



Panzer Lehr at Hauts-Vents

Listen up. Just after midnight, 11 July '44, Panzer Lehr—Germany's showpiece—came rumbling through Hauts-Vents, tanks up front, infantry in tow. We didn't wait for introductions. Our guns spoke first.

Lehr was fresh in January; by July they were tough but tired. In the hedgerows, strength on paper doesn't matter—fire discipline and nerve do. My units cut their infantry to pieces in a string of sharp dawn fights and bloodied the panzers until their thrusts lost steam. By mid-afternoon, our lines were firm, their armor still dribbling in without mass, and the initiative was back in American hands.

Lesson: meet steel with steel, kill the spearhead, and the rest of the phalanx goes nowhere. Hold the line, then drive.

~~ General Howitzer

Medals

6 VP's



Card Balance:

Allies - 5

Axis - 5

Complexity:

3

**Conditions:**

Countryside

Location:

France

Year:
1944

Theater:

Western Front

Summary:

The asymmetrical starting pattern of this game makes for an interesting and challenging battle for both sides.

Objectives: 6 Medals

Plus, the two hexes of the town of Le Rocher are temporary medal objectives for the Axis player.

Terrain:

Countryside with hedgerows and hills.

Troops:

Allies - 7 Infantry, 2 Armor, 2 Artillery

Axis - 5 Infantry, 5 Armor, 1 Artillery



Allied Strategy:

1.



Axis Strategy:

1.

Battle Reports

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○

Allies Won

○

Axis Won

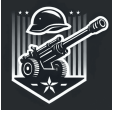
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Author:

Days of Wonder, part of the 2025 Refresh of the Base Game

Link:



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