Armored Division and Lieutenant Colonel Creighton W. Abrams' 37th Tank Battalion. The German Panzer Brigades were hastily trained and poorly led by Eastern Front officers who were unfamiliar with the tactics employed by Allied units in France.

This is a rework of Scenario 14 Arracourt from the Memoir 44 base set. The author (amk211) made these adjustments to free up the 1/4 of the Axis forces stuck behind the Marne Rhine Canal.

Briefing

Axis : [Germany] 5 Command Cards ([FIRST MOVE](#))

Allies : [United States] 6 Command Cards

Conditions of Victory

8 MEDALS The Axis win by **Sudden Death Objective** if they take possession of the Medal located on the Arracourt Town Hex.

Special Rules

Conditions were misty the Air Power Card functions as a Barrage Card.

Custom Visibility Rule : Turn 1 visibility is 2 hexes. At the beginning of each subsequent turn the Axis rolls a six sided die. The mist lifts if the roll is less than or equal to the turn number. (example, on turn 3 the mist lifts on a roll of 1, 2 or 3).

Axis can select two infantry units to become an AT, Mortar, or MG unit.

Use (SWA4) + (SWA5) + (SWA6) + (SWA7)



1

Lt. Col. Charles "Bazooka Charlie" Carpenter

A US Army officer and observation pilot who served in WW2. He is most known for destroying several enemy armored vehicles in his bazooka-equipped L-4 Grasshopper light observation aircraft.

Upon arriving in France in 1944, Carpenter was assigned an L-4 Grasshopper for an artillery spotter role and reconnaissance missions. Assuming a 150-pound (68 kg) pilot and no radio aboard, the L-4H had a remaining cargo or passenger weight capacity of approximately 232 pounds (105 kg). The additional weight of radio and radio operator often exceeded this limit. Inspired by other L-4 pilots who had installed bazookas as anti-tank armament on their planes, Carpenter added bazooka launchers to his plane as well. Carpenter's plane, bearing USAAF serial number 43-30426, was known as Rosie the Rocketeer.



From September 20-25 1944, Fifth Panzer Army ordered sub-units of the 111th Panzer Brigade and the understrength 11th Panzer Division into a series of attacks against the Arracourt position. On September 20 1944, Panther tanks moved towards CCA's headquarters, and several 4th Armored Division support units were pinned down or trapped by the German advance.

Initially, Carpenter was unable to spot the enemy due to low clouds and heavy fog, which finally lifted around noon. Spotting a company of German Panther tanks advancing towards Arracourt, Carpenter dived through German ground fire in a series of attacks against the German tanks, firing all of his bazooka rockets in repeated passes. Returning to base to reload, Carpenter flew two more sorties that afternoon, firing no fewer than sixteen bazooka rockets at German tanks and armored cars, several of which were hit.

"Attack, attack and then attack again." (Charles Carpenter)

Carpenter's actions that day were later credited and verified by ground troops with knocking out two Panther tanks and several armored cars, while killing or wounding a dozen or more enemy soldiers. He was eventually credited with destroying six enemy tanks, including two Tiger I heavy tanks. Carpenter's actions also forced the German tank formation to retreat to its starting position, in the process enabling a trapped 4th Armored water point support crew to escape.

"Word must be getting around to watch out for Cubs with bazookas on them. Every time I show up now they shoot with everything they have. They never used to bother Cubs. Bazookas must be bothering them a bit." (Charles Carpenter)

By war's end, Major Carpenter had destroyed or disabled several German armored cars and tanks (he was officially credited with six tanks destroyed).

Holland

In September 1944, British General Montgomery envisioned Operation Market Garden. With air landings at Arnhem and the liberation of a narrow corridor through the southern Netherlands, it would be possible for the Allies to advance toward Berlin.

The plan only partially succeeded. The Allies then focused on securing and broadening the corridor, which meant capturing Overloon and Venray, towns on the road towards Venlo, a key German bridgehead. The German forces, dug in around Venlo and fiercely defended their positions, leading to intense fighting in the Overloon area on September 30 1944. German Panther tanks and American Sherman tanks attacked each other with ferocity.



