St. Vith, 1944
A *Flames of War* Mega-Game Scenario

Hitler's Ardennes offensive in December of 1944 relied on quickly securing the key crossroads in the difficult and woody terrain of the Ardennes Forest of Belgium. A key focus of the northern prong of the attack was to secure the vital crossroads of St. Vith.

Historically, the stubborn defense of St. Vith provided a critical delay to the German offensive, slowing the advances of both 5th and 6th Panzer Armies and allowing Allied reinforcements to rush to contain the breakthrough.

This scenario uses a large tabletop to show a scaled down version of the area around St. Vith where the critical fighting occurred. The scenario focuses on the heaviest fighting during assault, which took place on December 21st as German forces desperately tried to seize the critical junction. St. Vith provides an opportunity to field a wide variety of interesting and unique Late War US and German units in a unique setting.

Special Terrain rules:

- Buildings – The small villages in this area were built solidly. Any infantry team touching a building should be treated as in concealing terrain and bulletproof cover.
- Snow / Woods – at this time the temperatures were high enough that there was no remaining snow, except in the shade of the wooded areas. Woods are treated as normal, but any snow drifts are impassable to wheeled vehicles, and require a cross check with a -1 modifier for tracked and half tracked vehicles.
- Hills – St. Vith was a strong position as it was surrounded by high ground, making for good defensive positions. Any stand on a hill is treated as concealed, and it can see over but not into woods (except for stands at the edge). Hills are muddy going (see below).
- Mud – the weather was a critical factor in the battle, and at this point the ground was very soggy from frequent snows and melting. To reflect this, all open terrain and hills are treated as muddy going (difficult terrain).
- Roads and trails – during the Bulge roads and trails were often the only way to move vehicles. Treat roads normally, and trails as cross-country terrain.
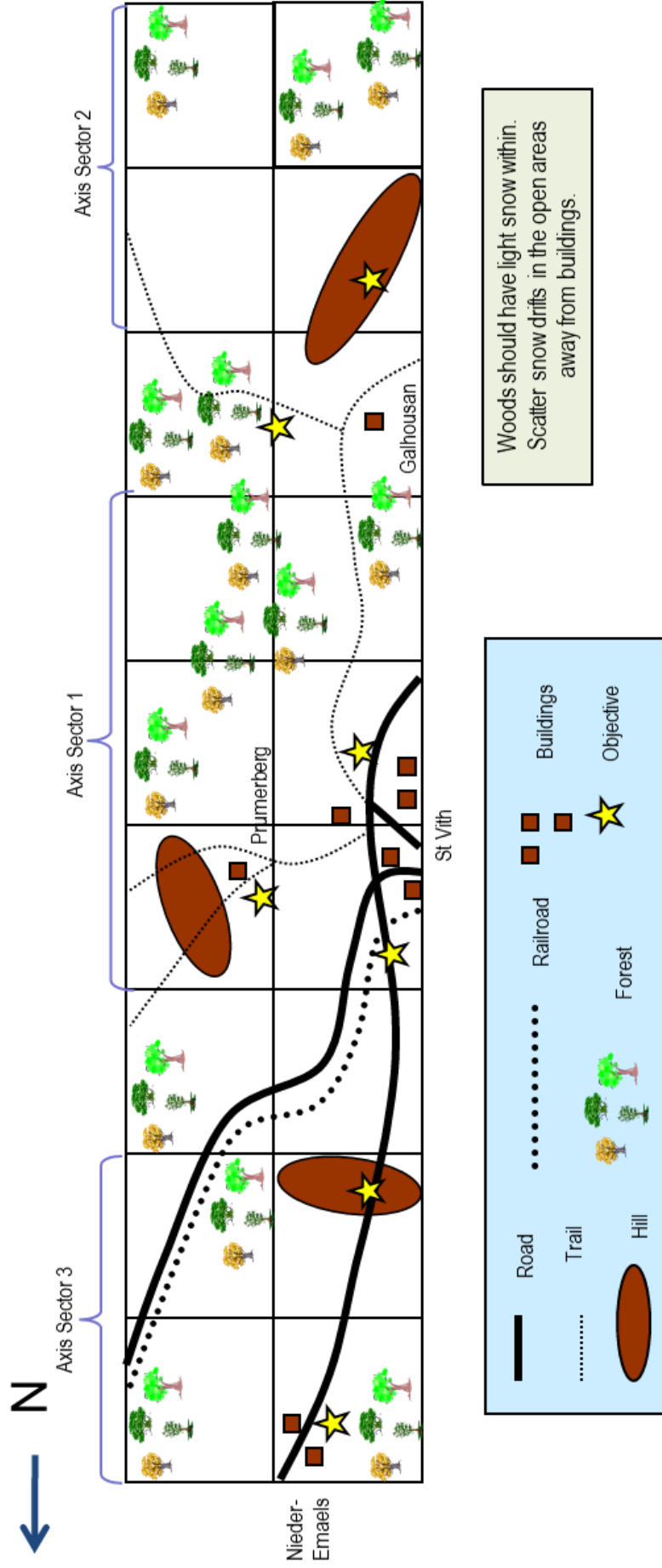
Deployment:

The game starts with the makeshift American forces dug in in a semi-circle around the key crossroads of St. Vith.

