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

Winning as Allies

1. Your Armor is outnumbered five to two. You will need to coordinate your forces of both the Infantry and Armor working together to fend off the Panzer Lehr forces.

Winning as Axis

1. You have an overwhelming Armor advantage, but your tanks are blocked and far away from the action (which is more than likely the village of Le Rocher), so you need to get them there as soon as possible.

Battle Reports

Author:

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

Link:

General Howitzer / Battle Reports

Panzer Lehr at Hauts-Vents

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**100.00%**
Average medals per side
Allies—Axis—
Submitted AARs
1Games reported
Allied victories**1 · 100.0%**
Axis victories**0 · 0.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Hauts-Vents Campaign

1. Battlegroup Heintz at Hauts-Vents→ — Open Scenario
2. Belle-Lande→ — Open Scenario
3. Panzer Lehr at Hauts-Vents Current scenario
4. Counter-Attack of Panzer Lehr→ — Open Scenario
5. Hauts-Vents is Taken→ — Open Scenario