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 modificated Air Unit, which execute an callable Air Strike
LIGHTARTILLERYBARRAGE MEDIUMARTILLERYBARRAGE ARTILLERYBARRAGE HEAVYARTILLERYBARRAGE EXPERIMENTALARTILLERYBARRAGE	A statonary Air Dummy Unit which fires Artllery Projectles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatcally.
LIGHTBATTLESHIPBARRAGE MEDIUMBATTLESHIPBARRAGE HEAVYBATTLESHIPBARRAGE	A movable or statonary Air Dummy Unit which fires an single or mulitple Beam automatcally below its Locaton. 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 automatcally.
LIGHTMISSILEBARRAGE MEDIUMMISSILEBARRAGE	A statonary Air Dummy Unit which fires Missiles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatcally.
TACTICALNUKEMISSILEBARRAGE	A statonary Air Dummy Unit which fires Tactcal Mini Nuke Missiles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatcally.
NUKEMISSILEBARRAGE EXPERIMENTALNUKEMISSILEBARRAGE	A statonary 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 automatcally.
ANTINUKEMISSILEBARRAGE	A statonary Air Dummy Unit which fires a single Ant 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 automatcally.
LIGHTRAPIDFIREBARRAGE MEDIUMRAPIDFIREBARRAGE RAPIDFIREBARRAGE HEAVYRAPIDFIREBARRAGE EXPERIMENTALRAPIDFIREBARRAGE	A statonary 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 automatcally. These units are currently not callable from the Fire Support Manager but will be added to it in the future.

METEORSHOWER	A statonary 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 automatcally. 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 EXPERIMENTALSPECIALARTILLERYBARRAGE2	A statonary Air Dummy Unit which fires special Projectles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatcally.
PYROCLASTICFLOW	A selectable fast mobile Dummy Land Unit which generates an Smoke Screen to damage all Land Units or Structures in its Range. It will appear on Volcanos in the future
SNOWSTORM	A movable Air Dummy Unit which generates an large Snow Storm Cloud over its Locaton and creates a large Snow/Ice Decal on the Ground. This Air Unit disappear after a while automatcally. It is currently not callable by the Fire Support Manager and stll in Development.
THUNDERSTORM	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Locaton and creates several Random generated Lighning Strikes on some Locatons which can Damage Units. A light Rain Effect is included. This Air Unit disappear after a while automatcally. It is currently not callable by the Fire Support Manager and stll in Development.
ACIDRAINSTORM	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Locaton. It generates Acid Rain which Damage Units over the Time. This Air Unit disappear after a while automatcally. It is currently not callable by the Fire Support Manager and stll in Development.
EF3TORNADOSUPERCELL	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Locaton and creates several Random generated Lighning Strikes on some Locatons 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 automatcally. It is currently not callable by the Fire Support Manager and stll in Development.
DROPTURRET	A movable Air Dummy Unit, which generates an large Thunderstorm Cloud over its Locaton and creates several Random generated Lighning Strikes on some Locatons 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 automatcally. It is currently not callable by the Fire Support Manager and stll in Development.
DROPTURRET	Cybran Only: A statonary Air Dummy Unit which fires a special Drop Capsule on an Locaton in its Range. It will unleash an Drop Turret on Impact. This Air Unit disappear after a while automatcally. The other 3 factons 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 statonary Air Dummy Unit which fires a special Drop Capsule on an Locaton in its Range. It will unleash an Drop Supply Staton on Impact. This Air Unit disappear after a while automatcally. The other 3 factons 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.
PREINFORCEMENTLEVEL1 PREINFORCEMENTLEVEL2 PREINFORCEMENTLEVEL3 PREINFORCEMENTLEVEL4	A Beacon (Structure), which spawns a Air Unit as Air Reinforcement. The Level 1 to 4 stands for the Techlevel 1 to Experimental. These Categories are used for the Air Drop Sequences for the UEF Land and Naval Reinforcements (Cargo Gunship and Cargo Planes in Detail) as well.
LIGHTDROPCAPSULE MEDIUMDROPCAPSULE HEAVYDROPCAPSULE EXPERIMENTALDROPCAPSULE	These Categories are used for different Drop Sequences for Naval Reinforcements of the 4 Factons. The Level 1 to 4 stands for the Techlevel 1 to Experimental.
DROPCONTAINER	A UEF Container, which spawns a specific Tech 3 land Reinforcement. It is usually delivered by an Tech 3 Cargo Gunship.

	The Container is coded as an Mobile Unit.
CARGOGUNSHIP	A large Cargo Gunship, which is used by the UEF to Drop an specific Container or an Naval Unit. It is fully unarmed and not useful in Combat. Can appear in an Squadron to Drop an Experimental Unit as Reinforcement as well.
CARGOPLANE	A large Cargo Plane, which is used by the UEF to Drop an Land Unit with Parachutes as Land Reinforcement. It is fully unarmed and not useful in Combat. Comes in two Variatons.
AIRREINFORCEMENTTRANSPORT	This Category is used for Air Transports which can be called from the Air reinforcments Manager of each Facton. They are coming with an specific amount of atached Land Units as additonal Land Reinforcements on the Batlefield.
EXMOBILESCATHISLANDREINFORCEMENT	This Category is only used for the Cybran Experimental Mobile Artllery. If you actvate the Unit Mod: Brewlan the regular Mobile Scathis will be replaced by an Statonary Version. So I have add an Clone of the Mobile Scathis with an different Unit ID to make it stll callable as an Experimental Land Reinforcement. The Unit itself is not buildable.
LIGHTSPECIALBARRAGE MEDIUMSPECIALBARRAGE SPECIALBARRAGE HEAVYSPECIALBARRAGE HEAVYSPECIALBARRAGE2 EXPERIMENTALSPECIALBARRAGE EXPERIMENTALSPECIALBARRAGE2	A statonary Air Dummy Unit which fires special Projectles on enemy Units which are already in or enter their Range. This Air Unit disappear after a while automatcally.