

# 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](http://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**

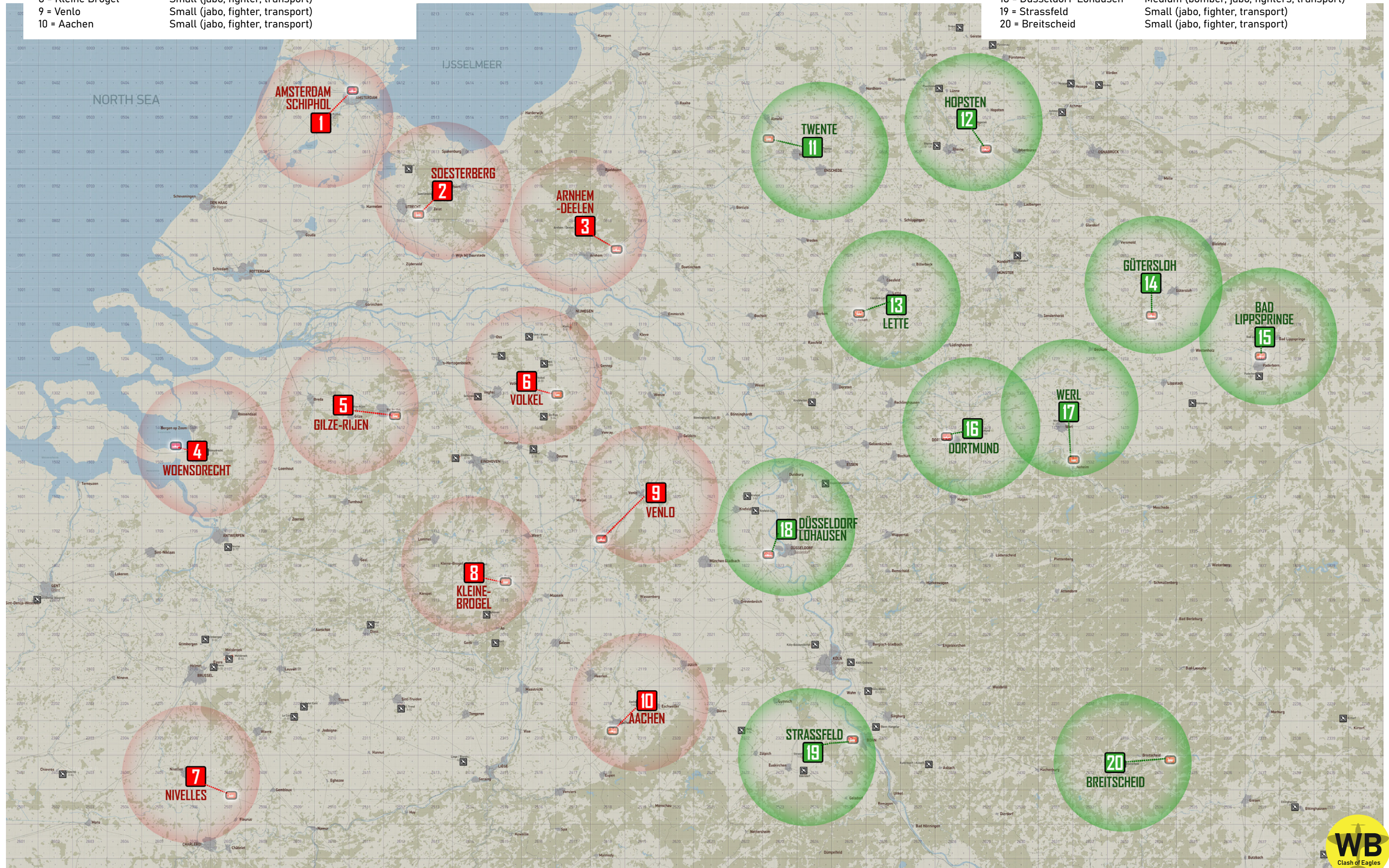
WB Clash of Eagles Maps / **version 8** - July 13, 2021 /  
Brag, comment, advise, or report any bugs and hints: check [ClashOfEagles.net](http://ClashOfEagles.net)



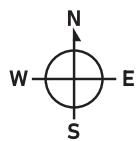
- 1 = Amsterdam-Schiphol  
Main field (bomber, jabo, fighters, transport)
- 2 = Soesterberg  
Medium (bomber, jabo, fighters, transport)
- 3 = Arnhem Deelen  
Medium (bomber, jabo, fighters, transport)
- 4 = Woensdrecht  
Small (jabo, fighter, transport)
- 5 = Gilze-Rijen  
Small (jabo, fighter, transport)
- 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



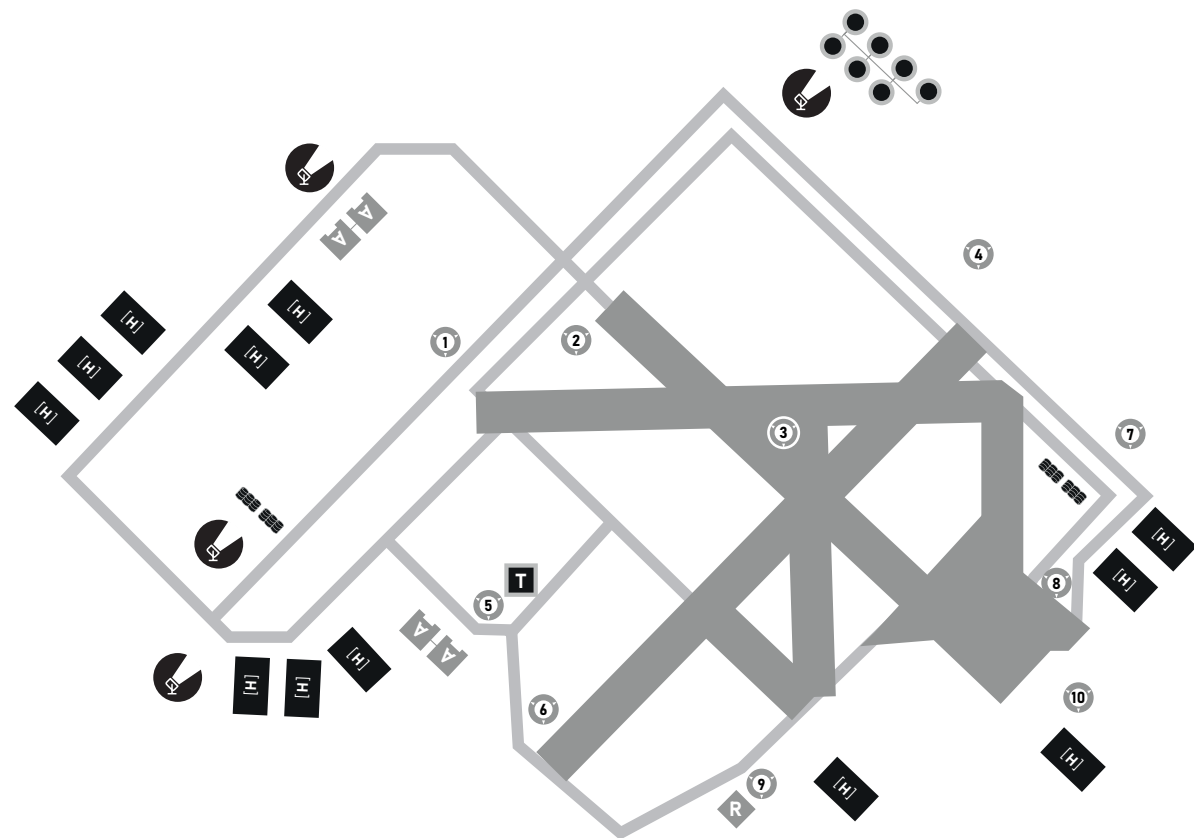
**F 1 Linked target: Shipping convoy**  
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

**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

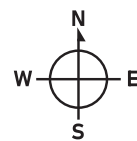


**EARLY WARNING HUT CONNECTED TO F1**  
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.  
Latest known position: 0608.5/3



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



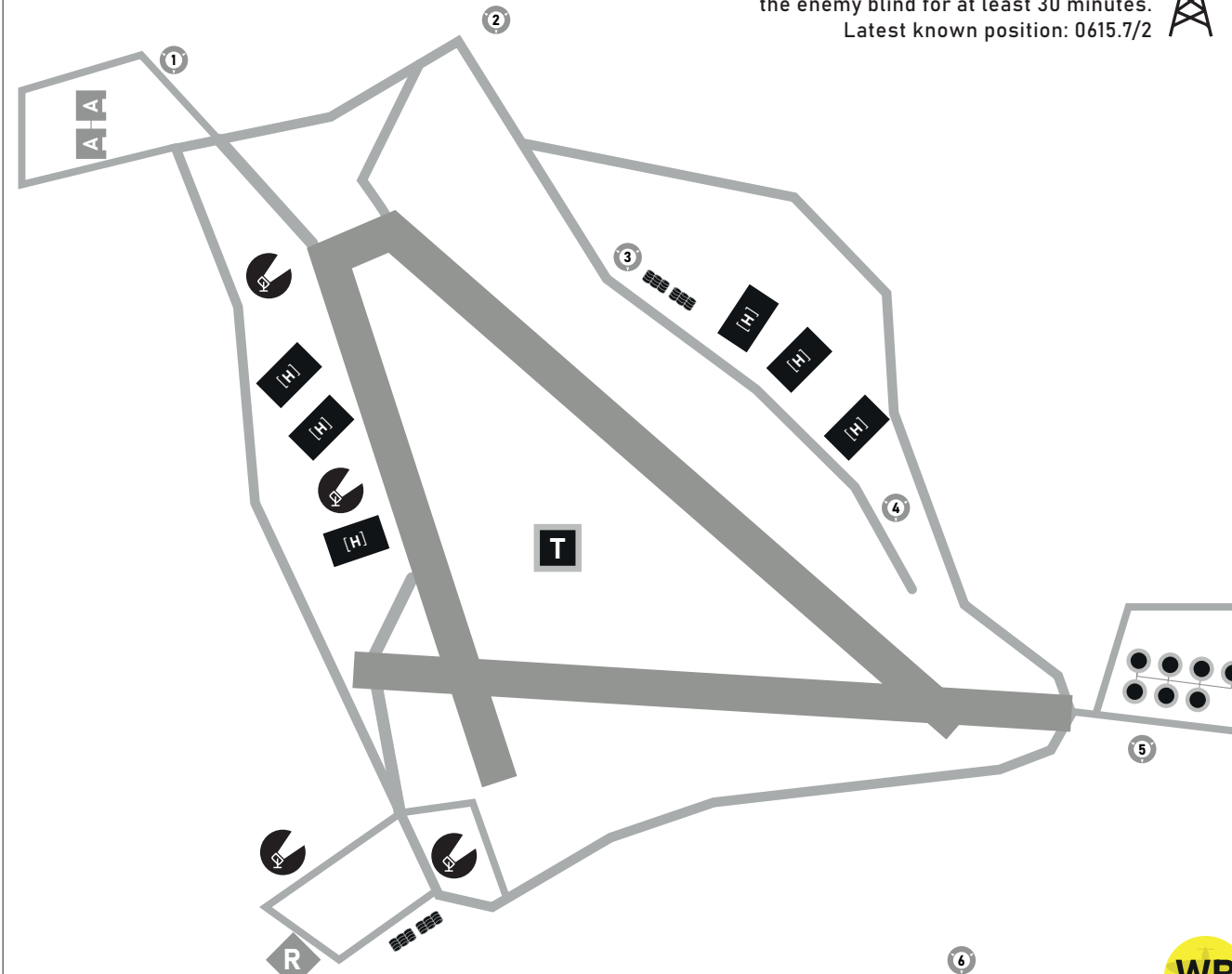
**F 2 Linked target: Factory**  
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

