**Freeze-Tag Locations #2**(mohdm1, mohdm2, mohdm3, mohdm4, mohdm6, mohdm7, obj\_team1, obj\_team3)

(obj/stlo, obj/renan, dm/fortwreck, dm/morocco, obj/deepmine, mp\_brest\_dm, mp\_verschneit\_dm, mp\_stadt\_dm)

As the guide is mostly designated towards V2 the following Freeze-Tag locations won’t be as detailed as the Locations Guide for V2 (obj\_team2). None the less I will list the abbreviations (tags) from the locations and the meaning of them. Maybe in the future I will get them more detailed, but frankly there are not many people who play freeze-tag in DM/TDM.

***Tip: Use the compass to identify locations, as many locations are identified by North/East/South/West.***

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| **Map: Southern France (dm/mohdm1)** | |
| **Tag** | **Full Location Name** |
| OC | Center Sector |
| NE | Northeast Building |
| SEC | Southeast Building Cellar |
| SE0 | Southeast Building Ground Floor |
| SE1 | Southeast Building First Floor |
| ONE | Northeast Sector |
| BE | East Bridge |
| C0 | Center Building Ground Floor |
| C1 | Center Building First Floor |
| NW | Northwest Building |
| NWS | Northwest Stone House |
| BS | South Bridge |
| PS | South Path |
| PN | North Path |
| OW | West Sector |
| OE | East Sector |
| OSE | Southeast Sector |
| ONW | Northwest Sector |

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| **Map: Destroyed Village (dm/mohdm2)** | |
| **Tag** | **Full Location Name** |
| ERR | Error (Off the map! Bug!) |
| CHT | Church Tower |
| CH | Church |
| CHB | Church Back |
| CNE0 | Center Building Northeast Ground Floor |
| CNE1 | Center Building Northeast First Floor |
| CSE0 | Center Building Southeast Ground Floor |
| CSE1 | Center Building Southeast First Floor |
| CSW0 | Center Building Southwest Ground Floor |
| CSW1 | Center Building Southwest First Floor |
| CNW0 | Center Building Northwest Ground Floor |
| CNW1 | Center Building Northwest First Floor |
| CNW2 | Center Building Northwest Second Floor |
| B | Barn |
| S0 | South Building Ground Floor |
| S1 | South Building First Floor |
| S2 | South Building Second Floor |
| E0 | East Building Ground Floor |
| ER | East Building Ruins |
| WR | West Building Ruins |
| NR | North Ruins |
| OC | Center Sector |
| ON | North Sector |
| ONE | Northeast Sector |
| OE | East Sector |
| OSE | Southeast Sector |
| OS | South Sector |
| OSW | Southwest Sector |
| OW | West Sector |
| ONW | Northwest Sector |

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| **Map: Remagen (dm/mohdm3)** | |
| **Tag** | **Full Location Name** |
| OC | Center Sector |
| P0 | Pub Ground Floor |
| P1 | Pub First Floor |
| L | Library |
| M0 | Manor Ground Floor |
| M1 | Manor First Floor |
| MF | Manor Front |
| GE | Gallery Entry |
| GL | Gallery Lounge |
| GS | Gallery Stairs |
| GD | Gallery Dining |
| GB | Gallery Balcony |
| CT | Clock Tower |
| SG | South Gate |
| OS | South Sector |
| PF | Pub Front |
| CW | Covered Walkway |
| ON | North Sector |
| LF | Library Front |
| OE | East Sector |
| PB | Pub Balcony |

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| **Map: The Crossroads (dm/mohdm4)** | |
| **Tag** | **Full Location Name** |
| ERR | Error (Off the map! Bug!) |
| WS | West Sniper House |
| WB | West Bridge |
| S | Stone House |
| R0 | Rug House Ground Floor |
| R1 | Rug House First Floor |
| H0 | Hotel Ground Floor |
| H1 | Hotel First Floor |
| H2 | Hotel Second Floor |
| HS0 | Hotel Stairs Ground Floor |
| HS1 | Hotel Stairs First Floor |
| HS2 | Hotel Stairs Second Floor |
| HC | Hotel Courtyard |
| CH | Church |
| SEW | Sewer |
| ST | Storage Room |
| ES0 | East Sniper House Ground Floor |
| ES1 | East Sniper House First Floor |
| GS | South Gate |
| C | Cart |
| GW | West Gate |
| MW | Main Street West |
| CHA | Church Back Alley |
| GN | North Gate |
| HF | Hotel Front |
| B | Bridge |
| RS | River South |
| RN | River North |
| ME | Main Street East |
| GE | East Gate |

