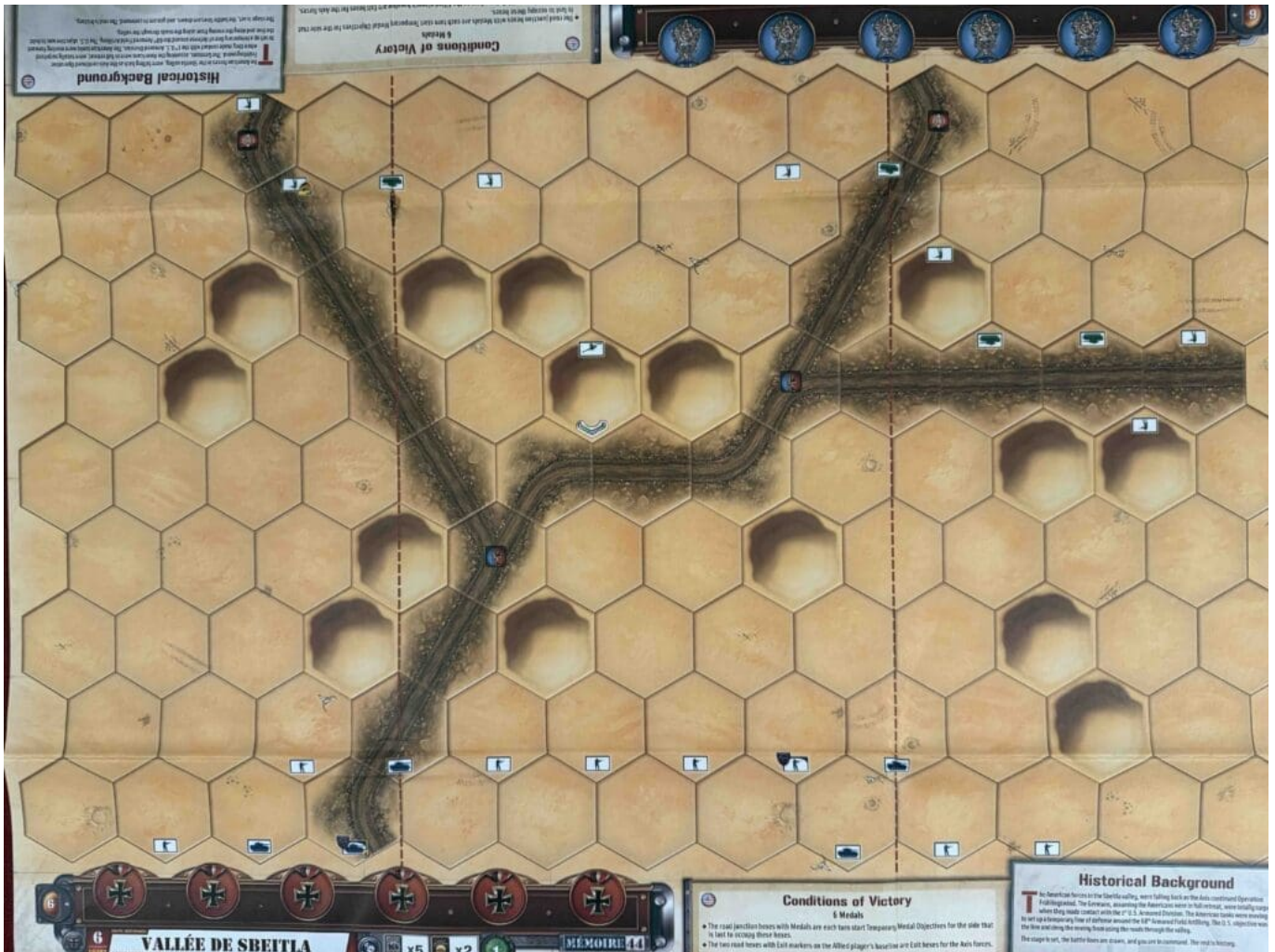




Sbeitla Tunisia



Operation Frühlingswind—February 1943. The Krauts thought they had us dead to rights in central Tunisia. They were wrong.

Rommel's boys hit us hard at **Sidi Bou Zid**, busted through, and kept pushing west toward **Sbeitla**. On **February 17**, they grabbed the town—but that's where the party stopped.

Because in rolled the **1st U.S. Armored Division—Combat Command B**—and they didn't come to retreat. They dug in, fought smart, and hit the Germans with a counterattack they didn't see coming. It wasn't perfect, but it was bold—and it threw a wrench into the Nazi gears. They didn't push any farther.



Sure, we took our lumps. Our tactics were green, our command still learning the ropes. But what matters is we *learned*. Fast. That fight at Sbeitla was a baptism by fire—and it forged better soldiers, better leadership, and a better army.

The message was clear: the Americans might get hit, but by God, we *hit back*—and next time, we'd be coming out swinging.

~~ General Howitzer

6 VP's

Card Balance:

Allies - 5 + 2 Combat Cards

Axis - 5 + 2 Combat Cards

Complexity:

2

Conditions:

Desert



Context:



Historical

Location:

Tunisia

Year:

1943

Theater:

Mediterranean

Campaign:

Tunisia Campaign

Codename:

Operation Frühlingwind (Spring Wind)

Summary:

Objectives:

6 VP's, including territorial objectives, and exit hexes.

Battlefield:

Desert terrain with a branching roads running through it, and dunes everywhere.

Troops:

Allies - 7 Infantry, 4 Armor, 1 Artillery



Axis - 8 Infantry, 5 Armor

Allied Strategy:

1.

Axis Strategy

1.

Battle Reports

2
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Allies Won

Axis Won

Author:

Days of Wonder

Link: