

Map Data Sheet


Map Title: **Demo Map for HeavyMetal Map**



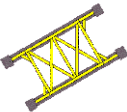


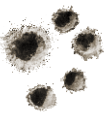







Source: **Designed by Rick Raisley**

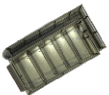
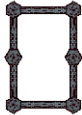

Filename: **D:\HMHMap\Maps\Testing\Demo Map 3.hmx**

Notes: **A really cluttered map, but one that shows lots of sample graphics.**

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Concrete, Irregular					Vehicles gain 1 MP	1211, 1212, 1213, 1311, 1312, 1313, 1314, 1410, 1411, 1412, 1413, 1414, 1511, 1512, 1513, 1514, 1610, 1611, 1612, 1613
	Woods, Light		2	+1	+1	3 Light Woods block LOS	0101, 0111, 0114, 0116, 0316, 0406, 0414, 0615, 0717, 1010, 1101, 1110, 1111, 1201, 1209, 1308, 1407, 1507, 1510, 1607
	Woods, Extra-Heavy		3	+3	+3	Extra Heavy Woods block LOS	0102, 1310, 1409, 1608
	Bridge Class: Medium Capacity: 40 tons	40			-4		0103
	Woods, Heavy		2	+2	+2	2 Heavy Woods block LOS	0105, 0201, 0215, 0315, 0507, 0511, 0515, 0609, 0613, 0616, 0715, 0801, 0813, 1210, 1309, 1408, 1504, 1508, 1509
	Woods, Light, Winter		2	+1	+1	3 Light Woods block LOS	0109, 0212, 0308, 0313, 0408, 0413, 0612, 0701, 1406
	Woods, Heavy, Winter		2	+2	+2	2 Heavy Woods block LOS	0110, 0113, 0208, 0209, 0403, 0409, 0512, 0513
	Rough			+1			0207
	Bridge Class: Medium Capacity: 40 tons	40			-4		0303
	Woods, Extra-Heavy, Winter		3	+3	+3	Extra Heavy Woods block LOS	0309, 0601
	Rough			+1			0310

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Rough			+1			0509, 1307
	R & D Center Class: Heavy	90	3	+3	-4	+2 PS on enter/leave to avoid damage	0602
	Building, Blue A Class: Heavy	90	2	+3	-4	+2 PS on enter/leave to avoid damage	0705
	Refinery Class: Medium	50	2	+2	-4	+1 PS on enter/leave to avoid damage	0803
	Dome, Hex, Gold Class: Light	15	2	+1	-4		1003
	River Depth 1			+1	+1	Partial cover +1 to-hit, -1 PS Roll req'd to prevent fall at half damage	0103, 0104, 0106, 0107, 0202, 0204, 0205, 0206, 0303, 0401, 0402
	River, Wide Depth 1			+1	+1	Partial cover +1 to-hit, -1 PS Roll req'd to prevent fall at half damage	1204, 1303, 1304, 1305, 1401, 1402, 1501, 1502
	Wall Class: Heavy	90	2	+3	-4	+2 PS on enter/leave to avoid damage	0709, 0809, 0910, 1009, 1108, 1109
	Building, Gray Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	0807, 0808, 0907, 0908, 0909, 1007, 1008
	Highway					Vehicles gain 1 MP	0901, 0902
	Pavement					Vehicles gain 1 MP	1005, 1006, 1105, 1106, 1107, 1205, 1206, 1306, 1403, 1404, 1405, 1503, 1505, 1602, 1604
	Road, Urban					Vehicles gain 1 MP	0103, 0203, 0304, 0404, 0501, 0502, 0503, 0504, 0505, 0605, 0706, 0805, 0905, 1004, 1017, 1104, 1117, 1202, 1203, 1216, 1217, 1301, 1302, 1316, 1317, 1415, 1416, 1515, 1516, 1614, 1615
	Tunnel					Vehicles gain 1 MP	0306, 0307, 0308, 0309, 0310, 0311, 0312, 0412, 0513, 0613, 0714, 0814

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Building, Red Roof Class: Medium	40	4	+2	-4	+1 PS on enter/leave to avoid damage	0607, 0707, 0806, 0807, 0906, 0907, 1005, 1006
	Building, Red Roof Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	0608, 0708, 0709, 0808, 1007, 1107, 1108, 1206, 1207
	Bridge Frame Class: Medium Capacity: 40 tons	40			-4		0103, 0304
	Industrial Tower, Old Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	0603
	Tanks, Horizontal Class: Light	15	1	+1	-4		0604
	Bomb-Arty Craters			+1			0702
	Bomb-Arty Craters			+1			0703
	Industrial Tower, New Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	0802
	Gun Turret Class: Hardened	120	1	+4	-4	+5 PS on enter/leave to avoid damage	0904
	Dome, Silver Class: Light	15	2	+1	-4		0908
	Gun Turret Class: Hardened	120	1	+4	-4	+5 PS on enter/leave to avoid damage	1001
	AA Gun B Class: Heavy	90	1	+3	-4	+2 PS on enter/leave to avoid damage	1102
	Brass Tanks Class: Light	15	2	+1	-4		1103

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Dust Collector Class: Medium	40	2	+2	-4	+1 PS on enter/leave to avoid damage	1211
	Wall Class: Medium	50	2	+2	-4	+1 PS on enter/leave to avoid damage	0603, 0604, 0703, 0705, 0802, 0804, 0903, 0904, 1001, 1002, 1003, 1102, 1103
	DropShip, Union				-4		1412