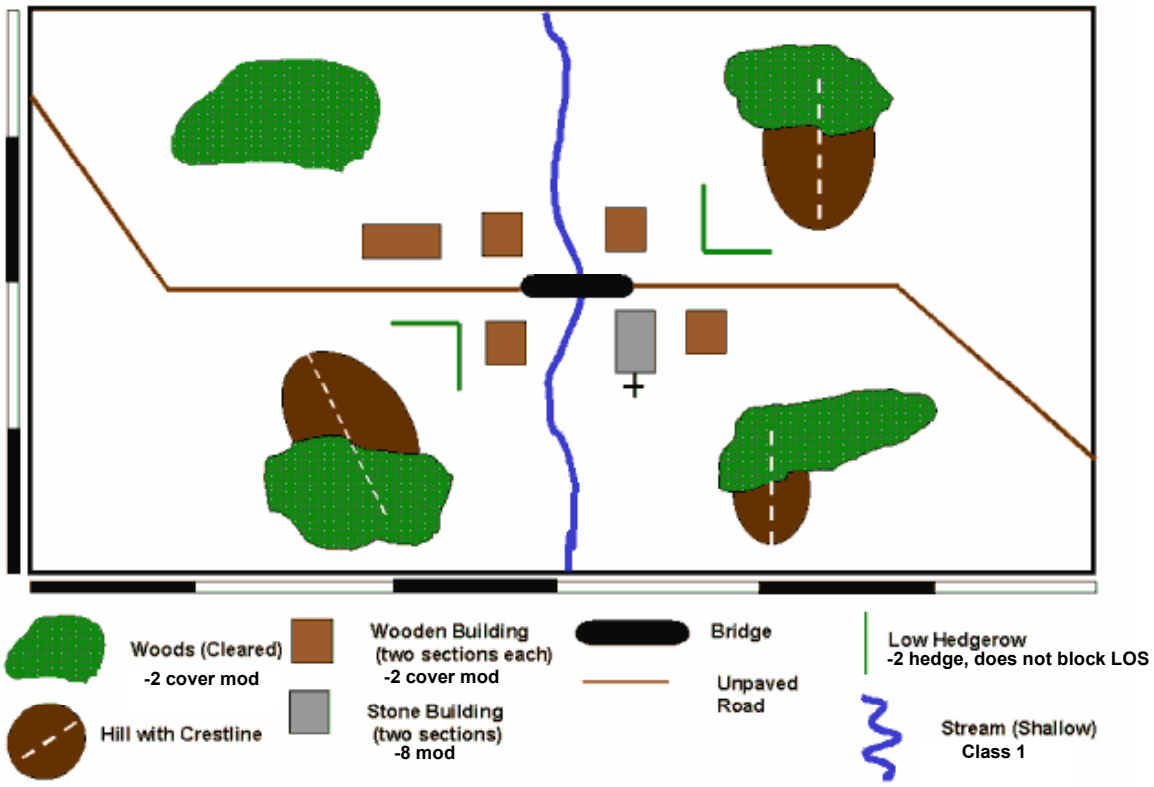
Mein Panzer
Somewhere in France 1944
"Is That You, Sacha?"

Somewhere in France, 1944

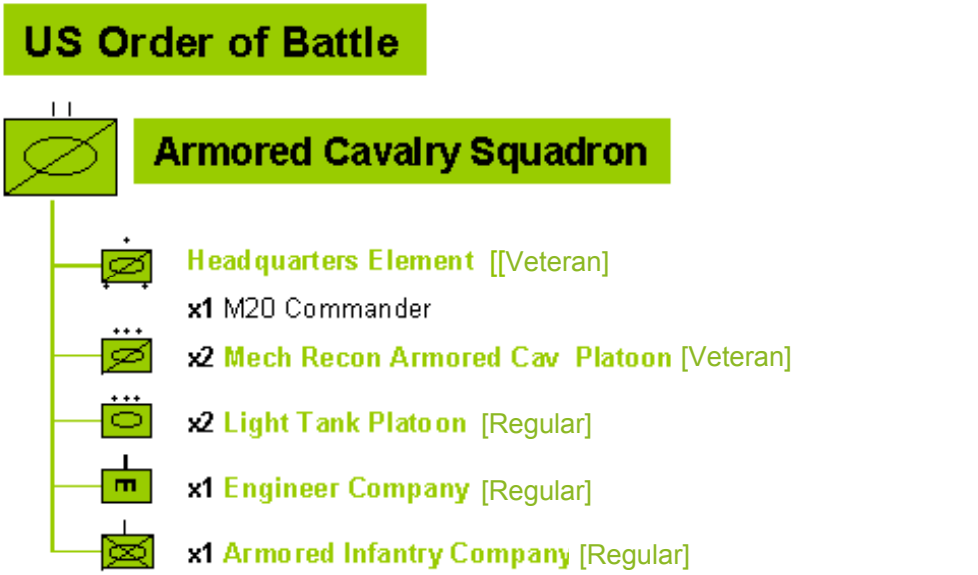
This is a meeting engagement between American and German reconnaissance elements at an important bridge for the advancing 3rd Army.

