



**AXIS FR 1-5**

**ALLIED FR 2-5**

**ALLIED FR 2-5**

- Legend**
- = Home
  - = Airfield, Large
  - = Airfield, Medium
  - = Airfield, Small
  - = Airfield, Grass
  - = Airfield, Landing Strip
  - = Port
  - = Dock
  - = Seaplane Base
  - = City
  - = Town with airfield
  - = Town
  - = Village with base
  - = Village
  - = Supply Depot, Large
  - = Tank Unit
  - = Army HQ
  - = Fortification, Large
  - = Fortification, Small
  - = Bridge
  - = Marshalling Yard, Small
  - = Marshalling Yard, Large
  - = Truck Unit
  - = Oil Field
  - = Dam
  - = Hydroelectric Power Station
  - = Flak Unit
  - = Radar Station
  - = Artillery Unit
  - = Coastal Defensive Unit
  - = Factory, Aircraft
  - = Factory, Aircraft Engine
  - = Factory, Tank
  - = Factory, Misc
  - = Oil Refinery/Storage, Small
  - = Beachhead

Axis	Point Value	F15 No.	F16 No.	F18 No.	F7 2 F15	F15 No.	F15 No.	F16 No.	F18 No.	F15 No.	F16 No.	F18 No.	VTB
City	25.00	-	-	-	-	-	-	-	-	-	-	-	-
Refinery, Small	22.00	-	-	-	-	-	-	-	-	-	-	-	-
Supply Depot, Large	20.00	-	-	-	-	-	-	-	-	-	-	-	-
JAF	18.00	-	-	-	-	-	-	-	-	-	-	-	-
Port	15.00	-	-	-	-	-	-	-	-	-	-	-	-
MAF	13.00	-	-	-	-	-	-	-	-	-	-	-	-
Town/SAF	12.00	1	12	-	-	2	26	-	-	-	-	-	26
Dock/Winery Small	11.00	-	-	-	-	-	-	-	-	-	-	-	12
Flak/Arty Battery	10.00	-	-	-	-	-	1	10	-	-	-	-	10
GAU/Seaplane Base	9.00	-	-	-	-	-	-	-	2	18	-	-	18
HQ/Jader	8.00	-	-	-	-	-	-	-	2	16	-	-	16
Fort, Small/Coast Defence Arty	7.00	-	-	-	-	-	-	-	-	-	-	-	30
Truck Unit/Beachhead	6.00	-	-	-	5	30	-	-	-	-	-	-	-
Truck Unit/Landing Strip(S)	5.00	-	-	-	-	-	2	10	3	15	-	-	25
Warship AID(D or CV)	4.00	-	-	-	-	-	-	-	-	-	-	-	64
Bomber (A1B2S, B24, Wellington) Kills	3.00	-	-	-	5	15	1	3	1	1	-	-	21
Freighter AI	2.00	9	18	3	6	2	4	-	-	-	-	-	28
Bomber A1B2S, B24, Wellington) Kills	2.00	-	-	-	6	12	2	4	-	-	-	-	16
Static Shipping	2.00	-	-	-	-	51	182	-	-	-	-	-	132
1st Line F(A10)K(XE, P38F) Kills	1.00	-	-	-	9	9	16	16	21	21	-	-	46
2nd Line F(A10)K(XE, P38F, Beau) Kills	0.30	28	14	16	8	13	6.5	2	1	-	-	-	29.5
Other EA (losses/all types)	0.25	4	1	2	0.5	5	12.5	-	-	-	-	-	2.75
Experts, Aces, experienced KIA	0.25	15	3.75	15	3.75	23	5.75	-	-	-	-	-	13.3
Green, rookies, trainees KIA	0.15	7	1.05	2	0.3	5	0.75	-	-	-	-	-	2.3
Experts, Aces, experienced POW	0.15	2	0.3	10	1.5	2	0.3	-	-	-	-	-	2.1
Green, rookies, trainees POW	0.10	3	0.3	2	0.2	2	0.2	-	-	-	-	-	0.5
<b>Axis Victory</b>	<b>87</b>	<b>10.2</b>	<b>142</b>	<b>212.5</b>	<b>78</b>	<b>103.75</b>	<b>44</b>	<b>88</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>428</b>

Axis	Point Value	F15 No.	F16 No.	F18 No.	F7 2 F15	F15 No.	F15 No.	F16 No.	F18 No.	F15 No.	F16 No.	F18 No.	VTB
City	25.00	-	-	-	-	-	-	-	-	-	-	-	-
Refinery, Small	22.00	-	-	-	-	-	-	-	-	-	-	-	-
Supply Depot, Large	20.00	-	-	-	-	-	1	20	1	20	-	-	40
JAF	18.00	-	-	-	-	-	-	-	-	-	-	-	-
Port	15.00	-	-	-	-	-	-	-	-	-	-	-	-
MAF	13.00	-	-	-	-	-	-	-	-	-	-	-	-
Town/SAF	12.00	-	-	-	-	-	-	-	-	-	-	-	12
Dock/Winery Small	11.00	1	11	-	-	-	1	11	1	12	-	-	22
Flak/Arty Battery	10.00	-	-	-	-	-	-	-	-	-	-	-	27
GAU/Seaplane Base	9.00	1	9	1	9	1	9	-	-	-	-	-	16
HQ/Jader	8.00	-	-	-	-	-	-	-	-	-	-	-	16
Fort, Small/Coast Defence Arty	7.00	-	-	-	-	-	-	-	-	-	-	-	-
Truck Unit/Beachhead	6.00	-	-	-	-	-	-	-	-	-	-	-	-
Truck Unit/Landing Strip(S)	5.00	-	-	-	-	-	-	-	-	-	-	-	-
Warship AID(D)	4.00	-	-	-	-	-	-	-	-	1	5	-	5
Bomber (A10)K(XE, P38F) Kills	3.00	1	3	-	-	-	-	1	3	-	-	-	6
Freighter AI	2.00	-	-	-	-	-	-	-	-	-	-	-	-
Static Shipping	2.00	5	10	11	22	-	-	-	4	8	-	-	40
1st Line F(A10)K(XE, P38F) Kills	1.00	2	2	7	7	9	9	16	16	16	-	-	34
2nd Line F(A10)K(XE, P38F, Beau) Kills	0.30	13	6.5	1	0.5	13	6.5	3	1.5	-	-	-	8.5
Other EA (losses/all types)	0.25	14	3.5	12	3	2	0.5	3	-	-	-	-	7
Experts, Aces, experienced KIA	0.25	20	5	12	3	7	1.75	-	-	-	-	-	9.75
Green, rookies, trainees KIA	0.15	7	1.05	2	0.3	5	0.75	-	-	-	-	-	2.8
Experts, Aces, experienced POW	0.15	2	0.3	1	0.15	1	0.15	-	-	-	-	-	0.6
Green, rookies, trainees POW	0.10	3	0.3	1	0.1	0	0	-	-	-	-	-	0.3
<b>Axis Victory</b>	<b>87</b>	<b>10.2</b>	<b>142</b>	<b>212.5</b>	<b>78</b>	<b>103.75</b>	<b>44</b>	<b>88</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>428</b>