

Code	Name	Damage	Arena OT Class Listing in .show	Close Field	Description
G0	88Flack	500	0 otOT_88_FLACK Runway gun or 88 Flack	N	Large flak gun in sandbag ring.
G1	MG	200	1 otOT_RUNWAY_GUN Aircraft factory gun	N	Twin MG position with man.
G2	20mm	200	2 otOT_FUEL_FACTORY_GUN Fuel factory gun	N	Small flak position in dirt ring OR medium sandbag ring with MG and man.
G3	40mm	300	3 otOT_MUNITION_FACTORY_GUN Munition factory gun	N	Medium flak position in dirt ring OR large sandbag ring with wheeled gun.
G4	HQGun	500	4 otOT_HQ_GUN HQ gun	Y	Camo Arty Ring Position with special significance.
HG	Hanger	2500	5 otOT_HANGER Hangar	Y	Airfield Structures of various types and sizes to house aircraft.
RW	Runway	20000	6 otOT_RUNWAY Runway	N	Ground texture representing base layer of airfields and towns.
HQ	HQ	2000	7 otOT_HQ_HQ (head quarters)	Y	Any building with special significance.
TW	Tower	2000	8 otOT_TOWER Tower	N	Control object for each field of various types, needed for capture.
TX	TaxiWay	8000	9 otOT_TAXY_WAY Taxi way	N	Ground texture representing a specific base area of airfields and towns.
BO	Unit	100	10 otOT_BOMBABLE_OBJECT Bombable object	N	Any small unimportant structure not necessary for base closure.
BE	BoatEntry	20000	11 otOT_BOAT_ENTRY Boat entry	N	Any very large structure not necessary for base closure.
CB	Carrier	250	12 otOT_CARRIER Carrier	Y	Trucks and M5 HTs - carrier of supplies and troops.
BB	Boat	1000	13 otOT_BOMBABLE_BOAT Bombable boat	Y	Vic56 small coastal boat
ST	Strat	10000	14 otOT_STRAT_OBJECT Strat object	N	Not in use - possible special strategic target
RD	RadarEm	2000	15 otOT_RADAR_EMITTER Radar emitter	Y	Square radar mast or circular listening dish - determines radar ingame.
C0	ReadyRoom	1250	16 otOT_READY_ROOM Ready room	Y	Squadron assembly room at airfields
C1	Capital	2000	17 otOT_CAPITAL Capital	Y	DD1 or DD2 Destroyer - capital ship
AS	Asteroid	500	18 otOT_ASTERIOD Asteroid	Y	Barrage or Observation Balloons
FM	FacMod	4000	19 otOT_FACTORY_MODULE Factory module	Y	Various medium-sized associated factory buildings.
LM	LivMod	2000	20 otOT_LIVING_MODULE Living module	Y	Various large housing developments at industry and urban areas.
DM	Dock	1000	21 otOT_DOCKING_MODULE Docking module	Y	Wood dock or steel bridge span
SM	Struct	500	22 otOT_STRUCTURE_MODULE Structure module	Y	Any small structure necessary for base closure.
CM	Cargo	1500	23 otOT_CARGO_MODULE Cargo module	Y	Freighter - cargo ship
WM	Weapon	750	24 otOT_WEAPONS_MODULE Weapons module	Y	Tanks, M16s or M3s - armoured weapons
PL	Planet	50000	25 otOT_PLANET Planet	N	Not in use - possible terrain object indestructable
X?	Link	100	26 otOT_LINK Link	N	Not in use - possible communication link between fields
PA	ParkedAC	350	27 otOT_PARKED_AIRCRAFT Parked Aircraft	Y	Parked a/c types - various types specific to terrains.
A0	Arty0	500	28 otOT_ARTILLERY0 Artillery Type 0	Y	Camo Arty Ring Position representing field artillery(up to 105mm)
A1	Arty1	700	29 otOT_ARTILLERY1 Artillery Type 1	Y	Camo Arty Ring Position representing heavy artillery(above 105mm)
A2	Arty2	1000	30 otOT_ARTILLERY2 Artillery Type 2	Y	Camo Arty Ring Position representing coastal artillery(above 200mm)
FD	FuelDmp	500	31 otOT_FUEL_DUMP Fuel Dump	Y	Small fuel tanks at airfields and other locations.
RS	RadarStn	1500	32 otOT_RADAR_STATION Radar Station	Y	Radar control building with mast - does not determine radar ingame.
WH	Warehouse	2000	33 otOT_WAREHOUSE Warehouse	Y	Various large buildings that store goods at all locations.
