

WB Clash of Eagles - Bodenplatte maps

He who fears being conquered is sure of defeat

The goal of WB Clash of Eagles is to conquer your enemy's airfields. The goal of the enemy is exactly the same... to capture yours.

The side that eventually defeats the enemy by conquering all its fields wins the war. Strategic goals linked to each field (factory or shipping convoy) can be destroyed - prior to the field attack - to increase the rebuild time of the linked field you like to attack. Any damage you inflict on your enemy will be carried over to the next day. A war can be short or long. Plan carefully. Perform strategic bombing raids on enemy radar installations to blind him.

Attack bold and straightforward, with guns blazing, or sneak in the backdoor, way behind enemy lines. Fly Nap of Earth or at Angels 30. Its all up to you.

We keep track of every sortie, every kill, every death, each hard target you destroy and every paratrooper you drop successfully. You can check all stats and honors (pilot/squad) on ClashOfEagles.net

WB Clash of Eagles in IL2 is inspired by all flightsims. Idea, build and tested by pilots of the 1st.ROF Netherlands.

Special thanks to <<~Loose Deuce~>>~ squadron and all beta testers!

**Blue
Skies! <S>**



WB

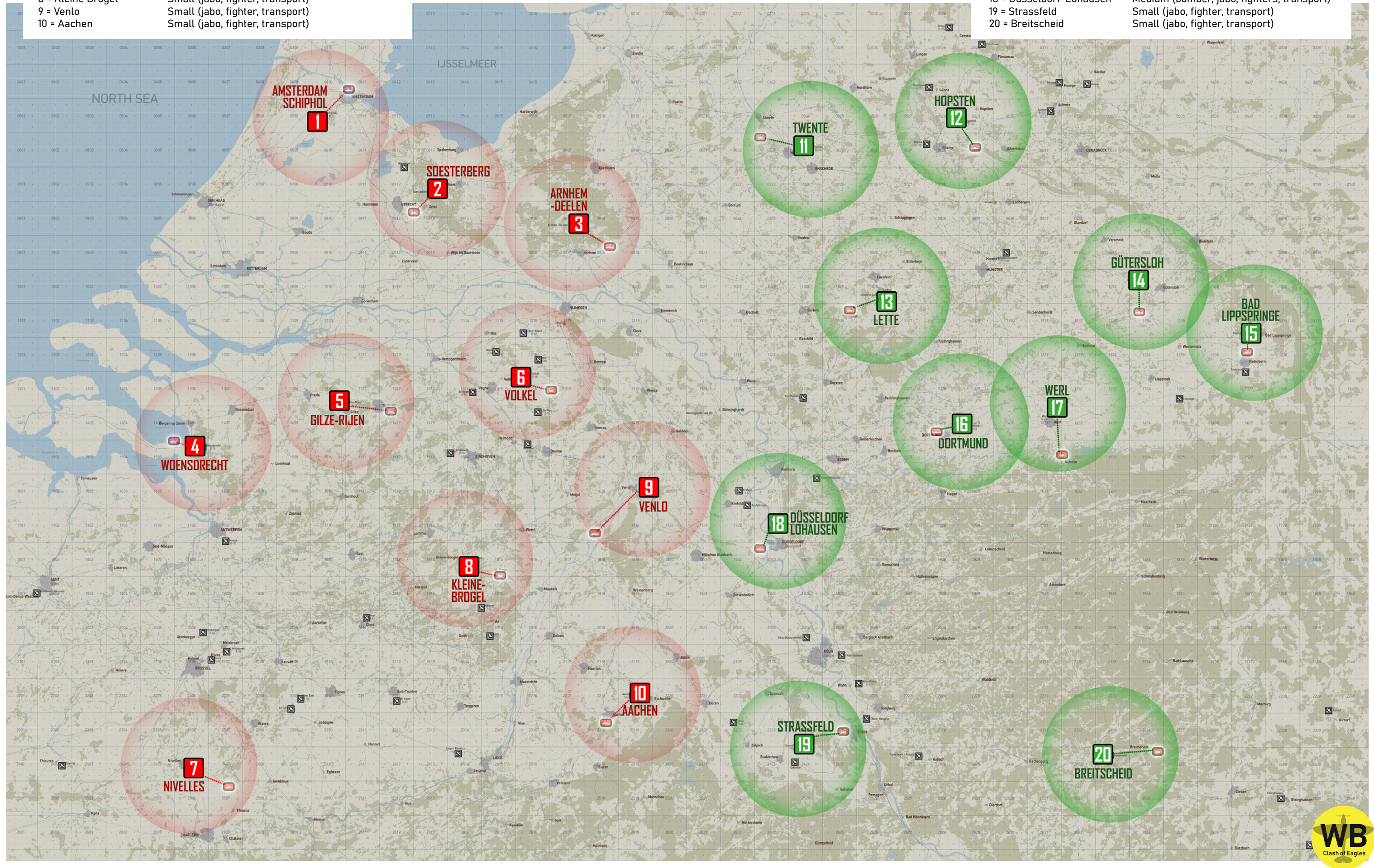
Clash of Eagles

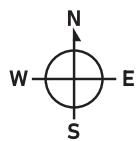
WB Clash of Eagles Maps / **version 7** - June 16, 2021 /
Brag, comment, advise, or report any bugs and hints: check ClashOfEagles.net

- 1 = Amsterdam-Schiphol
Main field (bomber, jabo, fighters, transport)
- 2 = Soesterberg
Medium (bomber, jabo, fighters, transport)
- 3 = Arnhem Deelen
Medium (bomber, jabo, fighters, transport)
- 4 = Woensdrecht
Small (jabo, fighter, transport)
- 5 = Gilze-Rijen
Small (jabo, fighter, transport)
- 6 = Volkel
Medium (bomber, jabo, fighters, transport)
- 7 = Nivelles
Small (jabo, fighter, transport)
- 8 = Kleine Brogel
Small (jabo, fighter, transport)
- 9 = Venlo
Small (jabo, fighter, transport)
- 10 = Aachen
Small (jabo, fighter, transport)

- 11 = Twente
Medium (bomber, jabo, fighters, transport)
- 12 = Hopsten
Medium (bomber, jabo, fighters, transport)
- 13 = Coesfeld-Lette
Small (jabo, fighter, transport)
- 14 = Gütersloh
Small (jabo, fighter, transport)
- 15 = Bad Lippspringe
Small (jabo, fighter, transport)
- 16 = Dortmund
Medium (bomber, jabo, fighters, transport)
- 17 = Werl
Small (jabo, fighter, transport)
- 18 = Düsseldorf-Lohausen
Medium (bomber, jabo, fighters, transport)
- 19 = Strassfeld
Small (jabo, fighter, transport)
- 20 = Breitscheid
Small (jabo, fighter, transport)

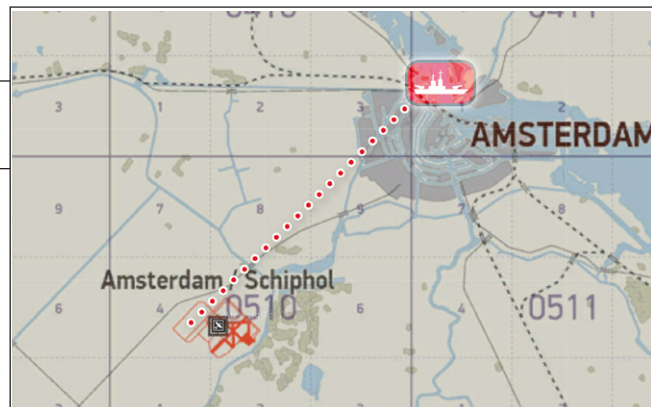
- Medium (bomber, jabo, fighters, transport)
- Main field (bomber, jabo, fighters, transport)
- Small (jabo, fighter, transport)
- Small (jabo, fighter, transport)
- Small (jabo, fighter, transport)
- Medium (bomber, jabo, fighters, transport)
- Small (jabo, fighter, transport)
- Medium (bomber, jabo, fighters, transport)
- Small (jabo, fighter, transport)
- Small (jabo, fighter, transport)





01 Amsterdam-Schiphol

MAIN BOMBER AIRFIELD



F 1 Linked target: Shipping convoy
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

