The rules of Assault are simple and easy to learn.   The game is played on a gameboard that is divided into a grid that is 11x 9.   0 to 11 across the top and 0 to 9 along the side.   The object of the game is to destroy and occupy the space of the German headquarters (which is the building in the lower right hand corner). The key to winning is to move into the space after you have destroyed the headquarters.   You have a variable amount of turns to accomplish this task, the easiest is 7 moves the hardest 5. The game is divided into 3 phases.

Movement Phase: In this phase you move your units according to the game board grid. To move your unit click the cursor on the unit you would like to move and while holding down on the mouse button move your piece. When you click on   a unit the window on the right hand of the screen shows you the attack strength, defense strength and the number of movement points left for that piece. The terrain cost work in this manner: it costs 1 point to move the piece plus what ever the terrain cost.   For example if an Stuart light tank with 4 movement points left moves forward one space through sand (sand costs one movement point) it will cost him 2 points so at the end of the move he will have 2 points left.

Fire Phase: The start of this phase is marked by a close air support phase. This is to simulate air support called in by the infantry.   To designate where you would like the plane to attack you must enter grid numbers from the 9x11 game grid.   For example to hit the German Headquarters you would type in 11 then tab then 9. After the plane attacks its assigned target you may attack with your individual units.   To fire a particular unit first click on the unit you would like to fire and then click on the target you would like to hit.   Everything is automatic, the program compares the attack strength of your unit and the defense factor of the German unit and according to a random dice roll determines the outcome. Range plays an important role in this process, the farther you are the harder it is to hit. After firing all of your units click the DONE button in the top right hand corner.

German Phase
Now it is the German turn to attack.   The German uses his bunkers and machine gun nests to his best effect.   The range rule and all other hitting processes also apply to the Germans. After this it will be the your movement phase again.

I hope that you enjoy this game.   -- Brad Sanders