

# HASTY ASSAULT

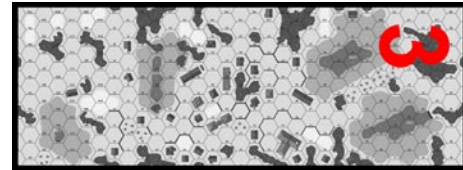
TTS Scenario Series Beta-0 [BE-0]

100705



**Russia, October 1942;** 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:



Use only rows GG through Q (inclusive).

**VICTORY CONDITIONS:** The Germans win by being the last to have sole control of each of the three stone buildings. The scenario is a draw if the Germans achieve their victory conditions but lose (removed from the board) four or more squads. The Russians win by preventing the German victory condition.

[Introducing: more with BASIC TERRAIN (stone buildings, more walls and hedges, more wheatfields), HILLS, ADVANCED LOS (Hills), DIRECT ASSAULT, DEFENSIVE OPTIONS, MANEUVER IN (and against) AN ASSAULT, CLOSE COMBAT, BERSERK INFANTRY, SOLE CONTROL]. Please refer to commentary accompanying Scenario Alpha for a description of how to use the different "levels," Beta-0 through Beta-3.

## TURN RECORD CHART

★ Russian Sets Up First	1	2	3	4	5	END	<b>RULES:</b> Through Alpha-3, HILLS (43.1-43.61, 43.7-43.9) <b>NOTE:</b> 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. <b>Note:</b> Wheatfields are present due to the Scenario date.
✚ German Moves First							

**Rifle company on hasty assault;** set up in designated hexes: **Discretionary forces;** set up with any German squad(s):

In Hex U1: 2 V1: 2 X1: 2 X3: 2

4

**Rifle elements holding village;** set up in designated hexes:

In Hex R3: 2 R6: 2 T3: 2 T4: 2 T6: 2

Please refer to the commentary accompanying Scenario Alpha for a description of how to use the different "levels," Beta-0 through Beta-3.

## SCENARIO AUGMENTATION ELEMENTS:

**BETA (one) [BE-1] Heavy SW's, concealment**

✚ **Additional Forces:** Heavy Weapons Platoon;

In Hex X5: 3 2 Add to Discretionary forces: 1

★ **Additional Forces;** add to OB above as per noted below:

In Hex U6: 2 With any squad: 2 2 9

**RULES:** 25.1-25.6, 25.8, 25.9

**BETA (Two) [BE-2] Engineers, smoke, Guards, concealment/dummy units**

✚ **Add to Discretionary forces:**

2

★ **Additional Forces:** Add to Discretionary Forces; except for the 6-2-8, set up all units in woods or building hexes east of row U (inclusive) and on hexes numbered between 3 and 8 (both inclusive).

In Hex Q5: 2 2 8

**RULES:** 25.7, 24.1-24.8

**BETA (Three) [BE-3] DC, reinforcements, Special Scenario Rules (SSR's)**

✚ **Variable Deployment:** Set up ALL forces on any whole or half hexes west of row X inclusive):

Add to OB: 2 2 2 2 2

★ **Additional Forces:**

In Hex U6: 2 Q5: 2 Deploy with any squad: 2

**SSR BE-3.1:** Both Russian 628 squads in Q5 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.

**RULES:** 23.1-23.8, note rule 5.75

**GENERAL SL PLAY NOTES:**

[SOLE CONTROL] Sole control is a victory condition concept that is 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, the set up specified in this scenario specify specific hexes (as in "hex R3") rather than specifying the building. This is an important distinction that should be noted prior to play of any scenario.

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