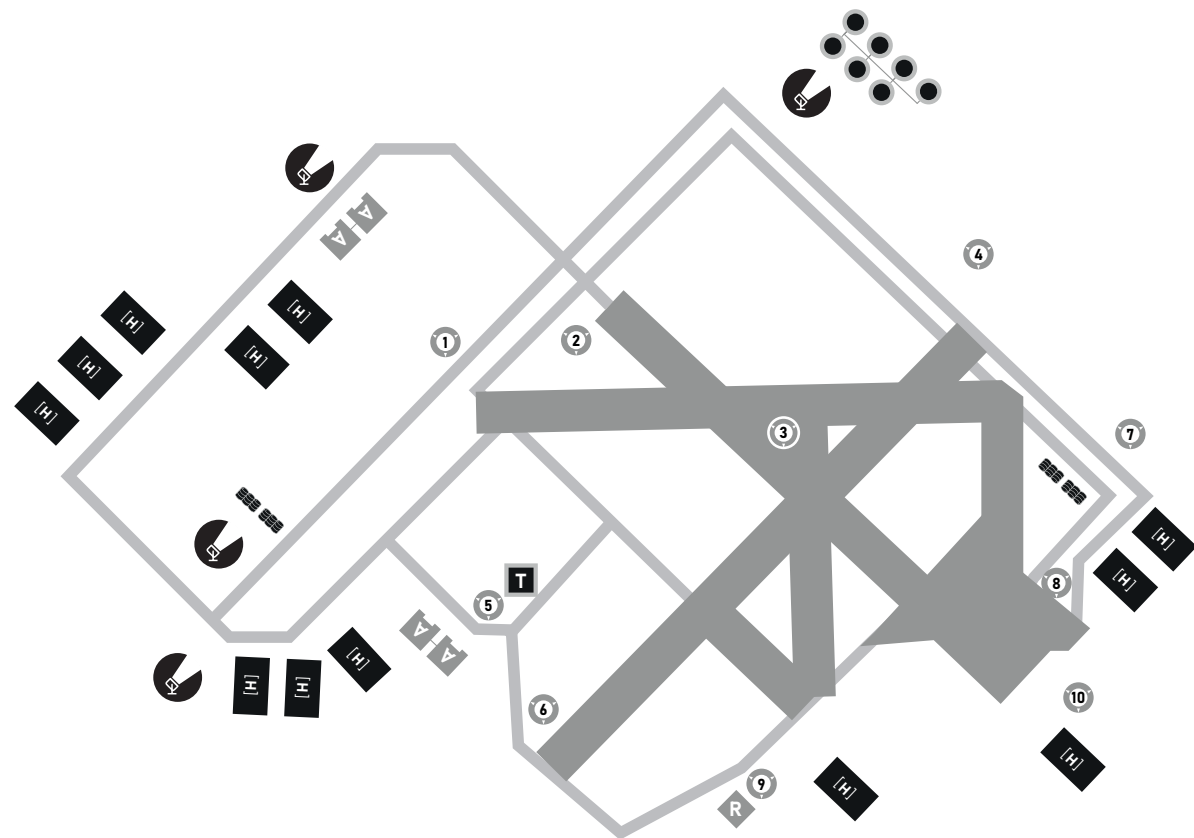
THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.

-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

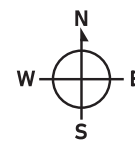


EARLY WARNING HUT CONNECTED TO F1
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 0608.5/3



Charts and related data (not to scale) published in accordance with specifications and agreements approved by ROF Air Cartographic committee and are not to be used for real-world navigation

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02 Soesterberg

Medium AIRFIELD



F 2 Linked target: Factory
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

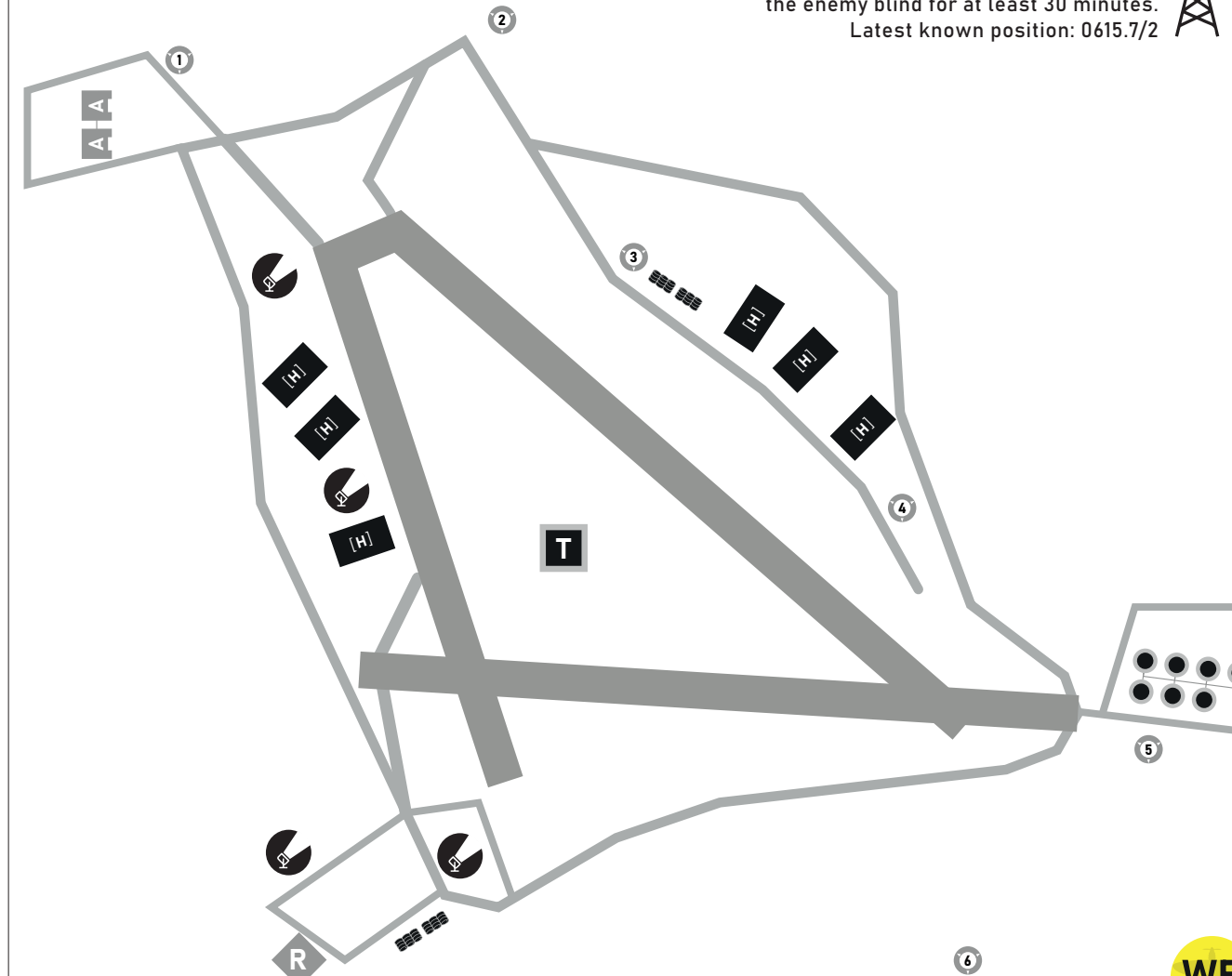
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-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

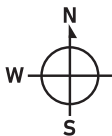


EARLY WARNING HUT CONNECTED TO F2
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 0615.7/2



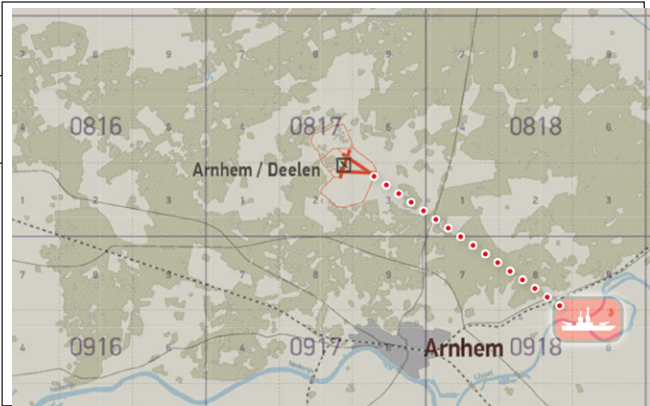
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03 Arnhem-Deelen

