

Allied(Team Havoc)

Turnout  
SV  
Role  
Aircraft(at start #)

JG51  
15  
3  
F  
P51D(x30), P47D(x30), P38L(x15)

100th FBG  
6  
1  
F  
P51D(x12), P47D(x12), P38L(x6)

416 RCAF  
12  
2  
F  
P51D(x24), P47D(x24), P38L(x12)

401/417 RCAF  
5  
1  
F  
P51D(x10), P47D(x10), P38L(x5)

332nd FG  
8  
2  
F  
P51D(x16), P47D(x16), P38L(x8)

352nd FG  
30  
4  
F  
P51D(x60), P47D(x60), P38L(x30)

Tainan Kokutai  
4  
1  
F  
P51D(x8), P47D(x8), P38L(x4)

Knights of Ni  
15  
3  
F,B  
B17G /B24J(x22), B25J(x15), B25H(x15), P51D(x23)

Menacing Ferrets  
11  
2  
S  
P38L(x33), Typhoon(F4U1Dx22)

Dolittle's Raiders  
16  
3  
B  
B17G /B24J(x32), B25J(x32), B25H(x16)

Allied Total  
116  
22  
Reserve A/C = Spitfire IX + B25C

JG51

100th FBG

416 RCAF

401/417 RCAF

332nd FG

352nd FG

Tainan Kokutai

Knights of Ni

Menacing Ferrets

Dolittle's Raiders

NO ATTACKS  
IN ENGLAND

**Legend**

**Places**

- Major City (C)
- City or Town
- ESP
- Non-tactical Object

**Airfields**

- Large
- Medium
- Small
- ESP Airfield

**Other Military**

- City Boundary
- U Boat Pen
- V-Weapons site
- Chain Home GCI
- Chain Home High
- Chain Home Low
- radar site

**Industry**

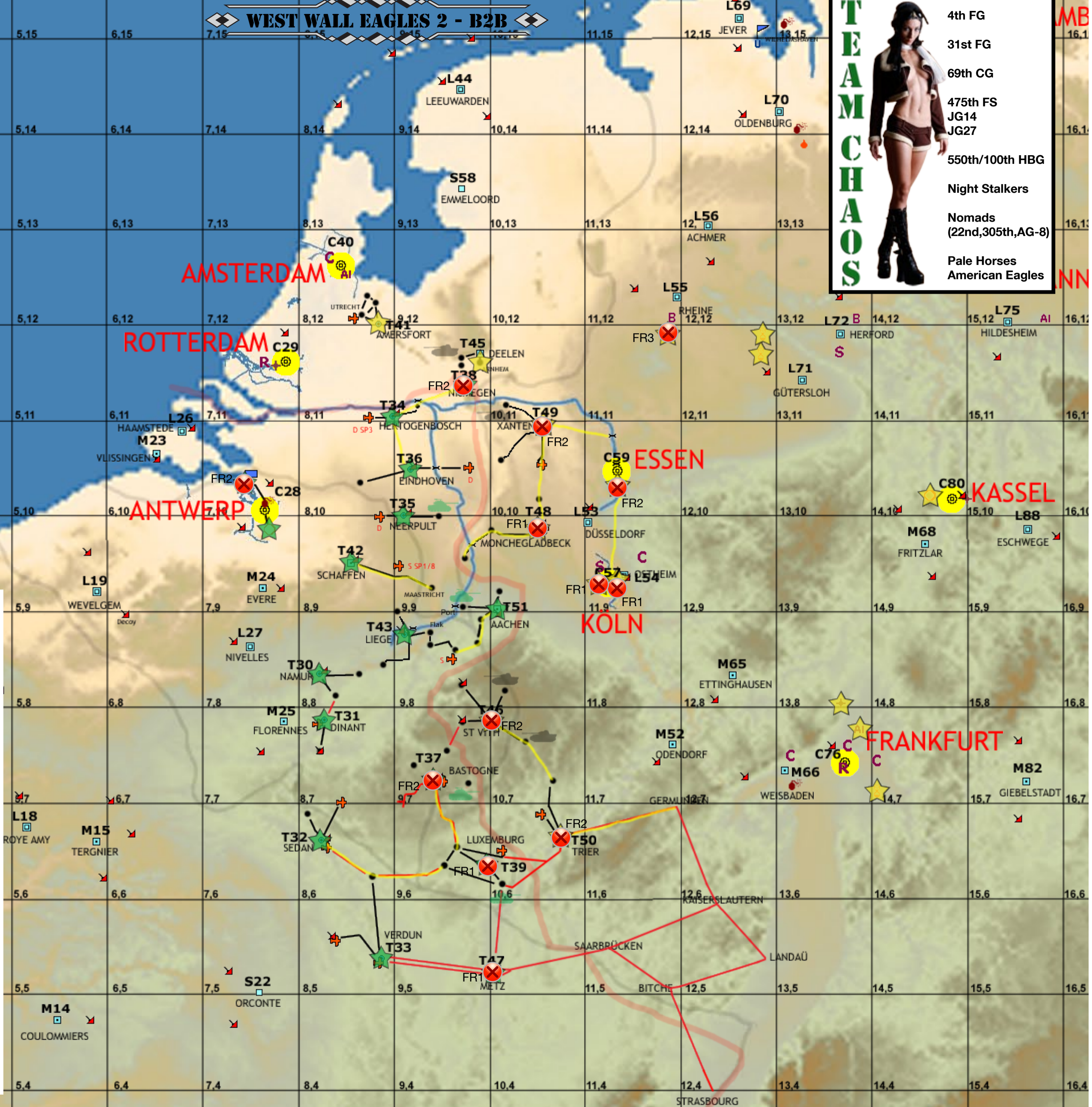
- V-Weapons factory
- aircraft factory
- ammunitions factory
- avionics factory
- ball bearings factory
- engine factory
- electric power
- aluminum refinery
- chemical plant
- rubber refinery
- steel refinery
- oil storage
- synthetic fuel

