

ASSAULT

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

Key

A = Attacker
D = Defender

E = All units lost
R = Owner Retreats One Square

ENG = Engaged
CA = Counterattack

SR = Step Loss(es) and Retreat
BT = Attacker Does Breakthrough

Column Shifts

2R Creeping Barrage
1R Tank/Cavalry Attack
1R Gas
1R Night Attack
1L Town, Woods
1L Secondary Trench
1L Ancre River, Somme River
2L Start Trench
2L Ridge

Die-Roll Modifiers

+2 Smokescreen
+2 Lift Barrage
+1 Flank Attack
+1 Each Close Assault Unit over 1
+1 Defender Disrupted
+1 Defender Suppressed
+1 Defender Interdicted
+1 Command < 4 Squares away
-1 Command +5 Areas
-1 Attacker Interdicted
-2 Attacker Unsupplied
-2 Rain or Snow

ABBREVIATED SEQUENCE OF PLAY

Pre-game (Campaign Game)

- Operations determination
- German Options
- Allied Objectives

Pre-game (Scenario 1 and Campaign Game)

- British Mine Deployment and Attack Resolution

1. Weather Determination [Section 5.0]

2. 1st Player's Phase

- Bombardment Phase [Section 6.0]
- 1st player's bombardment attack declaration. **Note:** If Allied player, Air Bombardment (if available) is also allocated at this time [Section 6.6]
- Counter-battery fire [Section 6.4]
- Movement [Section 7.0]. **Note:** HQ units may change mode [Case 7.4.2]
- Assault Commitment [Section 8.0]. Roll for each assaulting unit to determine if it does go "over the top" [Section 8.7, see also Case 8.7.1].
- Command Support Determination [Section 8.2]
- Command Resource Determination [Section 9.0]
- Defensive Fire [Section 10.0]
- Assault Combat Resolution [Section 11.0]

3. 2nd Player's Phase (same as in Step 2)

4. Reorganization

- Victory Point Calculation [13.0 and individual scenario rules]
- Replacement Level Calculation [Case 12.1.1]
- Rally [Case 12.2.1]
- Tank recovery [Section 12.2]

OPERATIONS TABLE

[See Section 15.5]

British Operations

Points	Option
10	Plant Mines
15	Increase Supply
15	Build Artillery
20	Change Objective
25	Command Center
30	Train Troops
115	Total of all options

German Operations

Points	Option
10	Off-Map Artillery
10	Concealed Artillery
15	Reinforced Defense
15	Discover Allied Objectives
20	Command Center
25	Commit Reserves
95	Total of all options

