VR-Forces

Entity Model Catalog

VT MÄK
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1. Entity-Level Models

This chapter lists the entities configured in the *EntityLevel.sms* by category.

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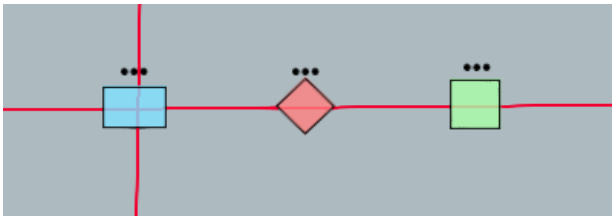
1.1. Aggregate

ADA Plt (CIS)



- 3:11:1:222:3:28:0:0
- Systems:
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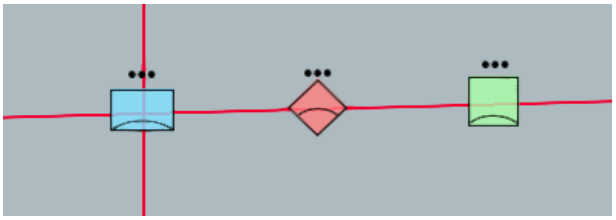
  - disaggregated-movement: ground-disaggregated-movement.sysdef

ADA Plt (US)



- 3:11:1:225:3:28:0:0
- Systems:
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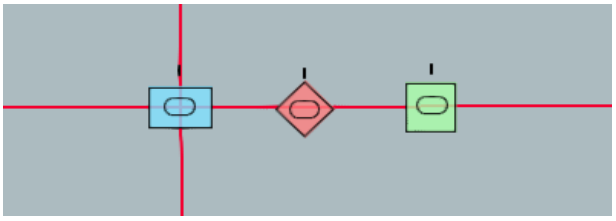
Armor Co (CIS)



- 3:11:1:222:5:2:0:0
- Systems:
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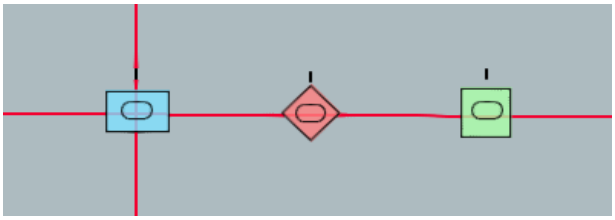
  - disaggregated-movement: ground-disaggregated-movement.sysdef

Armor Co (US)



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- Systems:
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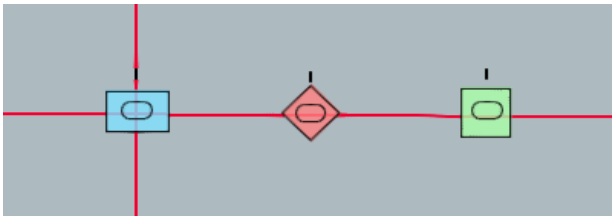
Armor Co HQ (CIS)



- 3:11:1:222:5:20:0:0
- Systems:
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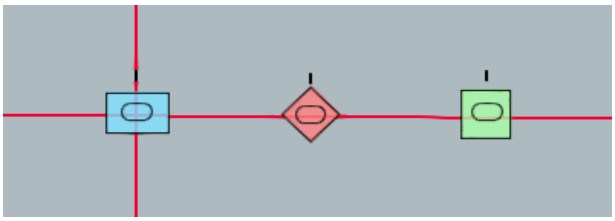
Armor Co HQ (US)



- 3:11:1:225:5:20:0:0
- Systems:
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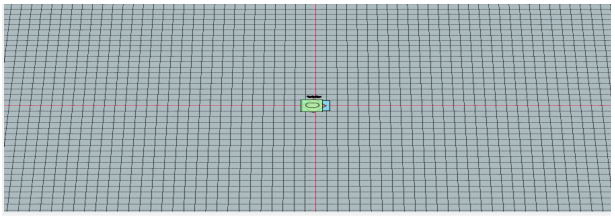
  - disaggregated-movement: ground-disaggregated-movement.sysdef

Armor Plt (CIS)



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- Systems:
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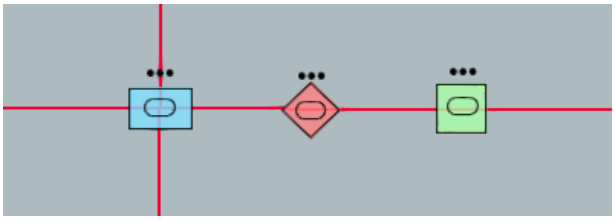
  - disaggregated-movement: ground-disaggregated-movement.sysdef

Armor Plt (US)



- 3:11:1:225:3:2:0:0
- Systems:
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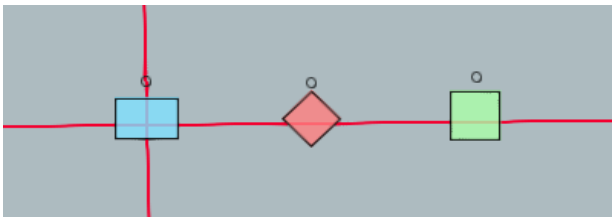
  - disaggregated-movement: ground-disaggregated-movement.sysdef

COLT Team (CIS)



- 3:11:1:222:12:27:0:0
- Systems:
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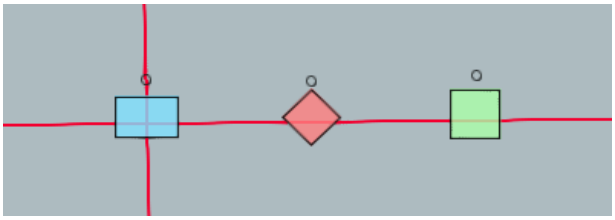
  - disaggregated-movement: human-disaggregated-movement.sysdef

COLT Team (US)



- 3:11:1:225:12:27:0:0
- Systems:
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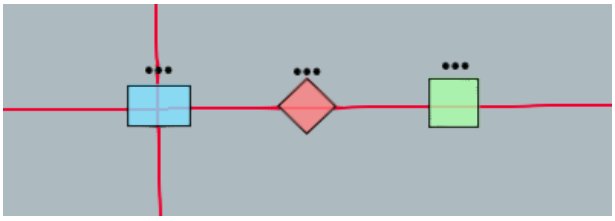
  - disaggregated-movement: human-disaggregated-movement.sysdef

CSS Plt (CIS)



- 3:11:1:222:3:31:0:0
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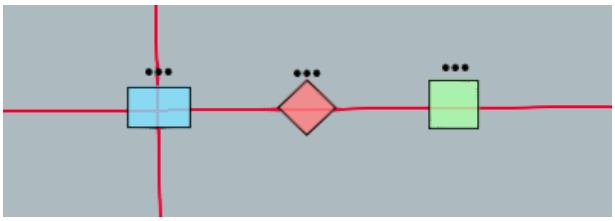
  - disaggregated-movement: ground-disaggregated-movement.sysdef

CSS Plt (US)



- 3:11:1:225:3:31:0:0
- Systems:
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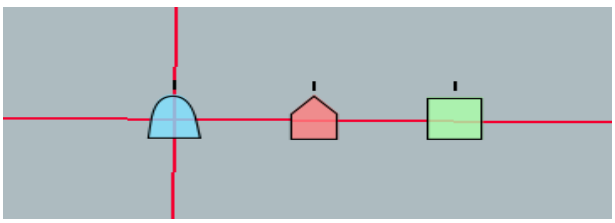
  - disaggregated-movement: ground-disaggregated-movement.sysdef

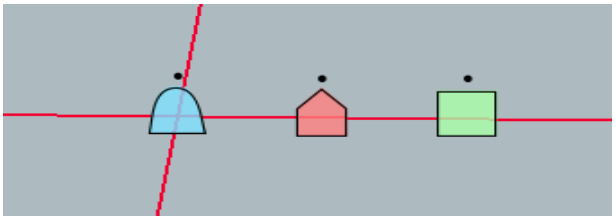
Carrier Air Wing



- 3:11:2:-1:5:13:4:0

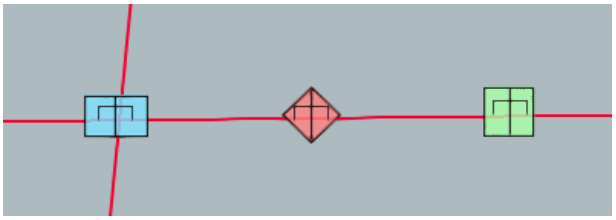
Carrier Early Warning Sqn

- 3:11:2:-1:13:13:20:2



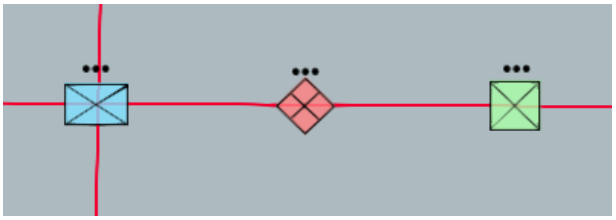
Convoy

- 3:11:1:0:0:0:0:1
- Systems:
  - disaggregated-movement: ground-convoy-movement.sysdef



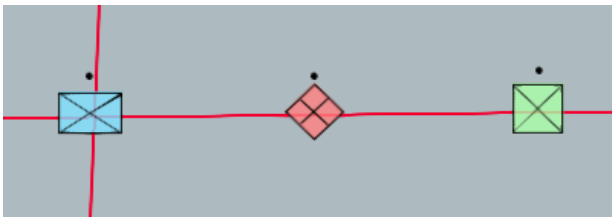
DI Plt (CIS)

- 3:11:1:222:3:3:0:0
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: human-disaggregated-movement.sysdef
- Sensor signatures:
  - infrared-signature: 1.5
  - radar-signature: 0.5
  - visual-signature: 1.5

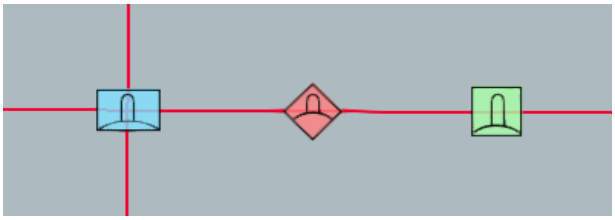


DI Squad (CIS)

- 3:11:1:222:13:3:0:0
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: human-disaggregated-movement.sysdef

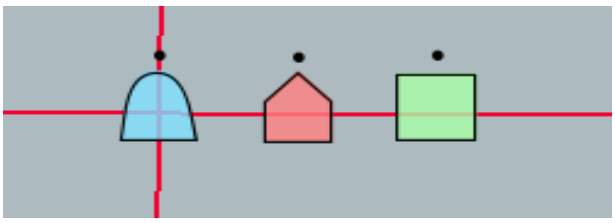


DI Squad (US)



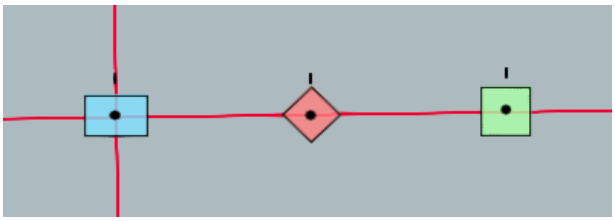
- 3:11:1:-1:1:-1:-1:-1
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: ground-disaggregated-movement.sysdef

Electronic Attack Sqn



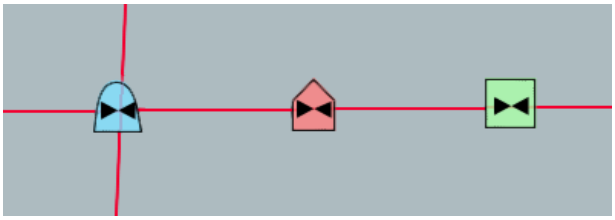
- 3:11:2:-1:13:13:21:1

FA Battery (US)



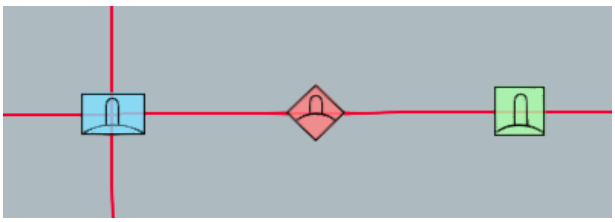
- 3:11:1:225:4:7:0:0
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: ground-disaggregated-movement.sysdef

Fixed Wing Aggregate



- 3:11:2:-1:-1:14:-1:-1

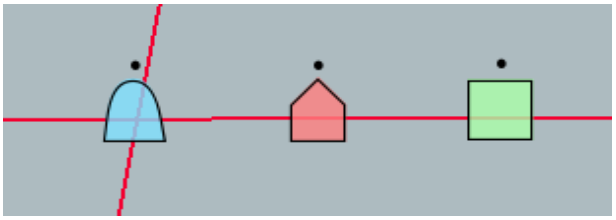
Ground Aggregate



- 3:11:1:-1:-1:-1:-1:-1
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: ground-disaggregated-movement.sysdef

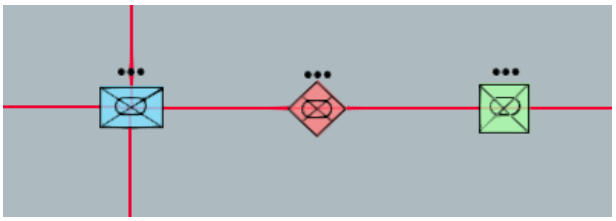
Logistics Support Sqn

- 3:11:2:-1:13:13:31:0



MI Plt (CIS)

- 3:11:1:222:3:4:0:0
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: ground-disaggregated-movement.sysdef



MI Plt with IFV (US)

- 3:11:1:225:3:4:0:0
- Systems:
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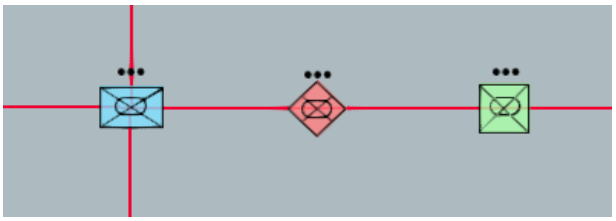
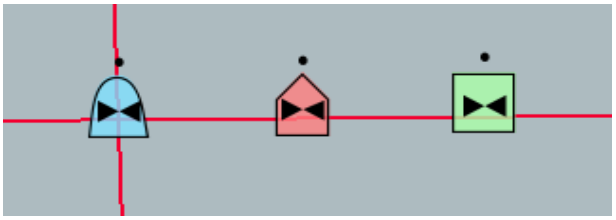
  - disaggregated-movement: ground-disaggregated-movement.sysdef



