



Tigers in the Snow



Tigers-in-Snow_titlejpg



Tigers-in-Snow_right2



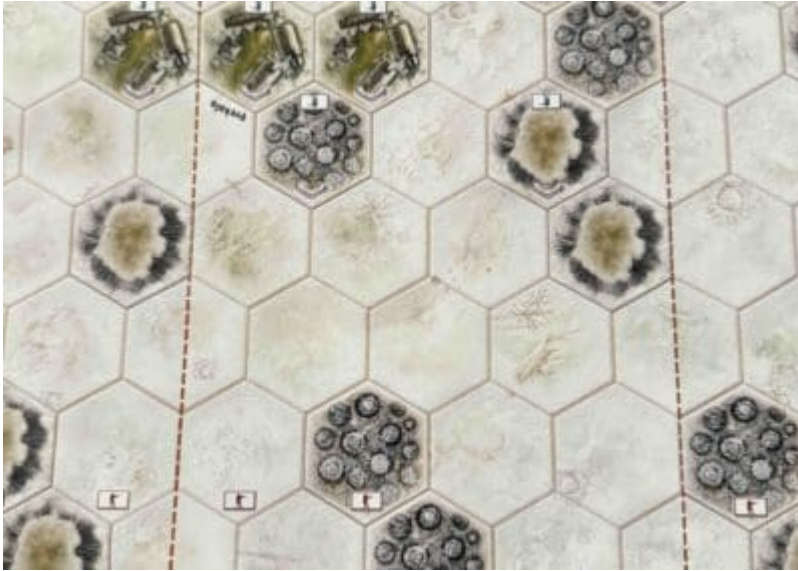
Tigers-in-Snow_right1



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

0

BR - Tigers in the Snow

☐

Allies Won

☐

Axis Won

See Results

Vote

Author:



Days of Wonder

Link:

Please follow and like us:

