MAKING HISTORY
THE GREAT WAR

MILITARY UNIT QUICK QUIDE

Last update: June 20, 2014

NOTE: Some data will change due to balancing and bug fixing. Air Attack power for ships is currently much too high and will be fixed as of the next update, due June 27th.

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MANPOWER

Each nation has a certain amount of Manpower Units (MPUs). These MPU's grow a certain amount each turn, with the growth rate being based on a number of factors, including food production and buildings like hospitals being present in the region. All available Manpower in your nation is used each turn in one of three areas:

FARMING PRODUCTION
These MPUs produce food. As you upgrade your infrastructure more food can be produced using fewer MPUs. As you build your military, MPUs are transferred from farms to the military, reducing the amount of food produced.

INDUSTRIAL PRODUCTION
These MPUs work in factories you have built tin your cities. More advanced factories can produce more with fewer MPUs required. This is a dedicated work force and cannot be used for the military without shutting down factories.

MILITARY PRODUCTION
These are the MPUs that make up your military forces. When killed, your total number MPUs decreases. If the number killed per turn exceeds the number of new MPUs available per turn then your nation's pool of MPUs will shrink.

MILITARY UNITS

Each land and air unit represents a group of individual soldiers that varies in size, typically a "division". Naval vessels can represent a flotilla or an individual ship. Since the actual number of people in a division varied dramatically from one nation to the next, the units in The Great War simply represent a percentage of your nation's MPUs, which is a limited pool that grows slowly each turn and can be reduced through loss during battle. All Units are organized into Groups.

GROUPS

Groups, organized into Armies, Air Forces and Fleets, are how combat is waged in the game. When you attack or defend in a battle, the strength and defense of the group are used to determine success. Separating off one unit just makes it a very weak group.

UNIT PROPERTIES

HIT POINTS
All Land units and air units have one (1) hit point. Ships have more than one point, detailed in the charts below.

ATTACK POWER
Every unit has an Attack Power score for every situation applicable to the specific unit. For example, some units have Land Attack and Air Attack power. Some have Land Attack and Infrastructure Attack Power (artillery, for example). Ships have Sea Surface and Sea Submerged Attack Power. Attack Power is used when the group moves into an enemy region and initiates battle.

LAND DEFENSE POWER
Land Defense Power is used by defending troops within a region when they are attacked by an enemy force.

INFRASTRUCTURE ATTACK POWER
In addition to causing damage to enemy groups, units with this power also cause damage to trenches and other defensive infrastructure.

SPEED

The number of regions a unit can traverse per turn before modifiers without using road or rail capacity.

RESISTANCE PERCENTAGE

This allows armored units to have a chance to take no damage even with a successful hit.

AMPHIBIOUS ATTACK BONUS

Units with this bonus are more effective when attacking from the sea.

RIVER ATTACK BONUS

Units with this bonus increase attack power when fighting in regions with rivers.

MOUNTAIN ATTACK BONUS

Units with this bonus increase attack power when fighting in regions with Mountain terrain.

RANGE

Number of regions away artillery can fire into. (1) indicates an adjacent region.

FUEL COST

Motorized units require fuel. This cost reflects the amount of fuel removed from your stockpile for this unit each turn the unit is using fuel, either moving or fighting.

ARMS COST

This cost reflects the amount of arms removed from your stockpile for this unit each turn the unit is fighting.

MAINTENANCE COST

This cost reflects the amount of Gold removed from your stockpile for this unit each turn.

SHORE BOMBARDMENT

This represents the Attack Power used by ships capable of bombarding land regions adjacent to sea regions.
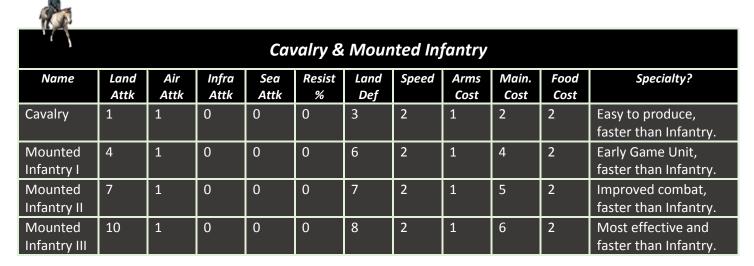
CRITICAL HITS

Submarines have a 25% chance to score a critical hit, causing massive damage and usually sinking the attacked ship.

