

# Advanced Assault

### Earthmoving Assets Table

Unit Type	Earthmoving Points
Earthmover ♦	6 per hour
Earthmover ▼	3 per hour
Soviet Regimental Engineer Company	5
Soviet Engineer Battalion	36
Soviet Technical Company	20
U.S. Combat Engineer Bn	36
NATO Tank Company	3
British Armoured Engineers	6
Warsaw Pact Tank Battalion	9

### Engineer Obstacle/Defense Construction Table

Construction Action	Hours	Earthmoving Points	Special
Bunker	3	6	Dismounted personnel begin in Bunker if in place for 8 hours
Entrenchment	—	3	Dismounted personnel begin in Entrenchment if in place for 2 hours
Abatis	1.5 /hour	—	—
Hulldown	—	6	All WP tanks and SPA and Swedish S-103 (S-tanks) may begin in HD if in place for 2 hours
Anti-tank Ditch	—	20	—
Road Crater	2/hour	—	U.S. Engineer platoons make 3 Road Craters per hour

### Minelayer Table

System	Load	Fields	Type	Rate	Pre-game Minelaying
M128	10	20	MX	2	24/16
MiW	8	20	AT	4	36/22
GMZ	14	8	AT	1	9/5
			MXC	1/2	6/4
MiV MiV+Eng	10	20	AT	1	MiV 16/12
			MXC	1/2	MiV+ENG 10/8
UH1H UH60	—	6	AT	6	6/3
Mi8	—	12	AT	1/4 1/8	4/6
Ranger	16	20	MX	4	26/18
Shielder	6	10	AT	8	30/20

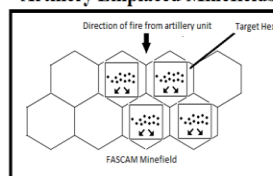
### Minelfield Spotting Table

Spotting Roll: 6	
Modifiers	
Engineers	+2
Engineer Recon	+3
Reconnaissance	+2
Non-Recon AFV	-2
March Formation	-2

### FASCAM Table

Type	Density	
	Single	Double
AT, 4-hex	4	8
AT, 1-hex	1	2
AP	1	2

### Artillery Emplaced Minefields



### Mine Clearing Table

Unit	MICLIC Charges Available
M-1979	4
Engineer Company or other MICLICs	3

### Mine Attack Table

Density	Unit	Roller
Single	3	1
Double	6	2

### Urban Terrain Pre-game Engineer Costs

Construction Action	Hours	Personnel & Equipment
Suburban Rubble	2 per hour	Engineer
	4 per hour	Engineer + Earthmover
Inner City Rubble	1 per 2 hours	Engineer
	1.5 per hour	Engineer + Earthmover