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%

Author:

Days of Wonder

URL

General Howitzer / Battle Reports

Panzers vs. Grants

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**24.00%**
Average medals per side
Allies—Axis—
Submitted AARs
25Games reported

Allied victories**6 · 24.0%**
Axis victories**19 · 76.0%**

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.

Mediterranean Theater

1. Hellfire Pass→ — Open Scenario
2. Dug in at Sidi Omar→ — Open Scenario
3. Flanking Maneuver at Bir Hakeim→ — Open Scenario
4. Sidi Rezegh Airfield→ — Open Scenario
5. Panzers Versus Grants Current scenario

6. 1st Armoured to the Rescue→ — Open Scenario
7. Into the Cauldron→ — Open Scenario
8. Escape via the Coastal Road→ — Open Scenario