Grand Tactical Series Rules Summary 1.1

ABBREVIATIONS USED.

AP: Active Player
~AP: Inactive Player
COL: Column
CP: Command Point
DP: Dispatch Point
EFZ: Enemy Fire Zone
ENT: Entrenchment
IC: In Command
IP: Improved Position
MA: Movement Allowance
MP: Movement Point
OoC: Out of Command
OP: Observation Post
SP: Strongpoint
TQ: Troop Quality

GENERAL CONCEPTS.

Die: Die: All rolls use 1d10, with a roll of 0 = 0, not 10

Pay attention to all rating colors & locations on units & markers

In Command:

Treat a unit as IC if it's within its leader's Command Range (measured in hexes); if it's not, treat it as OoC

Treat any unit in an entry hex as OoC; can't use a leader in an entry hex for command

May trace command for an independent unit to any leader of its division

Check the status of a unit at the instant its command status matters

Making a Troop Quality Check: If a unit is IC & the check is not for Op Fire, an Engineer Action, or a Bravery Check, may spend 1 CP to automatically pass the check

Otherwise, roll; if the result = 0, the unit passes; if the result = 9, the unit fails; if the result ≤ the unit's modified TQ, the unit passes; if none of those conditions apply, the unit fails

Apply all Troop Quality Modifiers from the CRT

When making a Bravery Check (& only then), modify the assaulting unit's TQ Rating as follows: a) subtract the best Defense Rating of any assaulting armor unit & b) apply whichever one of these is best for the defender:

-Add the raw Defense Rating of the best defending armored unit disregarding any ENT or COL marker

-Subtract 2 if any defending unit has an ENT marker

Stacking: May stack in one hex no more than 4 friendly units that are not In Column plus no more than one more unit that is In Column

Check stacking at the end of each unit's activation

Exception: Apply the In Column limit at all times

Must always stack leaders with units, but don't count them for stacking

Line of Sight: An LOS exists if a line between the center dots of the two hexes containing the observing & target units isn't blocked & the distance between the two hexes is within sighting range

An LOS is blocked by: Barrage markers, blocking terrain per the TEC, & any crest hexsides that aren't part of either unit's hex

LOS along a hexside exists if one of the hexes has LOS through

Range: If it's a night, rain, or fog turn, the maximum sighting range is 2 hexes; in all other cases it's 8 hexes

Any unit in an SP may see through 2 blocking hexes or hexsides

Any unit in an OP spotting for Indirect Fire (only) during a clear or overcast turn may see up to 13 hexes & may spot through 3 blocking hexes or hexsides

Direct Fire Range: It's a unit's printed range (or 1 if a unit has no printed range) except:

-A mortar unit or a unit with a current Fire Rating of No may not Direct Fire & so has no range

-An Indirect HE unit has a Direct Fire range of 3

-A firing unit has a range of only 1 if it's adjacent to an enemy unit at the start of an action or under a Barrage marker

Fire Zone: A unit's Fire Zone extends into any non-entry hex that it has an LOS to that's within its Direct Fire Range

Losing Contact: If an Indirect HE unit loses contact, place its Contact marker back on the unit with its Pending side up

Spending any type of points: Cannot spend them if the current number of points = 0 (i.e., can't go negative)

Inflicting Fire Results:

E: Remove the affected unit from play

1: If the affected unit has 1 or 0 steps, remove it from play; otherwise reduce it to one step by a) placing a Step Loss marker on it if its reverse is a different mode or b) flipping it

C: If the affected unit has 0 steps, inflict an E result on it;

otherwise if the unit doesn't have any Cohesion Hit marker, place a One Cohesion Hit marker on it;

otherwise if the unit has a One Cohesion marker on it increment the marker to a Two Cohesion marker;

otherwise inflict a 1 result on the unit & leave the Two Cohesion marker

S: If the affected unit is not running away from an assault, may have the unit make an optional TQ Check

If it passes, inflict a C result on it

If it fails or did not make a TQ Check, then

If it's not Suppressed, place a Suppressed marker on it

otherwise inflict a C result on it & leave the Suppressed marker

S?: Have unit make a TQ Check; if it fails, inflict an S result on it

For all of the above, if a result is inflicted on an Indirect HE unit, it loses contact

Inflicting a Cohesion Hit: Inflict a C Fire Result on the affected unit

SEQUENCE OF PLAY.

