

## 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 5<sup>th</sup> and 6<sup>th</sup> 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 21<sup>st</sup> 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 stand 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 very difficult going for 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 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 going for vehicles).
- 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:

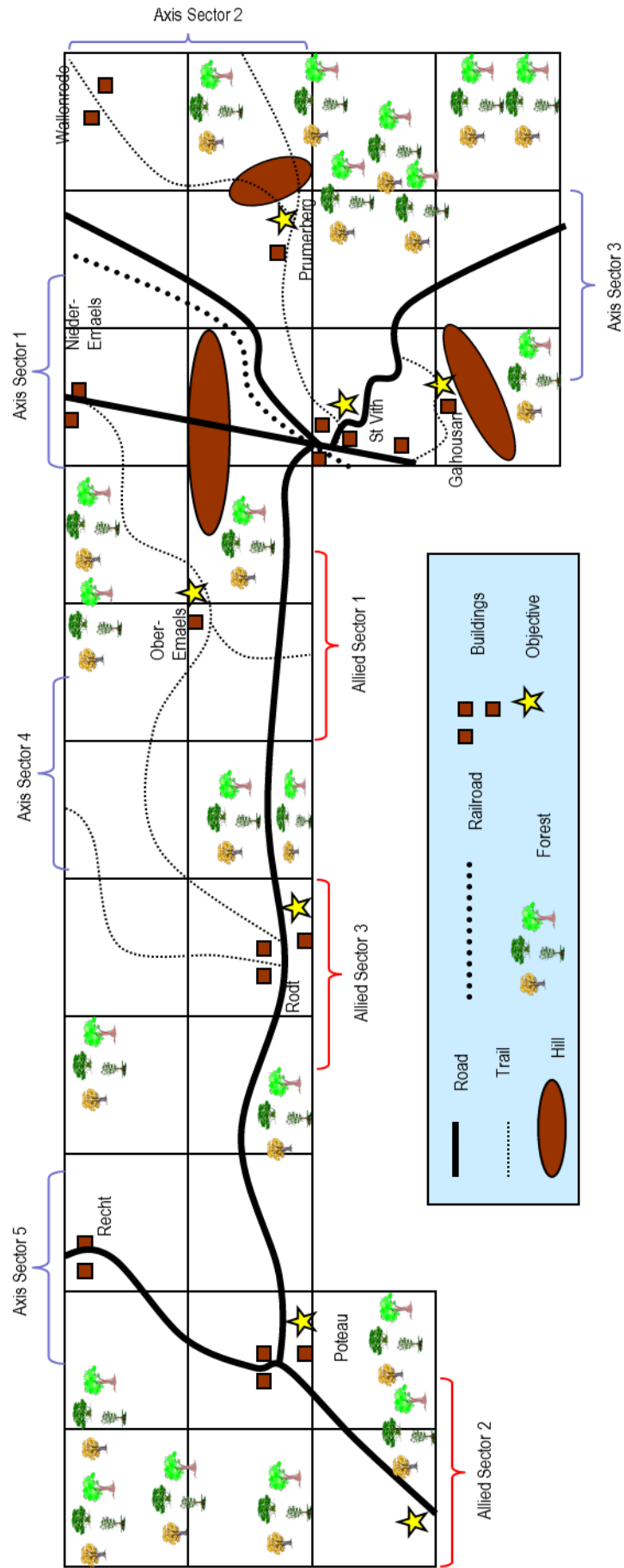
The game starts with the makeshift American forces dug in in a semi-circle around the key crossroads of St. Vith.

The Allied starting forces are deployed on table first, as noted in each force's deployment. All of the Allied 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 take deploy any on table forces, and then take the first turn.

Map:

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



## Axis Forces:

<b>9<sup>th</sup> SS Panzer Division -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Kampfgruppe Peiper from Devil's Charge  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enters on turn one from Axis sector 5</p>	

<b>I/Fuhrer Begliet Brigade -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Fuhrer Begliet pdf from BF website  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enters on turn one from Axis sector 4</p>	

<b>II/Fuhrer Begliet Brigade -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Fuhrer Begliet pdf from BF website  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enters on turn one from Axis sector I</p>	

<b>18<sup>th</sup> Volksgrenadier Division -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Volksgrenadierkompanie list (NUTS)  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> within 12" of Wallenrode</p>	

<b>62<sup>nd</sup> Volksgrenadier Division -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Volksgrenadierkompanie list (NUTS)  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enters on turn one from Axis sector 3</p>	

## Allied Forces:

<b>112<sup>th</sup> Infantry Regt -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> US Rifle Company, Devil's Charge  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> deploy within 12" of Galhousan</p>

<b>CCB / 9<sup>th</sup> Armored -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> US Tank or Armored Infantry Company, Blood Guts and Glory (trained)  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> deploy within 12" of Prumerberg</p>

<b>CCB / 7<sup>th</sup> Armored -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> US Tank or Armored Infantry Company, Blood Guts and Glory (veteran)  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> deploy within St Vith or up to 12" to the north</p>

<b>CCA / 7<sup>th</sup> Armored -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> US Tank or Armored Infantry Company, Blood Guts and Glory (veteran)  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enter on turn one from Allied sectors 1 or 3</p>

<b>CCR / 7<sup>th</sup> Armored -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> US Tank or Armored Infantry Company, Blood Guts and Glory (veteran)  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enter on turn one from Allied sector 2</p>

## Special Rules:

### **Airpower:**

Hitler select 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 either St. Vith or the western objective 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.