

# WB3 Europe Terrain Maps and Target Plans v3.1.3

Originally developed by Glars, milosh and myself, (bader), have updated the maps and plans to take into account the new small camps and other information we have wanted to plan attack and defensive strategies.

We hope the information is correct, if you find errors or have suggestions as to how we can improve them, please contact bader, Glars has acted in an advisory capacity only and doesn't want to be disturbed, please respect that request.

The target plans have a couple of new features, namely:

targets are numbered although the numbers do not reflect any priority, simply easier to identify and plan an attack.



It seems the minimum requirement are the hangars and ACK guns, field artillery didn't effect capture or closure. However, these parameters can be reset by WBIII as can re-build times which now vary between 5 - 15 minutes. Keep the INTEL channel open! (Channel 112)

## Target requirement for capture

1 x 20mm AA guns  
2 x .50 cal AA guns  
1 x 40 mm AA gun  
1 x Artillery

1 x 88 mm AA artillery  
1 x weapon (Field artillery)

Note:

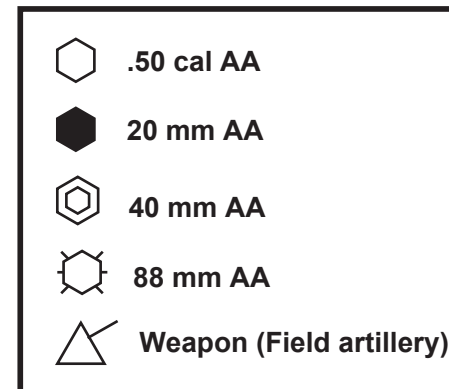
Compass orientation is made by the side of the field numbers at the bottom. So far all field types are orientated in the same direction.

## Field numbers:



Gun types are keyed and their effective killing ranges will be given soon, both vertical (AA) and horizontal, (tank busting)

## Defensive Gun Emplacements



## Rebuild times

Once a target is destroyed, it will rebuild in 5 - 15 minutes. Intelligence information is available on radio channel 112 and will show in light blue text.

## Printing

Select "print to fit" for an A4 page

## Position information

There are now two European maps, the original with field elevations and the new one with a 3-figure position reference like this: **5.2.3**. The first two numbers are the main grid squares, the third, grey figure provides greater accuracy.

Use the on-line or printed version to give as accurate a position as required. Each main grid square has a two digit reference, (0,0, 0,1, etc). The lower right hand grid square shows further divisions based on the number pad on a computer keyboard. So for example if you were at F44, your position could be 3,1,7 or even 3,1,7,6 for greater accuracy.

## Disclaimer

All information is believed correct. However, the organisers and developers of War Birds III are continually evolving the game and its components. If you find any errors in the information or have suggestions as to how we can further enhance the maps and plans, feel free to contact me at:

[philip@tpbbdo.com.cy](mailto:philip@tpbbdo.com.cy)

