Warfare axis vs allies   wAvA

for use with warfare wava tagset

...

Maps Warfare Axis Vs Allies

--------------------------------------wAvA-ReconRevisited-B---
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![alt text](http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/_AvA-Warfare/%20WAVAweb/
MapPreviewWeb/ReconRevisitedW.png)
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wAvA-ReconRevisited-Beta

Credits,
WWII:Recon by Santa's Head #CP#Z. Craig Goodman , the rest of the Recon team…
WWII: Titans

 It all started with Santa's Head and Recon WWII myth revolution…
Original Recon and titans maps altered for use with wAvA Warfare tagset…
included CPR and wAvA unit meshes made over the years…

detail textures by Jon God.
updates by PoinT.

Requires wAvA-Warfare tagset   and myth II version 1.72 or newer

This ain't your papa's myth so ease into the units… Warfare soldiers are in most maps though a recon patrol mesh was added with old style recon play just updated graphics…   have fun its a beta that didn't get much testing so theres bound to been room for improvement.

Have fun and keep up the fight.

Point -ARMY

![alt text](http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/_AvA-Warfare/%20WAVAweb/ReadMeImages/wAvApluginIcon.png)

--Screen Shot--
![alt text](http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/_AvA-Warfare/%20WAVAweb/GameScreenShots/wAvA-recon-03.jpg)

![alt text](http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/_AvA-Warfare/%20WAVAweb/GameScreenShots/wAvA-titans-01.jpg)

![alt text](http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/_AvA-Warfare/%20WAVAweb/GameScreenShots/wAvA-recon-01.jpg)

![alt text](http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/_AvA-Warfare/%20WAVAweb/GameScreenShots/wAvA-recon-02.jpg)

-----------------------------------wAvA-HerosRemembered   CoOps --------------------------------------
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---wAvA-HerosRemembered-v1--- by Fury IX

---wAvA-HerosRemembered-v1--- by Fury IX

works with Warfare Axis vs. Allies tagset by Point
Requires Myth version 1.72 and wAvA tagset to play.
with edited maps from Bungie, Kakel, Jinn, Chimera, Midnight, Battlenipple. and others. Detail textures by Jon God and others.

 Heroes Maps

400IX-Rurik's Field   -Bungies trainingMap- FuRy ix
401IX-Heaven Torn Asunder   -Fury-Kakel
402IX-Dust of Paradise   -Fury-Jega
403IX-The Garden of unearthly delights   -Fury-Jinn
404IX-Lick of Carnivorous Winds   -Fury-Chimera
405IX-Scattered Sticks   -unknown soldier
406IX-H-Hour   -unknown soldier
407IX-Battle of the Hedgegrows   -unknown soldier
408IX-The Cloudspine   -Fury -bungie
409IX-Slaughter in the Sands   -Jungle FortsFury-BattleNipple
410IX-To Save a Skirt   -BattleNipple Acid Baths
411IX-A Fortress Stands   -Fortress 666 -Fury/ BattleNipple
412IX-Palace of Fallen Majesty   -Fury
413IX-Battle for Fort Crondore   -Fury -BattleNipple
414IX-Land of No Return   -Fury/Midnight
415IX-Thirteen Autumns   -Fury
416ix-Once upon an Atrocity   --Light FortressFury
417ix-A journey into darkness-   --Swamp Fury
418ix-Thyrmir's Gorge   -Fury/Bungie
419ix-Depression and Anguish-   -chimera The Healer -Fury
420ix-Demons of thorn Castle   -dark fort -Fury
421ix-BloodArena   -Fury-Mauglir
422ix-IXLives   -Fury

-----------------------------------wAvA-Multi Maps----------The preview--
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wAvA-Multi Maps-a1

---Prelude Maps
00a- Blitzkrieg- Retreat and survive the enemy onslaught
00b- Wolfpack- infiltrate the enemy submarine base and steal enemy code books and decoder   (adapt from popes map)

500-Wolfpack-   -Pope

---wAvA -WarStories--- Maps

warstory-
```
Fields of battle          -Point
Tasis                     -Point
Porkchop hill             -Point
Dogwhite                  -Point
Wolfpack-                 -Pope
AHX1  A hostile Exchange  -Paladin
AHX2  Night Fire          -Paladin
AHX3  Fortress            -Paladin
1944 Carentan             -Carlinho
RallyPoint-S2
500-Wolfpack-             -Pope
```

AHX1

----------------------------------wAvA-Overlord-Maps----------The Start ------------------------------------
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wAvA-Overlord-Maps-a01

---Operation Overlord Campaign Maps
 Overlord-   over 30 maps…. got CoOps…

wAvA-Overlord-Maps-a01

501-Resistance-   {airborne}{Resistance}
502-Nasty Business {airborne} {Infantry} {Resistance}
503-Pathfinders -   Loss goes to 504b {airborne}
504-Dropzone   {airborne}
 >504b-Turkey Shoot   {airborne}
505-Pointe Duhoc   {Infantry}

506-Omaha Beach Dog Red   Loss goes to 506b
 >506b -1944 -Easy Red   (adapt from carlinhos map)
507-Utah beach   {Infantry}
508-Till Relieved   {airborne}
509-Retribution JunoGoldSword-   {Infantry}
 >509b Relieved   {airborne} {Infantry}
510- Bogged Down   (adapted from the dam) {airborne} {Infantry}
511-RallyPoint {airborne}
512-Normandie Saint Mire Eglise {airborne}
513-Normandy Creek   (adapted from willow Creek) {Infantry}
514-Hells HedgeGrove {Infantry}
515-Day of the Tiger   {Infantry}
516- Carentan   take (adapt from carlinhos map) {airborne}
517 Carentan   hold   {airborne} {Infantry}
518-Rubercy-   {Infantry}
519-Luftwaffes den - {Infantry}
520-Solid Gold Real estate take rumel   {airborne}
521-At All Costs   hold rumel   {airborne} {Infantry}
522-Normandie Chef du ponte -
523-Normandie La Flere -
524-High Ground -
525- St. Lo -   -
526-Doodlebugs vengence
527-Cherburg
528-fury's Hero's -
529- bridge of the fallen
530-endzone---

---Multiplayer Maps

516 S2 Carentan
506 S2 OmahaBeach
521 S2 Rumeil
524 S2 Normandie
529 S2 Ednzone
530 S2 Bridge of the fallen

500--------------MAP--------------------------
--500 prelude
pregame:
map:
plan:
images: 293x265
--500 music
--500 video
--500 Operation Overlord intro-Name-stl
Map Name:
Captions:
--500-Briefing-Text

Date: Location:
Mission:
Objectives:
--500-Level Hints
level overview:
level tips:
unit notes:
--overhead map
---strategy map
----ad illustration

---Operation Overlord Campaign Maps

-------------------Read Me---

-------------501————————---

501-Wounds My Heart-
   - Assist the resistance in destroying key targets.
you've received the code word... "myrd has a long mustache"...
 the invasion is coming its time to blow stuff up...

rendevous with commandos to get supplies and get to work.

501 text
----X---------x----------x---------X---------x-------X--
wAvA- Wounds My Heart---x-------X--x----
----X---------x----------x-------X----------x-------X--

|b Resistance… |p
|i some say its futile others stall in fear under its grit.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Wounds My Heart-... lp
Resistance radio signal comes and goes throughout the night…
 ears across the land listen for the words that will set the wheels in motion
"myrd has a long mustache"   is repeated and with those words freedoms start is set in motion.

The race is on… the invasion is coming!

501----level hints --------x----------X---------x----—
Find the airborne units that have parachuted in during the night.
Load up on supplies and then move to destroy the enemy rail yard.
Mine the roads to hinder the approach of enemy vehicles.

