

























































REDEEMED NAVY

Icons	Unit Classification		Unit Name	ID / Morph Data			Prod. / Econ.			Movement		Amphibious Terrain				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
	Boat	Transport	Landing Craft	LR	Trailered	IU	CI,DK	6	1,0	13,0	100	0	2	2	3	0	0	0	0	0	0	0	1	2	No	No	0	0	-1	3	2	-1	2	3
	Boat	Patrol	PT Boat: Torp.	PB	MB,Trl'd	MB,IP	CI	10	2,1	13,0	100	0	2	2	3	0	0	0	0	0	0	0	2,1	2	No	No	3,0	2,0	-1	3	2	-1	2	2
	Boat	Patrol	PT Boat: Misl.	MB	Trl'd,PB	IP,PB	CI	10	2,1	13,0	100	0	2	2	3	0	0	0	0	0	0	0	2,1	2	No	No	3,0	2,0	-1	3	2	-1	2	2
	Boat	Attack	Gun Boat	GB	Trailered	IG	CI	12	3,1	13,0	100	0	2	2	3	0	0	0	0	0	0	0	1	2	Yes	No	2,0	1,0	-1	3	2	-1	2	2
	Sub	Patrol	Submarine	SU	Smg,Dp	SS,SD	CI	14	3	10,4,3	200	2,1,1	2,2,3	4,0,0	0	0	0	0	0	0	0	0	1,3,1	2	No	No	2,5,0	1,3,0	-1,1,1	3,1,1	2,-1,-1	-1	2	2
	Sub	Attack	Attack Sub	UU	Smg,Dp	US,UD	CI	20	5	10,10,6	0	2	2,3,3	4,0,0	0	0	0	0	0	0	0	0	1,3,1	3	No	No	0,5,0	0,3,0	-1,2,2	3,1,1	2,-1,-1	-1	3	4
	Sub	Msl Launch	G. M. Sub	GU	Smg,Dp	GS,GD	CI	26	6	9,10,6	0	2	3,3,99	0	0	0	0	0	0	0	0	1,3,1	4	No	No	0,5,0	0,3,0	-1,2,2	3,1,1	2,-1,-1	-1	4	6	
	Sub	Msl Launch	Boomer	BU	Smg,Dp	BS,BD	CI	32	8	9,10,6	0	2	3,3,99	0	0	0	0	0	0	0	0	1,3,1	5	No	No	0,5,0	0,3,0	-1,2,2	3,1,1	2,-1,-1	-1	5	8	
	Support	Constructor	Seabees	SB	Moored	IS	CI	12	3,1	13,0	100	2	2	2	3	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1,0	2,0	-1	2	3
	Support	Mines	Sea Mine L/S	SW	Moored	IW	CI	16	4,2	12,0	150	2	2	3	0	0	0	0	0	0	0	0	1	2	No	No	2,0	1,0	0,-1	3,0	5,0	-1	3	3
	Support	Repair	Fleet Tender	NT	Moored	IX	CI	20	5,2	11,0	200	2	3	0	0	0	0	0	0	0	0	0	1	3	No	No	0	0	-1	3,0	5,0	-1	4	18
	Support	Refuel	Fleet Oiler	OS	Moored	IO	CI	24	6,3	10,0	0	2	3	0	0	0	0	0	0	0	0	0	1	4	No	No	0	0	-1	3,0	5,0	-1	5	18
	Ship	Transport	Ferry	FR	Moored	IY	CI,DK	10	2,1	12,0	150	2	2	3	0	0	0	0	0	0	0	0	1	3	No	No	0	0	-1	3,0	3,0	-1	3	6
	Ship	Recon	Corvette	CV	Moored	IV	CI	14	3,1	12,0	150	2	2	3	0	0	0	0	0	0	0	0	1	2	No	No	3,0	1,0	-1	3,0	6,0	-1	3	2
	Ship	Escort	Frigate	DE	Moored	IF	CI	18	4,2	12,0	150	2	2	3	0	0	0	0	0	0	0	0	1	3	No	No	3,0	1,0	0,-1	3,0	6,0	-1	3	3
	Ship	ASW	Destroyer	DD	Moored	ID	CI	22	5,2	12,0	150	2	2	3	0	0	0	0	0	0	0	0	1	4	No	No	3,0	1,0	1,-1	3,0	6,0	-1	3	4
	Cruiser	Transport	Transport	TR	Moored	IT	CI,PT	20	5,2	11,0	200	2	3	0	0	0	0	0	0	0	0	0	1	4	No	No	0	0	-1	3,0	4,0	-1	4	9
	Cruiser	Attack	Light Cruiser	CL	Moored	IL	CI	26	6,3	11,0	200	2	3	0	0	0	0	0	0	0	0	0	2,1	5	No	No	4,0	2,0	1,-1	3,0	7,0	-1	4	4
	Cruiser	Msl Launch	G. M. Cruiser	CG	Moored	IQ	CI	32	8,4	11,0	200	2	3	0	0	0	0	0	0	0	0	0	2,1	6	No	No	4,0	2,0	1,-1	3,0	7,0	-1	4	6