"Mortar bombs were screeching overhead. It was soon clear that no further progress could be made. The young captain was shouting through the wireless mouthpiece to his commanding officer - the noise of the battle was so deafening." (Regimental stretcher-bearer Gordon Scriven)

On October 12 1944, British troops entered the fray. They attacked from the woods at Stevensbeek, whilst opening fire with more than 200 guns, which were set up in St. Anthonis, Oploo, Stevensbeek and De Rips. Their concentrated shellfire almost wiped Overloon from the map. This was followed by house-to-house fighting throughout the streets of Overloon.

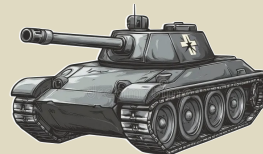
Even after Overloon was taken, the battle was not yet over. There was still fierce fighting in the woods. The fighting was so fierce at Loobeek, the stream became known as the "blood stream". Ultimately, it took nearly three weeks before Overloon and further south Venray were liberated. On Wednesday October 18 1944, the Allies liberated Venray. The Battle of Overloon had been won.

The Battle of Overloon is known as the most intense tank battle that ever took place on Dutch soil.

Battle of Overloon I

Original Title - A Place of Peace

Scenario Author - Lucky Duck - Published - 01/25/2013



12.



Setup order

- | | | |
|----|--|-----|
| 1 | | x17 |
| 2 | | x9 |
| 3 | | x6 |
| 4 | | x4 |
| 5 | | x2 |
| 6 | | x2 |
| 7 | | x2 |
| 8 | | x1 |
| 9 | | x1 |
| 10 | | x1 |
| 11 | | x1 |
| 12 | | x6 |
| 13 | | x2 |
| 14 | | x1 |
| 15 | | x5 |

Historical Background

After Operation Market Garden, retreating German troops set up a bridgehead at a bend in the Meuse River near Overloon. They were reinforced by troops arriving from nearby Germany. To stop counterattacks and shore up their flank in preparation for an advance into the Rhineland, the US 7th Armored Division was sent to destroy the bridge and secure the surrounding towns and villages.

"In ancient Dutch loon literally means - Place of peace."

The US were not prepared for the dismal muddy conditions and underestimated the tenacity of the German defenders who were up for a fight.

Briefing

Axis : [Germany] 5 Command Cards

Allies : [United States] 5 Command Cards ([FIRST MOVE](#))

Conditions of Victory

7 MEDALS

The Church is a **Temporary Medal Objective** for both sides. The Axis start with a sniper in the church, so they start the battle with one medal.

The far side of the bridge over the Meuse river is a **Permanent Medal Objective** for the Allies.

Special Rules

The Axis lay out the Minefields (Terrain29)

The Allied Mobile Artillery represents Allied Tank Destroyers. You can experiment with playing them as Tank Destroyer units. (**OPTIONAL**)

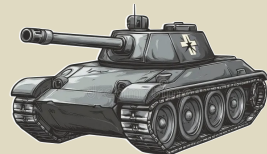


1.

Battle of Overloon II

Original Title - Bataille D'Overloon

Scenario Author - R1-44 - Published - 08/24/2017



13.



Ordre de pose

- | | | |
|---|---|-----|
| 1 |  | x18 |
| 2 |  | x7 |
| 3 |  | x1 |
| 4 |  | x1 |
| 5 |  | x4 |
| 6 |  | x2 |
| 7 |  | x6 |

Historical Background

After the failure of Market Garden, the Allies found themselves blocked in front of the Rhine. The Germans decided to establish a bridgehead in front of the Meuse in the Venray-Venlo-Blerick sector. The 107th German Armored Brigade settled in Overloon, realizing that the US troops were moving towards their position.

Fighting began on September 30 1944. The US forces were divided into two combat groups, Group A towards Stevensbeek and B towards the Overloon Woods. Both groups found themselves under heavy fire from German 88mm guns. Outside of Overloon, territorial gains were low with US troops not progressing through the minefields despite extensive air support.

