

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

- ### German Target List
- Manston(F32) - 5 hangars, 2 bldgs
 - Hawkinge(F18) - 3 hangars, 1 bldg
 - Lympe(F6) - 2 blastpens
 - Dover SW Radar - 3 high towers
 - Dover W Radar - 3 high, 4 low towers
 - Dover(C1) Naval Tanks - 10 refinery tanks
 - Dover Power Station - 6 bldgs
 - Dunkirk(R68) Radar - 3 high, 4 low towers
 - East Church(F19) - 3 hangars
 - Southend(P74) - 2 docks, 4 bldgs, 6 houses
 - Rochford(F43) - 5 hangars, 4 bldgs, 18 huts, camo net
 - ~~Canewdon(R60) - 3 high, 4 low towers~~
 - ~~Poling(R60) - 3 high, 4 low towers~~
 - ~~Brighton(R70) - 2 docks, 3 bldgs~~
 - Beachy Head(R78) - 3 high towers
 - West Malling(F35) - 4 hangars
 - 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

- ### British Target List
- Dieppe(F56) Port - 2 subpens
 - Dieppe(F56) Factory - 2 factory complexes
 - Le Trepot(F28) - 3 hangars, 3 blastpens
 - Mont Didier(C79) Refinery - 13 bldgs/tanks
 - Mont Didier(C79) N Power - 7 bldgs
 - Mont Didier(C79) Avionics - 5 bldgs
 - Abbeville(F24) - 8 hangars
 - Berk-sur-Mer(C81) - multiple houses
 - ~~Boulogne-sur-Mer(F50) Port - 4 docks, 0 bldgs~~
 - ~~Wissant-Froye(O90) HQ - HQ, house~~
 - ~~Coqueheles(F34) - hangar, 2 bldgs, 3 camo pens~~
 - ~~Calets(O90) dock, 3 bldgs~~
 - Loon Plage(F81) - 2 hangars, 2 bldgs
 - ~~Bombourg(F34) - HQ, house - on coast~~
 - ~~Dunkirk(O90) Oil - 14 bldgs~~
 - ~~Dunkirk(O90) Port - dock, 3 cranes, rail station - south~~
 - Lille Factory(F85) - 3 bldgs
 - Lille(F85) - 11 hangars, 11 bldgs
 - St. Pol(F11) - 2 hangars, 3 bldgs
 - 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

Legend

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

