

HASTY ASSAULT

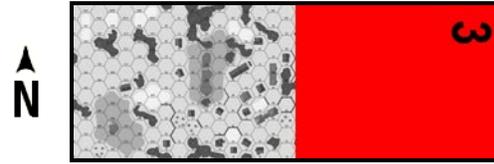
TTS Scenario BE (beta) Version 2.5

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Russia, October 1942, somewhere along the Eastern Front: The concept of battlefield maneuver is easy to grasp conceptually, but hard to effectively orchestrate. The addition of assault tactics and the frequent requirement for an attacker to displace a defender from their positions will always significantly complicate a tactical problem. Successful attacking skills are only developed through experimentation and practice, but within the Squad Leader system, this too can be a very enjoyable process.

Board Configuration:



VICTORY CONDITIONS: The Germans win by being the last side to have sole control of each of the three stone buildings on board 3 without losing (removed from the board) \geq one-half of their initial forces (including any yet to be received reinforcements [Beta-3]). The Russians win by preventing the German victory condition.

INTRODUCTION: more BASIC TERRAIN features comprising of stone/wood buildings, walls and hedges, Wheatfield's, Hills, Advanced LOS (Hills), Direct Assaults, Defensive Options, Maneuver in (and against) an assault, Close Combat, Berserk Infantry, and "Sole Control" of buildings.

SCENARIO SEQUENCE:

★ Russians set up first	1	2	3	4	5	END
✚ Germans move first						

★ Elements of Rifle Company holding village - Setup in hexes on board 3 as indicated:

Beta-0
In Hex: 3R3 3R6 3T3 3T4 3T6

Beta-1
Add: 3U6

Discretionary Forces: set up with any squad:

✚ Elements of Rifle and Guards Companies holding village - except for 628(s), all forces are discretionary and must set up in woods or building hexes east of row U (inclusive) and on hexes numbered between 3 and 8 (both inclusive).

Beta-2
Battalion Reserve:
In Hex 3Q5:

Add to Discretionary Forces:

Beta-3
Add to Battalion Reserve:
In Hex 3Q5: (see below SSR BE3.1)

✚ Elements of Rifle Company performing a hasty assault: Setup in Hexes on board 3 as indicated:

Beta-0
In Hex: 3U1 3V1 3X1 3X3

Discretionary Forces - setup with any German squad:

Beta-1
Add: In Hex 3X5
Add to Discretionary Forces:

✚ Elements of Rifle and Engineer Companies performing a hasty assault -

Beta-2
Add to Discretionary Forces:

Beta-3
All forces are discretionary, set up on any whole or half hexes west of row X (inclusive):
Add to Discretionary Forces:

Headquarters Platoon - Enter Turn 2 on any west edge hex(es):

SCENARIO SPECIAL RULES:

SSR BE3.1: Both Russian 628 squads in 3Q5 may not move (fire is permitted) until released, broken by German fire, or berserk. The Russian player rolls one die (1d6) at the END of the Rally Phase of each Russian turn, if the result is less than the number of Russian infantry units currently broken or eliminated, the forces are released by the battalion commander.

GENERAL SQUAD LEADER PLAY NOTES:

RULES: Through Alpha-3, HILLS (43.1-43.61, 43.7-43.9) (Alpha-3 rules are equal to only the following: Rules 1-7.3, 7.8, 8-15.2, 15.4-16.6, 17-21.3, 44.2-44.32.)

For Beta-1: Note Rules: 25.1-25.6, 25.8, 25.9

For Beta-2: above plus note Rules: 25.7, 24.1-24.8

For Beta-3: above plus note Rules: 5.75, 23.1-23.8

NOTES: Wheatfield's are present due to the Scenario date. Also, Please refer to commentary accompanying Scenario Alpha for a description of how to use the different "levels," Beta-0 through Beta-3.

[SOLE CONTROL]: Sole control is a victory condition concept that was first introduced in Avalon Hill's Scenario 1, *THE GUARDS COUNTERATTACK*, although the specific term is not used in the scenario. Quoting from this source, sole control is "no enemy squad or officer

can be in the (building) at (game end) and your forces must have been the last to have occupied any hex of the (building) with an unbroken unit."

[SET UP IN BUILDINGS]: An examination of the Scenario Special Rule 1.1 on SL Scenario 1, *THE GUARDS COUNTERATTACK*, explains that a set up that specifies "In building K5" means that the forces may set up in any hex *within that building*. However, this scenario denotes a specific hex(es) (ie "In Hex 3R3") rather than specifying the building. This is an important distinction that should be noted prior to play of any scenario.

A Tactical Training Series (TTS) BE: "Hasty Assault" -- by Alan Yngve Revision 2.0;
Originally created by Jay Yanek; 7/23/03; Designed by Alan Yngve, 1997/1998 (©copyright 2002) [7/1999]
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