



Panzers vs. Grants



5 VP's



Card Balance:

Allies - 4

Axis - 6

Complexity:

2



Conditions:

Desert

Location:

North Africa

Year:

1942

Theater:

Mediterranean Theater

Campaign

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.



Allied Strategy:

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.



Axis Strategy:

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.

Classic Battle Reports:

(percentage of Allied victories)



32%

0

BR - Panzers

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