

Unit

- + id
- + allegiance
- + nationality
- + class_type
- + unit_type
- + birth_year
- + upgrading
- + combat_value
- + max_combat_value
- + movement
- + rebase
- + landing
- + convoy
- + escaped

- + Unit()
- + Unit()
- + Unit()
- + setMovement()
- + print()