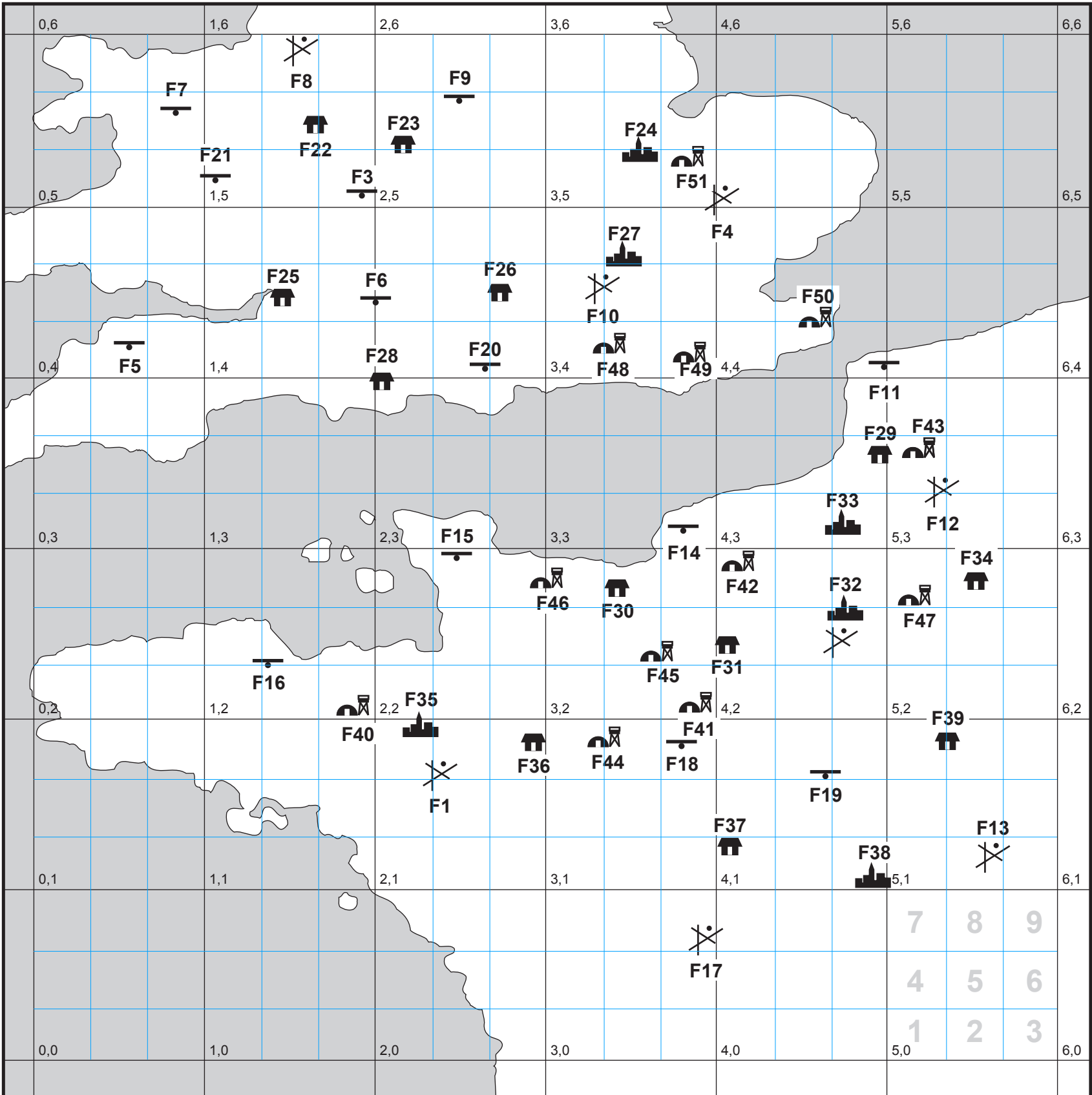
developed by BADER & MILOSH

# Arena WB3 Europe



## FIELD LOCATIONS - 3 figure

F1	F2	F3	F4
2.1.5	4.2.6	1.5.3	4.5.1
F5	F6	F7	F8
0.4.2	1.4.6	0.5.6	1.5.8
F9	F10	F11	F12
2.5.5	3.4.4	4.4.3	5.3.4
F13	F14	F15	F16
5.1.2	3.3.3	2.2.8	1.2.5
F17	F18	F19	F20
3.0.9	3.1.9	4.1.8	2.4.2
F21	F22	F23	F24
1.5.1	1.5.5	2.5.4	3.5.2
F25	F26	F27	F28
1.4.5	2.4.6	3.4.8	2.3.7
F29	F30	F31	F32
4.3.6	3.2.8	4.2.4	4.2.9
F33	F34	F35	F36
4.3.3	5.2.8	2.1.7	2.1.9
F37	F38	F39	F40
4.1.1	4.1.3	5.1.7	1.2.3
F41	F42	F43	F44
3.2.3	4.2.7	5.3.4	3.1.8
F45	F46	F47	F48
3.2.5	3.2.8	5.2.7	3.4.2
F49	F50	F51	
3.4.3	4.4.3	3.5.3	