501------Credits-------x--------X---------x-------X-----

Mesh by:Point -(dropzone colormap)1792x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point,Carlinho, jon god
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x-------X----
–X---------x---------X-----------x-------x------X------—

-------------502——————---
----

x02-Nasty Business
- Parachute behind enemy lines, find the enemy HQ. and eliminate as many enemy officers as possible.

502 text
----X---------x----------x---------X---------x-------X--
wAvA- Nasty Business---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b the graveyard shift… |p
|i Sometimes the task at hand meets the dawn with a scowl and a curse.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Nasty Business -... lp

 This mission is one of an unsavory sort…
Parachute into enemy territory infiltrate the chateau, an enemy rest and relaxation retreat...eliminate as many enemy officers as possible…
this is a critical element to the invasion, the more enemy leaders eliminated the better the chance of the invasions success.
This mission has little chance of survival, though only the planners are calling it a suicide mission.
get in, do your business then get out.
Try to link up with the resistance, and wait for the invasion forces.

502----level hints --------x----------X---------x----—

try not to be discovered until you have infiltrated the enemy facility
set up ambush points for enemy on the approaches to ward off any enemy reinforcements
Cover the exits and let none escape.
A secondary squad, awaits across the lake, they will take over if the airborne component fails.
The resistance is located at a near by farm house, find them and they will keep you entertained till the allies arrive.

502------Credits-------x--------X---------x-------X-----

Mesh by:Point -(nasty business colormap) 1792x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, 7th god, Jinn, ozone
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x-------X----
–X---------x---------X-----------x-------x------X-------—

x03-Pathfinders -
   - Parachute behind enemy lines, secure and mark drop zones.

503 text
----X---------x----------x--------X---------x-------X--
wAvA- Pathfinders--x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Full moons and other lights… |p
|i Fireflies are not the only things that add light to the night.…p

----X---------x----------x--------X----------x-------X--

lbBriefing: Pathfinders-... lp

Parachute behind enemy lines, secure and mark drop zones.
It is imperative that the landing zones are secure and that
landing zones are marked for the plane and glider approaches.

the enemy has placed large pole designed to hinder any glider landings
clear out the poles and mark the landing zones

503----level hints --------x----------X---------x----—

Be sure to clear all the germans from the area.
Make sure drop zones are marked with torches
and Landing zones are readied for the glider approaches

503------Credits-------x--------X---------x-------X-----

Mesh by:Point
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models:Point,Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x--------x------X-------—

```
-----------------------------------------------------------------------------------------------------------------------
-------------504———————————————————————————————————————————————————————————————————————————————————————————
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```

504-Dropzone
 -Parachute into the battle, regroup and attack the enemy. (landing zone secured 503 win)

504 text
----X---------x----------x--------X---------x-------X--
wAvA- Dropzone ---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Gravity… |p

|i The weight of the world can be heavy.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Dropzone -... lp

504----level hints --------x----------X---------x----—

form up set up defensive positions and prepare for enemy counterattacks.

504------Credits-------x--------X---------x-------X-----

Mesh by:Point -(dropzone colormap) 1792x1792
Script by: Point/FURY ix
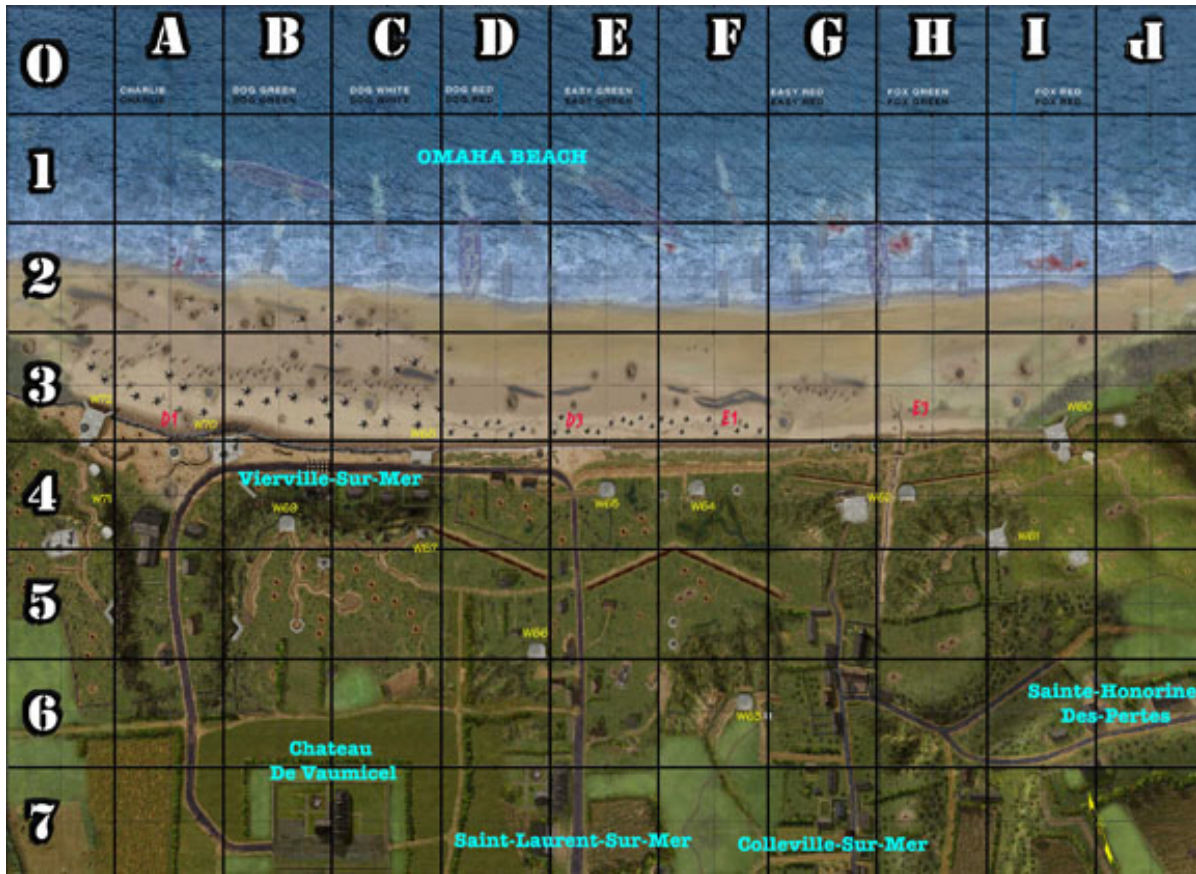wAvA units by PoinT.
Detail textures:PoinT
Models:Point, Carlinho, jon God
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x--------x------X-------—