The Germans counterattacked on October 3 1944, raining 88mm shells on US positions. By October 4 1944, the Allies tried to encircle the city. Allied aerial bombardment targeted the De Hattert Castle, where the Luftwaffen Festungs Battalion X and its 88mm guns were located. It was reduced to ruins but the assault failed and US troops were withdrawn from the front on October 8 1944.

Briefing

Axis : [Germany] 5 Command Cards

Allies : [United States] 5 Command Cards ([FIRST MOVE](#))

Conditions of Victory

6 MEDALS

Stevensbeek and Overloon are both **Temporary Medal Objectives** for the Allies.

Special Rules

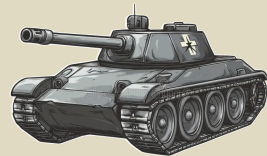
The Americans can launch Air Strikes (Actions3)

The Axis lay out the Minefields (Terrain29)



1.

Battle of Overloon III



14.

Original Title - Libération D'Overloon

Scenario Author - R1-44 - Published - 08/24/2017



Ordre de pose

1		x21
2		x20
3		x9
4		x4
5		x1
6		x1
7		x1
8		x1
9		x1
10		x8

Historical Background

British troops relieved US units in the Overloon area on October 7 1944. The British forces were composed of the 3rd Infantry Division, supported by Churchills of the 6th Guards Tank Brigade. On October 12 1944 200 English guns bombarded Overloon from De Rips, Sint Anthonis and Stevensbeek, reducing the city to ruins. The British advanced into the forest of Overloon, where violent fighting took place. Churchill tanks came under fire from the German 88 Guns and Minefields inflicted many losses on the advancing British.

The British nevertheless managed to progress and liberated the city in the afternoon. Fighting continued in the surrounding forests. The fierce resistance of the Germans prevented the English from taking nearby Venray.

Briefing

Axis : [Germany] 5 Command Cards

Allies : [Britain] 5 Command Cards ([FIRST MOVE](#))

Conditions of Victory

6 MEDALS

Overloon Church is a **Temporary Medal Objective** for the Allies

Special Rules

The Axis lay out the Minefields (Terrain29)

Due to flooded terrain, tanks can only move one hex, except on the roads.



1

Battle of the Bulge



The Battle of the Bulge, was the last major German offensive on the Western Front. It was fought from December 16 1944-January 25 1945 and took place in the densely forested Ardennes region of Belgium and Luxembourg. Hitler's goal was to split the British and US armies and force the Allies to negotiate a peace treaty.

The Germans launched a surprise attack catching the Allies, primarily US troops, by surprise. The Germans initially achieved some success, pushing westward through the Allied lines and creating the bulge that gave the battle its name. The US troops, despite being outnumbered and outgunned, fought fiercely, slowing down the German advance. The Allies, including the US 101st Airborne Division, held key positions like Bastogne, and the German advance eventually stalled due to weather, supply problems, and Allied counterattacks.

A status report from December 15 1944 listed an all-time high of 471 Panthers assigned to the Western Front, with 336 operational. This was one day before the start of the Battle of the Bulge. The Battle of the Bulge ended with an Allied victory, although at a high cost for both sides. It was a significant setback for the German war effort.

"While a Panther was superior to a Sherman in the hands of an experienced crew, inadequate training, coupled with Sherman numerical superiority, resulted in a poor combat performance for the vehicle during the offensive." (Steven Zaloga)

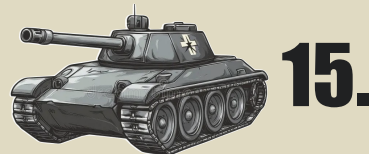
The Panther demonstrated its prowess in open country, where it could hit targets at long range with near-impunity, and its vulnerability in the close-in fighting of the small towns of the Ardennes, where they suffered heavy losses.

In February 1945, 271 Panthers were transferred from the West to the Eastern Front.

