







ST VITH

- ARDENNES



Setup order

- 1  x20
- 2  x16
- 3  x5
- 4  x6

Historical Background

As early as August 1944, Adolf Hitler began formulating plans for what would become the Ardennes offensive. While too ambitious for the available resources and terrain, the plan was deemed by the German High Command as having more chances of impacting the situation than throwing the same the ad-hoc divisions into the increasingly desperate Eastern front.

In the Ardennes, there were only a few cross-country roads, so forces would tend to pile up at the crossroads. St. Vith was one such town. The German tide rushed past to the north and south of St. Vith during the first days of the offensive, leaving the town to two Volksgrenadier divisions, supported by artillery and a few Tigers. In the defense, a hodge-podge force, including infantry and armor, dug in on a rugged ridge known as the Prumerberg, just east of St. Vith.

A heavy artillery barrage began the German attack. The infantry followed, advancing through gaps in the American line. The push was joined by Tiger tanks rolling up the front slopes of the Prumerberg. The American armor lay in wait on the ridge, but the Tigers, using an Eastern Front tactic of firing flares as they reached the crest, blinded the American tank crews and silhouetted the Sherman tanks. The American line broke under heavy pressure and fell back before additional forces could be deployed from the town.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 5 command cards
You move first.

Allied Player: Take 4 command cards.

Conditions of Victory

6 Medals

Special Rules

The Axis Special Forces tank units have 4 figures.

The hill slope toward St Vith is impassable.