

HASTY ASSAULT MISSION

Attacking dug-in enemy formations became a mainstay of offensive operations. Attempting to mass local superiority to effect a breakthrough became the mark of a successful commander.

The Hasty Assault mission uses the **Defensive Battle, Delayed Reserves, Immediate Ambush, Prepared Positions** and **Reserves** special rules.

YOUR ORDERS

ATTACKER

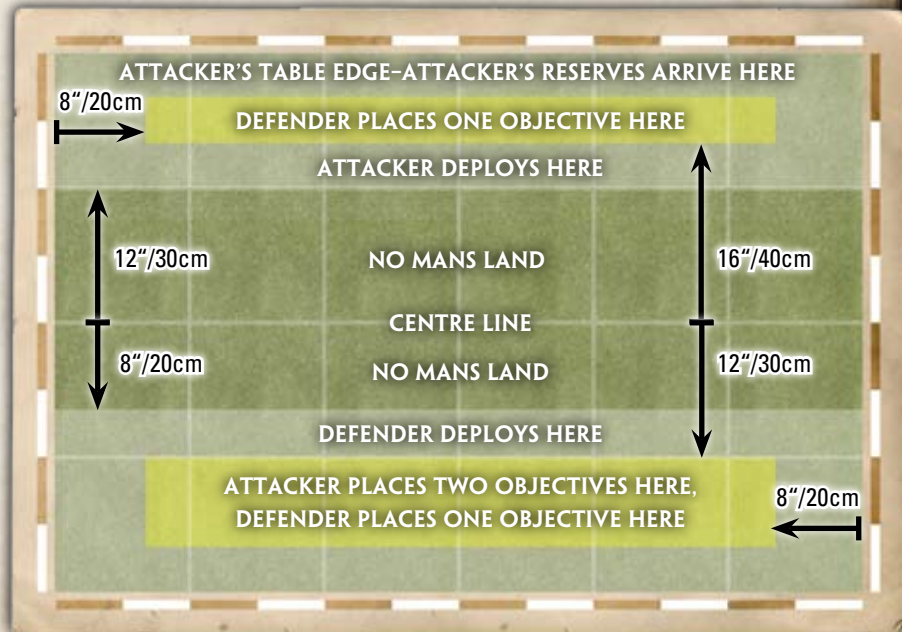
The enemy holds a key position blocking your way to the final objective. Find a weak point and punch through their defence before they receive sufficient force for a counterattack.

DEFENDER

Hold until relieved! Weather the initial assault until you can force him back when your reserves arrive. You must hold your objectives until you have sufficient force to counterattack!

PREPARING FOR BATTLE

1. Determine who is the Attacker and Defender using the Defensive Battle special rule.
2. The defending player chooses the long table edge that they will deploy from. The attacker deploys from the opposite table edge.
3. The defending player places one objective in their deployment area and one objective in the attacker's deployment area. The objective in the attacker's area must be 16"/40 cm from the centre line of the table while the other objective must be at least 12"/30cm from the centre line of the table. Both objectives may not be placed within 8"/20cm of any table edge.
4. The attacking player then places two objectives in the defender's deployment area. Both objectives must be at least 12"/30cm from the centre line of the table and may not be placed within 8"/20cm of any table edge.
5. Starting with the attacker, both players nominate at least half of their platoons to be held off the table in Reserves for the attacker or in Delayed Reserves for the defender.
6. The defender holds one platoon in Immediate Ambush and deploys their remaining forces in their half of the table at least 8"/20cm away from the centre line.
7. The attacker now removes one of the objectives that they placed on the table.
8. The attacker deploys their remaining forces in their half of the table at least 12"/30cm away from the centre line.
9. Both players place their Independent teams in their own deployment areas starting with the defending player.



BEGINNING THE BATTLE

1. Deploy the defender's platoon being held in Immediate Ambush in their deployment area.
2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.
3. All attacking and defending teams begin the game in Prepared Positions.
4. The defender has the first turn.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- A player starts their turn in possession of any of the objectives that were placed in their opponent's deployment area, or
- the defending player starts their turn and there are no attacking teams on the defender's side of the table centre line.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective in the defender's area. The attacker has secured a key piece of terrain on the field, forcing the defender to withdraw.

Otherwise the defender wins. The defender has held their front line and halted the attacker's offensive.

Calculate your Victory Points using the Victory Points Table on page 195.