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.

*Men — what you saw at **St. Vith** was grit forged in steel. Outnumbered, outgunned, and half-frozen, those boys of the **106th Infantry** and **7th Armored** stood toe-to-toe with the damned **5th Panzer Army** and said, "You'll move through us only over our dead bodies."*

*They fought for every yard of ground, every shell hole and hedgerow, and by God, they made the Germans pay for every inch. Their stand **wrecked the enemy's timetable**, blunted his spearhead, and bought the time our armies needed to gather their strength for the counterblow.*

*When they finally withdrew on **December 23rd**, it wasn't defeat — it was a **tactical victory paid in blood and courage**. St. Vith was no retreat; it was a wall of American willpower that helped break Hitler's last gamble in the west.*

~~ General Howitzer

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.

3. You have an Infantry and two Armor stuck on the back row, center section. It will be difficult to win as Allies without putting these forces to work. So move them, especially the Armor as soon as you can. If you have a card to move four units, reserve one of those moves to start getting them into the action.



Axis Strategy

1. Your forces are bunched together making for many no-retreat situaions. 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%

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

St. Vith, Ardennes

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**48.39%**
Average medals per side
Allies**6.0**Axis**2.0**
Submitted AARs
31Games reported
Allied victories**15 · 48.4%**
Axis victories**16 · 51.6%**

Linkola recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Base Game Scenarios

1. Pegasus Bridge→ — Open Scenario
2. Sainte Mere-Eglise→ — Open Scenario
3. Sword Beach→ — Open Scenario
4. Pointe-du-Hoc→ — Open Scenario
5. Omaha Beach→ — Open Scenario

6. Mont Mouchet→ — Open Scenario
7. Vassieux, Vercors→ — Open Scenario
8. Operation Cobra→ — Open Scenario
9. Operatoin Luttich→ — Open Scenario
10. Toulon→ — Open Scenario
11. Liberation of Paris→ — Open Scenario
12. Montelimar→ — Open Scenario
13. Arnhem Bridge→ — Open Scenario
14. Arracourt→ — Open Scenario
15. St. Vith, Ardennes Current scenario
16. Saverne Gap, Vosges→ — Open Scenario
17. Omaha [Overlord]→ — Open Scenario