```
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---------------------------------------------------------------------------------------------------------------
-------------504b———————————————————————————————————————————————————————————————————————————————————————————————
---------------------------------------------------------------------------------------------------------------
```


504b-Turkey Shoot
 - Parachute into the battle, regroup and attack the enemy. (landing zone not secured 503 loss)

504b text
----X---------x----------x---------X---------x-------X--
wAvA- Turkey Shoot ---x--------X--x----
----X---------x----------x-------X----------x-------X--

|b twists of fate… |p

|i Twists and tangles often find a way to make smooth and silky, rough and tumble….p

----X---------x----------x-------X----------x-------X--

|bBriefing: Turkey Shoot -... |p

504b----level hints --------x----------X---------x----—
stay alive organize survivors into a force then retake the landing zones.

504b------Credits-------x--------X---------x-------X-----

Mesh by:Point -(dropzone colormap) 1792x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models:Point, Carlinho, John God
Scenery:PoinT,
Source material:

----X---------x----------x--------X----------x-------X----
–X---------x---------X-----------x-------x------X-------—

-------------505——

505-Pointe Du hoc
 - Assault the Pointe and destroy the enemy artillery.

505 text
----X---------x----------x---------X---------x-------X--
wAvA- Pointe Du hoc---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Climbing the walls… |p
|i waiting for a moment of action, is never relaxed by inaction….p

----X---------x----------x--------X----------x-------X--

lbBriefing: Pointe Du hoc-... lp

505----level hints --------x----------X---------x----—

505------Credits-------x--------X---------x-------X-----

Mesh by:Point   -(duhoc color map) 2048x2816
Script by: bungie Point/
wAvA units by PoinT/Hawk
Detail textures:PoinT
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x-------x------X-------—

506-Omaha Beach
  - Survive the landing, capture and secure exists from the beach then move inland.

506 text
----X---------x----------x---------X---------x-------X--
wAvA- OMAHA DOG RED—----x--------X--x----
----X---------x----------x--------X---------x-------X--

|b Stained Sands… |p

|i time passes as the sands in the hourglass bleeds red.…p

----X---------x----------x--------X----------x-------X--

lbBriefing: OMAHA DOG RED-... lp

506----level hints -------x----------X---------x----—

capture all 8 key points to win

506------Credits-------x--------X---------x-------X-----

Mesh by:Point   -(omaha color map)2816x2048
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x--------X----
–X---------x---------X------------x--------x------X------—

OMAHA BEACH

Vierville-Sur-Mer

Sainte-Honorine-Des-Pertes

Chateau De Vaumicel

Saint-Laurent-Sur-Mer   Colleville-Sur-Mer

-------------506b———

506b-Dog White
-Capture and secure exists from the beach then move inland. (adapt from carlinhos map)
506b text
----X---------x----------x---------X---------x-------X--
wAvA- Dog White -------x--------X--x----
----X---------x----------x-------X---------x-------X--

|b Thunder pounds… |p

|i Racing beats as fear and death richochet…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Dog White -... lp

506b----level hints --------x----------X--------x----—

506b------Credits-------x--------X---------x-------X-----

Mesh by:-(calinhos normandy) 1792x1024
Script by: Carlinho
wAvA units by PoinT.
Detail textures:Carlinho /JonGod
Models:Point, Carlinho,
Scenery:Carlinho, PoinT,
Source material:

----X---------x----------x-------X-----------x-------X----
–X---------x---------X-----------x--------x------X------—

-------------507——————--
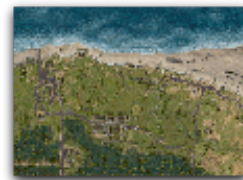
507-Utah beach
 - take the enemy strong points and move inland to relieve airborne troops

507 text
----X---------x----------x--------X--------x-------X--
wAvA- Utah beach ---x--------X--x----
----X---------x----------x-------X----------x-------X--

|b "Better to be… |p

|i …lucky than good" said the man dry on the sand |p

----X---------x----------x-------X----------x-------X--

lbBriefing: Utah beach... lp

507----level hints --------x----------X---------x----——

capture all 6 key points to win

507------Credits-------x--------X---------x-------X-----

Mesh by:Point -(utah color map)2816x2048
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X-----------x-------x------X-------——

-------------508-----——--

508-Till Relieved
- Capture and hold the bridges till relieved.

508 text
----X---------x----------x--------X---------x-------X--
wAvA- Till Relieved ---x--------X--x----
----X---------x----------x--------X---------x-------X--

|b Patience… |p

|i …is a virtue that the tenacious hold dear.…|p

----X---------x----------x-------X---------x-------X--

lbBriefing: Till Relieved ... lp

508----level hints --------x----------X---------x----—

508------Credits-------x--------X---------x-------X-----

Mesh by:Point -(hold colormap) 1792x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models:Point, Carlinho,
Scenery:PoinT,
Source material:
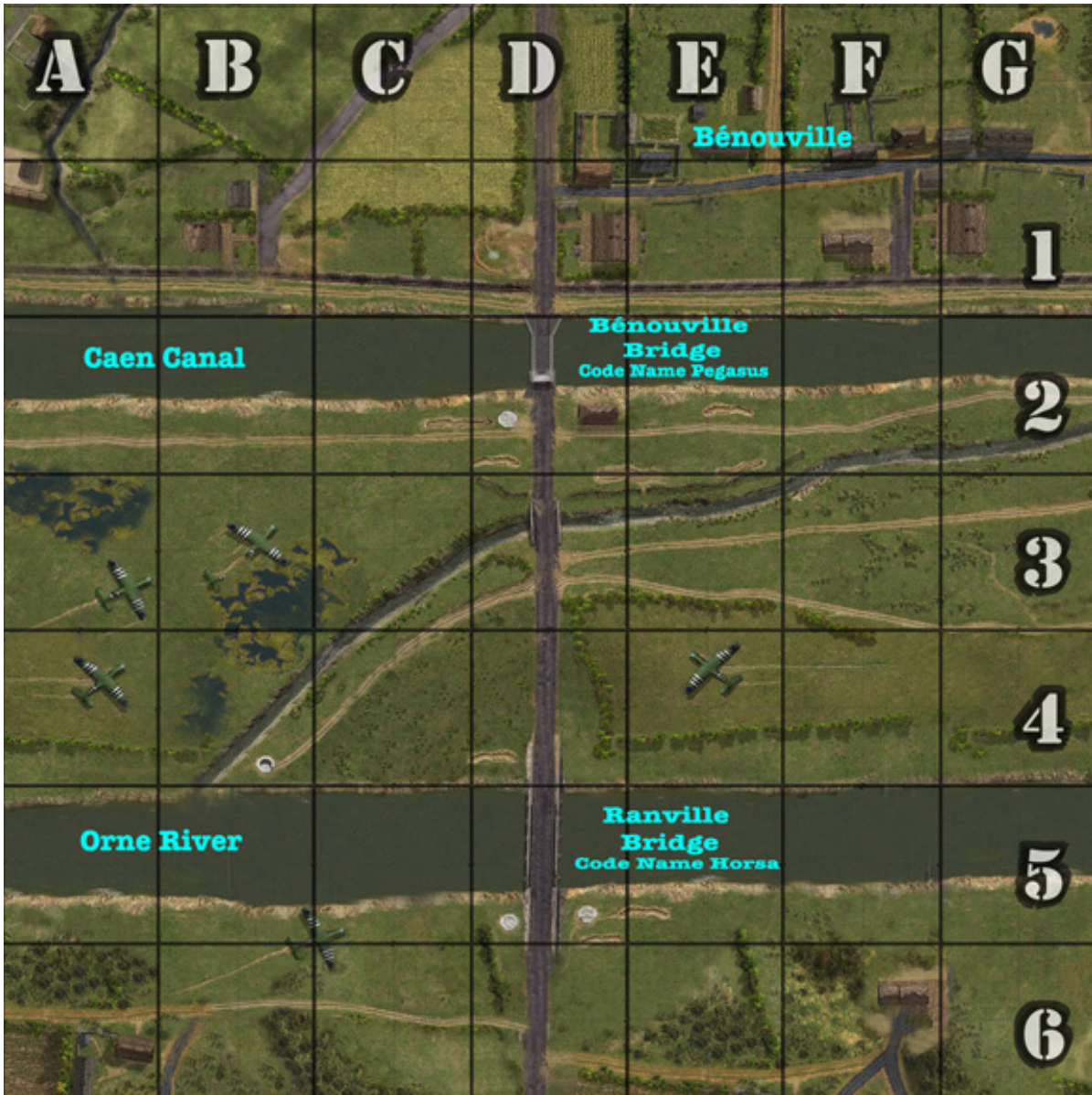
----X---------x----------x-------X-----------x--------X----
–X--------x---------X-----------x-------x------X-------—

509-Retribution Gold Juno Sword- Capture the beach, secure exists and move inland.
  09a-Juno / - Capture the beach, secure exists and move inland.
   09b-Sword - take the beach and move inland

509 text
----X---------x----------x--------X---------x-------X--
wAvA- Retribution---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Retribution... lp

 The British forces return to France has met with heavy resistance…
Several US forces have been redirected to Gold Juno and Sword
beaches to help secure exits.

509----level hints --------x----------X---------x----—

capture all key points to win

509------Credits-------x--------X---------x-------X-----

Mesh by:Point (juno color map)2816x2048
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x--------X----
–X--------x---------X-----------x--------x------X-------—

-------------509b———

509b Relieved
Dawn approaches, hold till reinforcements arrive.

509b text
----X---------x----------x---------X---------x-------X--
wAvA- Relieved ---x-------X--x----
----X---------x----------x-------X----------x-------X--

|b See the light … |p

|i The sun rides higher and all squint to see…|p

----X---------x---------x-------X---------x-------X--

lbBriefing: Relieved-... lp

509b----level hints --------x----------X---------x----——

509b------Credits-------x-------X---------x-------X-----

Mesh by:Point
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

-------------510-——---

510-Bogged Down
-stop the enemy from destroying the dam and flooding the fields.

510 text
----X---------x----------x--------X---------x-------X--
wAvA- Bogged Down ---x--------X--x----
----X---------x----------x-------X---------x-------X--

|b Soggy… |p

