Target List

Urban Area: Provides workers that combine with electric power plants to make everything below function. If one were to destroy all urban areas and electric power plants on the map, nothing else would work. Suppose there are 100 total Urban Areas/Electric Power Plants on the map. If 50% of them were destroyed, then all production of shields and fuel below would be cut by 50%. Restored by building the three “happiness” city improvements (temple, coliseum, cathedral renamed).

Electric Power Plant: See urban description above. Restored by building the three “trade” city improvements (marketplace, bank, stock exchange renamed).

Synthetic Fuel Refinery: One of two units (along with oil refineries) that produce “fuel” (which is a counter in this scenario). Will create a fuel train that will deliver fuel to oil storage tanks. Total HP of all synthetic fuel refineries and oil refineries taken into consideration to see how much fuel is produced. When destroyed on a turn, will regenerate 1-3 turns later at same spot, with sliver of health which will need to be restored over time.

Oil Refinery: See synthetic fuel refinery above.

Fuel Storage: Holds the fuel that refineries produce. There are multiple oil storage tanks in each region. Each region has a counter of the total fuel available in it. This is deducted by conducting operations with aircraft in that region. If there is not enough fuel available in the region, operations are severely curtailed (units will have their MP cut in half).

Rubber Factory: One of four prime resource factories (along with steel, aluminum, and ball bearings) that impact production values/costs. Total hitpoints of all such units is taken into consideration. For example, if there are 1000 total hitpoints of these units and only 750 have health, than the cost of building every item (train as well as aircraft) would be increased by 25%.

Steel Factory: See rubber factory.

Aluminum Factory: See rubber factory.

Ball Bearings Factory: See rubber factory.

Engine Factory: Two functions. First, it directly impacts the extent of shields available to a city. Restored by building a production city improvement (factory, power plant, manufacturing plant renamed). Scenario will start without every city having all of these available, but they can be invested in. The second function is that engine factories + aircraft factories determine how fast aircraft heal/restore hitpoints. More of these will allow aircraft to heal quicker. Note, because these are buildable in the scenario, it’s actually possible to get aircraft to heal in 1 turn eventually if you build enough of these and they aren’t destroyed.

Aircraft Factory: See engine factory.

Avionics Factory: see engine factory.

Armaments Factory: Impacts how quickly anti-air units heal and are replaced when they are destroyed.



Port Facility: Many trains originate here, especially in England, though Germany has a few as well. Destroying them destroys a source of “free” trains that aren’t produced by a city.

Convoy Route: Affects how many “free” trains show up in the port facilities above. Based on hitpoints of the convoy routes.

Railyards: Destroying these creates breaks in the rail line system that trains can’t pass, preventing them from bringing fuel or supplies from one location to another.

Freight Train: Built in cities with production (shields). The game will automatically move them along supply routes to airfields where they can be disbanded to build aircraft.

Fuel Train: Is built at oil and synthetic fuel refineries and will travel to oil storage tanks in various regions automatically.

U-Boat Pens: Impacts the number of free trains the Allies receive from their ports. Very tough target. Total impact is based on hitpoints of the targets, so if there was 100 hitpoints total and 50 of them were remaining, the Allies would get 50% more trains at their ports on any given turn.

V-Weapon Site: Impacts cost of special German fighters (basically anything with a jet engine or any other sort of wunderwaffen).

