

INFANTRY ATTACKS

ASSAULT COMBAT CHART

Roll	Fire Value							
	1	3	5	9	13	18	24	30+
1	-	-	-	-	-	M	M1	M2
2	-	-	-	-	M	M1	M2	1
3	-	-	-	M	M1	M2	1	1
4	-	-	M	M1	M2	1	1	2
5	-	M	M1	M2	1	1	2	2
6	M	M1	M2	1	1	2	2	3

Results

- No Effect
- M All enemy units and leaders in assault hex check morale (14.1)
- M# Same as M except add # to morale check dice roll
- 1
 - a) One step loss to one enemy combat unit in the assault hex (those loaded on wagons don't count),
 - b) AND one step loss to one enemy wagon in the assault hex (eliminating it and any unit it is carrying at the time)

In each unit category (a and b), the step loss must be taken by an enemy unit of the owning player's choice that has the best morale status (see 7.62). If a hex does not contain units of a given type (for example, no wagons), the step loss to that type of unit is ignored. All surviving units and leaders in the hex must then make an M2 morale check (14.1), and the owning player must then check for leader casualties for any leaders he has in the hex (6.7).

- 2 or 3 Same as 1, except each unit category takes 2 or 3 step losses rather than one step loss. The first step loss in each category must be taken by a unit of the owning player's choice with the best morale status, but the second and third step losses may be taken by units in each category of the owning player's choice (regardless of morale status; see 7.62).

Column Modifiers

All are cumulative.

- 2 Assault against defending unit(s) (plus any leaders) occupying entrenchment or town hex.
- 1 Assault against defending unit(s) (plus any leaders) occupying woods
- +1 All units of attacking side have higher morale than all defending units. Leaders have no effect on morale for this purpose, but demoralization (14.3) and being at reduced strength does (14.0).
- +1 Side includes undemoralized friendly leader of the same type as at least one undemoralized attacking or defending friendly unit in the assault hex.
- +1 All enemy units in the assault hex are demoralized (14.3)
- +1 Side includes one or more undemoralized ENG or PIO units in town or entrenchment hex.
- +1 To defender in a hill hex on first round of assault IF assault hex is higher in elevation than all hexes attacker(s) entered from.
- +2 Charging cavalry (12.7)
- +2 Cold Steel Attack/Defense (12.6)