|i Soaking, sinking, stuck.…|p

----X---------x----------x-------X---------x-------X--

lbBriefing: Bogged Down... lp

If the dam is destroyed the fields will flood and the ground
will be too soft to support heavy armor moving inland.

510----level hints --------x----------X---------x----—

510------Credits-------x--------X---------x-------X-----

Mesh by:Bungie new color map byPoint (adapted from the dam) 1792x1536
Script by: Bungie edited by Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT
Models: Bungie
Scenery:PoinT / MPC tree from paintball
Source material:

----X---------x----------x-------X-----------x-------X----
–X--------x---------X-----------x-------x------X-------—
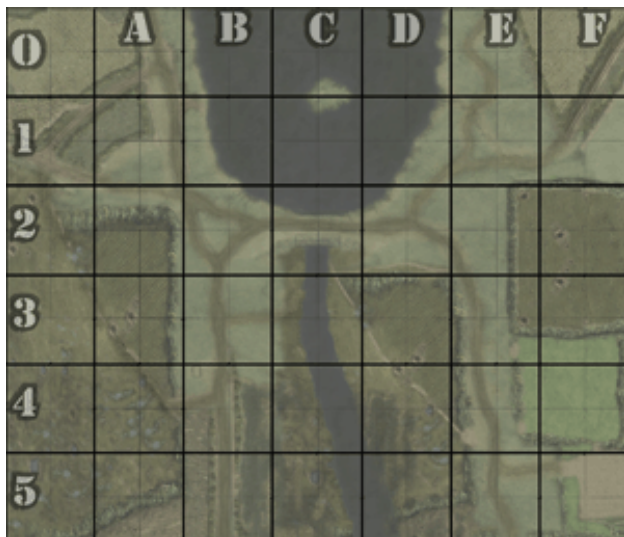
------------511—————---

511-RallyPoint -
link up with airborne troops and attack the enemy positions

511 text
----X---------x----------x--------X---------x-------X--
wAvA- RallyPoint---x--------X--x----
----X---------x----------x--------X---------x-------X--

|b Wanderers … |p

|i sometimes should stay lost, and relish in not being found.…|p

----X---------x----------x--------X---------x-------X--

lbBriefing: RallyPoint... lp

511----level hints --------x----------X---------x----—

511------Credits-------x--------X---------x-------X-----

Mesh by:Point (rallypoint colormap) 1792x1536   adjust to 1792x1792?
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x-------x------X-------—

-------------512——--

512-Saint Mire Eglise
-capture the town

512 text
----X---------x----------x--------X---------x-------X--
wAvA- Saint Mire Eglise---x-------X--x----
----X---------x----------x-------X---------x-------X--

|b Deaf ears… |p

|i Some prayers do fall upon.…|p

----X---------x----------x-------X---------x-------X--

lbBriefing: Saint Mire Eglise-... lp

512----level hints -------–x----------X---------x----––

512------Credits-------x--------X---------x-------X-----

Mesh by:Point -(normandie colormap) 2560x2560
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x--------X----
–X---------x---------X-----------x-------x------X-------–

Map grid with columns A–I and rows 0–9. Labels visible: Merderer River, Gourbesville, Le Port Brehay, Ste. Mere-Eglise, La Fiere, Le Motey, Causeway, Flooded Area, Pont Abbe, Chef-Du-Pont.

513 - Normandy creek -
liberate the town and try and save the civilians
513 text
----X---------x----------x--------X--------x-------X--
wAvA- Normandy creekt---x--------X--x----
----X---------x----------x-------X----------x-------X--

|b Their everywhere… |p

|i Sometimes no matter where one turns there is darkness.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Normandy creek-... lp

513----level hints --------x----------X---------x----——

513------Credits-------x--------X---------x-------X-----

Mesh by:bungie
Script by: bungie
wAvA units by PoinT.
Detail textures:Magma/JonGod
Models:Point, Bungie
Scenery:bungie/ point / ironduke
Source material:

------------514——

514-Hells HedgeGrove
 - Clear out enemy resistance and advance.

514 text
----X---------x----------x--------X---------x-------X--
wAvA- Hells HedgeGrove---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Hells HedgeGrove-... lp

514----level hints --------x----------X---------x----—

514-----Credits-------x--------X---------x-------X-----

Mesh by:Point
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X-----------x-------x------X-------—

The early landings, at about 0140 directly on the town, resulted in heavy casualties for the paratroopers. Some buildings in town were on fire that night, and they illuminated the sky, making easy targets of the descending men. Some were sucked into the fire. Many hanging from trees and utility poles were shot before they could cut loose. The German defenders were alerted.

A famous incident involved paratrooper John Steele of the 505th PIR, whose parachute caught on the spire of the town church, and could only observe the fighting going on below. He hung there limply for two hours, pretending to be dead, before the Germans took him prisoner. Steele later escaped from the Germans and rejoined his division when US troops of the 3rd Battalion, 505 Parachute Infantry Regiment attacked the village, capturing thirty Germans and killing another eleven. The incident was portrayed in the movie *The Longest Day* by actor Red Buttons.

Later that morning, about 0500, a force led by Lt. Colonel Edward C. Krause of the 505th PIR took the town with little resistance. Apparently the German garrison was confused and had retired for the rest of the night. However, heavy German counterattacks began later in the day and into the next. The lightly armed troops held the town until reinforced by tanks from nearby Utah Beach in the afternoon of 7 June. Other notable soldiers in the Allied assault on the town:

- Lt. Colonel Benjamin H. Vandervoort
- Lt. Turner B. Turnbull
- Capt. Ben Schwartzwalder
- Cpl. Edward A. Slavin, Sr.
- Sgt. George Bowler Tullidge III.

Sainte-Mère-Église

-------------515———

515-Day of the Tiger
 -survive the enemy counterattack

515 text
----X---------x----------x--------X---------x-------X--
wAvA- Day of the Tiger---x--------X--x----
----X---------x----------x--------X---------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X---------x-------X--

lbBriefing: Day of the Tiger-... lp

515----level hints --------x----------X---------x----—

515------Credits-------x--------X---------x-------X-----

Mesh by:Point (dayofthetiger colormap) 2048x2048
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X----------x--------X----
–X---------x---------X-----------x-------x------X-------—

Hells Hedgegrove

Bayeux

Aure River

Drome River

Eye of the Tiger

Odon River

Caumont

Villers Bocage

Eagles Den

Fury's Heros

-------------516--
----

516 Purple Heart Lane
take the town of Carentan

516 text
----X---------x----------x--------X--------x-------X--
wAvA- Purple Heart Lane---x--------X--x----
----X---------x----------x-------X----------x------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x------X--

lbBriefing: Purple Heart Lane-... lp

516----level hints --------x----------X---------x----——

516------Credits-------x--------X---------x------X-----

Mesh by:Carlinho edited by point
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:Carlinho
Models:Carlinho,
Scenery:PoinT,
Source material:

------------517————--
----

517 Bloody Gulch
Defend Carentan
517 text
----X---------x----------x--------X---------x-------X--
wAvA- Bloody Gulch--x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Bloody Gulch... lp

517----level hints --------x----------X---------x----—

517------Credits-------x--------X---------x-------X-----

Mesh by:Carlinho edited by point
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:Carlinho
Models:Carlinho,
Scenery:PoinT,
Source material:
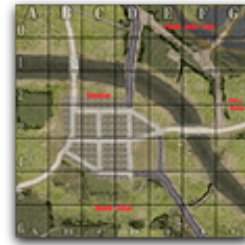
----X---------x----------x-------X-----------x--------X----
–X---------x---------X------------x-------x------X-------—

517 S2 -Carentan - capture the town (adapt from carlinhos map) s2 map

