

Types of terrain:

- Plain terrain (No effects)
- Mountain terrain (slows down helicopters)
- Forest terrain (decreases helicopter damage)
- Swamp terrain (slows down units except flight units)

The node itself also can also have any number of armies occupying it, and can also hold a city, factory, and a defense structure to attack invading enemy forces.

The battlefield itself, which is the graph nodes, then the army units. The transportation is done through the moving of entities from one node to the next node. Node 6 and Node 0 are country bases where they start.

