

# V31 VICIOUS IN VLIERDEN

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## HISTORICAL ACCOUNT

**LOCATION:** Vlierden, Netherlands

**DATE:** 24 September 1944

**COMMENTARY:** On September 4th 11th Armoured Division famously captured Antwerp before pushing on into the German occupied Netherlands. It met with much resistance, not least at Vlierden where a supposed convalescent unit fought fanatically using panzerfausts as hand held anti-personnel artillery.

When the leading carrier came over a slight rise at the entrance to the village of Vlierden it was hit by fire from a 75mm gun. Subsequently, just as it was getting dark on the night of the 23rd, it was decided to send two carriers ahead as scouts. They advanced down the road and were fired on by panzerfausts. As a result of this it was decided to wait until morning and to leave a standing patrol out on the outskirts of the village. In the morning this section found itself pinned down by machine gun fire and panzerfausts which the Germans were using as man-portable artillery to fire at the British infantry. And so 15 platoon supported by tanks and carriers was sent to attack the houses on the outskirts which were occupied by Germans. This attack however was repulsed and artillery was called in before Captain May took 14 platoon, 5th Troop and Sgt. Millwood's carriers round to the right where they captured several prisoners.

F company then went through the village from the opposite end and had no difficulty in clearing it. A propaganda broadcasting van had been used to try and persuade the Germans in Vlierden to give up but this had no effect, and the Germans - who were supposed to be convalescents - fought extremely well.



## TURN RECORD CHART

+	GERMAN Sets Up First	1	2	3	4	5	END
o	BRITISH Moves First						

## THE BATTLEFIELD AND CONDITIONS



GT1



EC are Dry with no wind at start.

## VICTORY CONDITIONS

The British win at Game End if they have  $\geq 5$ VP. They receive 1VP for each multi-hex Building not occupied by a Good Order German MMC and 1VP for each Prisoner squad-equivalent held (prisoners eliminated by German fire count as captured prisoners).

## SCENARIO SPECIFIC RULES

- The German player may designate up to two Personnel as Fanatic (A10.8).
- German Personnel do not need to roll PF checks. A maximum of 12 PF shots may be made PF may be fired at Infantry in any terrain with a HE Equivalency (C8.31) of 8 FP for targets not receiving wall/building/rubble TEM.
- German OB-given 2-3-7 are Walking Wounded. If necessary record the ID of any 2-3-7 HS derived from a 4-4-7 squad.
- During his setup the German player must place a wreck counter on the V6-FF5 road within LOS of the PaK40.
- The British player may not declare No Quarter.
- The Carrier 2-in Mortar has a 4FP BMG. In any player turn only the BMG or the AAMG may be fired, not both.

**Elements of Ersatz und Ausbildungs-Bataillon 65, Grenadier-Ersatz und Ausbildung Regiment 269, Einsatz-Division 180** set up anywhere on mapboard P on/north of hexrow AA. Only 1 MMC may set up per hex.

**BALANCE:** Add one 4-4-7 squad

ELR: 3  
SAN: 3

2

6

2

2

5-12

3-8

3

Set up within 5 hexes of V6.

1

75L  
PaK 40  
1

**Patrol from H Company, 8th Battalion, The Rifle Brigade, 29th Armoured Brigade, 11th Armoured Division** set up Pinned in hex CC5, CC6 or CC7.

**BALANCE:** Add one 4-5-7 squad to the GT1 force

ELR: 4  
SAN: 2

1

1

5 1S  
OVR, OBA: +4  
Other: +2

1

**2nd Troop, C Squadron, 23rd Hussars, 29th Armoured Brigade, 11th Armoured Division** enter on any south edge hex of mapboard P on Game Turn 1.

13  
8  
\*75 2/4

3

13  
8  
76LL 0-14

1

8-1

**Elements of 13 (Scout Platoon), H Company, 8th Battalion, The Rifle Brigade, 29th Armoured Brigade, 11th Armoured Division** enter on any south edge hex of mapboard P on Game Turn 1.

16  
0  
B11 4PP T10+ [2-11] 4PP 51

2

16  
0  
T10+ 4PP 51

1

3

2

8-1

7-0

2-7

15TK 8-3

2