AD	AmmoDump	1250	34 otOT_AMMO_DUMP Ammunition Dump	Y	Various fortified ammunition storage bunkers at airfields and tactical positions.
HT	Hut	600	35 otOT_HUT Hut/Tent	Y	Tent and tent hangars.
HS	House	800	36 otOT_HOUSE House	Y	Various small general structures at all locations.
RK	Rock	500	37 otOT_ROCK Rock	Y	Stone bridge span OR similar stone structure like walls.
TR	Tree	200	38 otOT_TREE Tree	N	Tree object - different than tree clutter objects
B1	Bridge	20000	39 otOT_BRIDGE	N	Port base object - TERRAIN SPECIFIC
G5	37mm-AT	300	40 otOT_ANTITANK_1	Y	Large sandbag ring with wheeled gun.
G6	75mm-AT	400	41 otOT_ANTITANK_2	Y	Camo Arty Ring Position representing large AT guns.
EA	Factory	3000	42 otOT_FACTORY Factory	Y	Various large factory buildings at industry locations.
EB	FactComplex	5000	43 otOT_FACTCOMPLEX FactComplex	Y	Very large factory building at industry locations.
EC	FactAvionics	3000	44 otOT_FACTAVIONICS FactAvionics	Y	Large peaked factory building at industry locations.
ED	FactBall1	3000	45 otOT_FACTBALL FactBall1	Y	Medium factory building at industry locations.
EE	FactBall2	4000	46 otOT_FACTBALL2 FactBall2	Y	Large factory building at industry locations.
EF	Warehouse2	3000	47 otOT_WAREHOUSE2 Warehouse2	Y	Various very large buildings that store goods at major locations.
EG	Crane	1000	48 otOT_CRANE Crane	Y	Cranes at ports, industry and railway yards - two types.
EH	Pontoon	300	49 otOT_PONTOON Pontoon	Y	Pontoon bridge span
EI	ReFinBuild1	4000	50 otOT_REFINBUILD1 ReFinBuild1	Y	Medium refinery building at industry locations.
EJ	RefFinSep	700	51 otOT_REFINSTEP RefFinSep	Y	Oil industry refinery seperation tower.
EK	ReFinTank	1250	52 otOT_REFINTANK ReFinTank	Y	Large fuel tanks at industry and port locations.
EL	RefinPipe	700	53 otOT_REFINPIPE RefinPipe	Y	Industry smoke stack - all industry types
EM	Power1	1000	54 otOT_POWER1 Power1	Y	Small power generator building at industry locations.
EN	Power2	1500	55 otOT_POWER2 Power2	Y	Medium power generator building at industry locations.
EO	Power3	2000	56 otOT_POWER3 Power3	Y	Large power generator building at industry locations.
EP	Uboat	1000	57 otOT_UBOAT Uboat	Y	Not in use - possible submarine target
EQ	Gas1	750	58 otOT_GAS1 Gas1	Y	Medium sized fuel tanks at industry locations.
ER	Subpen	3000	59 otOT_SUBPEN Subpen	Y	Large concrete sub hangars at ports OR dam sections across rivers.
ES	ObsCnCr	1000	60 otOT_OBSCNCR ObsCnCr	Y	Observation Control Center - control bunker in fortified defenses.
ET	Barracks01	2000	61 otOT_BARRACKS01 Barracks01	Y	Various large buildings that house troops at airfields, bases and ports.
EU	Bunker	1500	62 otOT_BUNKER Bunker	Y	Various small fortified buildings at airfields or tactical positions.
EV	LightTower	1000	63 otOT_LIGHTTOWER LightTower	Y	Coastal lighthouse - on coastlines and at seaports.
EW	CntrlRail	1500	64 otOT_CNTRLRAIL CntrlRail	Y	Railway platform for passenger trains.
EX	MLine1	2000	65 otOT_MLINE1 MLine1	Y	Small concrete blockhouse with MG turrets - in fortified areas.
EY	MLine2	3000	66 otOT_MLINE2 MLine2	Y	Large concrete blockhouse with gun turrets - in fortified areas.
G7	DOAFlack	500	67 otOT_DOA_FLACK	N	DOA specific
G8	BritRifle	10	68 otOT_BRITRIFLE	N	DOA specific
G9	GermRifle	10	69 otOT_GERMIFLE	N	DOA specific
GA	TrenchMG	200	70 otOT_TRENCHMG	N	DOA specific
GB	AAAMG	200	71 otOT_AAAMG	N	DOA specific
00	AICollide	20000	72 otOT_AITERRCOLLIDE	N	Not in use