Medium AIRFIELD



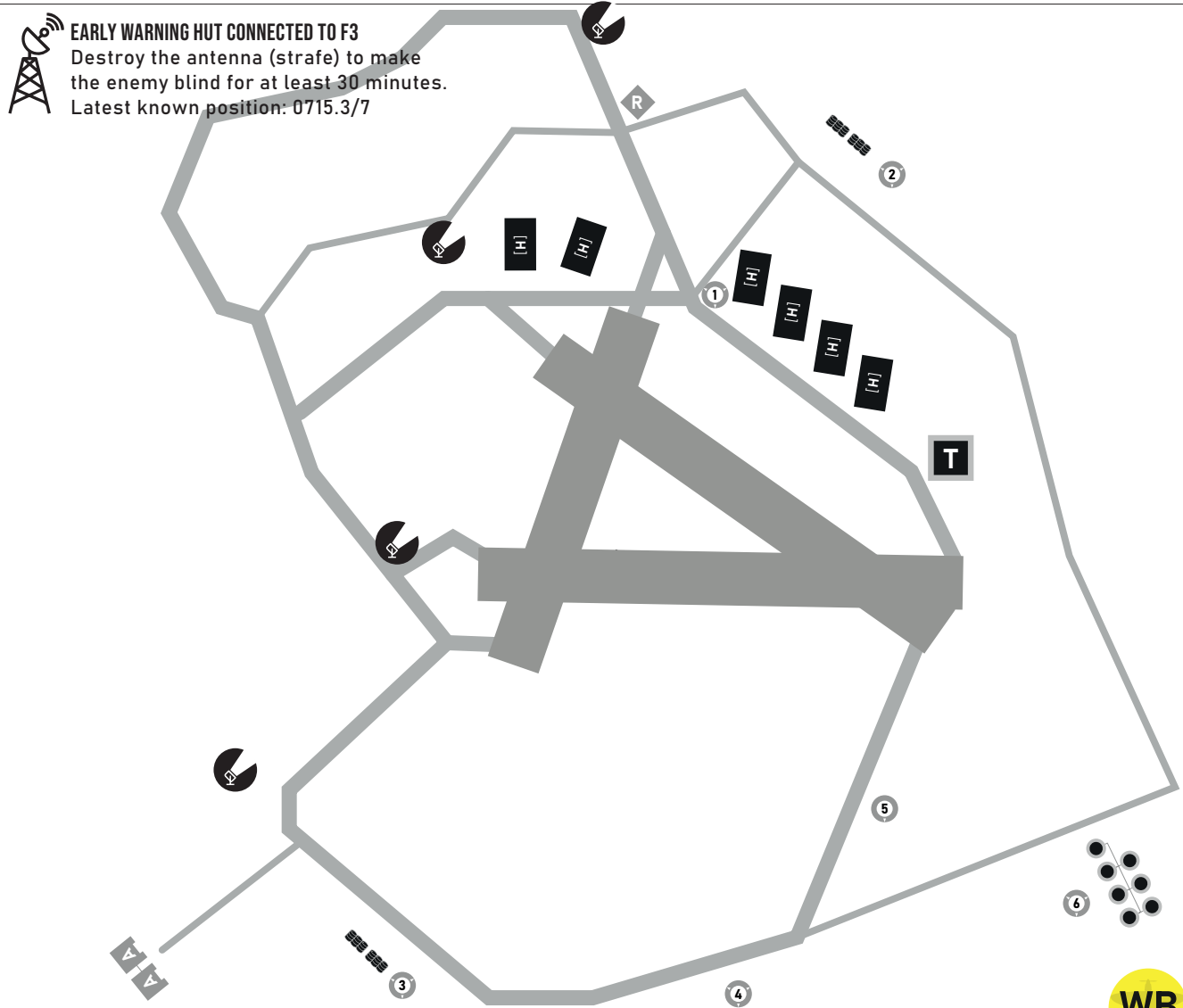
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☠	Search light	light



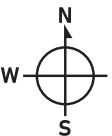
F 3 Linked target: Shipping convoy
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds



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04 Woensdrecht

Small AIRFIELD



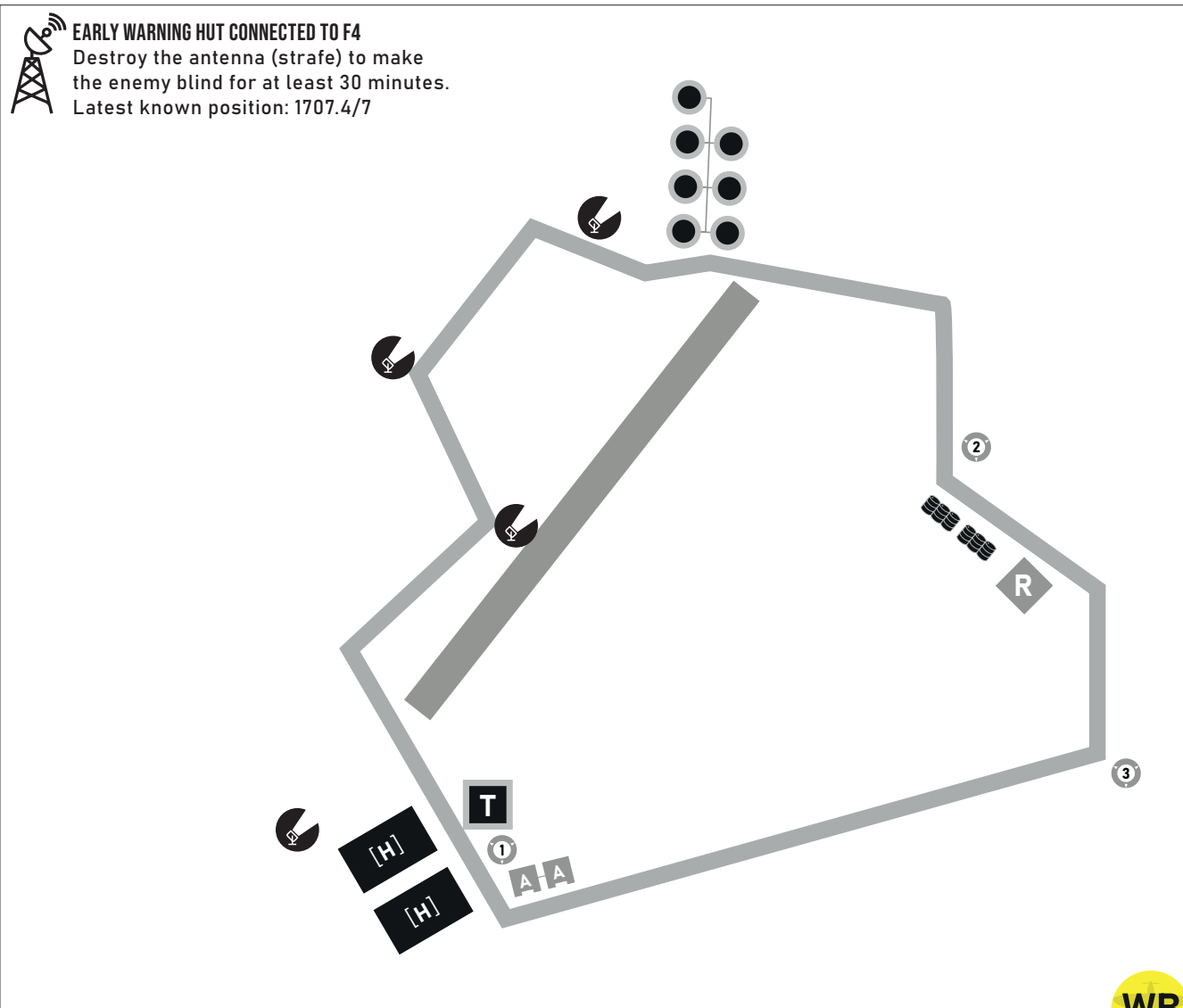
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☠	Search light	light



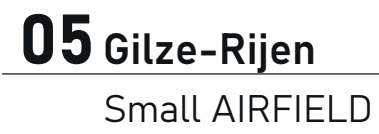
F 4 Linked target: Shipping convoy
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

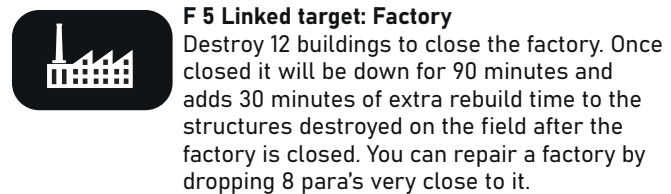
Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds



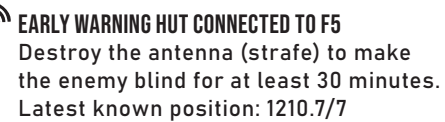
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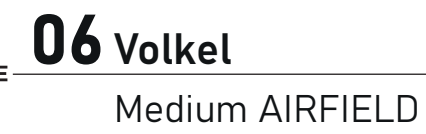
Heavy	> 250 kg / 500 lbs or 2+ rockets
Medium	> 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light	strafe heavy caliber MG / cannon rounds



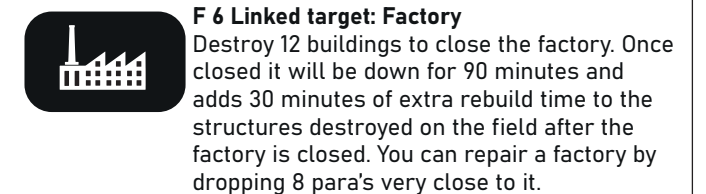
- > AAA and searchlights (rebuild time also 30 minutes) do **not** need to be down in order to close a field.