Operation Greif

Original Title - The Battle for Malmedy

Scenario Author - player_126474 - Published - 02/12/2009



Setup order

- | Order | Icon | Count |
|-------|-----------|-------|
| 1 | Grass hex | x15 |
| 2 | Grass hex | x12 |
| 3 | Grass hex | x9 |
| 4 | Grass hex | x8 |
| 5 | Grass hex | x6 |
| 6 | Grass hex | x3 |
| 7 | Grass hex | x2 |
| 8 | Grass hex | x2 |
| 9 | Grass hex | x2 |
| 10 | Grass hex | x1 |
| 11 | Grass hex | x1 |
| 12 | Grass hex | x1 |
| 13 | Grass hex | x1 |
| 14 | Grass hex | x1 |
| 15 | Grass hex | x3 |
| 16 | Grass hex | x4 |
| 17 | Grass hex | x8 |
| 18 | Grass hex | x3 |

Historical Background

Panzer Brigade 150 was formed in 1944 in preparation for the German Ardennes offensive. Their task was to capture the vital Meuse Bridges in advance of the main German force. Under the command of Otto Skorzeny, they were disguised as a US unit. All their transport was painted olive drab, with prominent white stars. The Panthers were disguised with a steel plate in an attempt to look like M10 Tank Destroyers (pictured on the next page). They carried the markings of B Company, 10th Tank battalion, 5th Armored Division. Some infantry troops wore American uniforms.



I want you to command a group of American and British troops and get them across the Meuse and seize one of the bridges. Not, my dear Skorzeny, real Americans or British. I want you to create special units wearing American and British uniforms. They will travel in captured Allied tanks. Think of the confusion you could cause! I envisage a whole string of false orders which will upset communications and attack morale. (Adolf Hitler)

As the I.SS-Panzer-Korps were running two days late and the Allies had become aware of the deception, Skorzeny abandoned the unit's objective. Instead he decided to use the unit as a regular battlegroup, and was given the task of securing the road junction of Malmedy. This would assist in mobilizing the advance of the 1. SS-Pz. Div. and 12. SS-Pz. Div.



Historical Background (Continued)

Skorzeny thought only one engineer regiment was holding Malmedy but it was now more than an entire division. He was hoping to make a surprise attack but one of his men had been captured and had revealed the battle plan.

On December 21 1944 Panzer Brigade 150 launched a two pronged attack. On the right Kampfgruppe Y under Hauptman Schref confidently set off along highway N32 toward the town, but was halted by mines and fire from the defending 1st Battalion and their supporting artillery.

On the left Kampfgruppe X under von Fölkersam had more success attacking from the direction of Ligneuville. His 5 Panthers and two companies split into two columns as they approached Malmedy.

Two Panthers attacked the road bridge then zeroed in on a house that functioned as an Allied HQ. As the German armor began to bypass the house the defenders inside fled towards the road bridge and Paper Mill. A Panther and some German infantry forced their way across the bridge and overran a artillery battery. Despite this success a hail of American artillery forced the Germans to withdraw back across the river.

Meanwhile 3 Panthers and more German infantry tried to storm the Railway embankment blocking their route to Malmedy. Alerted by trip flares and aided by mines and artillery, the 99th Battalion managed to hold the German assault and eventually drove it off.

With all avenues blocked Skorzeny called off the attack. Soon after their failure Panzer Brigade 150 was disbanded.

Briefing

Axis : [Germany] 4 Command Cards ([FIRST MOVE](#))

Allies : [United States] 5 Command Cards

Conditions of Victory

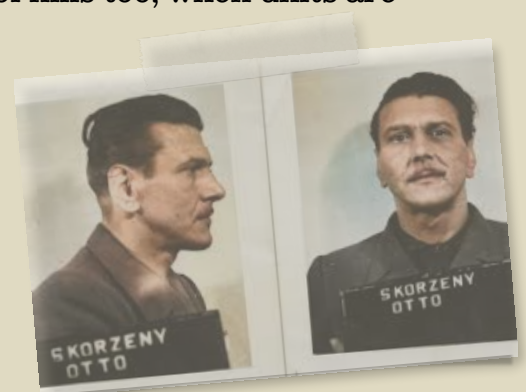
6 MEDALS

The bridges of Malmedy and the crossroad at Burninville are **Temporary Medal Objectives** for the Axis.

