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Icons	Unit Classification		Unit Name	ID / Morph Data			Prod. / Econ.			Movement		Amphibious				Ground			Alpine Terrain				Combat		Siege		Range Fire		Sighting				Portage		
	Class	Mission		ID	Change	To	Origin	Turns	Drain	Spd	Rng	OC	SE	RI	SP	DE	CL	FO	SN	HI	MT	PK	Dmg	Str	Y/N	Csd	Rng	Dmg	Sub	Grd	Air	Orb	Size	Hold	
     	Helicopter	Transport	Heavy Helo	HH	Stowed	YH	CI,LS	8	2,1	5,0	60	1	1	1	1	1	1	1	1	1	1	0	1	1	No	No	0	0	-1	3,0	2,0	-1	2,1	2,0	
	Helicopter	Transport	V-22 Osprey	OY	Rotoprop	YY	CI,AB	10	2	4,8	72	1	1	1	1	1	1	1	1	1	1	1	1	1	1	No	No	0	0	-1	3,0	2,0	-1	2	2
	Helicopter	ASW	Sea Helicopter	SH	Deployed	YS	CI	12	3	6,3	60	1	1	1	1	1	1	1	1	1	1	2	0	2	1	No	No	0	0	-1,1	3,1	2	-1	2	1
	Helicopter	Grnd Atk.	Helicopter	HE	Stowed	YE	CI	14	3,1	6,0	60	1	1	1	1	1	1	1	1	1	1	2	0	1	2	No	No	2,0	1,0	-1	3,0	2,0	-1	2,1	1,0
	Helicopter	Fast Atk.	Attack Helo	AH	Stowed	YK	CI	16	4,2	8,0	80	1	1	1	1	1	1	1	1	1	1	2	0	2,1	2	No	No	2,0	1,0	-1	2,0	2,0	-1	2,1	2
	Helicopter	Spy Atk.	Stealth Helo	HC	Stowed	YC	CI	18	4,2	8,0	80	1	1	1	1	1	1	1	1	1	1	2	0	2,1	2	No	No	2,0	1,0	-1	2,0	2,0	-1	2,1	2
     	Support	Grd Recon	Recon. Drone	RD	Stowed	YD	CI,LS	4	1,0	6	72	1	1	1	1	1	1	1	1	1	1	0	1	1	No	Yes	0	0	-1	5	1	-1	2,1	0	
	Support	Air Recon	Hawkeye	HW	Stowed	YW	CI,AB	6	1,0	8,0	80	1	1	1	1	1	1	1	1	1	1	1	1	1	1	No	No	0	0	-1	4,0	8,0	1,-1	2,1	0
	Support	Anti-Ship	Torpedo Fighter	FO	Stowed	YO	CI	8	2,1	8,0	80	1	1	1	1	1	1	1	1	1	1	1	1	2,1	2	No	No	2,0	1,0	-1	4,0	4,0	-1	2,1	2,0
	Support	Anti-Armor	Thunderbolt	FP	Stowed	YP	CI	10	2,1	8,0	80	1	1	1	1	1	1	1	1	1	1	1	1	2,1	2	No	No	2,0	2,0	-1	4,0	4,0	-1	2,1	2,0
	Support	Anti-Grnd.	VTOL Fighter	FV	Stowed	YV	CI	12	3,1	8,0	80	1	1	1	1	1	1	1	1	1	1	1	1	2,1	2	No	No	2,0	1,0	-1	4,0	4,0	-1	2,1	2,0
	Support	Spy Recon	Stealth Drone	RX	Stowed	YZ	CI	14	3,1	6	72	1	1	1	1	1	1	1	1	1	1	1	0	1	1	No	Yes	0	0	-1	5	1	-1	2,1	0
     	Fighters	Anti-Air	Fighter	FI	Stowed	YI	CI	16	4,2	10,0	100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	No	No	0	0	-1	4,0	5,0	-1	2,1	2,0
	Fighters	Anti-Radar	Radar Jammer	FW	St'd, FB	YB,FB	CI	18	4,2	10,0	100	1	1	1	1	1	1	1	1	1	1	1	1	1,1,2	1	No	No	0,0,2	0,0,1	-1	4,0,4	4,0,4	-1	2,1	2,0
