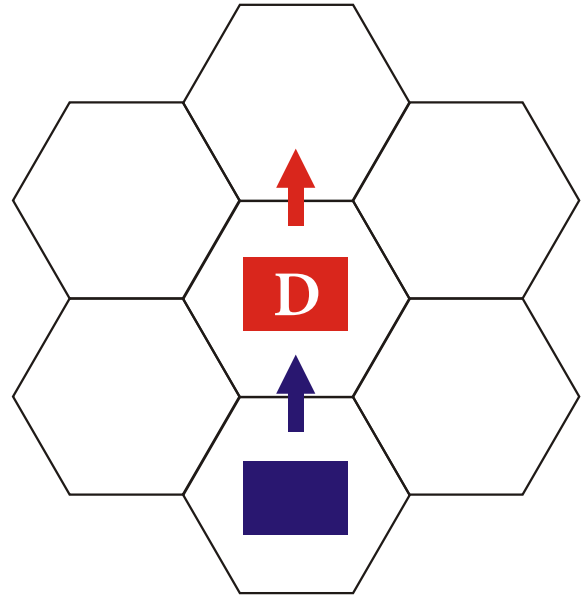


Assault will most likely fail if assaulting undisrupted unit



Assault with limited chance of capture



Friendly Unit



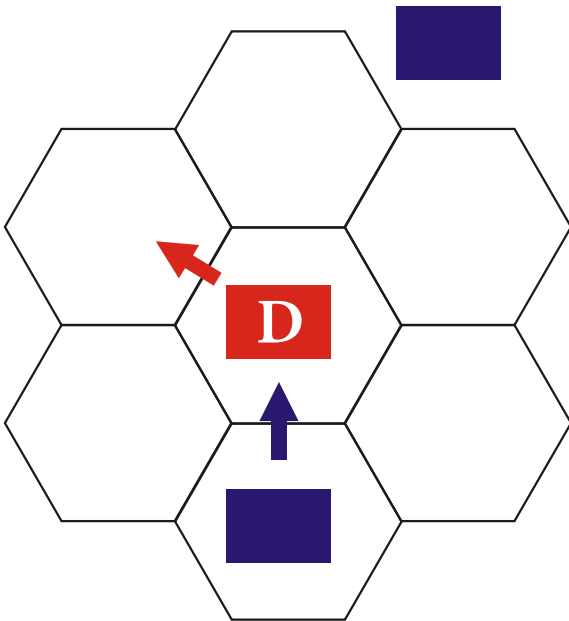
Friendly Assault



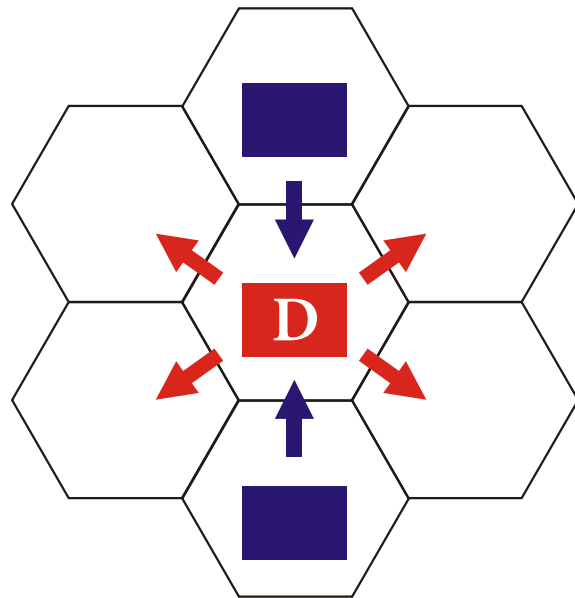
Enemy Unit



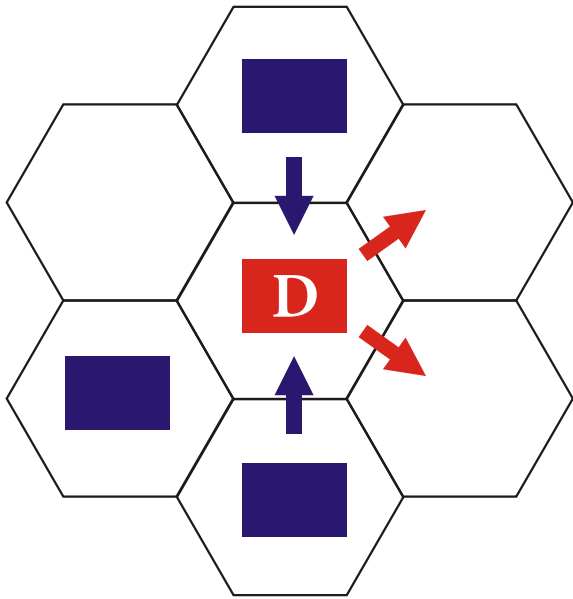
Possible Enemy Retreat



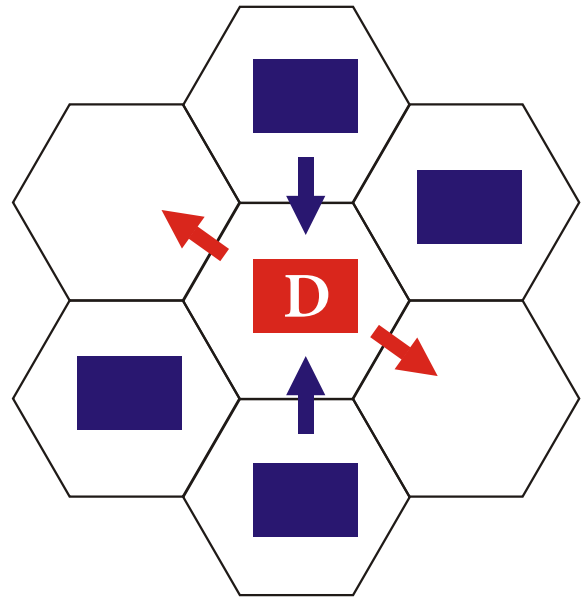
Guiding Assaulted Unit