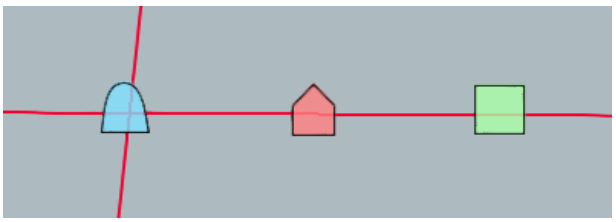
Maritime Strike Sqn

- 3:11:2:-1:13:14:15:0



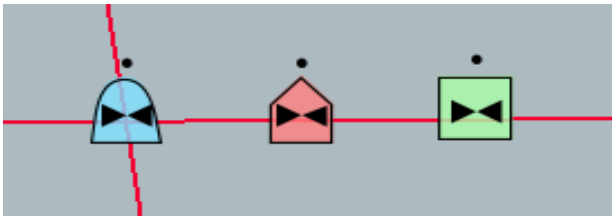
Rotary Wing Aggregate

- 3:11:2:-1:-1:13:-1:-1



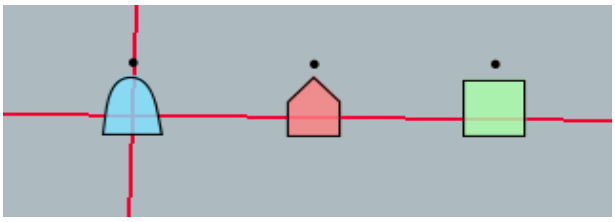
Sea Combat Sqn

- 3:11:2:-1:13:14:31:0



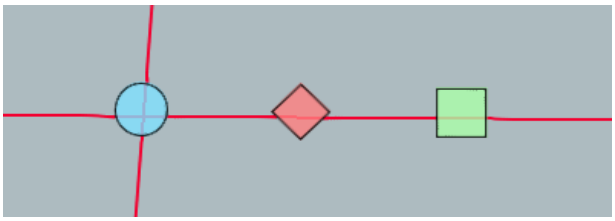
Strike Fighter Sqn

- 3:11:2:-1:13:13:4:0



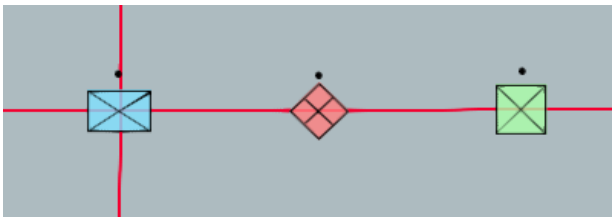
Surface

- 3:11:3:-1:-1:-1:-1:-1:-1

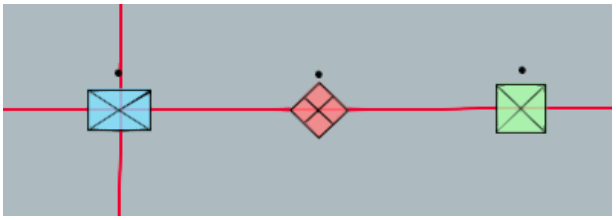


US Army LtInf FT

- 3:11:1:225:12:3:0:0
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: human-disaggregated-movement.sysdef

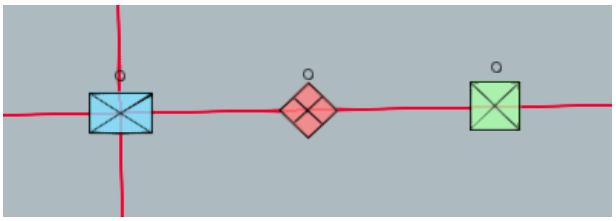


US Army LtInf SQD



- 3:11:1:225:13:3:0:2
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: human-disaggregated-movement.sysdef
- Sensor signatures:
  - infrared-signature: 1.5
  - radar-signature: 0.5
  - visual-signature: 1.5

US Army Mech FT A (Javelin)



- 3:11:1:225:12:3:0:0
- Systems:
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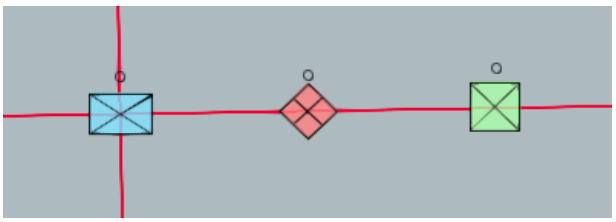
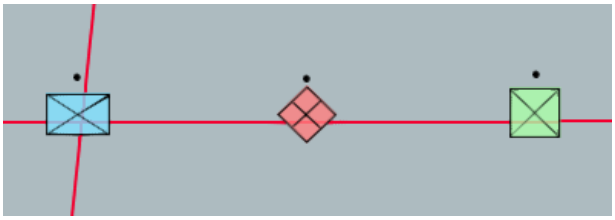
  - disaggregated-movement: human-disaggregated-movement.sysdef

US Army Mech FT B



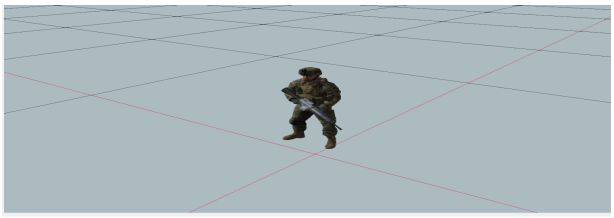
- 3:11:1:225:12:3:0:1
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: human-disaggregated-movement.sysdef

US Army Mech SQD



- 3:11:1:225:13:3:0:0
- Systems:
  - aggregated-movement: ground-aggregated-movement.sysdef
  - disaggregated-movement: human-disaggregated-movement.sysdef
- Sensor signatures:
  - infrared-signature: 1.75
  - radar-signature: 0.75
  - visual-signature: 1.75

USMC FT



- 3:11:1:225:12:3:0:1
- Systems:
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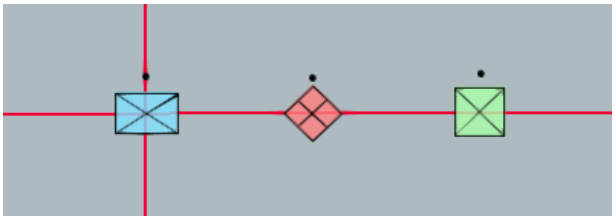
  - disaggregated-movement: human-disaggregated-movement.sysdef

USMC SQD



- 3:11:1:225:13:3:0:3
- Systems:
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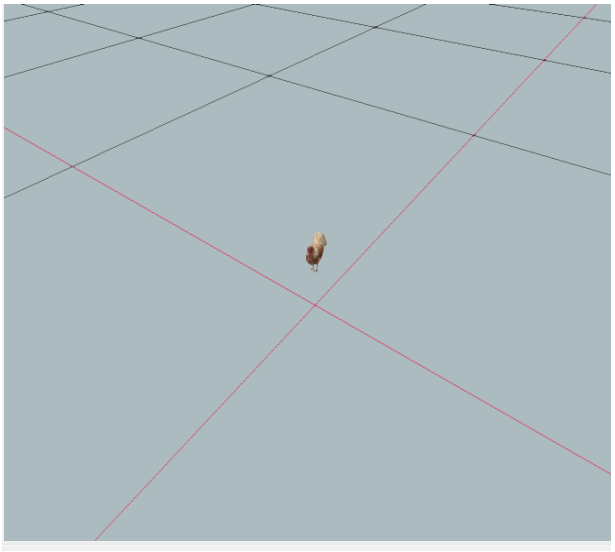
  - disaggregated-movement: human-disaggregated-movement.sysdef
- Sensor signatures:
  - infrared-signature: 1.5
  - radar-signature: 0.5
  - visual-signature: 1.5

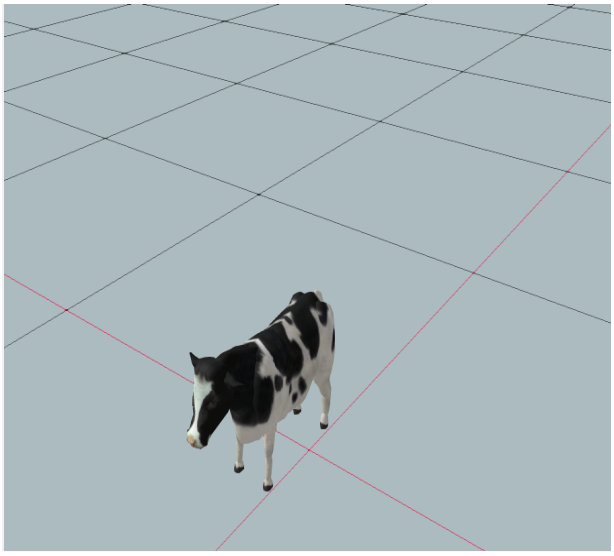
1.2. Animal

Chicken

- 1:3:1:0:5:1:6:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - infrared-signature: 1.2
  - radar-signature: 0.25
  - visual-signature: 0.5

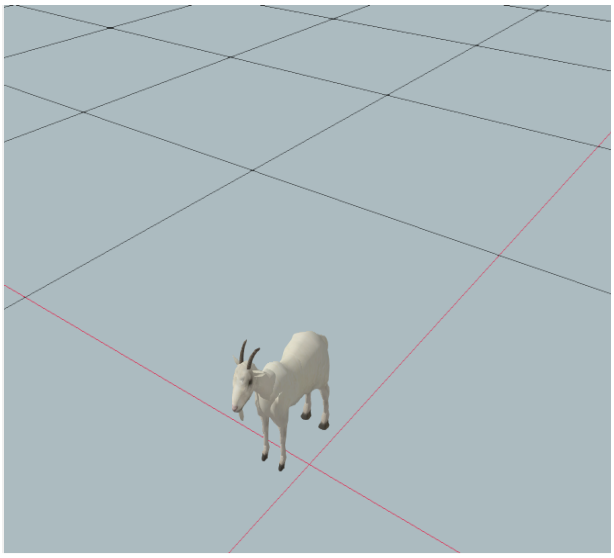


Cow



- 1:3:1:0:5:1:3:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 7 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 0.5
  - visual-signature: 2

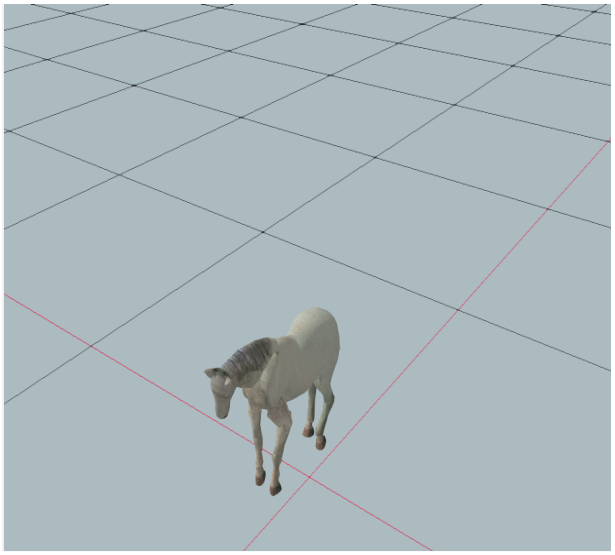
Goat



- 1:3:1:0:5:1:7:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 11.111111 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 0.5
  - visual-signature: 2

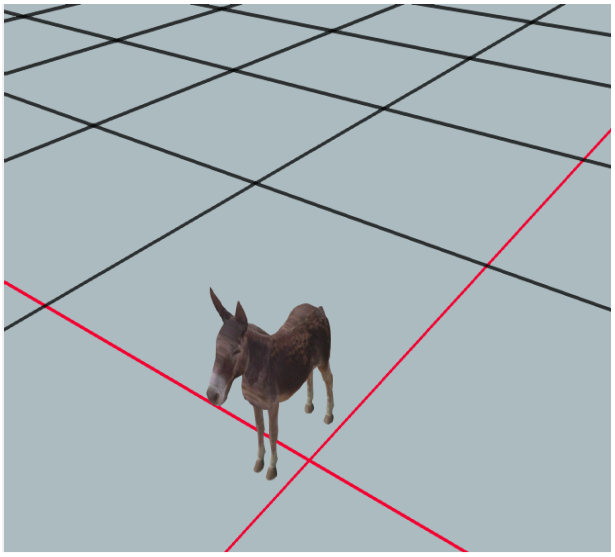
Horse

- 1:3:1:0:5:1:4:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 0.5
  - visual-signature: 2

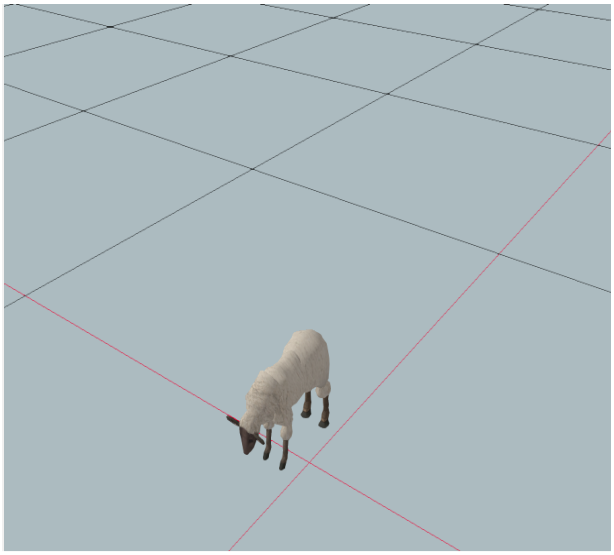


Mule

- 1:3:1:0:5:1:8:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 7 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 0.5
  - visual-signature: 2

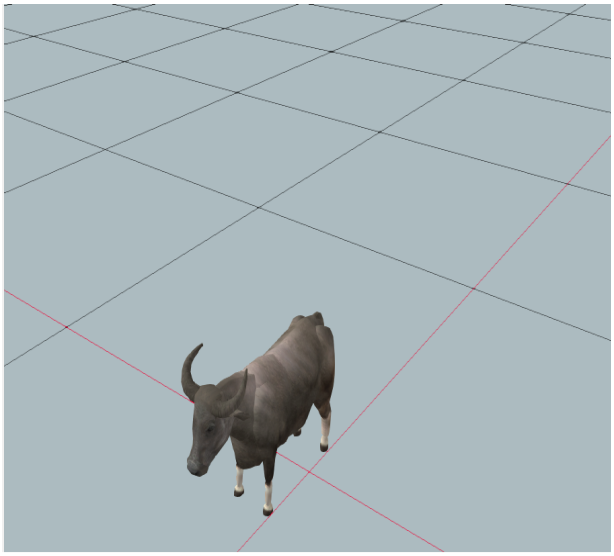


Sheep



- 1:3:1:0:5:1:7:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 11.111111 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - visual-signature: 1.5
  - radar-signature: 0.45
  - infrared-signature: 1.5

Water Buffalo

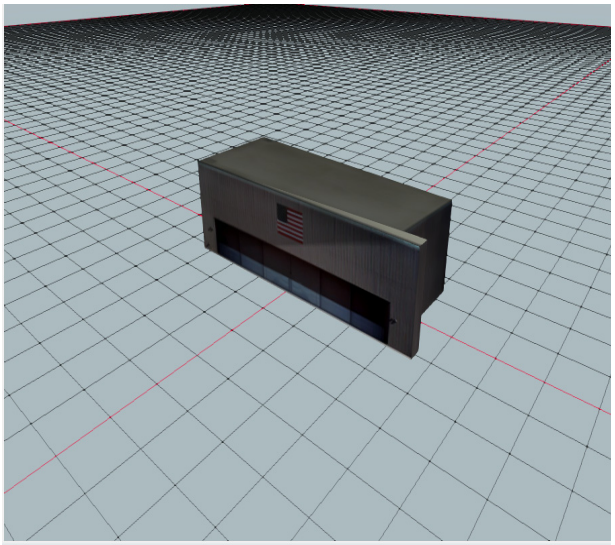


- 1:3:1:0:5:1:3:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 7 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 0.5
  - visual-signature: 2

