"The Field of Fury"

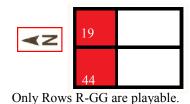**Outskirts of Hecklingen, Germany— April 1945**
The war in Europe is nearing its end as elements of the 2nd US Armored "Hell on Wheels" Division encounter German forces outside of the village of Hecklingen, Germany. The unexpected resistance resulted in the destruction of two Sherman Tanks and left squads of US infantry pinned in a muddy field covered by German machinegun fire. Without hesitation, the US launches a rescue mission with a platoon of Sherman Tanks with supporting infantry. Staff Sgt. Collier known to his men as "War Daddy" would lead the US relief effort.

Board Configuration:

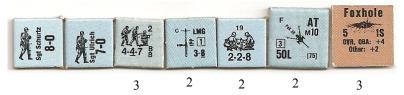Only Rows R-GG are playable.

VICTORY CONDITIONS: The US Player wins at game end if there are no good order German units adjacent to the road on Board 19 represented by hexes Y1-Y6-Y10.

German sets up first	1	2	3	4	5
US Moves First					

Remnants German 11th Army (ELR 3) (SAN 4): Setup HIP on Board 19 in any Hexes numbered less than 4

Panzerknackers (ELR 3): Set Up HIP on Board 19 in any Hexes numbered between 4 & 5
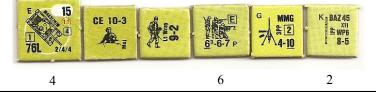

Elements 66th Armored Regiment, 2nd Armored Division (ELR 5) Setup PINNED on Board 19 in any Hexes numbered between 6 and 8.

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

Special Rules/Notes:
1. EC are moist with a Mild Breeze from the northwest at start.
2. The US 3-4-6's on Board 19 begin the game pinned and remained pinned until a Sherman tank moves adjacent to them, at which time the Pin is immediately removed.
3. Place burnt out wrecks on Board 19 in Hexes T7 and Y6. Place a rubble counter in Hex X6 on Board 19.
4. No Quarter is in effect.
5. Only Rows R-GG are playable on both Boards 19 and 44.

Scenario GJ014

Aftermath: "War Daddy's" Sherman Platoon and supporting infantry moved rapidly into position, rescued the pinned US squads and engaged the German anti-tank screen. The German defenses were rapidly overcome and the entire German force eliminated as the US forces took no prisoners.