

FULLER'S FOLLY

ASL SCENARIO AP135

Scenario Design: Pete Shelling



HILL 192, near ST. LÔ, FRANCE, 12 June 1944: A week after D-Day, the 2nd Infantry Division was still not ready for the attack on Hill 192. According to Captain Henry Calder, a battalion adjutant in the 23rd, the officers leading the attack had not personally reconnoitered the ground and their briefing was conducted well to the rear where they could not see the objective they were about to attack. Added to this was the fact that Colonel Hurley Fuller, commander of the 23rd Infantry Regiment, believed that the M-1 Garand rifle wasted ammo and thus had his entire regiment equipped with the accurate but slower-firing Springfield rifle.

BOARD CONFIGURATION:



55
84

BALANCE:

✚ In SSR 2, change "≤ 12" to "≤ 15".

☆ Exchange the American 9-1 leader with a 9-2 leader.

VICTORY CONDITIONS: The Americans win at game end by having more VP (calculated as Exit VP) of Good Order units in Level 2 hexes than the Germans.










TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
☆ AMERICAN Moves First [112]							



Elements of Fallschirmjäger-Regiment 3, Fallschirmjäger-Division 3 [ELR: 3] set up on board 55 in hexes numbered ≥ 6 and/or on board 84 (see SSR 2): {SAN: 3}










 5 ² -4-8	 2-2-8	 9-1	 8-1	 8-0	 3P 2 5-12	 1P 1 3-8	 12-4	 3 81* [2-60]
8	2					2		2



Elements of 23rd Infantry Regiment, 2nd Infantry Division [ELR: 4] set up on board 55 in hexes numbered ≤ 2: {SAN: 3}



 5 ² -4-6	 9-1	 8-1	 8-0	 7-0	 3P 2 4-10	 1P X11 8-4
16				2		

SPECIAL RULES:

1. EC are Moderate, with no wind at start. All hedges are Bocage (B9.5).
2. Prior to setup, the German player may secretly spend ≤ 12 points on the OB Additions table below, adding any purchases to his OB.
3. American units do *not* have Assault Fire (A7.36). American MMC may make inherent SW grenade attacks as if using MOL vs unarmored targets (A22.611) [EXC: such an attack may not be made from a building/woods hex, but may be made from 2-hex range at 2 FP; Flame creation NA; an Original colored die of 6 pins the unit using the inherent SW grenade and halves its attack].

AFTERMATH: With many of their heavy weapons still being unloaded as they advanced further inland, the troops of the 2nd Infantry did what GIs were known for and improvised. The Americans made grenade launchers out of truck tire inner tubes, which were effective at propelling hand grenades over the hedgerows into the German positions. However, the Americans were thrown back on their first attempt at Hill 192. After another failed attempt two days later, they would try again in a month, after the Springfields (and Colonel Fuller) were replaced.

OB Additions purchase per SSR 2:

Type	Cost	Max
6 A-P mine factors	2	3
Trench counter	1	4
Wire counter	1	4
Tunnel	1	4
2 x "?" counters	1	4
SAN +1 increase	2	1
HIP MMC (and any SMC/SW stacked with it)	1	2