1.3. Building

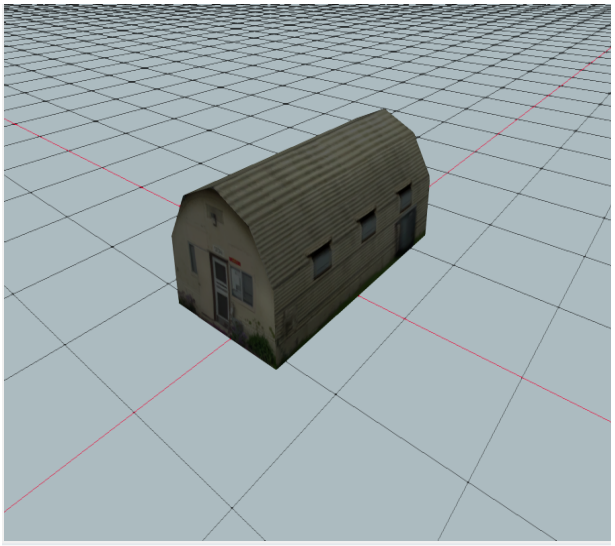
Aircraft Hangar

- 1:5:1:0:2:1:1:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



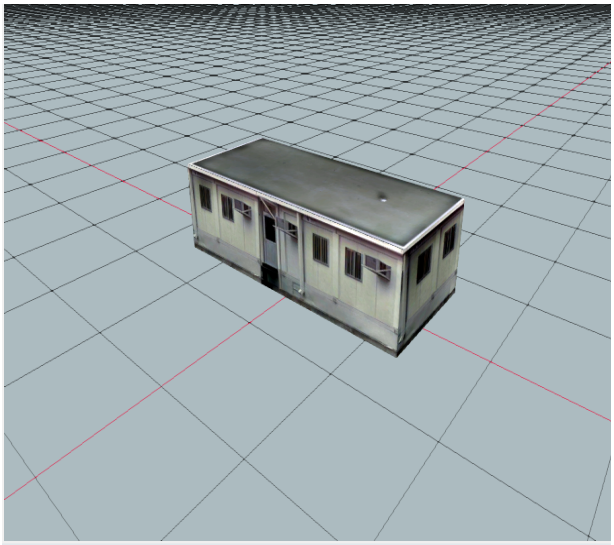
Barracks

- 1:5:1:0:2:1:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



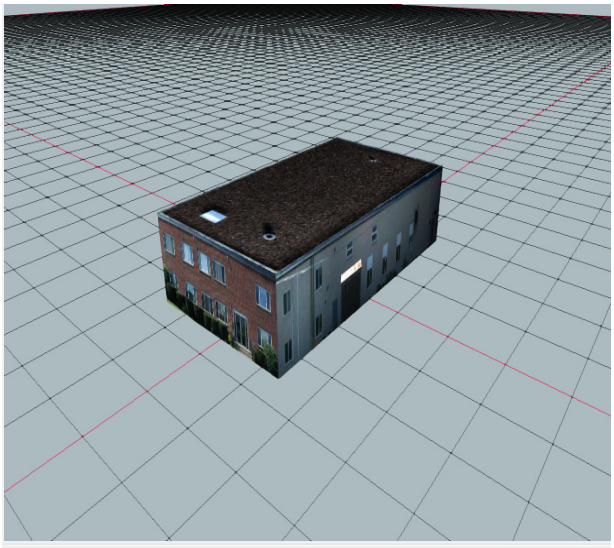
Buidling Barracks Wood

- 1:5:1:0:2:1:2:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



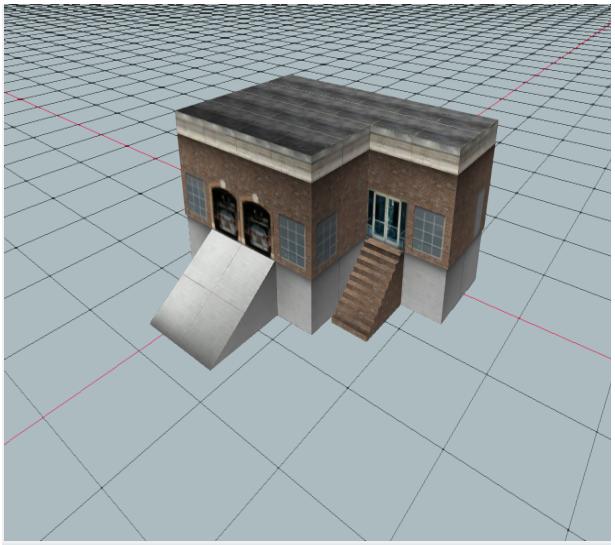
Building Commercial Brick Two Story

- 1:5:1:0:2:2:1:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



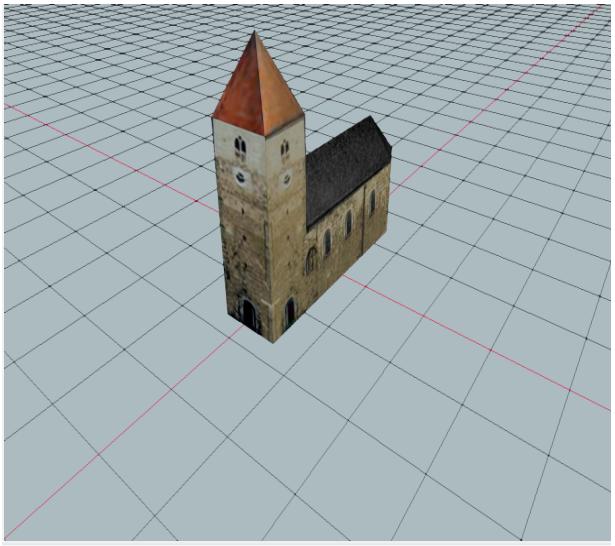
Building Fire Station Brick

- 1:5:1:0:2:2:2:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



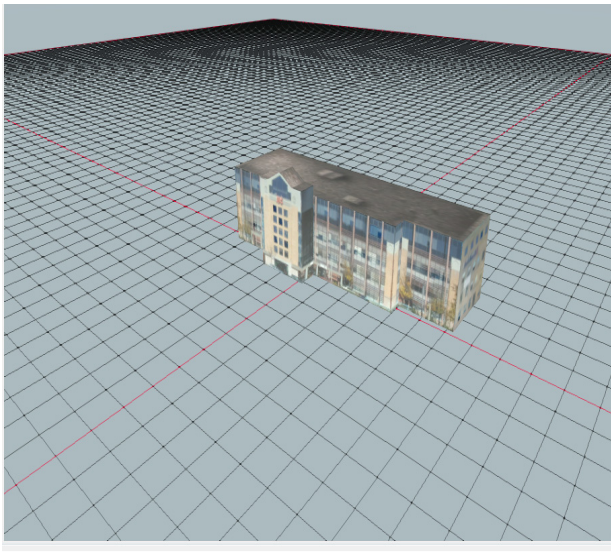
Building Medieval Church Brick

- 1:5:1:0:2:4:1:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



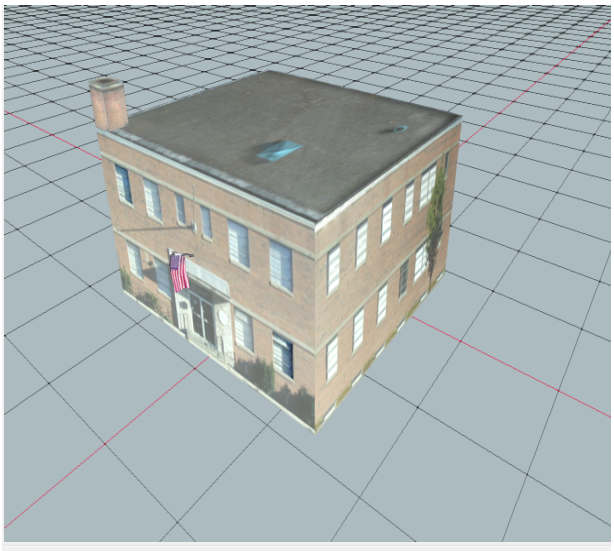
Building Office Four Story

- 1:5:1:0:2:4:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



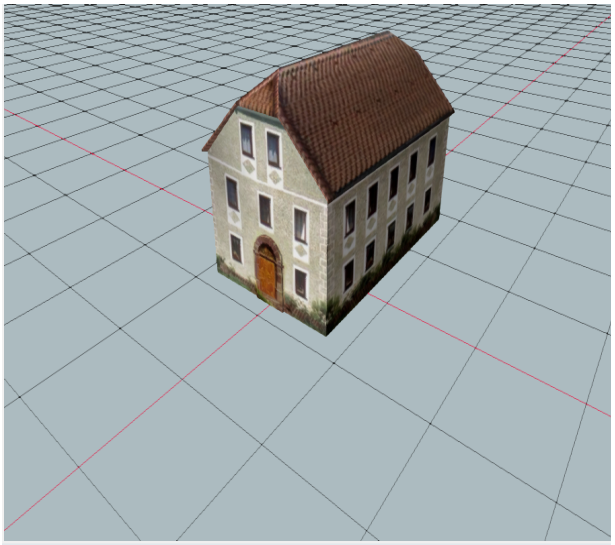
Building Post Office Brick

- 1:5:1:0:2:2:1:3
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



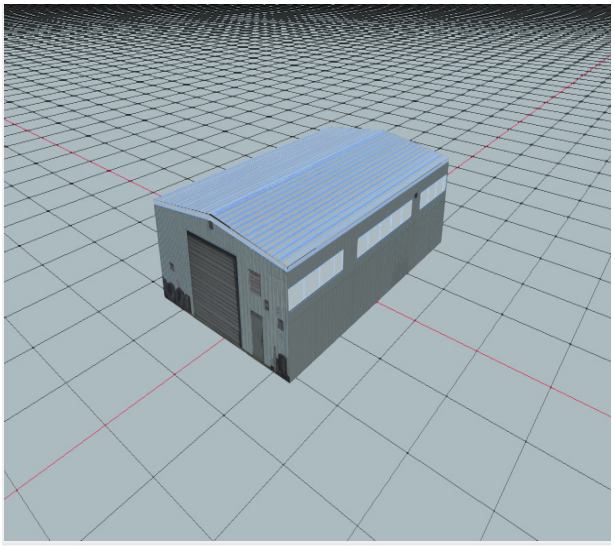
Building Stucco Three Story Gray

- 1:5:1:0:2:3:1:1
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 27
  - visual-signature: 4



