

# Arena NAT2 Terrain

 Zeppelin Airfield

 Type 1 Airfield

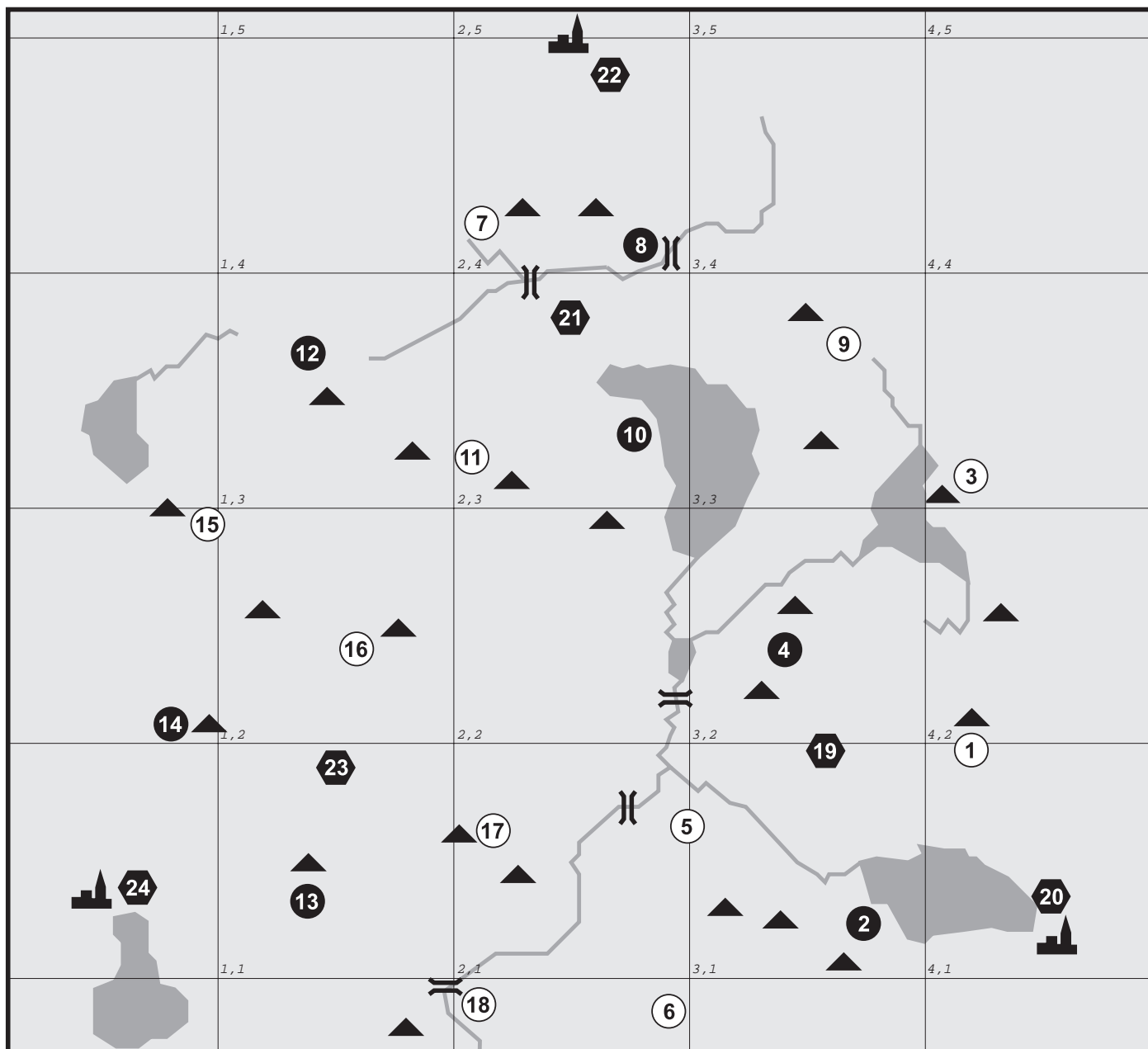
 Type 2 Airfield

 Artillery Site

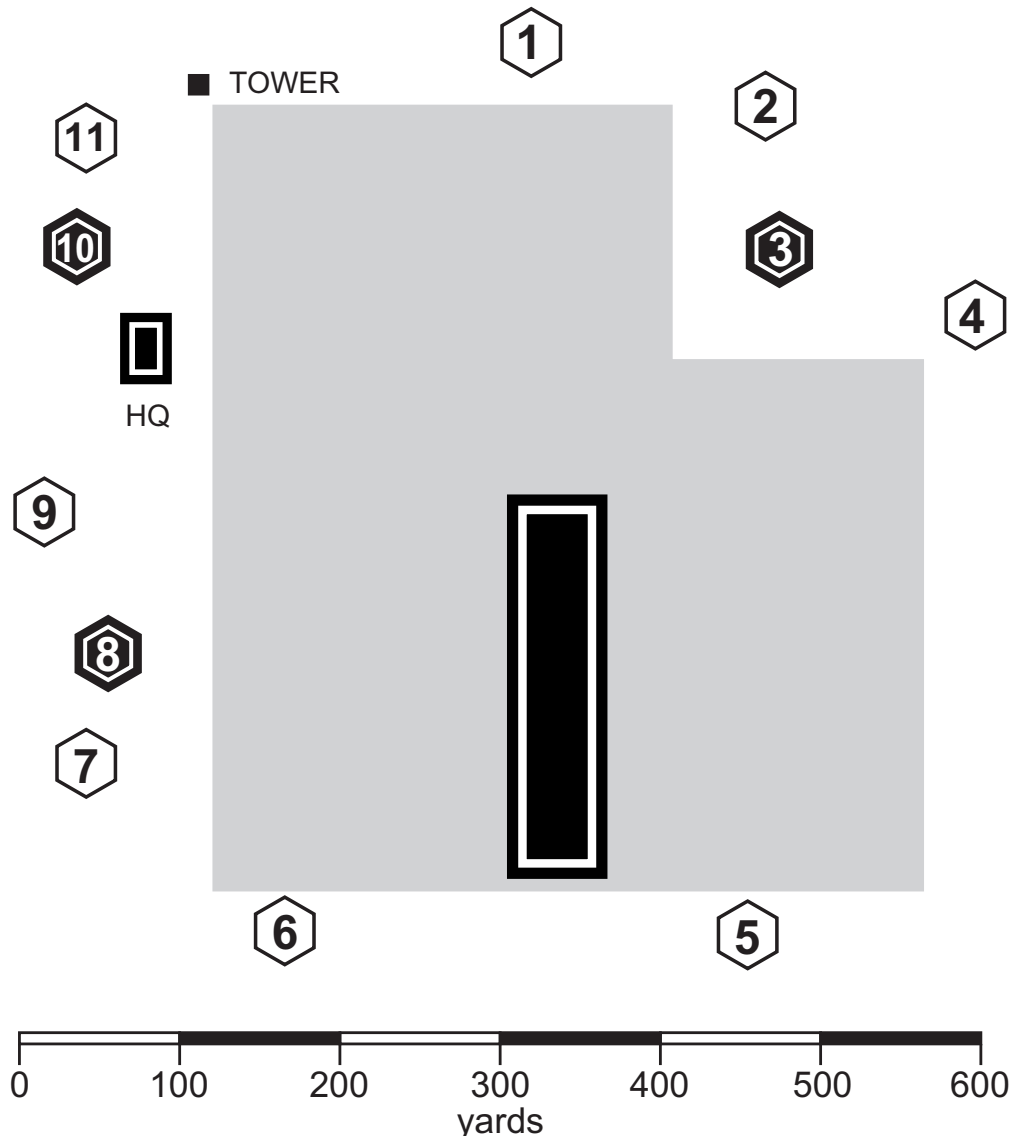
 Town  
(See Other Notes)

 Bridge  
(See Other Notes)

**GlarsMAPS**



# Zeppelin Airfield NAT2 Terrain



 30cal MG

 75mm Artillery

 Close Field  
(Roof AND walls  
of hangar)