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x--------x------X-------—

-------------518—--

518-Rubercy-
Infantry/Armour   - capture the town and advance across the bridge

518 text
----X---------x----------x--------X---------x-------X--
wAvA- Rubercy---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…|p

----X---------x----------x--------X----------x-------X--

lbBriefing: Rubercy-... lp

518----level hints --------x----------X---------x----——

518------Credits-------x--------X---------x-------X-----

Mesh by:Point (rubercy color map) 1536x2048
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x-------x------X-------—

-------------519—————---

519- Eagles den -
Attack the enemy airfield, destroy the planes and capture the landing strip.

519 text
----X---------x----------x--------X---------x-------X--
wAvA- Eagles den ---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Eagles den -... lp

519----level hints --------x----------X---------x----—

519------Credits-------x--------X---------x-------X-----

Mesh by:Point (spearfield colormap) 2048x1280   Adjust to 1536x2048
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x-------x------X-------—

A map grid labeled with columns A through I (top and bottom) and rows 0 through 9 (left side). Locations marked on the map include: Hells Hedgegrove, Bayeux, Aure River, Drome River, Eye of the Tiger, Caumont, Odon River, Villers Bocage, Fury's Heros, Eagles Den.

-------------520——

520-Solid Gold Real estate - capture the town and bridge
520 text
----X---------x----------x--------X---------x-------X--
wAvA- Solid Gold Real estate---x--------X--x----
----X---------x----------x-------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: Solid Gold Real estate-... lp

522----level hints --------x----------X--------x----—

522------Credits-------x--------X---------x-------X-----

Mesh by:Point   (Ramelle colormap) 2560x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x--------X----
–X---------x---------X------------x-------x-----X-------–

------------521—————--

521-At All Costs
  -survive enemy counter attack and at all costs hold the bridge.

521 text
----X---------x----------x--------X---------x-------X--
wAvA- At All Costs---x-------X--x----
----X---------x----------x--------X---------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: At All Costs-... lp

521----level hints --------x----------X---------x----—

521------Credits-------x--------X---------x-------X-----

Mesh by:Point (Ramelle colormap) 2560x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x--------X----
–X---------x---------X------------x-------x------X-------

-------------522————--

522-Normandie Chef du ponte
- liberate the town

522 text
----X---------x----------x--------X---------x-------X--
wAvA- Chef du ponte---x--------X--x----
----X---------x----------x--------X---------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x--------X---------x-------X--

lbBriefing: Chef du ponte-... lp

522----level hints --------x----------X---------x----—

522------Credits-------x--------X---------x-------X-----

Mesh by:Point (normandie colormap) 2560x2560
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X-----------x-------x------X-------—

523-Normandie La Flere - Infantry/Armour
  -Secure the bridge and causeway force the enemy to retreat.

523 text
----X---------x----------x---------X---------x-------X--
wAvA- La Flere ---x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: La Flere ... lp

523----level hints --------x----------X---------x----—

523------Credits-------x--------X---------x-------X-----

Mesh by:Point
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x--------X----
–X---------x---------X------------x-------x------X-------—

524-High Ground
- take hill 192 and destroy enemy gun implacements

----X---------x----------x--------X---------x-------X--
wAvA- High Ground--x-------X--x----
----X---------x----------x-------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: High Ground-... lp

524----level hints --------x----------X---------x----—

524------Credits-------x--------X---------x-------X-----

Mesh by:Point (high ground color map) 1792x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x--------X----
–X---------x---------X------------x-------x------X-------—
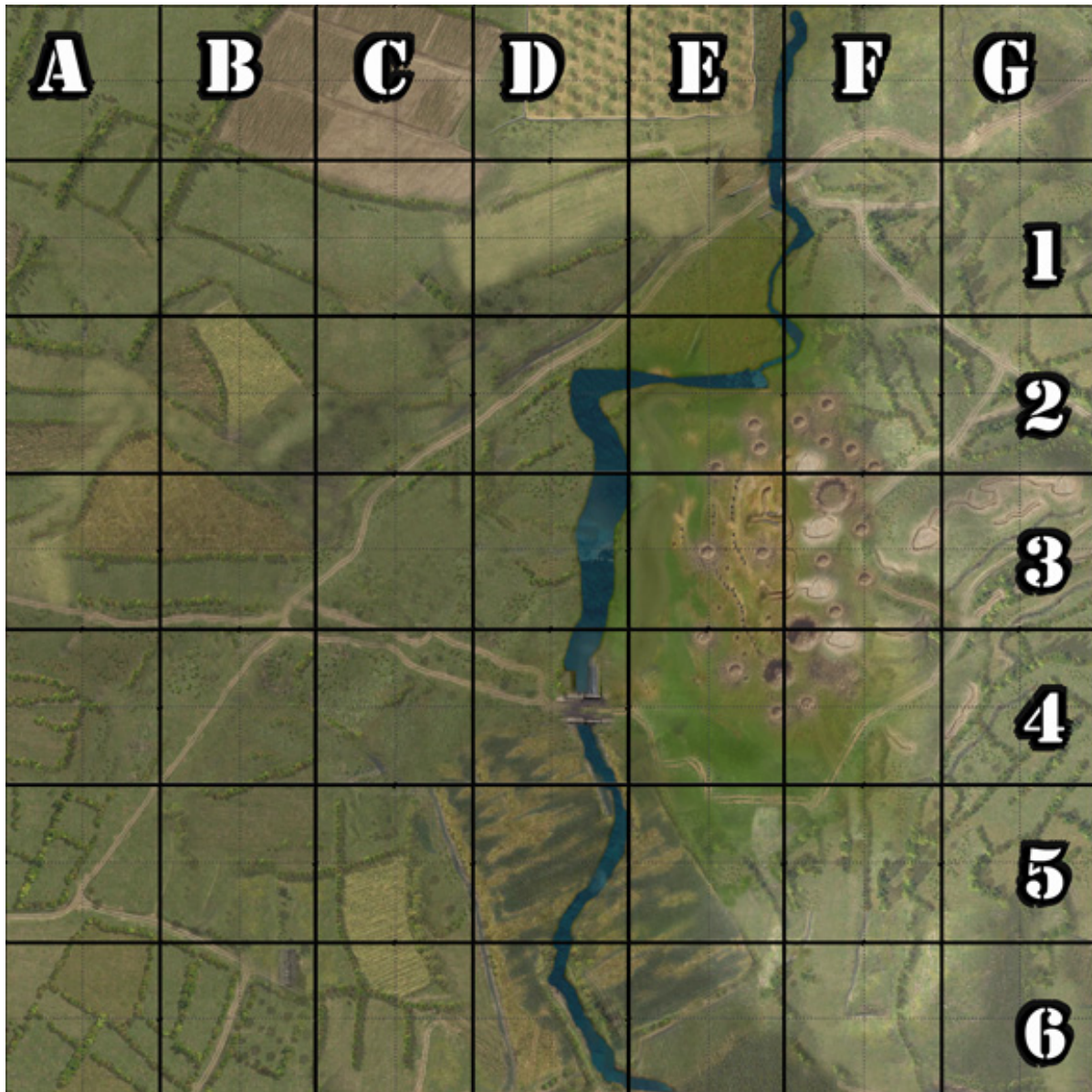
The battle east of the Vire on 11 July opened early in the morning and, unexpectedly enough, with small but severe German attacks at two widely separated points. Within a few hours, it was apparent that these were limited local efforts to rectify defensive lines, and had no connection with *Panzer Lehr*'s major attack beyond the Vire. But for those hours the situation was unclear, and higher command echelons had to figure on the possibility that the enemy was attempting to throw XIX Corps' new effort off balance.

The 1st Battalion of the 115th Infantry received one of the German attacks, described later by Maj. Glover S. Johns, battalion commander, as "beautifully executed and planned." After sending through a patrol to cut wires, the German paratroopers of the *I Battalion 9th Parachute Regiment* laid down a box barrage of mortar and artillery fire (88-mm and 105-mm); then followed the barrage at 50 yards' distance. The 115th's outposts were immediately overrun, and the enemy achieved almost complete surprise. The 1st Battalion was holding a broad front with all three companies in line, and the main enemy effort hit

a gap between A and B Companies.[18] The commander of Company A was stunned by a grenade, the CP was overrun, and two platoons were reported cut off and destroyed. Company B lost some positions, and both units were fighting desperately in small detached groups, with no coordination possible. Major Johns had no reserve, his communications were out, and Regiment (with all three battalions on a front so broad that a gap of 600 yards separated the 1st and 3d Battalions) was equally impotent. For two hours, rear CP's were receiving alarming rumors, heightened as some Germans penetrated to the mortar positions and drove back their personnel. Col. Goodwin Ordway, Jr., commanding the 115th, organized some of the

retreating weapons men as infantry to protect the rear areas. On his left, the 116th Infantry was alarmed by the possibility of a breakthrough in the gap between its units and the 115th and took steps to fill the hole with Company A. Enemy artillery fire ranged into the 116th's assembly areas, causing about 30 casualties.

But the attack did not spread beyond the sector of the 1st Battalion of the 115th, and by dawn the 1st Battalion had weathered the storm. Cut off and apparently surrounded, the remnants of A and B Companies had held their positions; with coordination and direction impossible from higher headquarters, "NCO's and lieutenants, gunners and privates, fought in small groups and won that battle." By 0730 the enemy had given up and retired. The 1st Battalion lost over 100 men; the Germans (reported by a prisoner to be attacking in strength of four companies) lost about the same number. The 1st Battalion, scheduled to jump off at 0600 in the 29th Division's attack, was delayed several hours by the necessity for reorganizing.

