**Enemy Codes**

Status

|  |  |
| --- | --- |
| Clear | H |
| Dangerous | F |
| Unknown | A |
| Inaccessible | C |

Troop types

|  |  |
| --- | --- |
| Infantry | H |
| Cavalry | G |
| Tanks | C |
| Anti-tank | A |

Alliance

|  |  |
| --- | --- |
| Friendly | B |
| Hostile | D |

Number of troops

|  |  |
| --- | --- |
| 100 | DE |
| 200 | HC |
| 300 | FB |
| 400 | HG |
| 500 | AD |
| 600 | AH |
| 700 | GE |
| 800 | BA |
| 900 | DH |
| 1000 | HF |

**Unit location:**  
[Unit type] [Alliance] [Amount] [Location ID] (6 characters)

**Unit movement:**  
[Unit type] [Alliance] [Amount] [Past Location ID] [Current Location ID] (8 characters)

**Location Status:**

[Location ID] [Status ID] (3 characters)