**Transportation**

- Tactical Road
- Non-tactical Road
- Small Port
- Large Port

Attacked Target  
Damaged Target + Effects

Allied		Team Havoc	120	113	105	0	0	112.87	AVG
<b>A/C Kills</b>	<b>Value</b>	<b>Frame 1</b>	<b>Frame 2</b>	<b>Frame 3</b>	<b>Frame 4</b>	<b>Frame 5</b>	<b>Points</b>		
Fighter	0.5	32	26	28	0	0	43		
Med Bomber	1	3	5	5	0	0	13		
Me262	2	0	9	2	0	0	22		
<b>Totals</b>		<b>35</b>	<b>40</b>	<b>35</b>	<b>0</b>	<b>0</b>	<b>78</b>		
<b>BDA</b>	<b>Value</b>	<b>Frame 1</b>	<b>Frame 2</b>	<b>Frame 3</b>	<b>Frame 4</b>	<b>Frame 5</b>	<b>Points</b>		
Bridges	1	0	13	3	0	0	16		
Ports	1	0	0	0	0	0	0		
Industry	0.5	27	39	86	0	0	76		
Airfields	0.5	22	19	48	0	0	44.5		
Tac Towns	0.25	33	98	31	0	0	40.5		
AAA	0.1	107	115	145	0	0	36.7		
GVS	0.25	0	56	30	0	0	21.5		
Tanks	1	0	38	7	0	0	45		
<b>Totals</b>		<b>189</b>	<b>378</b>	<b>350</b>	<b>0</b>	<b>0</b>	<b>280.2</b>		
<b>Pilot Kills</b>	<b>Value</b>	<b>Frame 1</b>	<b>Frame 2</b>	<b>Frame 3</b>	<b>Frame 4</b>	<b>Frame 5</b>	<b>Points</b>		
Veterans	0.25	24	19	15	0	0	14.5		
Rookies	0.1	30	15	15	0	0	6		
<b>Totals</b>		<b>54</b>	<b>34</b>	<b>30</b>	<b>0</b>	<b>0</b>	<b>20.5</b>		
<b>Allied Score</b>									
<b>WWWE1 Total</b>									
<b>B2B Final Score</b>									
<b>German</b>	<b>Team Chaos</b>	<b>77</b>	<b>64</b>	<b>69</b>	<b>0</b>	<b>0</b>	<b>70.00</b>		
<b>A/C Kills</b>	<b>Value</b>	<b>Frame 1</b>	<b>Frame 2</b>	<b>Frame 3</b>	<b>Frame 4</b>	<b>Frame 5</b>	<b>Points</b>		
Fighter	0.5	49	18	39	0	0	53		
Med Bomber	1	0	0	0	0	0	0		
Heavy Bomber	2	6	10	5	0	0	42		
<b>Totals</b>		<b>55</b>	<b>28</b>	<b>44</b>	<b>0</b>	<b>0</b>	<b>95</b>		
<b>BDA</b>	<b>Value</b>	<b>Frame 1</b>	<b>Frame 2</b>	<b>Frame 3</b>	<b>Frame 4</b>	<b>Frame 5</b>	<b>Points</b>		
Bridges	1	20	19	0	0	0	39		
Ports	1	1	17	7	0	0	25		
Industry	0.5	0	13	3	0	0	8		
Airfields	0.5	0	0	0	0	0	0		
