



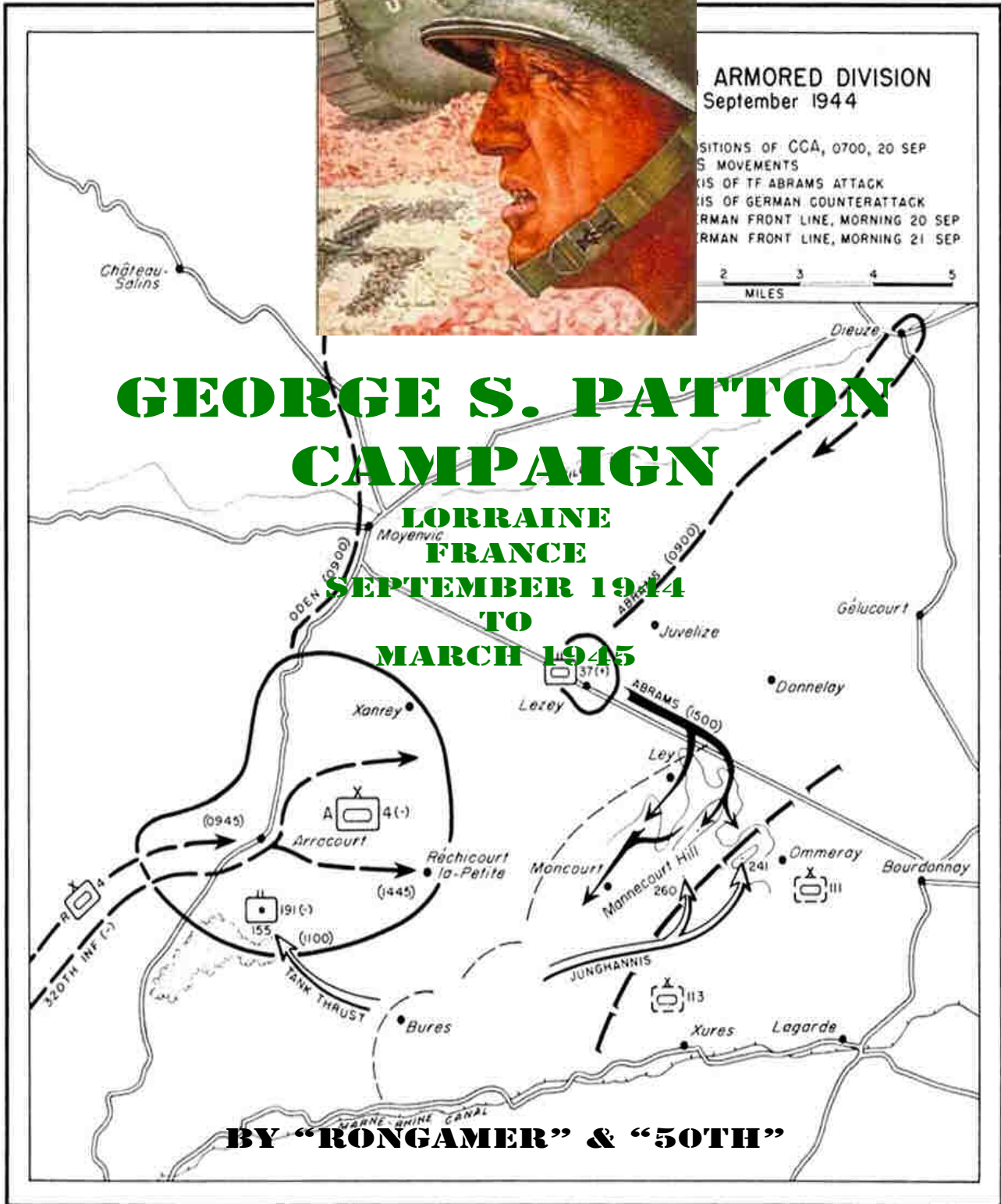
ARMORED DIVISION
September 1944

POSITIONS OF CCA, 0700, 20 SEP
MOVEMENTS
POSITIONS OF TF ABRAMS ATTACK
POSITIONS OF GERMAN COUNTERATTACK
GERMAN FRONT LINE, MORNING 20 SEP
GERMAN FRONT LINE, MORNING 21 SEP

