



WarBirds Mediterranean Map

Terrain file = wbmedr1.trn MaxOverlays Map rev 2.0

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maxoverlays.warbirds.org

THIS DOCUMENT IS TOP SECRET AND
MUST NOT FALL INTO ENEMY HANDS.
IF FORCED DOWN IN HOSTILE TERRITORY DESTROY
IMMEDIATELY BY FIRE OR INGESTION.

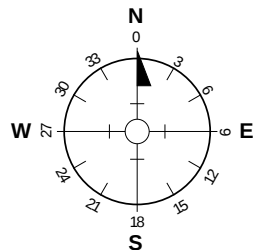
Field - Elev. (ft / m)

F1 (L)	-	670/210
F2 (M)	-	1670/510
F3 (M)	-	540/160
F4 (S)	-	190/60
F5 (S)	-	1040/310
F6 (L)	-	420/120
F7 (M)	-	670/200
F8 (S)	-	140/50
F9 (M)	-	2060/620
F10 (L)	-	1540/470
F11 (S)	-	1090/320
F12 (M)	-	1090/320
F13 (L)	-	2060/620
F14 (S)	-	250/80
F15 (S)	-	2340/720
F16 (S)	-	1090/320
F17 (M)	-	920/280
F18 (M)	-	1360/410
F19 (S)	-	280/90
F20 (S)	-	420/120
F21 (C)	-	75/25*

* Carrier

City - Elev. (ft / m)

SE	-	670/210
SW	-	1670/510
NW	-	540/160
NE	-	190/60



7	8	9
4	5	6
1	2	3

"Keypad" reference
within each 20 mile
grid square

Grid Coordinates =
(Longitude, Latitude)

Position Coordinates =
(Lon, Lat, Keypad)
example: (3,4,2)

■ Port ■ City ■ HQ

✈ Main (Large) - Bomber Field

✈ Medium (Medium) - Fgt/Bmb Field

✈ Forward (Small) - Fighter Field

⬢ Mountain - Elevation in feet
(subject to verification)

