

# HASTY ASSAULT

The Hasty Assault mission uses the **Armored Reserves\***, **Defensive Battle**, **Fair Fight** and **Mobile Battle** special rules.

## YOUR ORDERS

### ATTACKER

The enemy has been sighted approaching a strategic juncture that is the key to the whole offensive. You must bring to bear your scattered armored forces and prevent the enemy from taking possession.

### DEFENDER

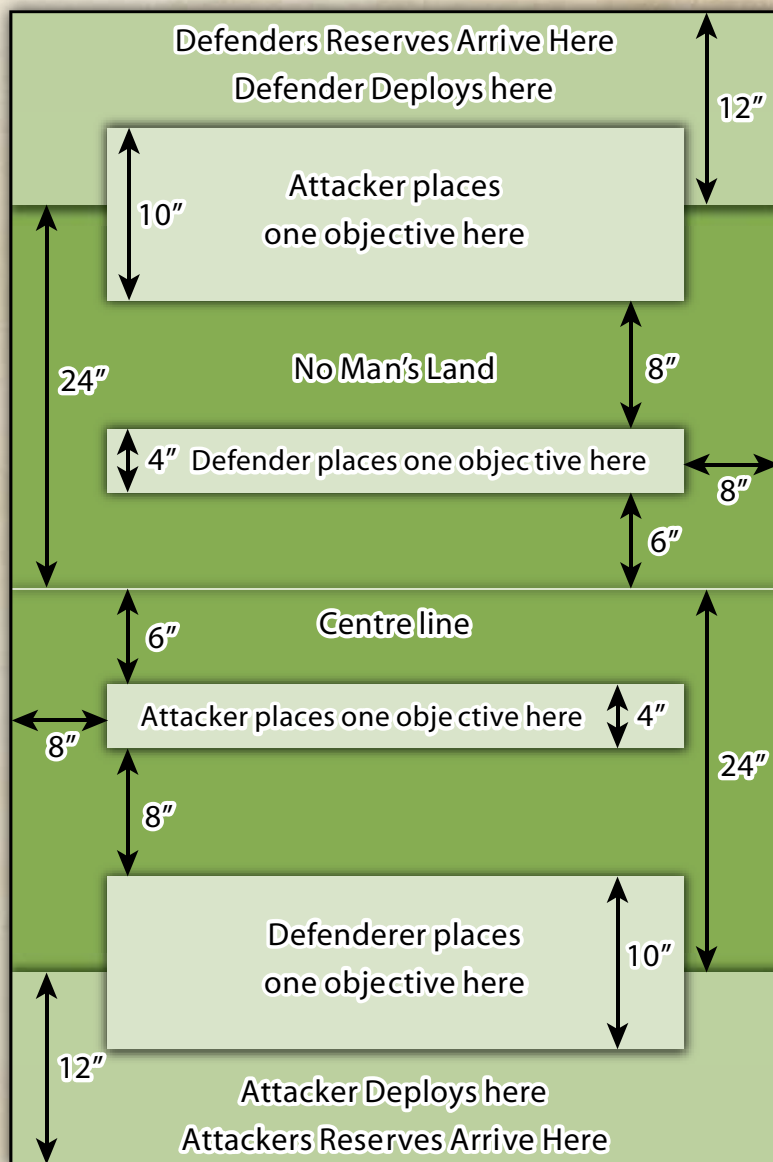
The Attackers have spotted you before you are ready. You must capture the objectives and buy time for the balance of your force. Then you must counterattack decisively and blunt the enemy offensive, denying them a key position in your territory.

## PREPARING FOR BATTLE

1. Determine the attacker and defender using the **Defensive Battle** special rule.
2. The defending player chooses which short table edge they will deploy in.
3. Starting with the attacker, both players place one objective in their opponent's side of the table, at least 18" from the center line but not within 8" of any table edge.
4. Next, starting with the attacker, both players place one objective in their own half of the table, at least 6" but no more than 10" from the center line but not within 8" of any table edge.
5. Starting with the attacker, both players now nominate which platoons will be held in **Armored Reserves\***.
6. Both players, starting with the attacking player, alternate placing remaining platoons in their own half of the table. The platoons may not be placed within 24" of the center line of the table.
7. The attacker now places their **Independent Teams** in their own deployment area, then the defender places their **Independent Teams** in their deployment area.

## BEGINNING THE BATTLE

1. Starting with the attacker, both players make **Reconnaissance Deployment** moves for any Recce Platoons they have on table.
2. Both players now roll a die. The player finishing their deployment first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.
3. Because the Hasty Assault mission uses the **Mobile Battles** special rule all teams are moving at the start of the battle.



## ENDING THE BATTLE

The battle ends on or after turn six when either:

- a player starts any of their turns in possession of any of the objectives in the enemy side of the table, or
- the game runs out of time.

## DECIDING WHO WON

The player who controls an objective on their opponents side of the table wins the game.

Calculate your Victory Points using the Victory Points Table on page 149 (soft cover)/195 (hard cover).

If neither side won use the **Fair Fight** special rule to determine their Victory Points.

# MISSION SPECIAL RULES

## ARMORED RESERVES

Each side may select one platoon rated as armored (0 or better) to be deployed at the start of the game. All other Armored platoons must go into reserve, rolling for reserves beginning on turn 1. Reserves will enter from the short edge of the respective table edges and follow all the normal rules for reserves found on page 153 (soft cover) or 199 (hard cover).

*\* This is an optional rule that we are playtesting to ensure playability for Infantry vs Armored companies. Try the scenario with and without this rule. The idea is to keep trucks on the table to position guns and motorised infantry.*

## DESIGNER NOTES

Our goal is to design a scenario that forces action as soon as possible yet rewards units that have transportation, longer ranges, and ultimately is fair for the footsloggers and armored units alike. We think this scenario has great depth and encourages two players to go after each other early in the game. Please provide us with feedback, particularly on the use of the Armored Reserve rule.

Send your thoughts to Dominic at [football@mac.com](mailto:football@mac.com) (MacDommer on the BattleFront Forums)

*This scenario is a joint effort by Dominic Rapini, Gary Dziaatko, Chris Jaques, James Fisher, and Dan Davis. Special thanks to James Fisher for the artistic and graphic design of the scenario.*