2 3 4 5
MILES

GEORGE S. PATTON CAMPAIGN

LORRAINE
FRANCE
SEPTEMBER 1944
TO
MARCH 1945



BY "RONGAMER" & "50TH"

GEORGE S. PATTON CAMPAIGN

Introduction

After the Audie Murphy Campaign came out, I began to think about putting together a campaign about one of my WWII heroes, Patton. My three favorite heroes of WWII are (in order); Bradley, Patton, and Montgomery. These scenarios are all created by me. I could have done more with this campaign, but these scenarios are already created. I wanted to use scenarios that were already out there. I hope you enjoy this campaign.



George S. Patton

Patton was born in 1885, in what is now known as San Marino California. He read military classics as a boy. He attended Virginia Military Institute, and then the United States Military Academy, graduating in 1908.

In 1916 he served as an aide to General John J. Pershing while in pursuit of Pancho Villa. In 1917 he was promoted to Captain and put in charge of a light tank training program. He went to France to train with their Renault tanks. For his success, he was promoted to Major, then Lt Colonel and then to Colonel. Patton was wounded in the Battle of Saint-Mihiel, and in the Argonne Offensive. For his service he received the Distinguished Service Cross, Distinguished Service Medal, the Purple Heart, and was promoted to full Colonel.

In 1940, Patton was given command of the 2nd Armored Brigade of the 2nd Armored Division, and promoted to Major General. In 1941, Patton was put in command of the newly formed 1st Armored Corps and sent for desert training for Operation Torch. After his performance in North Africa, he was given command of the Seventh Army for the 1943 Sicily invasion. After the famous "slapping incident", he was reprimanded to stay in a villa in Dover to fool the Germans into thinking that the invasion of Normandy would come from there. The deception worked. The Germans pulled units from the beaches of Normandy to the Pas-de-Calais, which is only 21 miles from Dover.

Patton was then placed in command over the Third Army by General Omar Bradley and was to get the army out of the hedgerows and across France into Germany. Patton fought in the Lorraine area of France from September 1st through December 18 1944. There were three phases of the Lorraine Campaign; the push to the Moselle River, the taking of Metz and Nancy (the taking of Nancy was slowed due to Patton's supplies being given to Montgomery, which angered him greatly!), and the advance to the Saar and the Siegfried line.

The Campaign

The campaign is comprised of seven scenarios and is in three stages:

- 1) The Battle of Arracourt (three scenarios)
- 2) The Battle of the Forts (Metz) (one scenario)
- 3) Operation Undertone (Saar-Moselle triangle) (three scenarios)

GEORGE S. PATTON CAMPAIGN

The Campaign Scenarios

1. **The Battle of Arracourt** (around Arracourt, France 18-29 September 1944)
 - A) Battle of Arracourt 1
 - B) Battle of Arracourt 2
 - C) Battle of Arracourt 3
2. **The Battle of the Forts** (Metz, France 27 August - 13 December 1944)
 - A) Battle of the Forts
3. **Operation Undertone** (Saar-Moselle triangle 6 December 1944-2 March 1945)
 - A) Moselle-Saar Triangle 1
 - B) Moselle-Saar Triangle 2
 - C) Moselle-Saar Triangle 3