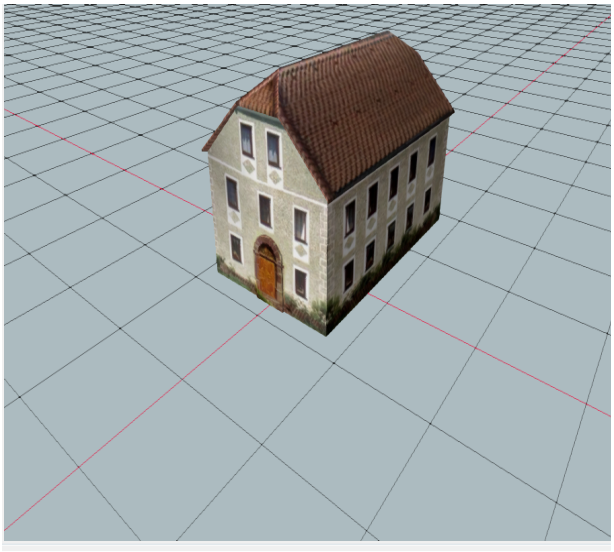
Building Warehouse Metal

- 1:5:1:0:2:1:1:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



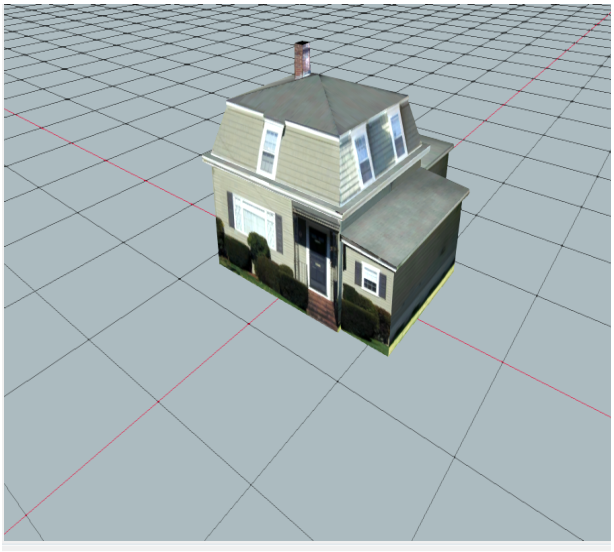
House Farmhouse

- 1:5:1:0:2:3:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

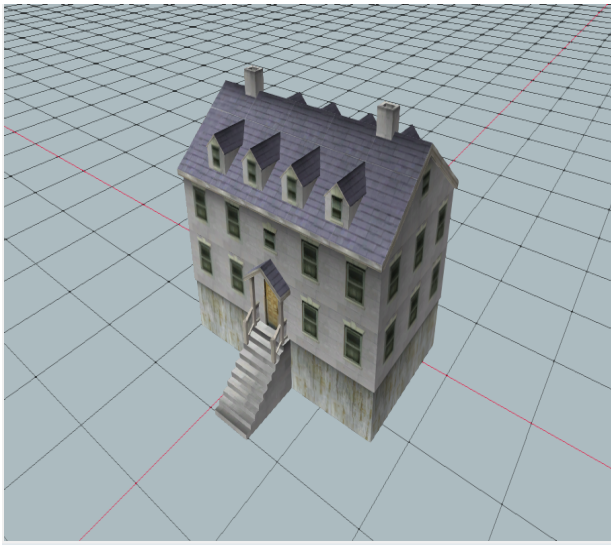


House French Colonial Clapboard Gray

- 1:5:1:0:23:1:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

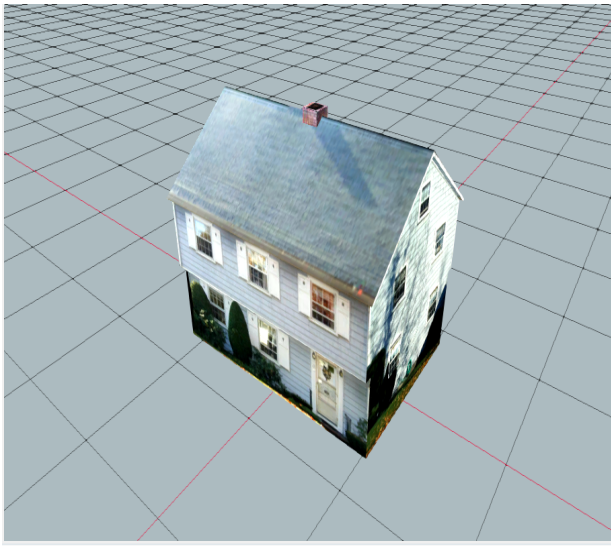


House German Colonial Stucco Tan



- 1:5:1:0:23:2:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

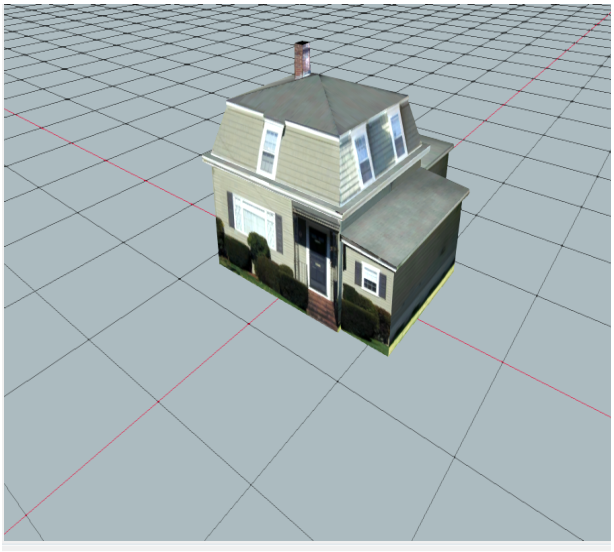
House Raised Ranch Clapboard White



- 1:5:1:0:23:0:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

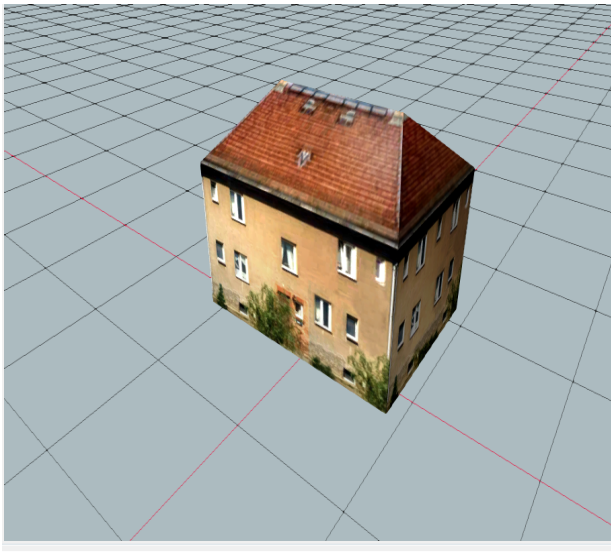
House Single Family

- 1:5:1:0:2:2:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



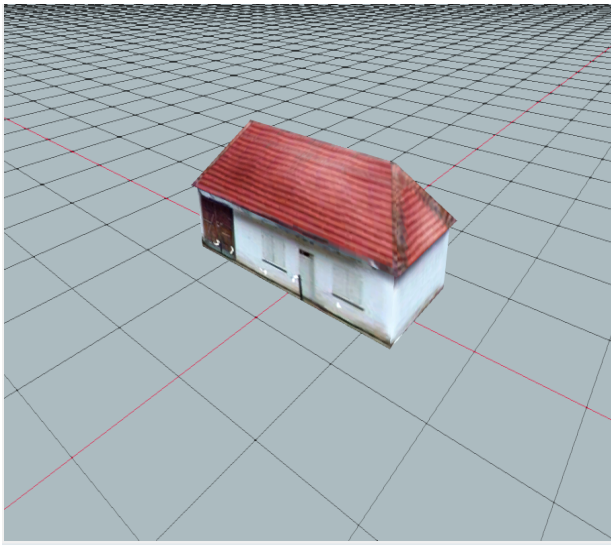
House Spanish Colonial Stucco Beige

- 1:5:1:0:23:3:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



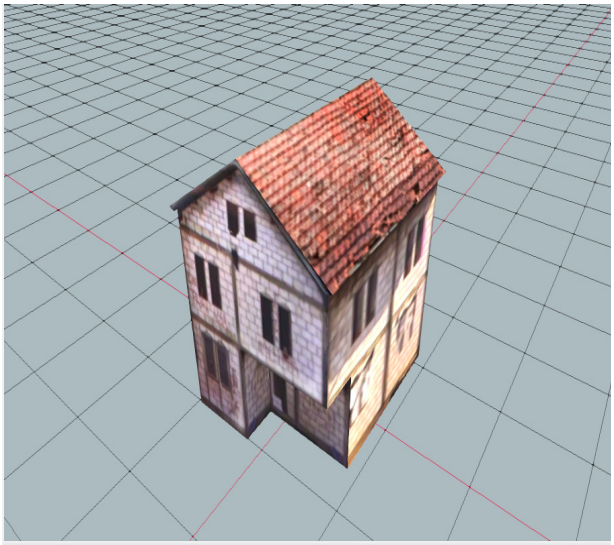
House Spanish Single Story Stucco White

- 1:5:1:0:23:3:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



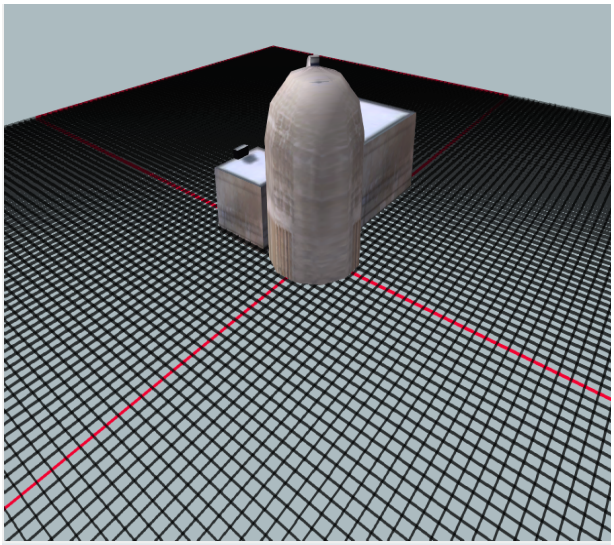
House Stick Style Brick White

- 1:5:1:0:23:0:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



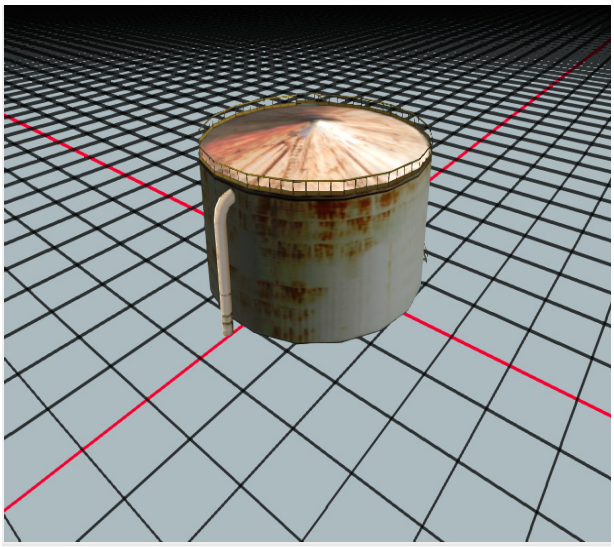
Nuclear Power Plant

- 1:5:1:0:12:0:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



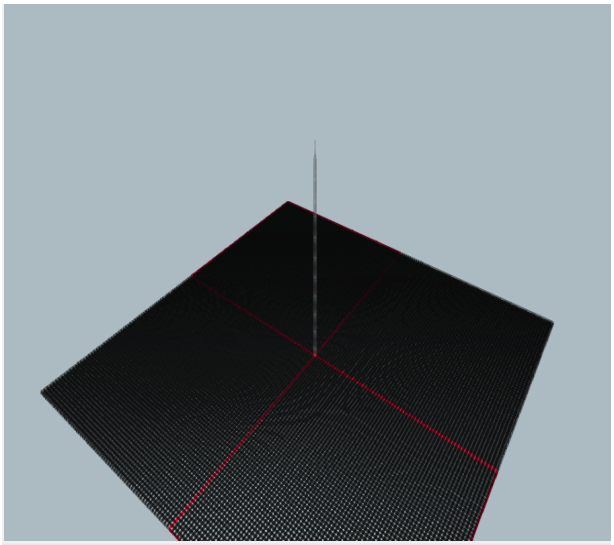
POL Storage Tank

- 1:5:1:0:15:0:0:0
- Systems:
  - damage: building-default.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



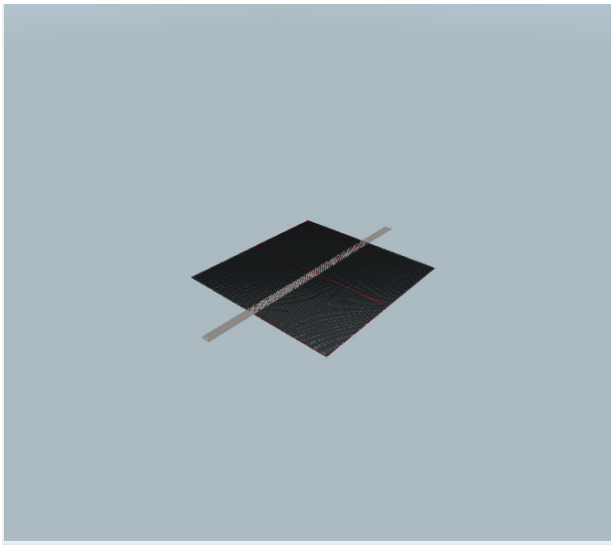
Radio Antenna

- 1:5:1:0:17:1:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



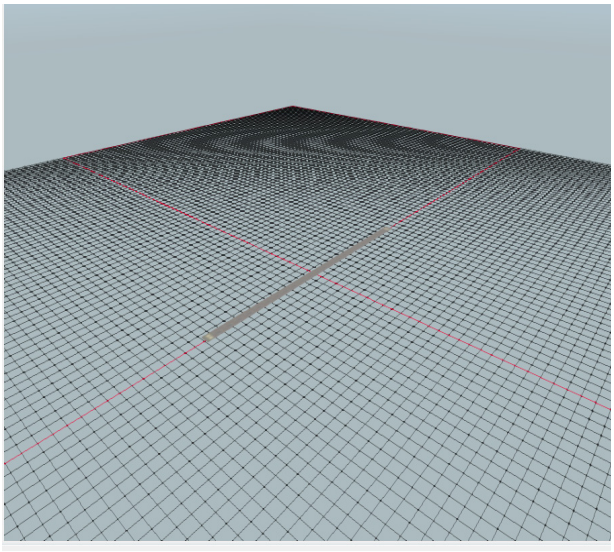
Runway 1000m

- 1:5:1:0:10:2:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



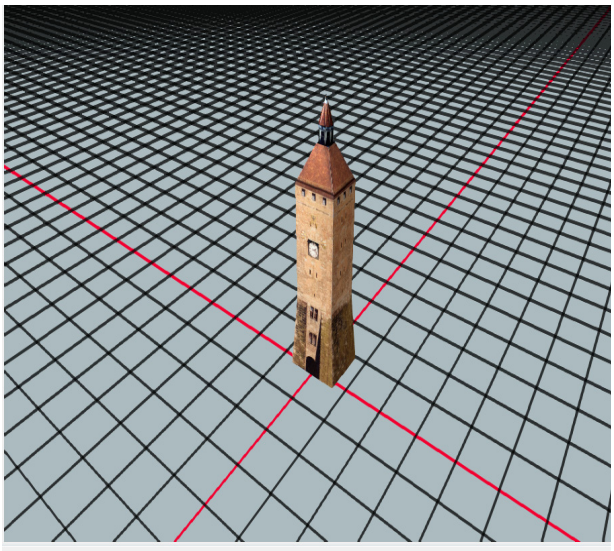
Runway 150m

- 1:5:1:0:10:1:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



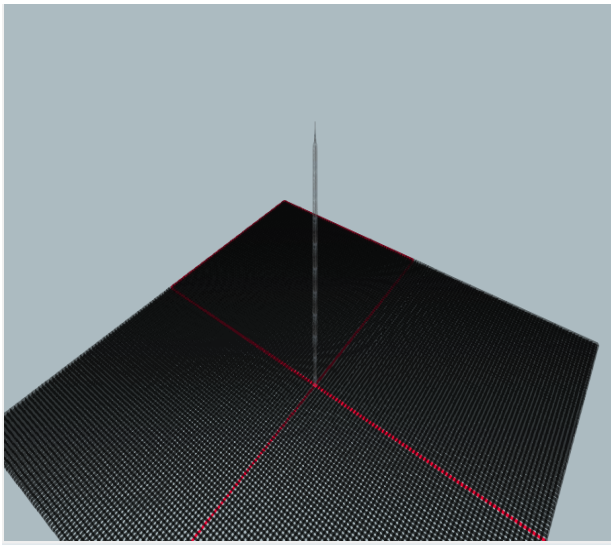
Tower Clock German

- 1:5:1:0:17:0:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



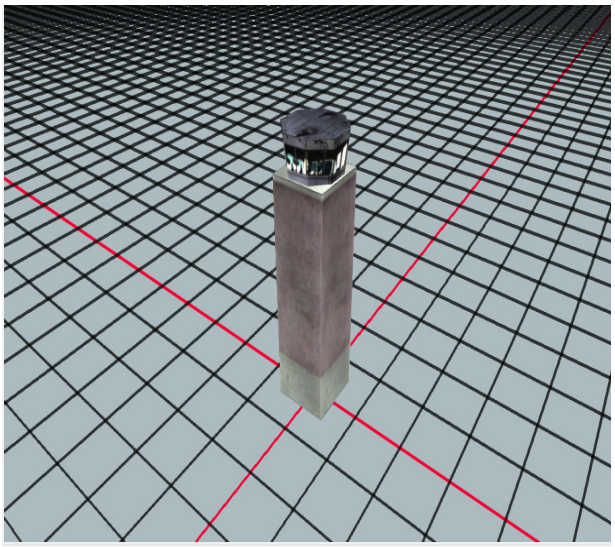
Tower Communications

- 1:5:1:0:17:1:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



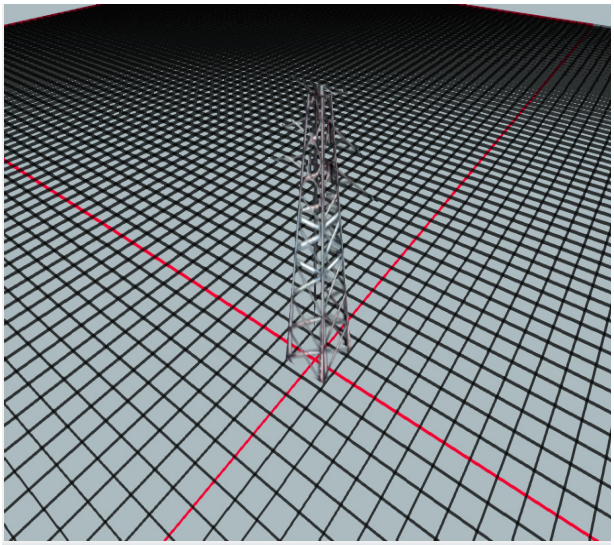
Tower Control Concrete

- 1:5:1:0:17:3:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



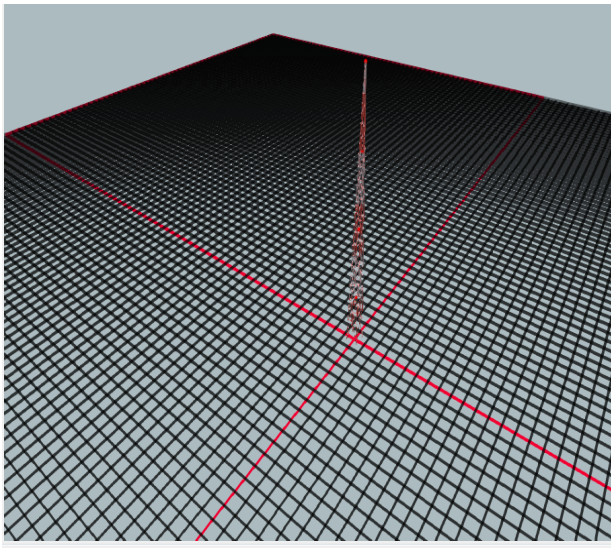
Tower Power Transmission

- 1:5:1:0:17:0:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



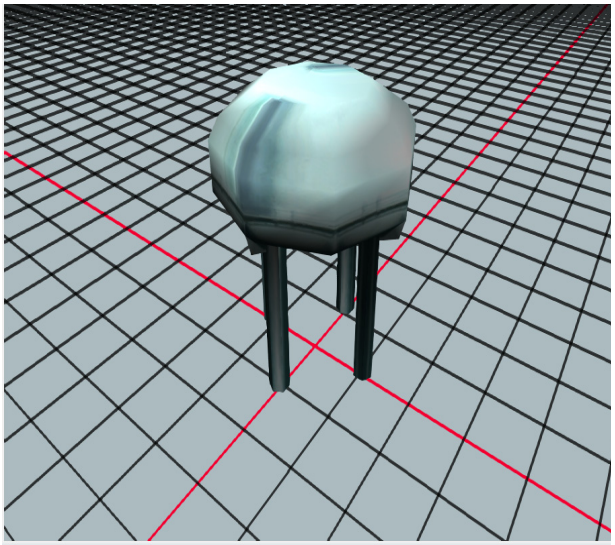
Tower Radio

- 1:5:1:0:17:4:0:0
- Systems:
  - damage: building-default.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



