

Code	Description	Notes	Tab
EGBL	Bridging (Engr) - Long Span	Pontoon type unit, longer to assemble	ab-en
EGBS	Bridging (Engr) - Short Span	AVLB type units, 10-20 minutes to drop/pickup	ab-en
EGMR	Mine Removal (Engr)	Unit can remove mines	ab-en
EGDM	Demolitions (Engr)	Blowing up bridges, obstacles, hardened shelters, etc.	ab-en
EGIP	Improved Positions (Engr)	Trenches, improved positions, ramped locations, fox holes, etc. Extra protection to units	ab-en
EGML	Mine Laying (Engr)	Unit can lay mines	ab-en
EGPO	Place/Create Obstacle (Engr)	Unit can build road blocks, hedgehog, dragon teeth, trenches, etc, impede movement	ab-en
ADP	Flak / Air Defense Platform	Unit is designed to engage air targets	ab-gn
ADCU	Air Defense Counter UAS	Able to engage small and slow UAS platforms	ab-gn
AVS	Avionics	Flavor text for air units stating electronic instrumentation	ab-gn
ECR	Extended Command Range	Ability to work at longer ranges from local HQ, recon units mainly	ab-gn
ICR	Infinite Command Range	Unit can operate at any distance from local HQ without penalty, spec-ops/LRPs	ab-gn
RDS	Command and Control Radio Systems	Sources of radio signal traffic, too much activity can generate a detectable source point	ab-gn
IDY	Inflatable Decoy	An inflatable or static mock up of a decoy platform	ab-gn
MMS	Mast Mounted Sights	Sensors/designators in mast, unit harder to spot/shoot, etc.	ab-gn
MMW	Mast Mounted Weapon System	Unit can fire weapon while crew/vehicle remain in full cover	ab-gn
PSS	Periscope Sighted System	Can be turret down and search/track targets, harder to spot in cover	ab-gn
UPA	Unmanned Platform - Autonomous	No pilot/crew on the platform, AI operated	ab-gn
UPP	Unmanned Platform - Programmed	No pilot/crew on the platform, follows pre-programmed route	ab-gn
UPR	Unmanned Platform - Remote	No pilot/crew on the platform, remote operated	ab-gn
UPS	Unmanned Platform - Semi-Autonomous	No pilot/crew on the platform, remote operated or AI, can switch types	ab-gn
TLM	Tube Launched Missile (ATGM from the main gun barrel)	Unit can fire an ATGM in place of a cannon shot-Must count as SFR shot	ab-gn
RCP	Recon Platform	Unit has better spotting, reduced spottable, and stealthier movement	ab-gn
SNF	Sensor Fusion	Manned platform share target/threat info and pathing, better/faster defense/attack/recon	ab-gn
LEA	Limited Engagement Angle	limited ability to engage targets off facing angle (op fire), slow turrets and tank destroyers	ab-gn
MRSI	Multiple Rounds Simultaneous Impact (MRSI)	A more devastating artillery attack as all fired rounds impact at one time	ab-gn
WAFI	Wide Area Fire Platform	Saturate a target area with fire, center hex and surrounding ring of hexes	ab-gn
NLP	Non Lethal Platform	unit can blind/stun/incapacitate units	ab-gn
FAC	Forward Air Controller	Provides recon and direction for airstrikes	ab-gn
FOB	Forward Observer	Provides recon and direction for artillery strikes	ab-gn
COM	Commando Unit	Bonuses to all basic actions (intangibles-Ready/morale)	ab-gn
IRP	Irregular Unit/Platform	Penalties to all basic actions, mainly used for Ground Troops	ab-gn
RFC	Ripple Fire Capable	upped ROF versus target when using ATGMs	ab-gn
SWL	Swarm Logic	Drones share target info and pathing, better defense/attack/recon	ab-gn
FARP	Forward Arming and Resupply Point	Location on map for helos to rearm and rest. Static location	ab-gn
ABLD	Landed Altitude Band	Air Unit is landed on the ground - 0m	ab-tr
ABNE	Nap of Earth Altitude Band	Nap of Earth flying/ground masking for helos and drones - 15m	ab-tr
ABEL	Extremely Low Altitude Band	Dash flying for helos and drones, maybe some aircraft - 100m	ab-tr
ABVL	Very Low Altitude Band	Very Low flight for CAS - 500m	ab-tr
ABLW	Low Altitude Band	Low flight for CAS - 3000m	ab-tr
ABMD	Medium Altitude Band	Medium flight for Bombers and SEAD - 10000m	ab-tr
ABHG	High Altitude Band	High flight for Bombers, SEAD, and Recon - 20000m	ab-tr
ABVH	Very High Altitude Band	Very High flight for Recon - 30000m	ab-tr
ABEH	Extremely High Altitude Band	Extremeny High flight for Recon/Hypersonics - 50000m	ab-tr
ABSP	Space/Orbital Altitude Band	Platforms operating in space/suborbital - 150000m	ab-tr
ACV	Air Cushioned Vehicle	Limits on terrain they can cross	ab-tr
AMP	Amphibious Unit	Unit can traverse water obstacles at a greatly reduced speed	ab-tr
HTP	Half-Track Platform	special movement rates on road and cross country	ab-tr
MNL	Movement Not Limited	unit (motorcycles) not slowed in any ground terrain	ab-tr
NNF	Nimble NOE Flight	Helo capable of very low (close NOE), bonus defense/reduced spotting	ab-tr
RHC	Restricted Hovering Capability	For helos like the Hind that can't really attack from a stable non-moving location	ab-tr
TRM	Transport Mode	Weapon systems/Sensors not functional when moving	ab-tr