**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

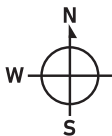


**EARLY WARNING HUT CONNECTED TO F2**  
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.  
Latest known position: 0615.7/2



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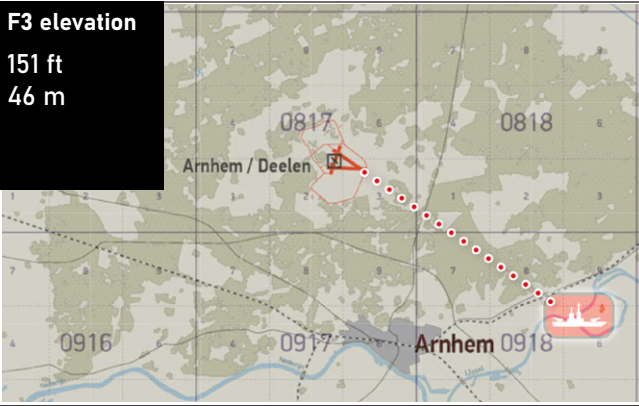
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# 03 Arnhem-Deelen

Medium AIRFIELD

F3 elevation  
151 ft  
46 m

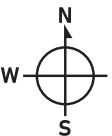
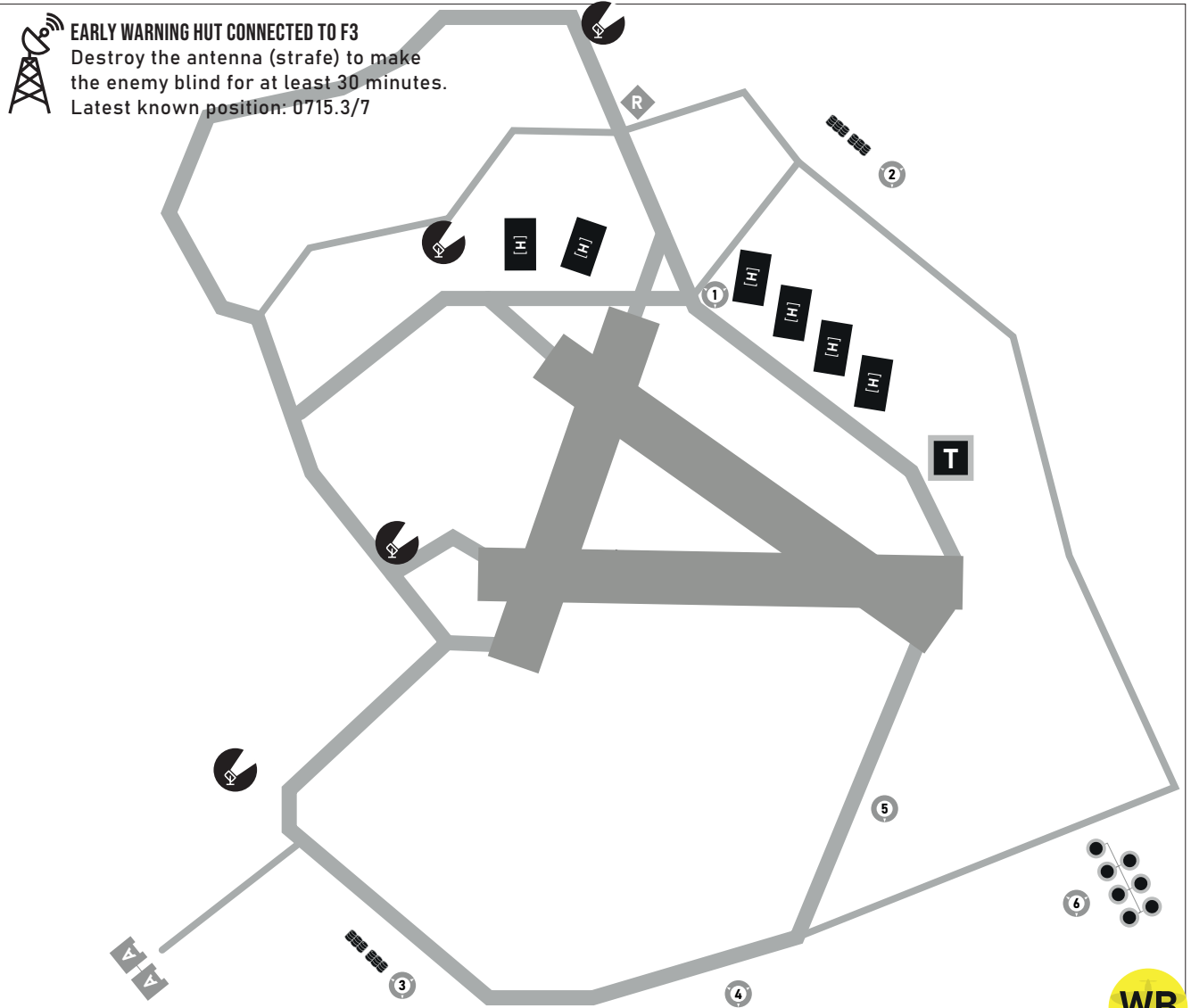


**F 3 Linked target: Shipping convoy**  
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

**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.

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



# 04 Woensdrecht

Small AIRFIELD

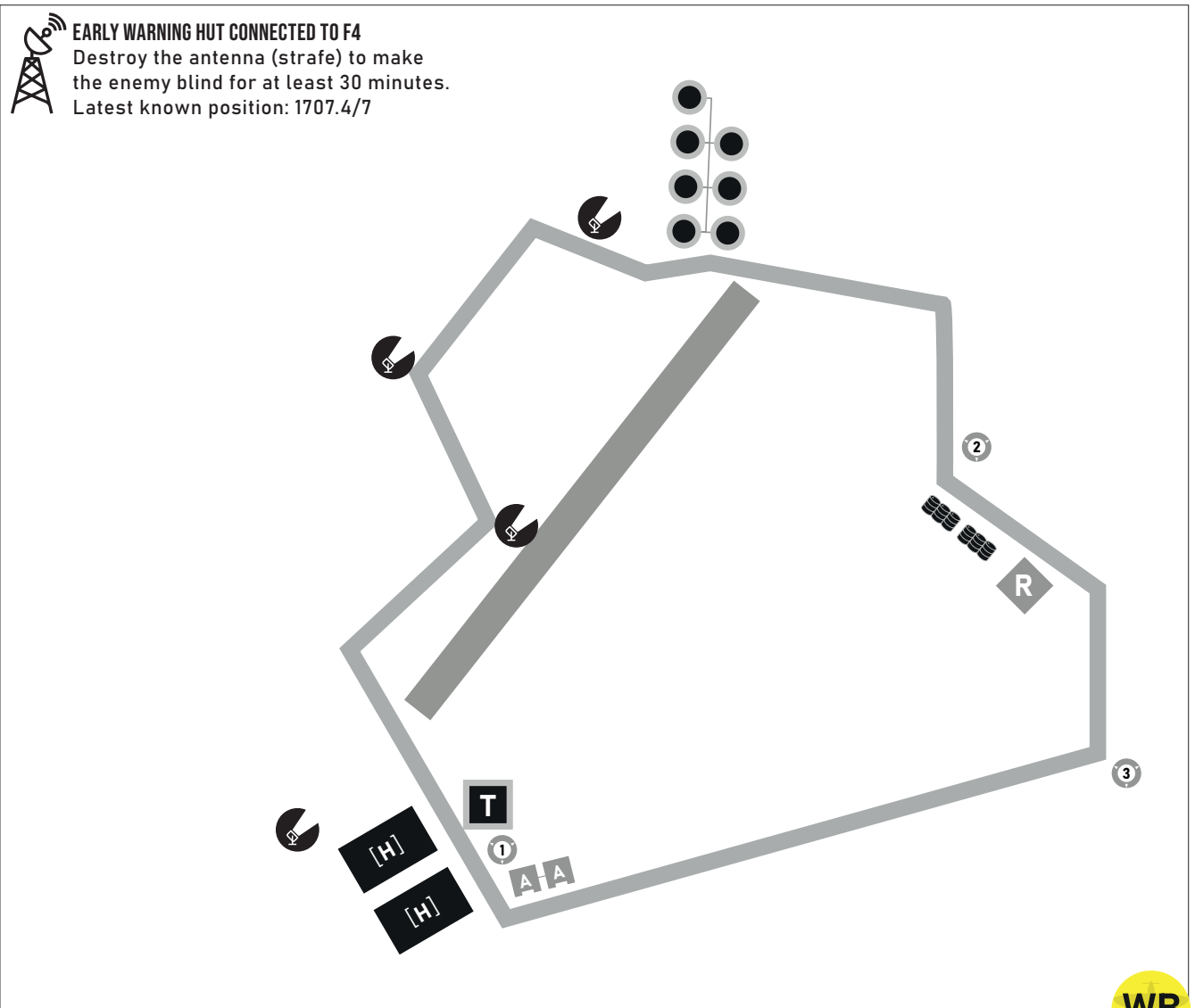
F4 elevation  
65 ft  
20 m



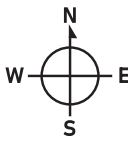
**F 4 Linked target: Shipping convoy**  
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