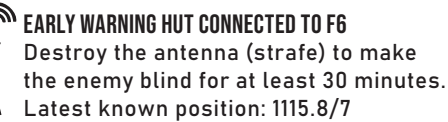
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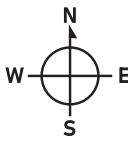
Heavy	> 250 kg / 500 lbs or 2+ rockets
Medium	> 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light	strafe heavy caliber MG / cannon rounds



- AAA and searchlights (rebuild time also 30 minutes) do **not** need to be down in order to close a field.



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07 Nivelles

Small AIRFIELD



F 7 Linked target: Factory
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

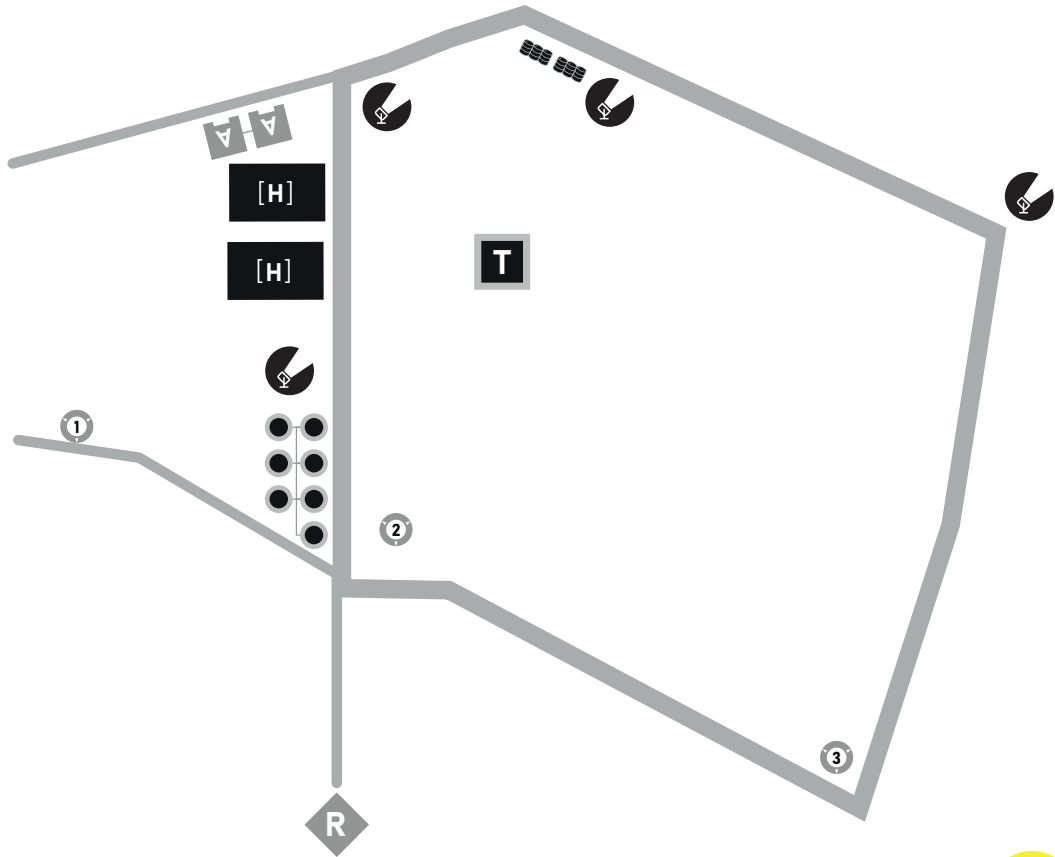
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-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☛	Search light	light

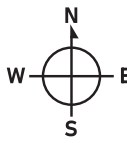
Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

EARLY WARNING HUT CONNECTED TO F7
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 2504.5/8



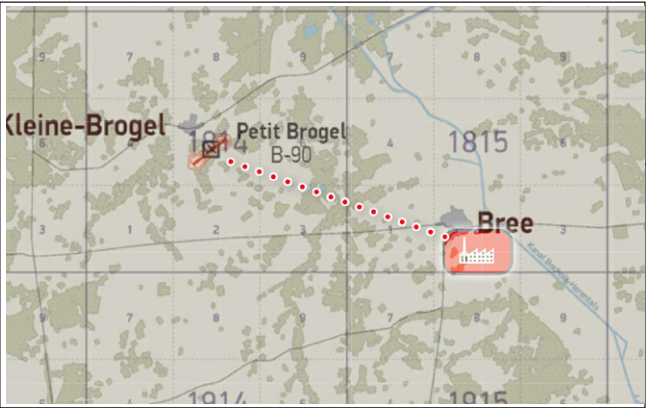
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08 Kleine Brogel

Small AIRFIELD



F 8 Linked target: Factory
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

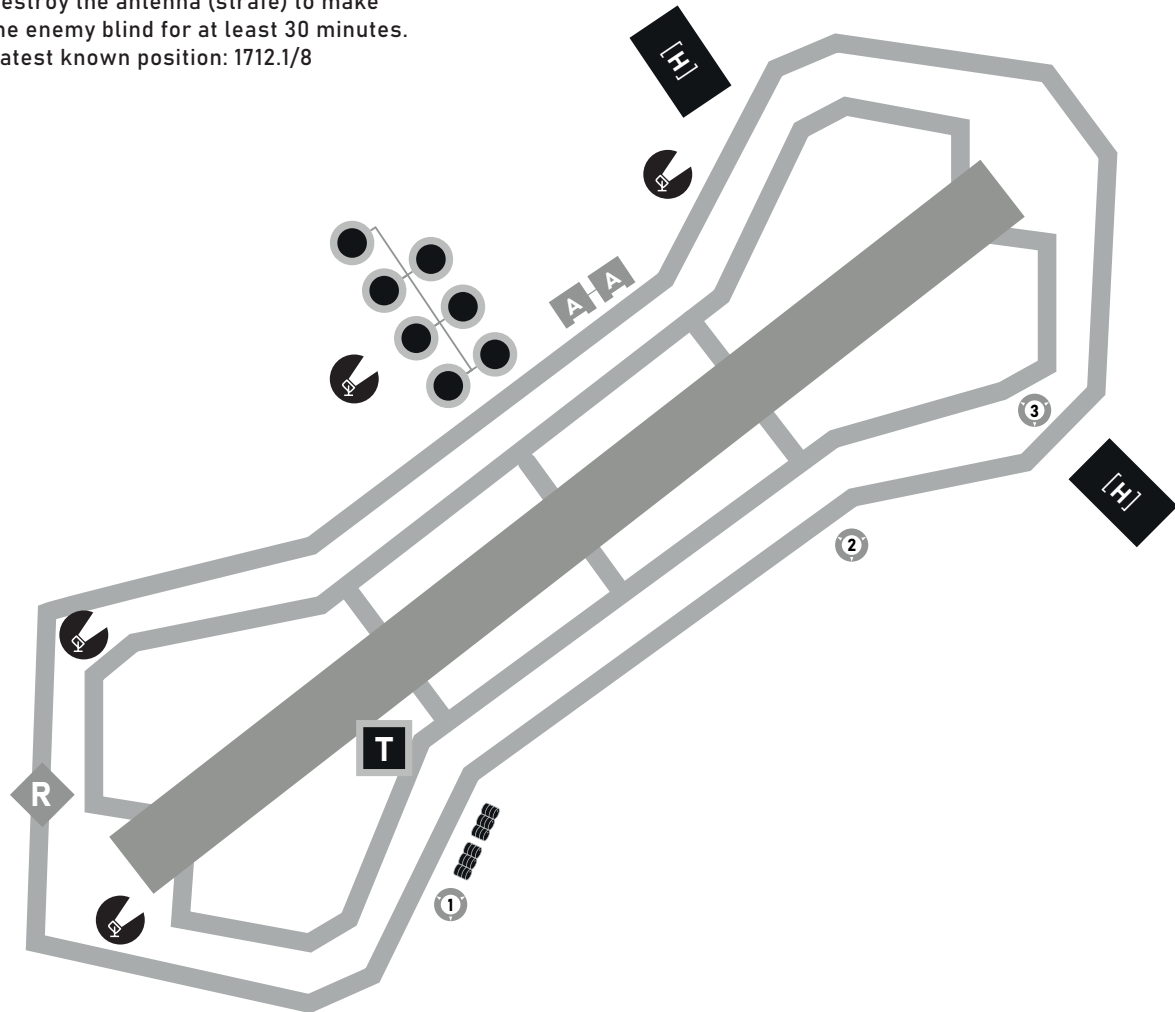
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-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☛	Search light	light

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

EARLY WARNING HUT CONNECTED TO F8
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 1712.1/8