If it's the 1st Daylight turn of a day, roll on the Weather Table and then check the scenario for Air Points available that day

If the scenario indicates that the weather can change during a day, check for change

Both Players may purchase Formation Activation Chits

If a player pays only 1 DP for an available Formation Activation Chit, then the player must set the chit aside (hidden) for the next turn; otherwise the player may pay 2 DPs for any available Formation Activation Chit & use it this turn

Must use DPs from the division whose chit is being bought

A Formation Activation Chit is available if the Formation's leader has been in play (not just in an entry hex) at least one turn & the chit is not already set aside for next turn

A division's Independent Chit is available when an independent unit from that division is in play

Place all reinforcements arriving this turn on divisional entry hexes

May overstack the units & may enter them in Column or not

If it's a clear Daylight turn, may conduct an airstrike with each available Air Point

Place each available Air Point on a target hex as allowed by the scenario; may place more than 1 per hex

Resolve each attack separately by having each Air Point perform a Direct Fire action

Place into a mug all Formation Activation Chits bought for this turn, each side's Direct Command Chit, & all Division Activation Chits already in play or arriving this turn & not held out as the first chit to be played this turn

> If it's the first turn of a scenario, check the scenario rules to see which specific chits go into the mug

If it's the first turn & the scenario says which chit to use first, use it;

> otherwise if it's turn 2 or more, perform activations permitted by the chit left from last turn;

>> otherwise draw a chit from the mug & perform its permitted activations

Continue picking chits until only 1 chit is left; at that point, set it aside as the first chit to use next turn

General: May activate all units starting stacked together if spend the needed CPs

If the chit drawn is a **Direct Command Chit**:

> May activate any number of IC units by spending 1 CP per unit & having each perform any one non-Engineer Action

> Must spend any CP from the activating unit's division

> Must have any leader stacked with activated units stay stacked with one of them

> May not have any unit perform a second action

If the chit drawn is a **Division Activation Chit**:

> Increase division's CPs & DPs up to a max of 19 points each

>> Number of new CPs = (Roll once, divide by 2, and round down) + Division's Command Rating

>> Number of new DPs = Roll once & sum the following:

>>> If result < currently accumulated DPs, add 1 DP

>>> If result ≤ Division's Dispatch Rating, add 1 DP

>>> If result = 0, add 1 DP; if result = 9, subtract 1 DP

>>> If it's the last turn before night, add 2 DPs

> May activate every unit in that division & have each perform any one action except Fire, Assault, or Move into an EFZ (though can have a unit enter/leave Column or mount/dismount if already in an EFZ)

> May have an IC unit perform a second action immediately after completing its first by spending 1 CP & having it perform any non-Engineer action of a different type than the first action

>> Must have any leader stacked with activated units stay stacked with one of them

> After completing all actions, may transfer any leaders of the activated division to any unit in the division

If the chit drawn is a **Formation Activation Chit**:

> May activate every unit in that formation & have each perform any one action

> May have an IC unit perform a second action immediately after completing its first by spending 1 CP & having it perform any non-Engineer action of a different type than the first action

>> Must have any leader stacked with activated units stay stacked with one of them

> After completing all actions, may transfer any leaders of the formation to any unit in the formation

Remove all Barrage Markers & any leader if his entire formation's gone

If it's the last turn of scenario, determine victory; if not, start a new turn

MOVEMENT ACTIONS:

For all Movement Actions:

> If a unit's current MA = "No," can't have the unit perform any of these actions except Mounting

> Consider all these actions to be the same for second action purposes; in other words, can have a unit do only one of these in any one activation

> ~AP: May have a unit Op Fire at an active unit that: leaves a hex; enters or leaves Column; mounts or dismounts; or enters or leaves an ENT

>> May have unit Op Fire before or after active unit performs the triggering action

Have a unit **Move**

> Determine the MA for each unit as it moves

>> Modify a unit's MA by any markers on it

>> To move a unit that has an MA of *, have it make a TQ Check; if it passes, may move it one hex not into an EFZ or into or across prohibited terrain; if it fails, inflict a Cohesion Hit on it

> Follow standard movement rules plus:

>> May move units as a stack if they start together & they're not in Column

>> May not move a unit into an enemy-occupied hex or within 2 hexes of an entry hex

>> May always move a leg infantry unit 1 hex if it's not moving it into or across prohibited terrain & it's not Suppressed; can't have it expend any other MPs in same action

