

# NIGHT ASSAULT v. 2.1

The Night Assault mission uses the, **Fair Fight**, **Morning Breaks**, and **Night Fight** special rules.

## SITUATION BRIEFING

Two enemy forces maneuver through the night probing the battle lines for signs of enemy strength. As morning approaches, contact is made! Each force must now find their best tactical position and align their forces for the ever looming break of dawn. Key positions are staked out, units deployed, and as daylight comes there will be an explosion of contact as each side is fully revealed to one another. Both sides will be locked into a bloody meeting engagement as they fight to control the strategic territory they occupied the previous evening.

## PREPARING FOR BATTLE

1. Both players roll a die. The player rolling higher will be the Attacker. The player who rolled lower is considered the Defender.
2. The Defender picks a short table edge to defend.
3. Starting with the Attacker, both players place two objectives in their opponent's side of the table, at least 18" from the center line but not within 8" of any table edge.
4. Place one objective exactly centered on the table.
5. Both players, starting with the Attacker, alternate placing their platoons in their deployment zone. The platoons may not be placed within 14" of the center line of the table.
6. The Defender, now places their **Independent Teams** in their own deployment area, then the Attacker, places their **Independent Teams** in their deployment area.

## BEGINNING THE BATTLE

1. 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.
2. Both players may make their **Reconnaissance Deployment** moves for any Recce Platoons they have, starting with the player who has the first turn.
3. The battle begins at night.

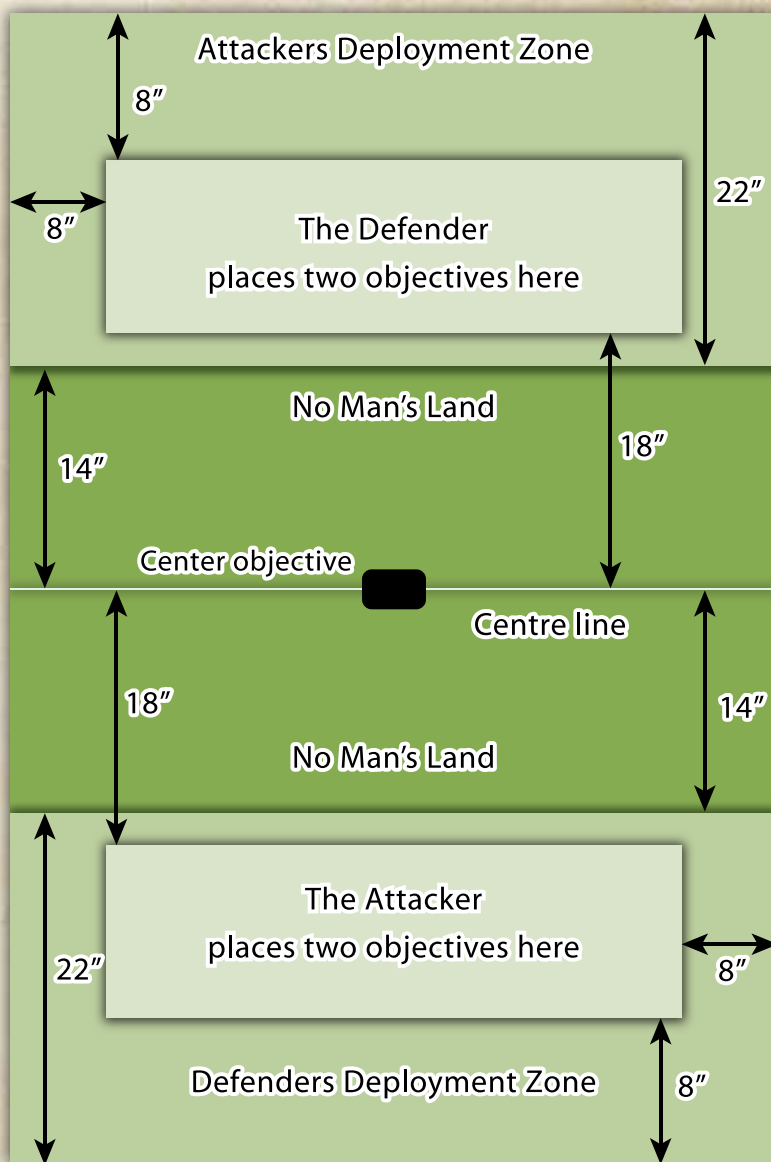
## ENDING THE BATTLE

The battle ends when either:

- On or after turn six when either player begins their turn in possession of the **Center objective** or any objective they placed in their opponents side of the table.
- the game runs out of time.

## DECIDING WHO WON

The player who controls the **Center objective** or 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.

## MORNING BREAKS

At the beginning of the defender's turn 3 roll a die. If a 5 or 6 is rolled then morning breaks. If not, continue with **Night Fight** rules. In the beginning of the Attackers turn roll two die to determine if morning breaks. At the beginning of each players turn add one die to determine if morning breaks.

Once morning breaks, it is full daylight and the **Night Fight** rules are no longer in effect.