The Allied starting forces are deployed on table first, as noted in each force's deployment. All of the forces starting on table are gone to ground and dug in (foxholes) if they are in terrain that allows the construction of foxholes.

The German forces then deploy their on-table forces, and then take the first turn.

Map:

FOW Mega-Game
Battle for St. Vith v4 – December, 1944

N

Axis Sector 2

Axis Sector 1

Axis Sector 3

Galhousan

Prumerberg

St Vith

Nieder-
Emaels

Woods should have light snow within.
Scatter snow drifts in the open areas
away from buildings.

Road

Trail

Hill

Railroad

Forest

Buildings

Objective

German Forces:

German Forces (4 Axis Players) –

1. 18th VG Division > represented by a 100-point Volksgrenadier Company from Bulge: German. It may have no armored vehicles other than Hetzer tank hunters. It starts the game deployed on the tabletop, anywhere within 6" of its deployment edge (Axis Sector 1).

2. 62nd VG Division > represented by a 100-point Volksgrenadier Company from Bulge: German, which must have the 12th VG (Veteran Volksgrenadiers) Command Card. It may have no armored vehicles other than Hetzer tank hunters. It starts the game deployed on the tabletop, anywhere within 6" of its deployment edge (Axis Sector 2).

3. Fuhrer Begleit Brigade > represented by a 100-point Ardennes Armored Panzergrenadier Company from Bulge: German. It enters the table on turn one, from Axis Sector 3.

4. Fuhrer Begleit Brigade Armor > represented by a 100-point Panther (Late) Tank Company from Bulge: German. It enters the table on turn 3, from Axis Sector 3.

Allied Forces:

Allied Forces (4 Allied Players) –

1. CCB / 7th AD > represented by a 100-point M4 Sherman (Late) Tank Company from Bulge: American. It starts the game deployed on the tabletop, anywhere within 12" of St Vith.

2. 112th Infantry Regiment / 28th ID > represented by a 100-point Battle Weary Rifle Company from Bulge: American. It starts the game deployed on the tabletop, anywhere within 12" of Galhousan.

3. CCB / 9th AD > represented by a 100-point M4 Sherman (Late) Tank Company from Bulge: American. It starts the game deployed on the tabletop, anywhere within 6" of Prumerberg.

4. CCA / 7th AD > represented by a 100-point M4 Sherman (Late) Tank Company from Bulge: American. It arrives on turn 3, anywhere on the Allied Board edge within 24" of St Vith.

Special Rules:

Force Restrictions:
US forces may not field Pershing or Super Pershing tanks – these were not available at the time of the battle.

Neither side may use Title command cards for units unless they are specifically listed in the OOB.

Airpower:
Hitler selected the time of his offensive to take advantage of bad weather to ground Allied airpower. No airpower is present for this action.

Weather:
The weather during these actions was wintery and very cold, but only a few areas of un-melted snow and lots of mud remain (see terrain). Low fog will limit visibility to 32" maximum throughout the battle. The weather has no other effect.

Winning the Game:

Holding St. Vith was critical to slowing the German advance toward the Meuse. Quickly isolating and capturing the city would speed the accomplishment of German goals and give their offensive a slight hope for success.

To reflect this, there are 7 objectives on the tabletop:
- If the German side holds both objectives in St. Vith at the start of their turn the game immediately ends with a strategic Axis victory.
- If the Germans do not win a strategic victory, the game will end after 6 turns. If at that point whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority, then the result is a draw.

Optional – Larger Game / 10 Players:

If players would like a slightly larger game, to accommodate up to 10 players, the following changes may be made to the basic scenario. Unless superseded by the changes below, all of the other scenario rules remain in effect.

Forces (Expanded Scenario):

Add the following force to the German forces:

5. 9th SS Panzer Division > represented by a 100-point Ardennes SS Panzergrenadier Company from Bulge: German. It enters the table on turn 2, from Axis Sector 4.

Add the following force to the American forces:

5. CCR / 7th AD > represented by a 100-point Battle Weary Armoured Rifle Company from Bulge: American. It enters the table on turn 2, from Allied Sector A.

Winning the Game (Expanded Scenario):

Holding St. Vith was critical to slowing the German advance toward the Meuse. Quickly isolating and capturing the city would speed the accomplishment of German goals and give their offensive a slight hope for success.

To reflect this, there are 9 objectives on the tabletop:
*   If the German side holds both objectives in St. Vith at the start of their turn the game immediately ends with a strategic Axis victory.
*   If the Germans do not win a strategic victory, the game will end after 6 turns. If at that point whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority, then the result is a draw.

Expanded Map:

Use the expanded map (below) for the 10-player scenario.

FOW Mega-Game
Battle for St. Vith v4 (10-Player) – December, 1944

N

Axis Sector 2

Axis Sector 1

Axis Sector 3

Axis Sector 4

Allied Sector A

Galhousan

St Vith

Prümerberg

Nieder-Emaels

Ober-Emaels

Woods should have light snow within.
Scatter snow drifts in the open areas
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Trail
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Railroad
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Objective