	Fighters	Atk. Bmbd.	Fighter Bomber	FB	FW,St'd	FW,YB	CI	18	4,2	10,0	100	1	1	1	1	1	1	1	1	1	1	1	1	2,1,1	1	No	No	2,0,0	1,0,0	-1	4,4,0	4,4,0	-1	2,1	2,0
	Fighters	Anti-Air	Air Interceptor	FN	Afterbm'r	FY,YN	CI	20	5	8,16	112	1	1	1	1	1	1	1	1	1	1	1	1	1	2	No	No	0	0	-1	4,4	5,5	-1,0	2	2,0
	Fighters	Anti-Air	Advanced Fighter	FA	Stowed	YA	CI	22	5,2	10,0	100	1	1	1	1	1	1	1	1	1	1	1	1	1	2	No	No	0	0	-1	4,0	5,0	-1	2,1	2,0
	Fighters	Spy Bmbd.	Stealth Fighter	FX	Stowed	YX	CI	24	6,3	10,0	100	1	1	1	1	1	1	1	1	1	1	1	1	2,1	2	No	No	0	0	-1	2,0	2,0	-1	2,1	2,0
     	Mid-range	ASW	ASW Plane	AS	Hangared	JS	CI	12	3,1	8,0	120	1	1	1	1	1	1	1	1	1	1	1	2,1	2	No	No	0	0	0,-1	4,0	2,0	-1	3	4,0	
	Mid-range	Transport	Air Transport	AT	Hgr'd, PD	JD,PD	CI	16	4,2	8,0	120	1	1	1	1	1	1	1	1	1	1	1	1	1	2	No	No	0	0	-1	3,0,4	2,0,2	-1	3	4,0,4
	Mid-range	Transport	Paradrop Trspt.	PD	AT,Hgr'd	AT,JD	CI	16	4,2	8,0	120	1	1	1	1	1	1	1	1	1	1	1	1	1	2	No	No	0	0	-1	4,3,0	2,2,0	-1	3	4,4,0
	Mid-range	Anti-Ship	Torpedo Bomber	BT	Hangared	JT	CI	20	5,2	8,0	120	1	1	1	1	1	1	1	1	1	1	1	1	2,1	3	No	No	0	0	-1	4,0	4,0	-1	3	4,0
	Mid-range	Bombard	Tactical Bomber	BL	Hangared	JL	CI	24	6,3	8,0	120	1	1	1	1	1	1	1	1	1	1	1	1	2,1	3	No	No	0	0	-1	4,0	4,0	-1	3	4,0
	Mid-range	Spy Recon	SR-71 Blackbird	SR	Hangared	JR	CI	28	7,3	12,0	120	1	1	1	1	1	1	1	1	1	1	1	1	1	3	No	No	0	0	-1	4,0	3,0	3,-1	3	0
 	Long range	Refuel	Mid-Air Refueler	AF	Deployed	JF	CI	8	2	8,4	160	1	1	1	1	1	1	1	1	1	1	1	1	3	No	No	0	0	-1	4	4	-1	4	0,10	
	Long range	Air Recon	AWAC	AW	Hangared	JW	CI	16	4,2	8,0	160	1	1	1	1	1	1	1	1	1	1	1	1	1	3	No	No	0	0	-1	4,0	16,0	2,-1	4	0
	Long range	Transport	Heavy Transport	HT	Hangared	JH	CI	24	6,3	8,0	160	1	1	1	1	1	1	1	1	1	1	1	1	1	3	No	No	0	0	-1	4,0	4,0	-1	4	6,0
	Long range	Bombard	Strategic Bomber	BO	Hangared	JO	CI	32	8,4	8,0	160	1	1	1	1	1	1	1	1	1	1	1	1	3,1	4	No	No	0	0	-1	4,0	4,0	-1	4	6,0
	Long range	Bombard	Advanced Bomber	BA	Afterbm'r	JA	CI	40	10	8,16	160	1	1	1	1	1	1	1	1	1	1	1	1	3	4	No	No	0	0	-1	4,0	4,0	-1	4	6,0
	Long range	Spy Bmbd.	Stealth Bomber	BX	Hangared	JX	CI	48	12,6	8,0	160	1	1	1	1	1	1	1	1	1	1	1	1	3,1	4	No	No	0	0	-1	3,0	2,0	-1	4	6,0








REDEEMED ARSENAL

