

## Unit

- + id
  - + allegiance
  - + nationality
  - + class\_type
  - + unit\_type
  - + birth\_year
  - + upgrading
  - + combat\_value
  - + max\_combat\_value
  - + movement
  - + rebase
  - + landing
  - + convoy
  - + escaped
- 
- + Unit()
  - + Unit()
  - + setMovement()
  - + print()