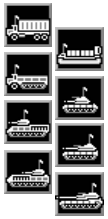
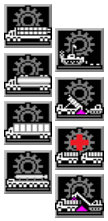
REDEEMED ARMY

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
	Infantry	Special Unit	Flag	FG			NA	NA	0	1	0	0	0	1	1	1	1	1	1	1	0	1	1	No	NA	0	0	-1	1	1	-1	1	0
	Infantry	Special Unit	General	GE			NA	NA	3	2	0	0	0	0	99	2	1	2	2	2	99	0	1	3	Yes	No	1	1	-1	2	2	-1	1	0
	Infantry	Amphibious	Commando Sq.	CO	Dug-In	DO	CI	6	1,0	2,0	60	99	2	1	1	1	1	2	0	0	0	0	1	1	Yes	Yes	0	0	-1	2	2,3	-1	1	1
	Infantry	Alpine	Airborne Platoon	PA	Dug-In	DP	CI	7	1,0	2,0	60	0	0	0	0	2	1	1	1	1	2	99	1	1	Yes	Yes	0	0	-1	2	2	-1	1	1
	Infantry	Ground	Light Infantry Co.	LI	Dug-In	DL	CI	8	2,1	2,0	50	0	0	0	2	1	1	2	2	2	0	0	1	2	Yes	No	1	1	-1	2	2	-1	2	1
	Infantry	Amphibious	Marine Battalion	MA	Dug-In	DM	CI	10	2,1	2,0	50	0	2	1	1	2	2	0	0	0	0	0	1	2	Yes	No	1	1	-1	2	2	-1	2	1
	Infantry	Alpine	Alpine Brigade	MT	Dug-In	DT	CI	12	3,1	2,0	40	0	0	0	0	0	2	2	1	1	2	0	1	3	Yes	No	1	1	-1	2	2	-1	3	1
	Infantry	Ground	Infantry Division	IN	Dug-In	DI	CI	14	3,1	2,0	40	0	0	0	0	2	1	1	2	2	0	0	1	3	Yes	No	1	1	-1	2	2	-1	3	1
	Cavalry	Transport	Truck	TK	Packed	XK	CI	6	1,0	4,1	60	0	0	0	0	2	1	2	3	3	0	0	1	1	No	No	0	0	-1	2,-1	2,-1	-1	3,2	3,0
	Cavalry	Amph Trans	Hovercraft	HO	Packed	XO	CI	8	2,1	4,1	60	0	2	1	2	1	1	0	1	0	0	0	1	1	No	No	0	0	-1	2,-1	2,-1	-1	3,2	6,0
	Cavalry	Transport	Half Track	TW	Dply,Pk'd	KW,XW	CI	10	2,1	4,1	60	0	0	0	0	1	1	2	2	2	0	0	1	2	No	No	0	0	-1	2,-1	2,-1	-1	3,2	3,0
	Cavalry	Fast Attack	Light Armor	AL	Packed	XL	CI	12	3,1	6,1	60	0	0	0	0	1	1	2	2	2	0	0	1	2	Yes	No	1,0	1,0	-1	2,-1	2,-1	-1	3,2	0
	Cavalry	Transport	Armored PC	AP	Packed	XP	CI	12	3,1	5,1	60	0	0	0	0	1	1	2	2	2	0	0	1	2	Yes	No	0	0	-1	2,-1	2,-1	-1	3,2	2,0
	Cavalry	Attack	Medium Armor	AR	Packed	XR	CI	16	4,2	5,1	60	0	0	0	0	1	1	2	2	2	0	0	2,1	3	Yes	No	2,0	1,0	-1	2,-1	2,-1	-1	3,2	0
	Cavalry	Amph Trans	Amphibious PC	UP	Packed	XU	CI	20	5,2	5,1	60	0	2	2	3	1	1	3	2	3	0	0	1	3	Yes	No	0	0	-1	2,-1	2,-1	-1	3,2	2,0
	Cavalry	Assault	Heavy Armor	HR	Packed	XH	CI	24	6,3	4,1	60	0	0	0	0	1	1	2	2	2	0	0	2,1	4	Yes	No	3,0	1,0	-1	2,-1	2,-1	-1	3,2	0
	Support	River Cross	Mech Bridge	ZB	Deployed	KB	CI,WH	6	1	4,0	50	0	0	3	3	2	1	2	3	2	0	0	1	1	No	No	0	0	-1	2	2	-1	2,4	0,8