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09 Venlo
Small AIRFIELD



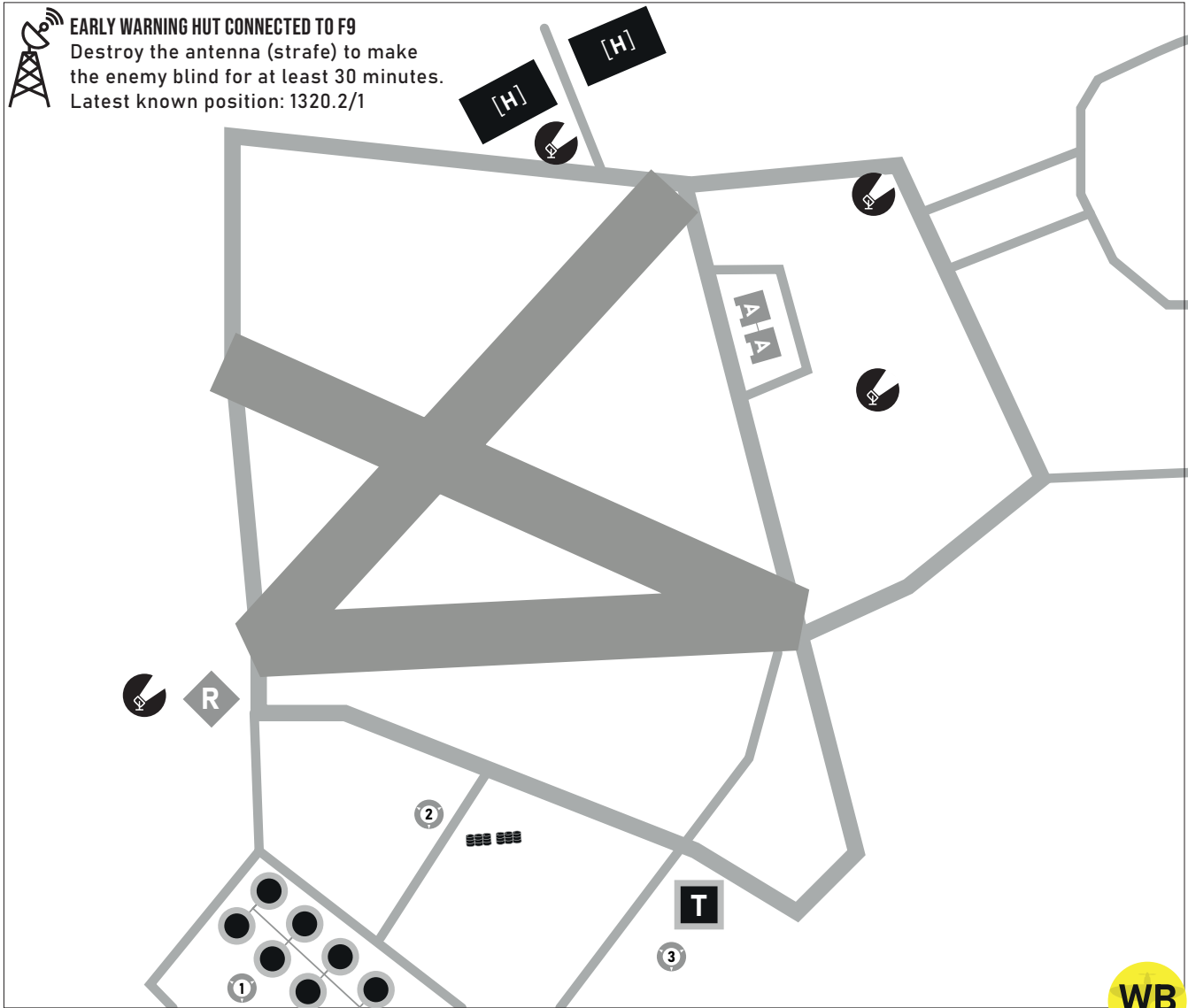
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☼	Search light	light



F 9 Linked target: Shipping convoy
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds
-> AAA and searchlights (rebuild time also 30 minutes)
do not need to be down in order to close a field.



10 Aachen
Small AIRFIELD



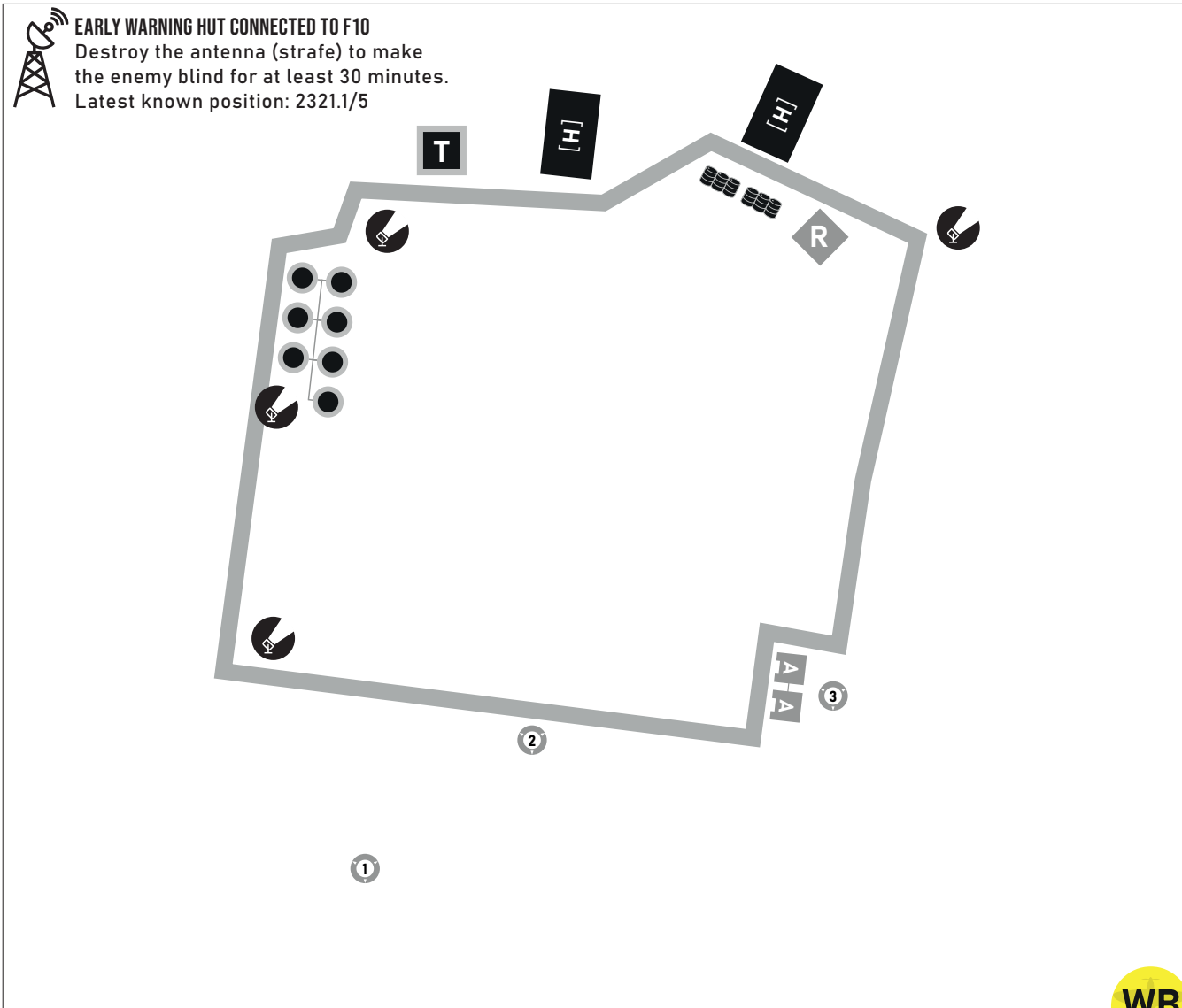
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☼	Search light	light

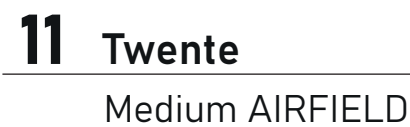


F 10 Linked target: Factory
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

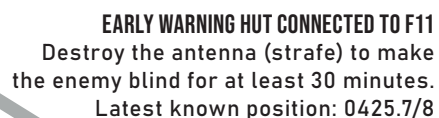
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Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds
-> AAA and searchlights (rebuild time also 30 minutes)
do not need to be down in order to close a field.

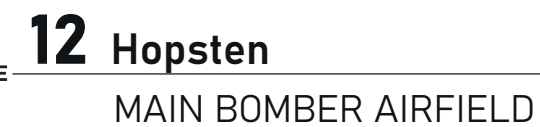




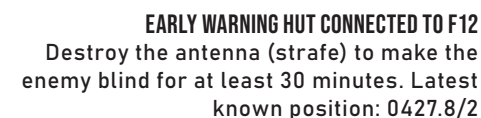
- > AAA and searchlights (rebuild time also 30 minutes) do **not** need to be down in order to close a field.