This was all that the German attack accomplished. Farther east, in the 2d Division's sector, another local thrust was made the same night by two companies of the *5th Parachute Regiment*, in an effort to improve the enemy lines near Berigny. Supported by artillery, this attack caused some temporary worry, but failed in any way to affect the 2d Division's main effort against Hill 192.

one mile away from the hill, and had launched a drive halted during the next two days by fierce resistance of the *3d Parachute Division*. On 16 June, the 2d Division had tried again, in attack by all three regiments abreast. The 3d Battalion of the 38th Infantry drove the enemy halfway up the forward slope of Hill 192, but was withdrawn when it could not dislodge the Germans from their well dug-in positions. The attacks had cost the 2d Division 1,253 men. Since then, this dominating height had remained a thorn in the flank of First Army's salient toward Caumont. Its tactical importance lay in giving the enemy observation over the whole countryside from the Vire to Caumont, including all approaches to St-Lô, as well as the rear areas of V Corps as far as the beaches. Any successful attack on St-Lô would have to deal with this position. (See Map 10.) During the period 16 June to 11 July, the 2d Division had worked on plans for capture of Hill 192, whenever attack might be ordered. Intensive training in infantry-tank tactics had been carried through and elaborate preparation for artillery and air support had been made. Artillery fire plans were based on numbered grid squares 100 yards to a side, designed to insure coordination of the supporting fires with infantry advance.

A tank-infantry-engineer team was devised for dealing with the hedgerow problem. The teams were trained to advance as a coordinated unit, each hedgerow representing a new line of departure. When the engineers had blown a hole for the tanks to pass through, the tanks would enter the field, fire their 75-mm guns into the

Company E on the right ran into stiff opposition almost immediately, as it tried to reach the small ridge commanding a draw leading up to the hamlet of Cloville. Here was one of the enemy strongpoints, already known as "Kraut Corner," fanatically defended by half a company of Germans who had survived the heavy artillery pounding prior to the attack. The 2d Platoon of Company E tried to work its way up to the first hedgerow in the fields, but was unable to advance because of automatic weapons and mortar fire. The enemy's mortars were registered on the hedgerow lines and blanketed all routes of advance. The 3d Platoon was sent in to give support; a few men succeeded in working their way near enough to the enemy position to throw hand grenades, but got no farther. The defenses of Kraut Corner finally gave way when the 1st Platoon got around the east side of the strongpoint. Scouts streaked along the flanking hedges, supported by BAR's, machine guns of the infantry, light mortars, and the two machine guns on a tank. When eight or ten riflemen penetrated the enemy defense, resistance crumbled, and 15 prisoners were taken. Three paratroopers who still held out were eliminated by a tank dozer which buried them under five feet of dirt.

The 1st Battalion, 38th Infantry, while not quite reaching its objective, had fought a stubborn battle well past the crest of Hill 192. The right flank of the battalion zone was in the area most strongly defended by the enemy, and the advance here was directly over the hilltop.

The attack of the 1st Battalion (Lt. Col. Frank T. Mildren) had been launched at 0620 by Companies A and C. They had to fight their way to the line of departure; the enemy had crept up several hedgerows despite the American artillery preparation and had begun to hit the line of departure with mortar and artillery fire. So strong was the enemy fire that within half an hour all six

American tanks in the first assault wave were disabled or forced to withdraw. The commander of Company A, 741st Tank Battalion then reported to Battalion Headquarters that his tanks were unable to negotiate the high ground and recommended

that they be committed elsewhere. This was approved by the regimental commander and the tank commander set out to look for alternate routes of advance.

The 1st Battalion faced terrain which had been fought over in the early attempts against Hill 192, and which contained a draw constituting a serious initial obstacle. "Purple Heart Draw," as it was called, ran for 750 yards east-west along the battalion front, only 200 to 400 yards from the line of departure. It was deep enough to be almost impassable for tanks, and so well covered by enemy fires as to promise heavy losses for infantry who tried to cross. The 1st Battalion (Lt. Col. John M. Hightower), with Company A on the left and Company C on the right, jumped off at 0600, 300 yards from the LD on the Cloville-St-Georges-d'Elle road.[19] Company A did not meet stiff opposition until it reached Purple Heart Draw. Four tanks, stopped by the steep sides of the draw from moving directly across, lined up 50 yards apart on the north edge to support a frontal assault by the 1st Platoon of Company A. The 1st Platoon met with disaster. The enemy, after holding his fire until the greater part of the platoon had reached the bottom of the draw, then loosed mortar and artillery barrages from weapons previously registered on the draw; additional fire came from automatic weapons emplaced in houses along the road south from St-Georges-d'Elle and from the south bank of the draw. The beleaguered American platoon fought desperately and refused to retire.

-------------525——————--

525- Saint Lo -
 paratroops/Infantry/Armour - capture the town --------

502 text
----X---------x----------x--------X---------x-------X--
wAvA- Saint Lo --x-------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x--------X----------x-------X--

lbBriefing: Saint Lo -... lp

From 5 to 20 July 1944 American invasion forces ran into fierce resistance around the French town of Saint-Lo, an important railway and road communications center in Normandy.

As well as the Heer divisions such as the Panzer Lehr, GIs had to fight the redoubtable paratroopers and Waffen-SS who made them pay a heavy price for each hedgerow and each village they managed to take.

525----level hints --------x----------X---------x----——

----X---------x----------x--------X-----------x--------X----
–X---------x---------X-----------x--------x------X-------—

The 134th Infantry started its attack after P-47's strafed and bombed enemy positions on Hill 122 and after a 15-minute preparation by Division Artillery. Severe enemy opposition was overcome by the weight and determination of the attack. By 2300 Companies A and B, after a gain of more than a mile, had reached the north slopes of Hill 122 and began work on positions for all-round defense against a counterattack. During the day the 92d Chemical Mortar Battalion had fired 7,000 rounds in support of the attack, while 35th Division Artillery had put in its heaviest day so far, firing 11,000 rounds.