> Check the TEC for movement costs by colored movement class

>> Treat unit with MA of * as leg

>> May move a unit across a bridge or ferry only when it's in Column

>> See the note on the TEC for the effect of weather on movement costs

>> Remove any IP marker from a unit when it leaves an IP hex before ~AP performs any Op Fire for the movement

>> Disregard all roads in a hex if moving a stack together or if a hex has a Road Block marker owned by another division

>> Must have a unit pay +2 MPs to exit a hex containing a Light Barrage marker

>> To have a unit exit a hex containing a Heavy Barrage marker, inflict a Cohesion Hit on the unit & have it make a TQ Check; if it fails, leave it in hex; if it passes, have it pay +2 MPs to exit the hex

>>> If moving a stack out of such a hex, must announce at the start who is attempting to exit, roll for each, & then must move any who succeed

> May attempt to force march a leg unit after moving it as far as possible by having it make a TQ Check; if it passes, give it an additional 2 MPs this action else inflict a Cohesion Hit on it

>> Can't make the attempt if the unit moved using the automatic 1 hex movement

> May have a unit not in ENT enter Column by spending 1 MP

>> Place marker on unit when it enters Column & remove any IP

> May have a unit leave Column either by:

>> -Paying 1 MP, but then the ~AP may Op Fire before or after unit leaves Column or

>> -Inflicting a Cohesion Hit on the unit, but then there's no Op Fire; must do it this way for any unit that enters & leaves Column in the same Action

> May dismount any mounted unit with a black box around its step dots by having the unit pay half its vehicle MA (round down) & flipping it to its non-vehicle side; keep all markers on unit

>> Except: May place or remove a Column marker on a unit when it dismounts

Have a unit not in Column **Enter an ENT** by placing it under an ENT marker of same nationality in its hex

> May only move 1 unit (not in Column) into any one entrenchment

> May have a unit with an MA of * enter an ENT that's not in an EFZ by having it pass a TQ Check

Have a unit **Leave an ENT** by placing it above any ENT marker in its hex

> May have a unit with an MA of * leave an ENT that's not in an EFZ by having it pass a TQ Check

Have any dismounted unit with a black box around its step dots **Mount** by flipping the unit to its vehicle side; keep all markers on unit

> Except: Remove any IP marker from a unit when it mounts

> May place or remove a Column marker on a unit when it mounts

ENGINEER ACTIONS:

For all of these actions:

> Can't perform them with a Suppressed unit or one in Column or for a Suppressed unit or one in Column

> Accumulate Men at Work markers; apply +1 TQ to succeeding attempts of the same action for which marker placed (only); remove all Men at Work markers when unit performs any other action or if completes the intended action

> ~AP: May Op Fire at any active unit that performs an Engineer Action before the active unit actually performs the action

Have an engineer or leg infantry unit **Build an IP**

> If an engineer performs, may place an IP marker on any unit in hex

> For a leg infantry unit to build, have it make TQ Check; if it passes, place an IP marker on the unit; if it fails, place a Men at Work marker

Have an engineer unit **Build an ENT**

> Have the unit make a TQ Check; if it passes, replace an existing IP marker in the hex with an ENT marker of same nationality; if it fails, place a Men at Work marker

> The unit under the marker is automatically in the ENT

Have an engineer **Build a Road Block** in a Road hex up to the limit of such markers available for the engineer's division

> Have the unit make a TQ Check; if it passes, place an available Road Block marker from the engineer's division in the hex; if it fails, place a Men at Work marker

Have an engineer or leg infantry unit **Remove a Road Block** in the unit's hex

> If an engineer performs, remove the Road Block marker automatically

> For a leg infantry unit to remove a Road Block, have it make a TQ Check; if it passes, remove the Road Block marker; if it fails, place a Men at Work marker

> Any removed Road Block marker is available again for use

Have an infantry unit **Create a Rearguard** up to up to the limit of such units available for the creating unit's formation

> Have unit make a TQ Check; if it passes, place an available Rearguard from the unit's formation in any hex that a) is not in an EFZ, b) is within 2 hexes of the creating unit, & c) is a hex the unit could move to in one action without force marching

> Can't have rearguard perform any action during the activation it's created

OTHER ACTIONS:

