

People's General

Strategy Guide

Revision 1.0

1. INTRODUCTION

People's General is the latest release in SSI's *General* series of games. The basic game system is essentially unchanged from the first incarnation, *Panzer General*. Namely, a turn-based wargame where you maneuver various types of units across the map, attempting to destroy enemy units and capture specific hexes. Scenarios are linked to form a campaign. Core units are transferred to the next scenario, and they improve as they gain experience. These units can also be upgraded to more advanced equipment as it becomes available.

The purpose of this strategy guide is to describe each of the elements of the game system. The idea is that if the player has a fuller understanding of how each element functions, it will improve his play.

The guide will focus on game play in the context of a campaign against the AI. That is not to say that this will not be of benefit in scenarios or head-to-head play, but human opponents will not respond in the same fashion as the AI.

2. PLANNING

To succeed in *People's General*, you must plan properly. The plan is your road map toward a specific goal.

But what exactly is your goal in this game? The simple answer is to win the campaign. To accomplish this goal there are a series of subordinate goals to accomplish.

These are:

1. Win each scenario.
2. Gain prestige.
3. Gain experience for your units.
4. Build a combined arms team.

Each goal appears independent, but to achieve any, you must achieve all. To accomplish this you will need to plan properly.

2.1. SCENARIO PLANNING

Every scenario is a race against time. You must win the scenario in as few turns as possible without suffering excessive casualties.

The basic method to develop a plan for any scenario relies on identifying the following:

1. The location and distribution of victory hexes (your end points).
2. The location and distribution of deployment hexes (your start points).
3. The terrain between items 1 and 2 (your path from start to end).

The problem you must solve is to have your units move from the start points and travel to the end points within the time limits of the scenario. Here are the key points to consider when evaluating each task.

First, determine how the victory hexes are distributed. Identify a sequence of movement that will allow a single combined arms team to capture a series of victory hexes.

The evaluation of the terrain requires an understanding of its impact on movement. Terrain can have two basic impacts on your movement plan. The first is to channel it along a specific axis because it is the only direction you can move with sufficient speed to achieve your goals.

You must identify this path and any nearby terrain features that a counterattack can be launched from. Your plan should address how you will scout and advance along this path to reach your objectives and control your flanks.

To understand how to perform this analysis, let's consider an analogy. Let your living room represent the map. Based on how your furniture is arranged, there is a natural path from one end of the room to the other. There are also certain spots where this path is narrow, others where there is open floor.

If there was a crowd in this room and you wanted to get to the other side and avoid a specific individual, you could probably plan a path that would move you quickly towards your goal, and minimize the chance of you encountering the individual by controlling the directions he can approach you from. Planning in *People's General* is no different.

The second impact is for terrain to act as a defensive barrier. A river is a typical example of this. Your plan and timetable should expect that you will need to pause and concentrate your forces at a river that crosses your line of advance. The reason for this is that the enemy should be expected to be defending the crossing. A deliberate assault with appropriate support will

succeed with minimal casualties. Attempting to cross terrain barriers on the fly can result in excessive casualties.

Once you have evaluated the terrain, you next need to determine the number and composition of your task forces. Each task force should be a combined arms team, but the relative size should be adjusted based on the mission requirements.

You want to insure that you have sufficient force to accomplish the task force's goals, but excessive force will mean that a second task force may be understrength. This is always a delicate balance but there are a few guiding issues.

The minimum size for any task force is one that can defend itself. By this I mean you must have sufficient troops to establish a defensive line of combat troops (infantry, recon, tanks, etc.) shielding the support troops (artillery, AD units, etc.) from likely enemy counterattacks. A task force traveling across clear terrain will require more units to accomplish this than a task force traveling through restricted terrain.

What is the ratio of objectives to turns? More objectives in less time require additional forces to accomplish.

Is the objective a dead end? Will any troops sent to this objective not have sufficient time to assist attacking the final objective? If yes, then you should minimize this force and/or maximize the use of highly mobile elements (light infantry, helicopters, etc.).

Is there a supply hex near or at the objective? If yes, you must anticipate that you will face reinforcements. Adjust your force size accordingly, or plan on shifting your highly mobile elements if needed.

Try to establish a reserve force. It is tempting to assign all your units to the initial assault, but this is a mistake. The basic distribution of enemy forces will probably not be clear until the second or third turn. If you commit all your forces at the start, some may not be in the best position for your final assault plan.

In some scenarios, your starting position is sufficiently compact that this is not a significant issue. In others, the deployment hexes are widely separated. In this case, if each deployment region has a supply hex, it's a good idea to initially not deploy a few units. Wait until the distribution of the enemy forces becomes more clear to deploy these troops.

2.2. SAVE GAME PLANNING

Being able to develop and execute a specific plan for any scenario can be dependent on saving the game at the proper time.

I'm not talking about saving before you try an attack and restore the game if you don't like the results.

I'm referring to saving at the proper time to allow you to design and execute a plan. One of the major failings, in my opinion, of all the *General* series of games is that you are not allowed to view the map before entering the deployment phase. You must make all your decisions on which attachments are needed, which units are most in need of overstrengthening or upgrading, and what new units should be purchased, all without the slightest idea what terrain you are fighting over.

This is not very realistic, since an actual commander would have this information available to him.

There is a solution. It just requires saving the game at the proper time.

I normally save the game at the first opportunity after I have finished a scenario.

This allows two things to happen. You can exit the update screen to go to the deployment screen to review the map you will fight over. It is then possible to decide what modifications to your force (attachments, units, etc.) are appropriate for this scenario.

The second benefit you have is that you can freely experiment with spending your prestige to determine what is the optimum expenditure, without fear of not being able to recover.

One other place I normally save the game is just before winning a scenario. I do this because more than once I have had the game lock up on me as it transitioned to the next scenario. Loosing a brilliant victory really annoys me, so I do this save to guarantee that the game won't lock up.

2.3. PRESTIGE PLANNING

Prestige is the coin of the realm. To succeed in playing the campaigns, one must manage one's prestige carefully. The basic issues are: how to get it, and how to spend it.

2.3.1. How To Get It

There are basically only three ways to get prestige. Capture flags (cities, victory hexes, and Deploy hexes), win scenarios, or sell back a purchased item.

You get prestige the first time you occupy a hex possessing an enemy flag. You do not get additional points if you recapture the hex.

To maximize your prestige, you should try to capture every enemy flag. This has to be balanced against casualties and not obtaining a brilliant victory.

Victory hexes are worth 25 points. Other flag hexes are worth 10 points.

One important change in *People's General* from previous games is Deploy hexes. Deploy hexes are the flag hexes with the green border around the flag. These are not victory hexes. You can win the scenario without capturing them. You need to carefully look at the flag hexes with borders to determine which are the victory hexes and which are simply Deploy hexes. Failure to do so can cost you prestige if you capture the last victory hex before capturing the Deploy hex.

Winning scenarios will give you prestige. A brilliant victory will award you significantly more prestige than a victory.

When approaching the end of a game, be careful not to kill the last enemy unit too soon. If you have killed all enemy units, the scenario is over. You will lose the prestige value of any victory hexes not captured.

You can also obtain prestige by selling back items you already have. This includes whole units, attachments, and overstrength levels. Overstrength points for certain units (i.e., helicopters) can be worth relatively large prestige (100 points and up).

2.3.2. How To Spend It

The decision on what to spend prestige on has become somewhat easier since replacements don't cost prestige (but do cost experience). You can spend your prestige as follows.

2.3.2.1. Buy New Units

The decision to buy a new unit should be done with some degree of care. To succeed in *People's General*, you must build combined arms teams. Any unit purchased must fill an open slot on one of your combined arms teams.

The basic idea is to have a plan that defines what units you need and what is the relative priority for each. Then the purchase becomes one of going down the list and making the purchase when the prestige becomes available.

This is not to say that priorities can't change based on game play. Recognize that your combined arms team does not operate in a vacuum. It must adapt to the changes that each scenario presents.

A major change in *People's General* is the ability to purchase units with experience. As a rule, you should always buy combat units with the most experience that is available. If you can't afford it now, wait until you can. The increase in cost is relatively small compared to the total cost for the unit.

The difference is important for two basic reasons. First, it makes a huge difference on the experience level of a unit if you must give it replacements during a scenario. Second, the unit will perform significantly better in its first combat than one with zero experience.

It is also a good idea to give two attachments to a unit when it is first purchased. This makes sense for two basic reasons.

1. Attachments are often essential to the role any given unit plays in your combined arms team. So by not purchasing the attachment initially you are in effect not buying a full strength unit.
2. This will allow you to alter the attachments between scenarios for free. The specific attachments that any given unit should have change depending upon the specifics of the scenario being played (see below).

Since attachments can always be added later, this purchase can be deferred if your prestige is limited.

2.3.2.2. Attachments

The only times when you should be purchasing attachments for existing units are during the second scenario of a campaign, when you receive a prototype, or when you could not afford it when you first purchased the unit. As a rule, every unit should have two attachments at all times.

2.3.2.3. Upgrading

Upgrading units has been a fundamental part of the *General* game system since *Panzer General*. The basic idea is that you take experienced troops and give them new equipment.

When deciding whether to upgrade, one should evaluate the changes in the unit statistics to determine if the benefit is worth the cost.

2.3.2.4. Overstrength

This is done differently in *People's General*. Once you overstrength a unit, it will be reinforced to this overstrength value between scenarios (unless it receives replacements). Essentially you only pay for the overstrength once.

Overstrength for leaders, artillery and helicopters should be a number one priority between scenarios.

Making a unit overstrength makes it much more effective in combat. An 11 strength unit is not just one point more than a 10 strength unit. Each point above the base value (10 or 15 for Chinese infantry) provides a bonus to the initiative/profile, attack, and defense factors used to calculate the combat results.

Because of this, overstrengthening should be a high priority for your key combat units.

2.3.2.5. Air Superiority Adjustment

You can adjust the air superiority percentage at the beginning of each scenario in the campaign. The decision to make the adjustment should consider the following points.

1. What else do you need to spend your prestige on? Raising the air superiority level is usually quite expensive. If you adjust the air superiority level, can you afford to do any thing else?
2. Is it really worth it? Upgrading the air superiority level is applied for that scenario only. If you spend your prestige on buying, upgrading, or overstrengthening a unit, you will have the benefit of that purchase for the rest of the game, assuming the unit is not destroyed.
3. How much do you depend upon air power? If your combined arms team utilizes air power as an integral element, then the cost can be justified.

2.4. EXPERIENCE PLANNING

Experienced troops perform better than inexperienced troops. They cause more casualties and take fewer than inexperienced troops. Units with experience bars can be overstrengthened, except prototype units.

That being said, what kind of planning does this require?

To maximize the experience of your units, you need to think of enemy units as food. Never pass up an opportunity to eat. This means that if you are on the verge of victory in a scenario, pause for a moment. Do you have any units that can make further attacks? Can you afford a few more turns to gain more experience for your troops?

You should also be aware of the experience level of your units. Do you have a unit that is just short of adding an experience bar? If yes, this unit should receive priority in getting attacks late in the scenario. Do you have a unit that has maxed out its experience bars? If yes, this unit should be the last one to be used in attacks late in the scenario.

You should also know which of your units are prototype units. You cannot overstrength prototype units. Therefore one of the primary benefits of experience is not available to these units. As a rule, you should allow your other units to perform attacks instead of prototype units.

As part of this, understand the impact of replacements on the experience level of your troops.

Taking replacements will reduce the experience of your units. This occurs because the experience of a unit after taking replacements is calculated as follows:

$$FE = [(CS * CE) + (RT * RE)]/FS$$

Where:

FE = Final Experience
CS = Current Strength
CE = Current Experience
RT = Number of Replacements Taken
RE = Experience of Replacements
FS = Full Strength of Unit

The experience level of any replacements is a function of the number of stars the unit had when purchased.

If you purchased the unit with no stars the experience of any replacements is zero.

If you purchased the unit with one star the experience of any replacements is 100.

If you purchased the unit with two stars the experience of any replacements is 200.

This is one of the reasons that you should always purchase a combat unit with as many stars as possible.

It also demonstrates that if you wish to continuously improve the experience of your units, you should not take replacements.

2.5. COMBINED ARMS TEAM PLANNING

A combined arms team is not formed by accident. You should always know what is the next unit you will purchase. This not to say that you cannot change your mind based on casualties suffered or in response to a change in the enemy unit types you are facing.

You will need infantry, artillery, recon, air defense, tanks, and helicopters to succeed in *People's General*. The quantity and mix of these units will define how many task forces you can form for any scenario.

Since you will need multiple task forces, you need to purchase units in the proper order. Don't buy all your tanks or all your artillery first. Buy one of each and maintain your force balance.

3. SPOTTING RULES

One of the major areas of change in *People's General* is the spotting rules.

The first change is that there are three levels of spotting.

The first is identified. This is for fully visible units. The strength value is visible and details concerning the unit can be obtained with a right click of the mouse.

The second is spotted. This shows the unit icon but no strength value is shown.

The third is unknown. This shows the infantry regiment symbol.

The basic level of spotting is determined by the "effective range" of the unit from the observer and the spotting range of the observer.

The primary item for determining the effective range is the number of hexes between the observer and the unit.

For up to two hexes less than full spotting range, a unit will be identified. For up to one hex less than full spotting range, a unit will be spotted. At full spotting range, the unit will be unknown.

These rules apply during daylight and clear weather.

There are various factors that adjust the effective range.

The first is profile. For every profile value less than 2, 1 is added to the effective range (profile of 1 adds 1 hex, profile of 0 adds 2 hexes, etc.). For every profile value over 3, 1 is subtracted from the effective range.

Friendly recon units work to reduce the profile of friendly units. Scouts will reduce the profile of adjacent friendly units by 3. Units 1 hex away have their profile reduced by 2. Units 2 hexes away have their profile reduced by 1.

This benefit does not apply to recon units themselves. They can be spotted at two to three times the listed range of your observer.

Spotting results are cumulative. If you have two units that individually would provide a spotted result of the enemy unit, the unit is identified. By the same token, the screening capabilities of recon units are also cumulative.

At night all spotting ranges are halved.

Overcast will reduce everyone's profile by 1. Rain and snow will halve spotting ranges.

A unit in covered terrain (cities, woods, etc.) has its profile reduced by 1.