	Cruiser	Bombard	Heavy Cruiser	CR	Moored	IR	CI	38	9,4	11,0	200	2	3	0	0	0	0	0	0	0	0	0	2,1	7	No	No	4,0	2,0	1,-1	3,0	7,0	-1	4	4
	Capital	Transport	A. A. Ship	AM	Moored	IM	CI,PT	36	9,4	10,0	250	2	3	0	0	0	0	0	0	0	0	0	1	6	No	No	2,0	1,0	-1	3,0	6,0	-1	5	12
	Capital	Bombard	Battlecruiser	BC	Moored	IC	CI	44	11,5	10,0	250	2	3	0	0	0	0	0	0	0	0	0	3,1	8	No	No	6,0	3,0	-1	3,0	8,0	-1	5	4
	Capital	Bombard	Dreadnaught	BN	Moored	IH	CI	52	13,6	10,0	250	2	3	0	0	0	0	0	0	0	0	0	3,1	10	No	No	6,0	3,0	-1	3,0	8,0	-1	5	4
	Capital	Bombard	Battleship	BB	Moored	IB	CI	60	15,7	10,0	250	2	3	0	0	0	0	0	0	0	0	0	3,1	12	No	No	6,0	3,0	-1	3,0	8,0	-1	5	4
	Carrier	Air Power	Escort Carrier	EC	Moored	IE	CI	24	6,3	11,0	200	2	3	0	0	0	0	0	0	0	0	0	1	4	No	No	2,0	1,0	-1	3,0	6,0	-1	4	6
	Carrier	Air Power	Light Carrier	LC	Moored	II	CI	36	9,4	10,0	250	2	3	0	0	0	0	0	0	0	0	0	1	6	No	No	2,0	1,0	-1	3,0	8,0	-1	5	9
	Carrier	Air Power	A/C Carrier	AC	Moored	IA	CI	48	12,6	10,0	0	2	3	0	0	0	0	0	0	0	0	0	1	8	No	No	2,0	1,0	-1	3,0	10,0	-1	6	12
	Carrier	Air Power	Super Carrier	NC	Moored	IK	CI	60	15,7	10,0	0	2	3	0	0	0	0	0	0	0	0	0	1	12	No	No	2,0	1,0	-1	3,0	12,0	-1	8	16





































REDEEMED FACILITIES

	Structure	Sea Recon	Sonar Buoy	SY	WD,SB	4,6	1	0	0	99	99	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	1	-1	-1	-1	1	0
	Structure	Air Recon	Radar Tower	RT	EL,EN	8	2	0	0	0	0	0	0	99	99	99	99	99	99	0	1	1	No	No	0	0	-1	3	6	3	2	4
	Structure	Transport	Railroad Depot	TS	EL,EN	12	3	0	0	0	0	0	0	99	99	99	99	99	99	0	1	1	No	No	0	0	-1	2	2	-1	3	25
	Structure	Transport	DWB Foundation	BF	SB	12	3	0	0	99	0	0	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	1	1	-1	1	15	
	Structure	Air Recon	A. Radar Tower	RA	EN	16	4	0	0	0	0	0	0	99	99	99	99	99	99	0	1	2	No	No	0	0	-1	6	12	6	4	4
	Structure	Transport	Canal Lock	CK	SB,EN	20	5	0	0	0	0	0	0	99	99	99	99	99	99	0	1	2	No	No	0	0	-1	2	2	-1	6	25
	Resource	Unit	Supply Unit	SP	OF,OP	4	1 or (4)	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
	Resource	Producer	Methane Plant	MP	All 3	8	(8)	0	0	0	0	0	99	0	0	0	0	0	0	0	1	1	No	No	0	0	-1	2	2	-1	2	15
	Resource	Producer	Oil Derrick	OF	EL,EN	12	(12)	0	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
	Resource	Producer	Hydro Plant	HP	SB,EN	16	(16)	0	0	0	0	0	0	0	99	0	0	0	0	0	1	2	No	No	0	0	-1	2	2	-1	4	15
	Resource	Producer	Oil Platform	OP	SB,EN	20	(20)	0	0	99	99	0	0	0	0	0	0	0	0	0	1	2	No	No	0	0	-1	2	2	-1	6	25
	Producer	Factory	Warehouse	WH	Stopped	NW	EL,EN	6	1,0	0	0	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