	Support	Mines	Land Mine L/S	ZX	Deployed	XX	CI,WD	8	2	4,2	60	0	0	0	0	1	1	2	2	2	0	0	1	1	No	No	0	0	-1	1	2	-1	2	0
	Support	Refuel	Refueling Truck	TU	Deployed	KU	CI,OF	10	2	4,0	0	0	0	0	0	2	1	2	3	3	0	0	1	1	No	No	0	0	-1	2	2	-1	2,4	12
	Support	Constructor	Light Engineers	EL	Dug-In	DG	CI	12	3,1	4,0	50	0	2	2	2	1	1	2	2	2	2	99	1	1	Yes	Yes	0	0	-1	1	2	-1	2	1
	Support	Transport	Container Truck	TM			CI,WH	12	3	4,0	60	0	0	0	0	2	1	2	3	3	0	0	1	1	No	No	0	0	-1	2	2	-1	3	6
	Support	Repair	M*A*S*H Unit	MH	Deployed	FH	CI	14	3	4,0	40	0	0	0	0	2	1	2	3	3	0	0	1	2	No	No	0	0	-1	1,2	2	-1	3,6	0,12
	Support	Msl Launch	Missile Truck	TL	Deployed	KL	CI	16	4	4,0	60	0	0	0	0	2	1	2	3	3	0	0	1	1	No	No	0	0	-1	2	2	-1,3	3	4
	Support	Constructor	Engineers	EN	Dug-In	DN	CI	18	4,2	4,0	40	0	2	2	2	1	1	2	2	2	2	0	1	2	Yes	No	0	0	-1	1,2	2	-1	3	1
	Artillery	Anti-Air	AA Battery	AY	Deployed	KY	CI	6	0,1	2,0	20	0	0	0	0	2	2	2	2	2	0	0	1	1	No	No	2,4	1,1	-1	2	2,4	-1	2,3	0
	Artillery	Bombard	Light Artillery	LA	Deployed	KA	CI	8	1,2	2,0	20	0	0	0	0	2	2	2	2	2	0	0	1	1	No	No	0,4	0,1	-1	2	2	-1	2,3	0
	Artillery	Anti-Air	SAM Battery	SL	Deployed	KS	CI	10	1,2	2,0	20	0	0	0	0	2	2	2	2	2	0	0	1	1	No	No	0,6	0,1	-1	2	2,6	-1	2,3	2
	Artillery	Bombard	Heavy Artillery	HA	Deployed	KV	CI	12	1,3	2,0	20	0	0	0	0	2	2	2	2	2	0	0	1,2	1	No	No	0,6	0,2	-1	2	2	-1	2,4	0
	Artillery	Anti-Air	Mech AA	ZF	TSM,Pk'd	TF,XF	CI	12	3,1	4,0	60	0	0	0	0	1	1	2	2	2	0	0	1	2	No	No	2,4,0	1,1,0	-1	2,2,-1	2,4,-1	-1	3,3,2	0
	Artillery	Bombard	Mech Artillery	ZY	TSM,Pk'd	TY,XY	CI	16	4,2	4,0	60	0	0	0	0	1	1	2	2	2	0	0	1	2	No	No	3,6,0	2,2,0	-1	2,4,-1	2,2,-1	-1	3,3,2	0
	Artillery	Anti-Air	Mech SAM	ZZ	TSM,Pk'd	TZ,XZ	CI	20	5,2	4,0	60	0	0	0	0	1	1	2	2	2	0	0	1	2	No	No	0,6,0	0,1,0	-1	2,2,-1	3,6,-1	-1	3,3,2	2
	Artillery	Bombard	MLRS / Patriot	ML	TSM,Pk'd	KR,XM	CI	24	6,3	4,0	60	0	0	0	0	1	1	2	2	2	0	0	1	2	No	No	0,8,0	0,2,0	-1	2,4,-1	2,2,-1	-1,2,-1	3,3,2	6
	Railroad	Bombard	Spr. Hvy. Artillery	HX	Deployed	KX	CI,TS	24,48	3,6	0	0	0	0	0	99	99	99	99	99	99	99	0	1	3	No	No	0,12	0,3	-1	2	2	-1	4,5	0
	Railroad	Transport	Freight Train	RS			CI,TS	6,12	1	6	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	2	-1	1	15
	Railroad	Transport	Locomotive	RR			CI,TS	8,16	2	8	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	2	-1	1	15