VTOL	VTOL (vertical takeoff and landing)	can hover and move like a helo and dash like a jet	ab-tr
AAS	Air Assault	Better operational function in ops	ab-tr
ABN	Airborne Unit	Units made to air drop	ab-tr

GLD	Glider Capable	units trained for glider operations, land in transport	ab-tr
PAP	Parachute (Air droppable) Platform	platform can be dropped in an area using chutes, pallet slide?	ab-tr
TWL	Towed Weapon Leg	Weapon system can be moved by leg troop/team	ab-tr
TWS	Towed Weapon System	Weapon system can only be moved by vehicle	ab-tr
QSP	Quick Scoot Platform	After firing unit can immediately displace from the area	ab-tr
SPBN	Set-Up/Break Down	Platform requires time additional time to become operational or to travel	ab-tr
SPBN3	Set-Up/Break Down: 3 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN6	Set-Up/Break Down: 6 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN9	Set-Up/Break Down: 9 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN12	Set-Up/Break Down: 12 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN15	Set-Up/Break Down: 15 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN20	Set-Up/Break Down: 20 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN25	Set-Up/Break Down: 25 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN30	Set-Up/Break Down: 30 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN45	Set-Up/Break Down: 45 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN60	Set-Up/Break Down: 60 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN90	Set-Up/Break Down: 90 minutes	Platform requires time additional time to become operational or to travel	ab-tr
SPBN120	Set-Up/Break Down: 120 minutes	Platform requires time additional time to become operational or to travel	ab-tr
THRD	Tethered Platform	Platform can be linked to another platform and used as a sensor system	ab-tr
ECC1	External Carry Capacity (Tank Riders)	How may troops can ride on tanks - "x" as a transport value (1=1-4)	ab-tr
ECC2	External Carry Capacity (Tank Riders)	How may troops can ride on tanks - "x" as a transport value (2=5-8)	ab-tr
ECC3	External Carry Capacity (Tank Riders)	How may troops can ride on tanks - "x" as a transport value (3=9-12)	ab-tr
ECC4	External Carry Capacity (Tank Riders)	How may troops can ride on tanks - "x" as a transport value (4=13-16)	ab-tr
ECC5	External Carry Capacity (Tank Riders)	How may troops can ride on tanks - "x" as a transport value (5=16+)	ab-tr
HLP	Heavy Lift Platform	Can carry or move large, heavy items like field guns or light vehicles	ab-tr
SLP	Sling Load Platform	"Towing" for Helos	ab-tr
TCP	Tow Capable Platform	Can tow/move TWS (Towed Weapon Systems)	ab-tr
AWL	All Weather - Limited	Air/Helo - Operate in bad weather with reduced spotting accuracy	ab-tr
AWN	All Weather - Normal	Air/Helo - Operate in bad weather without penalties	ab-tr
NOL	Night Ops Limited	can operate at night with reduced spotting accuracy	ab-tr
NON	Night Ops Normal	Can operate at night as day for spotting and movement	ab-tr
GAP	Ground Attack Protection	Aircraft specially outfitted with armor for added protection (+3?)	df-ab
AMC	Anti-Magnetic Coating	Material applied to hull of platforms to negate magnetic attached mines	df-ab
HTR1	Hull to Turret Ratio, Type 1	Ratio is <.60 for Hull PF / Turret PF rating, -50% to PF adjustment for hull hits	df-ab
HTR2	Hull to Turret Ratio, Type 2	Ratio is .60 to .75 for Hull PF / Turret PF rating, -30% to PF adjustment for hull hits	df-ab
HTR3	Hull to Turret Ratio, Type 3	Ratio is .75 to .90 for Hull PF / Turret PF rating, -15% to PF adjustment for hull hits	df-ab
HTR4	Hull to Turret Ratio, Type 4	Ratio is .90 to 1.10 for Hull PF / Turret PF rating, no adjustment for hull hits	df-ab
HTR5	Hull to Turret Ratio, Type 5	Ratio is 1.10 to 1.25 for Hull PF / Turret PF rating, +15% to PF adjustment for hull hits	df-ab
HTR6	Hull to Turret Ratio, Type 6	Ratio is 1.25 to 1.40 for Hull PF / Turret PF rating, +30% to PF adjustment for hull hits	df-ab
HTR7	Hull to Turret Ratio, Type 7	Ratio is >1.40 for Hull PF / Turret PF rating, +50% to PF adjustment for hull hits	df-ab
MRD	Mine Resistant Design	Lower chance of a kill/fallout from hitting mines/IEDs	df-ab
NBCB	NBC Basic/MOPP	MOPP	df-ab
NBCL	NBC Limited Protection	Centralized filtration system	df-ab
NBCP	NBC Protected	Over pressure/liner	df-ab
OTV	Open/Soft Topped Vehicle	crew/passengers have greatly reduced protection from arty and SA fire	df-ab
BAAC	Body Armor Advanced Coverage	Leg unit advance full body coverage and reduction in SA and other attacks (NL energy)	df-ab
BAFC	Body Armor Full Coverage	Leg unit basic full armor coverage, reduction in SA value on attacks	df-ab
BALC	Body Armor Limited Coverage	Leg unit body armor torso protection, minor reduction of SA value	df-ab