The Reserve Rolls

Germany 3 Reserve Tokens

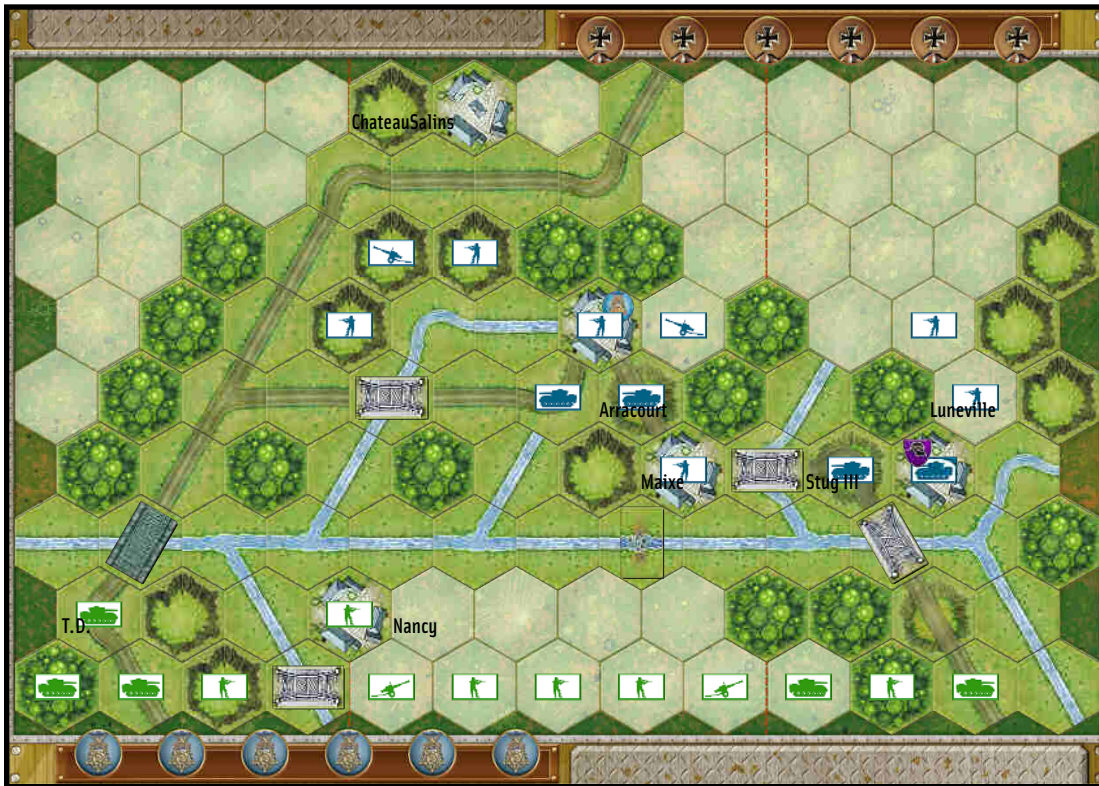
Infantry	1 Infantry at 1 token.
Armor	1 Armor at 1 token.
Grenade	Wild, any unit at 1 token.
Star	When rolled with other symbol, makes that unit elite.
Flag+Star	Place a sandbag next to two of your units at <i>no token costs</i> .
Star+Star	Take one Airpower or Air Sortie card at <i>no token costs</i> .
Armor+Armor	Make one of your armor units a Tank Destroyer unit at <i>no token costs</i> .

Allies 4 Reserve Tokens

Infantry	1 Infantry at 1 token.
Armor	1 Armor at 1 token.
Grenade	Wild, any unit at 1 token.
Star	When rolled with other symbol, makes that unit elite.
Flag+Star	Advance one of your units two hexes at <i>no token costs</i> .
Star+Star	Take on Airpower or Air Sortie card at <i>no token costs</i> .
Armor+Inf	1 Anti-Tank Infantry SWA at one token costs.
Grenade+Inf	1 Mortar Infantry SWA at one token costs.
Armor+Armor	Make one of your armor units a Tank Destroyer unit at <i>no token costs</i> .

BATTLE OF ARRACOURT

- AMERICAN BLITZKRIEG



Historical Background

During Patton's 3rd Armored push through France, the crossing of the Moselle River takes place near Nancy. The 4th Armored division wait for the construction of Pontoon bridges to the north, while the 8th Armored division fords the river to the south. The first crossing went well. After taking Nancy, the 3rd Armored Battalion continued East toward Arracourt. When they approach the roads to Arracourt, they come under fire from the 5th Panzer division. This part of the battle lasted four days until the Germans retreated. Patton lost his fuel reserves to Monty again and had to wait for more fuel. Patton dug in while he waited, and the Germans gathered their reserves. The battle is yours!

Briefing

Allies: Take five command cards and move first.

Axis: Take five command cards.

