

Faction	Category	Name	Health	Infantry dmg	Armor dmg	Anti-Air dmg	Collateral dmg	Fuel	Defense	Attack range	Visual range	Speed	Base cost
All	-	Airfield	100	0	0	13	0	-	10	3	3	0	-

All (former) US factions

All (former) US factions	Infantry	Engineer	17	5	11	0	10	-	4	1	3	4	14
		Commandos	18	15	15	0	3	-	7	1	3	4	15
		Heavy Infantry	15	6	13	9	4	-	3	2	3	3	10
	Light Armor	Humvee	18	5	4	6	1	60	2	1	4	10	6
		Bradley	20	13	13	4	1	40	8	1	3	5	25
		Stryker	18	11	7	4	2	55	6	1	4	8	15
	Medium Armor	LAV	18	0	15	0	2	45	11	2	3	8	30
		M8	18	10	14	6	3	45	9	2	3	7	32
		Sheridan	18	12	12	6	2	50	8	2	3	6	28
	Heavy Armor	M60	20	10	16	6	4	35	10	2	2	5	36
		Abrams	21	13	17	6	4	30	12	2	2	6	45
	Artillery	Big Tom	16	17	13	0	16	45	3	4	3	4	35
		Crusader	22	15	15	5	12	35	6	4	3	5	42
		MERL	20	18	13	0	19	40	4	5	1	5	40
		Paladin	18	14	13	0	14	40	4	4	2	5	38
	Anti-Air	Avenger	20	8	5	14	1	40	6	3	4	8	46
		Chaparral	20	0	0	19	0	40	6	4	4	6	42
		Vulcan	21	11	10	15	4	40	7	2	3	6	46
	Helicopters	Warrior	16	12	7	0	3	65	3	2	5	10	38
		Apache	21	12	18	8	5	50	6	2	4	8	60
		Super Cobra	18	12	13	12	4	50	4	2	5	8	50
	Airplanes	Stealth Bomber	18	20	20	0	20	-	6	1	5	-	125
		Thunderbolt	20	14	18	0	13	-	8	1	5	-	115
		JSF	24	0	0	18	0	-	8	2	5	-	110
		Super Hornet	22	0	0	17	0	-	6	2	5	-	100
	Single Use	Militia	14	12	8	0	1	-	4	1	4	4	3
		Defense Tower	20	12	10	13	2	-	10	3	3	0	15
		155mm M777	20	15	14	0	16	-	3	5	3	0	15
Bunker		21	10	14	0	3	-	11	2	2	0	15	

Future Combat System (Unique US units)

NEA	Heavy Armor	FCS Bragg (New England)	22	12	19	6	5	30	13	2	2	5	51
GPF	Artillery	FCS Grant (Great Plains)	25	20	17	10	20	35	11	4	2	4	51
TEX	Heavy Armor	FCS Hood (Texas)	24	10	20	6	5	30	13	2	2	4	53
CAL	Heavy Armor	FCS Jackson (California)	30	20	17	6	10	30	13	1	2	6	50
PAC	Heavy Armor	FCS Stuart (Pacifica)	24	19	17	8	4	45	12	2	3	7	50
CON	Heavy Armor	FCS Lee (The Confederacy)	22	12	20	6	3	30	13	2	2	5	52

Terrain Effects

Terrain Effects	Unit type	Water	Road	Forest	City	Clear*	Field
	Infantry	-2	-1	+3	+5	-	-
	Ground Vehicles	-6	-1	+1	+1	-	-
	Field Guns	-2	-1	+3	+5	-1	-
	Bunkers & Towers	-6	-1	+1	+1	-	-
	Helicopters	-	-	-	-	-	-

Field = Always base defense value

* Clear = Open lands, Hills & Frozen Water

Faction	Category	Name	Health	Infantry dmg	Armor dmg	Anti-Air dmg	Collateral dmg	Fuel	Defense	Attack range	Visual range	Speed	Base cost
All	-	Airfield	100	0	0	13	0	-	10	3	3	0	-

European Union													
Infantry			Sapper (Engineer), EU Heavy Infantry & EU Commandos as US										
		Cyborg	22	15	15	6	5	-	8	2	4	5	-
Light Armor		Marder	20	13	13	4	1	40	8	1	3	5	25
		Pandur	20	11	7	4	2	55	6	1	4	8	15
		VBL-1	18	5	4	6	1	60	2	1	4	10	6
Medium Armor		AMX 30	18	10	14	6	3	45	9	2	3	7	32
		Vextra	18	6	14	0	2	50	6	2	3	8	30
Heavy Armor		Challenger 1	20	10	16	6	4	35	10	2	2	6	36
		Leopard 2	21	12	17	6	4	35	12	2	2	5	42
		EU Goliath	23	14	18	6	7	35	13	2	2	5	51
Artillery		PzH 2000	20	18	13	4	16	40	2	5	1	5	42
		Zuzana	22	15	15	0	15	35	6	4	3	5	38
Anti-Air		Gepard	21	8	12	17	3	40	8	3	3	5	55
		Tridon	20	6	12	15	7	40	7	4	3	5	50
Helicopters		Mangusta	18	12	15	5	5	50	4	2	5	8	45
		Tiger	21	12	18	12	5	50	6	2	4	8	60
Airplanes		LA4 Nimrod	18	20	20	0	20	-	5	1	5	-	120
		Tornado	20	0	0	16	0	-	6	2	5	-	95
		Typhoon	25	0	0	18	0	-	8	2	5	-	112
Single Use		FH 105mm	20	14	11	0	12	-	3	4	3	0	10
		FH 155mm	20	15	14	0	16	-	3	5	3	0	15

Russia													
Infantry			Pioneer (Enginner), Guards Infantry (Heavy Infantry) & Spetsnaz as US										
		Borg	22	15	15	6	5	-	8	2	4	5	-
Light Armor		BTR-90	20	13	13	4	1	45	8	1	3	5	25
		Vodnik	18	5	4	6	1	72	2	1	4	10	6
Heavy Armor		T-55	20	12	16	3	4	35	10	2	2	4	35
		T-90	22	14	18	6	5	30	13	2	2	6	50
Artillery		Smerch	16	20	16	0	30	40	3	5	1	5	45
Anti-Air		Shilka	20	12	13	16	6	35	8	4	3	5	56
Helicopters		Hind	25	15	16	5	8	45	10	2	4	6	65
Airplanes		Bear	20	20	20	0	20	-	5	1	5	-	120
		MiG-35 Interceptor	24	0	0	18	0	-	8	2	5	-	110
Single Use		M-46 130mm Field Gun	20	17	13	0	15	-	3	5	3	0	15

Terrain Effects						
Unit type	Water	Road	Forest	City	Clear*	Field
Infantry	-2	-1	+3	+5	-	-
Ground Vehicles	-6	-1	+1	+1	-	-
Field Guns	-2	-1	+3	+5	-1	-
Bunkers & Towers	-6	-1	+1	+1	-	-
Helicopters	-	-	-	-	-	-

Field = Always base defense value

* Clear = Open lands, Hills & Frozen Water