ADCR1	Air Defense Counter Measure Resistance	x = 1(low) to 5(very good)	df-cm
ADCR2	Air Defense Counter Measure Resistance	x = 1(low) to 5(very good)	df-cm
ADCR3	Air Defense Counter Measure Resistance	x = 1(low) to 5(very good)	df-cm
ADCR4	Air Defense Counter Measure Resistance	x = 1(low) to 5(very good)	df-cm
ADCR5	Air Defense Counter Measure Resistance	x = 1(low) to 5(very good)	df-cm
DCM	Defensive Counter Measures (Chaff and Flares)	Basic anti-missile countermeasures, tech level delta's for effectiveness	df-cm
EAS	Electronic Attack System	Focused jamming/destruction of radar emitters, Part of AESA radars and other systems	df-cm
ECM	Electronic Counter Measures	jamming radar use tech levels for effectiveness	df-cm

IRCM	IR Active Counter Measures	active IR homing jamming-air units	df-cm
SDMS	Smoke Discharger - Multi-Spectral	blocks los of visual, TI, and Radar systems	df-cm
SDN	Smoke Discharger-Normal	short term defensive	df-cm
SDT	Smoke Discharger - Thermally Blocking	blocks los of both visual and TI systems	df-cm
SGN	Smoke Generator-Normal	long term area blocking	df-cm
SGT	Smoke Generator Thermal Blocking	long term area blocking visual and thermal	df-cm
TIJ	Thermal-Optical Jamming System	Shtora-% jam of EO/Laser based weapons (jam PGL/PGO)	df-cm
AFC	Advanced Field Camouflage	SOF/Sniper/LRR if not moving very hard to spot in hex, reduced visual spot on move	df-cm
IRSUP	IR Suppresion System	Platform is slightly harder to detect with Thermal systems	df-cm
LOP	Low Observable Platform	Difficult to detect by radar and IR systems	df-cm
LPI	Low Probability of Intercept	Radar/radio is difficult to detect via RWRs/ESM, mainly AESA types, certain com gear	df-cm
MSAC	Multi-Spectral Applied Camouflage	Greatly reduces IR, Thermal, Radar Signature, small reduction to optical	df-cm
QCU	Quantum Communications Uplink	offers jam-proof communications at any range	df-cm
SCU	Satellite Communications Uplink	offers jam-resistant direct line communications	df-cm
STP	Stealth Platform	Very hard to detect by radar and IR systems	df-cm
USC	Unit Stealth Capability	Ground troops with added ability to mask signature and hide from sensors-static	df-cm
APS1	Active Protection System, Type 1	1 = vs DF HEAT - Missiles (RPGs ATGMs, ASMs, Etc), HEAT rounds	df-pr
APS2	Active Protection System, Type 2	2 = vs IDF (Mortar, arty shells, rockets-ballistic)	df-pr
APS3	Active Protection System, Type 3	3 = vs DF kinetic (large gun rounds, no auto cannon)	df-pr
APS4	Active Protection System, Type 4	4 = vs DF kinetic (20mm+, multiple rounds)	df-pr
APS5	Active Protection System, Type 5	5 = vs Any incoming weapon except directed energy	df-pr
ACAH1	Advanced Composite Armor (Effectiveness 1)	<1.25 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH2	Advanced Composite Armor (Effectiveness 2)	<1.25 : 1.5 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH3	Advanced Composite Armor (Effectiveness 3)	<1.5 : 1.75 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH4	Advanced Composite Armor (Effectiveness 4)	<1.75 : 2.0 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH5	Advanced Composite Armor (Effectiveness 5)	>2.0 ratio Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH1FSRT	Advanced Composite Armor (Effectiveness 1), Hull; Front, Side, Rear, Top	<1.25 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH2FSRT	Advanced Composite Armor (Effectiveness 2), Hull; Front, Side, Rear, Top	1.25 <= 1.5 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH3FSRT	Advanced Composite Armor (Effectiveness 3), Hull; Front, Side, Rear, Top	1.5 : <=1.75 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH4FSRT	Advanced Composite Armor (Effectiveness 4), Hull; Front, Side, Rear, Top	1.75 : <=2.0 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAH5FSRT	Advanced Composite Armor (Effectiveness 5), Hull; Front, Side, Rear, Top	>=2.0 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAT1	Advanced Composite Armor (Effectiveness 1)	<1.25 ratio, Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT2	Advanced Composite Armor (Effectiveness 2)	<1.25 : 1.5 ratio, Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT3	Advanced Composite Armor (Effectiveness 3)	<1.5 : 1.75 ratio, Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT4	Advanced Composite Armor (Effectiveness 4)	<1.75 : 2.0 ratio, Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT5	Advanced Composite Armor (Effectiveness 5)	>2.0 ratio Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT1FSRT	Advanced Composite Armor (Effectiveness 1), Turret; Front, Side, Rear, Top	<1.25 ratio, Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT2FSRT	Advanced Composite Armor (Effectiveness 2), Turret; Front, Side, Rear, Top	1.25 : <=1.5 ratio, Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT3FSRT	Advanced Composite Armor (Effectiveness 3), Turret; Front, Side, Rear, Top	1.5 : <=1.75 ratio, Turret, Aspect Coded (F/S/R/T)	df-pr