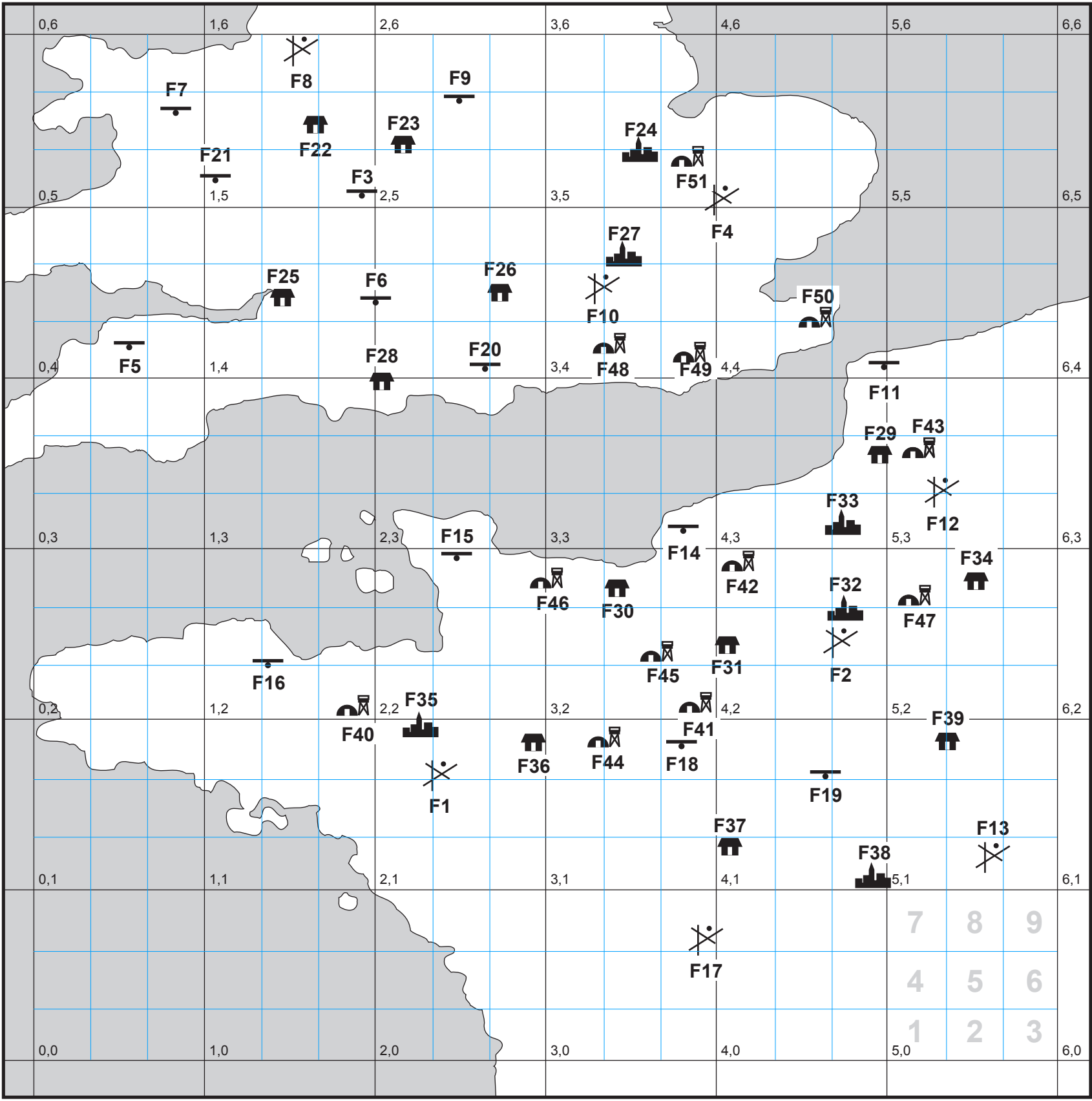


# Arena WB3 Europe

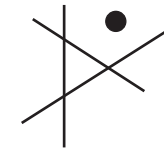


## Elevation ft - m

F1	F2	F3	F4
520-160	1150-340	660-200	720-220
F5	F6	F7	F8
680-210	680-210	2100-640	140-50
F9	F10	F11	F12
700-220	290-80	140-50	450-50
F13	F14	F15	F16
1410-420	1010-300	350-110	1090-320
F17	F18	F19	F20
1050-320	560-170	970-280	220-60
F21	F22	F23	F24
2400-730	470-140	1260-370	280-80
F25	F26	F27	F28
160-50	710-220	700-215	290-80
F29	F30	F31	F32
500-160	190-60	1960-590	1100-320
F33	F34	F35	F36
1230-360	540-170	310-90	810-240
F37	F38	F39	F40
960-280	1300-380	1083-329	871-264
F41	F42	F43	F44
648-197	1155-351	657-199	720-219
F45	F46	F47	F48
515-156	1155-352	715-217	692-211
F49	F50	F51	
708-216	704-214	257-78	