4. COMBAT

There are some basic concepts that need to be understood regarding how the combat system works in *People's General*. The simple view is that when you place the cross hairs on a target you'll see the likely results. Understanding how to maximize your combat results requires a little more insight.

Much of the following discussion is based on experience with previous games in the *General* series. Based on my observations, the basic concepts still apply, although I have not yet been able to document the explicit functions used for applying these concepts.

4.1. INITIATIVE

Initiative can be summarized as who shoots first. The unit that wins the initiative battle will receive a bonus in the subsequent combat.

In *Panzer General* and *Allied General*, the initiative winner actually did fire first. This meant that the initiative winner computed its attack using the strength value present at the initiation of combat. The initiative loser computed its attack after deducting the losses inflicted by the combat. This difference could make a huge difference in the outcome of combat.

In *Pacific General*, the initiative winner received a +4 bonus to its defense value.

A key point to note is that the effects of initiative were not reflected in the predicted combat losses displayed when the crosshairs were placed on the enemy unit.

Panzer General II is somewhat vague concerning the details of initiative. It states “*the unit with the higher initiative takes reduced damage. If a tactical surprise or rugged defense occurs, the attacker’s initiative is zero.*”

The *People’s General* manual doesn’t even mention initiative. Yet it still exists. Consider the second sentence quoted from the *Panzer General II* manual “*If a tactical surprise or rugged defense occurs, the attacker’s initiative is zero.*” Any player that has seen a unit decimated by a surprise attack, especially helicopters and air units, will know that even if initiative is not explicitly mentioned in the rules, tactical surprise has the same nasty effect.

Initiative still exists, it simply has a new name: Profile.

Profile has additional impact in the game (See the Spotting Rules Section 3, page 9), but its role in combat is similar to initiative in previous *General* games.

The class of attacks where initiative/profile has the greatest impact is air combat. In *People’s General*, this type of attack most commonly involves aircraft (helicopters and planes) and ground units. The reason for this is that there are no terrain effects in the sky, thus initiative/profile has a higher percentage impact on the combat results calculation.

4.2. ENTRENCHMENT

Entrenchment represents that the longer troops are staying in one place, the better they make their position.

The entrenchment rules are that at the end of the first turn that a unit is in a given terrain, it has the base entrenchment shown in the table. For every turn it stays put, the value goes up one to a maximum of five above the base level.

Terrain	Base Entrenchment
Fortifications	4
Cities	3
Forests/Mountains	2
Rough/Non-city Ports	1
All Else	0

Entrenchments have two basic effects on combat.

The first effect is the defensive bonus it provides. From a planning standpoint I use the following rule of thumb to estimate the effect of entrenchment on combat. Every three entrenchment levels reduces the combat losses by $\frac{1}{2}$ from “normal.”

The second effect is how it increases the probability for a close combat. Basically, if the entrenchment level is three or more, and you attack from an adjacent hex, expect a close combat situation.

There are three ways to deal with an entrenched unit.

The first is to attack him multiple times. Each time a unit is attacked, its entrenchment level is reduced by one. To use this most effectively, some planning concerning the order in which your units attack is appropriate. For example, if you have two scout units at two-hex distance, one tank at one-hex distance, and one artillery unit within range, what is the “best” order to attack a soft target with an entrenchment of three? Recon-recon-artillery-tank is the best. The first two recon shots will lower the entrenchment to one, where the artillery can do some damage. The tank might even get an overrun out of this.

The second way to deal with entrenched units is Engineers. Engineers ignore entrenchment when they attack, and they leave the enemy unit at an entrenchment of zero when they are done. If you have engineers, using them first before your artillery attack can have devastating results on dug-in opponents.

The third way is to make him move. If the enemy unit occupies a victory hex he won't budge. However, if he's somewhere else and you maneuver your troops properly, he will move either to attack you or to retreat.

You can make him retreat by maneuvering around his position. The AI will always retreat units when you position your forces between them and the victory hex(es) they are trying to defend.

The AI will always attack an apparently isolated unit. The word “apparently” is the key here. Due to the nature of the scouting rules (See Section 3, page 9), the AI often thinks you have isolated recon units. Use this to set traps for his units and draw them out of good defensive terrain.

4.3. SUPPRESSION

Suppression is a measure of how an attack can make a unit less effective without necessarily causing casualties.

Suppression is normally only effective for one specific attack. However, suppression from airstrike missions lasts the entire turn. Thus, if you intend to use an airstrike on a target, do it first.

The effect that is most notable in *People's General* is that if during a given combat, the suppression value exceeds the strength value, the unit retreats.

4.4. MULTIPLE ATTACKS

Multiple attacks are how most kills occur.

In *Panzer General II*, every attack reduced the ground defense factor by two, up to a maximum of eight.

People's General makes no explicit statement concerning how the multiple attack concept works, but it does work.

As with entrenchments, some planning concerning the order of your attacks can be beneficial.

4.5. PUTTING IT ALL TOGETHER

The discussion of combat to this point has addressed the elements of the game system that impact combat. What follows are some suggestions on how to combine these elements into a coherent plan.

4.5.1. Kill, Don't Wound

You should always try to kill a few enemy units rather than wound many. The logic is simple. Dead units don't get replacements. Force the enemy to spend the prestige on buying new units.

The exception to this would be when you discover threatening enemies after you have moved your units. For example, you move a helicopter forward to attack an enemy tank and later find multiple AD units that could move forward and attack your helicopter. In this case, forcing the AI to provide replacements in the next turn for two units as opposed to shooting down your helicopter is the right choice.

4.5.2. Attack In The Proper Order

There is a proper order to the sequence of attacks in any given turn.

The first target should always be the enemy recon units. Eliminating enemy recon units puts you ahead in the information war. With no enemy recon units nearby, you will have full spotting capability and be able to identify all prospective targets. At the same time, the enemy will now have minimal information on your deployment. If he can't see you, he can't counterattack you.

The next target should be the fire support units. These are the artillery and helicopter-effective AD units.

If there are multiple enemy artillery units, be careful to avoid counter-battery fire. One way to do this is to place your artillery unit at maximum range to one of the enemy artillery units. Hopefully at this range, you will be out of range of the other enemy units, and can attack an enemy artillery unit without receiving counter-battery fire. If your other artillery units are closer, they can fire and receive counter-battery fire from a weakened unit, and thus receive less damage.

4.5.3. Attack At The Right Range

There is normally a big difference in the outcome depending on what range you attack at.

Attacking from an adjacent hex will normally cause more casualties on the enemy unit. However, this does not come free. You also will suffer increased casualties attacking at this range. More importantly, defensive artillery fire only occurs for attacks coming from adjacent hexes.

Attacking from a range of two or more hexes can be more efficient. If you are attacking a unit with a range of one, you will receive no return fire, and thus suffer no casualties. This is especially effective if you use these long range attacks as the initial attacks trying to set up an overrun attack.

4.5.4. Get The Right Match-ups

Combat in *People's General* can be thought of as a very violent version of paper-rock-scissors. You want to use the right weapon to attack the right target in the right terrain.

Some examples:

- Use your infantry in cities and woods. Use non-mech infantry to take out AT units.
- Keep your tanks in open terrain and try to get overrun assaults.
- Use your AT units against enemy tanks at long range.
- Use your helicopters against enemy tanks first to set up overrun assaults.

4.5.5. Don't Overextend

Be careful how far you advance any unit to attack another. Try to keep your units positioned so that the AI can't isolate, surround and destroy one of your units.

It can be tempting to send someone forward to finish off a wounded enemy unit, but judgment must be used when you do this.

An isolated unit in advance of the rest of your force is likely to be attacked by the AI. One primary reason for this is that by being farther forward, the unit is closer to the enemy units, and farther from your recon units. The net effect is that it becomes much easier for the AI to spot a unit that is out in front of your main force. If the AI spots an isolated unit it will attack it with everything it has.

By the same token, you should be careful sending your helicopters too far behind the front. Just like you, the AI doesn't like enemy helicopters. He will try to kill yours. Sending them too far forward just ensures they remain spotted during his turn. This can result in them being attacked by enemy air power or being ambushed by unspotted AD units.

4.5.6. Set Ambushes

Take advantage of the spotting rules. Use the screening capability of your recon units and some predictability by the AI to set an ambush.

The basic trick is to place your recon units behind your combat units. The AI will only "see" the recon unit and advance his forces to attack from a range of 2 hexes. If you place your units properly, the first AI unit will be surprised by the presence of your combat forces and take significant casualties.

This trick works especially well with a leader tank that has overwatch. Just place the tank directly next to your recon unit on the side the AI will come from. Normally the AI unit will stop next to your tank and get hammered by the surprise attack. On your turn you can get an overrun assault on this weakened unit.

4.5.7. Don't Run Out of Ammo

This sounds obvious but it can easily happen if you don't pay attention.

The issue is different for two basic unit types: artillery/helicopters and combat units.

Artillery and helicopters are typically your primary strike weapons. They are used to wound the enemy units you intend to kill. Both unit types are typically used every turn to maximize your kill ratio. If you're not careful you can have all of your artillery and/or helicopters run out of ammo on the same turn. This will become a wasted turn since you won't have your primary strike weapon available. Since the artillery units can also fire defensive support missions, they can exhaust their ammo supply even faster.

With standard combat units the problem is slightly different. The minimum ammo load a front line unit needs is a function of the likely number of attacks it will receive in the AI's turn. The reason is that a unit without any ammo is toast, grated cheese, shredded wheat. Basically, don't put a unit at the point if it doesn't have at least three rounds of ammo since it can easily use up three or four rounds of ammo defending itself.

What you should plan for with all your units is to stagger your resupply. There is nothing more frustrating than to have a brilliant victory lost because most of your units must resupply on the same turn.

5. MOVEMENT

The nature of the game requires that you move your units across the map. The nature of combat requires that you keep your units together.

The movement points required for any terrain type are shown in the table below. These are valid for all weather types except snow.

Terrain	Tracked		All Terrain		Leg		Wheeled	
	Other	Snow	Other	Snow	Other	Snow	Other	Snow
Sand	1	1	2	2	2	2	3	3
Forest	2	2	3	3	2	2	4	All
Rough, Hill	All	2	All	2	All	2	All	3
Mountain	All	All	All	All	All	All	All	All
Clear	1	1	1	2	1	1	2	2
Rice Fields, Swamp, Lake Region	4	2	4	3	2	1	All	3
Stream	2	2	1	1	1	2	4	All
River	All	2	4	2	All	2	All	3
Ocean, Lake	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited
Fortifications, Airfield, City, Port	1	1	1	1	1	1	1	2
Road, Bridge	1	1	1	1	1	1	1	1
Jungle	4	4	3	3	2	2	All	All

The most important item to understand from this table is the impact of movement mode on the cost to traverse terrain. A unit that cannot keep up with your advanced troops is worse than useless. Movement mode is an important factor when deciding which unit to purchase.

6. COMBINED ARMS

The fundamental idea that you must understand to succeed in *People's General* is the concept of combined arms. On the modern battlefield, there is no dominant weapon system that can destroy all opponents and fears no enemy. Every unit is designed to perform a specific task, and is vulnerable to a certain counter. The trick is to have the right combination of units so that the weakness of one unit is countered by the strength of another.

It is fundamental that you understand the proper role and weakness of all of your units. Failure to understand these will cost you units, prestige, and victory.

6.1. RECON

Recon units are probably the single most important unit type in *People's General*. I'm sure many people now doubt my sanity, but the change to the

spotting rules in *People's General* makes this statement accurate (See the Spotting Rules Section 3, page 9).

Recon units perform two essential functions.

First, they let you see where the enemy is. If you can't see them you can't kill them. Recon units should always be the point unit in an advance. They should move in stages using their phased movement to identify the location and type of enemy units to your front. Once you have identified the forces arrayed against you, you can prepare a plan for their destruction.

Yes, you can use air points for recon missions but air missions can't perform the second essential function of recon units.

Recon units make it more difficult for the enemy to see your other units. In essence scouts, used properly, can make the rest of your army invisible.

Think about that for a minute. The enemy will only attack the units it can see, and scouts can make the rest of your army invisible. Still think air power is an equal substitute for recon units?

Recon units should also be the unit of choice for capturing flags. Since they have phased movement, they can move on after capturing the hex. The one exception to this is if, due to placement of enemy units, a counter-attack would be expected the next turn.

Recon units are not combat units. They can fight but that is not their primary task. Their job is to spot for the big boys and get out of the way. If you attack with recon units, it is typically better to do it at a range of two or three hexes.

6.1.1. Overstrength and Replacements

Recon units also are the exceptions to the normal overstrength and replacement rules. Due to the nature of the spotting rules (recon units screen for other units but not themselves) usually the only type of your units the enemy can see are your recon units. Therefore, expect them to be attacked, multiple times, every turn. So they will take casualties. At this point you will either have to remove them from the front and send them to the rear for the rest of the scenario, let them be killed, or give them replacements.

Because of this, it is best to overstrength recon units only to the level they were purchased at (1 star units overstrengthened to 11, 2 star units to 12, etc.). You want to overstrength them to some extent so they have a better chance to survive, but going over their base level will in the long run be wasted since they may not keep that experience level for long.

6.1.2. Purchasing Guidelines

The primary attributes that one should focus on in selecting a recon unit are spotting range, defensive factors, and movement factors.

Spotting range is the most important attribute. After all, spotting is the recon unit's *raison d'être*.

The defensive factors are important since recon units will be attacked. Close defense factors should be reviewed since the chance of the recon unit being surprised as it advances is greater than most other unit types.

The movement factors are important because recon units need speed to do their job. The more movement factors, the more phased movement they can perform.

6.1.3. Special Capabilities

Recon units have the phased movement capability. The recon unit can move, pause, move again, pause, and move again until all movement points are expended. Each pause costs one movement point.

6.1.4. Recommended Attachments

The attachments for recon units should normally be Forward Observer (FO) and Helicopter or Recon.

The FO attachment is appropriate since the recon unit will be spending a lot of time next to enemy units. The +4 bonus for your artillery will pay off.

The Helicopter or Recon attachment is appropriate since both give a +1 to your spotting range, and spotting is the primary task of recon units.

The difference between Helicopter and Recon is the second bonus.

Recon provides a -1 profile adjustment. For the spotting aspect of profile, this provides almost no benefit to the recon unit due to the spotting rules. However, for the initiative aspect of profile, this can provide a combat benefit. Considering how often recon units are attacked, this is a good thing.

