Commander Survival Kit

Official Unit Categories List

The following Table contains Unit Categories, which could appear in the Waves of potencial Survival AIs or regular AIs
The two Main purposes of this Table are the following:

1. To give AI Creators an Overview of these Categories.
2. To make it more easier for them to Patch their AIs to prevent them to spawn these specific Units.

Category	Used for
AIRSTRIKEUNIT	Each modified Air Unit, which execute an callable Air Strike
LIGHTARTILLERYBARRAGE MEDIUMARTILLERYBARRAGE ARTILLERYBARRAGE HEAVYARTILLERYBARRAGE EXPERIMENTALARTILLERYBARRAGE	A stationary Air Dummy Unit which fires Artillery Projectiles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically.
LIGHTBATTLESHIPBARRAGE MEDIUMBATTLESHIPBARRAGE HEAVYBATTLESHIPBARRAGE	A stationary Air Dummy Unit which fires Projectiles from an Battleship on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically.
LIGHTBEAMBARRAGE MEDIUMBEAMBARRAGE BEAMBARRAGE HEAVYBEAMBARRAGE EXPERIMENTALBEAMBARRAGE	A movable or stationary Air Dummy Unit which fires an single or mulitple Beam automatically below its Location. The Beam will fire as well if enemy Units are already in or enter the Range of this Unit. This Air Unit disappear after a while automatically.
LIGHTMISSILEBARRAGE MEDIUMMISSILEBARRAGE	A stationary Air Dummy Unit which fires Missiles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically.
TACTICALNUKEMISSILEBARRAGE	A stationary Air Dummy Unit which fires Tactical Mini Nuke Missiles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically.
NUKEMISSILEBARRAGE	A stationary Air Dummy Unit which fires a single Nuke Missile on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically.
ANTINUKEMISSILEBARRAGE	A stationary Air Dummy Unit which fires a single Anti Nuke Missile on an incoming enemy Nuke Missile to intercept it, which is already in or enter its Range. This Air Unit disappear after a while automatically.
LIGHTRAPIDFIREBARRAGE MEDIUMRAPIDFIREBARRAGE RAPIDFIREBARRAGE HEAVYRAPIDFIREBARRAGE EXPERIMENTALRAPIDFIREBARRAGE	A stationary Air Dummy Unit which fires Artillery Projectiles with an High Rate of Fire on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically.
METEORSHOWER	A stationary Air Dummy Unit which fires a single or a swarm of Meteors on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically. These units are currently not callable from the Fire Support Manager but will be added to it in the future.
LIGHTSPECIALARTILLERYBARRAGE MEDIUMSPECIALARTILLERYBARRAGE SPECIALARTILLERYBARRAGE HEAVYSPECIALARTILLERYBARRAGE EXPERIMENTALSPECIALARTILLERYBARRAGE	A stationary Air Dummy Unit which fires special Projectiles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatically.
PYROCLASTICFLOW	A selectable fast mobile Dummy Land Unit which generates an Smoke Screen to damage all Land Units or Structures in tits Range. It will appear on Volcanos in the future

SNOWSTORM	A movable Air Dummy Unit which generates an large Snow Storm Cloud over its Location and creates a large Snow/Ice Decal on the Ground. This Air Unit disappear after a while automatically. This Air Unit disappear after a while automatically. It is currently not callable by the Fire Support Manager and still in Development.
THUNDERSTORM	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Location and creates several Random generated Lighning Strikes on some Locations which can Damage Units. A light Rain Effect is included. This Air Unit disappear after a while automatically. This Air Unit disappear after a while automatically. It is currently not callable by the Fire Support Manager and still in Development.
ACIDRAINSTORM	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Location. It generates Acid Rain which Damage Units over the Time. This Air Unit disappear after a while automatically. It is currently not callable by the Fire Support Manager and still in Development.
EF3TORNADOSUPERCELL	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Location and creates several Random generated Lighning Strikes on some Locations which can Damage Units. A light Rain Effect is included. Addionally this Unit creates an EF3 Tornado in its Center which works similar like an Beam. This Air Unit disappear after a while automatically. This Air Unit disappear after a while automatically. It is currently not callable by the Fire Support Manager and still in Development.
EF5TORNADOSUPERCELL	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Location and creates several Random generated Lighning Strikes on some Locations which can Damage Units. A light Rain Effect is included. Addionally this Unit creates an large EF5 Tornado in its Center which works similar like an Beam. This Air Unit disappear after a while automatically. This Air Unit disappear after a while automatically. It is currently not callable by the Fire Support Manager and still in Development.
DROPTURRET	Cybran Only: A stationary Air Dummy Unit which fires a special Drop Capsule on an Location in its Range. It will unleash an Drop Turret on Impact. This Air Unit disappear after a while automatically. The other 3 factions are using different Mechanics to spawn thier Drop Turrets. But the one for the UEF is more relevant for this List compared to the one of the Aeon and Seraphim.
DROPSUPPLYDEVICE	Cybran Only: A stationary Air Dummy Unit which fires a special Drop Capsule on an Location in its Range. It will unleash an Drop Supply Station on Impact. This Air Unit disappear after a while automatically. The other 3 factions are using different Mechanics to spawn thier Drop Turrets. But the one for the UEF is more relevant for this List compared to the one of the Aeon and Seraphim.