 Other Target


# Type 1 Airfield

## NAT2 Terrain

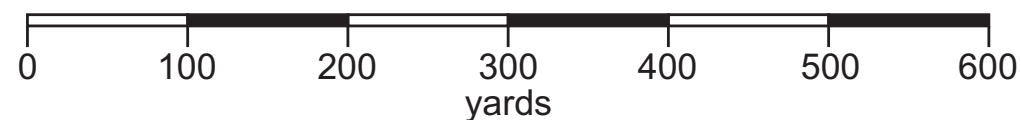
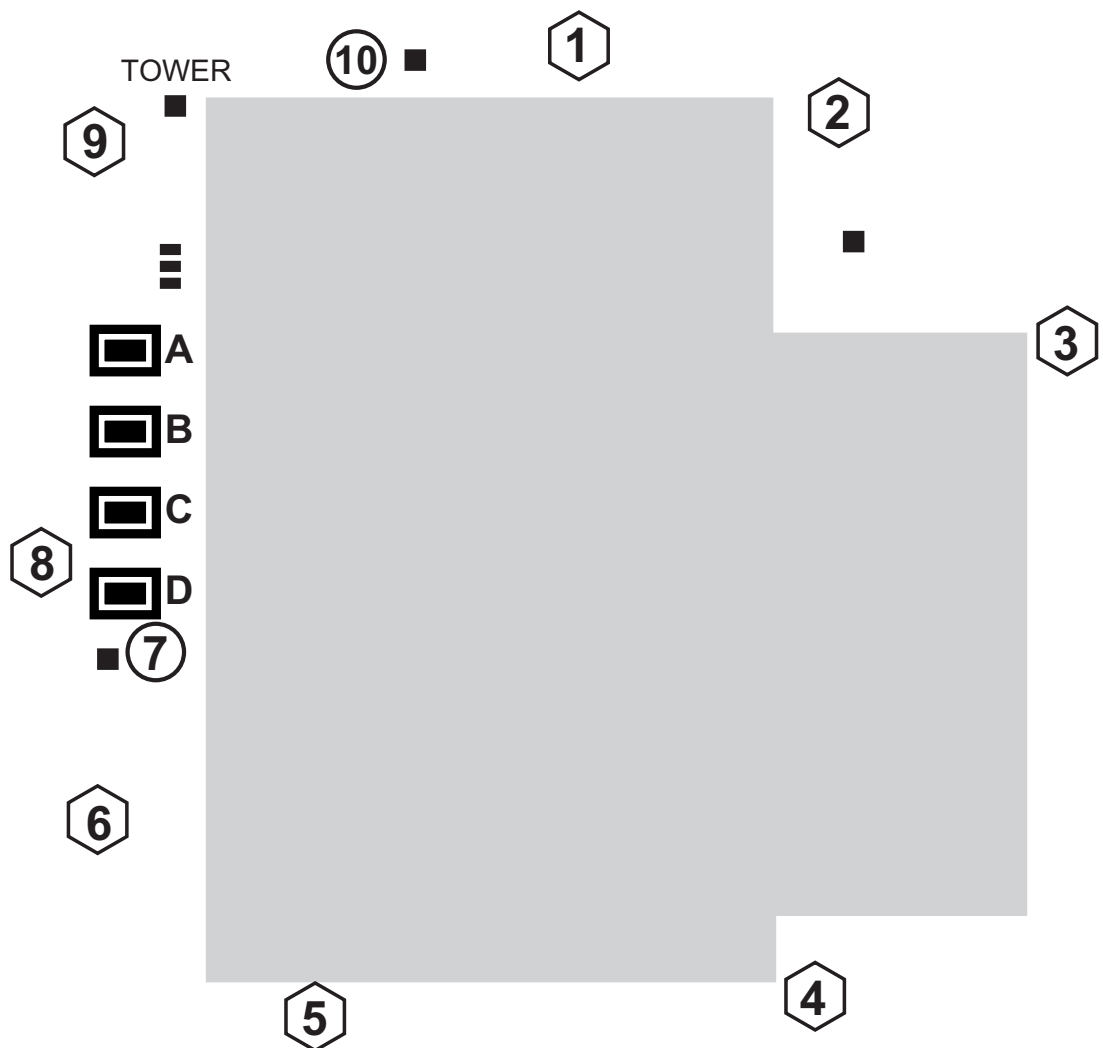
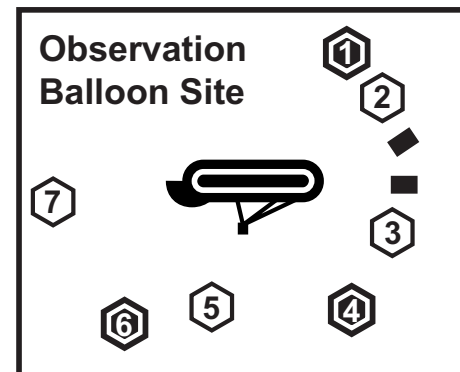
 30 cal Infantry

