

TANK BATTLE AT JUVELIZE
22nd September 1944
(Lorraine, France)

A Rapid Fire scenario V 1.3
By Brad Smith and Mark Piper

Background

In September 1944, Patton's US Third Army fought a series of armoured battles near Arracourt in Lorraine. One of those engagements occurred on 22 September when the German 111th Panzer Brigade launched an assault towards Lezey striking a screening force comprising elements of the US 25th Cavalry Squadron. In response, the remaining elements of Combat Command A of the US Fourth Armored Division counterattacked towards Juvelize.

US order of battle (Fourth Armored Division)

25th Cav Sqn (-) (regular – test @ 20) - initial

HQ - CO + 5 figs with 1 x bazooka, 1 x M3 with vmg

Troop A- 2 x M8 Greyhound*, 1 x jeep with twin vmg, 1 x jeep with vmg, + 6 figs

Troop B - as per Troop A

Troop E – 1 x M8 Scott*

Coy F - 3 x M5 Stuart*

37th Tank Bn (-)

HQ Coy – 1 x Sherman 75mm, 1 x Sherman 105mm (elite) – Turn 2

Coy A – 1 x Sherman 76mm, 2 x Sherman 75mm (regular) – Turn 3

Coy B – as per Coy A – Turn 4

Coy C – as per Coy A – Turn 6



A US tank awaits the German armour near Juvelize
(from the collection of Brad Smith)

Coy C (-) 704th TD Bn – 1 x M18 Hellcat (regular) - initial

10th Armored Inf Bn (-) (regular – test @ 20)

HQ Coy – CO + 5 figs with 1 x 60mm mortar, 1 x jeep, 1 x M3 with vmg – Turn 2

Coy A – 9 figs with 1 x bazooka, 1 x M3 with vmg - Turn 2

Assault Gun Platoon – 1 x M7 Priest* with 105mm – Turn 3

Coy B – as per Coy A – Turn 4

Support Coy – 12 figs with 1 x hmg, 1 x mmg, 1x 81mm mortar, 1 x 57mm ATG, 1 x M3 with vmg, 2 x M3 – Turn 5

Coy C – as per Coy A – Turn 6

XIX TAC - 1 x P47 Fighter Bomber with 8 x vmg, 4 x bomb – Turn 6



A P47 from XIX TAC destroys a Panther
(from the collection of Brad Smith)

2 x off board batteries from 66th Armoured Field Artillery (-) each comprising 2 x 105mm

2 x specialist OP Jeep and observer team – Turn 3

1 x radio exchange truck – Turn 3

German order of battle (111th Panzer Brigade)

Brigade HQ – 1 x Sdkfz 251/1 + 9 figs, 1 X truck, 1 x 20mm AA towed – Turn 1
Recce Coy – 1 X Sdkfz 222 (20mm), 1 X Sdkfz 234/3 (short 75mm) – Turn 1

I Bn, 16th Pz Regt (Panther)

2111th Pz Bn (Pz IV)

HQ Coy – 2 x Panther (regular) - Turn 1
Coy 1 – 2 x Panther (“poor”) – Turn 1
Coy 2 – as per Coy 1 - Turn 3
Coy 3 – as per Coy 1 – Turn 3

HQ Coy – 2 x Mk IV (regular) – Turn 2
Coy 1 – 2 x Mk IV (“poor”) – Turn 2
Coy 2 – as per Coy 1 – Turn 4
Coy 3 – as per Coy 1 – Turn 4



German armour experiences early success
(from the collection of Brad Smith)

I Bn, Panzer Grenadier (motorised) Regt 2111 (regular test @ 17)

HQ – CO + 3 figs, panzerschreck, 1 X 251/1 - Turn 4
Coy 1 & 2 – 8 figs with 1 x panzerfaust, 1 X truck - Turn 3
Coy 2 – as per Coy 1 – Turn 3
Coy 3 – as per Coy 1 – Turn 4
Coy 4 (HW) – 1 x truck + 6 figs with 1 x mmg, 1 x 81mm mortar – Turn 4

II Bn, Panzer Grenadier (motorized) Regt 2111 (regular test @ 17)

HQ – CO + 3 figs, panzerschreck, 1 X 251/1 – Turn 5
Coy 5 & 6 – as per Coy 1 – Turn 4
Coy 7 – as per Coy 1 – Turn 5
Coy 13 (HW) – 2 X trucks + 6 figs, 1 X 75mm IG, 1 X 120mm mortar – Turn 5

Scenario

The game table is approximately 10' x 6'. The game lasts 10 moves per side starting with German Turn 1. Woods are a continuous feature for movement, provide soft cover and restrict visibility. Orchards provide soft cover and restrict visibility. Elevations do not affect movement but block line of sight. The western edge of the table is US lines and the eastern edge is German lines for morale purposes.

Initial US forces start with troops debussed (but not dug-in) on the line A-B. German forces arrive with troops embussed with the Brigade HQ, Recce Coy, Panther Bn and I Pz Gren Bn entering between points C - D and the remainder between points E - F. US forces arrive with troops embussed at any point along US lines.



US cavalry troops withdraw after successfully delaying the German advance

To reflect the decline in the quality of the German tank arm by this time, German tank companies (with the exception of HQs) are treated as “poor” and roll at a -1 on any morale test.

To simulate the heavy mist in the area during the first part of the battle, visibility is restricted to 12" in Turn 1, 24" in Turn 2, 36" in Turn 3, 48" in Turn 4 and 60" in Turn 5. US off-board artillery available from Turn 4 and the P47 appears on Turn 6.

Victory conditions

In addition to casualty points, the Germans receive 300 points if, at the end of the game, there are no combat capable US troops in Lezey and there are less than 50 points worth of US combat capable forces within 12" of Lezey.

In addition to casualty points, the Americans receive 300 points if, at the end of the game, there are no combat capable German troops in Juvelize and there are less than 50 points worth of German combat capable forces within 12" of Juvelize.

To achieve a victory, a side must accumulate at least 500 points with a margin of not less than 100 points. Any other outcome is a draw.

Sources

US Army in World War II – The Lorraine Campaign (HM Cole).

Osprey Campaign No. 75 – Lorraine 1944 (SJ Zaloga).

111th Panzer Brigade David Prasse www.spearhead1944.com/gerpg/ger111.htm

Combat Command A, 4th Armoured Division (Rapid Fire ORBATs) – author unknown
<http://home.worldoptions.com.au/fourpipers/rapid/CbtComdA.doc>

Scenario Map