UNIT SPECIFICATIONS

INFANTRY

Militia & Infantry											
Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Militia	1	1	0	0	0	3	1	1	1	1	Inexpensive
Infantry I	4	1	0	0	0	6	1	1	3	1	Early Game Unit
Infantry II	7	1	0	0	0	7	1	1	4	1	Improved
Infantry III	10	1	0	0	0	8	1	1	5	1	Best Infantry Unit

Cavalry & Mounted Infantry											
Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Cavalry	1	1	0	0	0	3	2	1	2	2	Easy to produce, faster than Infantry.
Mounted Infantry I	4	1	0	0	0	6	2	1	4	2	Early Game Unit, faster than Infantry.
Mounted Infantry II	7	1	0	0	0	7	2	1	5	2	Improved combat, faster than Infantry.
Mounted Infantry III	10	1	0	0	0	8	2	1	6	2	Most effective and faster than Infantry.

Engineers											
Name	Land Attk	Air Attk	Infra Attk	River Bonus	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Engineers I	4	1	2	+2	0	8	1	1	4	1	Better Land Def, can attack infrastructure, +2 bonus over rivers.
Engineers II	7	1	2	+3	0	9	1	1	5	1	Better Land Def and attack. Infrastructure attack, +3 river bonus.
Engineers III	10	1	2	+4	0	10	1	1	6	1	Best Land Def and attack. Infrastructure attack, + 4 river bonus

Marines

Highly effective when used attacking onto land from sea regions.

Name	Land Attk	Air Attk	Infra Attk	Amphib bonus	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Marines I	4	1	0	+2	0	6	1	1	3	1	Comparable to Infantry, +2 bonus for amphibious landing.
Marines II	7	1	0	+3	0	7	1	1	4	1	Comparable to Infantry, +3 bonus for amphibious landing.
Marines III	10	1	0	+4	0	8	1	1	5	1	Comparable to Infantry, +4 bonus for amphibious landing.

Mountain Infantry

Highly effective when used attacking in Mountain terrain.

Name	Land Attk	Air Attk	Infra Attk	Terrain (mts)	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Mountain Infantry I	4	1	0	+2	0	6	1	1	3	1	Comparable to Infantry, +2 bonus for mountain combat.
Mountain Infantry II	7	1	0	+4	0	7	1	1	4	1	Comparable to Infantry, +4 bonus for mountain combat.
Mountain Infantry III	10	1	0	+6	0	8	1	1	5	1	Comparable to Infantry, +6 bonus for mountain combat.

Assault Troops

A combination of the best elements of Infantry and Engineers.

Name	Land Attk	Air Attk	Infra Attk	River Bonus	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Assault Troops I	12	1	2	+2	0	8	1	1	5	1	Best Land Attack, can attack infrastructure, +2 bonus over rivers

Motorized Infantry											
Allows you to move infantry quickly without using road or rail capacity.											
Name	Land Attk	Air Attk	Infra Attk	Resist %	Land Def	Speed	Fuel Cost	Arms Cost	Main. Cost	Food Cost	Specialty?
Motorized Infantry I	4	1	0	0	6	3	1	1	5	1	Comparable to Infantry, but faster
Motorized Infantry II	7	1	0	0	7	3	1	1	6	1	Comparable to Infantry, but faster
Motorized Infantry III	10	1	0	0	8	3	1	1	7	1	Comparable to Infantry, but faster