On the rest of its front, the 35th Division made little or no gain during 15 July. While the main effort was being put in other sectors, the enemy strongpoint on the nose at le Carillon still held firmly, now forming a sharp salient into the U. S. lines. East of it, the 320th Infantry discovered that the Germans had reinforced some positions with engineer personnel used as infantry. Even with effective support by tank destroyers, the 2d Battalion of the 320th gained only four hedgerows; later it was learned that the enemy had captured a copy of the regimental attack plan. The 137th Infantry was unable to get beyond the Pont-Hebert highway, and lost 117 men during the day's fighting.

The 1st Battalion had to deal with two determined counterattacks. Before the first, the enemy artillery barrage was intense and for two hours the battalion was forced to dig in while undergoing fire on the left flank and left rear. The Germans followed up this fire with an attack by three tanks and an estimated 100 paratroopers, armed with flame throwers. Coming out of their holes, the men of the 1st Battalion fought off this threat. The enemy infantry were never able to get close enough to use the flame throwers, and left the slope strewn with dead as they were driven back.

A second counterattack came along the ridge from Martinville and hit the battalion on the right. Company A, which was holding the road flank, was in a severely decimated condition. Having lost its last officer on the preceding clay, the company was informally commanded on 16 July by 1st Sgt. Harold E. Peterson, who had been placed in charge by survivors of the unit. Regimental Headquarters had sent a lieutenant with some men from Company B to take over Company A, but the officer was new to combat and followed the suggestions of Peterson. The defense of the battalion's right flank thus devolved on Company A when the enemy attacked with machine-gun fire, supported by a tank advancing along the Martinville road blasting at Company A's hedgerow line.

The results of the tank fire were deadly. Raking the hedgerow from one end to the other, it blew out great gaps and caused casualties with every shot. The bazooka team was killed. Other men took over the bazooka and opened fire, but they abandoned the weapon when located by the tank. The entire right of Company A buckled and fell back before the tank fire, and the rest of the company line melted with it. Sergeant Peterson recoiled with the others and aided by S/Sgt.

Page 109

Thomas H. Fried dragged along a wounded man. The company retreated to a hedgerow where the battalion CP was located. Here, under the combined efforts of Peterson, Fried, and a full-blooded Indian, known simply as "Chief," the company rallied. To return to the frontal (that is, north- south) hedgerow meant only further losses. Therefore, the survivors formed a flank behind a lateral hedgerow on the left of their old position. Peterson, with a grenade launcher and some rifle grenades, worked his way up the hedgerow into the next pasture where he was able to obtain a field of fire upon the enemy tank. He registered six direct hits with rifle grenades, forcing the tank to pull out in the direction of Martinville. The Company A survivors returned immediately to their original positions and fire power was built up almost to the extreme right wing of the old line. Peterson placed some of the men to make sure they would spread out enough to cover the flank. Company A, aided by elements of B, had survived the tank assault, but had received 37 casualties. The wounded they evacuated, but taking out the dead meant running an unnecessary risk of further depleting the slender personnel strength. Enemy mortar and artillery fire were hitting the 1st Battalion's position throughout the long summer day.

The 2d Battalion, out in front near la Madeleine, held its isolated position all day, receiving considerable artillery and mortar fire, though not as much as the battalion had experienced back on the Martinville Ridge. The expected counterattack never developed. Confusion on the German side, or lack of communications between the enemy artillery and infantry, was evidenced by many German artillery concentrations on positions which the Americans knew were held by the enemy. The enemy's failure to attack was fortunate for Major Bingham's force, as they had no extra ammunition. The troops had brought food for only two meals; water, fortunately, was provided by two wells. There were 35 wounded, and their care became a serious problem since there were only three aid men at hand. Division Artillery planes dropped blood plasma during the day in an effort to save the wounded, but several men died for lack of expert care. Communication between Bingham's battalion and Division was maintained by a single radio, that of the 111th Field Artillery Battalion; this battalion gave excellent supporting fires.

Disappointed by the results of the day, General Gerhardt issued new orders for attack on 17 July. (See Map 22.) The 115th Infantry was called on to renew its drive toward the nose of high ground north of la Madeleine, commanding the rear of the German positions at Martinville; the 116th was to drive through to the beleaguered 2d Battalion at la Madeleine; the 175th would try again to make progress along the Bayeux highway, past Hill 108. A task force under General Cota was put in readiness to assemble near Couvains on three hours' notice, for completing the occupation of St-L6. General Gerhardt told his regimental leaders that there was a slight shortage of artillery ammunition, and that while there was enough to support good missions, it should be used sparingly. He further directed that bazookas and antitank launchers be kept well forward and that grenades and bayonets be liberally used.

On the Martinville Ridge, the 116th Infantry was to make its assault with the 3d Battalion, while the 1st Battalion continued to hold. Colonel Dwyer notified the commanding officers of headquarters, cannon, and antitank companies to have all their personnel ready to move in the morning, as there was no battalion in reserve, and if an enemy breakthrough occurred every man was to be up on the line with a rifle and "fight like hell." Replacements came in on the night of 16 July, 250 men and 19 officers reporting to the 116th Infantry. The enlisted men were assigned to the 1st Battalion, while the officers were divided between the 1st and 3d Battalions. The 3d Battalion was still considerably under strength, its combat effectives totaling only 420.

The attack of the 3d Battalion was designed not merely to reach and relieve the 2d, but to reinforce it so that the two together could immediately push west into St-Lo. Maj. Thomas D. Howie, com-

24-Doodlebugs Vengence
  - Assault the V-weapons base capture or destroy the rockets and scientists.