ACAT4FSRT	Advanced Composite Armor (Effectiveness 4), Turret; Front, Side, Rear, Top	1.75 : <=2.0 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ACAT5FSRT	Advanced Composite Armor (Effectiveness 5), Turret; Front, Side, Rear, Top	>=2.0 ratio, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH1FSRT	ERA - Hull, Type 1, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, early type, CE only - Kontakt-1, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH2FSRT	ERA - Hull, Type 2, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH3FSRT	ERA - Hull, Type 3, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH4FSRT	ERA - Hull, Type 4, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, late type, CE/KE - Relikt (06+), Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH1FST	ERA Type 1, Hull; Front, Side, Top	Explosive reactive armor, early type, CE only - Kontakt-1, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH2FST	ERA Type 2, Hull; Front, Side, Top	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH3FST	ERA Type 3, Hull; Front, Side, Top	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH4FST	ERA Type 4, Hull; Front, Side, Top	Explosive reactive armor, late type, CE/KE - Relikt (06+), Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH1FS	ERA Type 1, Hull; Front, Side	Explosive reactive armor, early type, CE only - Kontakt-1, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH2FS	ERA Type 2, Hull; Front, Side	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH3FS	ERA Type 3, Hull; Front, Side	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH2S	ERA Type 2, Hull; Side	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAH3S	ERA Type 3, Hull; Side	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Hull, Aspect Coded (F/S/R/T)	df-pr
ERAT1FSRT	ERA - Turret, Type 1, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, early type, CE only - Kontakt-1, Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT2FSRT	ERA - Turret, Type 2, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr

ERAT3FSRT	ERA - Turret, Type 3, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT4FSRT	ERA - Turret, Type 4, Aspect (Front/Side/Rear/Top)	Explosive reactive armor, late type, CE/KE - Relikt (06+), Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT1FST	ERA Type 1, Turret; Front, Side, Top	Explosive reactive armor, early type, CE only - Kontakt-1, Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT2FST	ERA Type 2, Turret; Front, Side, Top	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAT3FST	ERA Type 3, Turret; Front, Side, Top	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT4FST	ERA Type 4, Turret; Front, Side, Top	Explosive reactive armor, late type, CE/KE - Relikt (06+), Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT1FS	ERA Type 1, Turret; Front, Side	Explosive reactive armor, early type, CE only - Kontakt-1, Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT2FS	ERA Type 2, Turret; Front, Side	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr
ERAT3FS	ERA Type 3, Turret; Front, Side	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT4FS	ERA Type 4, Turret; Front, Side	Explosive reactive armor, late type, CE/KE - Relikt (06+), Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT3SR	ERA Type 3, Turret; Front, Side, Rear	Explosive reactive armor, late type, CE/KE - Kontakt-5 (85+), Turret, Aspect Coded (F/S/R/T)	df-pr
ERAT2S	ERA Type 2, Turret, Side	Explosive reactive armor, early type, CE only - Kontakt-3, Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH1	HEAT Resistant Armor-Hull, Type 1, Aspect (F/S/R/T)	Reduced HEAT - >3 and <= 6 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH2	HEAT Resistant Armor-Hull, Type 2, Aspect (F/S/R/T)	Reduced HEAT - >6 and <= 9 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH3	HEAT Resistant Armor-Hull, Type 3, Aspect (F/S/R/T)	Reduced HEAT - >9 and <= 12 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH4	HEAT Resistant Armor-Hull, Type 4, Aspect (F/S/R/T)	Reduced HEAT - >12 and <= 15 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH5	HEAT Resistant Armor-Hull, Type 5, Aspect (F/S/R/T)	Reduced HEAT - >15 Ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH1FSRT	HEAT Resistant Armor, Type 1, Hull; Front, Side, Rear, Top	Reduced HEAT - >3 and <= 6 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH2FSRT	HEAT Resistant Armor, Type 2, Hull; Front, Side, Rear, Top	Reduced HEAT - >6 and <= 9 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH3FSRT	HEAT Resistant Armor, Type 3, Hull; Front, Side, Rear, Top	Reduced HEAT - >9 and <= 12 