

V4⁹⁹ ONLY THE ENEMY IN FRONT

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HISTORICAL ACCOUNT

LOCATION: Eyne, Belgium

DATE: 3 September 1944

COMMENTARY: After the encirclement and destruction of the German forces in the Falaise pocket, the Allies were able to push on rapidly with their advance into Europe. The British XXX Corps was tasked with an armoured dash across Belgium and on into Holland. In order to prevent the Germans from cutting the Corps' route behind the lead elements, the 61st Regiment of the Reconnaissance Corps moved into a holding position on the flank along the Escaut Canal from Ghent to the south of Oudenarde. Just north of Oudenarde a party from B Squadron was holding the bridge at Eyne when a German attack materialised from out of themist.

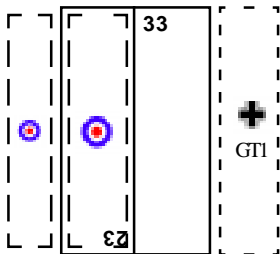
As the Germans approached the bridge the anti-tank gun, directed by Sergeant Atkinson, waited until all of the enemy vehicles converged and then opened fire, "brewing up" four of them. Changing to HE the anti-tank gun then engaged the advancing infantry while the rest of the detachment opened fire with everything it had. At 1300 hrs, a German officer approached under a Red Cross flag to collect the wounded. About 60 German dead and wounded were counted. The British were unharmed. The Germans were harangued by the British company commander to surrender but stubbornly refused: battle was subsequently rejoined.



TURN RECORD CHART

| | | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|-----|
| BRITISH Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | END |
| GERMAN Moves First [110] | | | | | | | | |

THE BATTLEFIELD AND CONDITIONS



The bridges in hexes 23H4, 23X3 and 23BBB5 do not exist.

EC are Moist with no wind at start. Weather is Mist (E3.32).

VICTORY CONDITIONS

The German player wins immediately when he controls buildings 23O10, 23Q9 and the rowhouse in 23M8, or if he has ≥ 20 Casualty VPs at game end. Any other result is a British victory.

SCENARIO SPECIFIC RULES

1 If in the same Location as the ATG, the British 8-1 leader may direct its fire, by applying his Leadership to its TH DR. If he sets up with the ATG he may set up HIP as per A12.34.

2 If, at the end of every RPh commencing with GT5, the Germans have < 5 squad-equivalents in Good Order then the German player must request a truce which ends the game immediately.

3 Kindling is NA for the British.

Elements of 718th Infantry Division, XV Army enter on turn 1 along the east edge of mapboard 33.
BALANCE: change the German 9-1 leader to a 9-2 leader.

ELR: 3
SAN: 2

| | | | | | | | | | |
|--------------------|-----|-----|-----|------|-----|------|----|----|----|
| | | | | | | | | | |
| 4 ¹ 6-7 | 1-8 | 1-8 | 1-8 | 5-12 | 3-8 | 12-4 | 13 | 16 | 16 |
| 11 | | | | 4 | 2 | | 1 | 3 | 1 |

Detachment of B Squadron, 61st Reconnaissance Regiment [ELR:4] set up anywhere on board 23. One squad-equivalent and any SW/leaders stacked with it may be set up HIP. The Carrier crews are elite HS (D6.82).
BALANCE: add five "?" counters the the British OoB.

ELR: 4
SAN: 4

| | | | | | | |
|--------------------|-------|-----|-----|------|-----|-----|
| | | | | | | |
| 4 ¹ 5-7 | 2-2-8 | 1-8 | 1-8 | 4-12 | 2-7 | 8-3 |
| 5 | | | | 2 | | |

Armoured Car Section enters on GT1 on any road hex on the west edge of mapboard 23.

| | | |
|-----------|-----------|-----|
| | | |
| Carrier A | Carrier B | OoB |
| 1 | 1 | 3 |
| 2 | 4 | 5 |

| | |
|--------------|----------------|
| | |
| Humber IV AC | Humber III LRC |
| 1 | 1 |
| 37LL | AA MG |
| 1 | 1 |