The Map

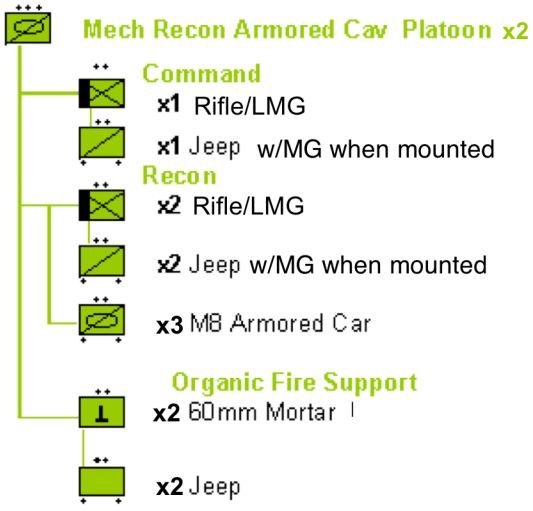


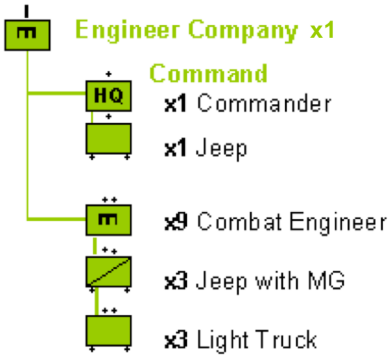
Size: 6' x 4'. Each mark on the side of the map represents 12"

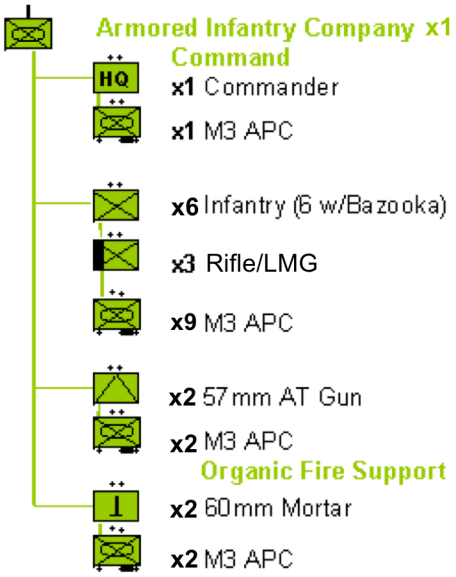
Order of Battle



Unit Details







German Order of Battle

Armored Reconnaissance Battalion

- **Headquarters [Veteran]**
  - **x1** Sdkfz 234/1
- **x2 Armored Car Platoon [Veteran]**
- **x1 Armored Car Platoon (Puma) [Regular]**
- **x2 Armored Car Platoon (Halftrack) [Regular]**
- **x1 Light Armored Reconnaissance Company [Regular]**
- **Armored Engineer Attachments [Regular]**

Unit Details

Armored Car Platoon x2
- **x1** Sdkfz 234/1 Command
- **x3** SdKfz 234/1

Armored Car Platoon (Puma) x1
- **x1** SdKfz 234/2 Command
- **x3** SdKfz 234/2

Armored Car Platoon (Halftrack) x2
- **x1** SdKfz 250/9 Command
- **x3** SdKfz 250/9

Light Armored Reconnaissance Company x1

Command
- **x1** Commander
- **x1** SdKfz 251/10 APC

Recon
- **x6** Infantry (3 w/PzFaust)
- **x3** Rifle/LMG
- **x9** SdKfz 251/1 APC

Support
- **x2** HMG
- **x2** SdKfz 251/1 APC

Organic Fire Support
- **x2** SdKfz 251/2 81mm

Engineer Attachments
- **x3** Pioniere (1 w/Flame)
- **x1** Pioniere/LMG
- **x3** SdKfz 251/7 APC

1. One squad can fit in each halftrack
2. Halftracks can be attached to other units.

Starting Positions

- No forces start on the map.
- U.S. and Germans each enter on turn 1 anywhere on the narrow ends of the map. U.S. forces enter from the West (left edge of the Map), Germans from the East.
- The high speed of recon units allows units to sprint into the town. To prevent this, neither side may use road movement until enemy units are spotted.
- Dice for initiative on the first turn.

Off-board Fire Support Units.

None. Only the organic mortars may perform indirect fire, using CO's or non-FO's to call for fire if direct laying is not possible.

Game Length

The scenario end is determined by rolling a d20 at the beginning of the tenth turn:

1-3 = turn 10
4-15 = turn 11
16-20 = turn 12

Victory Conditions

Calculate victory points using the following:

a. 5 points for each house controlled in the village, and 30 points for the bridge. Control of a house is no unsuppressed, unbroken enemy in a building through which your side was the last to pass. Controlling the bridge means no enemy units on or adjacent (within 6") of the bridge and no enemy units in the 4 buildings closest to the bridge.

b. The percentage of your force remaining at the end of the battle. Each personnel stand, halftrack, or non-AFV vehicle is worth one point, and each AFV or weapon-carrying halftrack is worth two points. At start the Germans have 76 force points, and the US has 93.

   To determine the percentage of force remaining, divide the number of points at the end of the battle by those present at the start:

   - For Germans, divide the percentage of remaining stands by 5 for the victory points.
   - For U.S., divide the percentage by 10 for the victory points.

   German units are more sensitive to losses. Thus, a German unit which loses three AFV's, two squads, and two APC's loses ten force points, with 66 remaining, or 87%. 87% ÷ 5 = 17.4, or 17 victory points to the Germans.

c. The percentage of the opposing force destroyed in the battle. To determine the percentage of force remaining, divide the number of enemy points *lost* at the end of the battle by those present at the start:

   - For Germans divide the percentage of remaining stands by 10 for the victory points.
   - For U.S., divide by 5 for the victory points.

   From the example above, the Germans lost 13% of their starting force. 13% ÷ 5 = 2.6, or 3 victory points for the Americans.

The side with the most victory points wins.