Conditions of Victory

Allies: Take five medals. Arracourt counts as a temporary medal objective.

Axis: Take six medals

Special Rules

For rules on Tank Destroyers, see Winter Wars rulebook page 8.

The rules on the Stug III are as follows; 3 figures, They move 1 and battle, or 2 and not battle, and shoot 4 3 2 2 against infantry or 3 3 3 against armor.

The elite armor unit is a Panther. (follows same rules as elite armor-4 figures), for rules on elite armor, see Troops card #2.

Setup order	
1	x2
2	x2
3	x16
4	x16
5	x10
6	x1
7	x2
8	x1
9	x1
10	x1
11	x5
12	x3
13	x4
14	x1
15	x4
16	x10
17	x1

BATTLE OF ARRACOURT 2

- FIRST COUNTERATTACK



Historical Background

On the morning of Sept 18th the 35th tank battalion was ordered to defend Luneville against a German counterattack. Elements of the 2nd Cavalry Squadron reinforced the reserve combat command (CCR), which had moved to the north and center of town. The 3rd platoon of the 704th Tank Destroyer Battalion moved to Luneville to guard the city against a German tank column approaching from the east. Elements of Combat Command A (CCA) were moved to the high ground north of the city. Also the CCA reinforced Luneville with one infantry company, one artillery battery, and one platoon of tank destroyers. The 166th Engineer Battalion entered the battle south of the city. The German forces numbered 40 Panzers, and 40 half tracks supported by artillery fire, according to the locals. General Manteuffel was ordered to press the attack and take Luneville. By nightfall, the Infantry of the 53rd Armored Infantry Battalion, and tanks of the 35th Tank Battalion, succeeded in driving most of the Germans out of the vicinity of Luneville. Tanks of the 10th Tank Battalion and the 704th Tank Destroyer Battalion held the high ground to the east of hill 341 fought all night long.

Briefing

Axis: Take 6 command cards and move first.

Allies: Take 6 command cards

Conditions of Victory

Axis: Take 7 victory medals, with one of these being the temporary medal objective at Luneville.

Allies: Take 6 victory medals.

Special Rules

For rules on tank destroyers, see Winter Wars rulebook page 8.

For rules on Heavy Anti-Tank guns, see Winter Wars rulebook page 8.

For rules on Engineers, see Troops card #4.

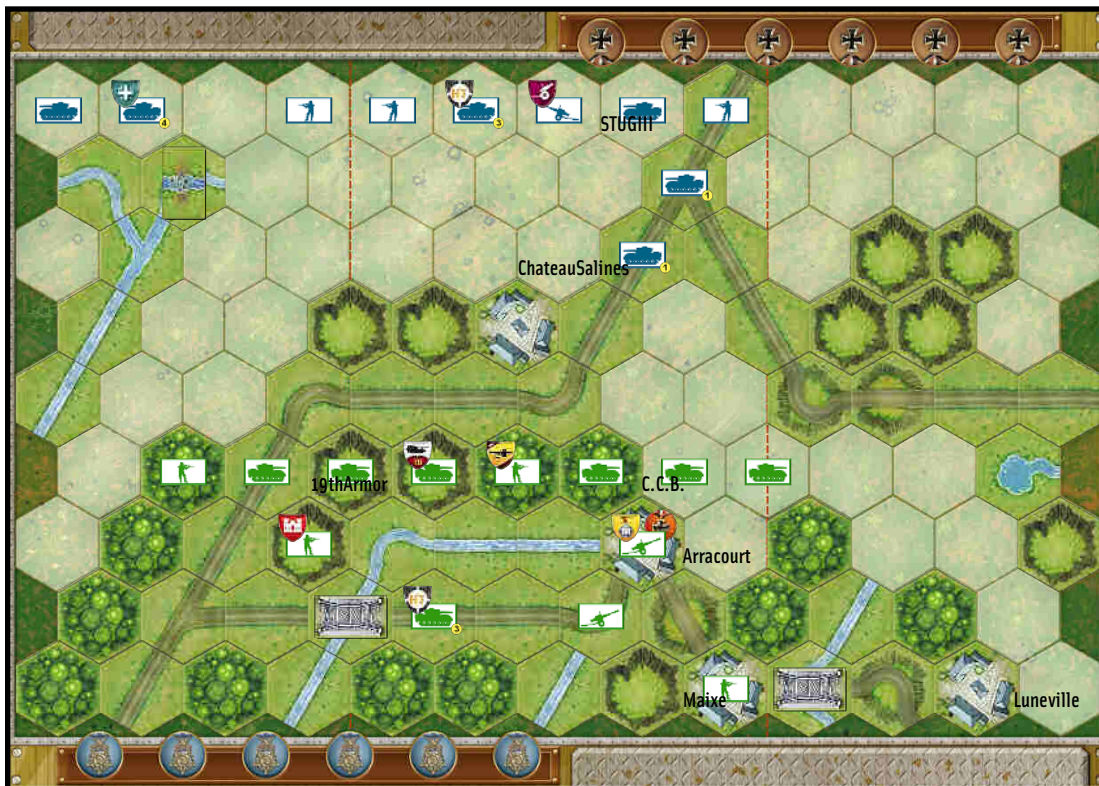
For rules on half tracks, see Troops card #18.