	Weapon	Anti-Armor	Bazooka Unit	TA	XT XE XA	WD	4	1	0	0	0	0	0	99	99	99	99	99	99	99	99	99	1	1	No	No	1	1	-1	-1	-1	-1	1	0	
	Weapon	Bombard	Mortar Unit	EA		WD	4	1	0	0	0	0	0	0	99	99	99	99	99	99	99	99	99	1	1	No	No	2	1	-1	-1	-1	-1	1	0
	Weapon	Anti-Air	RPG Unit	AA		WD	4	1	0	0	0	0	0	0	99	99	99	99	99	99	99	99	99	1	1	No	No	3	1	-1	-1	-1	-1	1	0
	Weapon	ASW	Depth Charge	DC		WD	4	1	0	0	99	99	0	0	0	0	0	0	0	0	0	0	0	1	1	No	Yes	0	0	1	1	-1	-1	-1	1
	Weapon	Nuke	Nuclear Bomb	NB		WD	24	6	3	1	3	3	3	3	3	3	3	3	3	3	3	3	12	1	No	Yes	0	0	-1	0	-1	-1	-1	2	0
	SR Missile	Anti-Ship	WG Torpedo	VS		MF	6	1	6	18	1	1	0	0	0	0	0	0	0	0	0	1	1	No	Yes	0	0	3	3	-1	-1	-1	1	0	
	SR Missile	Anti-Grd.	LG Missile	VG		MF	6	1	6	18	1	1	1	1	1	1	1	1	1	1	1	1	1	No	Yes	0	0	-1	1	-1	-1	-1	1	0	
	SR Missile	Anti-Air	HS Missile	VA		MF	6	1	9	36	1	1	1	1	1	1	1	1	1	1	1	1	1	No	Yes	0	0	-1	2	4	-1	1	0		
	SR Missile	Anti-Orb.	AB Missile	VO		MF	6	1	12	36	1	1	1	1	1	1	1	1	1	1	1	1	1	No	Yes	0	0	-1	-1	2	4	1	0		
	LR Missile	Anti-Grd.	Conv. Cruise	SM		HF	12	3	12	60	1	1	1	1	1	1	1	1	1	1	1	3	1	No	Yes	0	0	-1	1	-1	-1	-1	2	0	
	LR Missile	Anti-Grd.	Conv. ICBM	LM		HF	24	6	12	120	1	1	1	1	1	1	1	1	1	1	1	6	1	No	Yes	0	0	-1	-1	-1	-1	1	4	0	
	LR Missile	Nuke	Nuclear Cruise	SN		HF	36	9	12	60	1	1	1	1	1	1	1	1	1	1	1	9	1	No	Yes	0	0	-1	-1	-1	-1	1	2	0	
	LR Missile	Nuke	Nuclear ICBM	LN		HF	48	12	12	120	1	1	1	1	1	1	1	1	1	1	1	12	2	No	Yes	0	0	-1	-1	-1	-1	1	4	0	
	Storage	Container	Cargo Container	CC		MF,WH	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	-1	-1	-1	0	6

REDEEMED AIR FORCE

Icons		Unit Classification		Unit Name		AIR Force Unit Notes: "Stowed" units decrease storage space & economic drain. "Hangared" units decrease economic drain.	
		Class	Mission	ARSENAL Unit Notes: All ARSENAL units must be manufactured in a FACILITY first, then added to units that carry them.			
     	Helicopter	Transport	Heavy Helo	Carries all Field Weapons, trailered Artillery & Boats, packed Artillery & Cavalry, CO, PA, LI, MA & EL. Can land, take-off & drop units in flight.			
	Helicopter	Transport	V-22 Osprey	Carries all Field Weapons, CO, PA, LI & MA. Takes off & lands in VTOL Mode, morphs mid-flight to Rotoprop Mode for double speed. Can drop units in flight.			