Helicopter provides a +2 Hard Attack adjustment. This is handy for those few times you do attack with the unit.

If the recon unit does not have the River Assault ability, the Bridging attachment should be substituted if the terrain requires it.

6.2. ARTILLERY

Artillery is the king of the battle field. Historically, it has inflicted more casualties than all other weapons combined.

The role it plays in *People's General* is that of first strike weapon. Its primary task is not to destroy enemy units, but to weaken them to the point that they are easily killed by another unit. Depending on the target, this may require one, two, or more shots.

The deployment of artillery is a balance between two primary tasks.

The first task is to be deployed far enough forward to maximize the number of targets you can attack.

The second task is to not deploy in a position where you are vulnerable to counterattack. The counterattack can occur by direct assault by enemy units, enemy artillery attack, counter-battery fire, helicopter attack, or air attack.

Artillery units in *People's General* have much longer range than in previous *General* games. Ranges of six to ten hexes are not unusual. You can avoid direct assault, artillery attack and counter-battery attacks by using this range correctly. You don't have to place your artillery in the second row of your defense. Place them in a location where the enemy cannot advance to and attack you. If the AI spots one of your artillery pieces in a position vulnerable to direct assault, it will attack it.

You should learn the range of the various enemy artillery units you will face in a game. If you have longer-ranged units, set up at least one hex beyond their maximum range and pound away.

Air defense units are artillery units' best friends. You should always keep a helicopter-attacking AD unit near your artillery. By the same notion it is a good idea to cluster your artillery units to make them easier to protect.

6.2.1. Overstrength and Replacements

Artillery should be the first priority when overstrengthening units. The extra attack value will pay dividends when softening up enemy units. Also, if used properly, artillery should not be attacked during the scenario, so they will not lose points.

For this reason you should never give replacements to an artillery unit. If attacked and reduced in strength, retreat the unit to the rear and let it sit out the scenario. The only exception is if it is in danger of being eliminated and cannot retreat.

6.2.2. Purchasing Guidelines

The primary attributes that one should focus on in selecting an artillery unit are range, ammo, attack factors, and movement factors.

Range and ammo are the two factors that should be evaluated first. Long range and large ammo capacity ensure that the unit will be able to fire at most targets for most of the game. A high attack factor is of no use if the target is out of range or the unit is out of ammo. Remember that the primary task of artillery is to set up the attack of other units. Often, any attack, regardless of the attack factor, is better than no preparatory artillery attack.

Movement mode is important to consider. Artillery units that use wheeled movement can quickly be left behind as your tracked units advance. Also you should consider any special capabilities of the unit. For example, when playing the Chinese campaign, is the increase in the attack factors in the PLZ-45 more valuable than the river assault capability in the Type 85/90? Consider that the Type 85/90 will not require the bridging attachment. This means you can always use the special munitions and the combat support attachments. This means that in scenarios with multiple river crossings, the Type 85/90 will be able to stay with your assault units and be able to fire for eight turns without resupplying. The PLZ-45 will only operate for five turns. Since a brilliant victory usually must be won in eight turns, this difference can cost you a brilliant victory.

6.2.3. Special Capabilities

Artillery provides support fire to your units under attack. There are two types: Counter-battery Fire and Defensive Fire.

Counter-battery Fire occurs when you fire one of your artillery units from within range of an enemy artillery unit. An artillery unit can not provide Counter-battery Fire for itself. If you have scouted the enemy position properly, you shouldn't be surprised and suffer Counter-battery Fire often. The only time it should occur is if the enemy has a range ten artillery unit deployed in the rear.

Defensive Fire occurs when the enemy unit that is attacking one of your units is within range of your artillery unit. It will only occur if the attack is made from an adjacent hex. Attacks from two or more hexes will not draw Defensive Fire.

For both types of support fire the following rules apply:

1. Only one unit will provide support fire.

2. The closest unit to the enemy attack is the first choice for support fire. If this unit is not available, out of ammo or already fired, the next closest unit is selected.
3. Normal units can only provide a single support fire mission per turn. Artillery with leaders can fire multiple support fire missions per turn.

6.2.4. Recommended Attachments

The Special Munitions attachment should always be purchased for artillery units. Combat Support should normally be purchased also. This can be substituted for Bridging if the map terrain requires it.

6.3. INFANTRY

Infantry is the primary tool for taking or holding terrain, especially restricted terrain (cities, jungle, mountains, etc.). There are a variety of infantry types available.

The class and roles of each are as follows.

6.3.1. Mechanized Infantry

Mechanized (mech) infantry is the backbone of your infantry force. They typically are the fastest and strongest infantry available. They are effective in restricted terrain but are hard targets. As such, they are less vulnerable to artillery and not as effective against anti-tank units.

Many mech infantry units have the River Assault attribute. This is an important capability to improve the mobility of these forces.

6.3.2. Leg Infantry

Leg infantry is good old fashioned infantry. They are not as strong nor as fast as the mech units, but they are soft targets. This makes them more vulnerable to artillery but less vulnerable to anti-tank units.

They are effective at attacking and holding in restricted terrain.

6.3.3. Engineers

Engineers are a special type of leg infantry. Engineers are essential for assaulting entrenched positions. They ignore the entrenchment when calculating attack odds and they reduce the entrenchment level of the enemy unit to zero. They also entrench more quickly, and so are likely to survive the inevitable counter-attack.

If you are using engineers, you may consider reversing the order of attack with artillery for highly entrenched targets. Artillery attacks on units with zero entrenchment are far more effective than against units with high entrenchment values.

6.3.4. Light Infantry

Light infantry has two special abilities.

The first is that they are air-transportable by helicopter. You can move a light infantry unit with a helicopter, and it then can move up to half its movement range and attack. This can be a very effective technique for capturing remote victory or flag hexes. In addition, it can be very effective to use them as a fire brigade to shift them from location to location to assist an assault on a defended city.

If they encounter a helicopter-effective AD unit while being transported, they will be attacked and return to their launch site. Also, you cannot fly the transport helicopter within the range of any known enemy AD unit even if the unit is not helicopter-effective.

The second special ability is that light infantry ignores zones of control (ZOC). Normally, a deployment that has interlocking ZOCs is one that will block enemy penetration. This isn't true if light infantry is available.

Light infantry should be kept in restricted terrain. If left out in the open it will be easy prey to enemy armor.

6.3.5. Airborne

These are troops that can be loaded on aircraft at an airport and be dropped into any uncontrolled hex.

The only unit in the game with this capability is the Russian airborne infantry.

6.3.6. Support Units

I'm not sure why support units are classified as infantry. I can only suppose it is to reduce the creation of additional unit categories.

Support units have two special capabilities.

The first capability is that they can resupply any unit, but most importantly, helicopters. If you have limited air superiority, this can prevent you from losing the use of your helicopters while they fly far to the rear to an airport.

The second capability is that they are a mobile deployment hex. Units can be deployed in the hexes next to the support unit.

This feature can be used to jump-start your advance at the beginning of a scenario. If you only deploy the support unit with a small covering force at

the start of the scenario, you can deploy the remainder of your force after moving your support unit. This can allow you to start with your forces advanced farther forward than they otherwise could using the initial deployment hexes. You can repeat the process with additional support units to make this technique more effective.

6.3.7. Bridging

This unit is just what its name implies. If you place this unit in a river hex, all other units can cross the river.

Since you can give the self-bridging capability to any unit as an attachment, this unit type can conceivably be eliminated from your force mix.

However, you should make note that the Vietnamese Type 63 tank has the same ability (according to the PDF file provided on the CD).

6.3.8. Overstrength and Replacements

Infantry units will take losses. As such, you should consider overstrengthening these units, but not excessively. As with most combat units, replacements should not be taken unless absolutely necessary to maintain the experience level of these troops.

The bridging and other support units should not see combat. As such, they should not be overstrengthened, and you can provide them with replacements as needed.

6.3.9. Purchasing Guidelines

You should have a mix of infantry types in your combined arms team. Mechanized infantry, engineers, and light infantry each have their roles. The primary issues to evaluating within each class are the attack and defense values.

6.3.10. Recommended Attachments

The Forward Observer attachment should always be purchased for infantry units. This allows for an assault on dug-in enemy units to proceed as follows:

1. Move an infantry unit next to the enemy unit to be attacked.
2. Fire the artillery mission.
3. Attack with the infantry unit.

The second attachment is a function of the specific infantry type and scenario requirements.

Mechanized infantry should consider the Air Defense attachment. Hard targets are attacked by helicopters and air power more often than soft targets. In addition, the Hard Attack value for helicopters and air power is typically higher than the soft attack values.

The Bridging attachment should be used if the terrain requires it for those units without the river assault attribute.

Light infantry can benefit from the Anti-tank attachment.

6.4. TANKS

Tanks consist of the large main battle tanks (MBTs). They are heavily armed, fast and have thick armor protecting the crew.

Many gamers view them as invincible leviathans that should fear no enemy and should kill all before them. They feel that the fact that this doesn't occur in *People's General* is a fault with the game, not with their assumption.

After the introduction of man-portable anti-tank missiles in World War II (bazooka, panzerfaust, etc.), tanks entered restricted terrain alone at their own risk.

With the introduction of modern guided missiles, the tank became vulnerable in open terrain, if used incorrectly.

Whether you agree or disagree with this assessment is moot. The *People's General* combat system uses this assessment.

Tanks should be used only in open terrain whenever possible. This allows them to attack at long range where they typically will not be damaged by enemy return fire.

Putting tanks in cities, or woods makes it likely that attack and defense will occur using the tank's close combat factors. For most tanks these values are far less than their normal combat factors.

6.4.1. Overstrength and Replacements

Tanks should be overstrengthened when possible, especially units with leaders. The advantage the overstrength value provides is that it will raise the threshold at which you can perform an overrun attack.

As with most combat units, replacements should not be taken unless absolutely necessary, to maintain the experience level of these troops.

6.4.2. Purchasing Guidelines

The factors to consider when purchasing a tank are speed, ammo, attack, and defense factors.

The optimum use for a tank is to perform multiple overrun attacks in a single turn. This is why speed and ammo are rated so highly. In addition, a slow tank is of limited use during an offensive since it quickly is left behind.

6.4.3. Special Capabilities

Tanks can perform overrun attacks. These are attacks, typically against weakened units, that destroy the enemy unit and allow the tank to move and attack again.

This is the primary role for armor. You should plan your attacks so that other units weaken a group of enemy units sufficient to allow one of your tanks to perform an overrun attack on all the weakened units.

6.4.4. Recommended Attachments

Tank units should normally have the air defense attachment. They are prime targets for enemy helicopters.

Bridging is a necessity for scenarios with rivers.

6.5. AIR DEFENSE

Air defense is essential to protect your assets from attack by aircraft and helicopters. The AD units come in two “flavors”: helicopter-effective and aircraft-effective.

The helicopter-effective are those units that can initiate attacks against helicopters. They tend to be relatively short-ranged. They also can attack enemy aircraft.

The aircraft-effective are those units that can only initiate an attack against enemy aircraft. They tend to be long-ranged.

Both types are needed for the combined arms team. However, the helicopter-effective should be purchased first. The reason is that you are likely to encounter enemy helicopters during most scenarios. This allows you to protect your units and have the AD units gain experience. Enemy helicopters pose one of the greatest threat to your units. Their elimination should be a high priority.

Be aware that the AI understands the threat your AD unit poses and will launch Wild Weasel attacks on any spotted helicopter-effective AD unit. Keep your AD forces clustered to provide mutual support.

The threat posed by enemy aircraft is primarily a function of the air superiority rating. If it is significantly in your favor, as it is for the early scenarios, then the enemy will only be capable of launching limited air attacks. It is for this reason that you can delay adding the aircraft-effective AD units till later in the campaign.

6.5.1. Overstrength and Replacements

The helicopter-effective AD units should be overstrengthened to the maximum possible extent. The reason is that an overstrength AD unit is far more effective than a normal strength unit. This will simplify the elimination of enemy helicopters. Also, since eventually they will be attacked by a Wild Weasel, this gives them more points.

The aircraft-effective AD units have a lower priority for overstrengthening.

6.5.2. Purchasing Guidelines

The factors to consider when purchasing an AD unit are range, ammo, attack, and movement mode factors.

Range is most important because it defines the umbrella you can project.

Ammo is important since most AD units tend to have small amounts. Air attacks tend to consist of multiple waves, so units with small ammo can run out in a single turn.

Movement mode is important since many AD units use wheeled transport. This can result in these units being left behind by your advance.

6.5.3. Recommended Attachments

AD units should normally have the Air Defense attachment. After all, this is their primary task. The Combat Support attachment is also normally needed. The increase in the ammo load can provide a significant bonus to the utilization of the unit.

Bridging may be a necessity for scenarios with rivers, especially for the helicopter-effective AD units. Their shorter range requires that they stay up with the forward troops. The aircraft-effective AD units may not need this. Their longer range may allow them to provide cover from a rearward position.

6.6. HELICOPTERS

Helicopters are your fire brigade. They can be moved great distances and provide fire support for any battle group.

The distance they can move is a function of your air superiority.

Their normal movement is 30 hexes. This is only available if your air superiority is 100% or the helicopter has a leader. If your air superiority is less than 100% then helicopter movement is reduced by a like amount. For example if you have an air superiority rating of 80%, your helicopter can move 80% of 30 hexes, or 24 hexes.

Helicopters are best used to attack hard targets and enemy helicopters.

The idea of how to kill enemy helicopters is to pin them in one area and concentrate your force on them. You can use your helicopters to pin the enemy; just use two of your helicopters and put them adjacent and on opposite sides, unless it has Infiltrator for a leader.

I typically use this trick to pin a wounded helicopter while I bring up additional AD units for the kill. It is most efficient if you can move the helicopters **after** they have attacked a ground unit.

Keep an eye on your helicopters' ammo. Try to cycle your units for resupply. Nothing can be more frustrating than having all your helicopters needing to reload on the same turn.

Helicopters are one of your vital assets. Use them with care. Avoid sending them into un-scouted areas unless you want to lose them. The AI **always** has AD units. In fact, the AI has **too** many AD units, far too many. Use your recon units to spot the enemy AD units **before** you commit your helicopters. And since nobody's perfect, it's a good idea to try to save one artillery unit for after you move your last helicopter, to pound any nasty surprises that show up.