Tac Towns	0.25	62	47	9	0	0	29.5		
AAA	0.1	61	24	31	0	0	11.6		
GVS	0.25	0	6	29	0	0	8.75		
Tanks	1	5	0	4	0	0	9		
<b>Totals</b>		<b>149</b>	<b>127</b>	<b>102</b>	<b>0</b>	<b>0</b>	<b>150.9</b>		
<b>Pilot Kills</b>	<b>Value</b>	<b>Frame 1</b>	<b>Frame 2</b>	<b>Frame 3</b>	<b>Frame 4</b>	<b>Frame 5</b>	<b>Points</b>		
Veterans	0.25	17	12	24	0	0	13.25		
Rookies	0.1	20	23	22	0	0	6.5		
<b>Totals</b>		<b>37</b>	<b>35</b>	<b>46</b>	<b>0</b>	<b>0</b>	<b>19.75</b>		
<b>German Score</b>									
<b>Adjusted Score</b>									
<b>WWWE1 Total</b>									
<b>B2B Final Score</b>									
<b>German Score</b>									
<b>Adjusted Score</b>									
<b>WWWE1 Total</b>									
<b>B2B Final Score</b>									
<b>German</b>									
<b>Adjusted Score</b>									
<b>WWWE1 Total</b>									
<b>B2B Final Score</b>									
<b>German</b>									
<b>Adjusted Score</b>									
<b>WWWE1 Total</b>									
<b>B2B Final Score</b>									
<b>German</b>									
<b>Adjusted Score</b>									
<b>WWWE1 Total</b>									
<b>B2B Final Score</b>									



TEAM CHAOS

4th FG

31st FG

69th CG

475th FS  
JG14  
JG27

550th/100th HBG

Night Stalkers

Nomads  
(22nd,305th,AG-8)

Pale Horses  
American Eagles

Luftwaffe(Team Chaos)

Turnout  
SV  
Role  
Aircraft(at start #)

4th FG  
23  
4  
F  
190D(x46),190A(x23),109K(x23),109G6(x23)

31st FG  
24  
4  
F  
190D(x48),190A(x24),109K(x24),109G6(x24)

69th Composite Group  
8  
2  
F,B  
262B(x8), 190A(x8), Ju88(x8), 190D(x16)

475th FS/JG14/JG27  
6  
1  
F  
190D(x12),190A(x6),109K(x6),109G6(x6)

550th/100th HBG  
8  
2  
B  
Ju88(x24), 262B(x16)

Night Stalkers  
8  
2  
S  
262B(x16), 190A(x16), Ju88(x8)

Nomads(22nd,305th,AG-8)  
6  
1  
B  
Ju88(x30),

Pale Horses /American Eagles  
10  
2  
F  
190D(x20),190A(x10),109K(x10),109G6(x10)

Luftwaffe Total  
93  
18  
Reserve A/C = 109G2 + 110G2