Tower Water

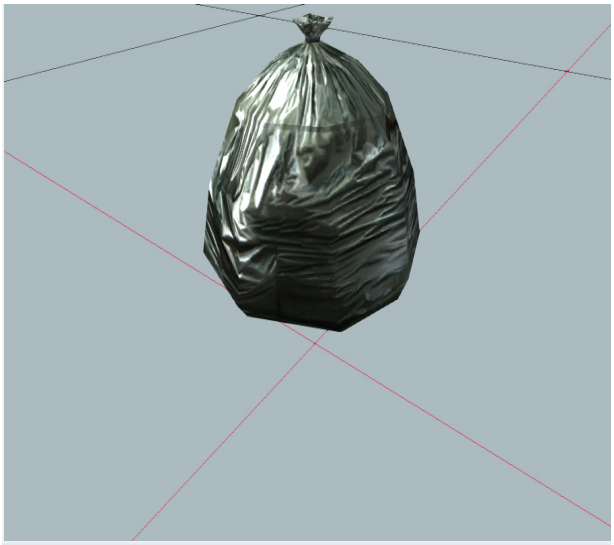
- 1:5:1:0:17:2:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



1.4. Cultural Feature

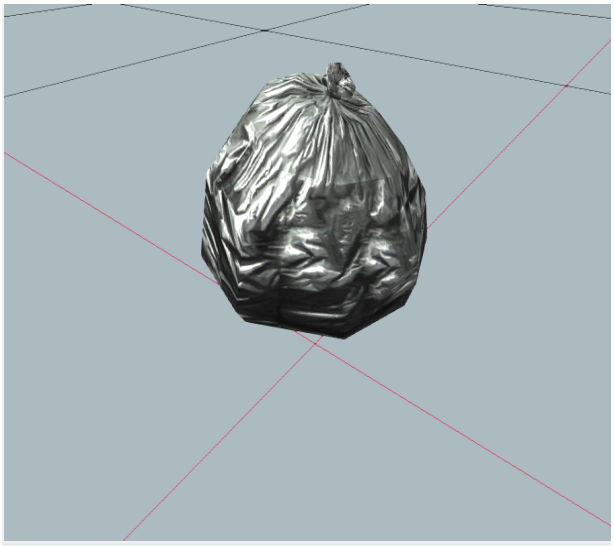
Bag Garbage Green

- 1:5:1:0:21:10:2:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



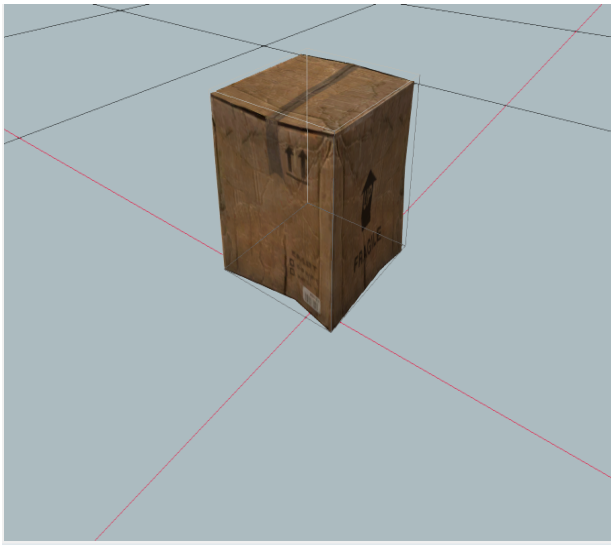
Bag Garbage Silver

- 1:5:1:0:21:10:2:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



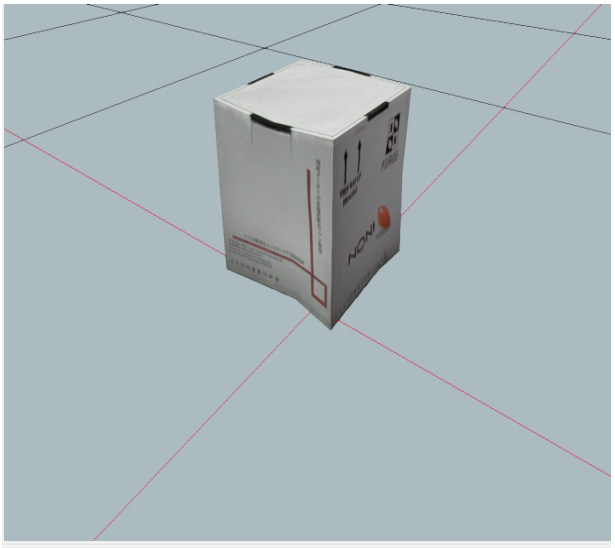
Box Cardboard Brown

- 1:5:1:0:5:17:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



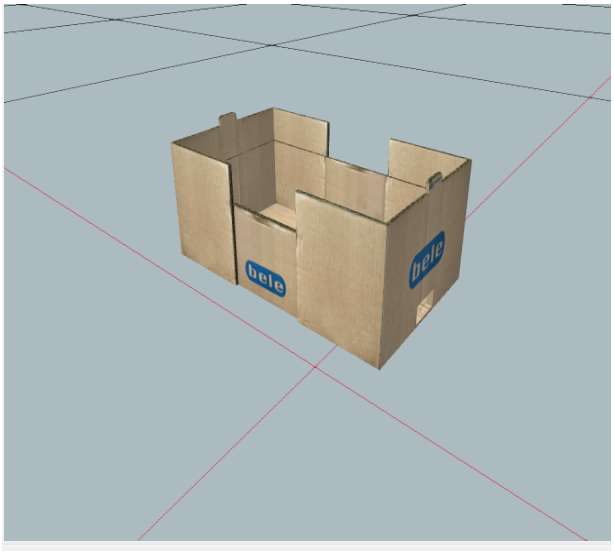
Box Cardboard White

- 1:5:1:0:5:17:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



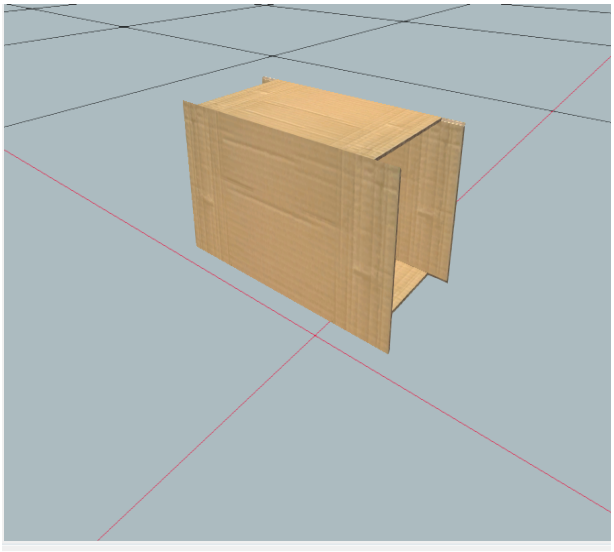
Box Fruit Cardboard

- 1:5:1:0:5:17:1:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



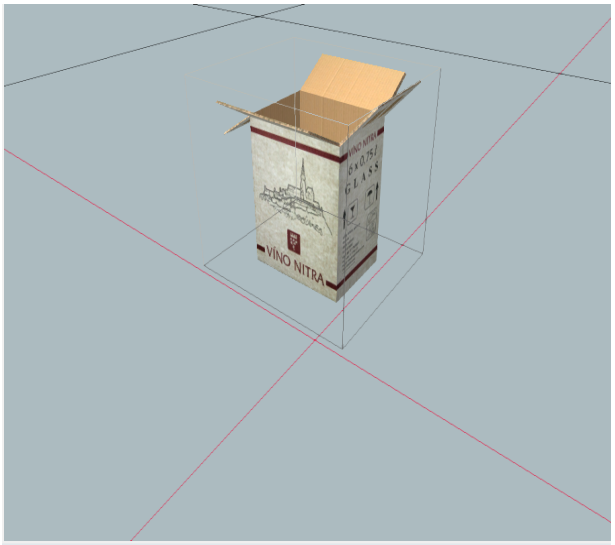
Box Shipping Cardboard

- 1:5:1:0:5:17:2:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



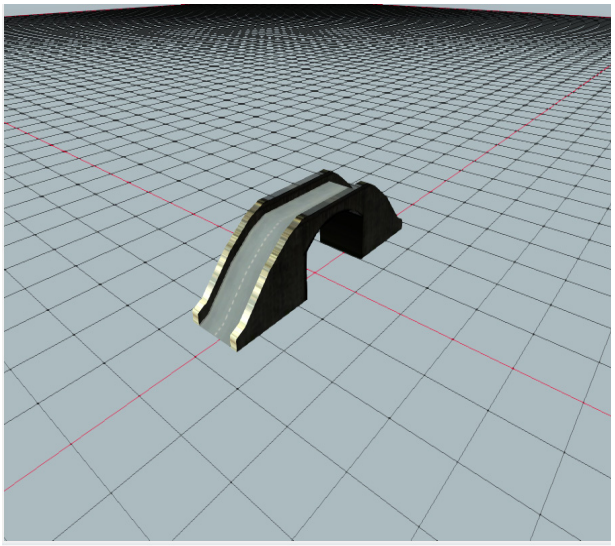
Box Wine Cardboard

- 1:5:1:0:5:17:3:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



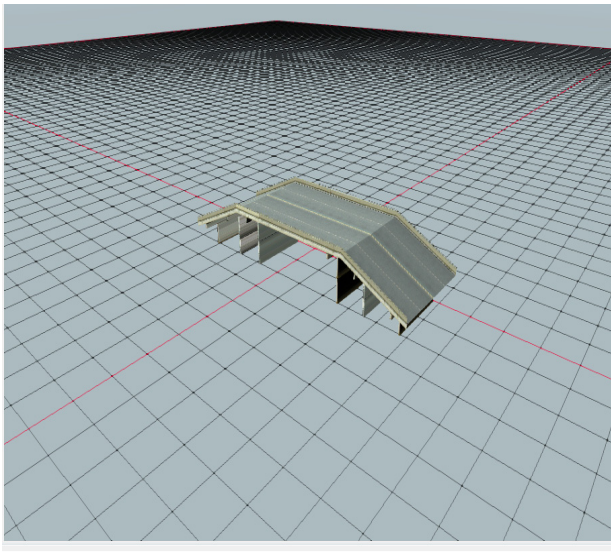
Bridge Arch Stone

- 1:5:1:0:1:0:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



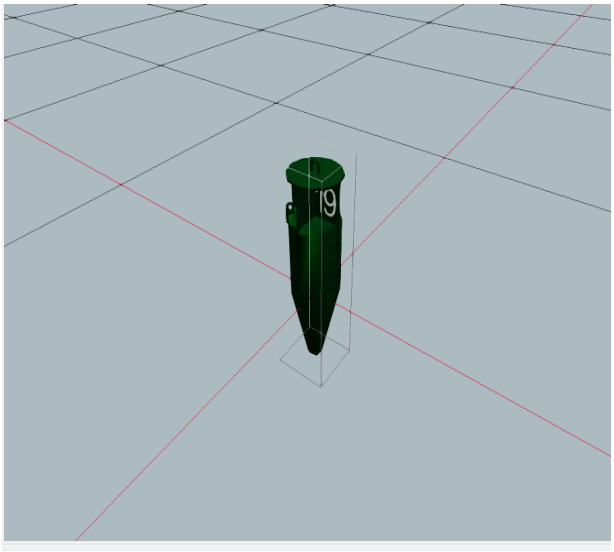
Bridge Concrete Two Lane

- 1:5:1:0:1:1:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



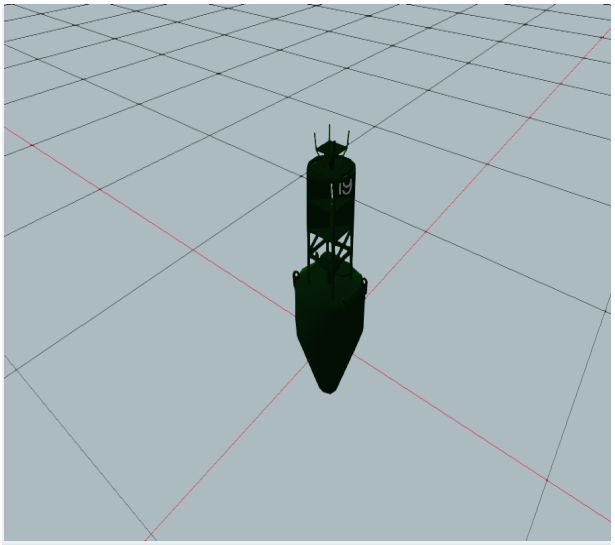
Buoy (Can)

- 1:5:3:0:2:2:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



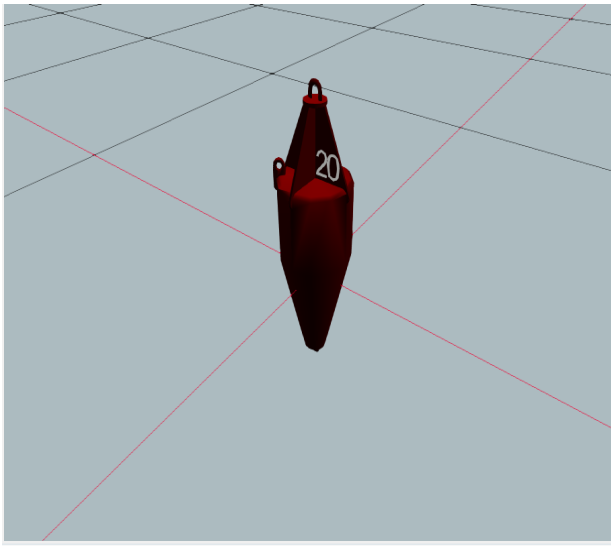
Buoy (Green Lighted)

- 1:5:3:0:2:1:4:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



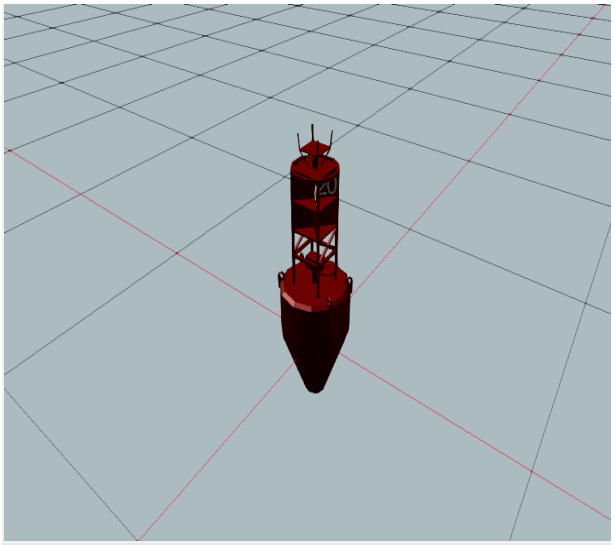
Buoy (Nun)

- 1:5:3:0:2:4:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



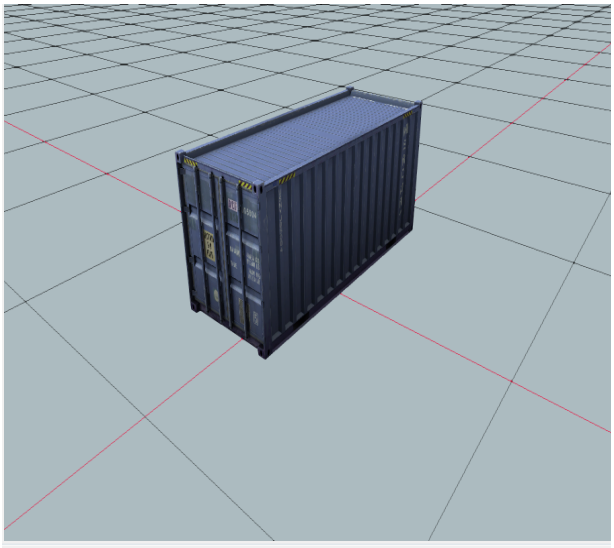
Buoy (Red Lighted)

