

# ASSAULT (16.0)

## STRENGTH DIFFERENTIAL

DR(2)	≤ -3	-2	-1	0	+1	+2	+3	+4	≥ +5
0	AE	AE	AE	AE	A2SR	A2SR	A2SR	ASR	ASR
1	AE	AE	AE	A2SR	A2SR	A2SR	ASR	ASR	AR
2	AE	AE	A2SR	A2SR	A2SR	ASR	ASR	AR	ENG
3	AE	A2SR	A2SR	A2SR	ASR	ASR	AR	ENG	ENG
4	A2SR	A2SR	A2SR	ASR	ASR	AR	ENG	ENG	CA
5	A2SR	A2SR	ASR	ASR	AR	ENG	ENG	CA	CA
6	A2SR	ASR	ASR	AR	ENG	ENG	CA	CA	DR
7	ASR	ASR	AR	ENG	ENG	CA	CA	DR	DR
8	ASR	AR	ENG	ENG	CA	CA	DR	DR	DSR
9	AR	ENG	ENG	CA	CA	DR	DR	DSR	DSR
10	ENG	ENG	CA	CA	DR	DR	DSR	DSR	D2SR
11	ENG	CA	CA	DR	DR	DSR	DSR	D2SR	D2SR
12	CA	CA	DR	DR	DSR	DSR	D2SR	D2SR	DE
13	CA	DR	DR	DSR	DSR	D2SR	D2SR	DE	DEBT
14	DR	DR	DSR	DSR	D2SR	D2SR	DE	DEBT	DEBT
15	DR	DSR	DSR	D2SR	D2SR	DE	DEBT	DEBT	DEBT

## RESULTS

<b>A</b>	Attacker	<b>Bt</b>	Attacker Breakthrough
<b>R</b>	Owner Retreats One Square	<b>E</b>	All units lost
<b>SR</b>	Step Loss(es) and Retreat	<b>CA</b>	Counterattack
<b>D</b>	Defender		
<b>ENG</b>	Engaged		

## COLUMN SHIFTS

Engineers vs. Fort	2R
Creeping Barrage	2R
French 75mm Attack	1R
Gas	1R
Phosgene Gas	2R
Night Attack	1R
Flame Thrower	1R
Town	1L
Woods	1L
Secondary Attack	1L
French 75mm Defense	2L
Start Trench	2L
Fort	2L
Ridge	2L
Hill	3L
Defense Works	3L

## DIE ROLL MODIFIERS

Smokescreen	+2
Lifting Barrage	+2
Phosgene Gas Attack	+2
Flank Attack	+1
Each Closer over one	+1
Defender Disrupted	+1
Defender Suppressed	+1
<i>Suppressed defender's combat value halved in addition to DRM.</i>	
Defender Interdicted	+1
Command Distance (13.1.4)	+/-1
Each Attacker square Interdicted	-1
Attacker Unsupplied	-2
Rain or Snow	-2

# BOMBARDMENT (8.0)

## TARGET TERRAIN

## FACTORS FIRING

Clear	4	5	6	8	10	12	14	16	≥ 18
Woods, Town, Defensive Works	6	7	8	10	12	14	16	18	≥ 20
Ridge, 2nd Trench	8	9	10	12	14	16	18	20	≥ 22
Start Trench, Hill, Fort	10	11	12	14	16	18	20	22	≥ 24

Only 400 and 420 calibers may bombard forts (8.2.2).

## DIE ROLL

Any result other than No Effect is an Interdict result against a vacant square (8.3.3).

1	S	S	D	D	ST	ST	ST	2ST	3ST
2	NE	I	S	D	D	D	ST	ST	2ST
3	NE	NE	I	S	S	D	D	D	ST
4	NE	NE	NE	I	I	S	S	D	D
5	NE	NE	NE	NE	NE	I	I	S	S
6	NE	NE	NE	NE	NE	NE	NE	I	I

<b>I</b>	Interdict
<b>S</b>	Suppress
<b>D</b>	Disrupt
<b>ST</b>	Step Loss(es)
<b>NE</b>	No Effect

An Air Bombardment DR of 11 or 12 is an automatic miss (8.7.3d).

## AIR BOMBARDMENT DR

2	3	4	5	6	7	8	9	10 †
---	---	---	---	---	---	---	---	------

## DIE ROLL MODIFIERS

Rain or Snow	+2	Air Observation	-1
Fort Target	+2	Each Stacked Target	-1
Unsupplied	+1	Every two Heavy Artillery (not vs. Forts)	-1