

Unit Point Totals Table

US UNITS

Assault		S-4..... 12
1..... 856	M-4..... 128	
HQ-1..... 40	A-4..... 104	
TOC-1..... 44	B-4..... 104	
S-1..... 36	C-4..... 104	
M-1..... 96	D-4..... 104	
A-1..... 160	C-5..... 168	
B-1..... 160	D-5..... 168	
C-1..... 160	6..... 844	
D-1..... 160	HQ-6..... 40	
2..... 744	TOC-6..... 44	
HQ-2..... 30	A-6..... 200	
TOC-2..... 44	B-6..... 200	
S-2..... 36	C-6..... 200	
M-2..... 96	D-6..... 160	
A-2..... 114	A-7..... 166	
B-2..... 114	8..... 1048	
C-2..... 114	HQ-8..... 28	
D-2..... 114	A-8..... 340	
E-2..... 82	B-8..... 340	
3..... 550	C-8..... 340	
HQ-3..... 22	9..... 372	
TOC-3..... 44	HQ-9..... 20	
S-3..... 12	TOC-9..... 40	
M-3..... 64	AT-9..... 84	
A-3..... 106	A-9..... 44	
B-3..... 106	B-9..... 44	
C-3..... 106	C-9..... 44	
AT-3..... 90	M-9..... 96	
	10..... 344	
Boots & Saddles		HQ-10..... 32
4..... 632	A-10..... 104	
HQ-4..... 32	B-10..... 104	
TOC-4..... 44	C-10..... 104	

Notes: This table assigns a numerical value to each step of the vehicles and personnel represented in the **Assault** series. The table is needed in order to use the Scenario Generation System.

The point totals do not include shoulder-fired SAMs. If using shoulder-fired SAMs, add the respective points per equipped company.

The two point totals for the Soviet's 18 and A21 are used for units equipped with the Mi-24D and the Mi-24E, respectively. The two point totals for 19 and B21 are for units equipped with the Mi-8C and the Mi-8E, respectively.

The numbers in parentheses are added to the point total once for each hour of pregame engineering work.

BRITISH ARMY OF THE RHINE

1..... 793	M-5..... 98
HQ-1..... 38	R-5..... 20
TOC-1..... 44	A-5..... 66
AT-1..... 40	B-5..... 66
R-1..... 15	C-5..... 66
A-1..... 164	6..... 332
B-1..... 164	HQ-6..... 22
C-1..... 164	TOC-6..... 42
D-1..... 164	AT-6..... 32
2..... 859	M-6..... 64
HQ-2..... 40	R-6..... 16
TOC-2..... 44	A-6..... 52
AT-2..... 40	B-6..... 52
R-2..... 15	C-6..... 52
A-2..... 180	7..... 988(66)
B-2..... 180	HQ-7..... 22
C-2..... 180	A-7..... 322(22)
D-2..... 180	B-7..... 322(22)
3..... 216	C-7..... 322(22)
HQ-3..... 27	9..... 108(5)
A-3..... 64	HQ-9..... 22
B-3..... 64	A-9..... 86(5)
C-3..... 64	10..... 97(30)
4..... 392	HQ-10..... 22
HQ-4..... 22	A-10..... 75(30)
TOC-4..... 44	11..... 380
M-4..... 98	HQ-11..... 80
AT-4..... 52	A-11..... 300
R-4..... 20	12..... 282(4)
A-4..... 52	HQ-12..... 20
B-4..... 52	S-12..... 82(4)
C-4..... 52	R-12..... 12
5..... 436	A-12..... 168
HQ-5..... 24	B-12..... 168
TOC-5..... 44	C-12..... 168
AT-5..... 52	

DUTCH

1..... 816	HQ-4..... 30
HQ-1..... 44	TOC-4..... 48
TOC-1..... 48	R-4..... 16
R-1..... 16	A-4..... 110
A-1..... 236	B-4..... 110
B-1..... 236	C-4..... 110
C-1..... 236	5..... 88(21)
2..... 386	HQ-5..... 42
HQ-2..... 22	A-5..... 46(21)
TOC-2..... 48	6..... 122
D-2..... 136	HQ-6..... 42
R-2..... 16	A-6..... 80
A-2..... 54	7..... 324(4)
B-2..... 54	HQ-7..... 22
C-2..... 54	W-7..... 100(4)
3..... 355	R-7..... 10
HQ-3..... 22	A-7..... 48
A-3..... 111	B-7..... 48
B-3..... 111	C-7..... 48
C-3..... 111	D-7..... 48
4..... 424	

