



1st Armored to the Rescue



Back in May of '42, out in that godforsaken sandbox they call North Africa, the British under General Ritchie were getting their clocks cleaned by that desert fox Rommel. That son of a gun was no slouch—he came flanking hard near the Gazala Line, punching through like a knife through warm butter.

So what do they do? They throw in the 1st Armoured Division to stop the bleeding. Good men, tough tanks—but they went up against a well-oiled machine. Rommel's boys had coordination, momentum, and those damn Panzers that could turn faster than ours and hit harder too.

The Brits fought like hell, but their tanks were choking on dust, breaking down, and couldn't take a hit like the German steel. The result? A tactical retreat that turned into a full-on fall of Tobruk—a damn tough loss for the Allies.

But here's the lesson, and you'd better believe I paid attention: in desert warfare,



you don't win with brute strength alone. You win with *mobility, logistics*, and bringing everything—armor, air, and artillery—to bear in perfect harmony. That's how you beat a fox like Rommel.

We may have taken a hit there—but it lit a fire under us. And that fire led us straight to victory later on.

~~ General Howitzer

5 VP's



Card Balance:

Allies - 5

Axis - 6

Complexity:

2

Conditions:



Desert

Location:



North Africa

Year:

1942

Theater:

Mediterranean Theater

Campaign

Context:

Historical

Summary:

1st Armored is a wide open tank battle with a road running at an angle through the field. Any units of either side could escape of the field via the road. This adds a strategic movement element to the armored battle.

Objectives:

5 VP's, plus each side has an escape hex at the end of the road.

Battlefield:

Desert battlefield with a road angling through from one corner to the other, surrounded by various sand dunes.

Troops:

Allies - 5 Infantry, 6 Armor

Axis - 4 Infantry, 6 Armor, 2 Artillery



□ **Winning as Allies:**

1. Big picture is that historically the British lost this due to mobility and coordination factors with their forces (besides being outgunned by the Axis Artillery). So with the Artillery on the flanks, you will need to focus your efforts in the central section, where at least the two guns have a bit less impact.
2. You have two units that begin the scenario in a no-retreat position. Get those dispersed as soon as you can.
3. Note that the enemy Artillery at K9 is an unprotected unit at the edge of the battlefield. And it is sitting on top of a Medal Objective. It is relatively easy to kill off such a unit, and would result in two medals for you, after you do the Armor Overrun.



□ **Winning as Axis:**

1. The Axis have two artillery which you may not be able to use until the tank battles cool down a bit.
2. With your armor mobility, you want to strike first and strike hard.
3. The British have a few units with no retreat, such as the armor at I5, and the infantry at D3. If you can attack those before the forces move, you can get some quick wins.

DoW Battle Reports: 28%



(Percentage of Allied Victories)



38

BR - 1st Armored



Allies Won



Axis Won

See Results

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Days of Wonder

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