# Large Airfield WB3 Europe








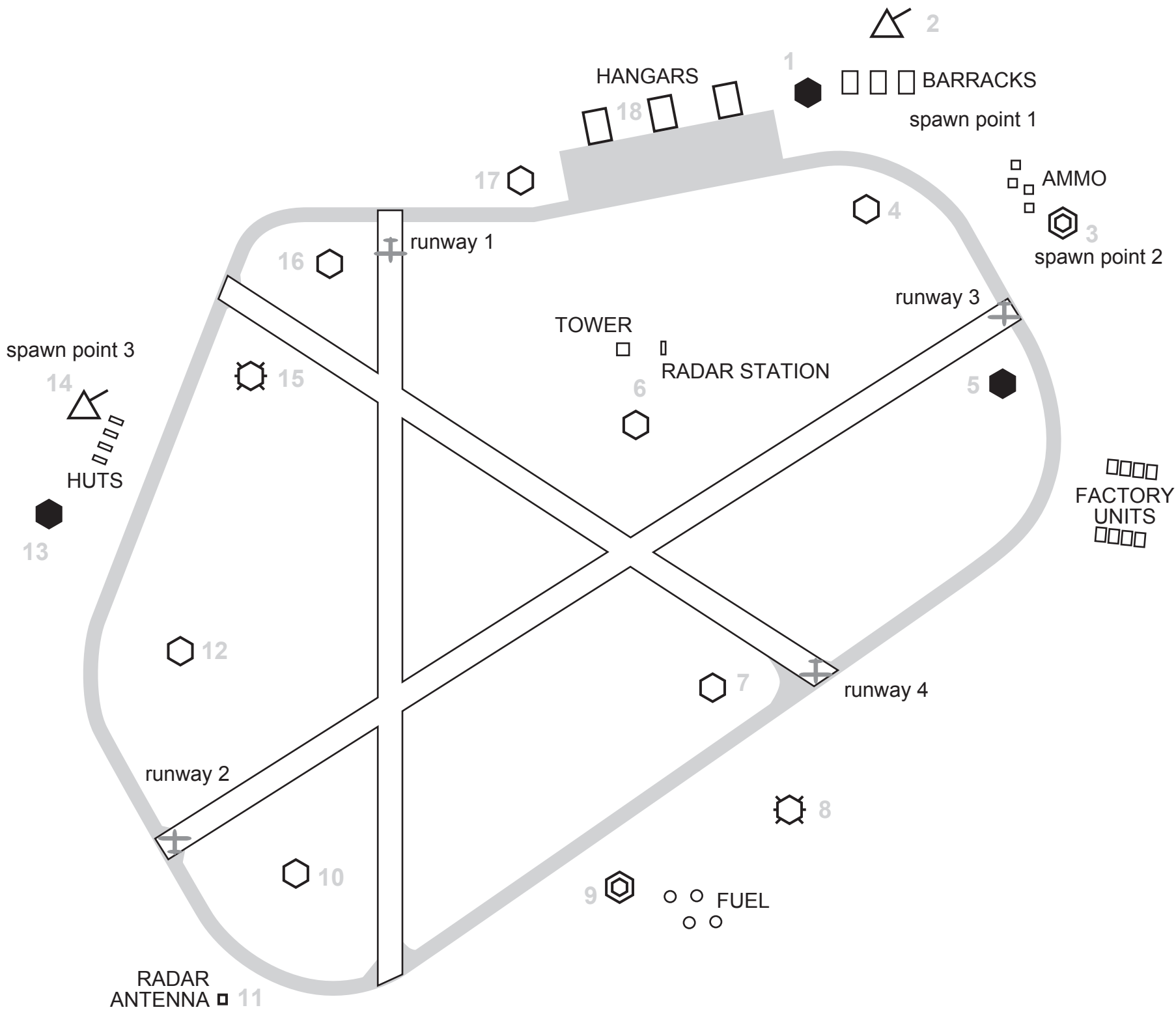
## Target requirement for capture

- 3 x 20 mm AA guns
- 2 x 40 mm AA guns
- 7 x .50 cal AA guns
- 2 x 88 mm AA artillery
- 2 x Weapon (Field artillery)
- Radar antenna
- Radar station
- 3 x Hangars