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

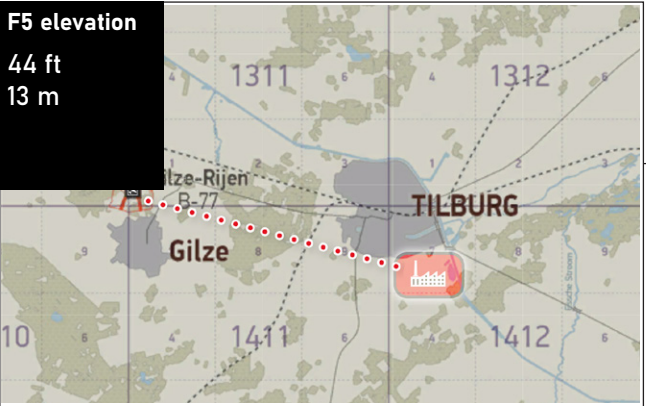






# 05 Gilze-Rijen

Small AIRFIELD

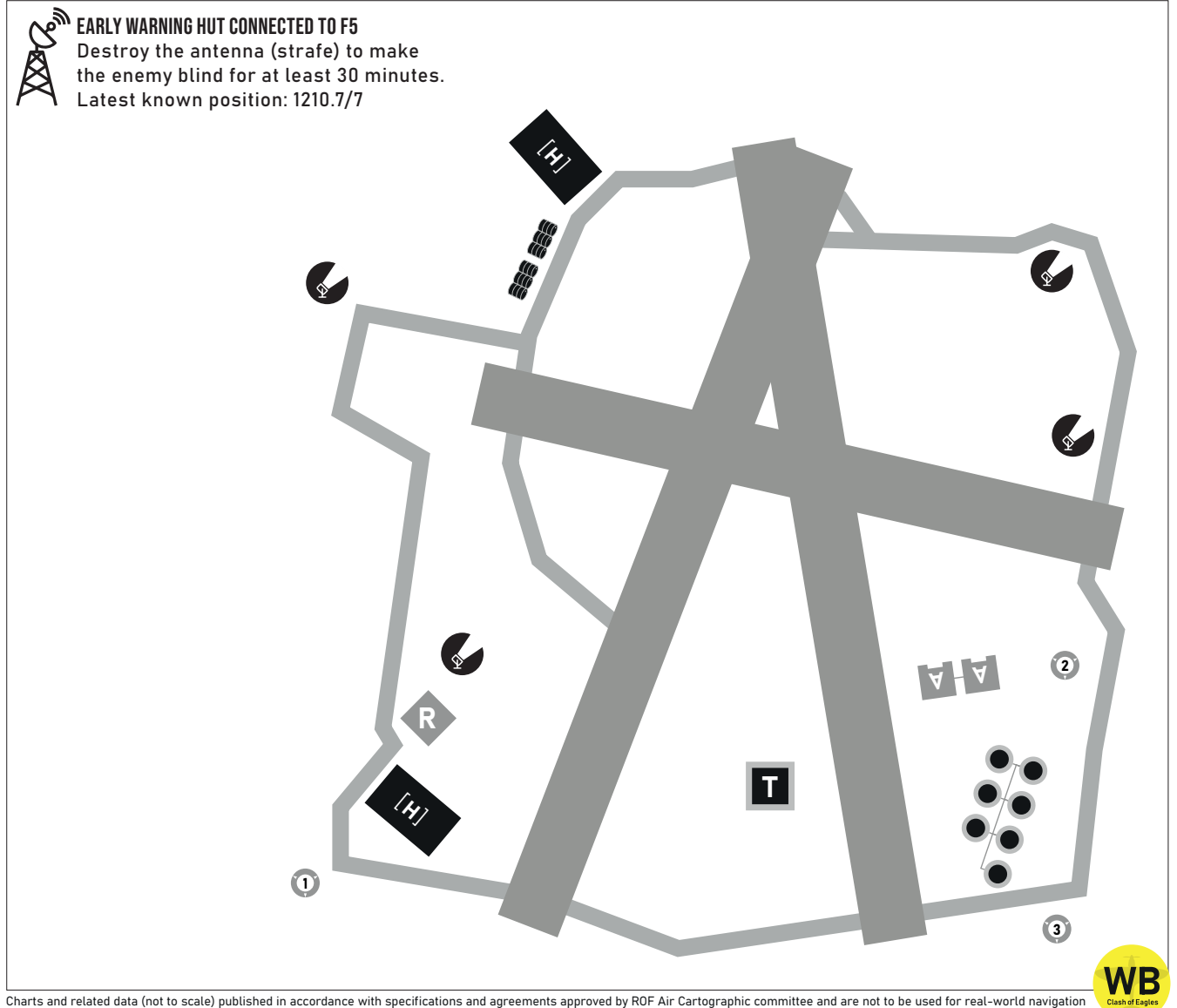


**F 5 Linked target: Factory**  
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

**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.

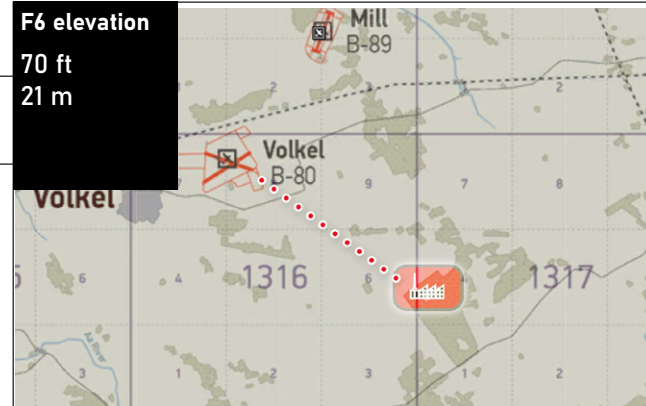
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☼	Search light	light

**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



# 06 Volkel

Medium AIRFIELD

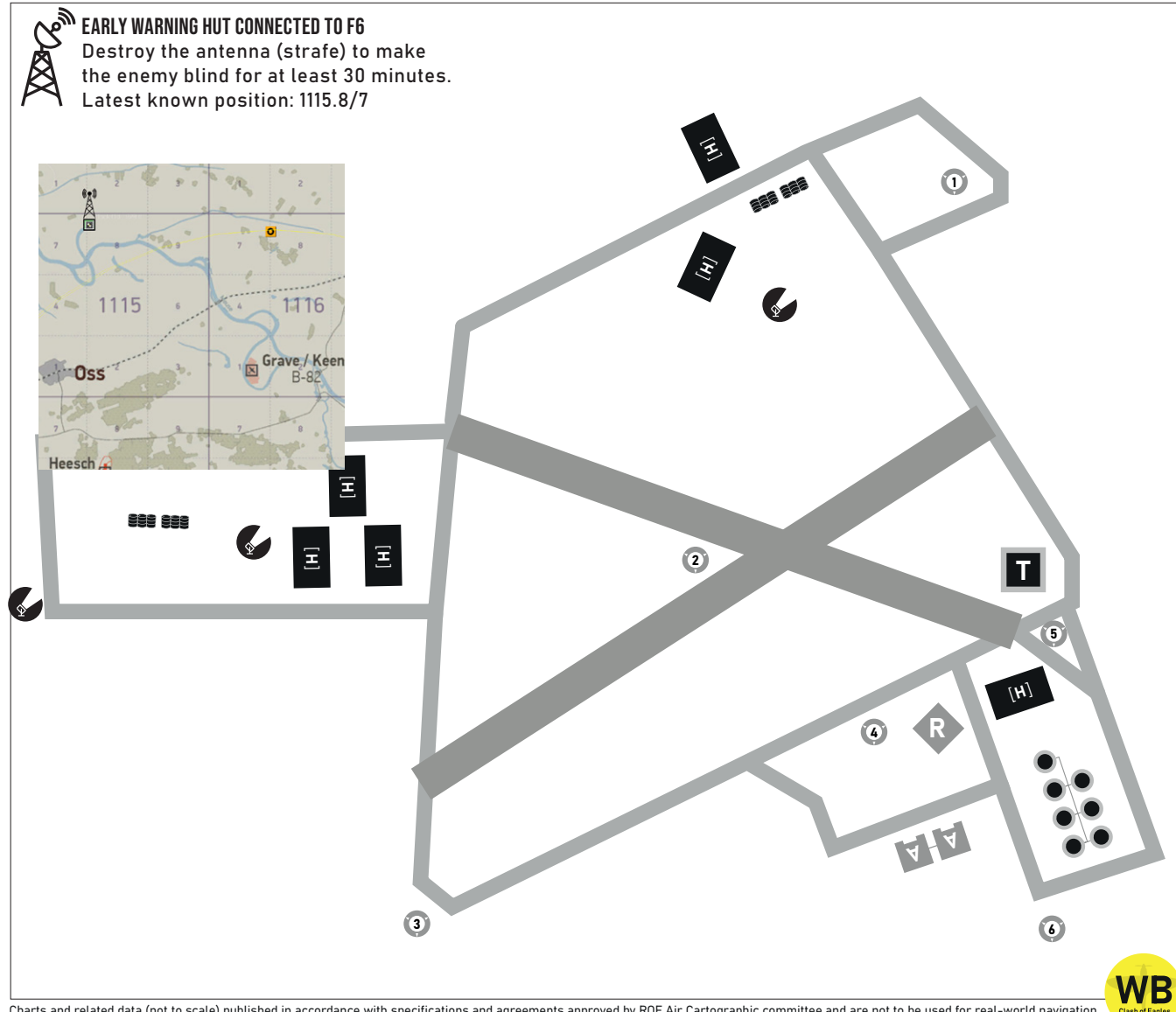


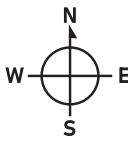
**F 6 Linked target: Factory**  
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

**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





# 07 Nivelles

Small AIRFIELD

F7 elevation  
477 ft  
145 m



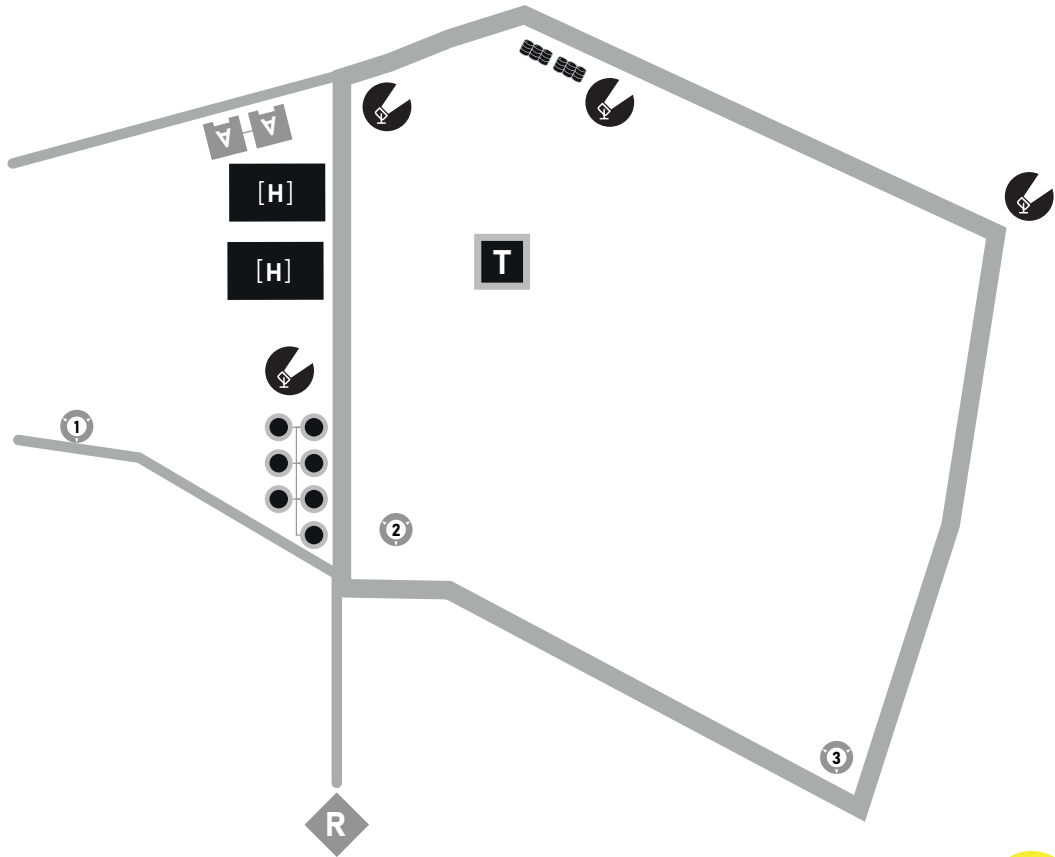
**F 7 Linked target: Factory**  
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