You need to be especially careful during the end game. Many of the AI's AD units are retreated before your advancing troops spot most of them. They tend to hang out near a victory hex, usually the last one you are closing in on.

If you assume that any unspotted portion of the map is crawling with enemy AD units, you've got the right attitude.

6.6.1. Overstrength and Replacements

Helicopters are the number one priority for overstrengthening. It is expensive, but definitely worth it. Once a helicopter gets to 13 or more, its attacks are devastating.

Never, ever, ever give a helicopter replacements. If wounded seriously, just fly them to a corner you're **sure** is deserted and leave them there. After all, to give replacements to a helicopter, you have to fly them to an airport. So

how could you possibly have a set of circumstances where the helicopter needs replacements or it will die, and you can give the replacements to it?

6.6.2. Purchasing Guidelines

The factors to consider when purchasing a helicopter unit are Hard Attack, profile, and ammo factors.

Hard Attack is crucial since tanks are the primary target of helicopters.

Profile is important for two reasons. The first is to make the unit more difficult for the AI to spot. If they can't see it, they can't kill it. The second is to reduce the effect of air defense fire against the helicopter.

Ammo is important since these units will likely fire against something every turn.

6.6.3. Special Capabilities

The primary special capability of helicopters is their mobility. Helicopters are your rapid response team. They should be moved from fire fight to fire fight to support your offensive.

6.6.4. Recommended Attachments

Helicopters should always have the Combat Support attachment. Those additional three shots can often make the difference for a brilliant victory.

The other attachment is a judgment call between Recon and Helicopter.

Both provide a +1 to the spotting range. Since helicopters spend a good deal of time near the front and must spot the enemy AD hunting it, this is a very good thing.

Thus the basis of the choice between the two is which philosophy is dominant at the present time: Offense or Defense.

The offensive mindset is appropriate under the following conditions:

- Your helicopters can afford to take casualties.
This occurs during the unit's early scenarios where it doesn't have much experience and high risk combat is the best way to gain experience. Alternatively, it occurs in the last scenario, when you don't care as much if a unit survives.
- The threat environment posed to your helicopters is minimal.
One of the primary threats your helicopters face is enemy air attacks. If you have a high air superiority rating, this threat is reduced. At the same time, you can allocate air attack points for Wild Weasel assaults

on the helicopter-effective AD units. Don't worry about the enemy tanks having the Air Defense attachment. They always have it.

The defensive mindset is appropriate under the following conditions:

- Your helicopters have high overstrength levels.
For these units, the benefit provided by the high overstrength (13 or higher) far outweighs the bonus provided by the +2 to Hard Attack. Using the reduced profile to ensure that the unit minimizes its casualties during the scenario is the best choice.
- The threat environment posed to your helicopters is real.
This occurs primarily when you have a low air superiority rating. It can also occur if the AI has a large amount of helicopter-effective AD units.

6.7. ANTI-TANK

OK, why am I stuck with this worthless unit?

But is it really worthless?

Let's compare the best AT unit with the best tank unit at the same time period for both major combatants.

Unit	Hard Attack	Ground Defense	Cost
American units available in 2001			
Bradley AT	18	10	120
M1A2 Abrams	19	16	300
Chinese units available in 2001			
YW-531a AT	14	8	100
Type 90-II	18	18	280

Now if we ignore the overrun capability of tanks (granted, not a trivial issue), the difference in capability versus cost is trivial for the Americans and minor for the Chinese. There is a difference in the defense factors, but since you get just less than three AT units for each tank the total amount of defense factors is greater for the same prestige expenditure.

So should you buy AT units?

They are effective under the following conditions:

- Your situation is such that you need many bodies to plug the line.
- An enemy unit has gotten behind your lines and you need to deploy a unit in the rear to hold your victory hex.

6.7.1. Overstrength and Replacements

How you handle AT units depends on whether they are a temporary unit, or an integral part of your core forces.

If you plan to keep the unit for the entire campaign, they should be treated as any other combat unit: overstrengthened when possible, with minimized replacements.

If temporary, replacements can be used.

6.7.2. Purchasing Guidelines

The factors to consider when purchasing an anti-tank unit are special attachments, Hard Attack and ground defense factors.

Special attachments are important since many AT units have the river assault capability. This is very nice to have since it eliminates the need to add the bridging attachment.

6.7.3. Recommended Attachments

AT units should normally have the Recon and Anti-tank attachments. The Recon attachment provides the -1 profile adjustment that will help the relatively weak defense factor of the unit.

The Anti-tank attachment will help the unit do its primary task of killing tanks.

6.8. AIR POWER

Air power is possibly the most misunderstood and misused element of *People's General*.

The most important issue to understand is that if you use your air power, your air points will be reduced next turn. The details on how that works is described below. If you want to have air power available at the end of the scenario when trying to win a brilliant victory, when you'll need it most, you need to use it with care early in the scenario.

The idea is that you should not fly an air mission unless you really need it. Flying missions just because you have air points left during a given turn is just wasting them.

The second point to understand is that there is only one mission that is unique to air power: transporting air mobile units. All other missions can be performed, to some extent, by other units.

This is not to say that you should not use air power for anything but transport missions. There are times and places that air power is the weapon of choice. However, to ensure its availability late in the scenario, it should not normally be the first choice.

The third point to understand is that air power will gain experience just like any other unit.

6.8.1. Wild Weasel

These are attacks against enemy AD units. They cost five points. If used, they should concentrate on eliminating the helicopter-effective enemy AD units. This will provide freedom of movement to your helicopters.

This type of attack is often performed as a reaction attack. What occurs is you move your helicopter to attack an enemy unit, and then spot an enemy AD unit that can move and attack your helicopter the next turn. Under these circumstances, a preemptive strike against the enemy AD unit makes sense. However, if your goal is to prevent or minimize an attack on your helicopter, it is not necessary to kill the enemy AD unit. If it is seriously wounded, the AI is likely to retreat or give replacements to the AD unit, rather than attack your helicopter.

You should only attack the aircraft-effective AD units if you plan to use ground attacks.

The risk run performing this mission is that normally there are multiple enemy AD within range of the hex you're attacking, so expect to take casualties.

Artillery can often perform this mission just as effectively, especially against Stinger and Strela type AD units.

6.8.2. Recon

These are scouting missions designed to provide you information on enemy troop deployments. They cost two points.

This job is normally performed by your recon units. However there are times that this mission is needed.

One time is the first turn. At this point the enemy recon units have not yet been eliminated and thus are screening the other enemy units. Use of recon missions can reveal the high priority targets, allowing you to attack them.

Recon units should normally perform this mission since they also screen your other units.

6.8.3. Air Strike

Air strike missions are attacks against enemy units. They can be against ground or helicopter units. They cost ten points.

If the attack is against helicopter units, the enemy AD units will not provide defensive fire. If it is against ground targets, the enemy AD units will provide defensive fire.

Attacks against enemy helicopters is a very effective way of eliminating their threat, especially if you surround the enemy helicopter with two of yours after the attack. If you do plan to attack helicopters this way, be sure to have helicopter/ground toggle on helicopter mode before launching the mission.

One of the primary benefits of air attacks is that any suppression generated lasts for the entire turn.

Artillery and helicopters should normally perform this mission.

6.8.4. Defensive Support

Defensive support missions provide support for your units. They cost six points.

They are used by placing the air unit on the map. All adjacent hexes will be protected by the unit.

This should be used if you have a wounded unit on or near the front line that you can neither retreat nor provide with replacements. It can buy you that turn you need to save the unit. Expect the AI to attack the defending air unit.

This mission can also be performed by artillery and recon units.

If the AI attacks from an adjacent hex (don't count on it), your artillery can provide defensive fire.

Proper use of recon units can be more effective. If you place your recon units next to and in front of the wounded unit, the AI will probably not be able to spot it unless it has a unit next to it.

6.8.5. Air Transport

Air transport is used to move your air mobile units across the map. It costs four points.

As stated previously, this is the only air mission that cannot be performed by any other unit.

Light infantry can form a vital part of your combined arms team. They can act as a fire brigade and be quickly shifted from one area to another. If you have no air points left they become slow, vulnerable infantry.

6.8.6. What It Really Costs

In case you're confused, SSI's explanation, in the readme file, of how air points are reduced is blatantly wrong.

What follows is based on testing I performed with the game.

Your air points available on any given turn are calculated as follows:

$$AP = UAP + \%AS * \{ [(CAM1 * RS1)/10] + [(CAM2 * RS2)/10] + \dots + [(CAMn * RSn)/10] \}$$

Where:

AP = Air points available

UAP = Air points remaining from previous turn

%AS = Air superiority percent rating

CAM1 = Cost of air mission 1

RS1 = Strength of air unit after mission 1 (0 through 10)

CAM2 = Cost of air mission 2

RS2 = Strength of air unit after mission 2

CAMn = Cost of the nth air mission

RSn = Strength of air unit after the nth mission

Thus the cost of casualties is a function of the cost of the air mission flown.

The fractions are carried for determining the effect of losses, but the final calculation for applying the %AS factor is rounded down (e.g., 1.9 becomes 1).

7. TRIGGER HEXES

Certain city hexes in a scenario will give a special award to the player who takes them. Trigger hexes can give you more prestige, more air mission points, more experience for the unit taking the city, or award a leader to the unit that takes the city.

Because experience and leaders are only given to the unit that actually activates the trigger hex, it's a good idea to take cities with units that don't already have leaders assigned to them.

8. WEATHER

Weather has two effects in *People's General*: Combat and Spotting.

8.1. COMBAT EFFECTS

According to the *People's General* readme file "*Poor weather will reduce the number of shots by 1/2.*"

Since there is no description of how many shots a normal unit has in any given turn, this is best interpreted as a reduction in the attack factor.

However, based on my experience, this effect is not the same for all unit types.

Air attacks and helicopters have their effectiveness reduced more during bad weather than ground units do. Ground units attacking at long range have their effectiveness reduced more during bad weather than ground units attacking from adjacent hexes.

Overcast slightly reduces the effectiveness of air attacks. Rain and snow have a greater impact.

8.2. SPOTTING EFFECTS

Overcast will reduce everyone's profile by one. Rain and snow will halve spotting ranges.

9. LEADER ABILITIES

When a unit is awarded a Leader, the unit gets two special abilities; one set unit ability dependent on the unit's class, and one random ability. For instance, when a tank unit is awarded a Leader, the unit always gets the Aggressive Maneuver ability, then one other random ability from the Random Ability List. Below are the Unit Class abilities and then the Random Ability List:

Class	Leader Abilities
Aggressive Maneuver	Tank unit class ability. Gives +1 to movement range.
Enhanced Radar	Air Defense class ability. Gives +1 to weapon range.
Force Recon	Recon unit class ability. Gives +1 to spotting range.
Multiple Fire Support	Artillery unit class ability. Unit may continue to support and counter-battery as long as it has ammo to do so.

Stealth Pilot	Helicopter unit class ability. Movement range not reduced due to low air superiority levels.
Tank Killer	Anti-tank unit class ability. Number of shots are not halved when unit fires beyond range 1.
Terrain Expert	Infantry unit class ability. Gives +4 to Close attack and defense values.

Random Ability List:

Ability	Description	Available To:
Aggressive Attack	Gives +2 to attack and defense when initiating attack.	ALL
Aggressive Maneuver	+1 movement (cumulative with tank class leader bonus)	ALL
All Weather Combat	Number of shots are not halved in storm turns.	HEL
Ambusher	If unit attacks in a close assault, then enemy gets no artillery support fire.	INF
Blitzer	Grants the tank class overrun ability.	AT, HEL, INF, REC
Bridging	Treat river and streams as rough terrain for movement.	ADA, ARTY, AT, INF, REC, TNK
Camouflage Expert	-2 profile.	ALL
Ability	Description	Available To:
Defender	If unit is adjacent to both attacker and defender, then unit can provide support fire (like artillery).	HEL
Determined Defense	Get +2 to attack and defense when defending.	ALL
Devastating Fire	May shoot twice per turn.	ALL
Ferocious Defender	Always gets entrenchment bonus no matter what specials and leaders the enemy has.	ADA, IN, TNK,
Fire Discipline	Use ½ shot each time in combat.	ALL
First Strike	Attacks before enemy unless enemy has same leader. Support fire, etc. still fire first.	AT, HEL, INF, REC, TNK
Ground Taker	Does 50% more suppression (which helps cause retreat).	AT, INF, REC, TNK
Infiltrator	Ignores ZOCs. Not available for light infantry.	AT, HEL, INF, REC, TNK.
Influence	Units can overstrength for free. Not available in scenario play.	ALL
Liberator	Twice the prestige for capturing towns.	ADA, ARTY, AT, INF, REC, TNK

Marksman	Gives +4 to attack value when attacking.	HEL
Motivator	Adds unit's experience level to all adjacent units. If unit is a ground unit, it supports ground units only. If unit is air unit, it supports air units only.	ALL
Overwatch	Shoots at enemy units entering its Zone of Control.	TNK
Overwhelming Attack	Unit has slightly better chance of causing kills.	ARTY, AT, INF, REC, TNK
Rangers	Forest, Rough, Hill, Mountain, and Jungle are treated as clear terrain for movement.	INF
Recon Movement	Gives unit the recon class segmented movement power.	ADA, ARTY, AT, INF, TNK
Resilience	Unit takes slightly less kills. (1 to 3 fewer step casualties in PG2)	ALL
The Rock	Unit will not retreat.	AT, INF, REC, TNK
Sharpshooter	Shots are not halved at long range.	INF, REC, TNK
Shock Tactics	Does long term suppression. Suppression lasts all turn.	ALL
Shoot and Scoot	Enemy does not get counter-battery fire at this unit.	ARTY
Ability	Description	Available To:
Sixth Sense	Unit can't be ambushed.	AT, HEL, INF, REC, TNK
Skilled Recon	+1 spotting (cumulative with the recon class leader bonus)	ALL
Skirmisher	Before attack, the number of the opponents shots is reduced by two, but never put below 1.	AT, HEL, INF, REC, TNK
Smart Gambler	Available to all units. Combat losses for attacker will never be more than displayed and casualties listed will at least be what was displayed prior to combat (except for hidden supporting units like artillery)	ALL
Street Fighter	Ignores entrenchment and terrain bonus of target in town or port. Automatically follows up in city or port hex if enemy retreats out.	AT, INF, REC, TNK
Tunnel Rats	Ignores entrenchments and entrenches at a faster rate than normal (i.e., makes them Engineers)	INF
Quartermaster	Always may take replacements up to base strength.	ALL

10. ATTACHMENTS

Unit attachments are a way to customize your forces.