SOVIET UNITS

Assault		HQ-93..... 20
91..... 188	TOC-93..... 40	
HQ-91..... 22	R-93..... 16	
TOC-91..... 42	AT-93..... 48	
R-91..... 28	M-93..... 66	
AT-91..... 48	ATG-93..... 12	
M-91..... 48	AD-93..... 24	
1..... 324	11..... 248	
HQ-1..... 36	(Components of 11	
A-1..... 96	are identical to 9)	
B-1..... 96	12..... 248	
C-1..... 96	(Components of 12	
2..... 324	are identical to 9)	
(Components of 2	13..... 241	
are identical to 1)	HQ-13..... 26	
3..... 324	A-13..... 48	
(Components of 3	B-13..... 48	
are identical to 1)	C-13..... 48	
4..... 279	M-13..... 71	
HQ-4..... 28	14..... 279	
A-4..... 60	(Components of 14	
B-4..... 60	are identical to 4)	
C-4..... 60	15..... 110	
M-4..... 71	HQ-15..... 22	
5..... 322	A-15..... 64	
HQ-5..... 22	B-15..... 12	
A-5..... 100	C-15..... 12	
B-5..... 100	16..... 66	
C-5..... 100	HQ-16..... 20	
6..... 175	AT-16..... 10	
HQ-6..... 22	A-16..... 12	
AT-6..... 10	B-16..... 12	
A-6..... 24	C-16..... 12	
B-6..... 24	17..... 66	
C-6..... 24	(Components of 17	
M-6..... 71	are identical to 16)	
7..... 175	18..... 440/640	
(Components of 7	aHQ-18... 60/80	
are identical to 6)	bHQ-18... 60/80	
8..... 175	A-18..... 80/120	
(Components of 8	B-18..... 80/120	
are identical to 6)	C-18..... 80/120	
9..... 248	D-18..... 80/120	
HQ-9..... 32	19..... 120/220	
A-9..... 72	HQ-19..... 40/60	
B-9..... 72	A-19..... 40/80	
C-9..... 72	B-19..... 40/80	
10..... 234	20..... 148	
HQ-10..... 21	HQ-20..... 52	
A-10..... 71	A-20..... 32	
B-10..... 71	B-20..... 32	
C-10..... 71	C-20..... 32	
	21..... 148/228	
Boots & Saddles		HQ-21..... 28
91..... 292	A-21..... 80/120	
S91..... 104	B-21..... 40/80	
92..... 292	22..... 322	
AD-92..... 104	(Components of 22	
93..... 226	are identical to 5)	

Unit Types Point Value Table

US UNITS

AH-64	100
AH-1	60
UH-60	12
UH-1H	8
OH-58	8
M1	20
M60	12
M2	10
M3	10
M113	2
M901	10
ACCV	2
M106	32
M125	24
M988	24
M730	32
M741	12
M577	2
M232	6
Motorcycle	2
TOW	5
M29	16
Infantry A	4
Infantry B	2
Stinger	4
M109	40
M110	60

SOVIET UNITS

Mi-24E	60
Mi-24D	40
Mi-8E	40
Mi-8C	20
Mi-2	8
Mi-26	32
T-80	16
T-72	14
T-64	12
T-62A	8
T-62M	10
ASU-85	6
SU-130	14
IT-1	10
BMP-A	6
BMP-8	8
BMD	6
BTR-70	2
BTR-60	2
MT-LB	2
ACRV	2
BRDM-2	2
BRDM-2 w/AT-5	8
BMD-U	2
BTR-70PU	2
BTR-60PU	2
SA-9	32
SA-13	40
ZSU-23	16
ZSU-30	20
AM-82	24
SAU-122	24
Grad-P	24
Motorcycle	2
Rapira-3	4
SD-44	3
SPG-9	2
AT-4	3
M-43	16
ZU-23	8
Infantry	2
OP	2
SA-7	4
BM-21	32
D-30	16
SAU-152	32
D-120	24

BRITISH UNITS

Chieftain	18
Challenger	20
FV-438	10
Sultan	2
Scimitar	3
Striker	8
Spartan	2
Infantry A	3
FV-432/81m	18
FV-432m w/Milan	5
FV-432	2
MCV-80	4
81m	9
Milan	3
Saxon	2
Royal engineer	4(2)
M2 amphibious	5
Infantry B	3
Fox	2
Ranger/Bar Mine Layer	250
FV-180	6(5)
AVRE	10(5)
Lynx	60
AVLB	3
Scorpion	3
Land Rover	1
Blowpipe	3
Javelin	4
OP	2

NETHERLANDS UNITS

Leopard 1	10
Leopard 2	4
AIFV	4
Lynx	3
M113	2
CEV	10(5)
Gepard	20
AVLB	3
120 Mortar (self-propelled)	34
120 Mortar (towed)	16
PRAT	10
AIFV-T	2
M106	32
Marine Infantry	2
Infantry A	1
Engineers	4(2)
Light Mortar	6
81 Mortar	9
M232	6
jeep	1
GPMG Infantry	3
Stinger	4

Notes: This table assigns a numerical value to each step of the vehicles and personnel represented in the **Assault** series. The table is needed in order to use the Scenario Generation System.

All point values are per step. All trucks and jeeps are one point per step. Add two points per step for recon units (all units marked with an asterisk except HQs, TOCs, and OPs).

An HQ is worth 20 points and a TOC is worth 40 points, regardless of its number of steps. If the HQ or TOC is a vehicle unit, it also receives points for its vehicles. For example, a full strength TOC mounted in M577s is worth 44 points; 40 for the TOC and two for each step of M577s.