Assault with possible capture



Assault with probable capture



Assault with probable capture



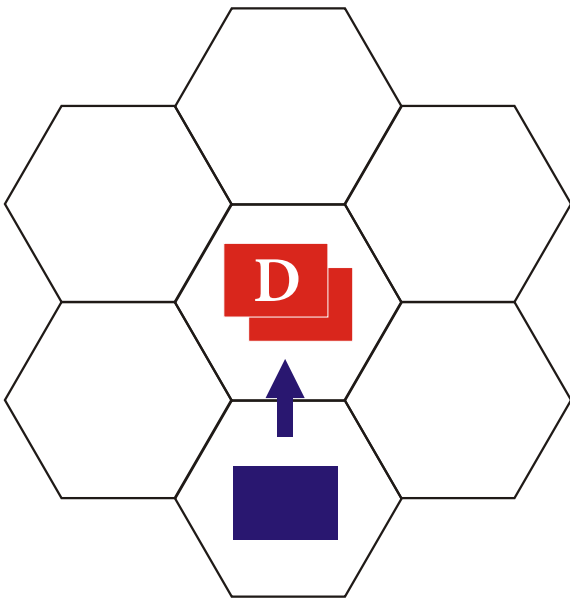
Friendly Unit

Friendly Assault

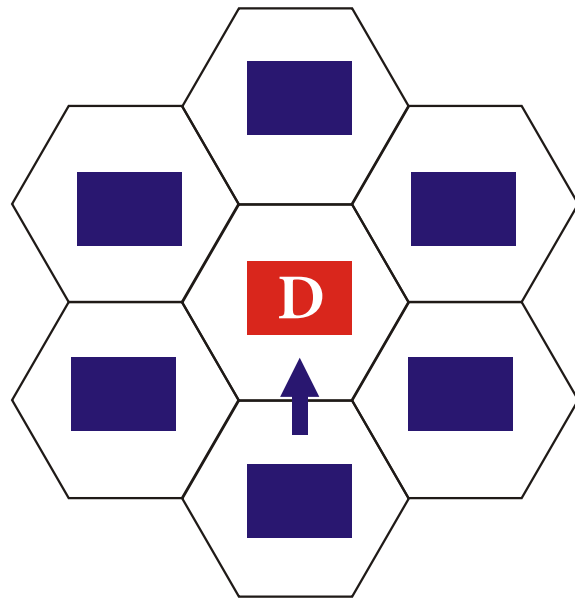


Enemy Unit

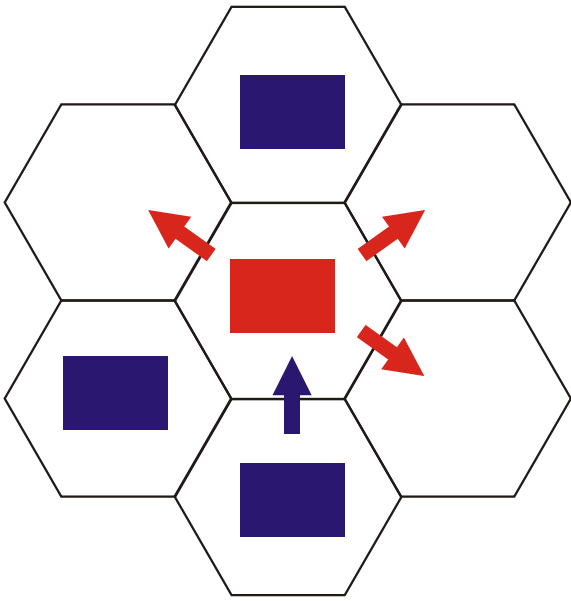
Possible Enemy Retreat



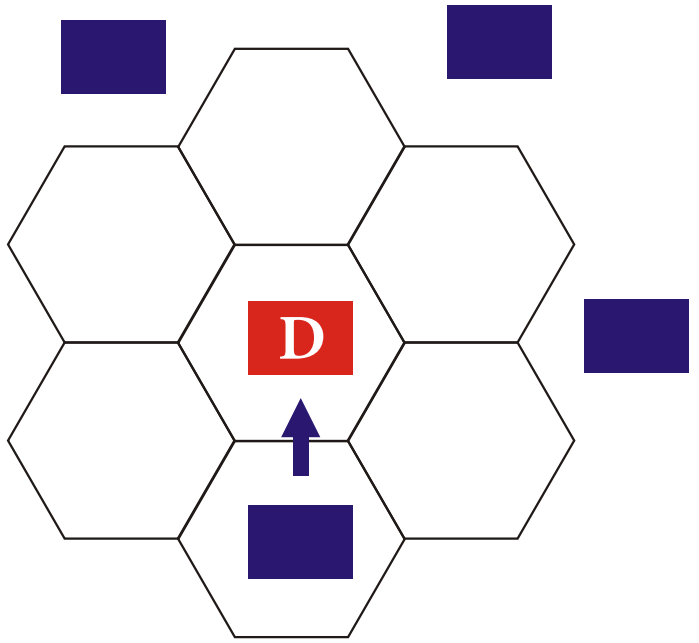
Assault will fail with hidden
undisrupted defensive unit