	Railroad	Transport	Bullet Train	RB			CI,TS	10,20	2	10	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	2	-1	1	15
	Railroad	Transport	Passenger Car	RP			CI,TS	6,12	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	2	-1	1	4
	Railroad	Transport	Flat Car	RF			CI,TS	6,12	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	2	-1	1	4
	Railroad	Transport	Box Car	RC			CI,TS	6,12	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	2	-1	1	4
	Railroad	Transport	Tanker Car	RO			CI,TS	6,12	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	2	-1	1	4

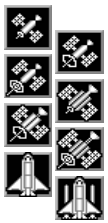
REDEEMED S.D.I.

	Satellite	Grd Recon	Explorer Satellite	SC			CI	18	4	6	0	1	1	1	1	1	1	1	1	1	1	1	1	1	No	Yes	0	0	-1	8	-1	4	1	0
	Satellite	Grd Recon	Spy Satellite	SA			CI	24	6	6	0	1	1	1	1	1	1	1	1	1	1	1	1	1	No	Yes	0	0	-1	4	-1	8	1	0
	Satellite	ASW	Infrared Satellite	SO			CI	30	7	6	0	1	1	1	1	1	1	1	1	1	1	1	1	1	No	Yes	0	0	4	4	-1	4	1	0
	Satellite	Orb. Atk.	Missile Satellite	SI			CI	36	9	6	0	1	1	1	1	1	1	1	1	1	1	1	1	2	No	Yes	4	1	-1	4	4	4	1	3
	Satellite	Orb. Atk.	Laser Satellite	ST			CI	42	10	6	0	1	1	1	1	1	1	1	1	1	1	1	2	2	No	No	8	1	-1	-1	4	8	1	2
	Satellite	Orb. Aslt.	Satellite Killer	SK			CI	48	12	6	0	1	1	1	1	1	1	1	1	1	1	1	2	3	No	No	12	1	-1	-1	-1	12	1	1
	Shuttle	Transport	Orbital Retriever	OR	Hangared	YR	CI	24	6,3	12	180	1	1	1	1	1	1	1	1	1	1	1	1	1	No	No	0	0	-1	4,0	-1,0	8,-1	3	6,0
	Shuttle	Transport	Orbital Transport	OT	Hangared	YT	CI	36	9,4	12	180	1	1	1	1	1	1	1	1	1	1	1	1	1	No	No	0	0	-1	4,0	-1,0	8,-1	4	6,0

REDEEMED ARMY

Icons	Unit Classification: Class	Mission	Unit Name	ARMY Unit Notes: "Dug in" Infantry increases defense. "Packed" units decrease storage space & economic drain. "Deployed" units provide enhanced or special skills. S.D.I. Unit Notes: All S.D.I. units are launched & operate in the Orbital level. "Hangared" units decrease economic drain.
	Infantry	Special Unit	Flag	Used only in Capture the Flag games.
	Infantry	Special Unit	General	Used only in Regicide games.
	Infantry	Amphibious	Commando Sq.	Squad size Amphibious unit. Special scuba & demolition skills allows Air drop into Ocean terrain, lay or clear Mines & excellent River, Swamp & Dessert movement. Carries 1 Field Weapon.