 30cal MG

 75mm Artillery

 Close Field  
(No balloon 1, 7)

 Other Target

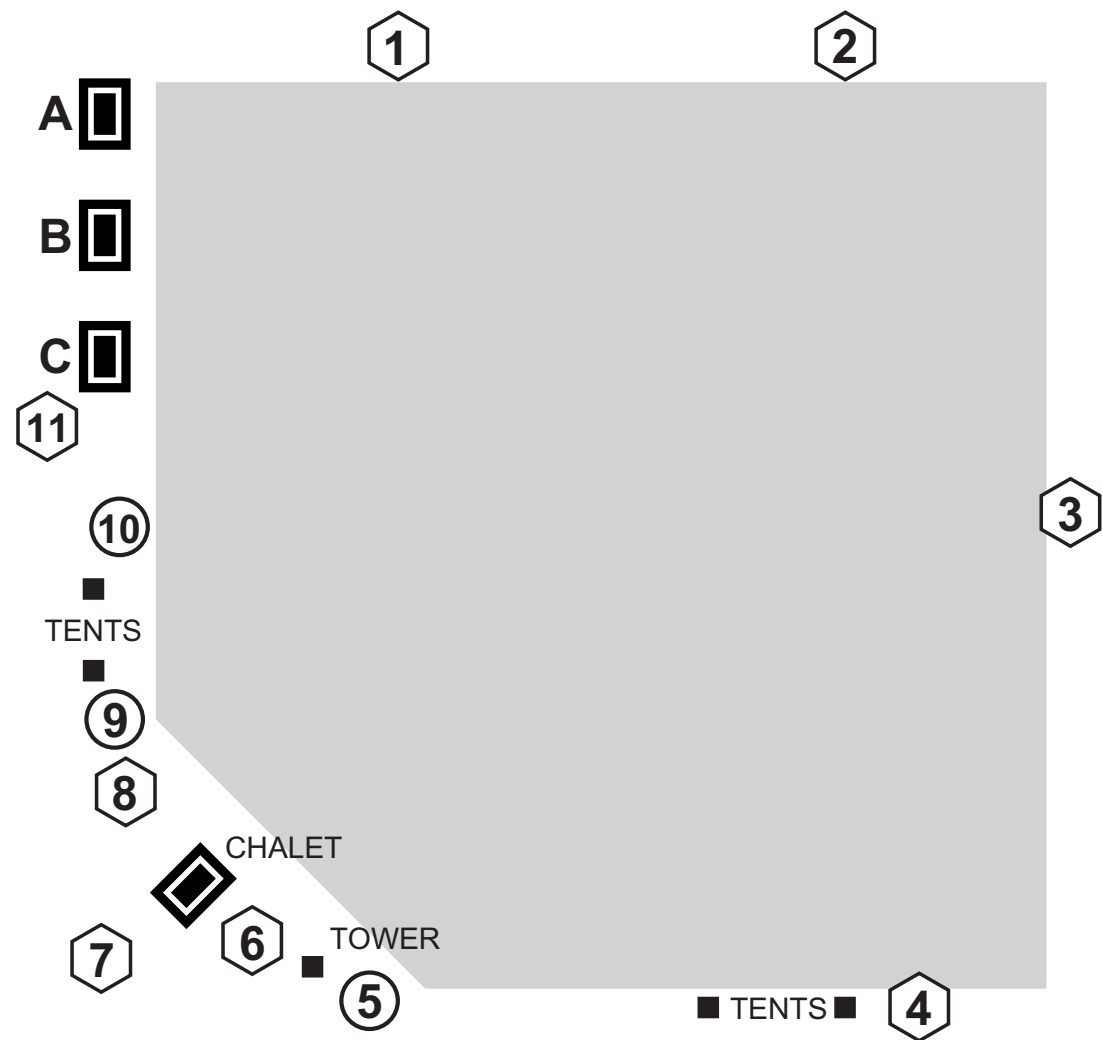
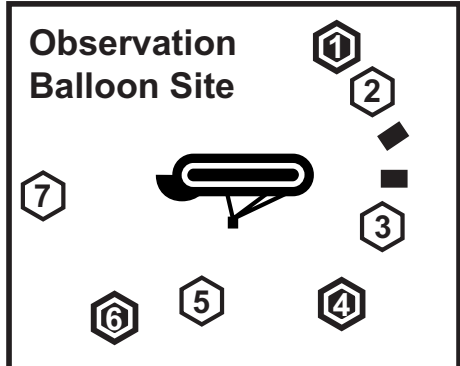


