



Strasbourg



On January 7, 1945, the German Nineteenth Army launched an attack south of Strasbourg against the First French Army in an operation code-named *Sonnenwende* (“Winter Solstice”). This offensive was part of a broader German effort to counter the Allies’ advance in Alsace and maintain control over key territory in eastern France.

The attack aimed to push back the French forces and threaten Strasbourg, a strategically vital city for the Allies. Despite initial German gains, the French First Army, with support from American forces, mounted a resilient defense. Allied artillery and air support helped to stall the German assault, ultimately preventing the Nineteenth Army from achieving its objectives.

The failure of *Sonnenwende* weakened German forces in the region and contributed to the broader collapse of German defenses in Alsace, allowing the Allies to solidify their hold on Strasbourg and continue their push toward Germany.

5 VP's



Card Balance:

Allies - 6

Axis - 4

Complexity:

4

Conditions:

Winter

Location:

France

Year:

1945

Theater:

Western Front

Campaign

Codename:

Sonnenwende ("Winter Solstice")



Summary:

Objectives:

5 VP's, and two Medal Objectives for Axis

Battlefield:

Strasbourg is a winter scenario with a frozen river cutting diagonally across the battlefield. It is passable. There is also an impassable river with three bridges crossing it. Each set of troops are squeezed against opposite corners causing an exciting asymmetrical warfare experience.

Troops:

Allies - 8 Infantry, 3 Armor, 1 Artillery

Axis - 6 Infantry, 4 Armor



Allied Strategy



Axis Strategy:

1

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Days of Wonder

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