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

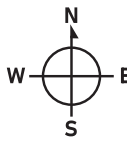
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●	oil tanks	medium (all)
■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☠	Search light	light

**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

F8 elevation  
188 ft  
57 m



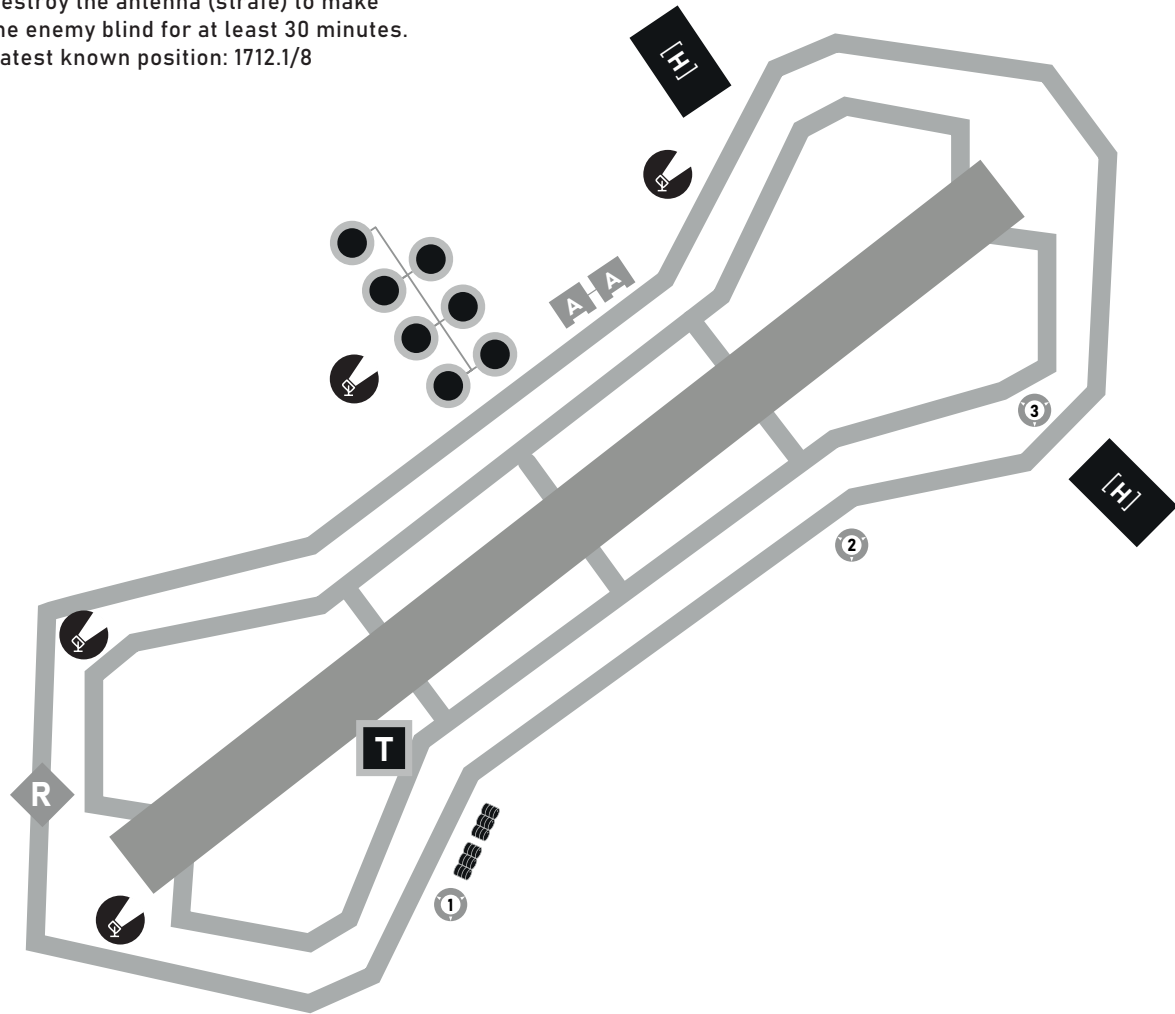
**F 8 Linked target: Factory**  
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

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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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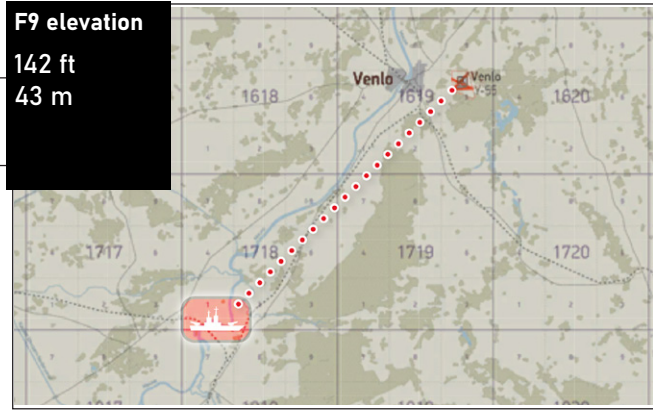
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W

09 Venlo

Small AIRFIELD

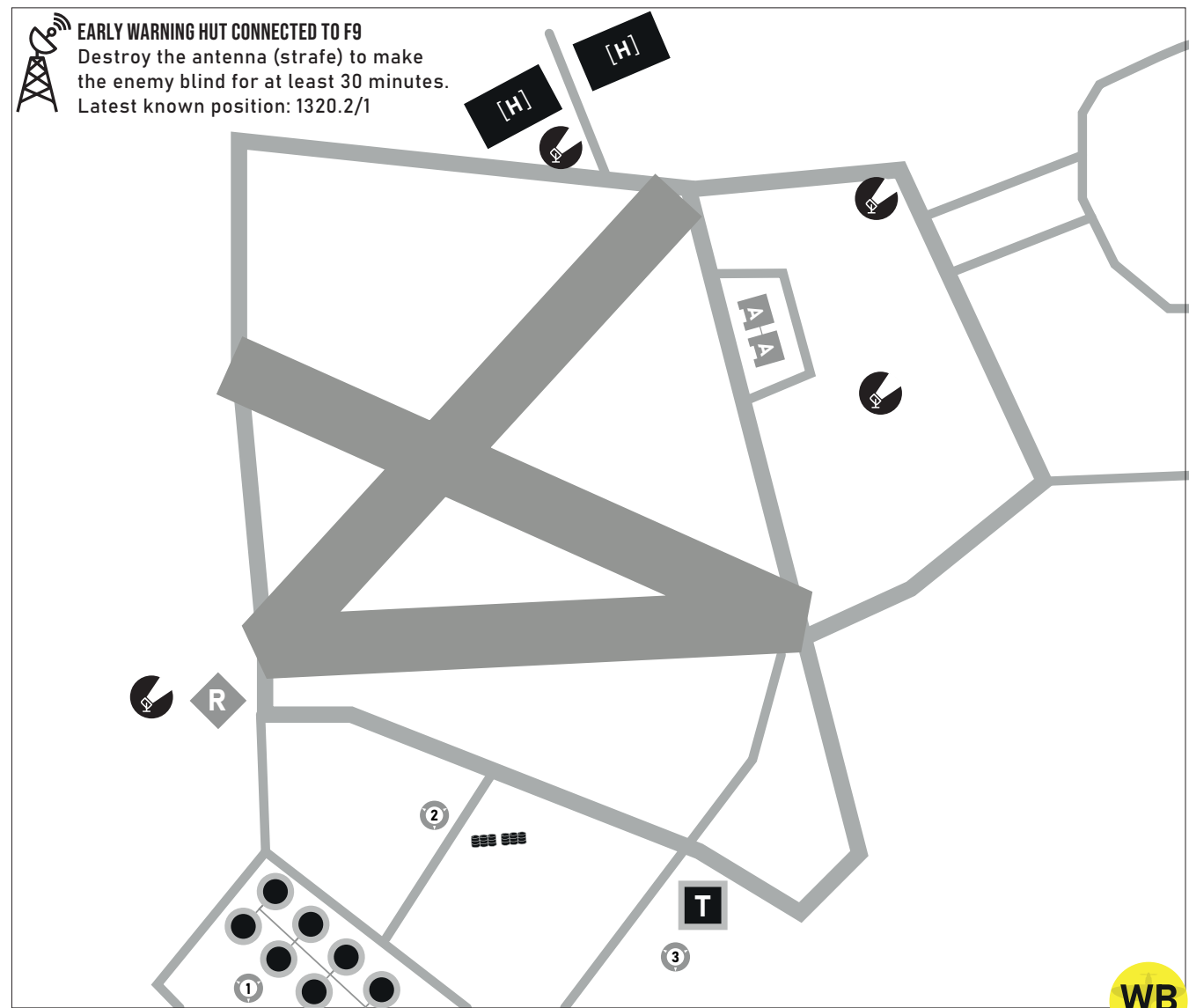


SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
	oil tanks	medium (all)
	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
	Search light	light

**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)

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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



N

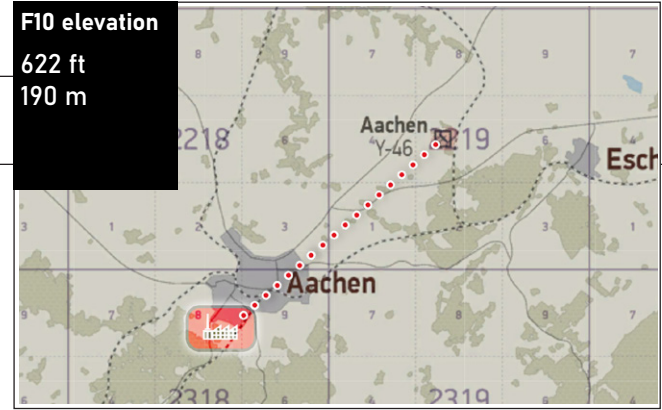
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10 Aachen