Western units can purchase attachments for thirty points. Chinese units can purchase attachments for fifty points.

Recommended attachments are found in Section 6, page 17.

Unit attachments are as follows:

Attachment	Attribute
Recon	+1 to spotting range, -1 to unit profile.
Combat Engineer	+2 to close attack and defense value. Also entrenches faster than normal.
Air Defense	+2 to helicopter, air attack and to air defense.
Bridging*	Gives unit ability to cross river hexes as rough terrain. Also, allows unit to attack after entering a river hex.
Helicopter	+1 to spotting, +2 to Hard Attack value.
Anti-tank	+4 Hard Attack.
Combat Support**	+3 to Ammo and reinforcements aren't reduced during play and are replaced to maximum over strength value.
Forward Observer	Gives artillery and defensive air support a +4 when attacking and supporting against enemies adjacent to this unit.
Special Munitions	For Artillery only. +2 to Soft and Hard Attack.

*The bridging attachment is different from the bridging Equipment Special. The bridging Equipment Special allows you to cross over a river as "rough terrain" and it also allows you to place the unit on a river hex and the rest of your forces may cross over while this unit is in place. The bridging attachment only allows the individual unit with the attachment to cross a river hex. If you place a unit with the bridging attachment over a river, your other troops may not cross over.

**The first time you take replacements for a unit during a scenario, they replace to 10 max (15 for Chinese infantry). The next time this unit takes on replacements, the unit will max out to 9 (14 for Chinese infantry) and each subsequent turn you'll max out to one strength less. If the unit is equipped with the Combat Support attachment, it will always replace to 10 (15 for Chinese infantry).

11. BUGS AND WORK AROUNDS

11.1. GRAPHICS BUGS

Many users have reported a variety of graphics problems with the game. The specifics are very hardware/graphics driver related. Some cards work fine, some don't.

SSI claims the problem is that your graphics driver is not DirectX compliant. You can try to upgrade, but based on the postings I've seen, don't be surprised if it doesn't solve the problem.

You can also turn down the graphics acceleration.

11.2. FIRST TURN NIGHT

At times you may notice that the first turn of a scenario is night. This will be followed by a second night turn and then the first day turn.

There is a way to get around this problem. Save the game when you finish deploying. If the first turn is night, reload the save and it should be daylight.

11.3. PLAYING USER SCENARIOS

If you launch the game from the CD autoplay menu or the start menu icon, scenarios located in the userscen directory cannot be played.

If you start the game by using Windows Explorer to navigate to the EXE file and launch the game from there, it should work correctly.

12. ACKNOWLEDGMENTS

All errors in this document are my responsibility.

However I wish to recognize the originators of certain portions of this strategy guide.

Borger Borgersen described the deployment trick to use with Support Units.

The Unit Class and equipment tables were developed from the Excel table created by Larry Widing.

I would like to thank Thomas Stockheim for pointing out that artillery defensive fire only occurs for enemy attacks from adjacent hexes

UNIT CLASS AND EQUIPMENT TABLES

Soft Attack SA
 Hard Attack HA
 Air Attack AA
 Helicopter Attack HA
 Ground Defense GD
 Air Defense AD
 Range Defense Modifier RDM
 Target Type TT

Close Defense CD
 Range
 Spotting Range SR
 Profile
 Air Transportable AT
 Movement Mode MM
 Movement Points MP

Australia

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	All Terrain	8	4	90	"January, 2001"	Airmobile	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	250	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
LAV AT	Anti-tank	3	18	3	3	9	8	9	Hard	11	2	3	3	no	All Terrain	6	7	80	"January, 2001"	Airliftable	River Assault
Warrior AT	Anti-tank	5	17	3	4	11	7	10	Hard	6	2	3	3	no	Tracke d	8	8	120	"January, 2001"	Airliftable	
MLRS	Artillery	10	12	2	1	3	4	4	Soft	4	6	1	3	no	Tracke d	6	4	260	"January, 2001"	Airliftable	
Bison	Infantry	9	6	3	5	9	8	9	Hard	11	1	3	3	no	All Terrain	6	7	140	"January, 2001"	Airliftable	River Assault
Light Infantry	Infantry	7	5	2	5	9	9	8	Soft	12	1	3	1	no	Leg	5	5	120	"January, 2001"	Airmobile	Light Infantry
Spartan	Infantry	10	9	3	5	10	8	10	Hard	10	2	3	3	no	Tracke d	8	7	160	"January, 2001"	Airliftable	River Assault
ASLAV-25	Recon	6	10	3	4	10	8	12	Hard	7	2	4	2	no	All Terrain	8	8	150	"January, 2001"	Airliftable	River Assault
Leopard 1A4	Tank	11	16	2	2	16	5	15	Hard	6	2	2	4	no	Tracke d	7	8	260	"January, 2001"	Airliftable	

China

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
2S6M Tunguska	Air Defense	6	4	11	12	9	8	11	Hard	4	3	1	4	no	Tracked	8	3	150	"January, 2001"	Airliftable	
DK-9	Air Defense	1	1	13	14	7	8	10	Soft	4	3	1	2	no	Wheeled	6	5	170	"January, 2006"	Airmobile	
HQ-7	Air Defense	1	1	9	10	5	7	8	Hard	2	2	1	2	no	Tracked	6	4	100	"January, 2001"	Airmobile	
KS-1	Air Defense	1	1	8	6	6	5	8	Hard	2	10	1	4	no	Tracked	5	3	90	"January, 2001"	Airliftable	
LY-60	Air Defense	1	1	10	8	5	6	8	Hard	2	6	1	3	no	Wheeled	5	3	100	"January, 2001"	Airliftable	
S-300 PMU1	Air Defense	1	1	12	4	6	4	6	Hard	2	10	1	4	no	Tracked	5	3	100	"January, 2001"	Airliftable	
SA-13 Gopher	Air Defense	1	1	14	6	6	7	8	Hard	2	3	1	4	no	Tracked	5	3	110	"January, 2001"	Airliftable	
Strela	Air Defense	1	1	7	8	4	7	8	Soft	2	2	1	2	no	Wheeled	6	4	90	"January, 2001"	Airmobile	
IL-76B Candid	Aircraft	0	0	18	9	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
J-10	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	200	"January, 2001"	Not Transportable	
J-11	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	190	"January, 2001"	Not Transportable	
J-12	Aircraft	17	19	20	22	18	14	0	Air	0	0	1	5	yes	Air	1	4	250	"January, 2010"	Not Transportable	
JH-7	Aircraft	15	16	18	9	16	14	0	Air	0	0	1	5	yes	Air	1	4	200	"January, 2001"	Not Transportable	
MI-17	Aircraft	9	9	18	8	6	14	0	Air	0	0	1	5	yes	Air	1	4	170	"January, 2001"	Not Transportable	
Red Arrow	Anti-tank	1	14	2	3	5	8	8	Soft	4	2	3	1	no	Wheeled	8	8	80	"January, 2001"	Airmobile	
YW-531a AT	Anti-tank	3	14	2	3	8	6	9	Hard	5	2	2	3	no	Tracked	8	6	100	"January, 2001"	Airliftable	River Assault
YW-531b AT	Anti-tank	3	16	2	3	8	6	9	Hard	5	2	2	3	no	Tracked	8	6	110	"January, 2005"	Airliftable	River Assault
YW 551 AT	Anti-tank	4	18	2	3	5	8	8	Soft	4	2	3	1	no	Tracked	8	8	110	"January, 2009"	Airmobile	River Assault
122 Air Mobile	Artillery	10	6	2	1	3	4	2	Soft	4	4	1	3	no	Wheeled	6	4	180	"January, 2001"	Airmobile	
Monitor	Artillery	24	14	2	1	10	5	8	Hard	2	6	1	5	no	Tracked	4	4	420	"January, 2007"	Airliftable	
PLZ-45	Artillery	19	10	2	1	6	5	6	Hard	4	6	1	4	no	Tracked	7	5	310	"January, 2001"	Airliftable	
Type 85	Artillery	12	8	2	1	6	5	4	Hard	4	4	1	3	no	Tracked	7	5	220	"January, 2001"	Airliftable	River Assault
Type 85/90	Artillery	16	8	2	1	6	5	4	Hard	4	6	1	4	no	Tracked	7	5	290	"January, 2001"	Airliftable	River Assault
WS-1	Artillery	14	12	2	1	2	4	4	Hard	2	10	1	4	no	Wheeled	8	3	320	"January, 2001"	Airliftable	
Ka-50 Werewolf	Attack Helicopter	8	22	6	8	9	12	0	Helicopter	5	2	3	2	yes	Air	30	5	850	"January, 2001"	Not Transportable	
Ka-50B Werewolf	Attack Helicopter	13	23	8	10	12	14	0	Helicopter	5	2	3	2	yes	Air	30	5	980	"January, 2015"	Not Transportable	

China (Continued)

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Ka-52 Hokum	Attack Helicopter	11	18	5	8	9	12	0	Helicopter	5	2	3	2	yes	Air	30	5	820	"January, 2001"	Not Transportable	
WZ-9	Attack Helicopter	10	16	4	11	7	8	0	Helicopter	5	2	3	3	yes	Air	30	5	720	"January, 2001"	Not Transportable	
Bridging Unit	Infantry	1	1	1	1	4	4	2	Hard	3	1	1	6	no	Tracke d	6	4	100	"January, 2001"	Not Transportable	Bridgin g
BTR-60	Infantry	8	8	2	3	8	6	9	Hard	8	2	2	3	no	All Terrain	7	7	130	"January, 2001"	Airliftable	River Assault
Engineer	Infantry	8	17	2	5	16	9	16	Soft	12	2	3	4	no	Tracke d	8	10	220	"January, 2001"	Airliftable	Eng.
Garrison	Infantry	6	6	2	2	6	6	7	Soft	6	1	2	3	no	Leg	4	6	100	"January, 2001"	Airliftable	
Light Infantry	Infantry	7	5	2	5	9	9	8	Soft	10	1	3	1	no	Leg	5	5	120	"January, 2001"	Airmobile	Light Infantry
Partisans	Infantry	6	6	2	3	7	6	7	Soft	11	1	2	3	no	Leg	5	6	110	"January, 2001"	Airliftable	
Special Forces	Infantry	8	6	2	6	9	10	8	Soft	12	1	3	0	no	Leg	5	5	140	"January, 2009"	Airmobile	light Infantry
Support Unit	Infantry	1	1	1	1	4	4	2	Soft	3	1	1	3	no	Wheele d	5	4	220	"January, 2001"	Airliftable	
Type 05	Infantry	11	13	2	5	12	8	13	Hard	12	2	3	4	no	Tracke d	8	7	200	"January, 2006"	Airliftable	River Assault
Type 95	Infantry	9	10	2	5	10	7	10	Hard	9	2	3	4	no	Tracke d	8	7	160	"January, 2001"	Airliftable	River Assault
Type 99	Infantry	10	11	2	5	11	8	11	Hard	11	2	3	4	no	Tracke d	8	7	180	"January, 2003"	Airliftable	River Assault
BRDM-1	Recon	5	4	2	3	8	7	10	Hard	5	2	4	2	no	All Terrain	8	7	90	"January, 2001"	Airliftable	River Assault
WZ523	Recon	5	7	2	3	7	6	10	Hard	5	2	4	2	no	All Terrain	8	7	110	"January, 2001"	Airliftable	River Assault
Badger	Tank	15	28	2	5	28	18	36	Hard	15	3	3	5	no	Tracke d	6	7	450	"January, 2015"	Airliftable	
Type 05-I	Tank	15	19	2	3	23	7	22	Hard	12	2	3	5	no	Tracke d	6	7	360	"January, 2006"	Airliftable	
Type 07-I	Tank	15	23	3	3	25	12	32	Hard	7	2	3	5	no	Tracke d	6	5	420	"January, 2007"	Airliftable	
Type 07-II	Tank	15	28	2	2	28	12	32	Hard	10	2	3	5	no	Tracke d	6	5	470	"January, 2009"	Airliftable	
Type 85-III	Tank	10	15	2	2	16	5	15	Hard	6	2	2	4	no	Tracke d	7	8	250	"January, 2001"	Airliftable	
Type 90-II	Tank	11	18	2	2	18	5	18	Hard	6	2	2	4	no	Tracke d	7	8	280	"January, 2001"	Airliftable	
Type 99-I	Tank	11	21	2	2	22	6	22	Hard	6	2	3	4	no	Tracke d	8	8	330	"January, 2001"	Airliftable	

France

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	special
Roland 2	Air Defense	1	1	9	10	8	8	10	Hard	3	2	1	3	no	Tracked	8	4	120	"January, 2001"	Airliftable	
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	Wheeled	8	4	90	"January, 2001"	Airmobile	
VBL AD	Air Defense	1	1	10	10	6	6	10	Hard	3	2	1	3	no	All Terrain	8	4	110	"January, 2001"	Airliftable	River Assault
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	250	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
TRIGAT	Anti-tank	1	18	2	3	5	8	8	Soft	4	2	3	1	no	Wheeled	8	8	100	"January, 2003"	Airliftable	
VBL AT	Anti-tank	3	16	3	4	6	7	9	Hard	6	2	3	3	no	All Terrain	8	8	100	"January, 2001"	Airliftable	
GCT	Artillery	16	10	2	1	6	5	7	Hard	4	4	1	4	no	Tracked	8	6	290	"January, 2001"	Airliftable	
MLRS	Artillery	14	12	2	1	3	4	4	Hard	2	6	1	3	no	Tracked	8	3	290	"January, 2001"	Airliftable	
Foreign Legion	Infantry	7	5	2	5	9	9	8	Soft	12	1	3	1	no	Leg	5	5	120	"January, 2001"	Airmobile	Light Infantry
Support Unit	Infantry	1	1	1	1	4	4	2	Soft	3	1	1	3	no	Wheeled	5	4	220	"January, 2001"	Airliftable	
AMX-10RC	Recon	6	9	2	4	8	8	11	Hard	7	2	4	2	no	All Terrain	8	8	130	"January, 2001"	Airliftable	River Assault
AMX-30B2	Tank	10	15	2	4	15	7	15	Hard	6	2	3	4	no	Tracked	7	10	240	"January, 2001"	Airliftable	
Leclerc	Tank	11	17	2	4	15	7	15	Hard	6	2	3	4	no	Tracked	7	10	270	"January, 2001"	Airliftable	
Leclerc II	Tank	12	20	2	4	20	7	20	Hard	6	2	3	4	no	Tracked	8	10	320	"January, 2007"	Airliftable	

