PROJECT LOCKDOWN

UNITS

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| **UNIT TYPE (Ground infantry** | **MINIMUM PLAYER LVL TO ACCESS** |
| * Core infantry squad | 1 |
| * Anti-infantry squad | 1 |
| * Anti-vehicle squad | 1 |
| **UNIT TYPE (Ground vehicle)** | **MINIMUM PLAYER LVL TO ACCESS** |
| * Core vehicle/jeep | 2 |
| * Anti-air vehicle | 2 |
| * Mobile artillery | 2 |
| * Tank | 3 |
| **UNIT TYPE (Air units)** | **MINIMUM PLAYER LVL TO ACCESS** |
| * Core air unit/scout | 2 |
| * Support/healing unit | 2 |
| * Airship/tank | 3 |

BUILDINGS

|  |  |  |
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| **BUILDING TYPE (Depot)** | **DESCRIPTION** | **MINIMUM PLAYER LVL TO ACCESS** |
| * Barracks | *Ground infantry depot* | 1 |
| * Garage | *Ground vehicle depot* | 1 |
| * Airpad | *Air unit depot* | 1 |
| * Laboratory | *Economy & general upgrades* | 2 |
| **BUILDING TYPE (Resource generator)** |  | **MINIMUM PLAYER LVL TO ACCESS** |
| * Supply pad |  | 1 |
| * Power generator |  | 1 |
| * Heavy supply pad | *Extends from supply pad* | 1 |
| * Heavy power generator | *Extends from power generator* | 1 |
| **BUILDING TYPE (Tower)** |  | **MINIMUM PLAYER LVL TO ACCESS** |
| * Watchtower |  | 1 |
| * Siege Tower |  | 2 |
| * Mini-turret |  | 1 |
| * Anti-infantry turret | *Extends from mini-turret* | 1 |
| * Anti-vehicle turret | *Extends from mini-turret* | 1 |
| * Anti-air turret | *Extends from mini-turret* | 1 |
| **BUILDING TYPE (Base)** |  | **MINIMUM PLAYER LVL TO ACCESS** |
| * Outpost | *3 building slots* | 1 |
| * Command Center | *5 building slots, 2 tower slots* | 1 |
| * Headquarters | *7 building slots, 4 tower slots* | 2 |