



# Panzers vs. Grants



“Listen up, boys! In May ‘42, in the blazing North African desert, the British 7th Armoured Division rolled out their shiny new Grants—those big 75mm guns looked damn impressive on paper. They thought they’d finally have the edge over Rommel’s Panzers.

But let me tell you, those German 15th Panzer boys weren’t in the habit of rolling over for anyone! They didn’t give a damn about new tanks—they had the **tactics, the guts, and the desert smarts**. The British fought hard, but the Germans danced circles around them, turning that desert into a killing ground.

In the end, those Grants put up a hell of a fight, but the Germans sent ‘em packing. That’s the lesson of that day, boys—**firepower alone don’t win the battle; it’s the man in the tank and the way he fights that makes the difference!**”

~~ General Howitzer



**5 VP's**



**Card Balance:**

Allies - 4

Axis - 6

**Complexity:**

2

**Conditions:**

**Desert**

**Location:**

North Africa

**Year:**

1942

**Theater:**

Mediterranean Theater

**Campaign:**

Battle of Gazala



## Codename

### Summary:

This scenario is played out on an almost wide-open sandy battlefield with tanks battling it out. It is a great test of the attacking power of the Allied Grants vs. the German Panzers.

### Objectives:

This is a 5 VP game, and since it is on an open desert battlefield, it will proceed rather quickly. There is one Medal Objective hex for the Axis in the form of the British HQ and Supply Tents.

### Battlefield:

An open desert terrain with just a few sand dunes and an oasis.

### Troops:

Seven Panzers vs five Grants, balanced by the fact the Axis only have 1 infantry, and the British have five. No artillery.



## □ Winning as Allies

1. As the Allies, you are at an armor disadvantage. The enemy starts the scenario with most of the armor misplaced on the flanks, and only two in the center section. But as soon as they consolidate their forces together, you will feel the might of their firepower. Therefore you need to work your units, infantry and armor as a cohesive force. Do not let your armor get out way ahead of the infantry. Work them together for a stronger attack.
2. Focus your effort and cards, as they will allow, on the center section where you can defend against attacks from either flank.
3. The goal is five VP's, and since the enemy only has two infantry, this means you



will have to take out at least three Panzer units.



## □ **Winning as Axis**

1. Your Panzers in the center and right flank are outnumbered due to the four-figure tank units of the British, so you will need to get your Panzers which are stuck behind the palm forest on left flank into the game as soon as you can.
2. Do not attack on your right flank until you have the material and cards to do it.
3. Note that the HQ/Supply Tent is a Permanent Medal Objective. If you are able to push them out and take the terrain, you gain a Permanent Medal, even if you leave



the hex.

### **Classic Battle Reports:**

(percentage of Allied victories)

32%

**15**

BR - Panzers



Allies Won



○

Axis Won

[See Results](#) [Vote](#)

**Author:**

Days of Wonder

**URL**