

Currently Available Units As Of 12/02/2021

Note that all units are known to be able to push video and CoT to TAK, so it is not stated in the individual description of any of them.

- Friendly
 - A soldier who is allied to the players participating in the simulation. The GM can assign them patrol paths to follow which can also be set whether to loop or not. These paths can be reset and reconfigured at any time, even during runtime while the simulation is occurring. Whenever a friendly comes into line of sight and proximity of an enemy, they will fire upon each other.
- Enemy
 - Functions identically to the friendly, except that they will fire upon friendlies instead of enemies.
- Drone
 - Can be possessed by the GM in order to control it instead of the typical pawn. Combined with video pushing, this allows players out in the field to request control of the drone. This will then let the GM give them an aerial view of their surroundings, including the units they may encounter. The drone includes features such as 3 filters to cycle through, multiple levels of step zoom, and a spotlight.
- VTOL(airplane on editor)
 - Friendly NPC's can board this which will allow them to ride it to other areas more quickly. The VTOL can be assigned paths by the GM through the air and reassigned at any time. It has behaviors involving an LZ and IP that will control when and where it will land to collect players participating the simulation.
- Missile Launcher
 - Can select a target, and set a time on target, which will determine how long the launched missile takes to reach its destination.
- Humvee/SUV/Hatchback
 - Three different purely decorative vehicles
- IED
 - A landmine that will destroy any appropriately weak actors around its location when it is triggered (wont destroy vehicles for example)
- Turret

- A turret affixed to a single location that will rotate to follow enemy NPC's who come within range and shoot at them.
- NPC Group
 - Allows a group of 4 npc's to be places, which have formations that can be cycled through an otherwise exhibit all normal NPC friendly behavior
- Bunker / Radar
 - Two more purely decorative actors, this time a bunker to place vehicles or players in, and radar dishes to simulate realism of built bases.
- Ambassador
 - Will follow a preassigned real player, for simulations tasked with escorting a VIP target
- Sniper
 - A box trigger that will cause the first NPC to walk through it to be sniped and killed to setup traps
- Deer / Trees
 - Purely decorative actors that can be expanded upon for hunting support
- RealPlayer
 - These actors will be automatically generated by TAK when a new user connects. They represent the real players and their location is updated automatically as players move out in the real world