Note:  
Spawn points for GVs is ".runway (#)"  
command

## Defensive Gun Emplacements

-  .50 cal AA
-  20 mm AA
-  40 mm AA
-  88 mm AA
-  Field Artillery



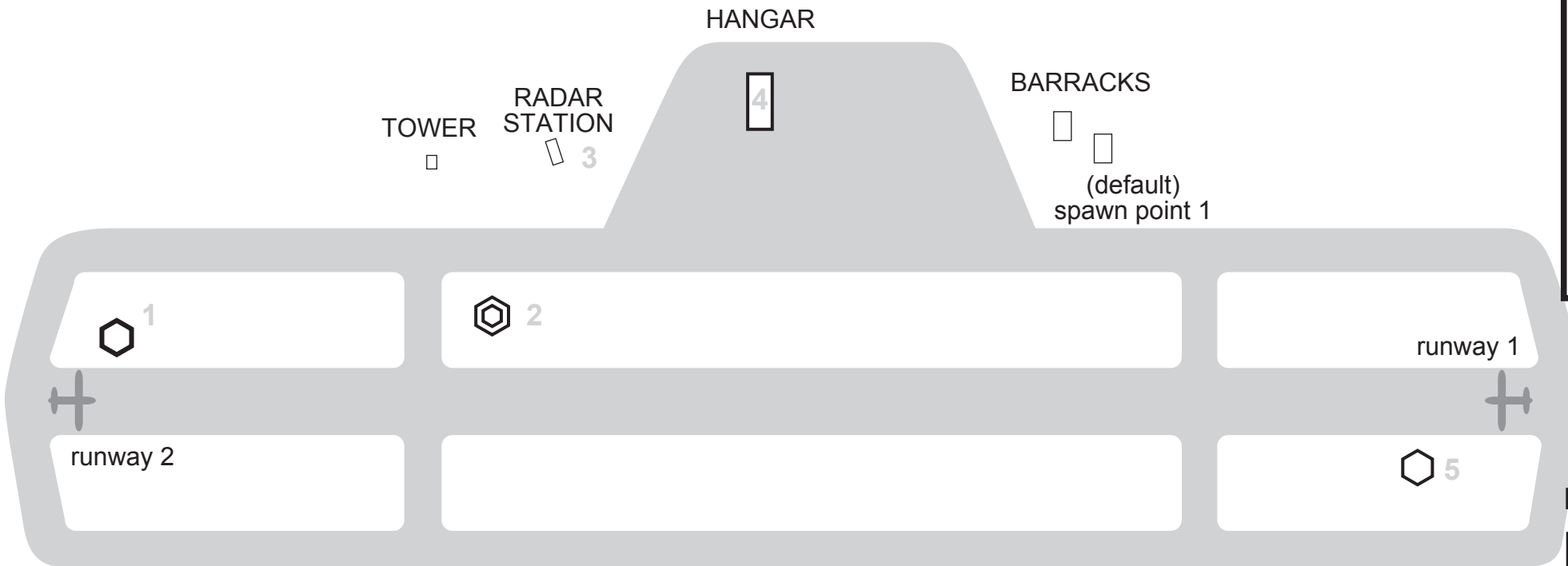
↑ 1 2 4 8 10 12 13 17

# Small Airfield WB3 Europe

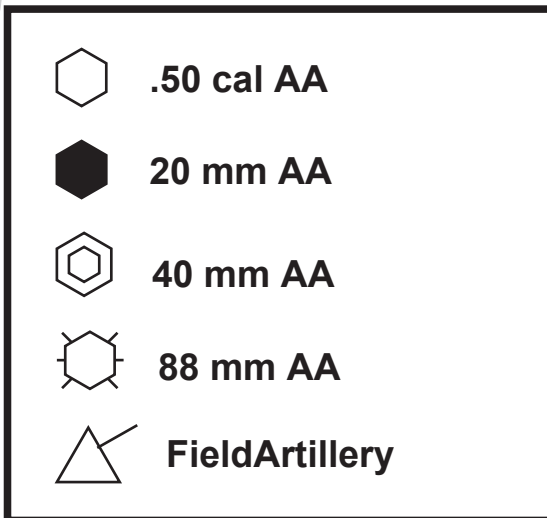
## Target requirement for capture

1 x 20mm AA guns  
 3 x .50 cal AA guns  
 1 x 40 mm AA guns  
 1 x weapon (Field artillery)  
 Radar antenna  
 Radar station  
 1 x Hangars