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| **Map: Snowy Park (dm/mohdm5)** | |
| **Tag** | **Full Location Name** |
| N | North Sector |
| RW | River West |
| RC | River Center |
| RE | River East |
| BW | West Bridge |
| BC | Center Bridge |
| BE | East Bridge |
| W | West Sector |
| E | East Sector |
| SE | Southeast Sector |
| SW | Southwest Sector |
| S | South Sector |
| NE | Northeast Sector |
| NW | Northwest Sector |

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| **Map: Stalingrad (dm/mohdm6)** | |
| **Tag** | **Full Location Name** |
| C | Courtyard |
| W1S | West Building First Story South Side |
| W2S | West Building Second Story South Side |
| W0 | West Building Ground Floor |
| W3S | West Building Third Story South Side |
| WS | West Building Staircase |
| W1N | West Building First Story North Side |
| W2N | West Building Second Story North Side |
| W3N | West Building Third Story North Side |
| NR | North Building Roof |
| B | Boiler Room |
| L | Locker Room |
| NR | North Building Roof |
| E0 | East Building Ground Floor |
| E1 | East Building First Floor |
| E2 | East Building Second Floor |
| ES | East Building Staircase |
| SS | South Building Staircase |
| S1 | South Building First Floor |
| S2 | South Building Second Floor |
| S3 | South Building Third Floor |

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| **Map: Algiers (dm/mohdm7)** | |
| **Tag** | **Full Location Name** |
| PE | East Path |
| MC | Mosque Courtyard |
| M1 | Mosque Roof |
| MB | Mosque Back |
| M0 | Mosque Ground Floor |
| MR | Mosque Radio |
| SP | Secret Passage |
| NW | Northwest Building |
| NE | Northeast Building |
| E | East Building |
| C0 | Center Building Ground Floor |
| C1 | Center Building Roof |
| CP | Center Passageway |
| OSW | Southwest Sector |
| PW | West Path |
| ONW | Northwest Sector |
| ON | North Sector |
| PC | Center Path |
| PSE | Southeast Path |

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| **Map: The Hunt (obj/obj\_team1)** | |
| **Tag** | **Full Location Name** |
| M | Main Street |
| ML | Main Street Ladder House |
| MT | Main Street Tub House |
| MBE | Main Street East Building |
| MBC | Main Street Corner Building |
| MBN | Main Street North Building |
| MNW | Main Street Northwest Ruins |
| MSE | Main Street Southeast Ruins |
| MSR | Main Street South Ruins |
| MN | Main Street North |
| MW | Main Street West |
| B | Bushes |
| AW | Alley West |
| AE | Alley East |
| AS | Alley Sniper House |
| ABW | Alley West Building |
| ABE | Alley East Building |
| CF | Church Front |
| CB | Church Back |
| CC | Church Cemetery |
| CSE | Church Southeast Sector |
| CSW | Church Southwest Sector |
| MS | Main Street South |
| ABC | Alley Center Building |
| BR | Bush Ruins |