1 3 5 6 7 9 11 15 16 17 18

# Type 2 Airfield

## NAT2 Terrain

-  30 cal Infantry
-  30cal MG
-  75mm Artillery
-  Close Field  
(No balloon 2, 8, 13, 14)
-  Other Target



0 100 200 300 400 500 600  
yards

2 4 8 10 12 13 14

**Approximate bearing to airfield's observation balloon  
(No balloons at zeppelin airfields)**

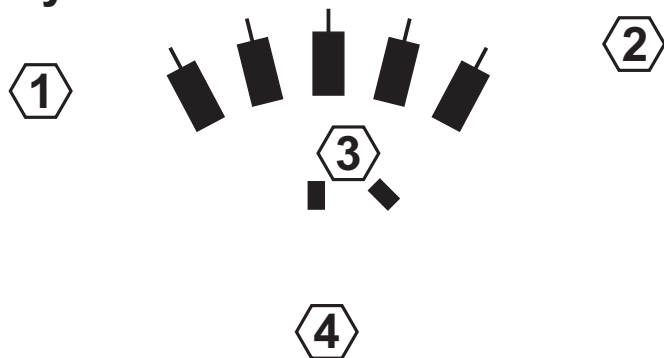
|                         |                         |                |               |             |             |
|-------------------------|-------------------------|----------------|---------------|-------------|-------------|
| <b>1</b><br>No balloon  | <b>2</b><br>No balloon  | <b>3</b><br>↓  | <b>4</b><br>↘ | <b>5</b> →  | <b>6</b> ↗  |
| <b>7</b><br>No balloon  | <b>8</b><br>No balloon  | ↙ <b>9</b>     | ↙ <b>10</b>   | <b>11</b> ↗ | <b>12</b> ↗ |
| <b>13</b><br>No balloon | <b>14</b><br>No balloon | <b>15</b><br>↓ | ↙ <b>16</b>   | ↙ <b>17</b> | ↖ <b>18</b> |

# Other Notes

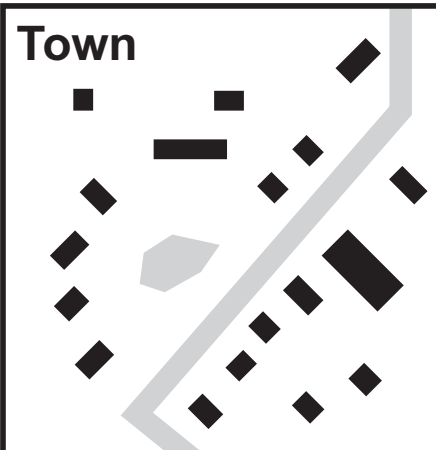
## NAT2 Terrain



### Artillery Site



### Town



Destruction of a bridge or a target in a town results in an extension of the rebuild time at all that country's airfields.