Special Rules

The Allies lay out the Minefields (Terrain29)

Railroad hexes are railroad embankment, use the rules of hills too, when units are on them.





“Tiger Jack” Major General John S. Wood



A US Army officer who was given command of the 4th Armored Division when it was formed in 1942. He led it into combat in France after the Normandy breakout as part of Operation Cobra.

He was known for his eccentricities and outspokenness. As a Command and General Staff College student he displayed contempt for an instructor by reading a newspaper during a lecture. Wood was also known for sharing the hardships of his men and often living in a tent. He derided his superior Omar Bradley for not doing the same - with Bradley choosing the luxury of a special panel van instead.

Wood taught chemistry while at the University of Arkansas, and at West Point he received his first nickname, "P" for “professor” as he tutored many academically deficient classmates. Wood earned his second nickname, "Tiger Jack" because when Patton would yell at him, Wood would pace like a caged animal and argue back.

He led from the front, using Charles Carpenter’s light observation plane (see Page 38) to land him near his lead elements so he could observe and provide direction. Wood appreciated Carpenter’s moxie and his military skills and made him his personal reconnaissance pilot.

“General Wood was the Rommel of the US armored forces. He commanded from the front, and preferred staying on the offensive, using speed and envelopment tactics to confuse the enemy.” (Capt. Basil Henry Liddell)

Wood complained about the way the 4th Armored Division was used. The original invasion plan called for an attack from the Normandy beaches north to south to capture the port of Brest. It soon became apparent that Brest had no strategic value. Wood wanted to bypass it in favor of immediately beginning the assault west to east against the Germans, but senior US Army leaders insisted on capturing Brest because that was the original invasion plan. In response, Wood told more than one colleague that his superiors were winning the war, but doing it "the wrong way."

In August 1944, he was bypassed for corps commander by General Bradley, causing conflict. He and the new commander, Major General Manton E. Eddy, clashed with Wood being uncooperative, refusing to provide Eddy's headquarters with routine reports or copies of 4th Armored Division's operations orders. Eddy complained to Patton, and Patton replaced Wood with Major General Hugh Gaffey on December 3 1944, just before the Battle of the Bulge.

Wood refused to give the division a nickname as was customary, he famously stated that.....

“They shall be known by their deeds alone.”

He received the Distinguished Service Cross, Distinguished Service Medal and the Silver Star for his service as commander of the 4th Armored Division.

German Counterattack at Chaumont

Original Title - German Counter-Attack at Chaumont
Scenario Author - jdrommel - Published - 11/22/2021



Setup order

- 1 x19
- 2 x7
- 3 x7
- 4 x4
- 5 x1
- 6 x1

Historical Background

The 4th Armored Division, who had a reputation for getting the job done, were under no illusions about the urgency of the situation. With Patton's exhortation "Drive like hell" ringing in their ears they had to advance to Bastogne. Combat Command B was stopped in front of Chaumont by an ambush and it required several hours of fighting, on December 23 1944, to force the enemy to withdraw to Hompré.

"... too much piddling around. Bypass these towns and clear them out later." (General George S. Patton)

The Germans swiftly counterattacked with Panther tanks and Sturmgeschütz. They destroyed eleven US tanks and recaptured the village of Chaumont. Eventually Chaumont (and Grandru) were liberated by US troops on December 25 1944.

Briefing

Axis : [Germany] 5 Command Cards

Allies : [United States] 5 Command Cards ([FIRST MOVE](#))

Conditions of Victory

6 MEDALS

The two hexes of Chaumont and Grandru form a **Temporary Majority Medal Objective** worth 1 medal for whoever holds control. So, the Axis begin the game with one medal.

Special Rules

Winter Weather (Actions 26)

The Axis lay out the Minefields (Terrains 29)

Use (SWA4) + (SWA5)



Wer wird nicht eine Vorschrift loben ?
Doch wird sie jeder lesen ? - Nein !
Wir wollen weniger erhoben
Und fleißiger gelesen sein

G. E. Lathing

Der Panzer-Fibel

HERAUSGEGEBEN AM 1. JULI 1944 VOM
GENERALINSPEKTEUR DER PANZERTRUPPEN