

				(1)		<p>NOTES:</p> <p>(1) Represents something like a final breakthrough, as when a key bastion is taken before a final assault. In Roman terms, the ram has touched the wall, so an assault is imminent...</p> <p>(2 and 6) Are major success for the attackers – either tactical (outside), or even a defender problem (magazine blows, food supplies spoiled).</p> <p>(3,4 and 5) Are reverses for the attacker – perhaps a counter-bombardment. Certainly (5) is something very bad – bad weather floods trenches etc?</p> <p>HOWEVER, note that, as the line of counter-scarps advances (a major step in constructing siege works, so only once per siege turn – if that), you cannot then ‘slide’ lower than the current front line.</p>
(2)	(3)					
					(4)	
(5)						
				(6)		