ARTILLERY

Artillery											
Artillery bombards land units and infrastructure only from adjacent regions and will not advance into contested regions. It has no defensive capability and must be defended by infantry units. Takes one turn to "set up" after moving.											
Name	Land Attk	Air Attk	Infra Attk	Range	Land Def	Speed	Fuel Cost	Coal Cost	Arms Cost	Main. Cost	Specialty?
Field Artillery	3	0	1	1	2	1	1	0	1	5	Available early in game, inexpensive.
Trench Mortars	3	0	2	1	0	1	1	0	1	7	Early game unit with better infrastructure bombardment
Gun Howitzers	4	0	3	1	0	1	1	0	1	10	Improved land and infrastructure damage
Heavy Siege Guns	6	0	6	1	0	2	1	0	1	12	More overall damage and faster (wheeled)
Railway Guns	6	0	7	1	0	Varies based on level	0	1	1	15	Rail-dependent, best infrastructure damage in game.
Long Range Siege Gun	2	0	2	2	0	Varies based on level	0	1	1	20	Rail-dependent, longest attack range in the game.
Anti-Air Guns	0	2	0	N/A	2	3	1	0	1	7	Mobile units that defend land units against air attacks.

ARMOR

Tanks										
The only land unit in the game with armor to resist hits.										
Name	*Land Attk*	*Air Attk*	*Infra Attk*	*Resist %*	*Land Def*	*Speed*	*Fuel Cost*	*Arms Cost*	*Main. Cost*	*Food Cost*	*Specialty?*
Tanks I	4	0	2	5	2	1	1	1	8	0	Damage resistance makes these good for leading attacks.
Tanks II	6	0	3	7	3	2	1	1	9	0	Improved resistance and faster than infantry.
Tanks III	9	0	4	10	4	2	1	1	10	0	Best damage and resistance of all tank units.

AIRCRAFT

Balloon and Airship										
"Observation" Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located.										
Name	*Land Attk*	*Air Attk*	*Infra Attk*	*Sea Attk*	*Sub Attk*	*Mission Range*	*Rebase Range*	*Fuel Cost*	*Arms Cost*	*Main. Cost*	*Specialty?*
Observation Balloon	0	0	0	0	0	1	1	1	0	1	Increases accuracy of artillery in region where deployed
Rigid Airship	2	1	1	2	2	10	20	1	1	8	First long range bombers.

Bombers										
"Observation" Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located.										
Name	*Land Attk*	*Air Attk*	*Infra Attk*	*Sea Attk*	*Sub Attk*	*Mission Range*	*Rebase Range*	*Fuel Cost*	*Arms Cost*	*Main. Cost*	*Specialty?*
Bombers I	1	1	2	2	1	3	6	1	1	4	First bomber aircraft. Most effective against large targets.
Bombers II	2	2	2	2	1	5	10	1	1	6	Longer range, better in air combat, more effective land attack.

Fighters

"Observation" Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located.

Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Sub Attk	Mission Range	Rebase Range	Fuel Cost	Arms Cost	Main. Cost	Specialty?
Fighters I	0	2	0	0	0	1	1	1	1	2	First available fighter. Inexpensive.
Fighters II	0	3	0	0	0	1	2	1	1	3	Improved Air Attack
Fighters III	0	4	0	0	0	2	3	1	1	4	Improved attack and ange over Fighters II.
Fighters VI	0	5	0	0	0	2	4	1	1	5	Improved Attack and rebase range.
Fighters V	0	6	0	0	0	3	6	1	1	6	Best and longest range fighter in the game.

Naval Aircraft

"Observation" Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located.

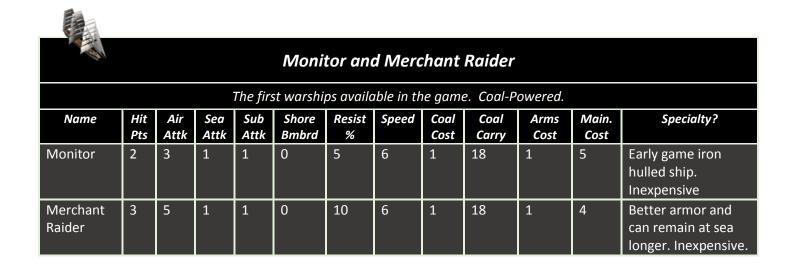| Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Sub Attk	Mission Range	Rebase Range	Fuel Cost	Arms Cost	Main. Cost	Specialty?
Seaplane Torpedo Bomber	2	2	2	3	2	4	6	1	1	6	Can be launched from and retrieved by ship.
Seaplane Fighters I	0	1	0	0	0	2	3	1	1	4	Can be launched from and retrieved by a ship

