

V6⁹⁹ THEY THINK IT'S ALL OVER

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HISTORICAL ACCOUNT

LOCATION: Somewhere in Normandy

DATE: 29 July 1944

COMMENTARY: All was ready for the start of Operation Bluecoat. Captain Moore had honed his men to a high state of readiness and was ready to allow them a day's relaxation. However, Sergeant Charlton had other ideas. Convinced that a German observation post lay just in front of his position, he persuaded Moore to join him in a move to clear any German observers from the Company's front. Together they moved out; Charlton bearing the satchel charge with four others in the front line, three in support, and two men with Moore covering the rear.

As the team moved out, a number of Germans were observed advancing rapidly from the other end of the field. Charlton did not hesitate. He spurred his men forward and the two sides closed rapidly, satchel charges changing hands as the expert infantrymen passed, fainted, and moved ever closer to their goal.

Controversy long raged in the Regiment over who made the throw that successfully demolished the objective, but the result was clear. As the two sides returned to their own lines, those involved recognised that it was all over now.



TURN RECORD CHART

Each side makes a pre-game DR and the player rolling lower	1	2	3	4	5	6	7	8	END
nominates one side to set up and move first.									

THE BATTLEFIELD AND CONDITIONS



All hexes are Open Ground.

EC are Moderate with No Wind at start.

VICTORY CONDITIONS

The first side to *place* a DC in the opponent's Pillbox Location wins immediately (no DC attack is necessary, so DC Malfunction cannot apply).

SCENARIO SPECIFIC RULES

- In addition to the free Transfer and Recovery of SW by units within a hex (A4.431), SW may also be thrown to a friendly recipient up to 10 hexes away at the end of the Friendly RPh (only). A special, unmodified TH DR must be made in the friendly RPh with a Basic TH# of 11 at one hex range, decreasing by one for each additional hex (to 2 at 10 hexes). If the TH is achieved, the target receiver is in possession of the SW; if failed, the SW is placed, unpossessed, in the target hex.
- No Quarter (A20.3) is in effect for both sides.

	German team Pillbox and one Hero sets up in 26B5 (CA is 26C5/C6), other units set up within five hexes of the Pillbox. BALANCE: increase German SAN to 4.
ELR: 5 SAN: -	
	11
	1

	British team Pillbox and one Hero sets up in 26FF5 (CA is 26EE5/EE6), other units set up within five hexes of the Pillbox. BALANCE: increase British SAN to 4.
ELR: 5 SAN: -	
	11
	1