	Producer	Factory	Wpns Factory	WD	Stopped	ND	EL,EN	10	2,1	0	0	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
	Producer	Factory	Msl. Factory	MF	Stopped	NF	EN	14	3,1	0	0	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
	Producer	Factory	H. Msl. Factory	HF	Stopped	NH	EN	18	4,2	0	0	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
	Producer	Objective	City	CI			0	(10,14)	0	0	1	1	1	1	1	1	1	1	1	1	1	1	No	No	0	0	-1	2	3	-1	8	25
	Military	Base	Air Field	LS			EL,EN	6	1	0	0	0	0	0	99	99	0	0	0	0	1	2	No	No	2	1	-1	2	3	0	3	15
	Military	Base	Dock	DK			SB,EN	8	2	0	0	0	99	99	99	0	0	0	0	1	2	No	No	2	1	-1	2	2	-1	3	15	
	Military	Base	Outpost	FC			EL,EN	10	2	0	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
	Military	Stronghold	Airbase	AB			EN	12	3	0	0	0	0	0	99	99	0	0	0	1	4	No	No	4	1	-1	2	6	1	6	25	
	Military	Stronghold	Naval Base	PT			SB,EN	16	4	0	0	0	99	0	0	0	0	0	0	1	4	No	No	4	1	1	2	2	-1	6	25	
	Military	Stronghold	Fort	FT			EN	20	5	0	0	0	0	0	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99

REDEEMED NAVY

Icons		Unit Classification		Unit Name	NAVY Unit Notes: "Moored" units decrease economic drain. Subs can "Surface, Submerge & Dive Deep". FACILITIES Unit Notes: All FACILITIES are constructed by either Engineers or Seabees.
Class	Mission				
		Boat	Transport	Landing Craft	Coastal transport for Commandoes, Marines & their Field Weapons through Sea, River & Swamp terrain only. Cannot enter Ocean.
		Boat	Patrol	PT Boat: Torp.	Coastal defense of Sea, River & Swamp only. Cannot enter Ocean. Carries & shoots 2 Heat Seeking Missiles or Wire Guided Torpedoes. Can drop Depth Charges.
		Boat	Patrol	PT Boat: Misl.	Coastal defense of Sea, River & Swamp only. Cannot enter Ocean. Carries & shoots 2 Heat Seeking Missiles or Wire Guided Torpedoes. Can drop Depth Charges.
		Boat	Attack	Gun Boat	Coastal defense of Sea, River & Swamp only. Cannot enter Ocean. Can transport Commandoes & their Field Weapons. Can capture coastal or river accessible Cities.
		Sub	Patrol	Submarine	Basic Sub carries 2 Commandoes, Field Weapons, Supply units or Sonar Buoys. Range attack is with unlimited (unguided) torpedoes. Carries & shoots up to 2 Wire Guided Torpedoes.
		Sub	Attack	Attack Sub	Sub is nuclear powered with unlimited movement range. Range attack is as above. Carries & shoots up to 4 Wire Guided Torpedoes.
		Sub	Msl Launch	G. M. Sub	Sub is nuclear powered as above. Range attack is as above. Carries & shoots up to 6 Short Range Missiles of any kind.