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH4FSRT	HEAT Resistant Armor, Type 4, Hull; Front, Side, Rear, Top	Reduced HEAT - >12 and <= 15 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH5FSRT	HEAT Resistant Armor, Type 5, Hull; Front, Side, Rear, Top	Reduced HEAT - >15 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH1FSR	HEAT Resistant Armor, Type 1, Hull; Front, Side, Rear	Reduced HEAT - >3 and <= 6 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH2FSR	HEAT Resistant Armor, Type 2, Hull; Front, Side, Rear	Reduced HEAT - >6 and <= 9 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH3FSR	HEAT Resistant Armor, Type 3, Hull; Front, Side, Rear	Reduced HEAT - >9 and <= 12 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH4FSR	HEAT Resistant Armor, Type 4, Hull; Front, Side, Rear	Reduced HEAT - >12 and <= 15 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAH5FSR	HEAT Resistant Armor, Type 5, Hull; Front, Side, Rear	Reduced HEAT - >15 ratio (C/K), Hull, Aspect Coded (F/S/R/T)	df-pr
HRAT1	HEAT Resistant Armor-Turret, Type 1, Aspect (F/S/R/T)	Reduced HEAT - >3 and <= 6 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT2	HEAT Resistant Armor-Turret, Type 2, Aspect (F/S/R/T)	Reduced HEAT - >6 and <= 9 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT3	HEAT Resistant Armor-Turret, Type 3, Aspect (F/S/R/T)	Reduced HEAT - >9 and <= 12 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT4	HEAT Resistant Armor-Turret, Type 4, Aspect (F/S/R/T)	Reduced HEAT - >12 and <= 15 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT5	HEAT Resistant Armor-Turret, Type 5, Aspect (F/S/R/T)	Reduced HEAT - >15 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT1FSRT	HEAT Resistant Armor, Type 1, Turret; Front, Side, Rear, Top	Reduced HEAT - >3 and <= 6 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT2FSRT	HEAT Resistant Armor, Type 2, Turret; Front, Side, Rear, Top	Reduced HEAT - >6 and <= 9 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT3FSRT	HEAT Resistant Armor, Type 3, Turret; Front, Side, Rear, Top	Reduced HEAT - >9 and <= 12 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT4FSRT	HEAT Resistant Armor, Type 4, Turret; Front, Side, Rear, Top	Reduced HEAT - >12 and <= 15 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
HRAT5FSRT	HEAT Resistant Armor, Type 5, Turret; Front, Side, Rear, Top	Reduced HEAT - >15 ratio (C/K), Turret, Aspect Coded (F/S/R/T)	df-pr
SKTHL	Armored Skirt Hull sLats	Used for slat style hull skirts that degrade AP and HEAT weapons	df-pr
SKTHP	Armored Skirt Hull Plate	Used for plate style hull skirts that degrade AP and HEAT weapons	df-pr
SKTHS	Armored Skirt Hull Spaced	Used for spaced plate style hullskirts that degrade AP and HEAT weapons	df-pr
SKTHW	Armored Skirt Hull Wire	Used for wire style hull skirts that degrade AP and HEAT weapons	df-pr
SK TTL	Armored Skirt Turret sLats	Used for slat style turret skirts that degrade AP and HEAT weapons	df-pr
SK TTP	Armored Skirt Turret Plate	Used for plate style turret skirts that degrade AP and HEAT weapons	df-pr
SK TTS	Armored Skirt Turret Spaced	Used for spaced plate style turret skirts that degrade AP and HEAT weapons	df-pr
SK TTW	Armored Skirt Turret Wire	Used for wire style turret skirts that degrade AP and HEAT weapons	df-pr
AUSL	Acoustic Sensor - Limited	Ability to detect platforms from their sounds	eq-rc
AUSC	Acoustic Sensor - Common	Ability to detect platforms from their sounds	eq-rc
AUSA	Acoustic Sensor - Advanced	Ability to detect platforms from their sounds	eq-rc
AUSP	Acoustic Sensor - Passive	Ability to detect platforms from their sounds	eq-rc
AUSQ	Acoustic Sensor - Quantum	Ability to detect platforms from their sounds	eq-rc
CRR	Chemical/Radiological Recon	Ability to detect and mark chemical and radioactive hexes	eq-rc
ESM10	EW Support, 10 km range	Locate and classify	eq-rc
ESS	Electronic Support System	Detect, intercept, identify, locate, record, and/or analyze sources of radiated electromagnetic energy	eq-rc
FSH	Flash Detection	Used to find artillery units from firing flashes, time of day dependent	eq-rc
LWR1	Laser Warning Receiver Class 1	Detects Laser Range Finders and Designators, Small Def Boost, SD can be used for Def Boost	eq-rc
LWR2	Laser Warning Receiver Class 2	Detects general direction (arcs) of LRF/LDS, def boost, can use SD versus attacks for def boost	eq-rc

LWR3	Laser Warning Receiver Class 3	Detects direction (arcs) of LRF/LDS, def boost, can use SD versus attacks for def boost, boost to spot/attack shooter	eq-rc
LWR4	Laser Warning Receiver Class 4	Detects direction (arcs) of LRF/LDS, def boost, can use SD versus attacks for def boost, boost to spot/attack shooter	eq-rc
LWR5	Laser Warning Receiver Class 5	Detects direction (arcs) of LRF/LDS, def boost, can use SD versus attacks for def boost, boost to spot/attack shooter	eq-rc