Small AIRFIELD

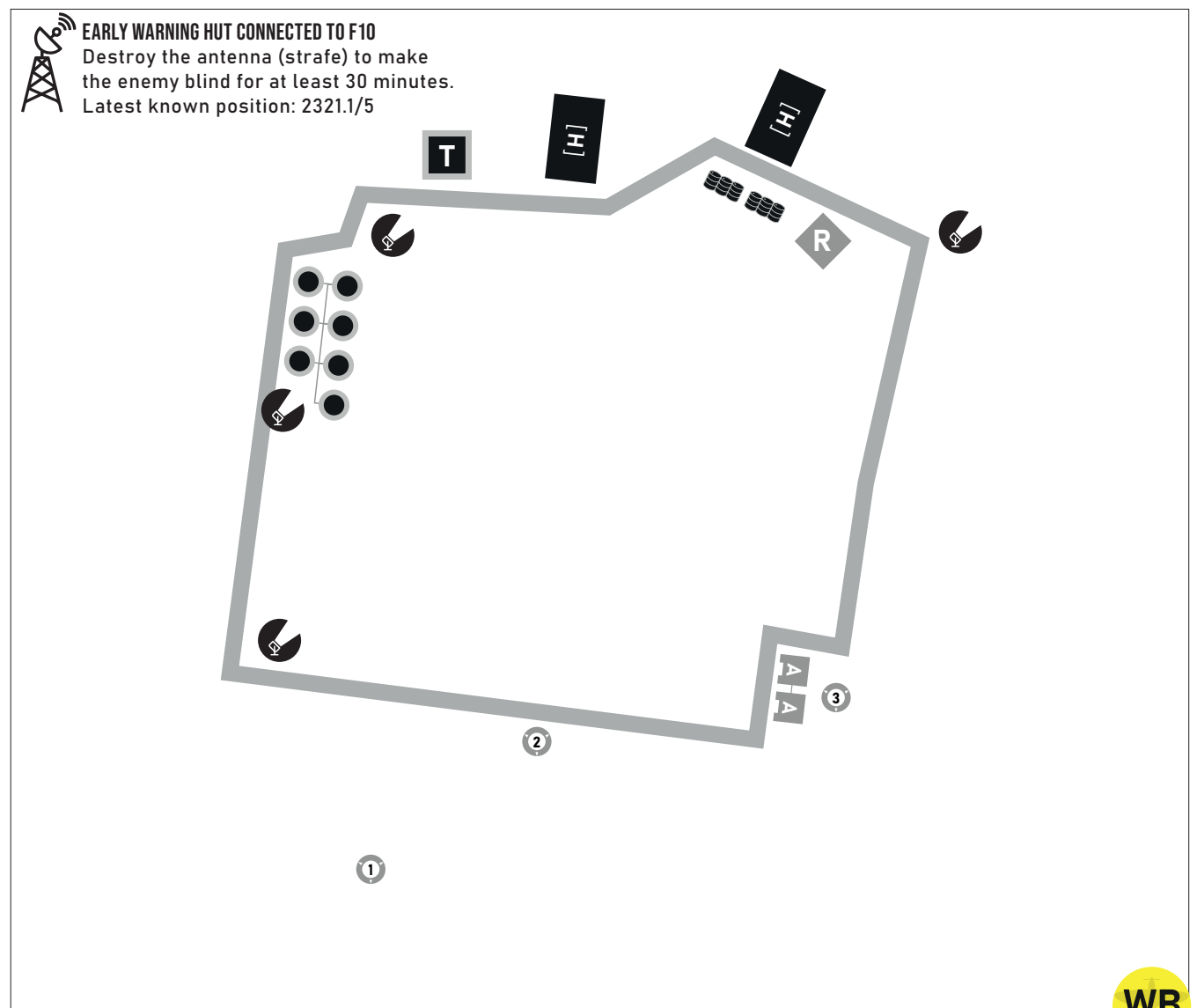


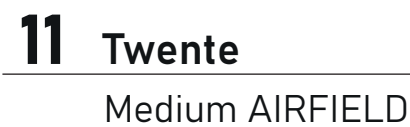
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
	oil tanks	medium (all)
	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
	Search light	light

**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.

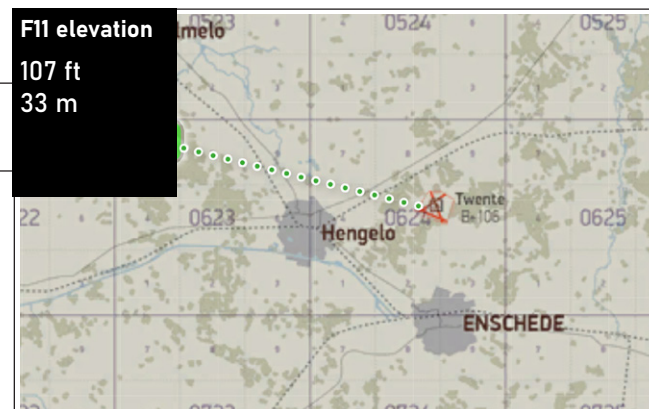
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-> AAA and searchlights (rebuild time also 30 minutes) do not need to be down in order to close a field.

**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



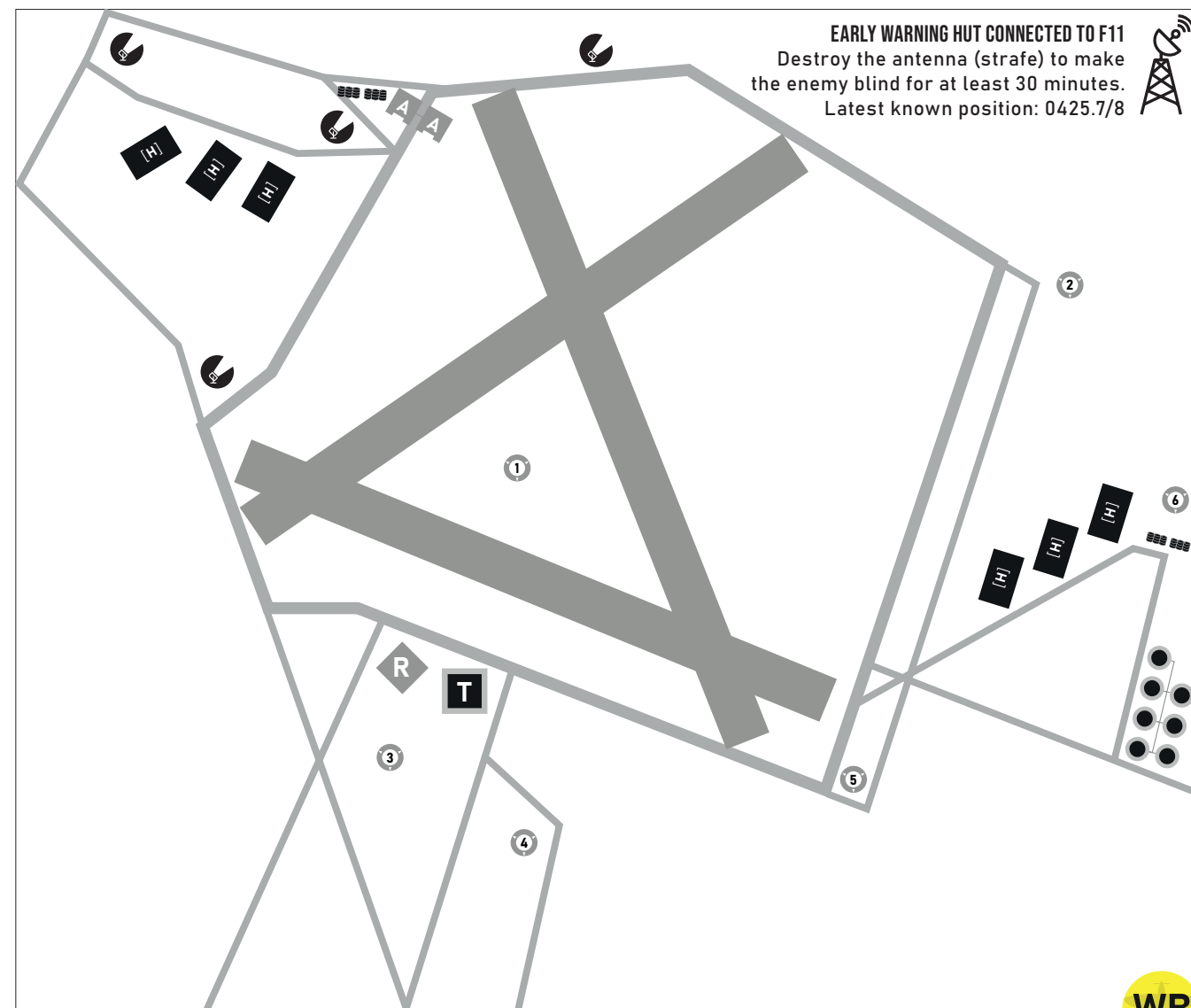


<b>Heavy</b>	> 250 kg / 500 lbs or 2+ rockets
<b>Medium</b>	> 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
<b>Light</b>	strafe heavy caliber MG / cannon rounds



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.

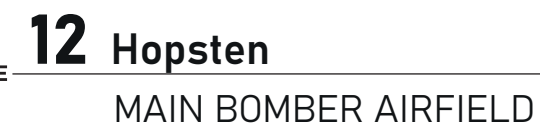
- > AAA and searchlights (rebuild time also 30 minutes) do **not** need to be down in order to close a field.



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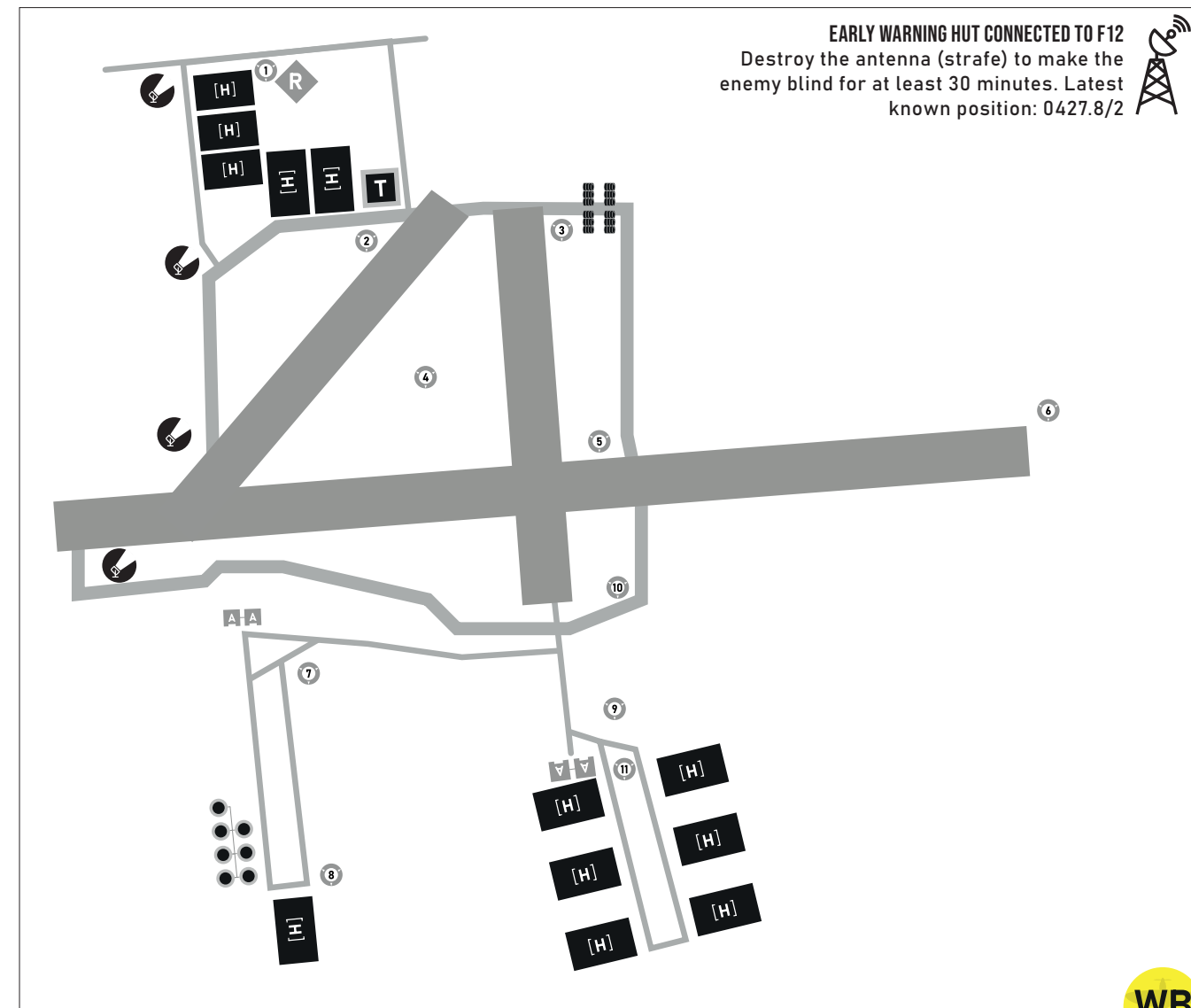


