

Earthmoving Assets Table

Unit Type	Earthmoving Points
Earthmover ◆	3 per hour
Earthmover ▼	2 per hour
British Armoured Engineers	6

Swim Table

Meters		Cost
Most Vehicles	Fast Vehicles	
≤ 50	≤ 100	+ 1MP
≤ 150	≤ 200	+ 2MP
≤ 250	> 200	1 phase
> 250	—	2 phases

Engineer Obstacle/Defense Construction Table

Construction Action	Hours	Earthmoving Points	Special
Bunker	4	9	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 /hour	—	—
Hulldown	—	6	—
Anti-tank Ditch	—	20	—
Road Crater	2/hour (1.5/hour)	—	U.S., U.K., German Eng make 2 per hour. All others make 1.5 per hour

Mine Attack Table

Density	Unit	Flail
Single	3	1
Double	6	2

Engineer Platoon +2 to die roll

Minefield Spotting Table

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

Bridge Construction Chart

Nationality	Bridge Type	Phases per 100 Feet	Class	Pontoon Ferry
U.S.	M2 Treadway	24	↑	Yes
U.S.	M3 Pontoon	4	↑	Yes
U.S.	M1938 Foot	2	↑	No
U.S.	M1940 Pontoon	6	↑	Yes
U.S.	Bailey	8	↑	No
German	Type J	16	↑	Yes
German	Type B	8	↑	No
German	SdKfz 251/5 SdKfz 251/7	8	↑ *	No
U.K.	Heavy Pontoon	24	↑	Yes
U.K.	Medium Pontoon	8	↑	Yes
U.K.	Light Pontoon	4	↑	Yes
U.K.	Footbridge	2	↑	No
U.K.	Bailey	6	↑	No
Fr	Heavy Pontoon	26	↑	Yes
Fr	Medium Pontoon	10	↑	Yes
Fr	Light Pontoon	3	↑	Yes
Fr	Footbridge	2	↑	No
Fr	Bailey	7	↑	No
USSR	Heavy Pontoon	30	↑	Yes
USSR	Medium Pontoon	9	↑	Yes
USSR	Light Pontoon	4	↑	Yes
USSR	Footbridge	2	↑	No

Ferry Table

Meters	Points
≤ 50	8
75	7
100	6
150	5
250	4
> 250	3

Raft Table

Meters	Points
≤ 50	10
75	7
100	5
150	3
250	1
> 250	1/2

↑ All Units

↑ P-class, V-class + Passengers, Armored Vehicles Frontal Armor ≤ 8

↑ P-class, V-class + Passengers, Armored Vehicles Frontal Armor ≤ 5

↑ P-class, V-class + Passengers, Armored Vehicles Frontal Armor ≤ 2

↑ P-Class Only

*The SdKfz 251/5 and SdKfz 251/7 each carry 1 Type B bridge in addition to 2 rafts.