502 text
----X---------x----------x--------X---------x-------X--
wAvA- Doodlebugs Vengence --x--------X--x----
----X---------x----------x--------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x--------X----------x-------X--

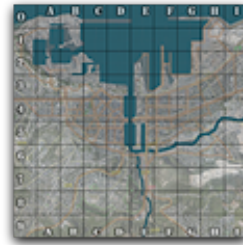lbBriefing: Vengence ... lp

502----level hints --------x----------X---------x----—

502------Credits-------x--------X---------x-------X-----

Mesh by:Point   (nasty business color map) 1792x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho, 7th god, Jinn
Scenery:PoinT,
Source material:

----X---------x----------x--------X-----------x--------X----
–X---------x---------X------------x-------x------X-------–

-------------527—————---

527-Cherburg -/Infantry/Armour
 -Scout and identify enemy positions then attack. -

527 text
----X---------x---------x--------X---------x-------X--
wAvA- Cherburg ---x--------X--x----
----X---------x---------x--------X---------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x---------x--------X---------x-------X--

IbBriefing: Cherburg ... Ip

Following the landings in Normandy, one of the Allies main concerns was how to supply the expanding beachhead. Having
cut off the Cotentin peninsula, General Bradley turned his attentions to the port of Cherbourg, the deep-water port nearest to
the American landing beaches. However, Hitler had given specific orders that the port must be held until the last man. For
over two weeks three divisions battled for the ring of forts surrounding the town and only after heavy casualties was the port
taken. It was, however, too late, the Germans had reduced the docks to ruins.

527----level hints --------x----------X---------x----—

527------Credits-------x--------X---------x-------X-----

Mesh by:Point   (cherburg color maps) 1792x1792
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
Models:Point, Carlinho,
Scenery:PoinT,
Source material:

------------528--

----X---------x---------x-------X----------x-------X----
–X---------x--------X-----------x-------x------X-------—

528a-fury's Heroes -
Liberate the gold and works of art from the enemy.
  heroes

528 text
----X---------x----------x--------X---------x------X--
wAvA- fury's Heroes--x--------X--x----
----X---------x----------x-------X----------x-------X--

|b Souls blight… |p

|i When darkness wakes all must rise from slumber.…p

----X---------x----------x-------X----------x-------X--

lbBriefing: fury's Heroes... lp

528----level hints --------x----------X---------x----——

528------Credits-------x--------X---------x-------X-----

Mesh by:Point   (dayofthetiger colormap) 2048x2048
Script by: Point/FURY ix
wAvA units by PoinT.
Detail textures:PoinT/JonGod
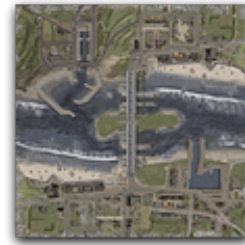Models:Point, Carlinho,
Scenery:PoinT,
Source material:

----X---------x----------x-------X-----------x-------X----
–X---------x---------X-----------x-------x------X-------—

530- Bridge of the fallen

-------------530——

529-Ednzone

---Multiplayer Maps
502 S2 Nasty Business
516 S2 Carentan
506 S2 OmahaBeach
521 S2 Rumeil
524 S2 Normandie
529 S2 Ednzone
530 S2 Bridge of the fallen

--------------------------------wAvA-Overlord-Maps----------The End ------------------------------------
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Bonus Maps
---Operation North Wind

001-NorthWind
002-Chilled to the bone
003-Cold feet   --------(still need to make this map)--------
004-Till Death Takes Hold
---Operation Market Garden
0001-A Question of Bridges   --------(still need to make this map)--------
0002-Thunder Clap Surprise   --------(still need to make this map)--------
0003-A BridgeToo Far   --------(still need to make this map)--------

Entrenched S2
Fields of Battle S2

Maps
Test Map = TASTEofWARFARE
TOW-01
---Prelude Maps
00a- Blitzkrieg- Retreat and survive the enemy onslaught
00b- Wolfpack- infiltrate the enemy submarine base and steal enemy code books and decoder   (adapt from popes map)
00c- shipyard - Destroy the enemy mine layers at there dock (adapt from fury's shipyard map)
00d- Tunisia - attack the enemy encampment (adapt from fury's desert map)
00e- Determined -Join the resistance in a night attack (adapt fromfury's night map)

Bonus Maps
---Operation North Wind
001-NorthWind
002-Chilled to the bone
003-Cold feet --------(still need to make this map)--------
004-Till Death Takes Hold
---Operation Market Garden
0001-A Question of Bridges --------(still need to make this map)--------
0002-Thunder Clap Surprise --------(still need to make this map)--------
0003-A BridgeToo Far --------(still need to make this map)--------

---Multiplayer Maps
Entrenched
Fields of Battle
Reconed
Carentan
OmahaBeach
Rumeil
Normandie

A NEW WORLD OF GAMING   news 6/06/01

INSPIRED BY: HISTORY ,BUNGIE & WW2 -Titans Unit Plug In- Craig Goodman - Santa's Head #CP#Z
helped along by Charlies Point, Civil War Reloaded, AHX, SF2, AVA, Project Magma, Udogz, and all that has
come before.

TURRET -ARMY- ON LINE GAMING ORDER
        Http//:
        Contact: PoinT at   Pointsg@gmail.com

PROPOSED and In The Works MAPS

(@*WarFare Tagset+)

intro and veteran building maps:

00-Blitzkrieg   -germans vet-   ---->1792x1792
00-Sicily   ----> +defends 2048x2816
00-Anzio -   ----> +defends 2048x2816
00-Montecasino-survive the day   ---->@ defends 2304x2304
00- night patrol   ---->1792x1792

00- wolf pack
- Enter the sub base and destroy as much as you can.
to expedite setup and scripts use only a few map sizes

1792x1792
2048x2048
2304x2304
2560x2560
2048x2816

2560x1792

2304x1536

additional muiltiplayer maps:

00-Ridges   ---->1792x1792
00-devils island   ---->1792x1792
Tasis
Pork chop hill

OPERATION NORTH WIND (proposed)

the preceeding maps are produced by *Turret ARMY-ÅLpHa ©ompany Map Makers+
Point,LANE, Klomptom, & others.

Beta Testers early on THE NOT SO DIRTY DOZEN current volunteers being accepted..

Defenders script ---->1792x1792
Attackers script ----> +defends 2048x2816

Multi-script ---->@ defends 2304x2304

 Uniform map size...
alamo/rubercy 1526x2048
pt du hoc   2048x2816   ----> +defends 2048x2816
omaha beach 2304x1536   ----> +defends 2048x2816

day of the tiger 1280x1280 ---->1792x1792
blitzkrieg 1536x1536   ---->1792x1792
devils island 1792x1792 x
pch 1792x1792 x
Rally point 1792x1536 ---->1792x1792
highground 1536x1280 ----> +defends 2048x2816
spearfield 2048x1280 ----> +defends 2048x2816
ryans bridge 2560x1792 ----> +defends 2048x2816 take town then hold

Unit maps set up.... trading slots first 15 slots only
8 ut posions per team...

1- 01 infantry
2- 02
3- 04
4- 05
5- 12 50 cal   14 mortor
6- 26 supply   17-artillery
7- 07 sniper
8- 14 mortor   22-medium tank

arty set.
9 13 AT bazooka
10 17 artillery
11 21 light tank
12 22 medium tank
13 23-heavy tank
14 24-tank destroyer
15 28 gun crew

the rest based on difficulty
03
06
08
09
10
11
15
16
18
19
20
25
27
29
30
31
32

AB alternate
1- 01 infantry
2- 02
3- 04
4- 05
5- 12 50 cal
6- 26 supply
7- 07 sniper
8- 14 mortor

9 13 AT bazooka
10 17 artillery
11 21 light tank
12 22 medium tank
13 23-heavy tank
14 24-tank destroyer
15 28 gun crew