Any text in italics below supplements that text in the corresponding flowchart

Have a unit **Pass** and do nothing

Have a unit **Direct Fire** by using the Direct & Op Fire Flowchart & the CRT

> *Is the target hex within Range?:*

> > Can have a unit fire only at a target in its Fire Zone

> *Modify Fire Rating:*

> > Use Direct & Indirect Fire Rating Modifiers

> > Modify for weather: Fog = -1; Rain/Night =-2

> > Check for Company Bonus only if the firing unit currently has 2 steps

> > Apply + but not – terrain modifiers to units In Column

> > Total all steps in the target hex for the mass modifier

> > Apply only + modifiers to airstrikes

> *Cross-reference die roll and weapon type on CRT:*

> > Use the side matching the background color of the target's Defense Rating; use the black side for a unit in an ENT

> > Use the row matching the background color of the firing unit's Fire Rating except use the yellow row when direct firing an Indirect HE unit

Have a unit **Indirect Fire** by using the HE Indirect Fire Flowchart or Mortar Fire Flowchart & the CRT

> Can do so with a mortar or an Indirect HE unit with a Fire Rating other than No that's not firing at a target in an entry hex

> *Firing with Mortar Unit?:*

> > Use the Mortar Fire Flowchart instead

> *Within Range (4 hex min.)?:*

> > The target must be within the firing unit's printed range but at least 4 hexes from the firing unit

> > A firing unit that's adjacent to an enemy unit or under a Barrage marker has a range = 1 so it cannot Indirect Fire

> *Self-spotting?:*

> > The firing unit must have an LOS to the target

> *In Contact with a Unit with LOS?:*

> > The spotting unit can't be in an entry hex, must have an LOS to the target & its formation leader must have the firing unit's Contact marker on it

> > Both firing & spotting units must be IC & not Suppressed

> *Roll…to become in contact....:*

> > Roll less than or equal to the appropriate Contact Number as modified by the Radio Contact modifiers to place the firing unit's Contact marker on the leader of the spotting unit's formation

> *Roll ≤ needed number?:*

> > If the Contact marker is currently on the firing unit, use the number on the Pending side otherwise use the number on the In Contact side

> > 0 = automatic success; 9 = loses contact

> *…place in contact Marker on formation leader:*

> > Place marker on its In Contact side

> *Modify Fire Rating:*

> > Use Direct & Indirect Fire Rating Modifiers

> > Modify for weather: Fog = -1; Rain/Night =-2

> > Check for Company Bonus only if the firing unit currently has 2 steps

> > Apply + but not – terrain modifiers to units In Column

> > Total all steps in the target hex for mass modifier

> *Select Target Unit:*

> > Select an empty hex or one unit in the target hex

> *Result ≤ modified Fire Rating?:*

> > If the target is an empty hex, on any roll < 9 place a Barrage marker in the hex

Apply Result to target Unit using CRT:

Use the side matching the background color of the target's Defense Rating; use the black side for a unit in an ENT

Use the orange row for firing an HE unit & the green row for firing a mortar unit

Any Result?

If the target unit received an S? result and passed its TQ check, then that does not count as a result

All other Units in hex undergo S? result:

If the target unit received any result, inflict an S? result on all other units in the target hex

Any Indirect HE unit in the target hex loses contact

Place barrage marker:

Apply any company bonus and all modifiers from markers on the firing unit to determine the Fire Rating for the type of barrage marker to place

May place only one marker per hex; Heavy replaces Light

Have a unit **Assault** by using the Assault Fire Flowchart & the CRT

Can do so with a unit that has a non-* MA, has a non-blank Assault Rating, isn't in an ENT, isn't Suppressed, has at least 1 step, & is adjacent to the defending unit & can enter its hex

May have all units in one hex (but not in multiple hexes) assault together; can't have a unit assault multiple hexes

May assault a single hex multiple times per Activation

Remove any IP marker on an assaulting unit when it assaults

If there is a Heavy Barrage marker in the Assaulting hex, inflict a Cohesion Hit on each assaulting unit & have each make a TQ Check; if a unit fails, it cannot assault

Need to perform a Bravery Check?:

Must do so for each assaulting unit if at least one unit in the target hex is armored, in an ENT, or across a bridge or ferry

Make this check by having the assaulting unit make a TQ Check using the Bravery Check modifiers

Defenders decide to Run Away or Stand:

~AP: Must have all units do the same thing

Assaulters Charge or Fire:

Must have all units do the same thing

TQC for charging Units:

Make a separate check for each unit

Defender makes TQC for any unit:

~AP: Pick one defending unit & make a TQ check using it; apply the result to all defenders

Perform simultaneous Assault Fire:

Using Assault Fire Rating Modifiers (which incorporates most Direct Fire Modifiers)

May have a Suppressed defending unit fire, but only once using its Assault Rating -2

Modify both ratings for weather: Fog = -1; Rain/Night = -2

Check for Company Bonus only if the firing unit currently has 2 steps

Total all enemy steps in the hex for the mass modifier

Move defenders to adjacent hex:

If a Heavy Barrage marker is in the starting hex, inflict a Cohesion Hit on each unit & have each make a TQ Check; if it passes, retreat it normally; if it fails, eliminate it as being immobile

If unit has a * MA, must have it make a TQ Check; if it passes, it may move unit one hex not into an EFZ or into or across prohibited terrain; if it fails, eliminate it as being immobile

May have units leave an ENT

Must move all units & leaders stacked together to the same hex

Eliminate any unit that is immobile, Suppressed, retreats into prohibited terrain, or retreats in violation of stacking, though can have a unit leave Column by inflicting a Cohesion Hit on it

Possible Opportunity Fire:

AP: May have any non-assaulting unit Op Fire at a defending unit that runs away after the running unit leaves any IP or ENT in its hex

Eliminate any unit incurring an S result from this Op Fire

Move Assaulting Units onto the Assaulted Hex:

Must also move any leaders stacking with advancing units with them

Displace any enemy leaders now alone in a hex to a unit of its formation; if there are none, eliminate the leader

Are assaulters calling off…?:

Must have all units do the same thing

Remove a Rearguard from the map if it's not Suppressed

Have a unit **Rally**

If it's Daylight & the unit is in an EFZ, have the unit make a TQ Check; if it passes, remove any Suppressed marker from it but not any Cohesion Hits

If it's Daylight & the unit is not in an EFZ or it's Night & it's in an EFZ, have the unit make a TQ Check; if it passes, the unit rallies successfully

If it's Night & the unit is not in an EFZ, the unit automatically rallies successful

If a unit rallies successfully & it has a Suppressed marker, remove it otherwise decrement its Cohesion Hit marker by one level

Rally Summary Chart

Turn Time	Not in EFZ			In EFZ		
	Must Pass TQ?	Can Remove Supp?	Can Remove 1 CH?	Must Pass. TQ?	Can Remove Supp?	Can Remove 1 CH?
Day	Yes	Yes	Yes	Yes	Yes	No
Night	No	Yes	Yes	Yes	Yes	Yes

Must always remove a Suppressed marker before a Cohesion Hit

Reaction:

Have a unit **Opportunity Fire** by using the Op Fire Flowchart, the CRT, & the Op Fire Rating modifiers under the CRT

May have a unit fire only at a target that perform an action in the firing unit's Fire Zone that is eligible for Op Fire

If a stack triggers Op Fire, the Op Firing unit may fire at only one unit in the stack (his choice), though units in the stack count all for the mass modifier

The Op Firing player must announce if he'll Op Fire each time a possible target unit performs a triggering action

CREDITS.

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Direct Fire Flow Chart

Begin Direct Fire → Can your Unit Direct Fire? — no

yes ↓

Select a single Unit as a target. ← Is the target hex within Range? — no → No Direct Fire Possible

yes ↓

yes ↑ — More than one target in the hex? ← yes — Is there a Line of Sight? — no →

no ↓

Modify Fire Rating → Roll a d10 → Result is a "9"? — yes →

no ↓

Apply Result to target Unit ← Cross reference die roll and weapon type on CRT ← yes — Is Result = 0 or less than or equal to modified Fire Rating? — no → Miss

↓

End

Opportunity Fire Flow Chart

Enemy Unit performing an Action that provokes Opp. Fire.