Germany

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Gepard 2	Air Defense	5	2	8	11	9	8	10	Hard	5	2	1	3	no	Tracked	8	4	130	"January, 2001"	Airliftable	
Ozelot	Air Defense	5	2	12	11	9	8	10	Hard	5	3	1	3	no	Tracked	8	4	150	"January, 2007"	Airliftable	
Roland 3	Air Defense	1	1	11	10	8	8	10	Hard	3	3	1	3	no	Tracked	8	4	120	"January, 2001"	Airliftable	
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	Wheeled	8	4	90	"January, 2001"	Airmobile	
Wiesel SAM	Air Defense	1	1	9	11	8	8	10	Hard	3	2	1	3	no	Tracked	8	4	120	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	250	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	

Germany (Continued)

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Tornado	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	240	"January, 2001"	Not Transportable	
Marder AT	Anti-tank	4	18	2	3	10	8	8	Hard	4	2	3	3	no	Tracked	8	8	120	"January, 2003"	Airliftable	
Wiesel AT	Anti-tank	3	16	2	3	8	8	10	Hard	4	2	3	3	no	Tracked	7	7	110	"January, 2001"	Airliftable	
PzH2000	Artillery	16	12	2	1	6	5	7	Hard	4	6	1	4	no	Tracked	7	6	330	"January, 2001"	Airliftable	
Tiger	Attack Helicopter	7	16	5	10	11	10	0	Helicopter	5	2	3	2	yes	Air	30	6	720	"January, 2001"	Not Transportable	
Garrison	Infantry	7	7	2	3	6	7	8	Soft	6	1	3	3	no	Wheeled	6	6	120	"January, 2001"	Airliftable	
Marder 1A3	Infantry	10	10	3	5	10	8	10	Hard	8	2	3	3	no	Tracked	8	7	170	"January, 2001"	Airliftable	
Support Unit	Infantry	1	1	1	1	4	4	2	Soft	3	1	1	3	no	Wheeled	5	4	220	"January, 2001"	Airliftable	
Fuchs	Recon	6	5	2	4	8	8	11	Hard	5	2	5	2	no	All Terrain	8	8	110	"January, 2001"	Airliftable	River Assault
Leopard 2A5	Tank	11	21	2	4	21	8	24	Hard	6	2	3	4	no	Tracked	7	10	330	"January, 2001"	Airliftable	

Indonesia

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	Wheeled	8	4	90	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
AMX-10P AT	Anti-tank	4	16	3	4	10	7	9	Hard	6	2	3	3	no	Tracked	8	8	120	"January, 2001"	Airliftable	
AMX-10P	Infantry	10	10	3	5	10	8	10	Hard	10	2	3	3	no	Tracked	8	7	170	"January, 2001"	Airliftable	
Garrison	Infantry	6	6	2	3	6	6	7	Soft	6	1	2	3	no	Leg	5	6	100	"January, 2001"	Airmobile	
Stormer	Infantry	9	9	2	5	10	7	9	Hard	8	2	2	3	no	Tracked	7	7	150	"January, 2001"	Airliftable	River Assault
LAV-150	Recon	7	7	2	2	7	7	9	Hard	8	2	4	3	no	All Terrain	7	7	120	"January, 2001"	Airliftable	River Assault
Scorpion	Recon	6	9	3	4	8	8	12	Hard	7	2	4	2	no	Tracked	8	8	130	"January, 2001"	Airliftable	River Assault
AMX-13	Tank	10	15	2	2	13	5	13	Hard	6	2	2	4	no	Tracked	7	8	240	"January, 2001"	Airliftable	
Scorpion 90	Tank	9	10	3	4	8	8	12	Hard	7	2	4	2	no	Tracked	8	8	180	"January, 2001"	Airliftable	River Assault

Japan

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	All Terrain	8	4	90	"January, 2001"	Airmobile	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
F-16	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	320	"January, 2001"	Not Transportable	
Scorpion AT	Anti-tank	5	17	3	4	8	7	10	Hard	6	2	3	3	no	Tracked	8	8	120	"January, 2001"	Airliftable	River Assault
FH 70	Artillery	10	6	2	1	3	4	2	Soft	4	5	1	3	no	Wheeled	6	4	190	"January, 2001"	Airliftable	
Type 75	Artillery	14	10	2	1	6	5	7	Hard	4	6	1	4	no	Tracked	7	6	270	"January, 2001"	Airliftable	
Leg Infantry	Infantry	7	7	2	4	8	7	8	Soft	8	1	3	3	no	Leg	6	6	120	"January, 2001"	Airmobile	
Type 89	Infantry	10	10	3	4	10	8	10	Hard	10	2	3	3	no	Tracked	8	7	170	"January, 2001"	Airliftable	
Type 87	Recon	6	9	3	4	8	8	12	Hard	7	2	4	2	no	All Terrain	8	8	130	"January, 2001"	Airliftable	
Type 74	Tank	9	10	2	2	11	6	12	Hard	6	2	2	4	no	Tracked	7	8	180	"January, 2001"	Airliftable	
Type 90	Tank	11	17	2	2	17	5	17	Hard	6	2	2	4	no	Tracked	7	8	270	"January, 2001"	Airliftable	

Kazakhstan

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Strela	Air Defense	1	1	6	8	4	7	7	Soft	2	2	1	2	no	Wheeled	6	4	70	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
IL-76B Candid	Aircraft	0	0	18	9	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
MI-17	Aircraft	9	9	18	8	6	14	0	Air	0	0	1	5	yes	Air	1	4	170	"January, 2001"	Not Transportable	
M46	Artillery	10	6	2	1	3	4	2	Soft	4	5	1	3	no	Wheeled	6	4	180	"January, 2001"	Airliftable	
SO-122	Artillery	10	7	2	1	3	4	6	Soft	4	4	1	3	no	Tracked	6	4	200	"January, 2001"	Airliftable	River Assault
BTR-80	Infantry	9	9	2	3	10	7	9	Hard	8	2	2	3	no	All Terrain	7	7	150	"January, 2001"	Airliftable	River Assault
Partisans	Infantry	6	6	2	4	8	5	8	Soft	6	1	2	3	no	Leg	5	7	110	"January, 2001"	Airliftable	
T-80UD	Tank	10	16	2	2	16	5	15	Hard	6	2	2	4	no	Tracked	7	8	260	"January, 2001"	Airliftable	

Malaysia

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Shorland S53	Air Defense	1	1	10	10	4	6	10	Hard	3	2	1	3	no	Wheeled	8	4	110	"January, 2001"	Airliftable	
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	Wheeled	8	4	90	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	250	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
Condor	Anti-tank	3	18	3	3	9	8	9	Hard	11	2	3	3	no	All Terrain	6	7	120	"January, 2001"	Airliftable	River Assault
155mm	Artillery	10	7	2	1	3	4	2	Soft	4	4	1	3	no	Wheeled	6	4	190	"January, 2001"	Airliftable	
Garrison	Infantry	6	6	2	2	6	6	7	Soft	6	1	2	3	no	Leg	5	6	100	"January, 2001"	Airmobile	
KIFV	Infantry	10	10	2	4	10	6	10	Hard	7	2	2	4	no	Tracked	8	7	160	"January, 2001"	Airliftable	River Assault
Stormer	Infantry	9	9	2	5	10	7	9	Hard	8	2	2	3	no	Tracked	7	7	150	"January, 2001"	Airliftable	River Assault
LAV-150	Recon	7	7	2	2	7	7	9	Hard	8	2	4	3	no	All Terrain	7	7	120	"January, 2001"	Airliftable	River Assault
Scorpion 90	Tank	9	10	3	4	8	8	12	Hard	7	2	4	2	no	Tracked	8	8	180	"January, 2001"	Airliftable	River Assault

Mongolia

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
IL-76B Candid	Aircraft	0	0	18	9	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
MI-17	Aircraft	9	9	18	8	6	14	0	Air	0	0	1	5	yes	Air	1	4	170	"January, 2001"	Not Transportable	
M46	Artillery	10	5	2	1	3	4	2	Soft	4	5	1	3	no	Wheeled	6	4	180	"January, 2001"	Airliftable	
BMP-1	Infantry	6	6	2	3	8	7	7	Hard	7	1	2	3	no	Tracked	5	6	120	"January, 2001"	Airliftable	River Assault

None

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
3.7 FlaK	Class None	0	0	0	0	0	0	0	Soft	0	0	0	0	no	Tracked	0	0	0	"Unknown date: 0, 0"	Not Transportable	
MRLS	Class None	0	0	0	0	0	0	0	Soft	0	0	0	0	no	Tracked	0	0	0	"Unknown date: 0, 0"	Not Transportable	

North Korea

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Strela	Air Defense	1	1	7	8	4	8	8	Soft	2	2	1	2	no	Wheeled	6	4	90	"January, 2001"	Airliftable	
ZSU-23-4	Air Defense	5	3	7	10	3	5	10	Soft	5	2	1	3	no	Wheeled	8	4	100	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
IL-76B Candid	Aircraft	0	0	18	9	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
MI-17	Aircraft	9	9	18	8	6	14	0	Air	0	0	1	5	yes	Air	1	4	170	"January, 2001"	Not Transportable	
BRDM-2 AT	Anti-tank	3	16	2	3	6	6	9	Hard	4	2	2	3	no	All Terrain	7	7	100	"January, 2001"	Airliftable	
M1977 SPH	Artillery	10	9	2	1	3	4	5	Soft	4	4	1	3	no	Wheeled	6	4	200	"January, 2001"	Airliftable	
M46	Artillery	10	6	2	1	3	4	2	Soft	4	5	1	3	no	Wheeled	6	4	190	"January, 2001"	Airliftable	
Mi-25	Attack Helicopter	10	10	4	8	12	10	0	Helicopter	5	2	3	3	yes	Air	30	5	740	"January, 2001"	Not Transportable	
Mi-35	Attack Helicopter	7	16	4	8	12	10	0	Helicopter	5	2	3	3	yes	Air	30	5	760	"January, 2001"	Not Transportable	
BMP-1	Infantry	6	6	2	3	8	7	7	Hard	7	1	2	3	no	Tracked	5	6	120	"January, 2001"	Airliftable	River Assault
BTR-80	Infantry	9	9	2	3	10	7	9	Hard	8	2	2	3	no	All Terrain	7	7	150	"January, 2001"	Airliftable	River Assault
Leg Infantry	Infantry	6	6	2	2	8	7	7	Soft	7	1	2	3	no	Leg	5	6	120	"January, 2001"	Airliftable	
Light Infantry	Infantry	6	5	2	5	9	6	7	Soft	8	1	2	1	no	Leg	5	5	110	"January, 2001"	Airmobile	Light Infantry
Partisans	Infantry	7	6	2	3	8	7	7	Soft	11	1	2	3	no	Leg	5	6	120	"January, 2001"	Airliftable	
PT-76	Recon	6	9	2	4	8	8	11	Hard	7	2	4	2	no	Tracked	8	8	130	"January, 2001"	Airliftable	River Assault
Type 69	Tank	8	10	2	2	8	5	10	Hard	6	2	2	3	no	Tracked	7	8	170	"January, 2001"	Airliftable	River Assault

Russia

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
2S6M Tunguska	Air Defense	6	4	11	12	9	8	11	Hard	4	3	1	4	no	Tracked	8	3	150	"January, 2001"	Airliftable	
SA-10B Grumble	Air Defense	1	1	12	4	6	7	6	Hard	2	10	1	4	no	Tracked	5	3	110	"January, 2001"	Airliftable	
SA-11 Gadfly	Air Defense	1	1	13	12	6	7	8	Hard	2	6	1	4	no	Tracked	5	5	130	"January, 2001"	Airliftable	
SA-13 Gopher	Air Defense	1	1	14	6	6	7	8	Hard	2	3	1	4	no	Tracked	5	3	110	"January, 2001"	Airliftable	
SA-17 Grizzly	Air Defense	1	1	14	13	6	7	8	Hard	2	7	1	4	no	Tracked	5	4	140	"May, 2008"	Airliftable	
SA-6 Gainful	Air Defense	1	1	12	6	6	7	8	Hard	2	7	1	4	no	Tracked	5	3	110	"January, 2001"	Airliftable	
SA-8 Gecko	Air Defense	1	1	11	9	5	6	8	Hard	2	4	1	3	no	All Terrain	5	3	110	"January, 2001"	Airliftable	

Russia (Continued)