<b>Heavy</b>	> 250 kg / 500 lbs or 2+ rockets
<b>Medium</b>	> 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds
<b>Light</b>	strafe heavy caliber MG / cannon rounds



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)

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

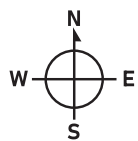


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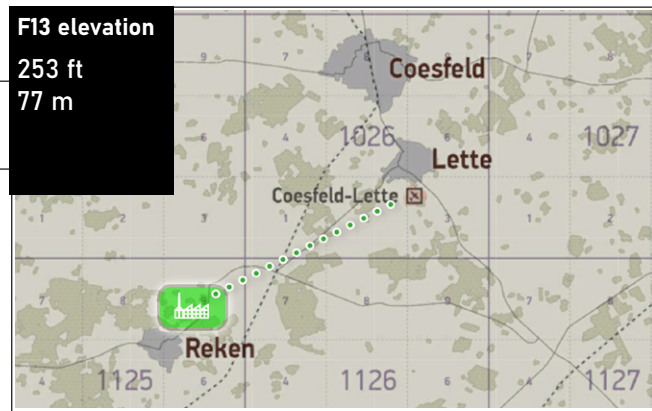




# 13 Coesfeld-Lette

Small AIRFIELD

F13 elevation  
253 ft  
77 m



**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.

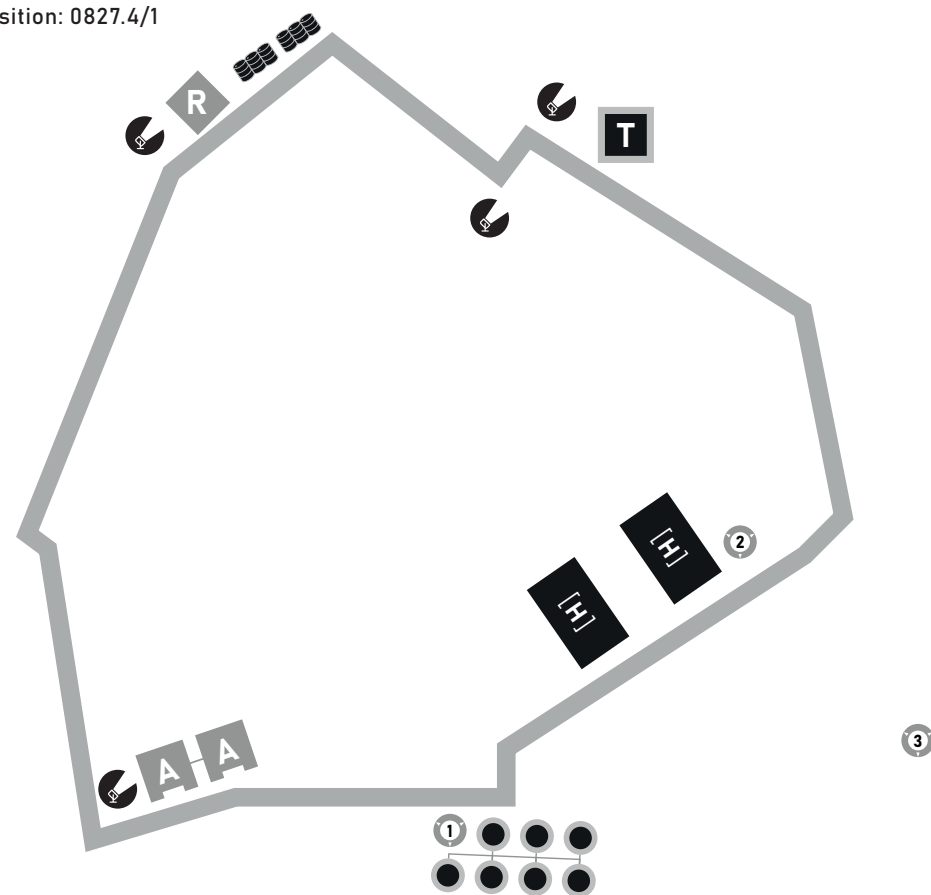
**THE AIRFIELD TARGETS** - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order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

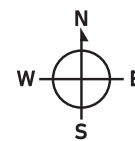


**EARLY WARNING HUT CONNECTED TO F13**  
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes.  
Latest known position: 0827.4/1



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

WB Clash of Eagles is an idea of the pilots of the 1st.ROF Netherlands. These maps are for official in-game use only. All information and data on this map is subject to change without notice. Make sure to check out [ClashofEagles.net](https://clashofeagles.net) and follow us on [Facebook.com/wbCoEmainarena](https://facebook.com/wbCoEmainarena) and please do share your corrections/ changes/hints and great ideas on our FB page or Discord Channel <S>



# 14 Gütersloh

Small AIRFIELD

F14 elevation  
217 ft  
66 m



**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)

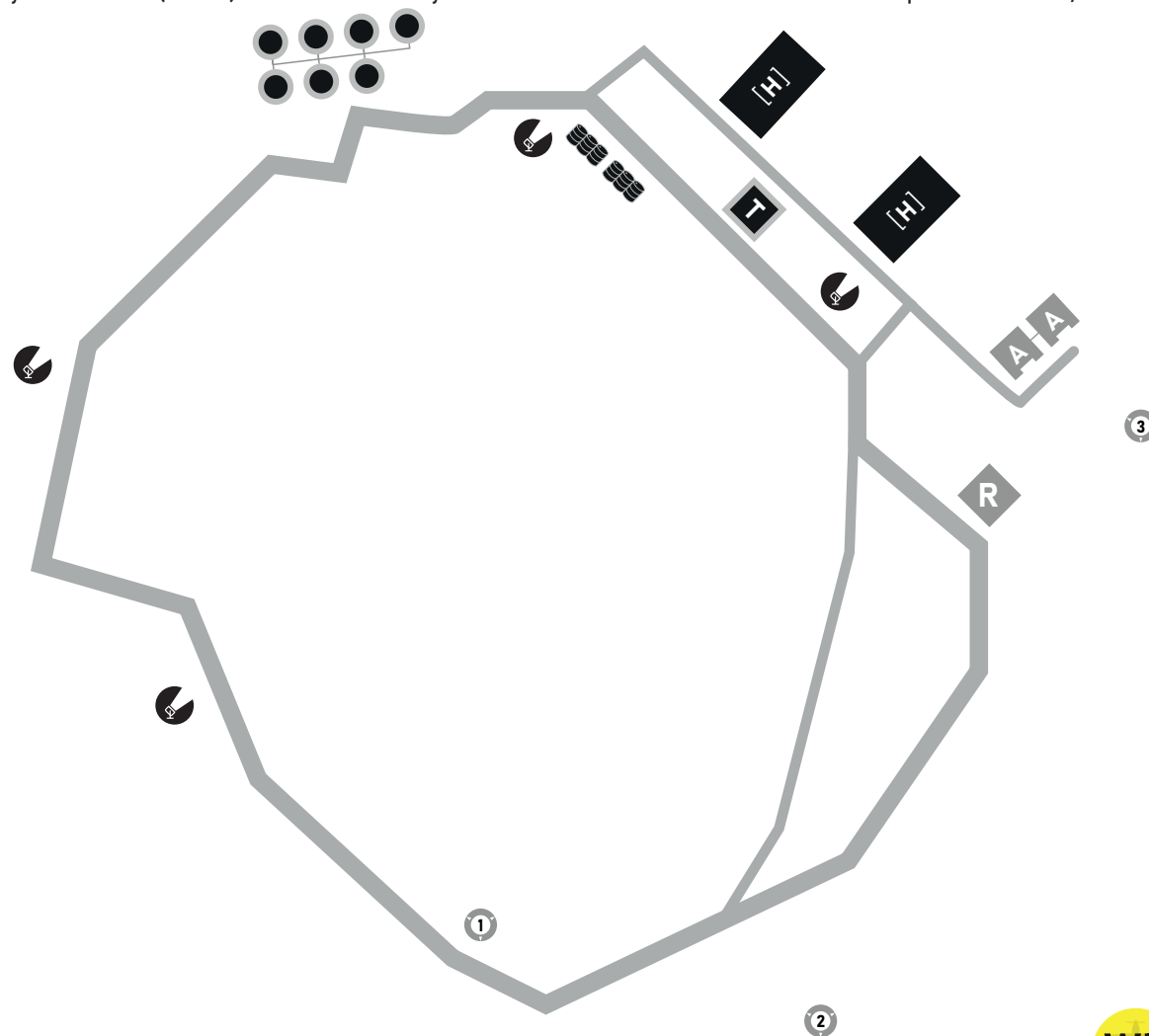
**THE AIRFIELD TARGETS** - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order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



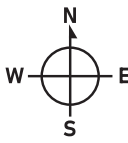
**EARLY WARNING HUT CONNECTED TO F14**  
Destroy the antenna (strafe) to make the enemy blind for at least 30 minutes. Latest known position: ?835.3/5