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- > AAA and searchlights (rebuild time also 30 minutes) do **not** need to be down in order to close a field.



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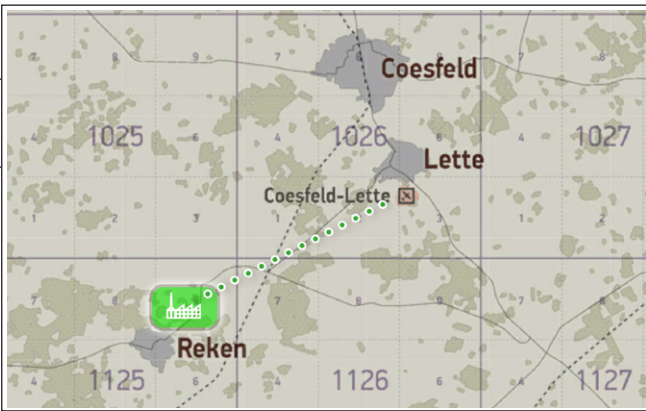
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13

Coesfeld-Lette

Small AIRFIELD



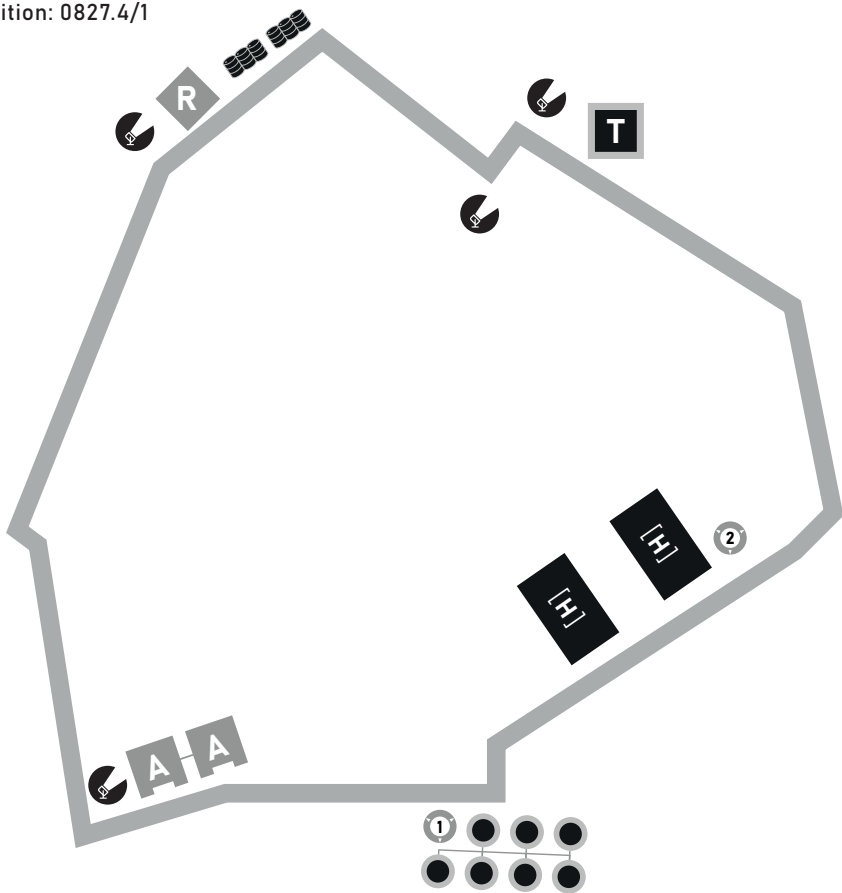
F 13 Linked target: Factory
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☼	Search light	light

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

EARLY WARNING HUT CONNECTED TO F13
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 0827.4/1



N

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14

Gütersloh

Small AIRFIELD



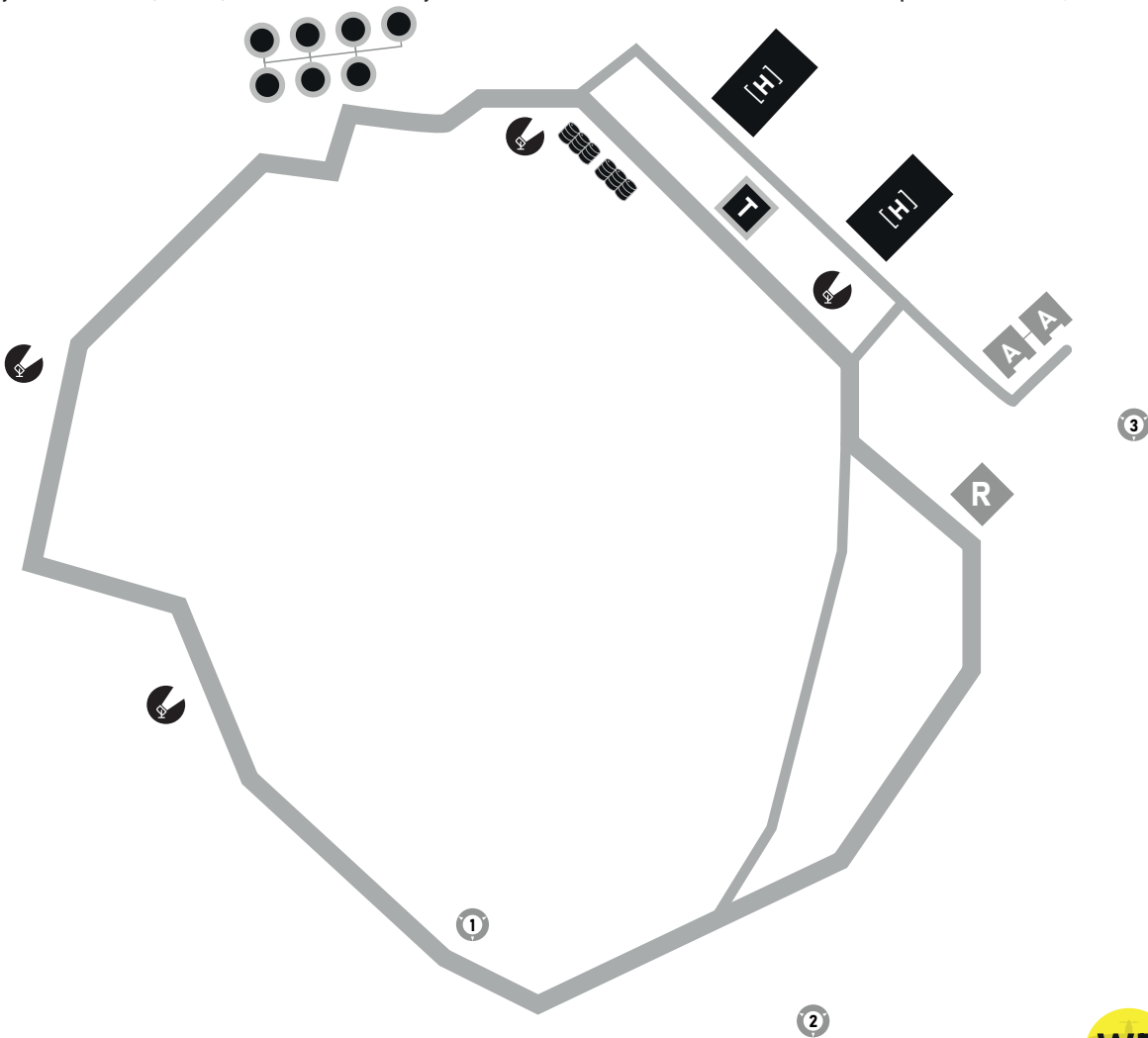
F 14 Linked target: Shipping convoy
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

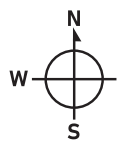
THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☼	Search light	light

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

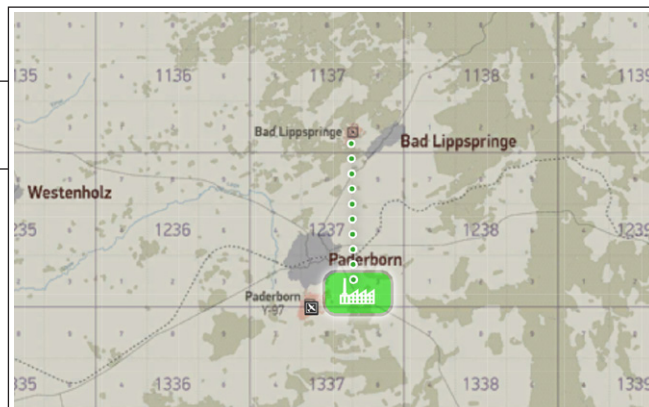
EARLY WARNING HUT CONNECTED TO F14
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes. Latest known position: ?835.3/5





15 Bad Lippspringe

Small AIRFIELD



F 15 Linked target: Factory

Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.