For rules on Anti-Tank SWA, see Winter Wars rulebook page 9 or SWA card #5.

Setup order		
1		x2
2		x2
3		x1
4		x2
5		x1
6		x1
7		x15
8		x14
9		x5
10		x3
11		x6
12		x4
13		x1
14		x4
15		x10
16		x1

BATTLE OF ARRACOURT 3

- SECOND COUNTERATTACK



Historical Background

Dawn on the 24th of September brought heavy fog, and a second counterattack. Tanks of the 19th tank battalion faced down Tigers and infantry on the road from their hilltop position. The heavy fog prevented air support until later in the day, when the fog dissipated. The Americans had taken and held onto the city of Luneville, now the German 5th Panzer and 116th Panzer Brigade were ordered to take back Arracourt. On the 22 of September, Patton was ordered to dig in by the Supreme Allied Commander. His supplies were being given to Monty, who was planning Operation Market Garden. Around 10am, the skies cleared and P47's pressed the attack. After losing eleven tanks and three hundred infantry killed, the 116th Panzer Brigade began to retreat back to Chateau Salines. The next day, German artillery continued to pound the American positions from Chateau Salines. After another major tank battle, the Germans retreated. They lost because Patton couldn't give chase because of his supply problems, the Germans thought that they stopped Patton's march toward Germany. In the fighting around Arracourt, the Germans lost 86 tanks and assault guns.

Briefing

Axis: Take 6 command cards and move first.

Allies: Take 6 command cards

Conditions of Victory

Axis: Take 7 victory medals, with one of these being the temporary medal objective at Arracourt.

Allies: Take 6 victory medals.

Special Rules

Air rules are in effect after full visibility is reached. Until then, air sorties or air power cannot be played.

Night Attacks are in effect with visibility at three hexes. For rules on Night Attacks, see Actions card #19.

Rules for the Sturmgeschutz III 75mm assault guns; They move 1 and battle, or 2 and not battle, and shoot 4 3 2 2 against infantry or 3 3 3 against armor.

For rules on tank destroyers, see Winter Wars rulebook page 8.

For rules on Heavy Anti-Tank guns, see Winter Wars

rulebook page 8.

For rules on Engineers, see Troops card #4.