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| **Map: Omaha Beach (obj/obj\_team3)** | |
| **Tag** | **Full Location Name** |
| ERR | Error (Off the map! Bug!) |
| EBT | East Beach Trench |
| WWF | West Waterfront |
| EWF | East Waterfront |
| WB | West Beach |
| EB | East Beach |
| EBE | East Bunker Entrance |
| EBS | East Bunker Stairs |
| WBE | West Bunker Entrance |
| WBS | West Bunker Stairs |
| ICC | Inside Center Crossover |
| BBR0 | Bunk Bed Room |
| BBR1 | Above Bunk Bed Room |
| WBN | West Bunker Nest |
| WBT | West Beach Trench |
| CBS | Center Bunker Stairs |
| CBP | Center Bunker Porthole |
| CST | Center Storage |
| WBR | West Bunker Roof |
| EBN | East Bunker Nest |
| EBR | East Bunker Roof |
| CC | Center Cliff |
| WC | West Cliff |
| WCR | West Cannon Ramp |
| ETH | East Top Hill |
| WTH | West Top Hill |
| ETT | East Top Trench |
| WTT | West Top Trench |
| EC | East Cannon |
| WC | West Cannon |
| CSP | Center South Path |

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| **Map: The Bridge (obj/obj\_team4)** | |
| **Tag** | **Full Location Name** |
| ERR | Error (Off the map! Bug!) |
| WS | West Sniper House |
| WB | West Bridge |
| S | Stone House |
| R0 | Rug House Ground Floor |
| R1 | Rug House First Floor |
| H0 | Hotel Ground Floor |
| H1 | Hotel First Floor |
| H2 | Hotel Second Floor |
| HS0 | Hotel Stairs Ground Floor |
| HS1 | Hotel Stairs First Floor |
| HS2 | Hotel Stairs Second Floor |
| HC | Hotel Courtyard |
| CH | Church |
| SEW | Sewer |
| ST | Storage Room |
| ES0 | East Sniper House Ground Floor |
| ES1 | East Sniper House First Floor |
| GS | South Gate |
| C | Cart |
| GW | West Gate |
| MW | Main Street West |
| CHA | Church Back Alley |
| GN | North Gate |
| HF | Hotel Front |
| B | Bridge |
| RS | River South |
| RN | River North |
| ME | Main Street East |
| GE | East Gate |

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| **Map: St. Lo (obj/stlo)** | |
| **Tag** | **Full Location Name** |
| ERR | Error (Off the map! Bug!) |
| AS | Allied Spawn |
| EH | East House |
| CC | Center Cellar |
| NWP | North West Pub |
| NS | North Sniper area |
| NSH | North Sniper House |
| M | Main Street |
| CR | Center Ruins |
| WA | West Alley |
| WY | West Yard |
| CHT | Church Tower |
| SY | South Yard |
| AR | Axis Ruins |
| SP | Secret Passage |
| SHE | South East House |
| SC | South Cannon |
| SST | South Storage |

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| **Map: Fort Wreck (dm/fortwreck or dm/fort\_wreck)** | |
| **Tag** | **Full Location Name** |
| NW | North West |
| SE | South East |
| S | South |
| SW | South West |
| E | East |
| C | Center |
| W | West |
| NE | North East |
| N | North |

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| **Map: St. Renan (obj/renan)** | |
| **Tag** | **Full Location Name** |
| ERR | Error (Off the map! Bug!) |
| RT | Rail Track |
| B | Bridge |
| CMS | Center Main Street |
| WMS | West Main Street |
| NMS | North Main Street |
| WG | West Garden |
| SP | Secret Passage |
| H | Hotel |
| SS | South Sector |
| C0 | Center House |
| C1 | Center House (top floor?) |
| CST | Center Storage |
| L | Ladder |
| NEG | North East Gardens |
| NE | North East Building |
| SEA | South East Alleys |
| SE | South East Building |
| SEST | South East Storage |

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| **Map: Morocco (dm/morocco)** | |
| **Tag** | **Full Location Name** |
| ERR | Error (Off the map! Bug!) |
| MG | Mosque Garden |
| SC | South Courtyard |
| SP | South Path |
| SWS | South West Sector |
| R | River |
| NES | North East Sector |
| C0 | Center Ground Floor |
| C1 | Center First Floor |
| EA0 | East Alley Ground Floor |
| EA1 | East Alley First Floor |
| E1 | East First Floor |
| M0 | Mosque Ground Floor |
| M1 | Mosque First Floor |
| SW0 | South West Ground Floor |
| SW1 | South West First Floor |
| W -1 | West Cellar |
| W0 | West Ground Floor |
| W1 | West First Floor |
| NW1 | North West First Floor |
| NW0 | North West Ground Floor |
| NRS | North River Side |
| WS | West Sector |

