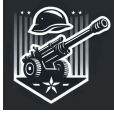


Tanks, Tanks, Tanks!



TANKS, TANKS, TANKS



Historical Background

None

Briefing

Axis goes first 8 cards
Allies 7 cards

Conditions of Victory

12 medals But why not go for a death match

Special Rules

You Know the rules

Setup order

- 1  x10
- 2  x5
- 3  x3
- 4  x4
- 5  x4



What can I say? There's a lotta tanks in this battle!

~~ General Howitzer

VP's

12



Card Balance:

Allies - 7

Axis - 8

Complexity:

3

Conditions:

Countryside



Context:

Fictional



Location:

Somewhere

Year:

Sometime

Summary:

Victory Points:

12 Medals

Terrain:

Open terrain with a few hills and towns

Troops:

Allies - 7

Axis - 8



Allies:

1.





Axis:

1.

Author.

URL

General Howitzer / Battle Reports

Tanks, Tanks, Tanks!

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—

Average medals per side

Allies—Axis—

Submitted AARs

0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**

Axis victories**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.