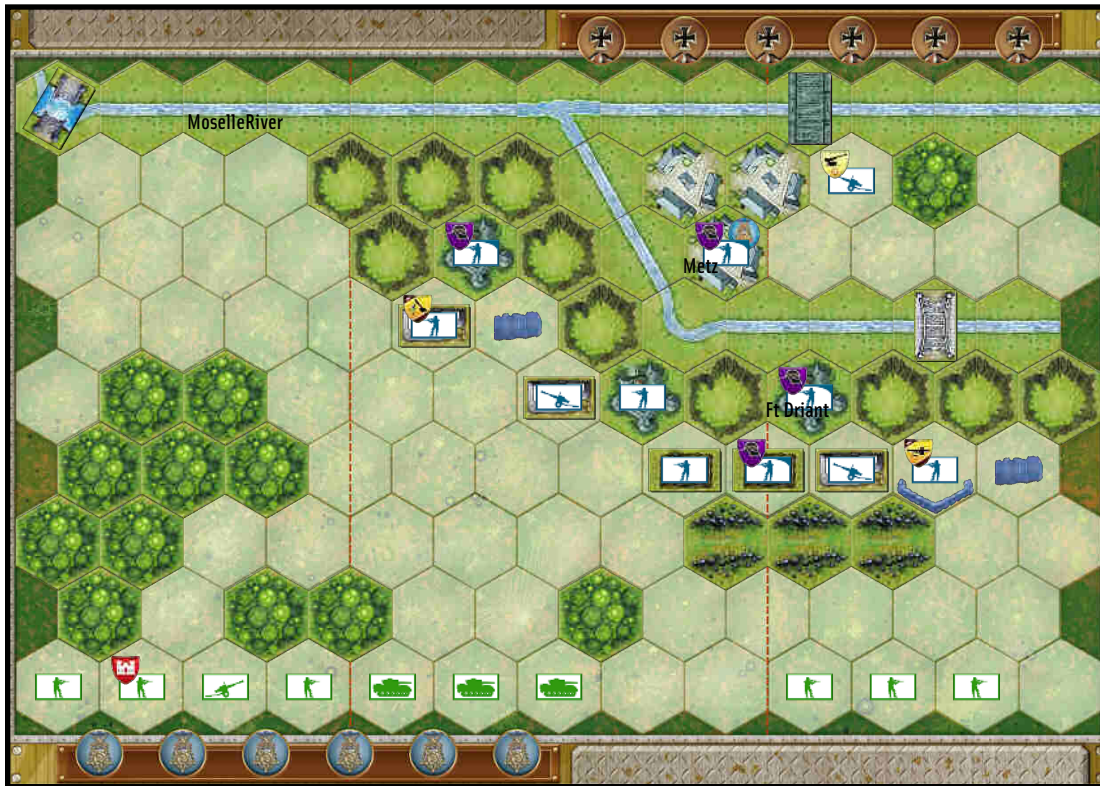
For rules on half tracks, see Troops card #18.

For rules on Anti-Tank SWA, see Winter Wars rulebook page 9 or SWA card #5.

Setup order		
1		x2
2		x1
3		x1
4		x1
5		x2
6		x1
7		x1
8		x4
9		x2
10		x4
11		x3
12		x15
13		x8
14		x12
15		x11
16		x1

BATTLE OF THE FORTS

- ASSAULT OF METZ



Historical Background

German forces retreating Patton's push were relocated in the southern area of Metz. Metz was defended by a number of fortresses that were interconnected to each other by underground tunnels. The many forts built in the area also had naval guns on top of heavily fortified positions. Ft Driant was one of the deadliest. The American XX corps of the Third Army under General George Patton fought the German first army under Otto Von Knobelsdorf. By November 17th, Patton's forces managed to capture the forts around Metz, and they entered the city itself on the next day. The battle lines are drawn, it's your turn to fight the battle!

Briefing

Allies: You must take six command cards and move first.

Axis: You must take five command cards.

Conditions of Victory

Allies: You must take Metz and four more medals.

Axis: You must take five medals.

Special Rules

Air Rules are in effect allies use P40 as a stand in for the P47 Thunderbolt.

Gullies are found on Terrain Card #44 Wadis and Gullies
The rivers are not fordable see Terrain Card #8 Rivers and Waterways

Big Guns are found on Troop Card #3 Big Guns

Anti-Tank Guns are found on SWA Card #2

Mortars are found on SWA Card #3

Setup order		
1		x1
2		x17
3		x2
4		x1
5		x1
6		x3
7		x3
8		x1
9		x3
10		x12
11		x10
12		x3
13		x2
14		x2
15		x1
16		x1

MOSELLE-SAAR TRIANGLE 1

JAN 12 1945

- GHOST CORPS ENTERS THE TRIANGLE BATTLE 1 OF 3



Historical Background

While Patton pushed most of his troops and armored divisions to the besieged city of Bastogne, he left the 20th Corps to take the Moselle-Saar triangle and to push across the Saar River into the Rhineland. The 20th was comprised of 3 divisions, one of these being the 94th infantry division. They were to take the towns of the triangle, and then push across the Saar with no armored and limited artillery support. They took most of the towns, until they reached Orsholz, which was part of the German Siegfried Line. Baker company surrendered in Orsholz. The fight to Sinz was another bloody battle.