Assault with probable capture



Assault against undisrupted units that have an assault value of 0 will probably be captured



Assault with probable capture



Friendly Unit



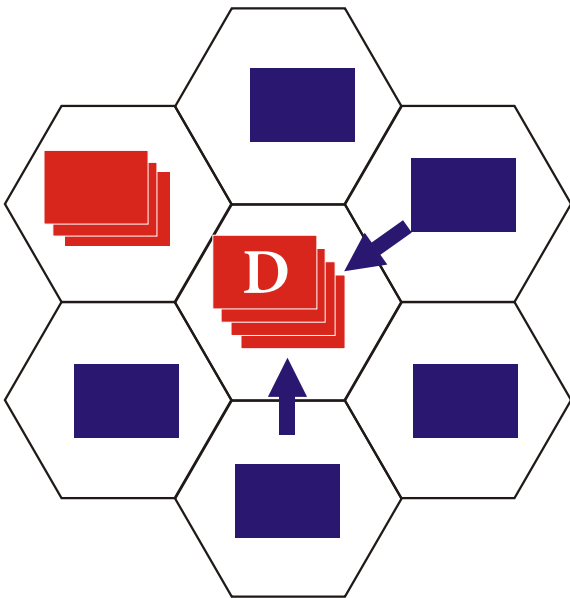
Friendly Assault



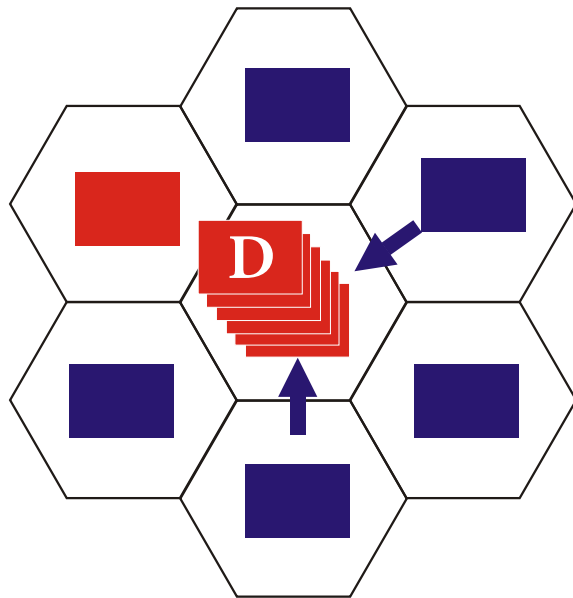
Enemy Unit



Possible Enemy Retreat



Assault with probable capture due to overstacking.



Assault with probable capture due to overstacking.