

# HASTY ASSAULT v. 2

The Hasty Assault mission uses the, **Defensive Battle**, **Fair Fight**, and **Night Fight** 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. Your commander believes that attacking before dawn is the best course of action.

### DEFENDER

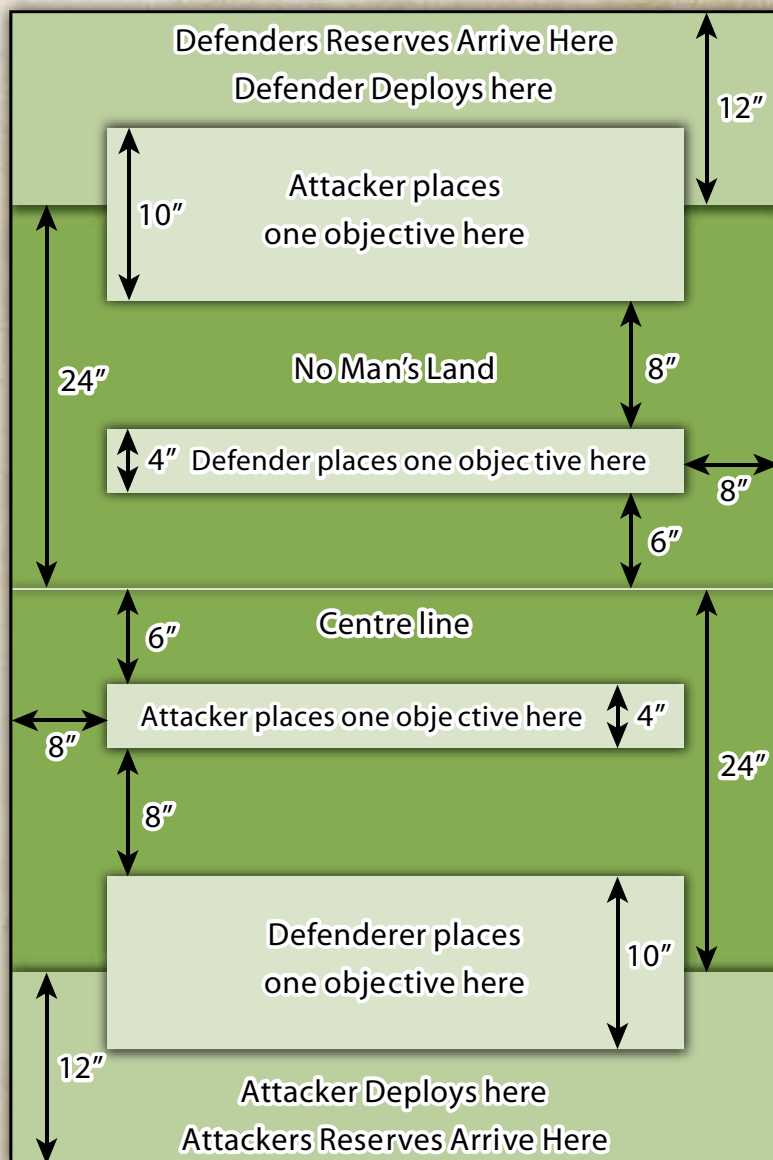
You have been given warning of an eminent attack during the night. You must capture the objectives and buy time for the balance of your force. Then you must counterattack decisively and blunt the enemy offensive, denying them a key position in your territory.

## 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. 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.
6. 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. Neither player may make **Reconnaissance Deployment** moves.
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. The battle begins at night.



## 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.