Note:  
 Spawn points for GVs is ".runway (#)"  
 command



## Defensive Gun Emplacements



↑ 3 5 6 7 9 11 14 15 16 18 19 20 21

# Town

## WB3 Europe



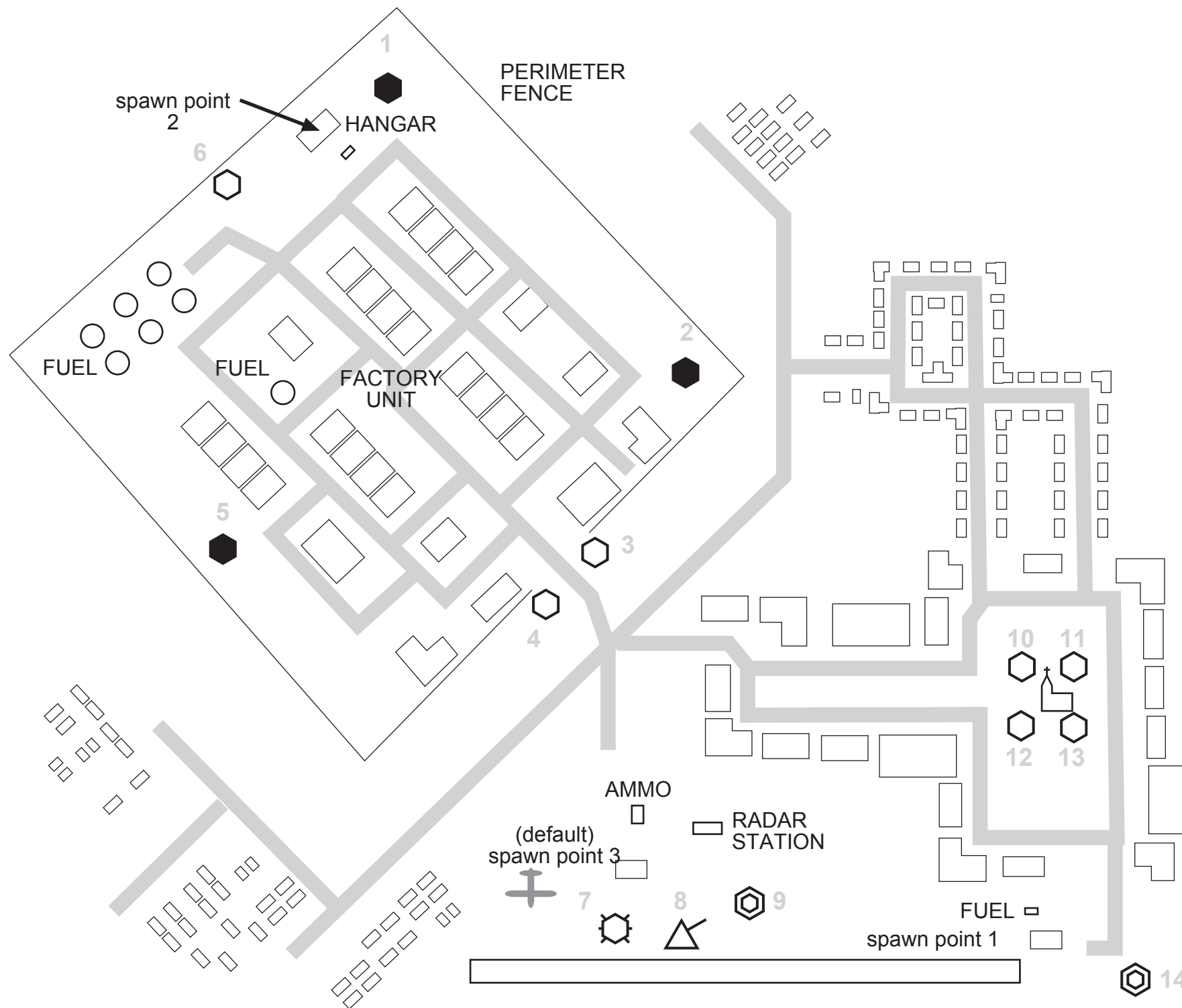
### Target requirement for capture

- 3 x 20mm AA guns
- 7 x .50 cal AA guns
- 1 x 88 mm AA artillery
- 1 x weapon (Field artillery)
- Radar station
- 1 X hangars

