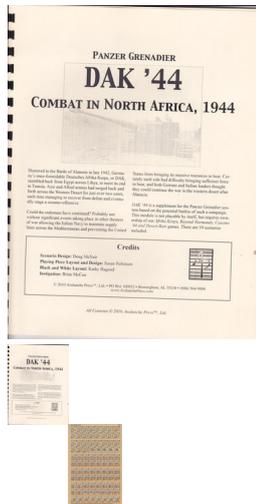


Panzer Grenadier: DAK '44



DAK '44 is a supplement for the Panzer Grenadier system. It deals with the Deutsches Afrika Korps, or DAK, 10 scenarios included.

Rating: Not Rated Yet

Price

Price £14.95

[Ask a question about this product](#)

Manufacturer [AVALANCHE PRESS](#)

Description

Shattered in the Battle of Alamein in late 1942, Germany's once-formidable Deutsches Afrika Korps, or DAK, stumbled back from Egypt across Libya, to meet its end in Tunisia. Axis and Allied armies had surged back and forth across the Western Desert for just over two years, each time managing to recover from defeat and eventually stage a counter-offensive.

Panzer Grenadier fan Brian McCue asked, could the stalemate have continued? And now Panzer Grenadier Developer Doug McNaughton has answered with this 10-scenario supplement for the Panzer Grenadier series, complete with 88 new playing pieces. Certainly each side had difficulty bringing sufficient force to bear, and both German and Italian leaders thought they could continue the war in the western desert after Alamein. Significant events would have to place in other theaters of war to allow the Italian Navy to maintain supply lines across the Mediterranean and prevent the United States from bringing its massive resources to bear. But now you can answer Brian McCue's question yourself.

DAK '44 is a supplement for the Panzer Grenadier system based on the potential battles of such a campaign. This module is not playable by itself, but requires ownership of our Afrika Korps, Beyond Normandy, Cassino '44 and Desert Rats games. There are 10 scenarios included.

There are 88 new German pieces in the desert scheme first introduced in Afrika Korps. They include Tiger, Tiger II and Panther tanks, Hetzer tank destroyers, Wespe self-propelled artillery plus the anti-tank guns, mortars and rocket launchers of Germany's 1944 arsenal.