- 1:5:3:0:2:1:3:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



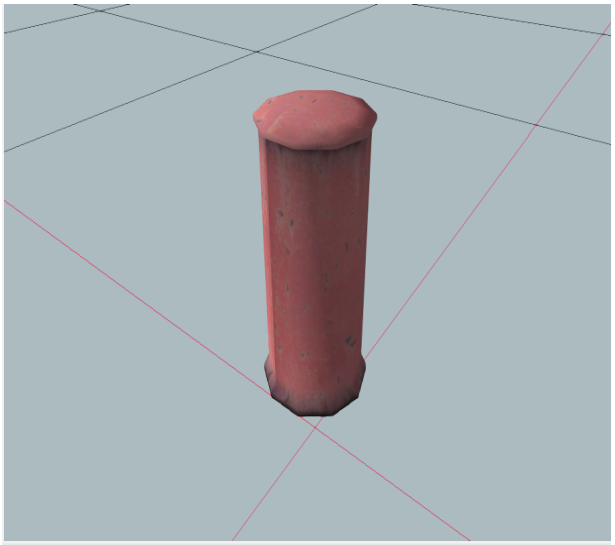
Container Cargo

- 1:5:1:0:16:0:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



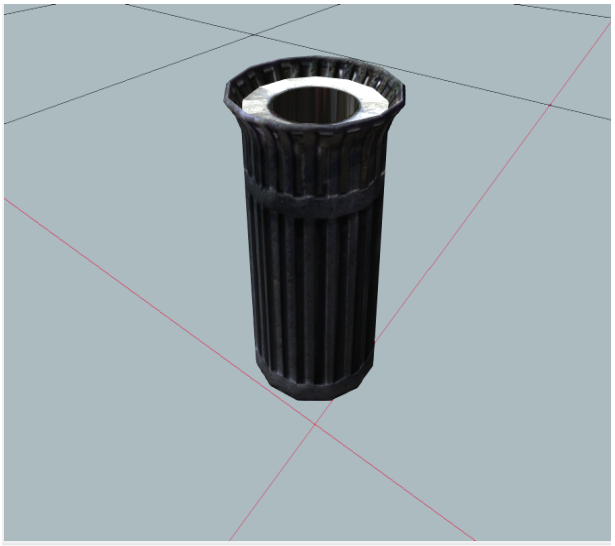
Container Trash Bin

- 1:5:1:0:16:1:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



Container Trash Receptacle

- 1:5:1:0:16:1:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



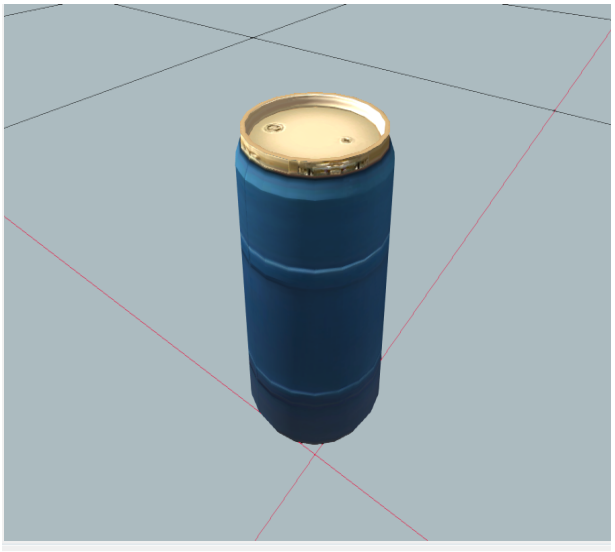
Crate Wooden Strapped

- 1:5:1:0:22:4:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

Crate Wooden

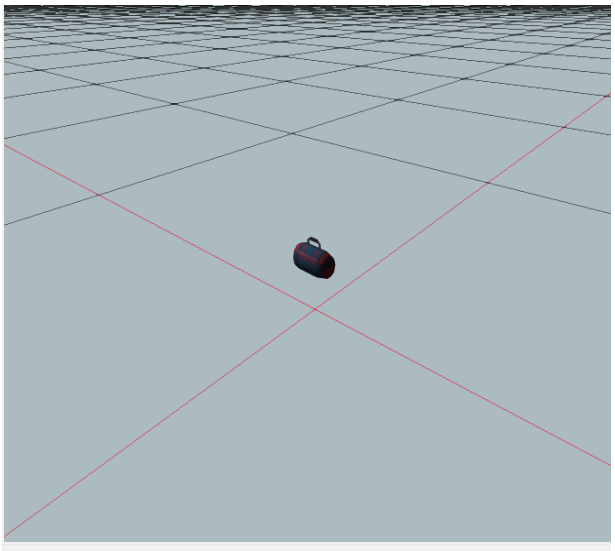
- 1:5:1:0:22:4:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

Drum Plastic Blue



- 1:5:1:0:5:18:1:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

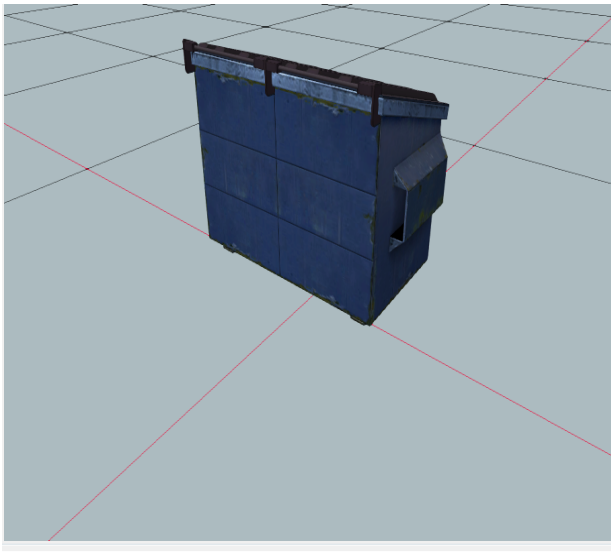
Duffle Bag



- 1:2:2:0:3:1:1:1
- Can embark: True
- Systems:
  - damage: ground-unarmored.sysdef
  - weapon: explosive-device.sysdef
- Sensor signatures:
  - visual-signature: 0.01
  - radar-signature: 0
  - infrared-signature: 0
  - passive-sonar-signature: 0
  - active-sonar-signature: 0

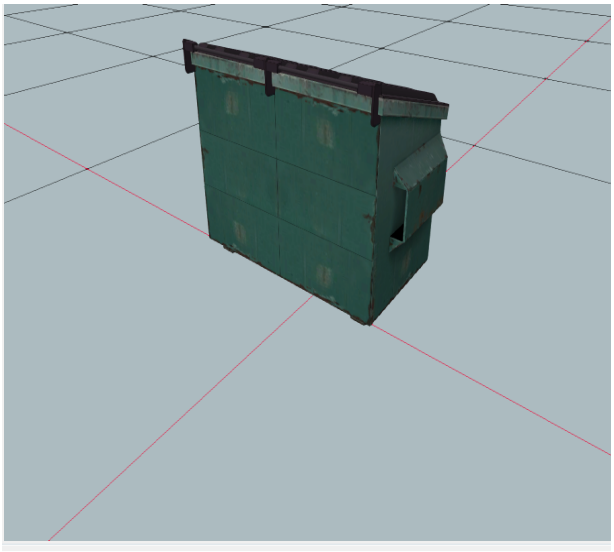
Dumpster Blue

- 1:5:1:0:5:21:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



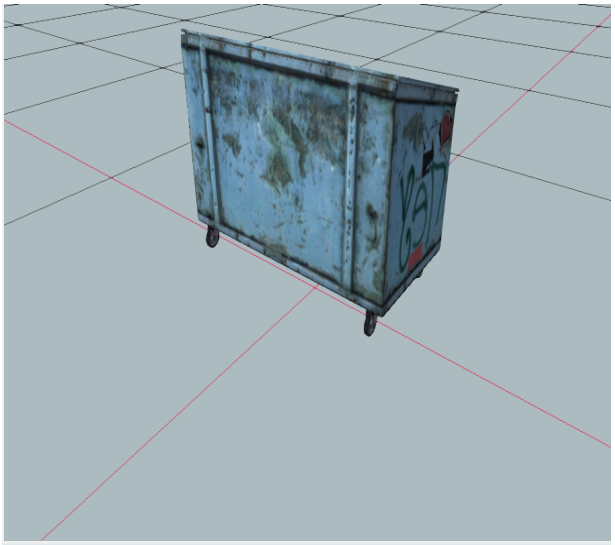
Dumpster Green

- 1:5:1:0:5:21:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



Dumpster Light Blue

- 1:5:1:0:5:21:0:3
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

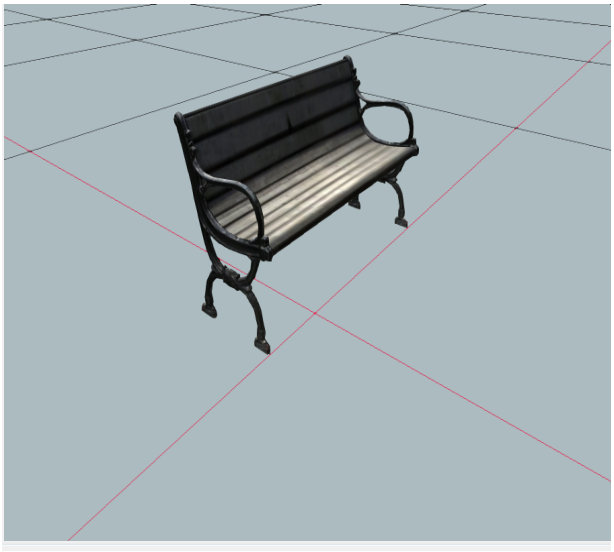


Dumpster Pink

- 1:5:1:0:5:21:0:4
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4

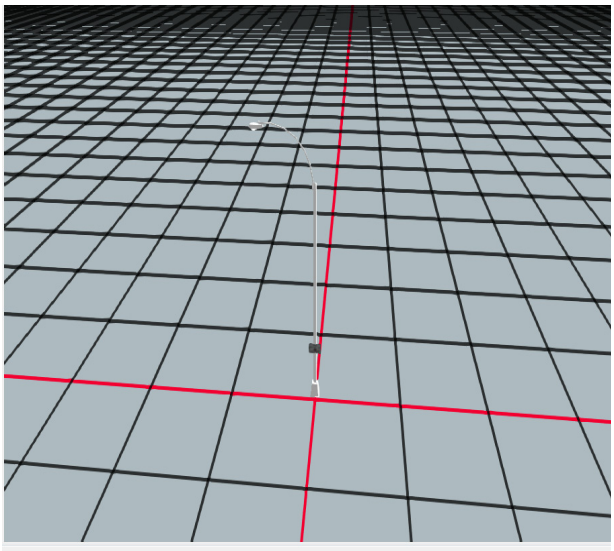
Furniture Outdoor Bench Park

- 1:5:1:0:5:21:0:5
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



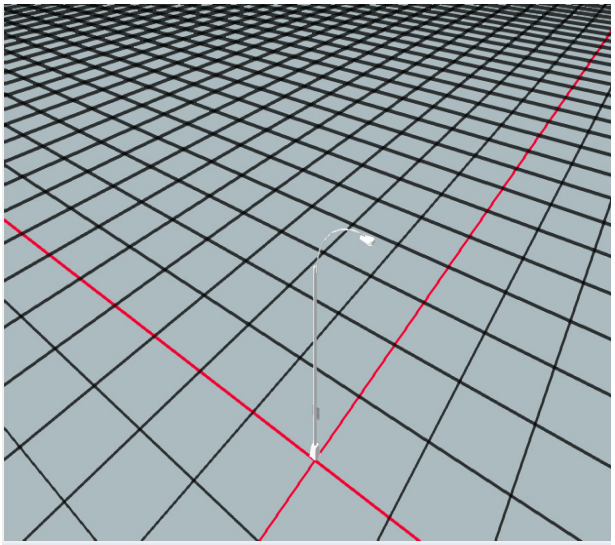
Light Lamp Post Sign Begin Right Turn

- 1:5:1:0:28:1:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



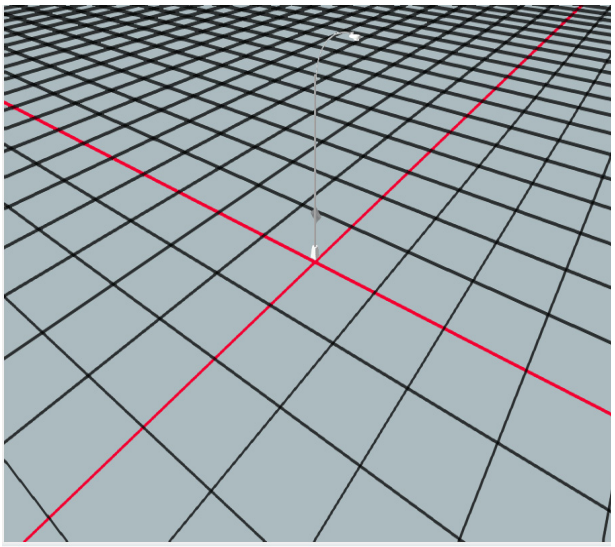
Light Lamp Post Sign Caution Children

- 1:5:1:0:28:1:0:3
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



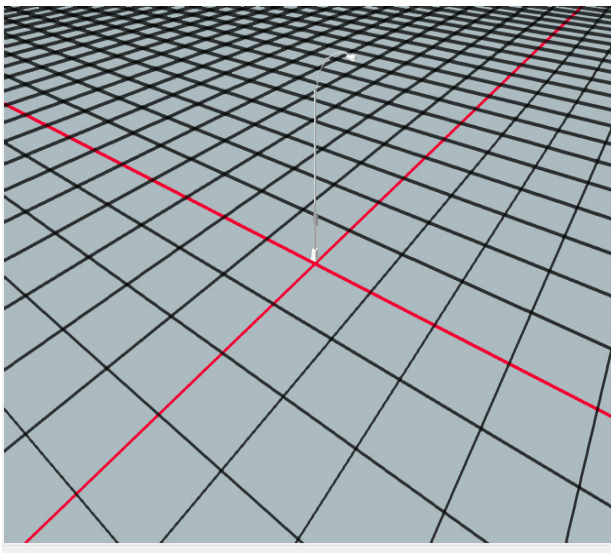
Light Lamp Post Sign Dead End

- 1:5:1:0:28:1:0:4
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



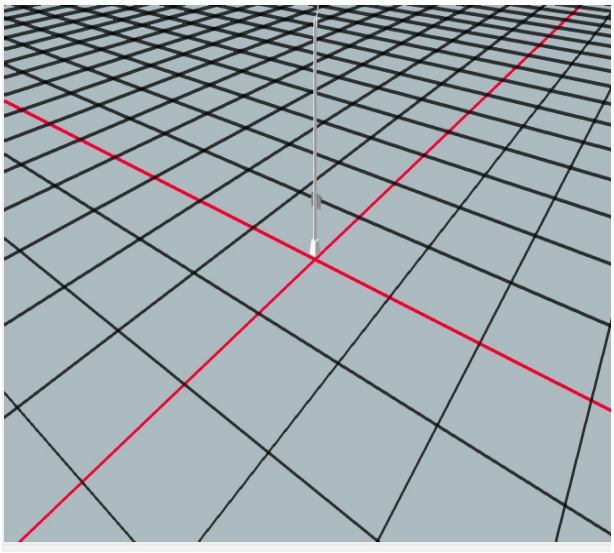
Light Lamp Post Sign Do Not Block Crosswalk

