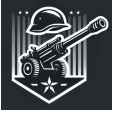
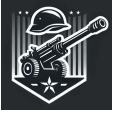




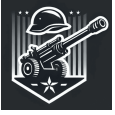
Counter-Attack of Panzer Lehr





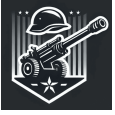
scenario-start-CounterAttack-Panzer-Lehr



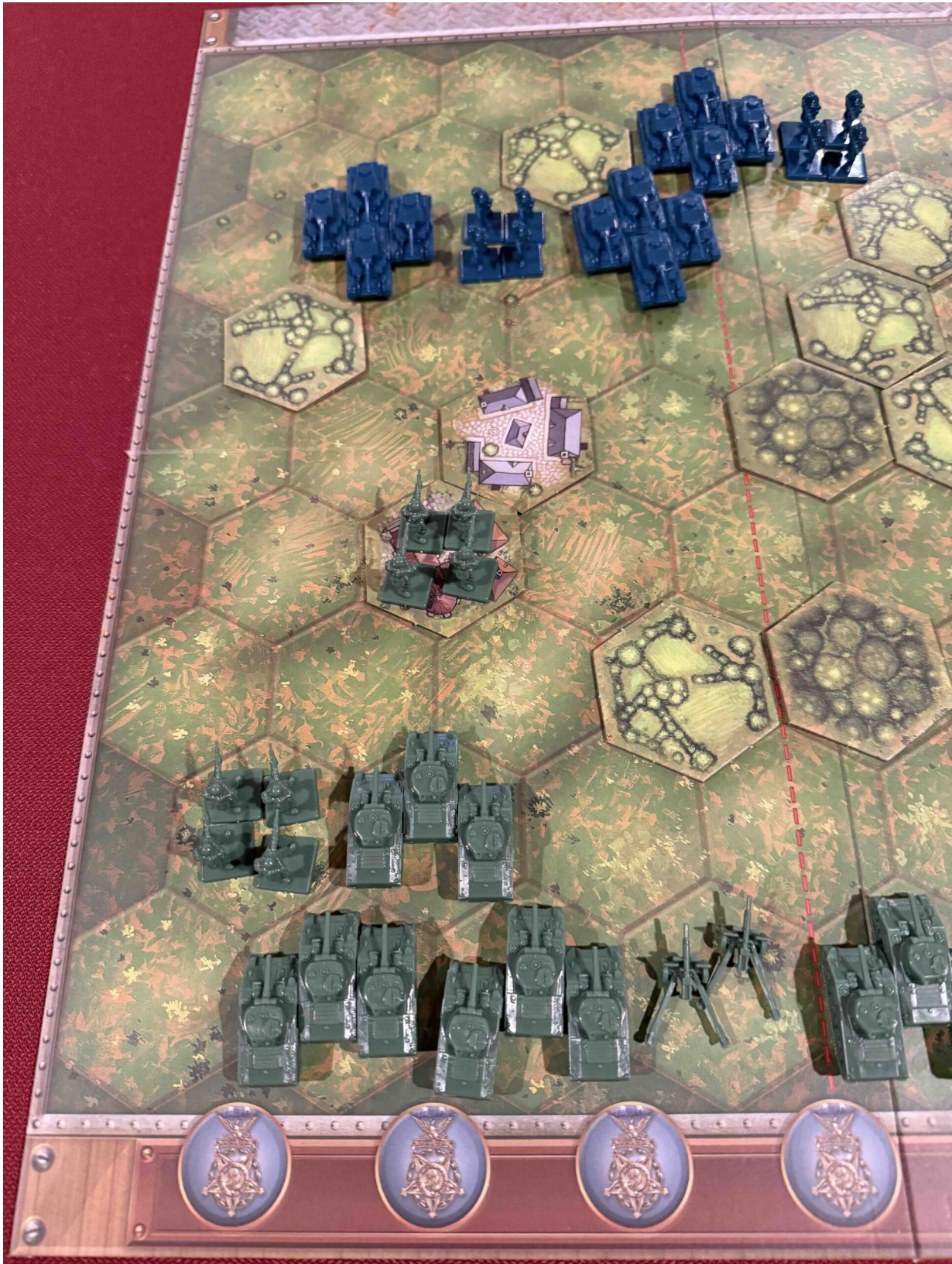


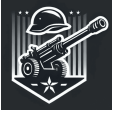
CounterAttack-Panzer-Lehr-Axis-left





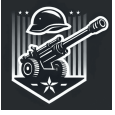
CounterAttack-Panzer-Lehr-Allies-right





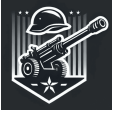
CounterAttack-Panzer-Lehr-Allies-left





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

Author:

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

Link:

General Howitzer / Battle Reports

Counter-Attack of Panzer Lehr

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 **100.00%**

Average medals per side

Allies—Axis—

Submitted AARs

1 Games reported

Allied victories **1 · 100.0%**

Axis victories **0 · 0.0%**

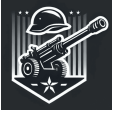
General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 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.

Hauts-Vents Campaign

1. [Battlegroup Heintz at Hauts-Vents→ — Open Scenario](#)
2. [Belle-Lande→ — Open Scenario](#)
3. [Panzer Lehr at Hauts-Vents→ — Open Scenario](#)
4. [Counter-Attack of Panzer Lehr](#) Current scenario
5. [Hauts-Vents is Taken→ — Open Scenario](#)