HASTY ATTACK MISSION

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In a hasty attack the time has not been taken to properly form up the attackers forces and though close, they are not in the most cohesive positions.

Hasty Attack uses **Defensive Battle, Prepared Positions, Ambush, Reserves and Hasty Reserves (see below)** special rules.

Preparing for Battle

! Determine the attacker and defender using the Defensive Battle Rules.

! The defending player chooses which short end of the table to deploy in.

! The defender places an objectives at least 8"/20cm back from their deployment line and at least 8"/20cm from all the table edges.

! The attacker now places one objective in the same area but not within 16"/40cm of the other objective.

! The defender must hold at least half of their platoons in reserve. The remaining platoons are to be deployed in the defender's deployment area. One platoon can be held in ambush.

! The attacker selects two platoons to be held off the table in Hasty Reserve.

! The attacker now deploys a single platoon in the forward 12"/30cm square and their remaining platoons in their deployment area.

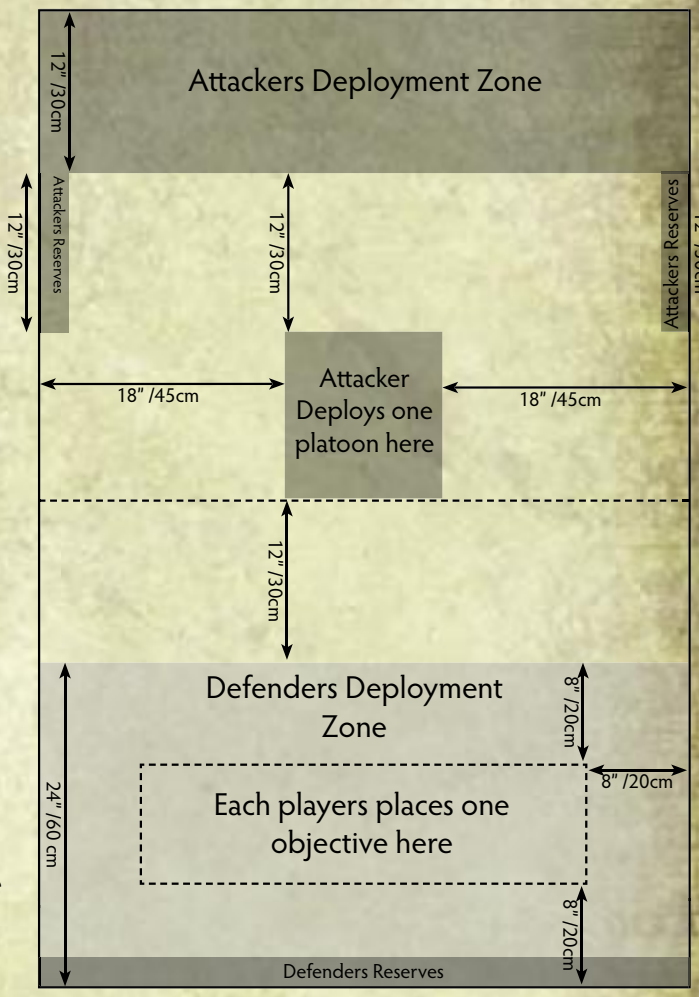
! Starting with the defender, players place their Independent teams in their deployment area.

Beginning the Battle

! The defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

! Starting with the defender both players make their Reconnaissance deployment moves.

! The attacking player has the first turn.



Ending the battle

The battle ends on or after turn three when either:

! the attacking player starts their turn holding any of the objectives, or

! the defending player starts their turn with no enemy team within 16"/40cm of the objectives

! the battle runs out of time

Special Rules

Hasty Reserves: Instead of need a 5+ for Reserves they are awarded on a 4+.