

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.

General Howitzer’s summary:



Sonnenwende was a damn flop for the Germans—it drained their strength, cracked their lines in Alsace, and handed us the keys to Strasbourg. From there, it was full steam ahead, straight into the heart of 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:

1. You need to defend the medals in the town and bridge hexes because the Axis are going to come at you with everything they’ve got. They have you outnumbered



by armor and there is a lot of open territory, so you will need to get your forces into defensive positions.

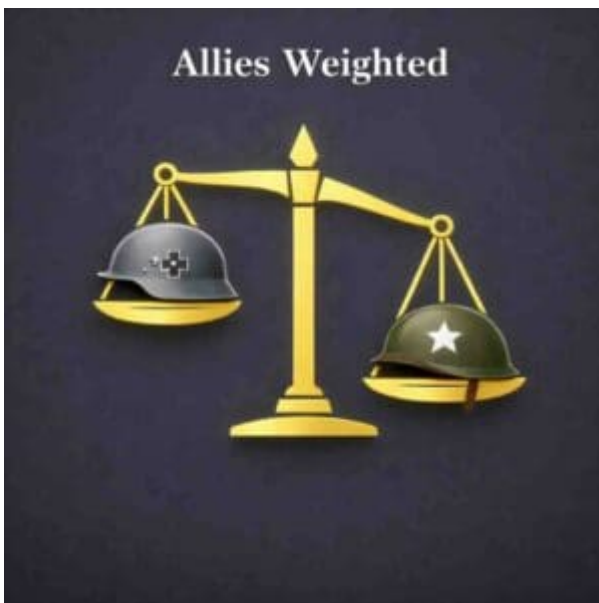
2. Your infantry in the forward right flank are in a position to attack the enemy forces backed up against the border so hit them while you can.



Axis Strategy:

1. Big picture strategy for you is to push your forces down the center section and to pursue the two medal objectives in the town and bridge hex.

2. Because your forces are pushed up against the back wall, you need to get them mobile as soon as possible. Your most immediate concern is to deal with the two Infantry units right in front of you.



30

BR - Strasbourg

○



Allies Won



Axis Won

See Results

Vote

Author:

Days of Wonder

URL