

POINTS VALUES

For competitive and club games a force can be assigned a total points value which is calculated by adding up the points allocated to each element. The vehicle and gun charts (VG charts) provide the points for individual vehicles and guns. These values are for 'regular' elements. If elite armoured vehicles are used add 5 points for each elite vehicle.

Figures	Points
An elite figure	2½
A regular figure	1½
A poor figure	1
An artillery gunner / engineer	2

Weapons	Points
LMGs, MMGs	5
Multiple LMGs, MMGs	10
HMG	10
Multiple HMGs	15
Light mortar	5
Medium mortar	15
Heavy mortar	25
Anti-tank rifle	5
Single shot Panzerfaust	5
Panzerschreke, PIAT, Bazooka	10
Rifle grenade launcher	5
Man-pack flamethrower	20

Transport	Points
Bicycle / horse	1
Motorcycle / combo	2
Horse drawn wagon / limber	5
Soft skin vehicle / prime mover	5
E class armoured vehicle / prime mover (no weapons)	15

Artillery	Points
2 figure OP team	20
Soft-skin radio exchange vehicle	20

Engineering Equipment	Points
Assault boat	5
Assault bridge	10
Pontoon bridge	15
Demolition charge	5
Mine detector	5

HQ Units	Points
Up to 6 figures + 2 soft-skin vehicles	Free

Calculating Unit Costs

Example 1: British 1944 Regular Infantry Battalion	
Element	Points
48 figures	72
2 x PIAT	20
2" mortar	5
3" mortar	15
6pdr anti-tank gun	20
2 x Bren Carrier	40
3 x lorry	15
1 x prime mover	5
Total	192

Example 2: German 1944 Artillery Battalion	
Element	Points
10 gunners	20
2 figure OP team	20
2 x 105mm howitzer	40
2 x horse drawn limber	10
1 x car	5
Total	95