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| **Map: Deep Mine (obj/deepmine)** | |
| **Tag** | **Full Location Name** |
| C | Dough's Compound |
| PSS | Power Sub-Station |
| P | Pond |
| AXS | Axis Spawn |
| PC | Power Center |
| F | Fan |
| CP | Coal Pile |
| LSE | Lower South East |
| MR | Mine Road |
| OME | Old Mine Entrance |
| MSA | Mine Shed Area |
| PA | Parking Area |
| MO | Mine Office |
| OFT | Old Flooded Tunnel |
| OCT | Old Cart Tunnel |
| OWE | Old Well Entrance |
| ORT | Old Ramp Tunnel |
| W | Well |
| MNE | Mine North East |
| MSE | Mine South East |
| MSW | Mine South West |
| MNW | Mine North West |

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| **Map: Brest (mp\_brest\_dm)** | |
| **Tag** | **Full Location Name** |
| ERR | Off The Map - You found a bug! |
| MT | Main Street Tank |
| MA | Main Street Arcade |
| AS | Allied Spawn |
| ASB | Allied Spawn Box |
| ASG | Allied Spawn Grass |
| WSF | West Sniper House Front |
| WS | West Sniper House |
| W0 | West Bldg Ground Floor |
| W1 | West Bldg First Floor |
| HR | Hotel Ritz |
| HQA | Headquarter Axis Arcade |
| HQ | Headquarter Axis |
| F | Fireplace Bldg |
| FF | Fireplace Bldg Front |
| CS | Courtyard Stone |
| C0 | Center Bldg Ground Floor |
| C1 | Center Bldg First Floor |
| BED | Bedroom |
| NA | North Alley |

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| **Map: Verschneit (mp\_verschneit\_dm)** | |
| **Tag** | **Full Location Name** |
| ERR | Off The Map - You found a bug! |
| AS | Axis Spawn |
| ASB | Axis Spawn Bldb |
| ASA | Axis Spawn Arcade |
| RE0 | River East Bldg Ground Floor |
| RE1 | River East Bldg First Floor |
| R | River |
| RN | River North Bldg |
| BU | Bridge Under |
| BUN | Bridge Under North Stair |
| BUS | Bridge Under South Stair |
| B | Bridge |
| RSW | River SouthWest Bldg |
| WC | Wine Cellar |
| MS | Main Street |
| LH | Long Hol Bldg |
| LB | Long Balcony |
| SA | South Alley |
| SG | South Gate |
| S0 | South Gate Bldg Ground Floor |
| S1 | South Gate Bldg First Floor |
| SE0 | SouthEast Bldg Ground Floor |
| SE1 | SouthEast Bldg First Floor |

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| **Map: Stadt (mp\_stadt\_dm)** | |
| **Tag** | **Full Location Name** |
| ERR | Off The Map - You found a bug! |
| NB | North Bldg Basement |
| N0 | North Bldg Ground Floor |
| N1 | North Bldg First Floor |
| NG | North Bldg Garage |
| NS | North Stair |
| AN | Axis Spawn North |
| CHB | Church Basement |
| CH0 | Church Ground Floor |
| CHT | Church Tower |
| CHF | Church Front |
| CG | Church Garage SouthWest |
| S0 | South Bldg Ground Floor |
| S1 | South Bldg First Floor |
| CS | Courtyard South |
| CN | Courtyard North |
| A0 | Axis Spawn Bldg Ground Floor |
| A1 | Axis Spawn Bldg First Floor |
| AF | Axis Spawn Front |
| SAS | Sewer Axis Spawn |
| SC | Sewer Center |
| SNS | Sewer North Stair |
| SNW | Sewer NorthWest |
| SSW | Sewer SouthWest |
| SCH | Sewer Church |

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| **Map:** | |
| **Tag** | **Full Location Name** |
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