



The time is: 10 days into the civil War

You are:

**COMPANY COMMANDER**

UNIT LISTING  
Spring 2009



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### Unit Description Data Fields

There are a number of statistics for the units in the game. Each weapon and unit type has its own set of statistics, some common to other unit types, some unique.

Below is a brief description of the major data types.

#### Country:

Indicates the country of origin of the unit.

#### Base Price

This is the average price of a unit. During the monthly adjustment, new prices will be set, using the base price. Usually a small variance will be seen, either higher or lower.

#### Base TTC

This is the basic level of technical training required to gain this weapon technology. This does not change, but the TTC modifier varies from month to month, and is multiplied by the base TTC to give the real TTC for that unit type. Technical training must be acquired for the unit to be sold to you on the Arms Dealer Report.

#### Crew

Gives information on the number of men required to operate the weapon. Usually weapons are automatically manned.

#### Cargo Capacity

The quantity of goods, measured in pounds that the unit can carry.

#### Casualty Capacity

The amount of casualty sections that can be transported.

#### Unit Weight

The weight of the unit, should it need to be transported by another unit such as a landing craft.

#### Speed: (mph)

The speed of the unit in MPH for vehicles, aircraft and naval vessels. Personnel units travel in miles per day.

#### Supply

The amount of combat supplies that can be carried by the vehicle for use by that vehicle in combat.

#### Travel Range:

For aircraft this is the combat radius of the unit. Total flying range is two times the range. For vehicles it is the maximum distance the unit can travel on a single turn. For personal units it is the distance an unit can move in one day.

#### Cargo Capacity (Squads)

To ease the calculations, this is the amount of SQUADS that can be carried by and given unit. There is some variance in some units of amounts due to the physical layout of some unit types like APCs which are ok to carry men, but carry less combat supplies due to the layout of the vehicle.

#### Defence Strength

The ability of the unit to withstand fire. Trucks have a very low defence strength, while armoured vehicles have a much higher one.

### Unit Characteristics

A brief description of the unit and its capabilities.

### Combat Data:

This is the average rating (in perfect conditions) that you can expect when deploying the unit against a particular target.

Attack strength Infantry = Deployment against Infantry class units.

Attack strength Soft = Deployment against non armoured targets such as trucks

Attack Strength Lt Armour = Deployment against Armoured Cars and APCs.

Attack strength Anti Tank = Deployed against Tanks

Attack Strength AAA = Deployment against Aircraft, both Fixed and Rotary Wing.

Attack Strength Forts = Deployment against Fortifications, Facilities and other Fixed Targets.

### Armament:

This category list the weapons that the unit is equipped with, such as MGs and large calibre guns.

For aircraft, it lists the weapons on the aircraft, and the available pylons and the maximum weight of ordnance that may be carried per pylon, and the maximum total weight carried by the aircraft.

### Range:

This shows the maximum ranges of both main and secondary weapons. AA units have a ground range in yards or metres and an aerial range in feet. Mortars have a minimum range as well as a maximum range.

### Night:

Indicates whether the unit has any night Combat ability. Night driving equipment is not counted as relevant.

### Smoke:

Indicates if the unit has an ability to create a tactical smoke screen.

### Radar

Indicates with a tick whether the unit has a radar capability.

### Pylon Amount

The amount of Pylons on each aircraft.

### Pylon Load

The weight that can be loaded onto a pylon

### Ground Crew Required

Ground crew requirements. Mobile workshop or mechanic.