





Core Infantry Squad

4 "marine" units, basic ranged attack

Anti Infantry Squad

3 "marine" units, ranged attack with an aoe

Anti Vehicle Squad

1 or 2 "marine" units (maybe buff in size), slow moving ranged attack, slower movement speed?

Core Vehicle

Fast moving core vehicle unit, more of a scout unit with more health

Anti air vehicle

Fast moving air air vehicle

Mobile artillery

Slow moving mortar tank, has 2 state. moving & stationary. when moving the artillery vehicle cannot fire its mortar cannon but when stationary it can. the cannon cannot fire at are units

Tank

Its a tank bro

Core air unit

Fast moving light air ship,

Support air unit

Fast moving air unit that can heal and protect nearby units

Heavy airship

Its a tank that flys bro