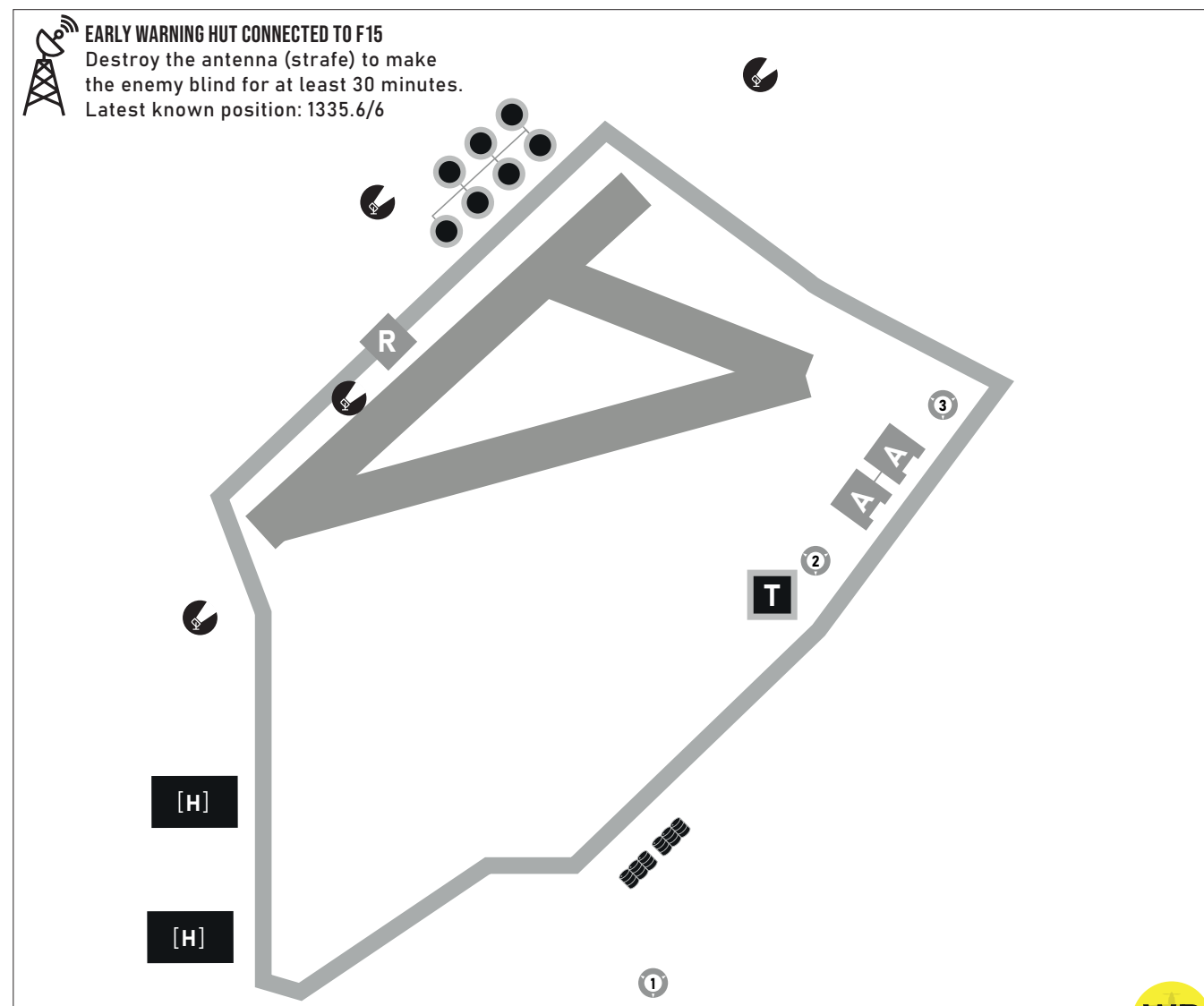
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds



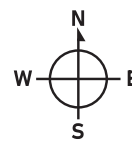
EARLY WARNING HUT CONNECTED TO F15

Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 1335.6/6



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16 Dortmund

Medium AIRFIELD



F 16 Linked target: Shipping convoy

Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.

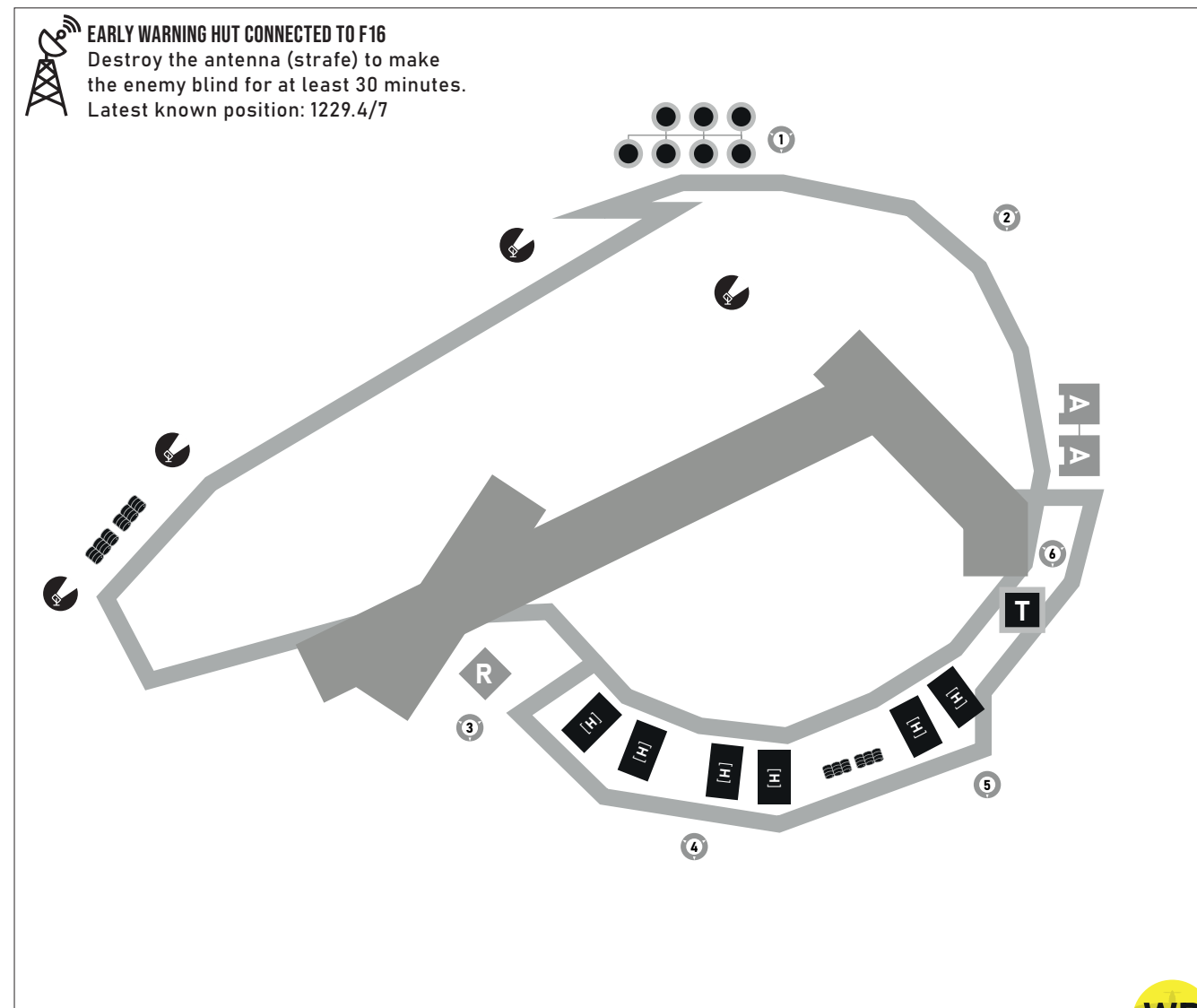
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds



EARLY WARNING HUT CONNECTED TO F16

Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 1229.4/7



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Small AIRFIELD

Heavy	> 250 kg / 500 lbs or 2+ rockets
Medium	> 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light	strafe heavy caliber MG / cannon rounds



F 17 Linked target: Factory

Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen "**FIELD CLOSED**" message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.

- > AAA and searchlights (rebuild time also 30 minutes) do **not** need to be down in order to close a field.