SHIPS

Troopships

Troopships "appear" as land units move over water, drawing from your Shipping Capacity. During that time, they have the following properties. After troops land, the ships "disappear" and are returned to the Shipping Capacity stockpile.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Troopship	2	3	0	1	0	5	6	1	18	1	4	Carries one unit per ship over sea regions.

Monitor and Merchant Raider

The first warships available in the game. Coal-Powered.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Monitor	2	3	1	1	0	5	6	1	18	1	5	Early game iron hulled ship. Inexpensive
Merchant Raider	3	5	1	1	0	10	6	1	18	1	4	Better armor and can remain at sea longer. Inexpensive.

Destroyers

These ships have a 25% chance to detect Submarines. Early era vessels use coal, later ships use fuel.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Torpedo Boat Destroyer	2	5	1	1	0	5	5	1	15	1	6	First ship that can detect submarines.
								Fuel Cost	Fuel Carry			
Destroyer	3	5	1	2	0	10	6	1	18	1	8	Tougher, faster and better vs. subs. Uses fuel, not coal.
Escort Destroyer	4	7	1	2	0	10	7	1	21	1	10	Best destroyer in the game.

Dreadnoughts and Battleships

These ships have armor and can attack coastal land regions. Early era vessels use coal, later ships use fuel.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Pre-Dreadnought Battleship	6	5	3	1	3	10	5	1	15	3	10	First ship available that can bombard coastal regions.
Dreadnought	8	7	3	1	3	20	6	1	18	3	12	Heavily armored.
								Fuel Cost	Fuel Carry			
Standard Battleship	12	10	4	1	4	25	7	1	21	4	20	Best and toughest ship in the game. Expensive.

Cruisers

Although more lightly armored than dreadnaughts and battleships, cruisers can still bombard coastal regions. They are fast and cost less to maintain yet can inflict significant damage. Early era vessels use coal, later ships use fuel.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Protected Cruiser	4	5	2	1	2	8	5	1	15	2	8	Early game vessel that can bombard coastal regions.
Armored Cruiser	6	5	2	1	2	12	6	1	18	2	10	Tougher and faster than Protected Cruiser.
								Fuel Cost	Fuel Carry			
Light Cruiser	6	7	2	1	2	10	7	1	21	2	12	Less armored but faster than any ship to this point in game.
Battlecruiser	10	10	3	1	3	15	7	1	21	3	15	Improved armor and damage.
Heavy Cruiser	10	7	2	1	2	20	7	1	21	2	18	Does less damage but extremely tough.

Aircraft Carriers

These are the first ships capable of carrying, launching and recovering aircraft.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	# of Planes	Resist %	Speed	Fuel Cost	Fuel Carry	Arms Cost	Main. Cost	Specialty?
Seaplane Tender	5	3	1	0	2	0	5	1	18	1	12	First ship capable of deploying aircraft.
Early Carrier	5	3	1	0	3	10	7	1	21	1	15	Tougher, faster and able to carry more planes.

Submarines

Subs are undetectable to all ships except destroyers. They have a chance to deliver critical hits on their targets.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Crit Hit %	Resist %	Speed	Fuel Cost	Fuel Carry	Arms Cost	Main. Cost	Specialty?
Coastal Submarine	1	0	1	2	5	2	3	1	9	1	2	1st Sub in game is short range and inexpensive.
Patrol Submarine	1	2	2	2	10	3	5	1	15	2	3	Better range and chance to inflict critical hits. (10%)
Long Range Submarine	2	3	2	3	15	5	6	1	18	2	5	Best sub in the game. Best range, critical hit chance (15%).