

# Tigers in the Snow



Tigers-in-Snow\_titlejpg



**Tigers-in-Snow\_right2**



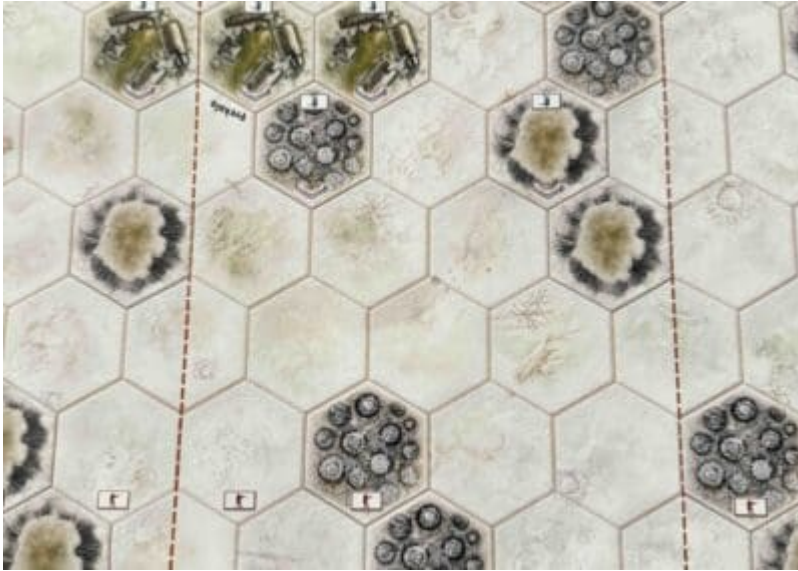
**Tigers-in-Snow\_right1**



**Tigers-in-Snow\_left2**



**Tigers-in-Snow\_left1**



**Tigers-in-Snow\_center2**



**Tigers-in-Snow\_center1**

“Tigers in the Snow”—that wasn’t just a clever title, it was the actual truth of what happened in the Ardennes. Peiper and his SS boys came charging with their big, shiny King Tigers, the heaviest brutes the Germans could throw on a battlefield. They thought those monsters would smash through anything in their way.



But tanks don't win wars by themselves. The snow was deep, the roads were narrow, and fuel was scarce. Our boys—American infantry, artillery, and tankers—kept hammering them from every side, day after day, bleeding them dry. Those great Tigers ended up stuck in the woods, running on fumes, while our men boxed them in.

In the end, Peiper's vaunted force had to abandon their precious tanks right there in the snow. The lesson? I don't give a care how thick your armor is—when you run into Americans who won't quit, you'll find out that guts, brains, and relentless pressure beat steel every time.

### **13 VP's**



#### **Card Balance:**

Allies - 9

Axis - 9

#### **Complexity:**

**5 (Overlord)**

#### **Conditions:**

Winter





**Context:**

Historical

**Location:**

Normandy, France

**Year:**

1944

**Theater:**

Western

**Campaign:**

Normandy

**Codename:**

**Summary:**

**Objectives:**

13 VP's, including a bridge Territorial Objective Medal.

**Battlefield:**

Winter countryside with a river, roads, hills, and many hedgerows.

**Troops:**

Allies - 13 Infantry, 10 Armor, 4 Artillery



Axis - 14 Infantry, 8 Armor, 4 Artillery



### Allied Strategy:

- 1.



### Axis Strategy

- 1.

## Battle Reports

**1**

BR - Tigers in the Snow



Allies Won



Axis Won

See Results

Vote

**Author:**



Days of Wonder

**Link:**