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# 15 Bad Lippspringe

Small AIRFIELD

F15 elevation  
440 ft  
134 m

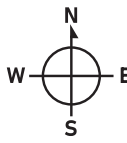
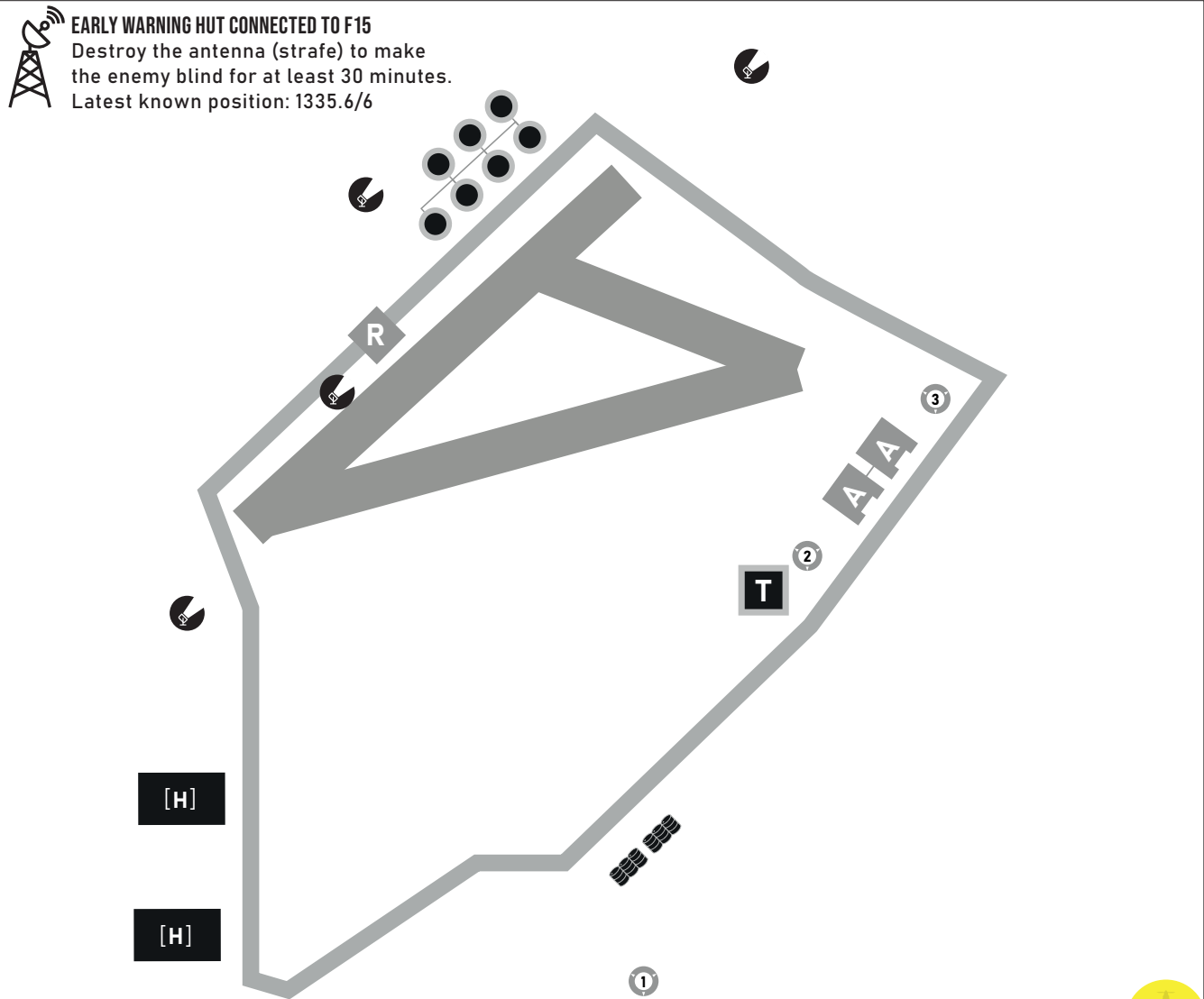


**F 15 Linked target: Factory**  
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

**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.

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



# 16 Dortmund

Medium AIRFIELD

F16 elevation  
240 ft  
73 m

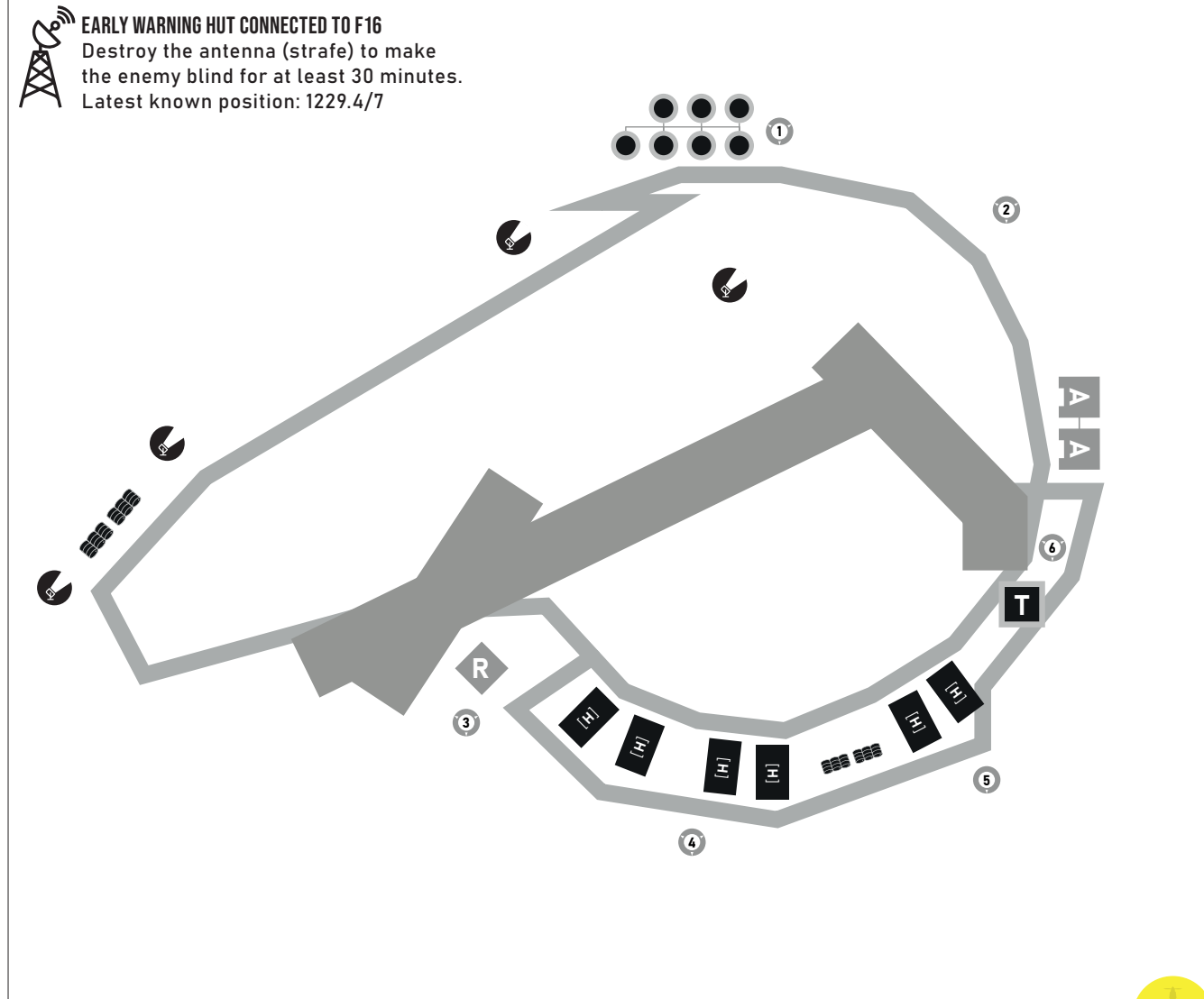


**F 16 Linked target: Shipping convoy**  
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

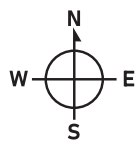
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☼	Search light	light

**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

**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.



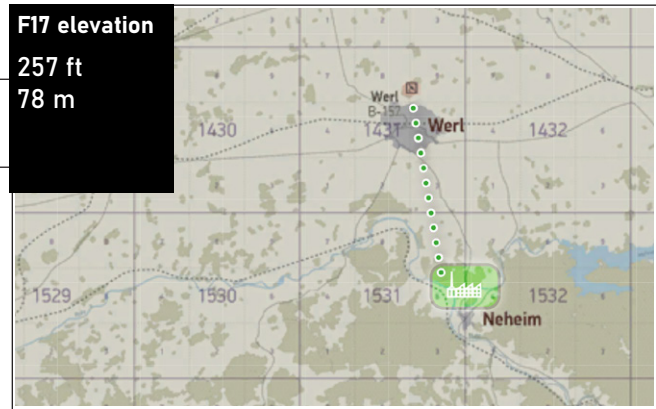




# 17 Werl

Small AIRFIELD

F17 elevation  
257 ft  
78 m

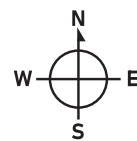
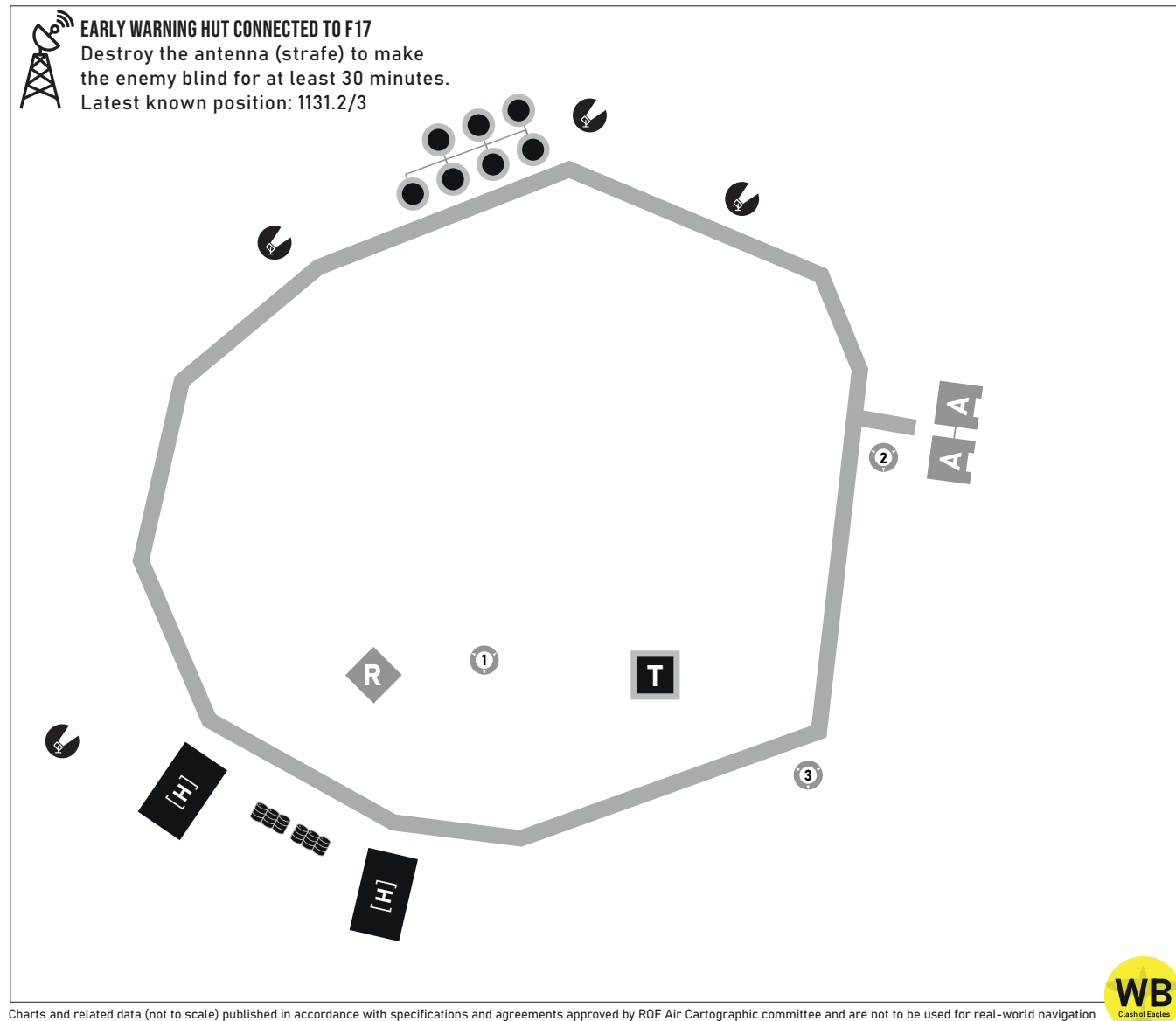


**F 17 Linked target: Factory**  
Destroy 12 buildings to close the factory. Once closed it will be down for 90 minutes and adds 30 minutes of extra rebuild time to the structures destroyed on the field after the factory is closed. You can repair a factory by dropping 8 para's very close to it.