EARLY WARNING HUT CONNECTED TO F17

Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes. Latest known position: 1131.2/3



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Medium AIRFIELD

Heavy	> 250 kg / 500 lbs or 2+ rockets
Medium	> 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light	strafe heavy caliber MG / cannon rounds



F 18 Linked target: Shipping convoy

F10 Linked-Large Shipping Convoy
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen "FIELD CLOSED" message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.

- AAA and searchlights (rebuild time also 30 minutes) do **not** need to be down in order to close a field.



EARLY WARNING HUT CONNECTED TO F18

Destroy the antenna (strafe)
to make the enemy blind for at
least 30 minutes. Latest
known position: 1523.8/3



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Strassfeld

Small AIRFIELD



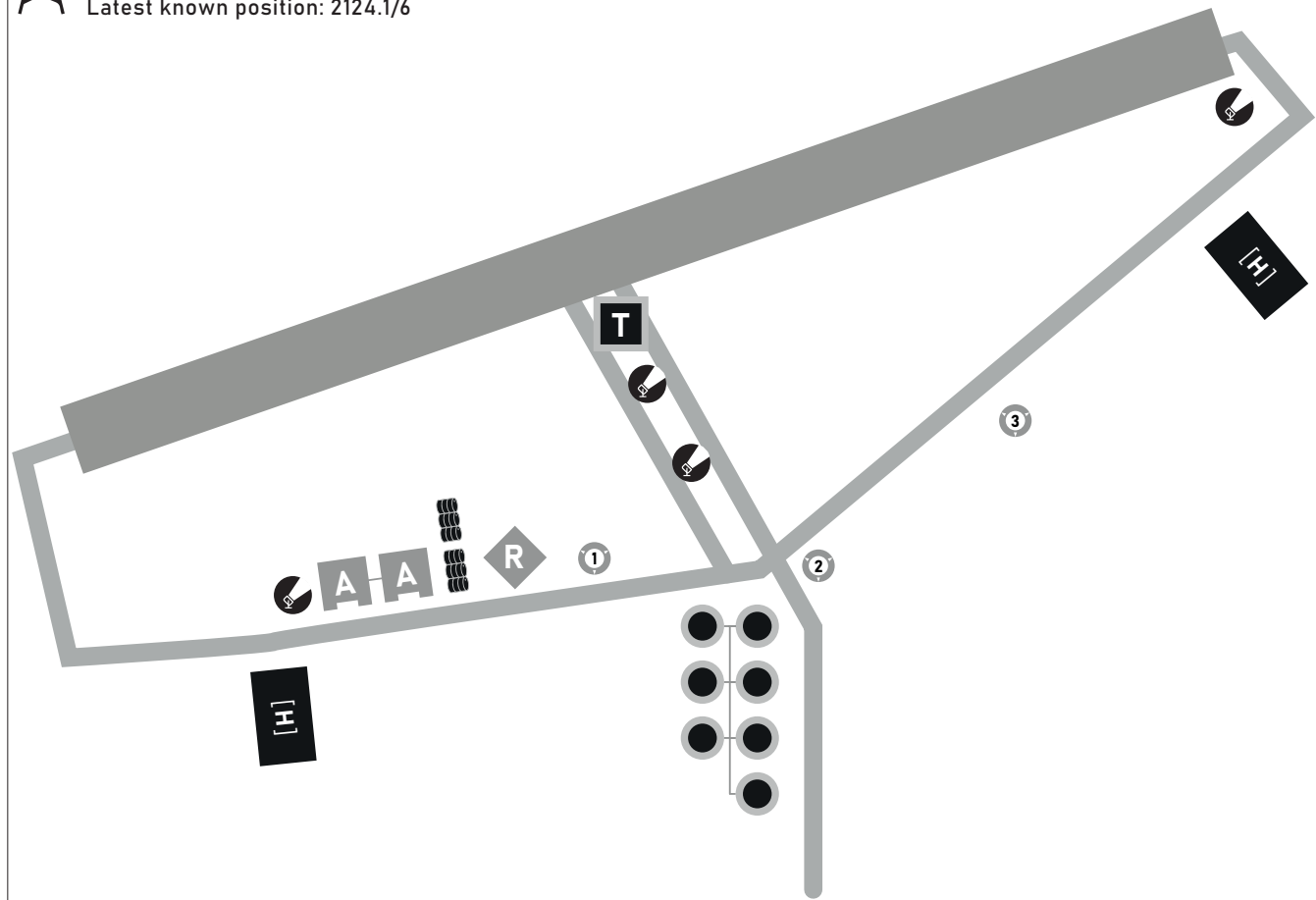
F 19 Linked target: Factory
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☛	Search light	light

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

EARLY WARNING HUT CONNECTED TO F19
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 2124.1/6



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Breitscheid

Small AIRFIELD



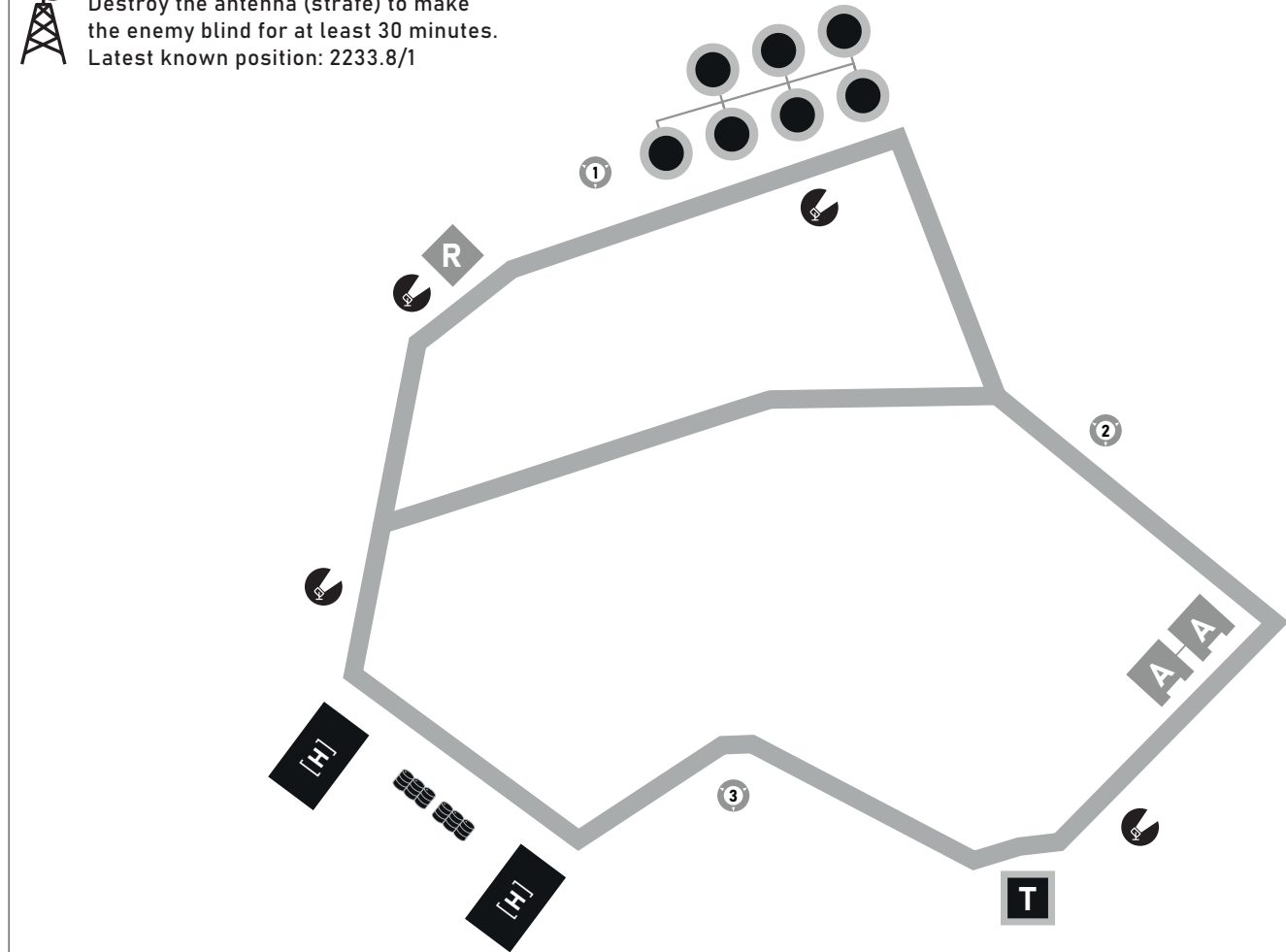
F 20 Linked target: Factory
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

THE AIRFIELD TARGETS - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order to capture the field.
-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☛	Search light	light

Heavy > 250 kg / 500 lbs or 2+ rockets
Medium > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
Light strafe heavy caliber MG / cannon rounds

EARLY WARNING HUT CONNECTED TO F20
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.
Latest known position: 2233.8/1



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