	Infantry	Alpine	Airborne Platoon	Platoon size Alpine unit. Special Paradrop & Skiing skills allows Air drop into Peak terrain, excellent Forest, Snow & Hill terrain movement. Carries 1 Field Weapon.
	Infantry	Ground	Light Infantry Co.	Company size Ground unit. Light equipment load allows excellent Dessert & Clear terrain movement. Carries 1 Field Weapon.
	Infantry	Amphibious	Marine Battalion	Battalion size Amphibious unit. Special Rafting & Snorkeling skills allows excellent River & Swamp terrain movement. Carries 1 Field Weapon.
	Infantry	Alpine	Alpine Brigade	Brigade size Alpine unit. Special Hiking & Skiing skills allows excellent Snow & Hill terrain movement. Carries 1 Field Weapon.
	Infantry	Ground	Infantry Division	Division size Ground unit. Excellent movement through Clear or Forest terrain. Carries 1 Field Weapon.
	Cavalry	Transport	Truck	Basic transport for all Infantry & Weapons. Tows (carries) trailered Artillery & Boats. Carries stowed Drones, Helos & Satellites. Feeds (refuels) all Infantry & trailered Artillery.
	Cavalry	Amph Trans	Hovercraft	Amphibious transport for Commandoes, Marines & Engineers & their Field Weapons. Excellent movement through Clear, Dessert, River & Snow terrain.
	Cavalry	Transport	Half Track	Armored transport carries & feeds same units as a Truck. Better movement through Dessert, Snow & Hill terrain. Can launch up to 3 AB Missiles in Deployed state.
	Cavalry	Fast Attack	Light Armor	Fastest tank attack speed, shortest range, weakest fire power & armor. Carries nothing.
	Cavalry	Transport	Armored PC	Armored transport for 2 Airborne or 1 Light Infantry unit & their Field Weapons. Excellent movement through Clear & Dessert terrain.
	Cavalry	Attack	Medium Armor	Medium tank attack speed, average range, fire power & armor. Carries nothing.
	Cavalry	Amph Trans	Amphibious PC	Armored amphibious transport for 2 Commandoes or 1 Marine unit & their Field Weapons. Excellent movement through Clear & Dessert terrain.
	Cavalry	Assault	Heavy Armor	Slowest tank attack speed, longest range, strongest fire power & armor. Carries nothing.
	Support	River Cross	Mech Bridge	Deploy this unit over any River or Swamp terrain. Allows (hosts) all Infantry & their Field Weapons, Cavalry, Artillery & ARMY Support units to ford waterway.
	Support	Mines	Land Mine L/S	Original (ZX) State lays new mines. Morphed (XX) state deploys flail mechanism to clear existing mines. Can lay & clear Mines twice as fast as Engineer on land terrain.
	Support	Refuel	Refueling Truck	Massive fuel tank allows unlimited movement. Deployed state hosts & refuels all Cavalry, ARMY Support units, mobile Artillery, landed Drones, Helos & VTOL Fighter.
	Support	Constructor	Light Engineers	Carries 1 Weapon, Supply unit or Sonar Buoy. Can build RT, OF, MP, LS, FC, TS, WD, WH & Roads. Can clear Mines only.
	Support	Transport	Container Truck	Large transport for all cargo. Carries stowed Drones, Satellites, Supply units, Sonar Buoys & all Arsenal Units.
	Support	Repair	M*A*S*H Unit	Deployed state hosts & heals all damaged Infantry, Cavalry, ARMY Support units, Artillery, trailered Boats, landed Drones, Helos & VTOL Fighter.
	Support	Msl Launch	Missile Truck	Carries & launches in deployed state 2 Conventional or Nuclear Cruise Missiles or 1 Conventional or Nuclear ICBM.
	Support	Constructor	Engineers	Carries 1 Weapon, Supply unit or Sonar Buoy. Can build all Outposts, Depots, Resource Producers, Factories, Bases & Roads. Can lay & clear Mines.