**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.

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

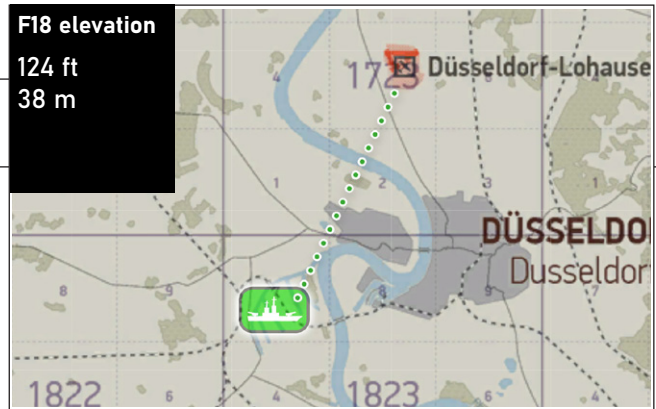
**Heavy** > 250 kg / 500 lbs or 2+ rockets  
**Medium** > 50 kg / 100 lbs or 1+ rockets or strafe cannon rounds  
**Light** strafe heavy caliber MG / cannon rounds



# 18 Düsseldorf Lohausen

Medium AIRFIELD

F18 elevation  
124 ft  
38 m

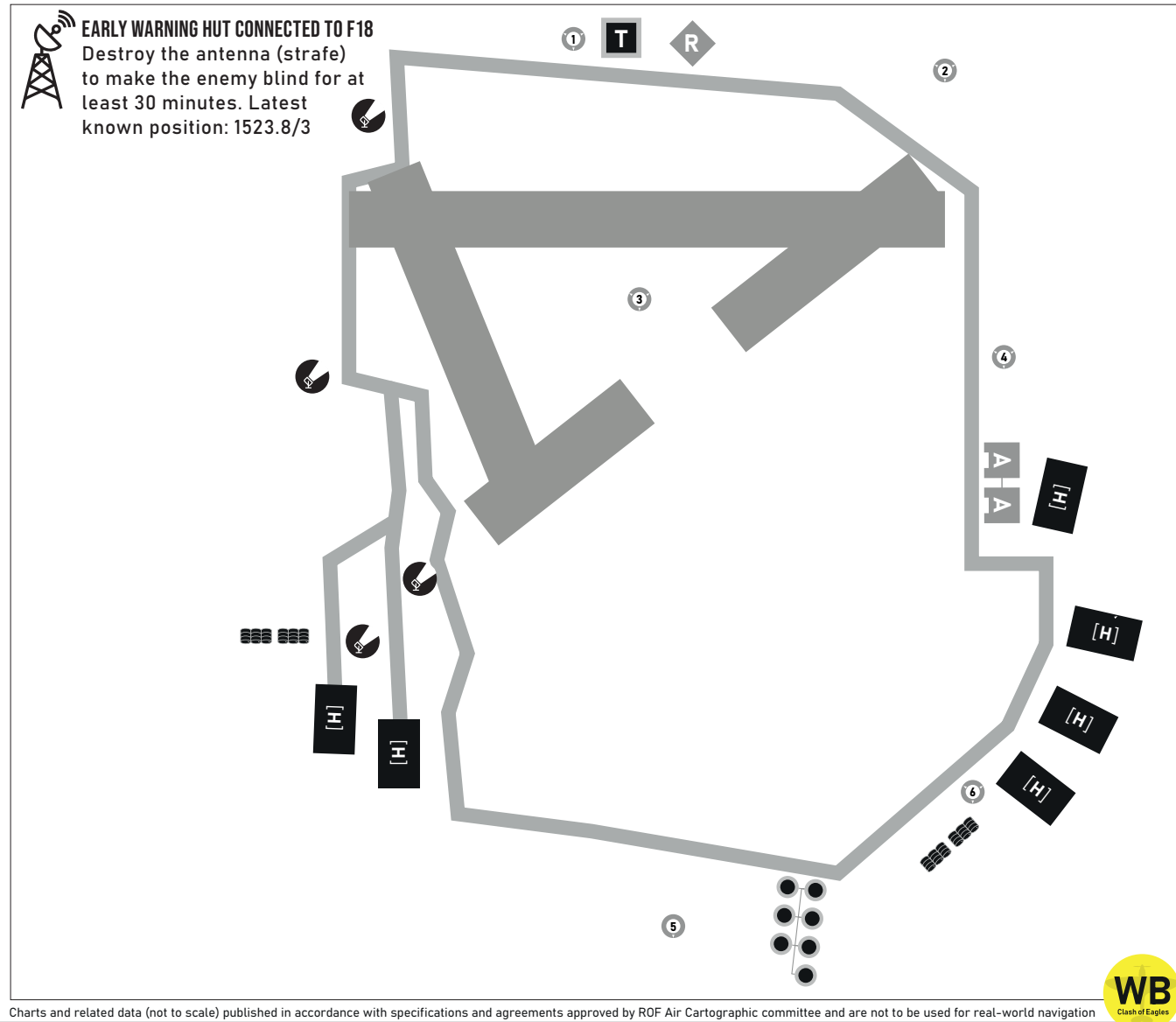


**F 18 Linked target: Shipping convoy**  
Destroy 6 ships. They will be sunk for 90 minutes and that will add 30 minutes of extra rebuild time to the structures destroyed on the field after the convoy is sunk. You can not repair a sunk convoy. Only time is able to do that ... (90 minutes)

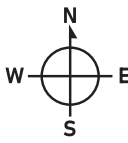
**THE AIRFIELD TARGETS** - completely destroyed structures on a field will pour out thick black smoke for 30 minutes. When all structures are down you will read the on-screen **"FIELD CLOSED"** message. When the field is closed, drop a minimum of 8 paratroopers within the boundaries of the field in order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







# 19 Strassfeld

Small AIRFIELD



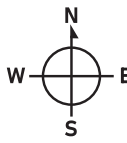
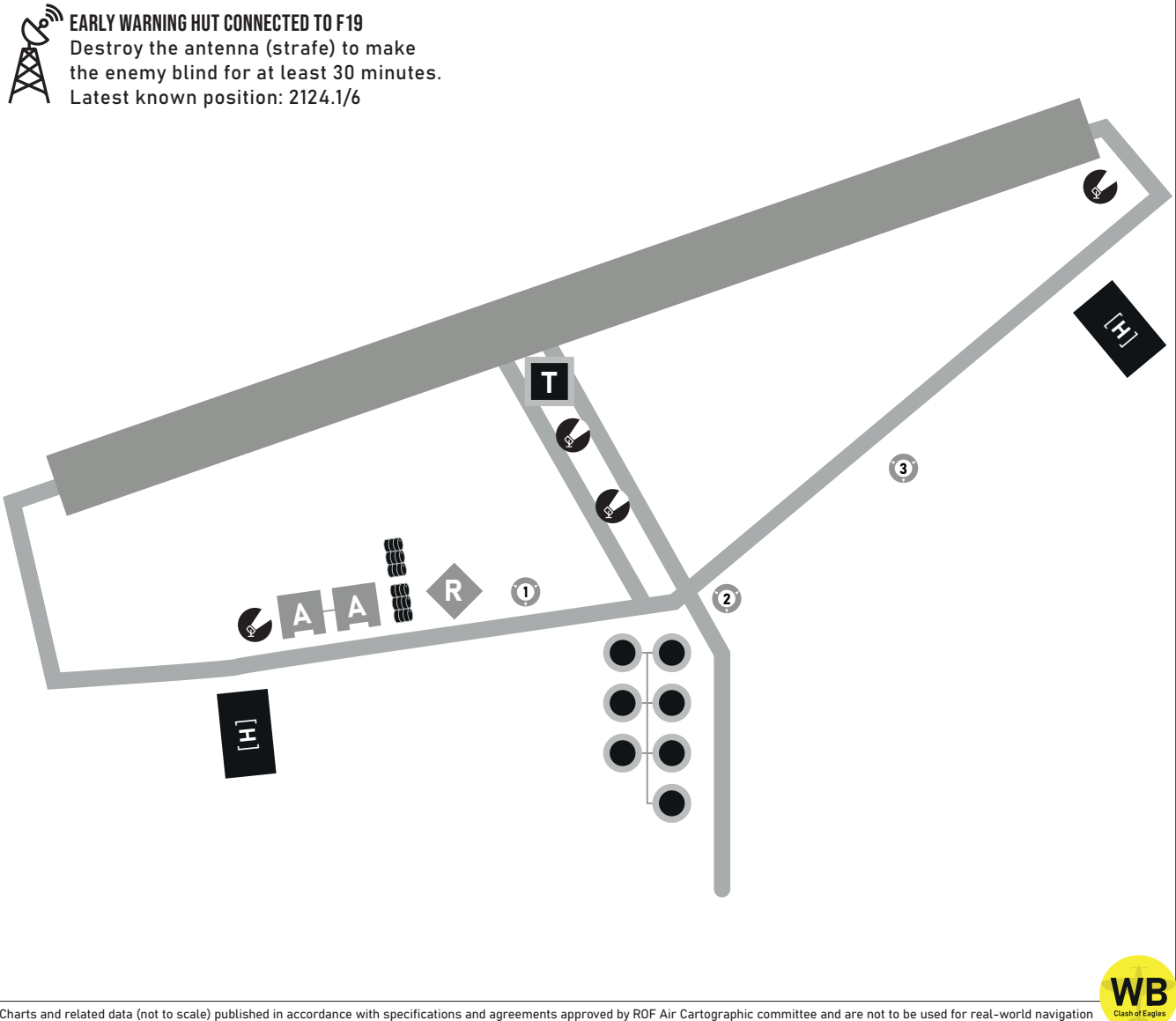
**F 19 elevation**  
481 ft  
147 m

**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.

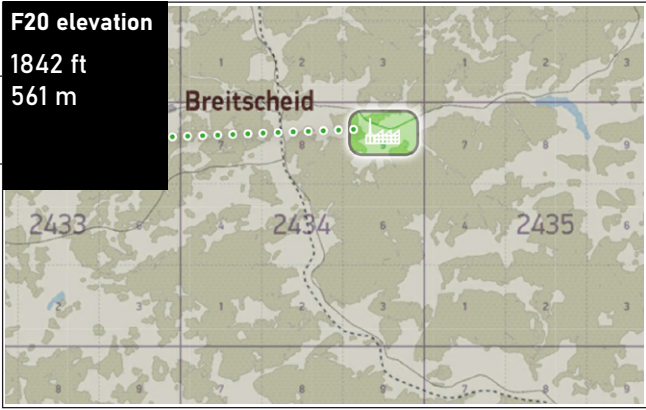
SYMBOL	STRUCTURE	HARDNESS
[H]	hangar	heavy (all)
●●●●●	oil tanks	medium (all)
■ ■ ■ ■ ■	fuel barrels	medium (both)
T	control tower	medium
A A	ammo bunkers	light (both)
R	radio hut	light
5	AAA (ack)	light
☛	Search light	light

**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



# 20 Breitscheid

Small AIRFIELD



**F20 elevation**  
1842 ft  
561 m

**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