		Sub	Msl Launch	Boomer	Sub is nuclear powered as above. Range attack is as above. Carries & shoots up to 8 Wire Guided Torpedoes or launches up to 4 Conventional or Nuclear Cruise Missiles.
		Support	Constructor	Seabees	Special transport for Engineers, Boats, HO & SU. Carries Supply Units, Sonar Buoys WG Torpedoes & Weapons. Can build SY, BF, CK, MP, OP, HP, DK & PT. Can lay & clear Mines.
		Support	Mines	Sea Mine L/S	Cannot enter Swamps. Carries Sonar Buoys. Can lay & clear Mines twice as fast as Seabees in any water terrain. Can recover WG Torpedoes from the water.
		Support	Repair	Fleet Tender	Cannot enter Swamps. Carries & repairs all surfaced NAVY units. Carries all SR Missiles. Can recover WG Torpedoes from the water.
		Support	Refuel	Fleet Oiler	Cannot enter Swamps. Carries & refuels all surfaced NAVY units. Carries all SR Missiles. Can recover WG Torpedoes from the water. Massive fuel tank allows unlimited movement.
		Ship	Transport	Ferry	Fastest speed, shortest range, smallest capacity transport. Carries all Infantry with their Field Weapons, Cavalry, Artillery, ARMY Support vehicles, Railroad units & trailered Boats.
		Ship	Recon	Corvette	Basic Ocean going Ship class vessel used primarily for Patrols, Reconnaissance or Escort duties. Carries & drops up to 2 Depth Charges.
		Ship	Escort	Frigate	Stronger Ocean going Ship class vessel used primarily for Patrols, Reconnaissance or Escort duties. Carries & drops up to 3 Depth Charges.
		Ship	ASW	Destroyer	Strongest Ocean going Ship class vessel used primarily for Escort & Anti-Sub Warfare (ASW). Carries & launches a Sea Helo or drops up to 4 Depth Charges.
		Cruiser	Transport	Transport	Medium speed, range & capacity transport that carries all Infantry with their Field Weapons, Cavalry, Artillery, ARMY Support vehicles, Railroad units & trailered Boats.
		Cruiser	Attack	Light Cruiser	Basic Ocean going Cruiser class vessel used primarily for naval engagement. Carries & launches a Sea Helo or drops up to 4 Depth Charges.
		Cruiser	Msl Launch	G. M. Cruiser	Stronger Ocean going Cruiser class vessel used primarily for Missile Launches. Carries & shoots up to 6 Short Range Air or Orbital Missiles of any kind.
		Cruiser	Bombard	Heavy Cruiser	Strongest Ocean going Cruiser class vessel used primarily for shore Bombardment. Carries & launches a Sea Helo or drops up to 4 Depth Charges.
		Capital	Transport	A. A. Ship	Carries all Infantry & Field Weapons, Cavalry, Artillery, ARMY Support units, trailered Boats, Drones, Helos & VTOL Fighter. Carries Helos, FV, LC, HO & UP with payloads.
		Capital	Bombard	Battlecruiser	Basic Ocean going Capital class vessel used primarily for naval engagement or shore Bombardment. Carries & shoots up to 4 Heat Seeking or Laser Guided Missiles.
		Capital	Bombard	Dreadnaught	Stronger Ocean going Capital class vessel used primarily for naval engagement or shore Bombardment. Carries & shoots up to 4 Heat Seeking or Laser Guided Missiles.
		Capital	Bombard	Battleship	Strongest Ocean going Capital class vessel used primarily for naval engagement or shore Bombardment. Carries & shoots up to 4 Heat Seeking or Laser Guided Missiles.
		Carrier	Air Power	Escort Carrier	Smallest, weakest & shortest ranged VTOL & STOL Carrier class vessel. Carries all Drones, Helos, HW, FO & FV. Can stow aircraft (below deck) for more capacity.
		Carrier	Air Power	Light Carrier	Larger, stronger & greater ranged VTOL & STOL Carrier Class vessel. Carries all Helos & AIR Support aircraft. Can stow aircraft (below deck) for more capacity.
		Carrier	Air Power	A/C Carrier	Even larger, stronger & Nuclear powered, this Carrier class vessel carries Sea Helos, all AIR Support aircraft, FB, FW & FI Fighters. Can stow aircraft (below deck) for more capacity.