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Sa-9 Gaskin	Air Defense	1	1	10	8	5	6	8	Hard	2	3	1	3	no	All Terrain	5	3	100	"January, 2001"	Airliftable	
Berkut	Aircraft	15	16	18	9	16	14	0	Air	0	0	1	5	yes	Air	1	4	220	"January, 2001"	Not Transportable	
I-2000	Aircraft	18	22	21	22	18	14	0	Air	0	0	1	5	yes	Air	1	4	350	"January, 2007"	Not Transportable	
IL-76 Candid	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
MI-17	Aircraft	9	9	18	8	6	14	0	Air	0	0	1	5	yes	Air	1	4	170	"January, 2001"	Not Transportable	
Mig-27 Flogger J	Aircraft	15	16	18	8	16	14	0	Air	0	0	1	5	yes	Air	1	4	190	"January, 2001"	Not Transportable	
Su-25 Frogfoot	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	210	"January, 2001"	Not Transportable	
BMD-3 AT	Anti-tank	3	16	2	3	8	6	9	Hard	4	2	2	3	no	Tracke d	7	7	100	"January, 2001"	Airliftable	River Assault
BRDM-3 AT	Anti-tank	3	16	2	3	8	6	9	Hard	4	2	2	3	no	All Terrain	7	7	100	"January, 2001"	Airliftable	
Kornet	Anti-tank	1	25	2	3	5	8	8	Soft	4	2	3	2	no	Wheele d	8	8	150	"May, 2008"	Airmobile	
Metis	Anti-tank	1	16	2	3	5	8	8	Soft	4	2	3	1	no	Wheele d	8	8	110	"January, 2003"	Airmobile	
2S19	Artillery	14	12	2	1	6	4	6	Hard	4	5	1	4	no	Tracke d	7	5	280	"January, 2001"	Airliftable	
2S19B	Artillery	14	14	2	1	6	4	6	Hard	4	6	1	4	no	Tracke d	7	6	310	"January, 2001"	Airliftable	
SO-122 Gvozdika	Artillery	12	7	2	1	6	4	6	Hard	4	4	1	4	no	Tracke d	7	5	220	"January, 2001"	Airliftable	River Assault
SO-152 Akatsiya	Artillery	14	9	2	1	6	4	6	Hard	4	4	1	4	no	Tracke d	7	5	250	"January, 2001"	Airliftable	
Ka-50 Werewolf	Attack Helicopter	11	19	5	8	9	12	0	Helicopter	5	2	3	2	yes	Air	30	5	850	"January, 2001"	Not Transportable	
Mi-24 Hind	Attack Helicopter	10	16	4	8	12	10	0	Helicopter	5	2	3	3	yes	Air	30	5	770	"January, 2001"	Not Transportable	
Mi-28 Havoc	Attack Helicopter	8	22	6	12	10	12	0	Helicopter	5	2	3	2	yes	Air	30	5	880	"January, 2001"	Not Transportable	
Airborne Infantry	Infantry	8	9	2	5	9	9	9	Soft	10	1	3	3	no	All Terrain	5	6	150	"January, 2001"	Airliftable	Airborne
BMP-3	Infantry	10	10	2	4	10	8	10	Hard	8	2	3	3	no	Tracke d	8	7	170	"January, 2001"	Airliftable	River Assault
BMP-4	Infantry	13	11	2	4	12	8	11	Hard	10	2	3	3	no	Tracke d	8	7	200	"January, 2007"	Airliftable	River Assault
Conscript	Infantry	6	6	2	2	6	6	7	Soft	6	1	2	3	no	Wheele d	5	7	100	"January, 2001"	Airliftable	
Engineer	Infantry	8	17	2	5	16	9	16	Soft	12	2	3	4	no	Tracke d	8	10	220	"January, 2001"	Airliftable	Eng.
Light Infantry	Infantry	8	6	2	5	9	9	9	Soft	10	1	3	3	no	Leg	3	6	130	"January, 2001"	Airmobile	
Marines	Infantry	10	9	2	5	10	7	8	Hard	10	1	3	3	no	Leg	6	7	160	"January, 2001"	Airliftable	
Partisans	Infantry	6	6	2	4	8	6	7	Soft	6	1	2	3	no	Leg	5	7	110	"January, 2001"	Airliftable	
Support Unit	Infantry	1	1	1	1	4	4	2	Soft	3	1	1	3	no	Wheele d	5	4	220	"January, 2001"	Airliftable	

Russia (Continued)

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
BRDM-1	Recon	5	4	2	3	8	7	10	Hard	5	2	4	2	no	All Terrain	8	7	90	"January, 2001"	Airliftable	River Assault
T-80U	Tank	10	15	2	2	15	5	15	Hard	6	2	2	4	no	Tracke d	7	8	240	"January, 2001"	Airliftable	
T90	Tank	11	17	2	2	17	5	17	Hard	6	2	2	4	no	Tracke d	7	8	270	"January, 2001"	Airliftable	
T99	Tank	12	20	2	2	21	6	21	Hard	6	2	3	4	no	Tracke d	8	8	320	"January, 2005"	Airliftable	

Singapore

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
LAV-200	Air Defense	1	1	10	9	6	6	10	Hard	2	2	1	3	no	All Terrain	7	5	110	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
Scorpion AT	Anti-tank	5	17	3	4	8	7	10	Hard	6	2	3	3	no	Tracke d	8	8	120	"January, 2001"	Airliftable	River Assault
FH 2000	Artillery	10	10	2	1	3	4	7	Soft	4	5	1	3	no	Whee led	6	4	230	"January, 2001"	Airliftable	
WAH-64	Attack Helicopter	9	18	5	10	10	10	0	Helicopter	5	2	3	2	yes	Air	30	6	800	"January, 2001"	Not Transportable	
AMX-10P	Infantry	10	10	3	4	10	8	10	Hard	10	2	3	3	no	Tracke d	8	7	170	"January, 2001"	Airliftable	
Garrison	Infantry	6	6	2	2	6	6	7	Soft	6	1	2	3	no	Leg	5	6	100	"January, 2001"	Airmobile	
M113A4	Infantry	9	9	2	4	10	7	9	Hard	8	2	2	3	no	Tracke d	7	7	150	"January, 2001"	Airliftable	River Assault
Scorpion	Recon	6	10	4	4	8	8	12	Hard	7	2	4	2	no	Tracke d	8	8	140	"January, 2001"	Airliftable	River Assault
AMX-13 SM-1	Tank	10	15	2	2	15	5	15	Hard	6	2	2	4	no	Tracke d	7	8	240	"January, 2001"	Airliftable	
Centurion Mk13	Tank	10	15	2	2	15	5	15	Hard	6	2	2	4	no	Tracke d	7	8	240	"January, 2001"	Airliftable	

South Korea

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
KIFV AD	Air Defense	1	1	8	10	8	7	10	Hard	3	2	1	3	no	Tracked	8	4	110	"January, 2001"	Airliftable	
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	All Terrain	8	4	90	"January, 2001"	Airmobile	
A-10 Warthog	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	190	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
Bradley AT	Anti-tank	5	18	3	4	10	7	10	Hard	6	2	3	3	no	Tracked	8	8	120	"January, 2001"	Airliftable	
M198	Artillery	10	7	2	1	3	4	2	Soft	4	4	1	3	no	Wheeled	6	4	190	"January, 2001"	Airliftable	
MLRS	Artillery	10	12	2	1	3	4	4	Soft	4	6	1	3	no	Tracked	6	4	240	"January, 2001"	Airliftable	
Garrison	Infantry	7	7	2	2	6	6	7	Soft	6	1	2	3	no	Leg	4	6	120	"January, 2001"	Airliftable	
KIFV	Infantry	10	10	2	4	10	7	10	Hard	8	2	2	3	no	Tracked	8	7	170	"January, 2001"	Not Transportable	River Assault
Light Infantry	Infantry	7	5	2	5	9	8	7	Soft	8	1	3	1	no	Leg	3	5	120	"January, 2001"	Airmobile	Light Infantry
M2 Bradley	Infantry	14	11	2	5	12	8	11	Hard	10	2	3	3	no	Tracked	8	8	210	"January, 2007"	Airliftable	
Partisans	Infantry	6	6	2	4	8	6	7	Soft	11	1	2	3	no	Leg	4	6	110	"January, 2001"	Airliftable	
M60A3	Tank	10	15	2	2	15	5	15	Hard	6	2	2	4	no	Tracked	7	8	240	"January, 2001"	Airliftable	
Type 88	Tank	11	15	2	2	15	5	15	Hard	6	2	2	4	no	Tracked	7	8	240	"January, 2001"	Airliftable	
Type 88-II	Tank	12	17	2	3	16	6	16	Hard	6	2	3	4	no	Tracked	8	10	270	"January, 2001"	Airliftable	

Taiwan

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
LAV-150	Air Defense	3	1	10	9	5	6	9	Hard	8	2	1	3	no	All Terrain	7	7	110	"January, 2001"	Airliftable	
M733	Air Defense	6	4	12	8	5	7	8	Hard	2	3	1	3	no	Tracked	5	3	120	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	250	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
LAV-150	Anti-tank	3	16	2	2	7	7	9	Hard	8	2	2	3	no	All Terrain	7	7	100	"January, 2001"	Airliftable	
Piranha	Anti-tank	3	18	3	3	9	8	9	Hard	11	2	3	3	no	All Terrain	6	7	120	"January, 2001"	Airliftable	
M109	Artillery	14	10	2	1	5	5	6	Hard	4	4	1	4	no	Tracked	7	6	260	"January, 2001"	Airliftable	

Taiwan (Continued)

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
M110	Artillery	16	12	2	1	6	5	7	Hard	4	4	1	4	no	Tracked	7	6	290	"January, 2001"	Airliftable	
Piranha	Infantry	11	9	3	4	9	8	9	Hard	11	1	3	3	no	Tracked	6	7	170	"January, 2001"	Airliftable	River Assault
M60A3	Tank	10	13	2	2	13	5	12	Hard	6	2	2	4	no	Tracked	7	8	220	"January, 2001"	Airliftable	

Thailand

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
M163 Vulcan	Air Defense	6	4	9	10	5	6	8	Hard	2	2	1	4	no	Tracked	5	3	120	"January, 2001"	Airliftable	
Mistral	Air Defense	1	2	9	8	4	8	10	Soft	5	2	1	3	no	Wheeled	8	4	100	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
AS90	Artillery	15	11	2	1	6	5	7	Hard	4	5	1	4	no	Tracked	8	6	300	"January, 2001"	Airliftable	
Garrison	Infantry	6	6	2	2	6	6	7	Soft	6	1	2	3	no	Leg	4	6	100	"January, 2001"	Airliftable	
Light Infantry	Infantry	6	4	2	5	8	7	7	Soft	8	1	2	1	no	Leg	5	5	100	"January, 2001"	Airmobile	Light Infantry
M113A4	Infantry	9	9	2	4	10	7	9	Hard	8	2	2	3	no	Tracked	7	7	150	"January, 2001"	Airliftable	River Assault
Partisans	Infantry	6	6	2	3	6	6	7	Soft	11	1	2	3	no	Leg	4	6	100	"January, 2001"	Airliftable	
Dragoon	Recon	7	7	3	2	7	7	9	Hard	8	2	4	3	no	All Terrain	7	7	120	"January, 2001"	Airliftable	River Assault
LAV-150	Recon	7	7	3	2	7	7	9	Hard	8	2	4	3	no	All Terrain	7	7	120	"January, 2001"	Airliftable	River Assault
Scorpion 90	Tank	9	10	3	4	8	8	12	Hard	7	2	4	2	no	Tracked	8	8	180	"January, 2001"	Airliftable	River Assault
Stingray II	Tank	10	15	2	2	13	5	13	Hard	6	2	2	4	no	Tracked	8	8	240	"January, 2001"	Airliftable	

Ukraine

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Strela	Air Defense	1	1	6	8	4	7	7	Soft	2	2	1	2	no	Wheeled	6	4	70	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
IL-76B Candid	Aircraft	0	0	18	9	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
MI-17	Aircraft	9	9	18	8	6	14	0	Air	0	0	1	5	yes	Air	1	4	170	"January, 2001"	Not Transportable	
BM-21	Artillery	14	10	2	1	2	3	3	Hard	2	4	1	4	no	Wheeled	8	3	240	"January, 2001"	Airliftable	
SO-152	Artillery	10	9	2	1	3	4	6	Soft	4	4	1	3	no	Tracked	6	4	210	"January, 2001"	Airliftable	

Ukraine (Continued)

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Mi-24 Hind	Attack Helicopter	10	16	4	8	12	10	0	Helicopter	5	2	3	3	yes	Air	30	5	770	"January, 2001"	Not Transportable	
BMP-2	Infantry	9	9	2	3	10	7	10	Hard	8	2	2	3	no	Tracked	7	7	170	"January, 2001"	Airliftable	River Assault
Partisans	Infantry	6	6	2	4	8	6	7	Soft	6	1	2	3	no	Leg	5	7	110	"January, 2001"	Airliftable	
BRDM-1	Recon	5	4	2	3	8	7	10	Hard	5	2	4	2	no	All Terrain	8	7	90	"January, 2001"	Airliftable	River Assault
T-80	Tank	10	15	2	2	15	5	15	Hard	6	2	2	4	no	Tracked	7	8	240	"January, 2001"	Airliftable	

United Kingdom

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Stormer AD	Air Defense	1	1	12	9	8	8	10	Hard	2	2	1	3	no	Tracked	7	5	120	"January, 2001"	Airliftable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
Harrier	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	270	"January, 2001"	Not Transportable	
Tornado	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	260	"January, 2001"	Not Transportable	
Milan	Anti-tank	1	14	2	3	5	8	8	Soft	4	2	3	1	no	Wheeled	8	8	80	"January, 2001"	Airmobile	
Stormer AT	Anti-tank	5	20	3	4	11	7	10	Hard	6	2	3	3	no	Tracked	8	8	70	"January, 2001"	Airliftable	River Assault
AS90-2	Artillery	16	11	2	1	7	5	7	Hard	4	6	1	4	no	Tracked	8	6	310	"January, 2001"	Airliftable	
M109A2	Artillery	16	12	2	1	5	5	6	Hard	4	4	1	4	no	Tracked	7	6	280	"January, 2001"	Airliftable	
WAH-64	Attack Helicopter	9	18	5	10	10	10	0	Helicopter	5	2	3	2	yes	Air	30	6	800	"January, 2001"	Not Transportable	
Garrison	Infantry	7	7	2	3	7	7	8	Soft	8	1	3	3	no	Wheeled	6	6	120	"January, 2001"	Airliftable	
Gurkha	Infantry	10	15	2	5	13	9	16	Soft	13	2	3	4	no	Leg	4	10	240	"January, 2001"	Airmobile	Light Infantry Eng.
Light Infantry	Infantry	7	5	2	5	9	9	8	Soft	10	1	3	1	no	Leg	3	5	120	"January, 2001"	Airmobile	Light Infantry
Support Unit	Infantry	1	1	1	1	4	4	2	Soft	3	1	1	3	no	Wheeled	5	4	220	"January, 2001"	Airliftable	
Scimitar	Recon	6	7	4	4	10	8	12	Hard	7	2	4	2	no	Tracked	8	8	130	"January, 2001"	Airliftable	River Assault
Challenger II	Tank	11	17	2	4	17	7	17	Hard	6	2	3	4	no	Tracked	7	10	270	"January, 2001"	Airliftable	
Challenger III	Tank	13	21	2	4	21	7	21	Hard	6	2	3	4	no	Tracked	8	10	330	"January, 2007"	Airliftable	