- 1:5:1:0:28:1:0:5
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



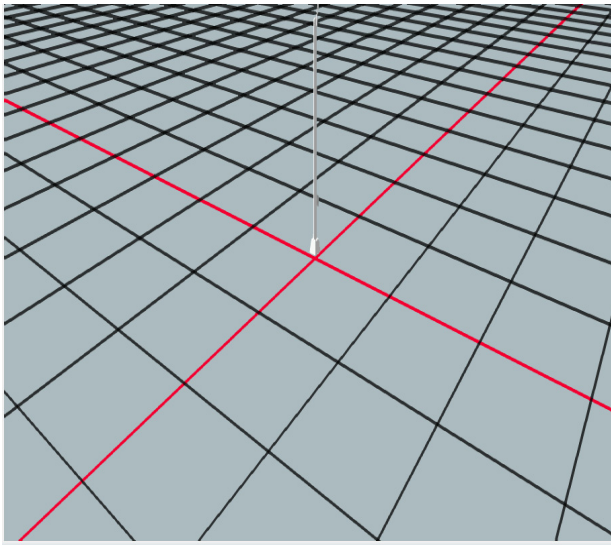
Light Lamp Post Sign Do Not Enter

- 1:5:1:0:28:1:0:6
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



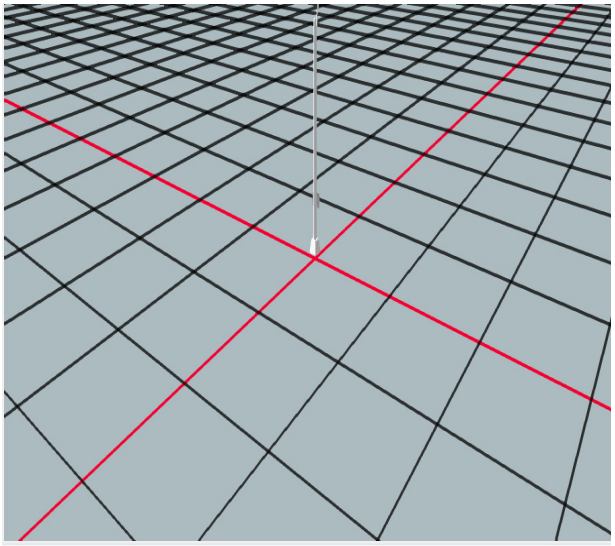
Light Lamp Post Sign Five Minute Parking

- 1:5:1:0:28:1:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



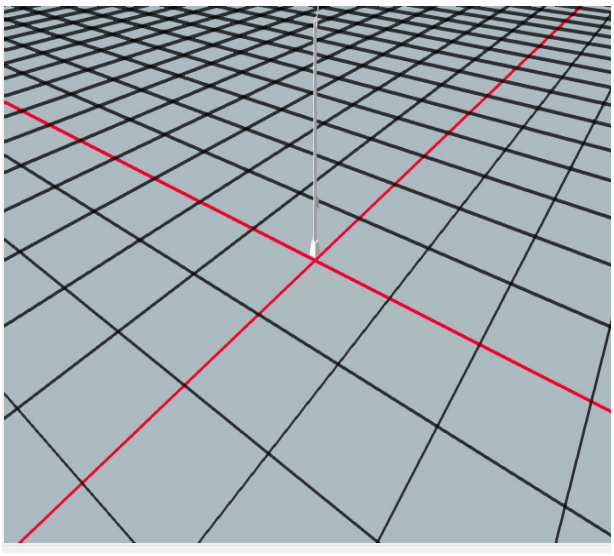
Light Lamp Post Sign Go Right

- 1:5:1:0:28:1:0:7
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



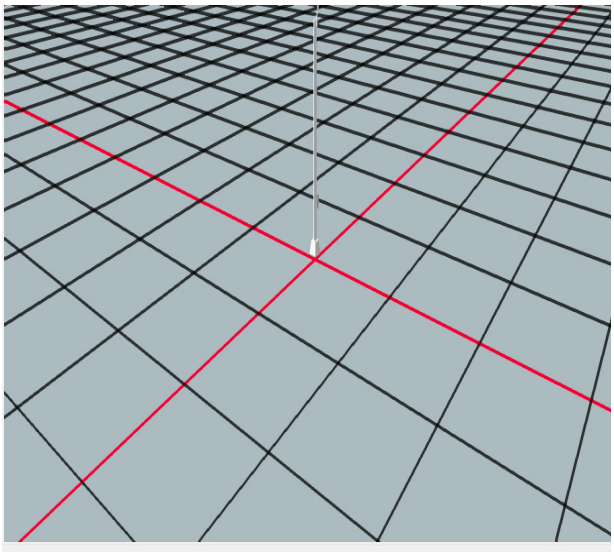
Light Lamp Post Sign No Parking Taxi Zone

- 1:5:1:0:28:1:0:9
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



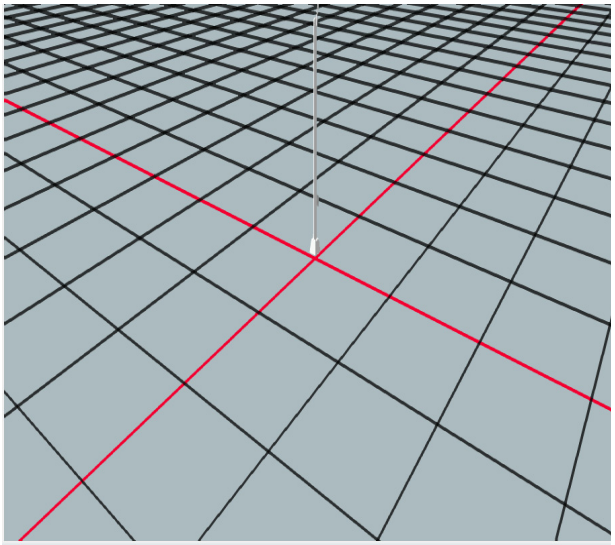
Light Lamp Post Sign No Parking Tow Zone

- 1:5:1:0:28:1:0:10
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



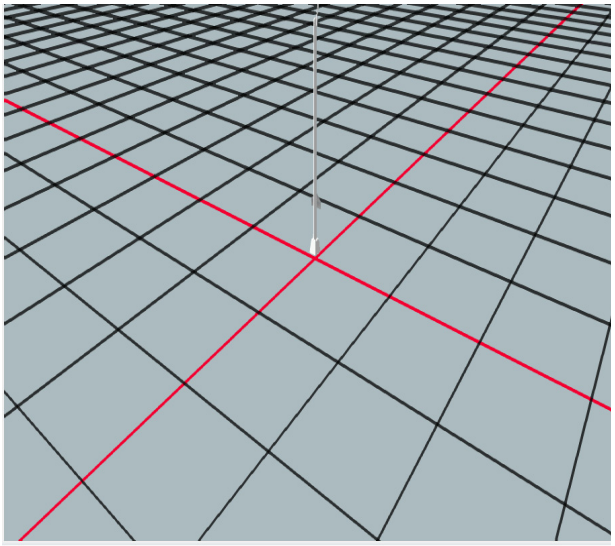
Light Lamp Post Sign No Parking

- 1:5:1:0:28:1:0:8
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



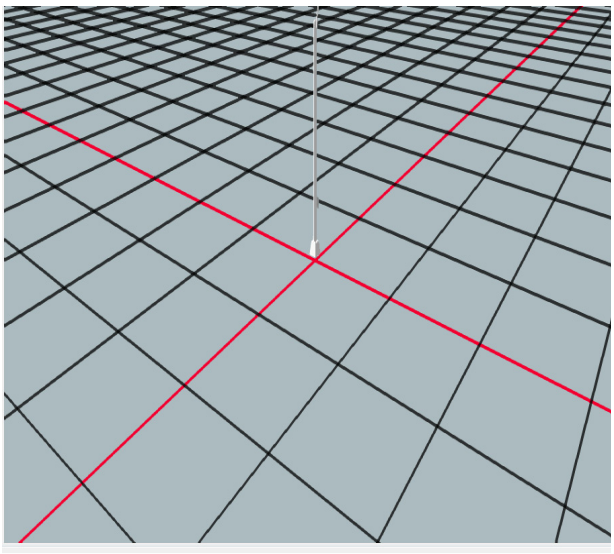
Light Lamp Post Sign Pedestrian Crossing

- 1:5:1:0:28:1:0:11
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



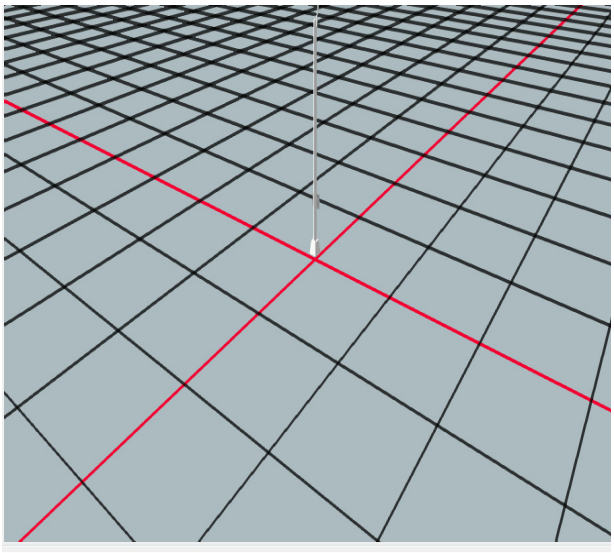
Light Lamp Post Sign Prohibited on Sidewalk

- 1:5:1:0:28:1:0:12
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



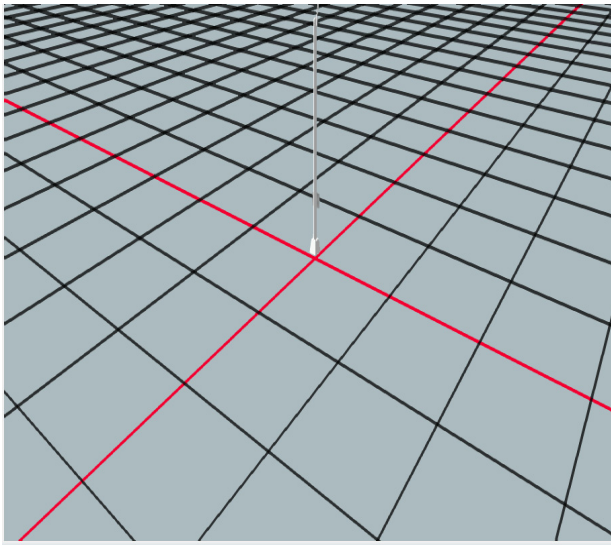
Light Lamp Post Sign Slow Children

- 1:5:1:0:28:1:0:13
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



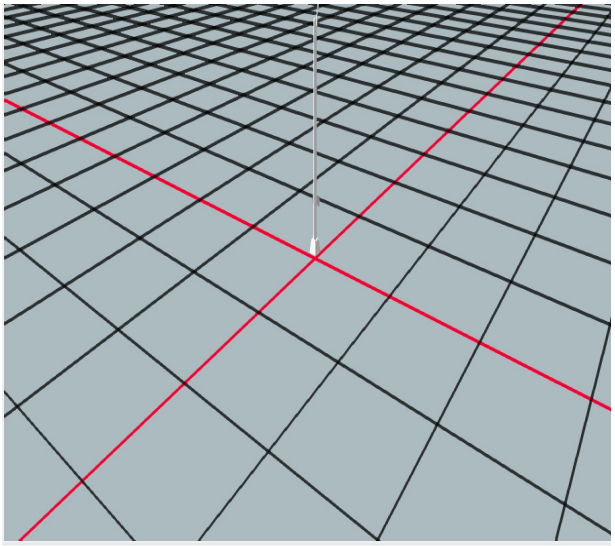
Light Lamp Post Sign Speed Limit 25

- 1:5:1:0:28:1:0:14
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



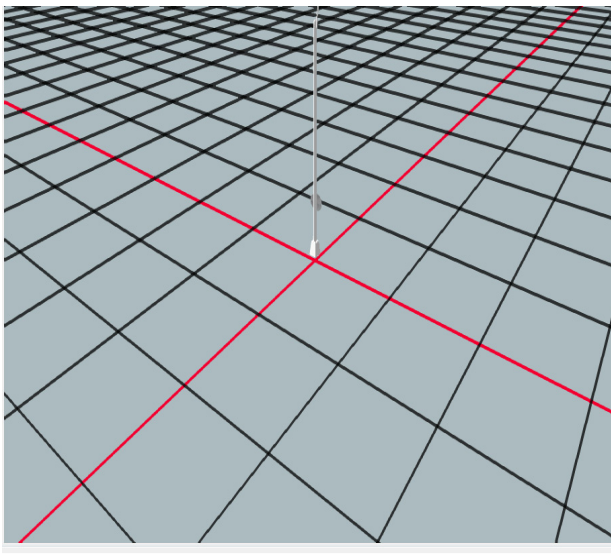
Light Lamp Post Sign Stop for Pedestrians