		Carrier	Air Power	Super Carrier	Largest, Strongest & Nuclear powered, this Carrier class vessel carries Sea Helos, all AIR Support & Fighter aircraft. Can stow aircraft (below deck) for more capacity.

REDEEMED FACILITIES

		Structure	Sea Recon	Sonar Buoy	Built by Seabees or dropped by ASW units. Detects Submarine & Ship units. Best utilized when strung out defensively in waterway gaps.
		Structure	Air Recon	Radar Tower	Built by EL & EN. Can build its own Road. Fixed emplacement, anti-air detection tower that detects Air units at a reasonable distance. Hosts Engineers.
		Structure	Transport	Railroad Depot	Built by EL & EN. Can build its own Road. Provides railroad access in areas where there are no cities. Produces Railroad units half as fast as City. Hosts all units that can use Railroad.
		Structure	Transport	DWB Foundation	Built by SB only. Can build its own Road. Once a road is built, allows all Land units to cross Ocean terrain.
		Structure	Air Recon	A. Radar Tower	Built by EN only. Can build its own Road. Fixed emplacement, anti-air detection tower taking twice as long to build with double the detection distance. Hosts Engineers.
		Structure	Transport	Canal Lock	Built by SB & EN. Can build its own Road. Allows all ships to pass through narrow land areas to avoid sailing around large land masses. Hosts all surfaced NAVY units & Engineers.
		Resource	Unit	Supply Unit	Produced by Oil Derricks & Oil Platforms. Units can be used to reduce economy drain or decrease other unit production time.
		Resource	Producer	Methane Plant	Built by all 3 Construction units. Built only in Swamp terrain. Can build its own Road. Reduces economy drain.
		Resource	Producer	Oil Derrick	Built by all 3 Construction units. Built only over oil resources. Can build its own Road. Produces Oil Supply units & reduces economy drain. Produces TU.
		Resource	Producer	Hydro Plant	Built by SB & EN. Built only in Swamp terrain. Can build its own Road. Reduces economy drain.
		Resource	Producer	Oil Platform	Built by SB & EN. Built only over oil resources. Can build its own Road in Sea terrain only. Hosts & refuels all Boats, SH, SB & SU. Produces Oil Supply units & reduces economy drain.
		Producer	Factory	Warehouse	Built by EL & EN. Can build its own Road. Hosts all excess ARMY units & Arsenal units. Produces ZB & TM.
		Producer	Factory	Wpns Factory	Built by EL & EN. Can build its own Road. Produces all Field Weapons, Depth Charges, Nuclear Bombs, Sonar Buoys & ZX. Hosts most ARMY units.
		Producer	Factory	Msl. Factory	Built by EN only. Can build its own Road. Hosts EL, EN, TK, TW, TL & RS for missile transport. Produces all Short Range Missiles.
		Producer	Factory	H. Msl. Factory	Built by EN only. Can build its own Road. Hosts EN, TK, TW, TL, TM & RS for missile transport. Produces all Long Range Missiles.
		Producer	Objective	City	Produces all ARMY, NAVY, AIR Force & S.D.I. units. Can build its own Road.
		Military	Base	Air Field	Built by EL & EN. Can build its own Road. Hosts all ARMY units, Helos, AIR Force support aircraft & Fighters. Builds RD & RX.
		Military	Base	Dock	Built by SB & EN. Can build its own Road. Hosts all ARMY units, Naval Support units, Boats, Ships, SU & SS. Builds LS & FR.
		Military	Base	Outpost	Built by EL & EN. Can build its own Road. Hosts all ARMY units & Helos. Feeds (refuels) all Infantry & trailered Artillery. Refuels all Helos.
		Military	Stronghold	Airbase	Built by EN only. Can build its own Road. Hosts all ARMY & AIR Force units. Builds HH & OY.
		Military	Stronghold	Naval Base	Built by SB & EN. Can build its own Road. Hosts all ARMY & surfaced NAVY units. Builds TR & AM.
		Military	Stronghold	Fort	Built by EN only. Can build its own Road. Hosts all ARMY units, Boats, Helos, RD, RX & FV. Feeds (refuels) all Infantry & trailered Artillery. Refuels all Boats, Helos, RD, RX & FV.