

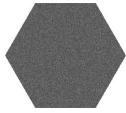

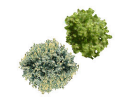
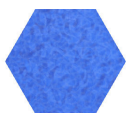
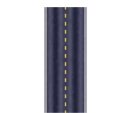
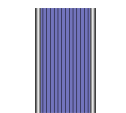

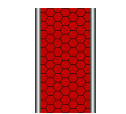

## Map Data Sheet

Map Title:

Source:

Filename: D:\personal\HeavyMetal\Map\Maps\NLA 2.hmx

Notes:

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Tarmac					Vehicles gain 1 MP	0112, 0409, 0410, 0510, 0511, 0610, 0711, 0712, 0713, 0811, 0812, 0813, 0912, 0913, 0914, 1012, 1013, 1213, 1214, 1312, 1314, 1315, 1411, 1510, 1511, 1512, 1609, 1610, 1611, 1612
	Sand			+1		+1 Piloting. +1 MP for vehicles & infantry.	1305, 1405, 1506, 1606
	Woods, Light		2	+1	+1	3 Light Woods block LOS	0102, 0108, 0112, 0113, 0114, 0115, 0202, 0212, 0213, 0302, 0309, 0310, 0311, 0312, 0313, 0402, 0407, 0408, 0411, 0412, 0413, 0503, 0507, 0512, 0513, 0514, 0602, 0605, 0606, 0612, 0613, 0614, 0703, 0705, 0714, 0715, 0804, 0805, 0814, 0815, 0816, 0903, 0905, 0906, 0915, 0916, 0917, 1003, 1014, 1112, 1114, 1203, 1204, 1205, 1210, 1215, 1216, 1304, 1306, 1309, 1311, 1404, 1408, 1409, 1412, 1507, 1508, 1509, 1513, 1605, 1607, 1613
	Water Depth 1			+1	+1	Partial cover +1 to-hit, -1 PS Roll req'd to prevent fall at half damage	0101, 0201, 0301, 0401, 0501, 0502, 0601, 0701, 0702, 0801, 0802, 0901, 0902, 1001, 1002, 1101, 1102, 1201, 1202, 1301, 1302, 1303, 1401, 1402, 1403, 1501, 1502, 1503, 1504, 1601, 1602, 1603, 1604
	Road, Urban					Vehicles gain 1 MP	0104, 0110, 0114, 0115, 0116, 0117, 0204, 0205, 0206, 0207, 0208, 0209, 0210, 0211, 0212, 0213, 0311, 0312, 0412, 0512, 0513, 0610, 0611, 0613, 0714, 0814, 0817, 0915, 0916, 0917, 1011, 1012, 1015, 1110, 1111, 1113, 1114, 1115, 1116, 1117, 1209, 1212, 1213, 1217, 1310, 1311, 1312, 1313, 1410, 1413, 1509, 1510, 1514, 1517, 1608, 1614, 1616
	Building, Blue Roof Class: Light	15	2	+1	-4		0315, 0316, 0414, 0415, 0416, 0515, 0516, 0517, 0615, 0616, 0617, 0716, 0717
	Building, Gray Class: Hardened	120	1	+4	-4	+5 PS on enter/leave to avoid damage	0509, 0607, 0608, 0609, 0706, 0707, 0708, 0709, 0710, 0806, 0807, 0808, 0809, 0810, 0907, 0908, 0909, 0910, 0911, 1007, 1008, 1009, 1010, 1108, 1109
	Building, Red Roof Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	1016, 1017, 1316, 1414, 1415, 1416, 1515, 1516, 1615
	Building, Brown Roof Class: Heavy	90	3	+3	-4	+2 PS on enter/leave to avoid damage	0608, 0708, 0709, 0807, 0808, 0809, 0908, 0909, 0910, 1008, 1009