	Artillery	Anti-Air	AA Battery	Fast built, fixed emplacement anti-air defense. Normal State is trailered. Trailered mobility allows limited movement for short distances by crew or domesticated animals.
	Artillery	Bombard	Light Artillery	Fast built, fixed emplacement anti-ground defense. Normal State is trailered. Trailered mobility allows limited movement as above.
	Artillery	Anti-Air	SAM Battery	Best fixed emplacement anti-air defense. Normal State is trailered. Trailered mobility allows limited movement as above. Carries & shoots 2 Heat Seeking Missiles.
	Artillery	Bombard	Heavy Artillery	Best fixed emplacement anti-ground defense. Normal State is trailered. Trailered mobility allows limited movement as above.
	Artillery	Anti-Air	Mech AA	Fast built, mechanized (mobile) anti-air defense. Target Search Mode (TSM) allows better firing range & attack.
	Artillery	Bombard	Mech Artillery	Good mechanized (mobile) anti-ground ranged attack. Target Search Mode (TSM) allows better firing range & attack.
	Artillery	Anti-Air	Mech SAM	Best mechanized (mobile) anti-air defense. Carries & shoots 2 Heat Seeking Missiles. Target Search Mode (TSM) allows better firing range & attack.
	Artillery	Bombard	MLRS / Patriot	Best mechanized (mobile) anti-ground & anti-orbital ranged attack. Carries & launches 6 Anti-Ballistic Missiles. Target Search Mode (TSM) allows better firing range & attack.
	Railroad	Bombard	Spr. Hvy. Artillery	Superior railed anti-ground ranged attack. Restricted to pre-made (rail)road spaces & transported only by Freight Train below.
	Railroad	Transport	Freight Train	Transports Box Cars, Flat Cars, Tanker Cars & Super Heavy Artillery. Must use (rail)roads.
	Railroad	Transport	Locomotive	Transports Box Cars, Flat Cars, Tanker Cars & Passenger Cars. Must use (rail)roads.
	Railroad	Transport	Bullet Train	Transports Passenger Cars only. Must use (rail)roads.
	Railroad	Transport	Passenger Car	Carries all Infantry units. Transported by Locomotive or Bullet Train.
	Railroad	Transport	Flat Car	Carries all packed Cavalry & Artillery, all trailered Artillery & Boats, all stowed Helos & all ARMY Support units. Transported by Freight Train or Locomotive.
	Railroad	Transport	Box Car	Carries all stowed Drones, Satellites & all Arsenal units. Transported by Freight Train or Locomotive.
	Railroad	Transport	Tanker Car	Carries 4 Supply (Oil) units. Transported by Freight Train or Locomotive.

REDEEMED S.D.I.

	Satellite	Grd Recon	Explorer Satellite	Fast built reconnaissance & terrain mapping Satellite with no defense, good ground & short orbital spotting ranges.
	Satellite	Grd Recon	Spy Satellite	Medium built reconnaissance & terrain mapping Satellite with no defense, short ground & good orbital spotting ranges.
	Satellite	ASW	Infrared Satellite	Longest built ASW reconnaissance Satellite with no defense, short sub, ground & orbital spotting ranges. Can locate deep submarines with IR sensors.
	Satellite	Orb. Atk.	Missile Satellite	Satellite with short laser range, short ground, air & orbital spotting ranges. Carries & launches 3 Anti-Ballistic Missiles.
	Satellite	Orb. Atk.	Laser Satellite	Satellite with good laser range, short air & good orbital spotting ranges. Carries & launches 2 Anti-Ballistic Missiles.
	Satellite	Orb. Aslt.	Satellite Killer	Satellite with long laser range & excellent orbital spotting range. Carries & launches 1 Anti-Ballistic Missile.
	Shuttle	Transport	Orbital Retriever	Can transport missiles, resupply Satellites in orbit with missiles or capture damaged Satellites from orbit & return them & their payload to earth for repair.
	Shuttle	Transport	Orbital Transport	Orbital transport for all packed Cavalry & Artillery, all trailered Artillery & Boats, all stowed Helos & all ARMY Support units.