


Map Data Sheet

Map Title: **Belconnen Mall**
 Source: **Aerial photography from <http://www.actmap.act.gov.au>**
 Filename: **D:\personal\HeavyMetal\Map\Maps\Belconnen Mall 2.hmx**
 Notes:

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Tarmac					Vehicles gain 1 MP	0102, 0103, 0104, 0105, 0106, 0107, 0108, 0111, 0112, 0202, 0203, 0204, 0205, 0206, 0207, 0208, 0209, 0210, 0211, 0212, 0213, 0214, 0302, 0303, 0304, 0305, 0306, 0307, 0308, 0309, 0310, 0311, 0313, 0314, 0315, 0316, 0317, 0402, 0403, 0404, 0405, 0406, 0407, 0408, 0409, 0410, 0411, 0412, 0413, 0414, 0415, 0416, 0417, 0503, 0504, 0505, 0513, 0514, 0515, 0516, 0517, 0614, 0615, 0616, 0617, 0715, 0716, 0717, 0903, 1002, 1103, 1104, 1105, 1202, 1203, 1204, 1512, 1513, 1514, 1603, 1604, 1612, 1613, 1614
	Woods, Light		2	+1	+1	3 Light Woods block LOS	0101, 0107, 0108, 0201, 0202, 0205, 0208, 0214, 0215, 0301, 0306, 0310, 0311, 0401, 0402, 0403, 0404, 0411, 0414, 0601, 0902, 1001, 1114, 1201, 1216, 1407, 1408, 1409, 1501, 1509, 1601, 1607, 1608
	Woods, Heavy		2	+2	+2	2 Heavy Woods block LOS	0901
	Building L2 Vert Class: Light	15	2	+1	-4		1215
	Building H1 Diag Class: Heavy	90	1	+3	-4	+2 PS on enter/leave to avoid damage	1508
	Water Depth 1 Class: Heavy Capacity: 90 tons	90		+1	+1	Partial cover +1 to-hit, -1 PS Roll req'd to prevent fall at half damage	1101, 1301
	Road, Urban					Vehicles gain 1 MP	0102, 0107, 0108, 0109, 0112, 0113, 0114, 0115, 0201, 0209, 0210, 0215, 0216, 0217, 0302, 0311, 0312, 0401, 0412, 0501, 0502, 0503, 0504, 0513, 0601, 0613, 0702, 0714, 0801, 0802, 0803, 0814, 0902, 0914, 1001, 1014, 1102, 1105, 1114, 1201, 1205, 1214, 1302, 1303, 1304, 1305, 1306, 1307, 1308, 1309, 1310, 1311, 1312, 1313, 1314, 1315, 1316, 1317, 1401, 1402, 1403, 1404, 1405, 1406, 1407, 1408, 1409, 1410, 1411, 1412, 1413, 1414, 1415, 1416, 1417, 1502, 1507, 1515, 1601, 1606, 1614
	Building, Green Roof Class: Light	15	3	+1	-4		0505, 0506, 0605, 0606, 0705, 0706, 0805, 0806, 0811, 0812, 0905, 0906, 0911, 0912, 0913, 1005, 1006, 1010, 1011, 1106, 1111, 1112, 1210, 1211
	Building, Tan Roof Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	0116, 0117, 0815, 0816, 0915, 0916, 0917, 1015, 1016, 1115
	Building, Gray Class: Hardened	120	2	+4	-4	+5 PS on enter/leave to avoid damage	0503, 0504, 0505, 0603, 0604, 0605, 0703, 0704, 0705, 0803, 0804, 0805, 0903, 0904, 0905, 0912, 0913, 1003, 1004, 1005, 1011, 1012, 1013, 1103, 1104, 1105, 1112, 1113, 1211, 1212
	Building, Green Roof Class: Light	15	3	+1	-4		0506, 0507, 0508, 0509, 0510, 0511, 0512, 0606, 0607, 0608, 0609, 0610, 0611, 0706, 0707, 0708, 0709, 0710, 0711, 0712, 0713, 0806, 0807, 0808, 0809, 0810, 0811, 0812, 0906, 0907, 0908, 0909, 0910, 0911, 1006, 1007, 1008, 1009, 1010, 1106, 1107, 1108, 1109, 1110, 1111, 1206, 1207, 1208, 1209, 1210
	Building, Brown Roof Class: Heavy	90	2	+3	-4	+2 PS on enter/leave to avoid damage	1503, 1504, 1505, 1506, 1602, 1605
	Building, Red Roof Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	1510, 1511, 1516, 1517, 1610, 1615, 1616, 1617

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Bridge Class: Medium Capacity: 40 tons	40			-4		0413, 0513, 0612