

“The Field of Fury”



Outskirts of Hecklingen, Germany — April 1945

(Adapted from the movie *Fury* 2014) The war in Europe was in its waning days as elements of the 2nd Armored Division finds itself mopping up scattered German resistance. One of these German pockets controls a wood line just outside the village of Hecklingen. The unexpected resistance results in the loss of two Shermans and their accompanying infantry are pinned down in open field and exposed to German machine gun and anti-tank fire. Without hesitation, the 2nd Armored launches a counterattack to rescue the pinned GI’s and eliminate the German resistance. A platoon of Shermans and a company of infantry make the attack led by a Staff Sergeant known to his men as “War Daddy”.

VICTORY CONDITIONS: The US Player wins at game end if there are no good order German MMC’s adjacent to the road on Board 19 represented by Hexes Y1-Y6-Y10. Any other result is a German victory.



Board Configuration:
(Boards 19, 44) Only Rows R-GG are playable.

	44	19
R		
GG		

American Player moves First	1	2	3	4	5
German Player sets up First					



Elements of German 11th Army (ELR 3) (SAN 4): (Setup HIP on Board 19 in any Hexes numbered 3 or less.)



3 2 2 3



2

Panzerknacker Teams (Set up HIP on Board 19 even in Open Ground in hexes numbered between 4 & 5) These Panzerknacker Teams receive a -1 on their Panzerfaust rolls.



Elements of 66th Armored Regiment, 2nd Armored Division (ELR 5) (SAN 2) (Set up: Pinned on Board 19 in Hexes numbered between 6 & 8)



4

Elements 66th Armored Regiment, 2nd Armored Division (ELR 5) (Setup: on Board 44)



6 2 4

Special Rules/Notes:

1. EC are moderate with a Mild Breeze from the northwest at start.
2. Kindling (B25.11) and Bore Sighting (C6.4) are N.A.
3. German fortifications remain HIP as long as they are in concealment terrain.
4. The US 3-4-6’s on Board 19 begin the game Pinned. They remain Pinned until an American Tank moves adjacent, at which time the Pins are immediately removed. Removing the Pin constitutes the only available action for these squads during the friendly Movement Phase under which they lose their Pin Status.

Aftermath:

“War Daddy’s” Shermans and supporting infantry moved rapidly into position and moved across the open ground. They quickly rescued the pinned GI’s and continued their attack towards the wood line. The German anti-tank screen and Panzerknacker teams put up a fierce defense. Ultimately, the weight of American firepower cleared the field and forced the surviving Germans to retire from the field.