RWR1	Radar Warning Receiver Class 1	Detects Radar emissions and alerts crew, Small Def Boost, ECM can be used for Def Boost	eq-rc
RWR2	Radar Warning Receiver Class 2	Detects general direction (arcs) of Radar, def boost, can use ECM versus attacks for def boost	eq-rc
RWR3	Radar Warning Receiver Class 3	Detects direction (arcs) of Radar, def boost, can use ECM versus attacks, boost to spot/attack shooter	eq-rc
RWR4	Radar Warning Receiver Class 4	Detects direction (arcs) of Radar, def boost, can use ECM versus attacks for def boost, boost to spot/attack shooter	eq-rc
RWR5	Radar Warning Receiver Class 5	Detects direction (arcs) of Radar, def boost, can use ECM versus attacks for def boost, boost to spot/attack shooter	eq-rc
SNRP	Sonar-Passive	Passive sonar used to hear platforms on or under the water	eq-rc
SNRT	Sonar-Towed	Towed passive sonar array used to hear platforms on or under the water	eq-rc
IRDS	IR Driving System	Allows equipped units to see 500m in darkness, Move faster at night	eq-sn
TIDV	Thermal Imaging Driver's Viewer	Allows equipped units to see 3000m in darkness, Move faster at night	eq-sn
ATT	Advanced Target Tracking	Improved hit accuracy from stable sensors (Gunships-AC-130)	eq-sn
DAS	Distributed Aperture System	It warns the pilot of incoming aircraft and missile threats as well as providing day/night vision, fire control capability and precision tracking of wingmen/friendly aircraft for tactical maneuvering	eq-sn
SOR	Search Only Radar	Spot targets but not fire on unless weapon can see	eq-sn
STC	Stadia Coincidence Sight	Rangefinder that uses mechanical/optical principles to determine the distance to a object	eq-sn
STR	Stadia Reticule Sight	Rangefinder that uses graduated marks on a telescopic sight to determine target distance	eq-sn
CITV	Commanders Independent Thermal Viewer	Small percentage bump in upper ROF, slight increase in spotting	eq-sn
LDSC	Laser Designation System - Coded	Spot for PGL weapons	eq-sn
LDSU	Laser Designation System - Uncoded	Laser pointer for improved spotting by other units	eq-sn
LFCS	Laser Range Finder (LRF)	Laser system used to determine range to target, greatly improves shot accuracy	eq-sn
LRFM	LRF Manual Input (MLI)	Laser system used to determine range to target, improves shot accuracy, time to input	eq-sn
ASRA	Air Search Radar - Advanced	Radars used to find air targets	eq-ta
ASRC	Air Search Radar - Common	Radars used to find air targets	eq-ta
ASRL	Air Search Radar - Limited	Radars used to find air targets	eq-ta
ASRP	Air Search Radar - Passive	Passive, signals of opportunity used to find air targets	eq-ta
ASRQ	Air Search Radar - Quantum	Radars used to find air targets including Stealth, ranging is a question, Target ID known	eq-ta
GSRA	Ground Search Radar - Advanced	Radars used to find ground targets	eq-ta
GSRC	Ground Search Radar - Common	Radars used to find ground targets	eq-ta
GSRL	Ground Search Radar - Limited	Radars used to find ground targets	eq-ta
GSRP	Ground Search Radar - Passive	Passive, signals of opportunity used to find ground targets	eq-ta
GSRQ	Ground Search Radar - Quantum	Radars used to find ground targets including Stealth, ranging is a question, Target ID known	eq-ta
IRSL	IR Search Light	Allows equipped units to see in darkness	eq-ta
IRWS	IR Weapon Sight	Allows equipped units to see in darkness	eq-ta
NOPT	No Optical Sensing	Platform does not have standard human vision for spotting	eq-ta
NVA	Night Vision Sights/System - Advanced	Advanced light amplification systems (Gen3)	eq-ta
NVC	Night Vision Sights/System - Common	Common light amplification systems (Gen2)	eq-ta
NVL	Night Vision Sights/System - Limited	Limited/early light amplification systems (Gen1)	eq-ta
OPT	Optical/Low Magnification Visible Spectrum	Covers CQB rifle sights and such. Also EO low mag sensors, Mk1 Eyeball	eq-ta
OPZ	Optical Sight with Zoom	Binoculars or 3-10x telescopic sights	eq-ta
OGS	Optical Gunsight	aircraft/helo optical sights (gyro types)	eq-ta
OGZ	Optical Gunsight with Zoom	Covers 3x-5x zoomed gun sights	eq-ta
AGS	Advanced Gun Sight(s)	Guns/weapons targeting bonus for advanced sensors, spotting bonus	eq-ta
TISA	Thermal Imager Sights - Advanced	Advanced thermal imaging allow sighting of object through smoke/night via heat/ir	eq-ta
TISC	Thermal Imager Sights - Common	Common thermal imaging allow sighting of object through smoke/night via heat/ir	eq-ta
TISL	Thermal Imager Sights - Limited	Limited thermal imaging allow sighting of object through smoke/night via heat/ir	eq-ta
TIVA	Thermal Imager Viewer - Advanced	Advanced thermal imaging allow sighting of object through smoke/night via heat/ir	eq-ta
TIVC	Thermal Imager Viewer - Common	Common thermal imaging allow sighting of object through smoke/night via heat/ir	eq-ta