	Helicopter	ASW	Sea Helicopter	Anti-Sub Warfare (ASW) Helo. Deployed state drops dipping Sonar which increases ASW tracking. Carries 1 Commando, Sonar Buoy, WG Torpedo or Depth Charge.			
	Helicopter	Grnd Atk.	Helicopter	Carries all Field Weapons, CO & PA. Can land, take-off & drop units in flight.			
	Helicopter	Fast Atk.	Attack Helo	Fast Attack Helo with excellent exposed ARMY unit Kill percentages. Carries 2 Laser Guided Missiles. Can land & take-off in flight.			
	Helicopter	Spy Atk.	Stealth Helo	Stealth construction provides enhanced anti-detection characteristics. Carries 2 Laser Guided Missiles. Can land & take-off in flight.			
     	Support	Grd Recon	Recon. Drone	Fast built AIR Support reconnaissance & terrain mapping unit. Carries nothing.			
	Support	Air Recon	Hawkeye	AIR Support early warning, active theater, ant-air detection unit. Carries nothing.			
	Support	Anti-Ship	Torpedo Fighter	AIR Support anti-ship unit. Range attack is with standard (unguided) torpedoes. Carries 2 Wire Guided Torpedoes.			
	Support	Anti-Armor	Thunderbolt	AIR Support anti-armor unit. Range attack is with rockets. Carries 2 Laser Guided Missiles.			
	Support	Anti-Grnd.	VTOL Fighter	AIR Support anti-ground unit. Range attack is with rockets. Carries 2 Laser Guided Missiles. Can land & take-off (VTOL) similar to Helo.			
	Support	Spy Recon	Stealth Drone	Stealth AIR Support reconnaissance & terrain mapping unit. Stealth construction provides enhanced anti-detection characteristics. Carries nothing.			
     	Fighters	Anti-Air	Fighter	Basic F-16 Air to Air Fighter. Carries 2 Heat Seeking Missiles.			
	Fighters	Anti-Radar	Radar Jammer	Multi-role F-18 Fighter Bomber in Anti-Radar, AA & SAM Fighter Bomber mode. Range attack is with rockets. Carries 2 Laser Guided Missiles or Heat Seeking Missiles.			
	Fighters	Atk. Bmbd.	Fighter Bomber	Multi-role F-18 Fighter Bomber in standard Fighter Bomber mode. Range attack is with rockets. Carries 2 Laser Guided Missiles or Heat Seeking Missiles.			
	Fighters	Anti-Air	Air Interceptor	F-15 Interceptor Fighter takes off & lands in spread-wing (AB OFF) Mode, morphs mid-flight to swept-wing (AB ON) Mode for supersonic (double) speed. Carries 2 HS Missiles.			
	Fighters	Anti-Air	Advanced Fighter	Advanced F-22 Air to Air Fighter. Carries 2 Heat Seeking Missiles.			
	Fighters	Spy Bmbd.	Stealth Fighter	Stealth construction provides enhanced anti-detection characteristics. Carries 2 Laser Guided Missiles or Heat Seeking Missiles.			
     	Mid-range	ASW	ASW Plane	Mid-ranged Anti-Sub Warfare (ASW) airplane. Carries up to 4 Sonar Buoys, Wire Guided Torpedoes or Depth Charges.			
	Mid-range	Transport	Air Transport	Mid-ranged transport. Carries all Infantry, Field Weapons, trailered Artillery & Boats, packed Artillery & Cavalry, ARMY Support units, Missiles & Bombs.			
	Mid-range	Transport	Paradrop Trspt.	Mid-ranged transport. Carries up to 4 Commando or Airborne units. Can drop units in flight.			
	Mid-range	Anti-Ship	Torpedo Bomber	Mid-ranged Anti-Ship airplane. Carries up to 4 Wire Guided Torpedoes or Depth Charges.			
	Mid-range	Bombard	Tactical Bomber	Mid-ranged Bomber airplane. Carries up to 4 Laser Guided Missiles.			
	Mid-range	Spy Recon	SR-71 Blackbird	Mid-ranged, Orbital, supersonic, reconnaissance & terrain mapping unit. Stealth construction provides enhanced anti-detection characteristics. Carries nothing.			