Note:  
Spawn points for GVs is ".runway (#)"  
command

### Defensive Gun Emplacements

	.50 cal AA
	20 mm AA
	40 mm AA
	88 mm AA
	Field Artillery



↑ 24 27 32 33 35

# Village

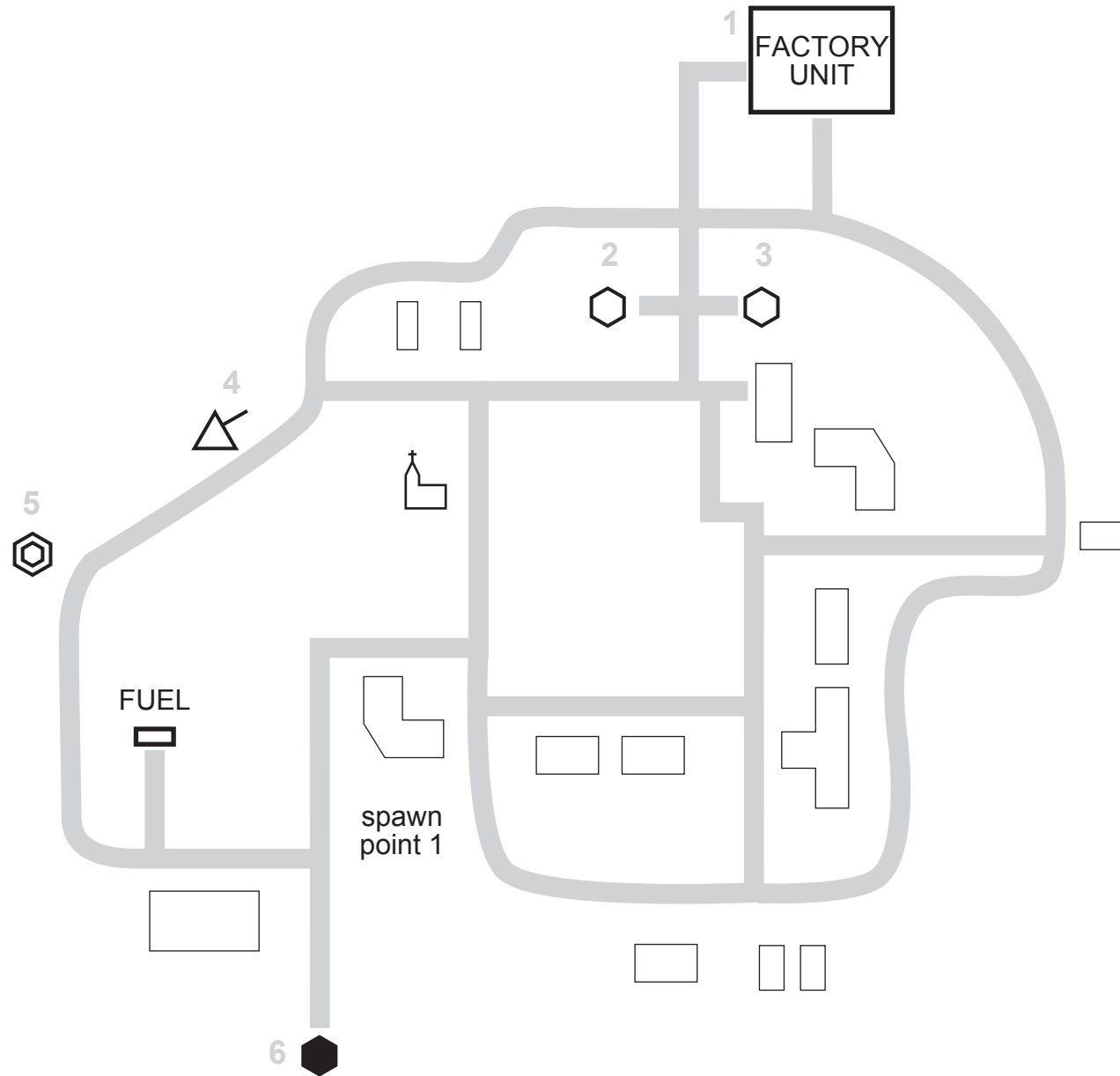
## WB3 Europe Terrain








### Target requirement for capture

1 x 20mm AA guns  
 2 x .50 cal AA guns  
 1 x 40 mm AA gun  
 1 x weapon (Field artillery)  
 Factory

Note:  
 Spawn points for GVs is ".runway (#)"  
 command



### Defensive Gun Emplacements

-  .50 cal AA
-  20 mm AA
-  40 mm AA
-  88 mm AA
