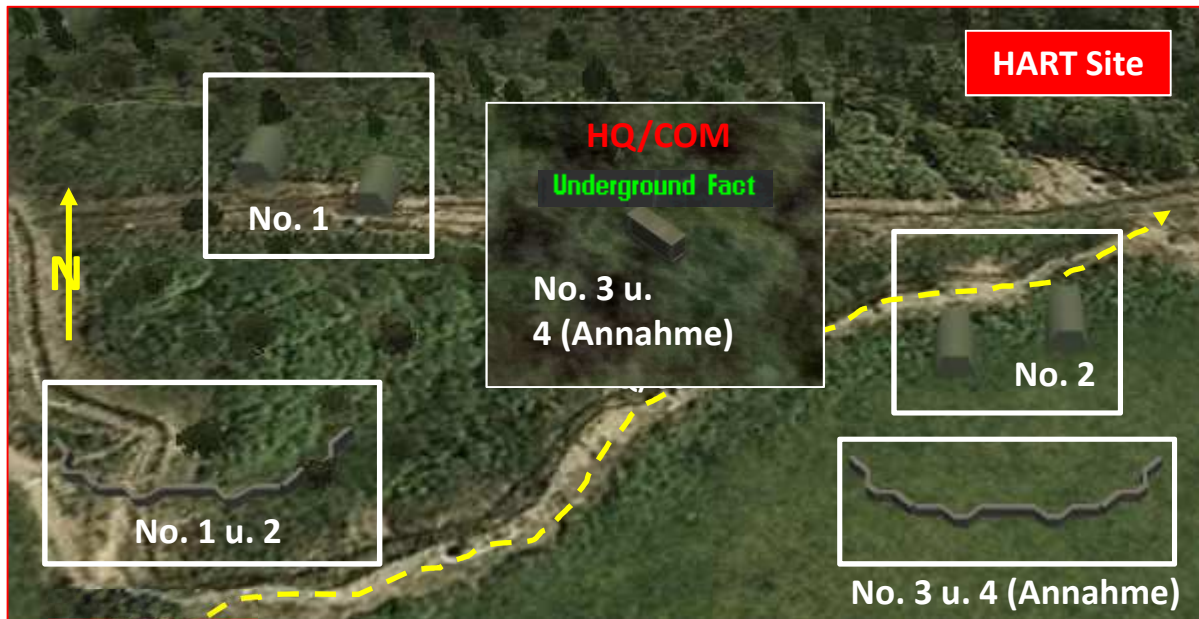


Target-Assignment

„1st run“

- No. 1 = westl. Bunkeranlagen
- No. 2 = östl. Bunkeranlagen
- No. 3+4 = Underground Fact (HQ, Com)

anschl. „Out“



- Bunker
- Bunker
- Bunker
- Bunker
- Hardened Bunker
- Hardened Bunker
- Hardened Bunker
- Hardened Bunker
- Hardened Bunker
- Hardened Bunker
- Underground Fact

Zielzuweisung

„2nd run“

- No. 1+2 = Hardened Bunker West
- No. 3+4 = Hardened Bunker East

Angriffskoordination

Time= passing line „Entrance/Exit“

1. Welle: Flight **Lobo1, Python1**
 In (WP4): 0522 - 0523LT
 TOT (WP5): **0525LT**
 Target: Bunker/Underground HQ

Anschl. „Out“ (WP6) after 10 min

2. Welle: Flight **Panther1, Serpent1**
 IN (WP4): 0535LT
 TOT (WP5): **0538LT**
 Target: Bunker/Underground HQ

Anschl. „Out“ (WP6) after 10 min

3. Welle: Flight **Lobo1, Python1**
 In (WP4): **0548LT**
 Out (WP5): + 10 min
 Target: Hardened Bunker

4. Welle: Flight **Lobo1, Python1**
 In: call Lobo1
 Out: + 10 min
 Target: Hardened Bunker