↓

no — Is the Unit in Range? ← yes — Firing with Direct Fire? — no → No Opp. Fire.

yes ↓

No Opp. Fire. ← no — Does the Unit have Line of Sight? — yes → Did the Unit pass the TQC? — yes → Follow Direct Fire Procedure. Use Opp. Fire modifiers

no ↓

WHERE EAGLES DARE

HE Indirect Fire Flow Chart

Start Indirect Fire Procedure
↓
Firing with Mortar Unit? — yes → **Use Mortar Indirect Fire Procedure**
↓ no

Within Range (4 hex min.)? — no → **Indirect Fire not possible**
↓ yes

Self-spotting? — yes → **in contact?**
- yes → **Lose contact**
- no → (to Modify Fire Rating)
↓ no

In Contact with a Unit with LOS?
- no → **Roll modified d10 to become in contact with new formation** → **Roll less than or equal to needed number?**
  - no → **Contact status unchanged** → **Indirect Fire Fails**
  - yes → **If spotter is not Independent Unit, place in contact Marker on formation Leader** → (to Modify Fire Rating)
- yes ↓

Modify Fire Rating. Select Target Unit Roll d10
↓
Result is a "9"?
- yes → **Miss, lose contact, and no barrage** → **Indirect Fire Fails**
- no ↓

Result = 0 or less than or equal to modified Fire Rating?
- yes → **Apply Result to target Unit using CRT**
- no → **Miss**

Apply Result to target Unit using CRT → **Any Result?**
- no → (to Miss)
- yes → **All other Units in hex undergo S? result**

Miss → **Fire Rating with company bonus less than 6?**
- yes → **Place light barrage marker**
- no → **Place heavy barrage marker**

Mortar Fire Flow Chart

Begin Mortar Fire

Within Range?
— no → **Indirect Fire not possible**
— yes ↓

Self-spotting?
— no → **Unit of the same Formation with LOS?**
  — no → **Indirect Fire not possible**
  — yes → (to Modify Fire Rating)
— yes ↓

Modify Fire Rating. Select Target Unit. Roll d10

Result is a "9"?
— yes → **Miss, and no barrage.**
— no ↓

Result = 0 or less than or equal to modified Fire Rating?
— no → **Miss**
— yes ↓

Apply Result to target Unit using CRT

Fire Rating with company bonus less than 6?
— yes → **Place light barrage marker**
— no → **Place heavy barrage marker**

WHERE EAGLES DARE

Assault Procedure Flow Chart

Start Assault Procedure

↓

Need to perform a Bravery Check? —yes→ TQC for each Assaulting Unit, modified by Defense Rating of Armored Units

↓ no

↓ (from TQC box) ↓

Pass TQC? —yes→ Defender's Opportunity Fire.

Pass TQC? —no→ Assault ends for that Unit

↓

Defender's Opportunity Fire.

↓

Assaulting Unit Suppressed? —yes→ Assault ends for that Unit

↓ no

Start first round of Assault. Eliminate Zero-step Defending Units

↓

Increases round count by 1 → Defenders decide to Run Away or Stand —stand→ Assaulters Charge or Fire —charge→ TQC for charging Units

TQC for charging Units —fail→ Assault ends for the Unit

TQC for charging Units —pass→ Defender performs TQC with any Unit

↓ (Defenders decide) run away

Assaulters Charge or Fire —fire→ Perform simultaneous Assault Fire. Units that charged or are running away do not fire. Each Unit fires twice, once with their Fire Rating and once with their Assault Rating (unless the Assault Rating is in red, then it is twice with the Assault Rating). Suppressed Assaulting Units stop Assaulting.

Increases round count by 1 ←no— Is this the third round?

Is this the third round? —yes→ Assault Ends

Defender performs TQC with any Unit

↓

Pass TQC? —yes→ Move defenders to adjacent hex. Eliminate immobile and Suppressed Units

Pass TQC? —no→ Defenders Run Away

Defenders Run Away → Move defenders to adjacent hex. Eliminate immobile and Suppressed Units

Any Assaulting Units left? —yes→ Is this the third round?

Any Assaulting Units left? —no→ Assault Ends

Are defenders Running Away? —yes→ Move defenders to adjacent hex. Eliminate immobile and Suppressed Units

↓ no

Move defenders to adjacent hex. → Possible Opportunity Fire.

Possible Opportunity Fire. → Units that Run Away become Suppressed

Units that Run Away become Suppressed → Move Assaulting Units onto the Assaulted hex

Are assaulters calling off, or did they Charge? —yes→ Assault Ends

↓ no

Defenders left in Assaulted hex? —yes→ Any Assaulting Units left?

Defenders left in Assaulted hex? —no→ Move Assaulting Units onto the Assaulted hex

Move Assaulting Units onto the Assaulted hex → Assault Ends