

S3-#66 Road of Freedom

- V -
- A -
- Supply Depot
- Army/Naval HQ
- B - Ball Bearing Factory
- O -
- E -
- AI - Aluminum Factory
- C - Chemical Factory
- R - Rubber Factory
- S - Steel Factory
- F - Fuel Depot
- O - Oil Storage
- R - Railway Yards
- ⊘ - Heavy Damage
- removed from play
- ☆ - Moderate Damage
- may attack again
- ⬡ - Light Damage
- may attack again

AXIS

- JG51/JG2/JG27
- Knights of Ni
- Taiman Kokutai
- 31st FG
- 69th Composite Group
- 416 RCAF
- 401/417 RCAF
- Pale Horses / American Eagles
- Dolittle's Raiders

VVS

- 4th FG
- 100th FBG/475th FS/VFM222
- 332nd FG
- 352nd FG
- 550th/100th HBG
- Menacing Ferrets
- Night Stalkers
- Nomadst(22nd,305th,AG-8)



AVG									
VVS	Turnout	86	88	87	100	83	88.8		
A/C Kills	Value	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Points	Compare	
Fighter	0.5	28	21	23	29	41	71.00	6.00	
Strike	1	0	0	3	0	6	9.00	9.00	
Med Bomber	2	6	8	4	1	9	56.00	16.00	
Totals		34	29	30	30	56	136.00	31.00	
BDA	Value	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Points		
Main Target Structures	0.25	43	24	13	2	0	20.50	-82.00	
Airfield Structures	0.1	0	0	0	0	0	0.00	-0.20	
Industry Structures	0.05	0	0	0	0	0	0.00	-1.60	
Ship	2	9	0	0	0	0	18.00	-50.00	
Tank	1	0	31	1	75	66	173.00	23.00	
Totals		52	55	14	77	66	211.50	-110.80	
Pilot Kills	Value	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Points		
Veterans	0.25	22	13	17	17	29	24.50	4.75	
Rookies	0.1	16	18	21	9	27	9.10	0.30	
Totals		38	31	38	26	56	33.60	5.05	
Target Effects	Effect	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Totals		
Frontline Movements	1 mile movement	4	7	0	39	59	109	-1.00	
Late Start Effects	T+15 start	2	0	0	2	0	4	-4.00	
Fuel Reductions	10% fuel reduction	0	0	0	0	0	0	-3.00	
A/C Reduction	1 a/c loss/step	0	0	0	0	0	0	-7.00	
Totals		6	7	0	41	59	113	-15.00	
Allied Score	381.10 Pro-rated		448.91						
AVG									
Axis	Turnout	105	102	108	107	101	104.6		
A/C Kills	Value	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Points	Compare	
Fighter	0.5	18	29	27	18	38	65.00	-6.00	
Strike	1	0	0	0	0	0	0.00	-9.00	
Med Bomber	2	8	3	3	2	4	40.00	-16.00	
Totals		26	32	30	20	42	105.00	-31.00	
BDA	Value	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Points		
Main Target Structures	0.25	98	140	22	120	30	102.50	82.00	
Airfield Structures	0.1	0	0	2	0	0	0.20	0.20	
Industry Structures	0.05	17	15	0	0	0	1.60	1.60	
Ship	2	5	10	18	0	1	68.00	50.00	
Tank	1	17	24	66	36	7	150.00	-23.00	
Totals		137	189	108	156	38	322.30	110.80	
Pilot Kills	Value	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Points		
Veterans	0.25	11	20	15	14	19	19.75	-4.75	
Rookies	0.1	14	20	17	16	21	8.80	-0.30	
Totals		25	40	32	30	40	28.55	-5.05	
Target Effects	Effect	Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Totals		
Frontline Movements	1 mile movement	17	10	83	0	0	110	1.00	
Late Start Effects	T+15 start	0	0	0	8	0	8	4.00	
Fuel Reductions	10% fuel reduction	0	2	0	1	0	3	3.00	
A/C Reduction	1 a/c loss/step	0	5	0	1	1	7	7.00	
Totals		17	17	83	10	1	128	15.00	
Axis Score	455.85								