     	Long range	Refuel	Mid-Air Refueler	Long-ranged Mid-air refueling aircraft. Deployed state hosts & refuels all AIR Force units mid-flight except RD, RX, SR & AF. Excellent for increasing Bomber effectiveness range.			
	Long range	Air Recon	AWAC	Long-ranged Airborne Warning & Control (AWAC) aircraft. Early warning, active theater, ant-air detection unit. Carries nothing.			
	Long range	Transport	Heavy Transport	Long-ranged transport. Carries all Infantry, Field Weapons, trailered Artillery & Boats, packed Artillery & Cavalry, ARMY Support units, stowed Helos, Missiles & Bombs.			
	Long range	Bombard	Strategic Bomber	Long-ranged Bomber airplane. Carries up to 6 Laser Guided Missiles, 3 Cruise Missiles or Nukes.			
	Long range	Bombard	Advanced Bomber	Long-ranged Bomber takes off, lands & morphs mid-flight for supersonic (double) speed. Carries up to 6 Laser Guided Missiles, 3 Cruise Missiles or Nukes.			
	Long range	Spy Bmbd.	Stealth Bomber	Long-ranged Bomber airplane. Stealth construction provides enhanced anti-detection characteristics. Carries up to 6 Laser Guided Missiles, 3 Cruise Missiles or Nukes.			

REDEEMED ARSENAL

 	Weapon	Anti-Armor	Bazooka Unit	The Bazooka is carried & used by Infantry units to provide offensive & defensive range fire against attacking or defending ARMY Cavalry (armored) units.
	Weapon	Bombard	Mortar Unit	The Mortar is carried & used by Infantry units to provide offensive & defensive range fire against other attacking or defending ARMY ground units.
	Weapon	Anti-Air	RPG Unit	The Rocket Propelled Grenade (RPG) is carried & used by Infantry units to provide offensive & defensive range fire against attacking AIR Force units.
	Weapon	ASW	Depth Charge	The Depth Charge is carried by all ASW ships & attacks all Submerged or Deep Submarines units.
	Weapon	Nuke	Nuclear Bomb	The Nuclear Bomb is dropped from long-range AIR Force Bomber aircraft. It is used in the Bomber leg of the "Nuclear Triad".
 	SR Missile	Anti-Ship	WG Torpedo	Wire Guided (WG) Torpedoes are SEA Missiles capable of tracking & hitting all NAVY vessels. Assuming they catch their target, they have a high probability to hit.
	SR Missile	Anti-Grd.	LG Missile	Laser Guided (LG) Missiles are AIR Missiles capable of tracking & hitting all ARMY & surfaced NAVY units. Assuming they catch their target, they have a high probability to hit.
	SR Missile	Anti-Air	HS Missile	Heat Seeking (HS) Missiles are AIR Missiles capable of tracking & hitting all AIR Force aircraft. Assuming they catch their target, they have a high probability to hit.
	SR Missile	Anti-Orb.	AB Missile	Anti-Ballistic (AB) Missiles are ORBITAL Missiles capable of tracking & hitting all ORBITAL units. Assuming they catch their target, they have a high probability to hit.
 	LR Missile	Anti-Grd.	Conv. Cruise	The Conventional Cruise Missile is a long-range, high yield, supersonic Missile capable of killing most ARMY, surfaced NAVY or fixed emplacement units.
	LR Missile	Anti-Grd.	Conv. ICBM	The Conventional Inter-Continental Ballistic Missile (ICBM) is a long-range, high yield, supersonic Missile capable of killing most ARMY, surfaced NAVY or fixed emplacement units.
	LR Missile	Nuke	Nuclear Cruise	The Nuclear Cruise Missile is the same as the Convention Cruise Missile above, except with a Nuclear yield. It is used in the Bomber & Boomer legs of the "Nuclear Triad".
	LR Missile	Nuke	Nuclear ICBM	The Nuclear Inter-Continental Ballistic Missile (ICBM) is the same as the Convention ICBM Missile above, except with a Nuclear yield. It is the Ballistic leg of the "Nuclear Triad".
	Storage	Container	Cargo Container	The Cargo Container allows certain units to transport missiles while restricting those units from recovery or launch. It carries all Arsenal units.