



St. Vith



The Battle of St. Vith, fought in December 1944 during the Battle of the Bulge, was a critical engagement on the Western Front in World War II. Located in Belgium, St. Vith was a key road junction that the German Army sought to capture to facilitate their advance into the Ardennes.

American forces, including elements of the 106th Infantry Division, the 7th Armored Division, and other units, mounted a stubborn defense despite being outnumbered and outgunned. Their resistance delayed the German offensive significantly, disrupting the timetable of the German 5th Panzer Army.

The battle concluded with the withdrawal of American forces on December 23, 1944, after inflicting heavy casualties on the Germans and buying valuable time for Allied reinforcements to regroup and counterattack. The defense of St. Vith is remembered as a strategic success for the Allies, contributing to the ultimate failure of the German offensive.



6 VP's



Card Balance:

Allies - 4

Axis - 5

Complexity:

4

Conditions:

Countryside



Context:

Historical

Location:

Belgium



Year:

1944

Theater:

Western Front

Campaign:

Ardennes

Context:

Historical

Summary:

Objectives:

6 VP's

Battlefield:

The St. Vith scenario has a large central battlefield surrounded by forests blocking access to each of the flanks, and a long ridge of impassible mountain hexes (the Prumerberg) across the back of the field. It makes for intense warfare of armor, infantry and artillery battling it out for dominance in the center.

Troops:

Allies - 7 Infantry, 6 Armor

Axis - 10 Infantry, 4 Armor, 1 Artillery



Allied Strategy

1. The Allies are on the defensive here, receiving only 4 cards vs. the Axis' 5 cards. You have sandbags; use them, and don't be too quick to move out from them.
2. The center section with the impassable mountains behind and the enemy artillery in front is kind of a kill-zone unless you are prepared for it. Your best assault tactics may be found on the flanks.



Axis Strategy

1. Your forces are bunched together making for many no-retreat situations. Move your Infantry into the woods as soon as possible.
2. Note that the enemy has their backs to the wall with the impassable mountains behind them. Once your infantry are deployed in the woods, use your armor and artillery to hit any forces in the center section. Most of your hits will be enhanced by another 17% because of the no-retreat situation in which the Allied forces find themselves.
3. Note that although the Allies have a 6-4 armor advantage, their two armor in the back center section will be slow to get into the action. If you can hit or eliminate one or more of the forward armor units before the others come into play, it will even out the battle for you.

Battle Reports

(percentage of Allied victories):



45%

2

BR - St. Vith

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