TIVL	Thermal Imager Viewer - Limited	Limited thermal imaging allow sighting of object through smoke/night via heat/ir	eq-ta
SNRA	Sonar-Active	Active sonar system used to detect platforms on or under water	eq-ta

Code	Description	Notes	Tab
ARBT	Air Burst Capable Rounds	Weapon fires rounds that detonate in air a small distance from a target	am-cp
ABIO	Artillery Biological Round	IDF round with some form of biological weapon payload	am-cp
ACHN	Artillery Chemical Non-Persistent Round	IDF round with some form of non-persistent chemical weapon payload	am-cp
ACHP	Artillery Chemical Persistent Round	IDF round with some form of persistent chemical weapon payload	am-cp
ANCR	Artillery Nuclear Round	IDF round with some form of nuclear weapon payload	am-cp
CAN	Cannister Rounds/Beehive	Unit carries a small number of Anti Personal rounds(15%)	am-cp
FAE	Fuel Air Explosive	Warhead type with explosive overpressure effect from dispersed gas/detonation	am-cp
HEBB	High Explosive Base Bleed	Warhead type with HE blast and extended base range of +25%	am-cp
HEDP	High Explosive Dual Purpose	Rounds that can reduce cover/concealment and damage targets	am-cp
HEP	High Explosive Plastic	HESH type rounds instead of HEAT	am-cp
HERA	High Explosive Rocket Assisted [RAP]	Warhead type with HE Blast and rocket extended range of 67%	am-cp
HVR	High Velocity Rounds	Unit carries a small number of harder hitting AP rounds(30%)	am-cp
ICM01x040	Improved Conventional Munitions, 40 submunitions	Sensors for target/fusing use	am-cp
ICM01x080	Improved Conventional Munitions, 80 submunitions	Sensors for target/fusing use	am-cp
ICM01x180	Improved Conventional Munitions, 180 submunitions	Sensors for target/fusing use	am-cp
ICM01x650	Improved Conventional Munitions, 650 submunitions	Sensors for target/fusing use	am-cp
ICM01x950	Improved Conventional Munitions, 950 submunitions	Sensors for target/fusing use	am-cp
ICM_NoUXO	Improved Conventional Munitions (placeholder-300 subs)	Test case for ICM that leaves no unexploded munitions after the attack	am-cp
ICM	Improved Conventional Munitions (placeholder-300 subs)	Basic ICM setup for older data/scenarios with default submunitions	am-cp
IED	Improvised Explosive Device	makeshift explosive fixed or mobile with command detonation	am-cp
ILIR	Illumination - Infra-red	weapon emits IR spectrum light to light up night settings for IR/NV/TI sights	am-cp
ILL	Illumination - Visible	weapon emits bright light to light up night settings	am-cp
ILUV	Illumination - Ultra-Violet	weapon emits UV spectrum light to light up night settings for UV sights	am-cp
JLR	Jacketed Long Rod	A Long Rod KE PEN round with a jacket over the monoblock for yaw resistance	am-cp
KKV	Kinetic Kill Vehicle	Weapon uses speed and mass versus explosive to destroy a target	am-cp
NED	Neutron Enhanced Detonation	big-badda-boom with more soft kill radiation, but lower exp effects	am-cp
NLE	Non-lethal weapon	Effects of non-lethals - readiness morale impacts	am-cp
SCM	Scattered Mines Warhead	Creates a surface mines obstruction	am-cp
SLR	Segmented Long Rod	Long Rod KE PEN, multiple segment body for better NERA Pen	am-cp
TBW	Thermobaric Warhead	Massive damage to structures and non-NBC protected units	am-cp
TDW	Tandem Warheads	Multicharge warhead meant to defeat ERA armor	am-cp
TPW	Triple Warheads	Multicharge warhead meant to defeat ERA armor	am-cp
ADL	Air Defense Capable Limited Targets	weapon can be used against hovering helos/low speed drones, low ph/pk	wp-cp
ADW	Air Defense Weapon	no penalties shooting at air targets (not SSMs/ORVs)	wp-cp
CUAS	Counter UAS Weapon	Weapon can engage small UAS/Drones with no penalty	wp-cp
ALW	Auto Loading Weapon	capped ROF = 1 in combat, can't get bonus rounds off	wp-cp
FFR	Fast Fire Rate	ROF=2 min (MGs, Acs, GATs, AIR-MG/CN, AAGs<50mm) Clip fed guns/mtrs	wp-cp
SAL	Salvo fire of rockets	unit unloads rockets in a barrage/single ammo type loaded	wp-cp
SFR	Slow Fire Rate	cut ROF by 50 percent - heavy/cumbersome loading or hand tracking	wp-cp
BMW	Ballistic Missile Weapon	Long range ballistic missile, mainly ICBM	wp-cp
DEW	Directed Energy Weapon	Lasers, microwaves, etc, ray guns	wp-cp
DFA	Direct Fire Artillery	Arty gun with ap/heat ammo, can DF close targets 1500m or less(min range?)	wp-cp
FLE	Flame Based Weapon	needs smoke with blast	wp-cp
IFG	Indirect Fire Gun	Guns or RCLs that have an indirect HE(SA) mode - max is IDF max, effective range is max for DF and min is effective of DF, Gun-mortar systems	wp-cp
IRAL	Increased Range Air-Launched	Base range boosted by X% when weapon is dropped from aircraft at altitude	wp-cp
SAW	Small Arms Weapon	pistols, rifles, assault rifles, SMGs, etc	wp-cp
SNPR	Sniper Rifle Effect	Hit cause additional readiness and morale loss	wp-cp