Briefing

Allies: Take 5 command cards and move first.

Axis: You have 6 command cards as long as you hold Sinz AND Orsholz, if you lose EITHER of these cities, discard until you have 4 command cards until you again hold BOTH cities.

Conditions of Victory

Allied: You need to take the cities of Berg, Wies, Butzdorf, Tettingen, and Nenning. This gives you the 5 of the 6 medals it takes to win.

Axis: You MUST have units in the cities of Sinz and Orsholz and take 5 more medals. You need to keep control of Sinz and Orsholz to keep the Allies from crossing the Saar. You have artillery and superior numbers on your side.

Special Rules

To simulate the harsh winter conditions, infantry and artillery units can move 1 space OR battle. Except special forces, which can move 1 space AND battle.

Setup order	
1	x4
2	x3
3	x1
4	x1
5	x2
6	x1
7	x3
8	x3
9	x4
10	x2
11	x3
12	x3
13	x2
14	x5
15	x5

MOSELLE-SAAR TRIANGLE 2

JAN 18 1945

- GERMAN ARMOR COUNTERATTACKS BATTLE 2 OF 3



Setup order		
1		x4
2		x3
3		x1
4		x3
5		x1
6		x1
7		x3
8		x3
9		x4
10		x2
11		x3
12		x3
13		x2
14		x5

Historical Background

As the 20th Corps or "Ghost Corps" continued to take the cities and towns of the Moselle-Saar triangle, Hitler pulled the 11th armored panzer division from the front, and had them cross the Saar to defend the Siegfried Line. When the allies found themselves against armor, Patton sent the 8th armored division and the 10th armored division to assist the "Ghost Corps".

Briefing

Allies: Take 5 command cards

Axis: Take 6 command cards and go first. As long as you hold Sinz AND Orsholz, you get 6 command cards. Lose EITHER of these and discard down to 4 cards. However if you retake the cities, you get 6 cards again.

Conditions of Victory

Allies: you MUST take Sinz and Orsholz and 5 units.

Axis: you MUST hold Sinz and Orsholz and take 6 units.

Special Rules

This battle takes place in January in the middle of a snowstorm. Therefore the armored units can only move 2 hexes and the infantry and artillery units can move 1 OR fire. Special units infantry can move 1 AND fire.

MOSELLE-SAAR TRIANGLE 3

- CROSS THE SAAR RIVER OR DIE

MARCH 1945



Historical Background

After taking the cities and towns within the Moselle-Saar triangle, the 20th Corps needed to cross the Saar river. The first crossing was done at noon and was quickly mowed down. The river was crossed successfully after that, and a pontoon bridge quickly set up. The town of Trier was the first town taken from the Germans after crossing the Saar. The Germans did not expect this town to fall because it was so heavily fortified. But the 94th infantry division and the 10th armored division took it. Now the race was on to cross the Rhine and move into Germany itself.

Briefing

Allies: Take 5 command cards and move first.

Axis: Take 6 command cards until the allies cross the pontoon bridge, then discard down to 4. As long as you keep the allies on the opposite side of the Saar, you get 6 command cards. If they cross and then you destroy those units that crossed, you get 6 again in the next turn.

Conditions of Victory

Allies: You **MUST** take the fortress that is Trier, and take the other town as well. Then take 4 more victory points.

Axis: You must hold Trier and take 6 victory points.

Special Rules

For rules on Fortresses, see Terrain Pack book page 10.

Setup order	
1	x1
2	x1
3	x2
4	x1
5	x5
6	x11
7	x3
8	x10
9	x9
10	x4
11	x3
12	x5
13	x2
14	x5