Muzz's Maps
Blitz Terrain
V2.0 24 Mar 04

German Target List

1 - Manston(F32) - 5 hangars, 2 bldgs
2 - Hawkinge(F18) - 3 hangars, 1 bldg
3 - Lympne(F6) - 2 blastpens
4 - Dover SW Radar - 3 high towers
5 - Dover W Radar - 3 high, 4 low towers
6 - Dover(C1) Naval Tanks - 10 refinery tanks
7 - Dover Power Station - 6 bldgs
8 - Dunkirk(R68) Radar - 3 high, 4 low towers
9 - East Church(F19) - 3 hangars
10 - Southend(P74) - 2 docks, 4 bldgs, 6 houses
11 - Rochford(F43) - 5 hangars, 4 bldgs, 18 huts, camo net
~~12 - Canewdon(R63) - 3 high, 4 low towers~~
~~13 - Poling(R65) - 3 high, 4 low towers~~
~~14 - Brighton(P75) - 2 docks, 6 bldgs~~
15 - Beachy Head(R78) - 3 high towers
16 - West Malling(F35) - 4 hangars
17 - Detling(F34) - 2 hangars, 6 blastpens, 2 bldgs

A - 1 Freighter, 1 Lighter
B - 2 Freighters, 1 DD - in port
C - 2 Lighters
D - 2 Freighters, 2 DDs - in port
E - 1 Lighter
F - 1 Lighter
G - 1 Freighter, 1 Lighter
H - 1 Freighter, 1 Lighter, 1 DD - in port
I - 1 Freighter, 1 Lighter
Shipping lanes - 2 Freighters + 1 DD moving either direction

Points
Ship sunk = 1.0
Ship hits = bomb(0.5 per) or torp(1.0 per)
House/Hut/FuelDmp/Crane/Bridge = 0.25
Hanger/Ammo/Warehouse/Radar/HQ = 0.5
CntrlRail/Refinpipe/Refinsep/Barracks/Power3 = 0.5
FactBall/FactAvionics/FactMod/RefinBuild = 1.0
Factory/Warehouse2/Power2 = 1.0
Factory Complex = 1.5

Legend

Airfields
Hard Surface: Small, Medium, Large
Grass: Small, Medium, Large
Sector Fields
Standard Fields
Satellite Fields
Urban Areas
Cities
Military
Ports
Chain Home High
Chain Home Low
LW Radars
Roads
Railroads
HeadQuarters
Industry
Power E
Aircraft A
Oil Stor/Refinery
Ball Bearing B
Factory (Gen) F

British Target List

18 - Dieppe(F56) Port - 2 subpens
19 - Dieppe(F56) Factory - 2 factory complexes
20 - Le Treport(F28) - 3 hangars, 3 blastpens
21 - Mont Didier(C79) Refinery - 13 bldgs/tanks
22 - Mont Didier(C79) N Power - 7 bldgs
23 - Mont Didier(C79) Avionics - 5 bldgs
24 - Abbeville(F24) - 8 hangars
25 - Berk-sur-Mer(C81) - multiple houses
~~26 - Boulogne-sur-Mer(F55) Port - 4 docks, 6 bldgs~~
~~27 - Wissant Freya(C80) HQ - HQ, house~~
~~28 - Coquelles(F54) - hangar, 2 bldgs, 3 camo pens~~
~~29 - Calais(C53) - dock, 6 bldgs~~
30 - Loon Plage(F51) - 2 hangars, 2 bldgs
~~31 - Bourbourg(C4) - HQ, house - on coast~~
~~32 - Dunkirk(C3) Oil - 14 bldgs~~
~~33 - Dunkirk(C3) Port - dock, 5 cranes, rail station- south~~
34 - Lille Factory(F85) - 3 bldgs
35 - Lille(F85) - 11 hangars, 11 bldgs
36 - St. Pol(F11) - 2 hangars, 3 bldgs
37 - Arras(F23) - 4 hangars, 3 bldgs

J - 1 Freighter, 1 Lighter, 1 DD - in port
K - 2 Lighters
L - 2 Lighters, 2 Eboats
M - 2 Freighters, 2 DDs - in port
N - 1 Lighter, 1 Eboat - in port
O - 1 Lighter, 1 DD - in west port
P - 1 Freighter, 1 Lighter, 1 Eboat - in east port
Shipping lanes - 1 Lighter + 1 Eboat moving either direction

Points
Ship sunk = 1.0
Ship hits = bomb(0.5 per) or torp(1.0 per)
House/Hut/FuelDmp/Crane/Bridge = 0.25
Hanger/Ammo/Warehouse/Radar/HQ = 0.5
CntrlRail/Refinpipe/Refinsep/Barracks/Power3 = 0.5
FactBall/FactAvionics/FactMod/RefinBuild = 1.0
Factory/Warehouse2/Power2 = 1.0
Factory Complex = 1.5

ENGLAND
FRANCE
BELGIUM

2 G4M2 2 Ju87D
2 A36 2 Spit V
1 P38F 1 Spit IX
2 B25C 2 Lanc I
2 Spit V 1 F4U1D
2 Hurri 2 1 F4U1D
3 Spit V
2 Spit V 2 B25C
2 Spit V 1 Spit IX
1 Spit IX 1 F4U1D
2 A36 1 Ju87D
2 Spit V 2 F4U1D
1 Bf109G2 2 FW190A4
2 Bf 109G2
2 FW190A4 1 FW190A8
2 FW190A8 2 Ju88A4
2 Bf 109G2 2 FW190A8
3 FW190A4
1 Ju88A4
shipping lane