SPW	Infantry Support Weapon or Squad Weapon	usually MGs or AGLs, extra firepower beyond small arms	wp-cp
SPWA	Anti-Armor Infantry Support Weapon	RPGs, satchel charges and other anti-tank support weapons	wp-cp
SWMM	Swarming Munition	Weapon can communicate with other swarming munitions to target intelligently when attacking	wp-cp
TAM	Top Attack Munition	Weapon attacks the top armor of a land platform	wp-cp
TDA	Terminal Diving Attack	Weapon dives at a high angle to target, negates AFV APS, limits gun/CIWS	wp-cp
TMC	Theater Missile Capable	can attempt BM intercepts (must be an AD system as well)	wp-cp
VHL	Vertical to Horizontal Launch	Weapon launches vertical after launch kicks horizontal to mask launch	wp-cp

ACS	Acoustic Suppression	Weapon fires making little to no sound, reduces chance to be detected	wp-ds
SMMS	Smoke - Multi-Spectral Blocking	Blocks LOS, Thermal, and radars (GSRs)	wp-ds
SMN	Smoke - Normal	blocks LOS not thermals	wp-ds
SMT	Smoke - Thermal Blocking	blocks all LOS except radar	wp-ds
WPR	White Phosphorous Round	Smoke, fire, burns though stuff.	wp-ds
JMR	Jammers	Local comms jamming for a limited duration	wp-ds
CMR1	Counter Measure Resistance(x = value 1-5)	needs to be tech level shifted when used	wp-ds
CMR2	Counter Measure Resistance(x = value 1-5)	needs to be tech level shifted when used	wp-ds
CMR3	Counter Measure Resistance(x = value 1-5)	needs to be tech level shifted when used	wp-ds
CMR4	Counter Measure Resistance(x = value 1-5)	needs to be tech level shifted when used	wp-ds
CMR5	Counter Measure Resistance(x = value 1-5)	needs to be tech level shifted when used	wp-ds
DCW	Decoy Warhead	Spoof TCM AD systems	wp-ds
EAP	Energy Armor Protection	Weapon takes reduced damage from enemy weapons via ablative coatings	wp-ds
HVG	Hyper-Velocity Glide Weapon	Glide weapon uses very high speeds to evade AD systems (except energy)	wp-ds
HVP	Hyper-Velocity Powered Weapon	Powered weapon uses very high speeds to evade AD systems (except energy)	wp-ds
KAP	Kinetic Armor Protection	Weapon reduces chance of being killed when hit by kinetic/HEX rounds	wp-ds
LOA	Low Observable Airframe	Weapon has reduced chance of detection versus radar and ir	wp-ds
MRV	Maneuvering Reentry Vehicle	Warhead can change course in flight and break ballistic tracking	wp-ds
STA	Stealth Airframe	Weapon has greatly reduced chance to be detected by radar/IR	wp-ds
ZFS	Zero Flash/Smokeless	Weapon fires generating little to no flash/smoke, less visible to enemy	wp-ds
HOJ	Home on Jam	Can track/home on ecm equipped targets	wp-gd
HRSA	Home on Radiating Source Active Only	Homes in on Active AD Radar systems, loses lock if emitter is off	wp-gd
HRSL	Home on Radiating Source Active and Location	Homes in on AD Radar systems, Low % hit on turned off emitter	wp-gd
OGR	Operator Guidance Required	reduced accuracy if under fire - mclos/saclos atgms for example	wp-gd
PGC	Command Guided via Radio	may be OGR	wp-gd
PGG	GPS Guidance System	no DCM, only ACM2 defends	wp-gd
PGGL	Precision Guided GPS mid-course/Laser terminal homing	Can do static target GPS homing	wp-gd
PGI	Inertial Guidance System	no DCM, only ACM2 defends	wp-gd
PGIL	Precision Guided INS mid-course/Laser terminal homing	Can do static target INS homing	wp-gd
PGIR	IR Homing Guidance systems	used on IR guided missiles (SAM/AAM)	wp-gd
PGL	Laser Guided Weapon	use with LDS for indirect attack	wp-gd
PGM	MCLOS Guidance	manual guide of weapon, accuracy highly degraded under fire	wp-gd
PGO	Optical Guided Systems (TV)	Uses locked on TV/optical image to guide to target	wp-gd
PGAR	Active Radar Homing (AHR)	Uses on-board active radar for terminal homing to a target	wp-gd
PGSR	Semi-Active Radar Homing System (SARH)	Uses source active radar for terminal homing to a target	wp-gd
PGR	Radar Homing Guidance	Uses radar for terminal homing to a target	wp-gd
PGS	SACLOS Guidance	manual guide of weapon, accuracy degraded under fire	wp-gd
PGT	Thermal Sight Guided System (FLIR)	optical through normal smoke	wp-gd
PXA	Proximity Sensor Acoustic	weapon detonates based on sound signature or level	wp-gd
PXC	Proximity Sensor Contact	weapon detonates on contact	wp-gd
PXM	Proximity Sensor Magnetic	weapon detonates based on distance to large metallic object	wp-gd
PXT	Proximity Sensor Thermal	weapon detonates on a thermal threshold	wp-gd
PXV	Proximity Sensor Visual	weapon detonates when target profile matches stored image	wp-gd
UGA	Underwater Guidance Active	basically active sonar to track/engage a sea target (ship/sub)	wp-gd
UGP	Underwater Guidance Passive	basically passive sonar to track/engage a sea target (ship/sub)	wp-gd
TCM	Terrain Contour Matching	guidance on cruise missiles to match locational data, very hard to jam	wp-gd
WGM	Wire Guided Missile (like TOWs)	restricted firing in woods, over water, and thru wrecks	wp-gd