United Nations

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Shorland S53	Air Defense	1	1	10	10	4	5	10	Hard	3	2	1	3	no	Wheeled	8	4	110	"January, 2001"	Airliftable	
Stinger	Air Defense	1	1	7	8	4	8	10	Soft	5	2	1	3	no	All Terrain	8	4	90	"January, 2001"	Airmobile	
Strela	Air Defense	1	1	7	8	4	8	8	Soft	2	2	1	2	no	Wheeled	6	4	90	"January, 2001"	Airmobile	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
F-16 Falcon	Aircraft	15	16	18	20	18	14	0	Air	0	0	1	5	yes	Air	1	4	320	"January, 2001"	Not Transportable	
AMX-10P AT	Anti-tank	4	16	3	4	10	7	9	Hard	6	2	3	3	no	Tracked	8	8	110	"January, 2001"	Airliftable	
Milan	Anti-tank	1	14	2	3	5	8	8	Soft	4	2	3	1	no	Wheeled	8	8	80	"January, 2001"	Airliftable	
Scorpion AT	Anti-tank	5	17	3	4	8	7	10	Hard	6	2	3	3	no	Tracked	8	8	110	"January, 2001"	Airliftable	River Assault
BM-21	Artillery	14	10	2	1	2	3	3	Hard	2	4	1	4	no	Wheeled	8	3	240	"January, 2001"	Airliftable	
M109	Artillery	14	10	2	1	6	5	6	Hard	4	4	1	4	no	Tracked	7	6	260	"January, 2001"	Airliftable	
M110	Artillery	16	12	2	1	6	5	7	Hard	4	4	1	4	no	Tracked	7	6	300	"January, 2001"	Airliftable	
MLRS	Artillery	14	12	2	1	3	4	4	Hard	2	6	1	3	no	Tracked	8	3	290	"January, 2001"	Airliftable	
Tiger	Attack Helicopter	7	16	5	10	11	10	0	Helicopter	5	2	3	2	yes	Air	30	6	720	"January, 2001"	Not Transportable	
WAH-64	Attack Helicopter	9	18	5	10	10	10	0	Helicopter	5	2	3	2	yes	Air	30	6	800	"January, 2001"	Not Transportable	
AMX-10P	Infantry	10	10	3	5	10	8	10	Hard	10	2	3	3	no	Tracked	8	7	170	"January, 2001"	Airliftable	
Bridging Unit	Infantry	1	1	1	1	4	4	2	Hard	3	1	1	6	no	Tracked	6	4	100	"January, 2001"	Not Transportable	Bridging
Engineer	Infantry	8	17	2	5	16	9	16	Soft	12	2	3	4	no	Tracked	8	10	220	"January, 2001"	Airliftable	Eng.
Garrison	Infantry	7	7	2	3	7	7	8	Soft	8	1	3	3	no	Wheeled	6	6	120	"January, 2001"	Airliftable	
Light Infantry	Infantry	7	5	2	5	8	9	8	Soft	8	1	3	1	no	Leg	5	5	120	"January, 2001"	Airmobile	Light Infantry
M113A4	Infantry	9	9	2	4	10	7	9	Hard	8	2	2	3	no	Tracked	7	7	150	"January, 2001"	Airliftable	River Assault
Stormer	Infantry	10	10	3	5	10	8	10	Hard	10	2	3	3	no	Tracked	8	7	170	"January, 2001"	Airliftable	River Assault
Support Unit	Infantry	1	1	1	1	4	4	2	Soft	3	1	1	3	no	Wheeled	5	4	220	"January, 2001"	Airliftable	
LAV-150	Recon	7	7	3	2	7	7	9	Hard	8	2	4	3	no	All Terrain	7	7	120	"January, 2001"	Airliftable	River Assault
Scorpion	Tank	9	10	3	4	8	8	12	Hard	7	2	4	2	no	Tracked	8	8	180	"January, 2001"	Airliftable	

United States

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Avenger	Air Defense	1	1	10	10	4	5	6	Soft	2	2	1	2	no	Wheeled	8	4	110	"January, 2001"	Airliftable	
Linebacker	Air Defense	6	4	12	11	9	9	11	Hard	5	3	1	3	no	Tracked	8	4	150	"January, 2001"	Airliftable	
MIM-23 Hawk	Air Defense	1	1	12	8	4	5	6	Soft	2	10	1	4	no	Wheeled	5	4	110	"January, 2001"	Airliftable	
Patriot	Air Defense	1	1	14	6	3	5	6	Soft	2	10	1	4	no	Wheeled	5	4	120	"January, 2001"	Airliftable	
AV-8B Harrier	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	270	"January, 2001"	Not Transportable	
Blackhawk	Aircraft	0	0	18	12	6	14	0	Air	0	0	1	5	yes	Air	1	4	90	"January, 2001"	Not Transportable	
C-5	Aircraft	0	0	18	10	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
F-15E	Aircraft	17	20	20	21	18	14	0	Air	0	0	1	5	yes	Air	1	4	330	"January, 2001"	Not Transportable	
F-16 Falcon	Aircraft	15	16	18	20	18	14	0	Air	0	0	1	5	yes	Air	1	4	320	"January, 2001"	Not Transportable	
F-22 Raptor	Aircraft	19	23	22	22	20	14	0	Air	0	0	1	5	yes	Air	1	4	370	"January, 2007"	Not Transportable	
Bradley AT	Anti-tank	5	18	3	4	10	7	10	Hard	6	2	3	3	no	Tracked	8	8	120	"January, 2001"	Airliftable	
Javelin	Anti-tank	2	18	2	3	5	8	8	Soft	4	2	3	1	no	Wheeled	8	8	100	"January, 2001"	Airmobile	
LAV AT	Anti-tank	3	18	3	3	9	8	9	Hard	11	2	3	3	no	All Terrain	6	7	120	"January, 2001"	Airmobile	River Assault
LOSAT	Anti-tank	5	28	2	7	12	7	10	Hard	5	2	3	3	no	Tracked	6	6	170	"January, 2010"	Airliftable	River Assault
Crusader	Artillery	18	14	2	1	7	6	8	Hard	4	10	1	4	no	Tracked	8	6	370	"January, 2006"	Airliftable	
HIMARS	Artillery	16	15	2	1	4	4	10	Hard	2	10	1	3	no	All Terrain	8	3	400	"January, 2015"	Airmobile	
LTH 155mm	Artillery	12	7	2	1	3	4	2	Soft	3	5	1	3	no	Wheeled	8	4	220	"January, 2001"	Airliftable	
M109A6 'Paladin'	Artillery	16	12	2	1	6	5	7	Hard	4	5	1	4	no	Tracked	7	6	310	"January, 2001"	Airliftable	
MLRS-1	Artillery	16	12	2	1	3	4	4	Hard	2	10	1	3	no	Tracked	8	3	330	"January, 2007"	Airliftable	
TACMS 1A	Artillery	18	16	6	1	5	4	7	Hard	2	10	1	3	no	Tracked	8	4	380	"January, 2009"	Airliftable	
ULH 155	Artillery	9	7	2	1	3	4	2	Soft	3	5	1	2	no	Wheeled	6	4	190	"January, 2001"	Airmobile	
AH-64 Apache	Attack Helicopter	10	18	7	12	10	11	0	Helicopter	5	2	3	2	yes	Air	30	6	810	"January, 2001"	Not Transportable	
AH-64D Longbow	Attack Helicopter	9	22	5	11	11	12	0	Helicopter	5	2	4	2	yes	Air	30	6	890	"January, 2001"	Not Transportable	
Comanche	Attack Helicopter	8	24	8	14	12	13	0	Helicopter	5	2	3	1	yes	Air	30	6	970	"January, 2007"	Not Transportable	
Seminole	Attack Helicopter	13	25	8	14	12	14	0	Helicopter	5	2	3	1	yes	Air	30	6	1000	"January, 2015"	Not Transportable	
Engineer	Infantry	9	18	2	5	16	9	16	Soft	12	2	3	4	no	Tracked	8	10	230	"January, 2001"	Airliftable	Eng.

United States (Continued)

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
Knight	Infantry	17	13	5	7	16	9	13	Hard	14	2	3	3	no	Tracked	8	8	250	"January, 2009"	Airliftable	River Assault
LAV-25	Infantry	11	9	3	5	11	8	9	Hard	11	1	3	3	no	All Terrain	6	7	180	"January, 2001"	Airliftable	River Assault
Light Infantry	Infantry	7	5	2	5	10	9	8	Soft	10	1	3	1	no	Leg	5	5	130	"January, 2001"	Airmobile	Light Infantry
M2A3 'Bradley'	Infantry	14	11	3	5	12	8	10	Hard	10	2	3	3	no	Tracked	8	8	210	"January, 2001"	Airliftable	
M2A4 'Bradley'	Infantry	16	12	4	6	14	9	12	Hard	12	2	3	3	no	Tracked	8	8	240	"January, 2004"	Airliftable	
National Guard	Infantry	10	10	2	4	10	7	8	Soft	8	1	2	3	no	Tracked	6	8	170	"January, 2001"	Airliftable	
Special Forces	Infantry	12	10	2	6	12	10	10	Soft	14	1	3	0	no	Leg	5	5	190	"January, 2007"	Airmobile	River Assault Light Infantry
M3A3	Recon	6	10	4	5	10	8	12	Hard	7	2	5	2	no	Tracked	8	10	150	"January, 2001"	Airliftable	
M3A4	Recon	7	12	5	5	11	9	13	Hard	8	2	6	2	no	Tracked	8	10	170	"January, 2004"	Airliftable	
TRACER	Recon	9	24	8	5	18	12	20	Hard	10	2	7	1	no	All Terrain	10	10	260	"August, 2009"	Airliftable	River Assault
TRACER II	Recon	13	26	10	10	20	14	20	Hard	10	3	7	1	no	All Terrain	10	10	300	"January, 2015"	Airliftable	River Assault
Trackwolf	Recon	8	14	6	5	13	10	15	Hard	8	2	6	1	no	Tracked	10	8	200	"January, 2008"	Airliftable	
M1A2 'Abrams'	Tank	12	19	2	3	16	10	24	Hard	6	2	3	4	no	Tracked	8	10	300	"January, 2001"	Airliftable	
M1A3 'Abrams'	Tank	13	21	2	3	20	12	28	Hard	7	2	3	4	no	Tracked	8	10	340	"January, 2001"	Airliftable	
M2A1 'Schwarzkopf'	Tank	14	21	3	4	20	14	28	Hard	13	2	3	5	no	Tracked	6	8	390	"September, 2008"	Airliftable	
M3A1 'Powell'	Tank	13	28	2	4	26	16	34	Hard	14	2	3	5	no	Tracked	6	10	430	"June, 2009"	Airliftable	
Stealth	Tank	14	28	2	5	28	18	36	Hard	14	3	3	3	no	Tracked	6	10	450	"August, 2010"	Airmobile	

Vietnam

Name	Type	SA	HA	AA	HA	GD	AD	RDM	TT	CD	Range	SR	Profile	AT	MM	MP	Ammo	Cost	Available	Trans Type	Special
SA-6 Gainful	Air Defense	1	1	12	6	6	8	8	Hard	2	7	1	4	no	Tracked	5	3	110	"January, 2001"	Airliftable	
Sa-9 Gaskin	Air Defense	1	1	11	8	5	6	8	Hard	2	3	1	3	no	All Terrain	5	3	110	"January, 2001"	Airliftable	
ZSU-23-2	Air Defense	5	2	5	8	3	5	10	Soft	5	2	1	3	no	Wheeled	8	4	90	"January, 2001"	Airliftable	
ZSU-23-4	Air Defense	4	2	7	10	3	5	10	Soft	5	2	1	3	no	Wheeled	8	4	100	"January, 2001"	Airliftable	
Air Support	Aircraft	15	16	18	20	16	14	0	Air	0	0	1	5	yes	Air	1	4	160	"January, 2001"	Not Transportable	
IL-76B Candid	Aircraft	0	0	18	9	6	14	0	Air	0	0	1	5	yes	Air	1	4	70	"January, 2001"	Not Transportable	
MI-17	Aircraft	9	9	18	8	6	14	0	Air	0	0	1	5	yes	Air	1	4	170	"January, 2001"	Not Transportable	
BRDM-2	Anti-tank	3	16	2	3	6	6	9	Hard	4	2	2	3	no	All Terrain	7	7	100	"January, 2001"	Airliftable	
BM-21	Artillery	14	10	2	1	2	3	3	Hard	2	3	1	4	no	Wheeled	8	3	240	"January, 2001"	Airliftable	
M46	Artillery	10	6	2	1	3	4	2	Soft	4	6	1	3	no	Wheeled	6	4	190	"January, 2001"	Airliftable	
Ka-50 Werewolf	Attack Helicopter	11	19	5	8	9	13	0	Helicopter	5	2	3	2	yes	Air	30	5	850	"January, 2005"	Not Transportable	
Mi-24 Hind	Attack Helicopter	10	16	4	8	12	10	0	Helicopter	5	2	3	3	yes	Air	30	5	780	"January, 2001"	Not Transportable	
BMP-2	Infantry	9	9	2	3	10	7	10	Hard	8	2	2	3	no	Tracked	7	7	150	"January, 2001"	Airliftable	River Assault
Leg Infantry	Infantry	6	6	2	4	6	7	7	Soft	7	1	2	3	no	Wheeled	8	6	110	"January, 2001"	Airliftable	
Light Infantry	Infantry	6	4	2	5	6	6	7	Soft	8	1	2	1	no	Leg	3	5	90	"January, 2001"	Airmobile	Light Infantry
Partisans	Infantry	6	6	2	4	6	6	7	Soft	11	1	2	3	no	Leg	3	6	100	"January, 2001"	Airliftable	
Sappers	Infantry	10	17	2	5	13	9	16	Soft	12	2	3	4	no	Tracked	8	10	230	"January, 2001"	Airliftable	Eng.
YW531c	Infantry	10	10	2	4	11	7	10	Hard	9	2	3	3	no	Tracked	8	7	170	"January, 2001"	Airliftable	River Assault
BRDM-1	Recon	5	4	2	3	8	7	10	Hard	5	2	4	2	no	All Terrain	8	7	90	"January, 2001"	Airliftable	
T-80U	Tank	10	15	2	2	15	5	15	Hard	6	2	2	4	no	Tracked	7	8	240	"January, 2001"	Airliftable	
Type 63	Tank	8	9	2	4	8	8	11	Hard	7	2	4	2	no	Tracked	8	8	160	"January, 2001"	Airliftable	River Assault Bridging
Type 99	Tank	11	21	2	2	22	6	22	Hard	6	2	3	4	no	Tracked	8	8	330	"January, 2005"	Airliftable	