-  Field Artillery

↑ 22 25 26 28 29 30 31 34 36 37 38 39

# Camp

## WB3 Europe Terrain








### Target requirement for capture

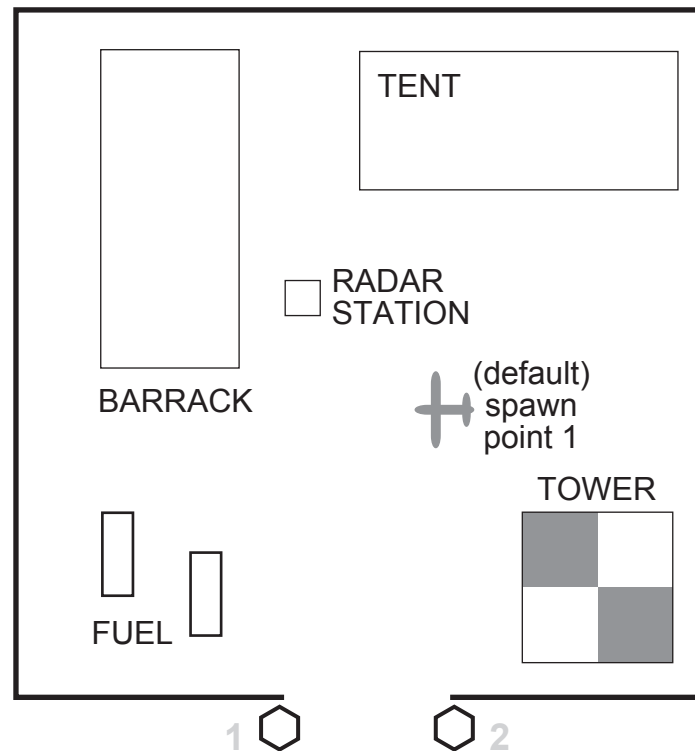
2 x .50 cal AA guns  
(radar station)

Note:  
Spawn points for GVs is ".runway (#)"  
command. Only GVs can spawn at  
camps, default direction shown by AC  
symbol

### Defensive Gun Emplacements

-  .50 cal AA
-  20 mm AA
-  40 mm AA
-  88 mm AA
-  Field Artillery

### PERIMETER FENCE



### Field numbers:

↑ 40 41 42 43 44 45 46 47 48 49 50 51