- 1:5:1:0:28:1:0:16
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



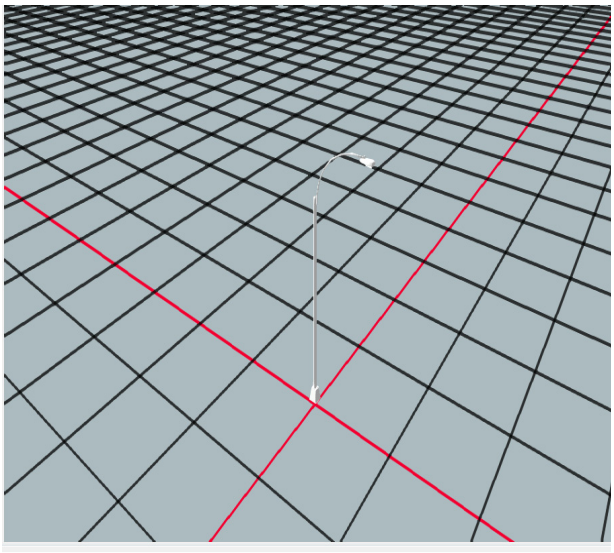
Light Lamp Post Sign Stop

- 1:5:1:0:28:1:0:15
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



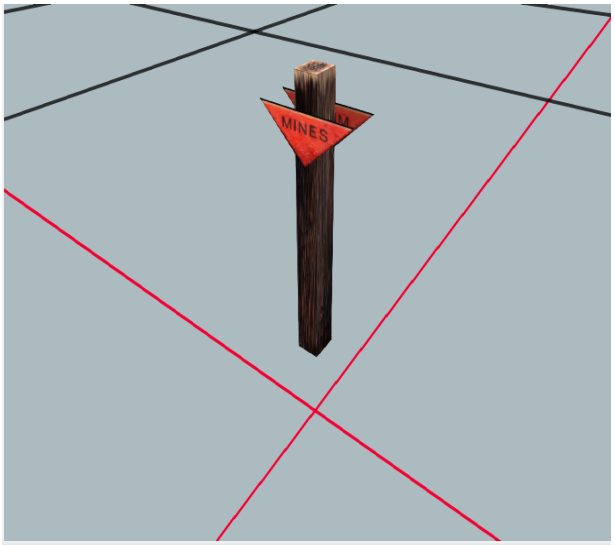
Light Lamp Post

- 1:5:1:0:28:1:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



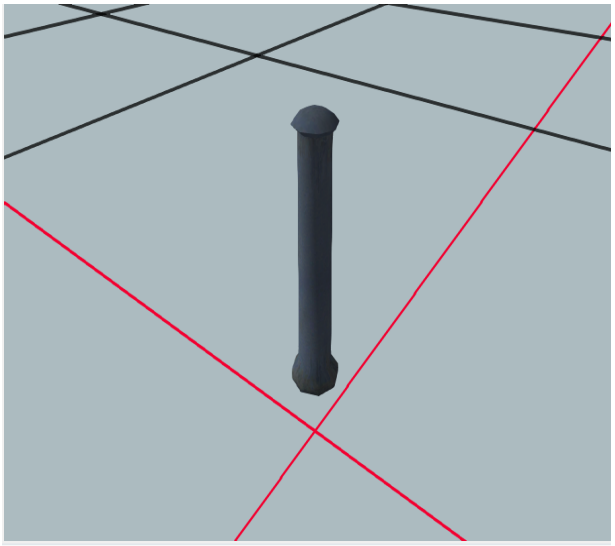
Minefield Flag-Marker

- 1:5:1:0:6:2:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



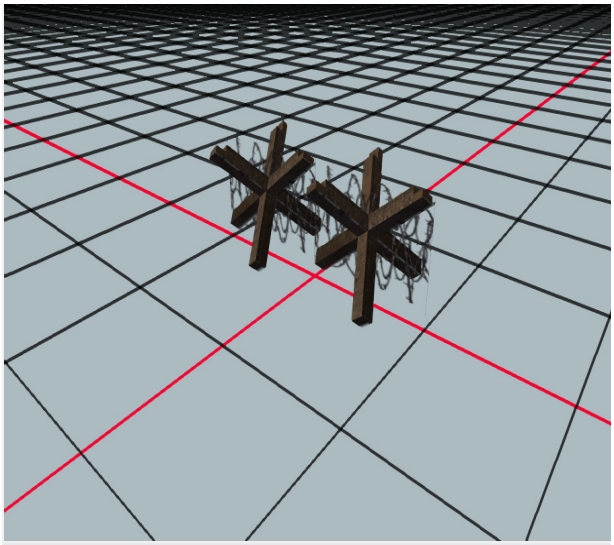
Obstacle Bollard

- 1:5:1:0:5:23:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



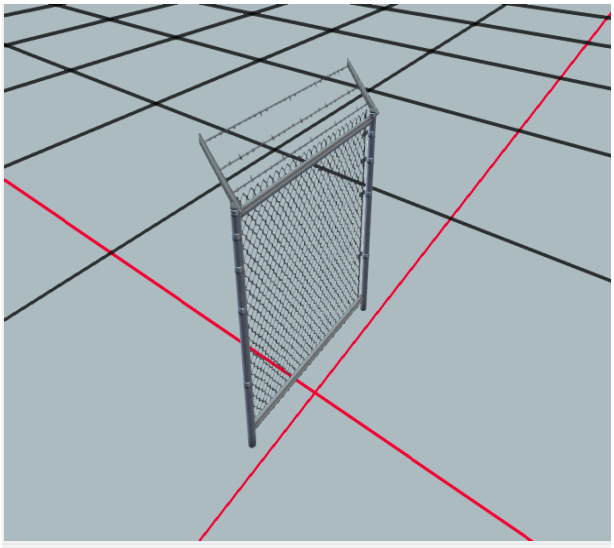
Obstacle Dragon's Teeth

- 1:5:1:0:5:14:0:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



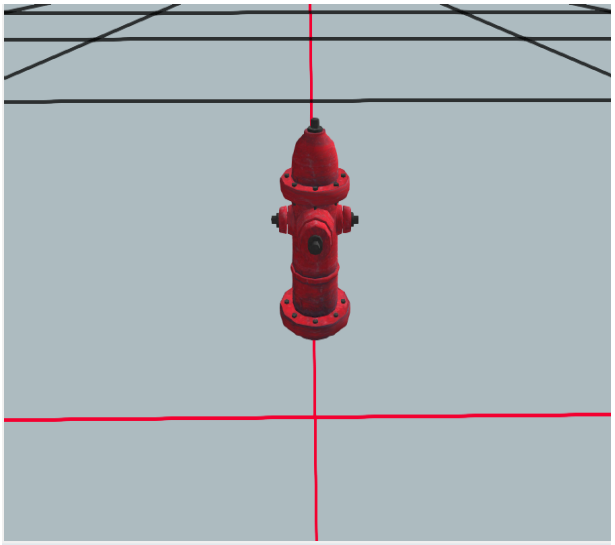
Obstacle Fence Chain Link

- 1:5:1:0:5:24:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



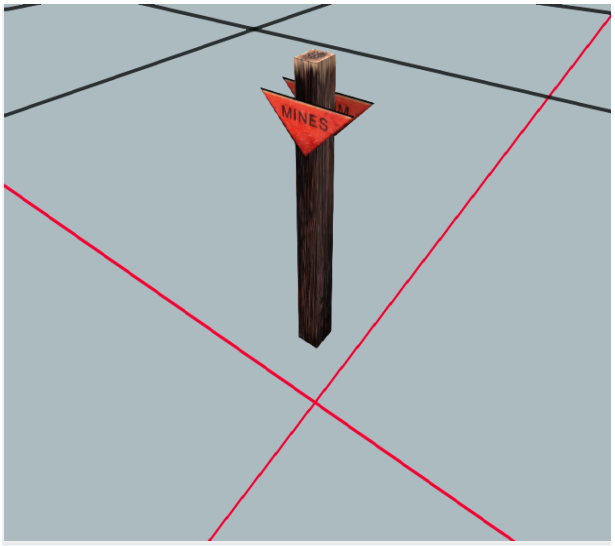
Obstacle Fire Hydrant

- 1:5:1:0:5:22:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



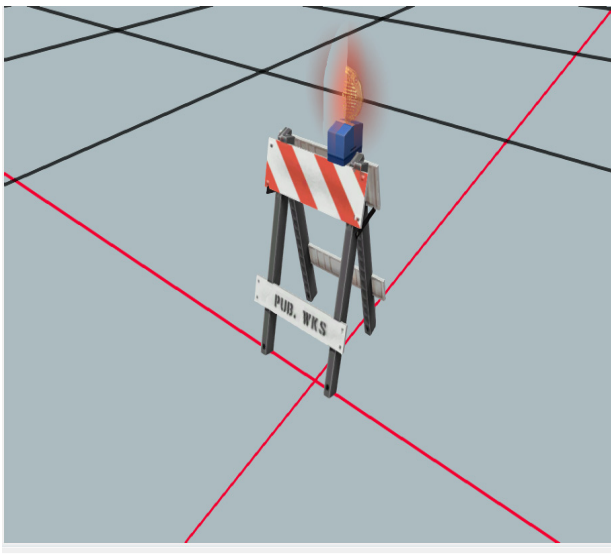
Obstacle Minefield Post

- 1:5:1:0:6:2:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



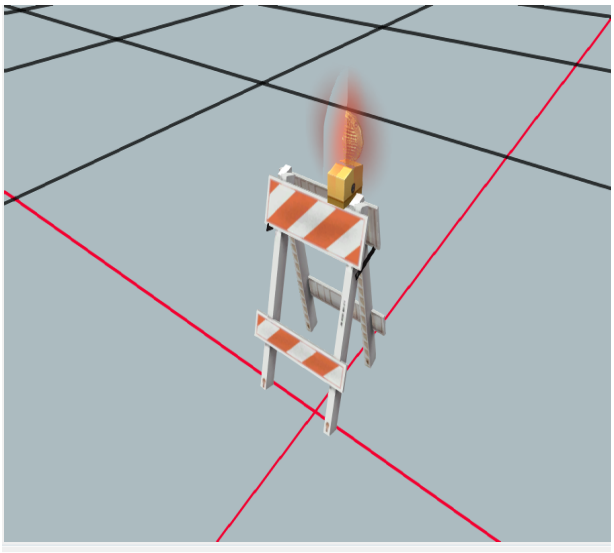
Obstacle Traffic Barricade Blue

- 1:5:1:0:5:25:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



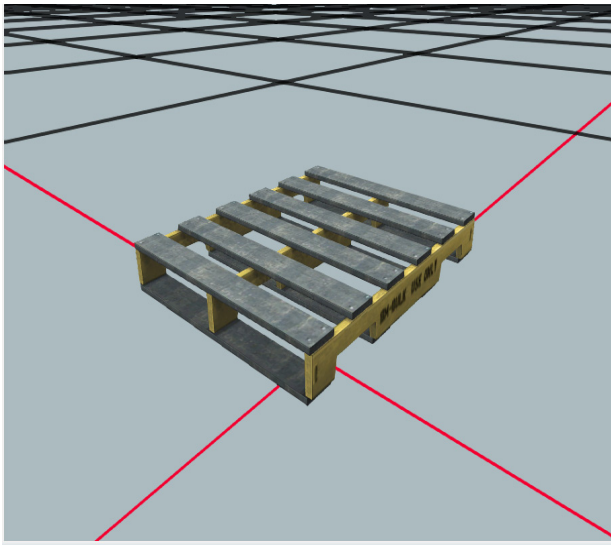
Obstacle Traffic Barricade Yellow

- 1:5:1:0:5:25:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



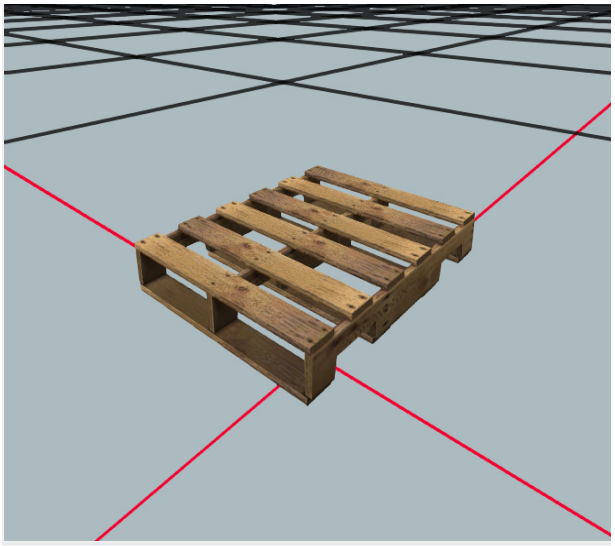
Palette Wooden Gray

- 1:5:1:0:21:15:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



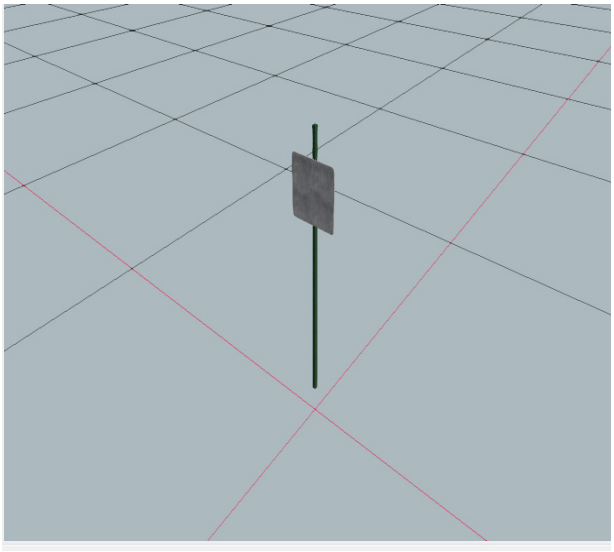
Palette Wooden

- 1:5:1:0:21:15:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



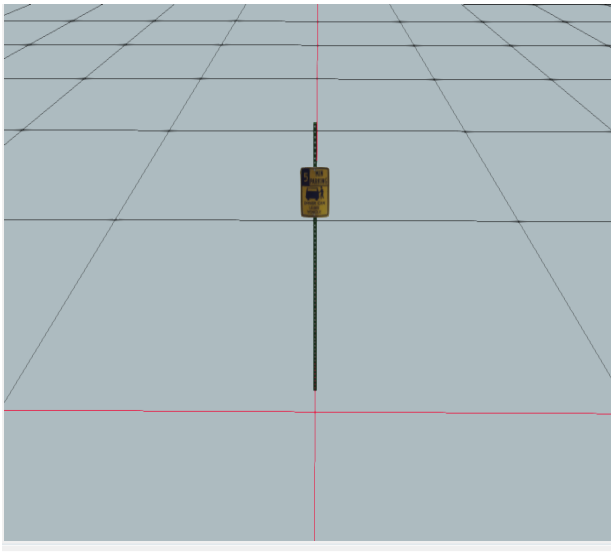
Sign Pole Blank

- 1:5:1:0:6:3:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



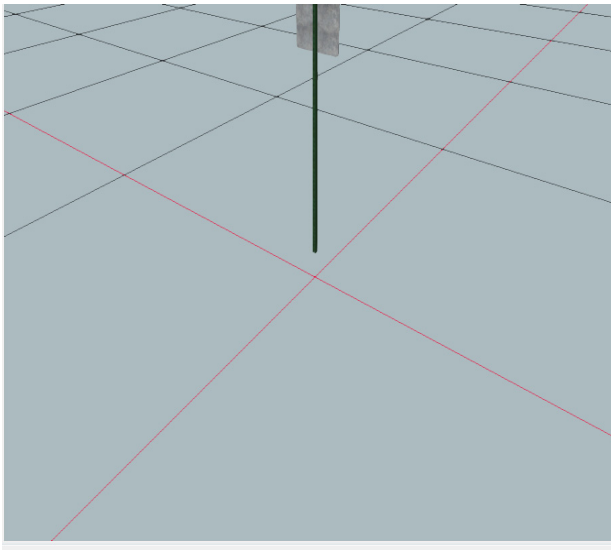
Sign Pole Traffic 5 Minute Parking

- 1:5:1:0:6:9:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



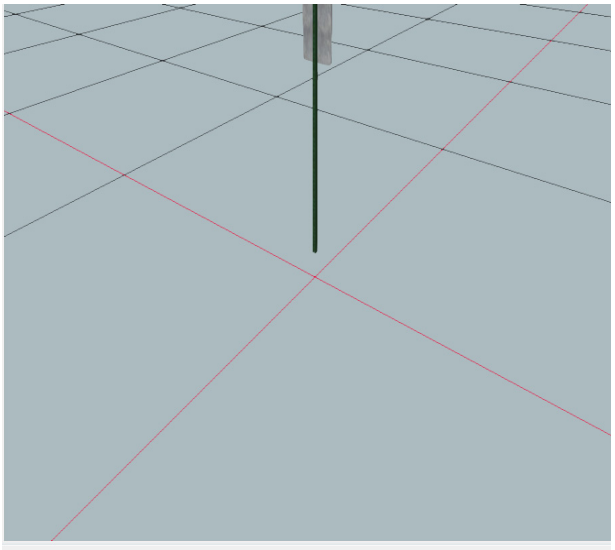
Sign Pole Traffic Begin Right Turn

- 1:5:1:0:6:9:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



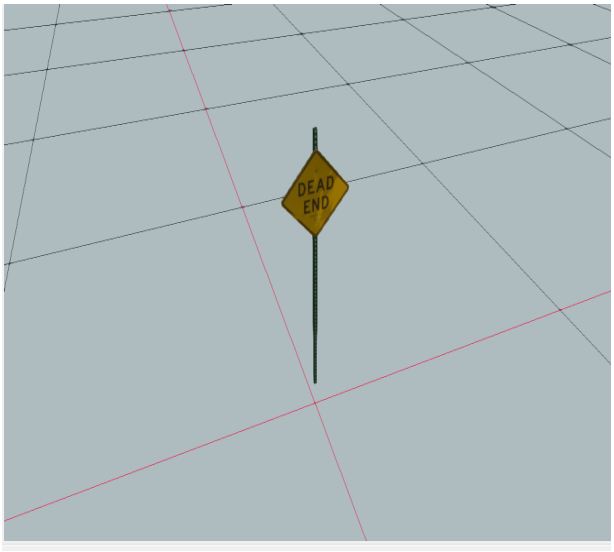
Sign Pole Traffic Caution Children

- 1:5:1:0:6:9:0:3
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



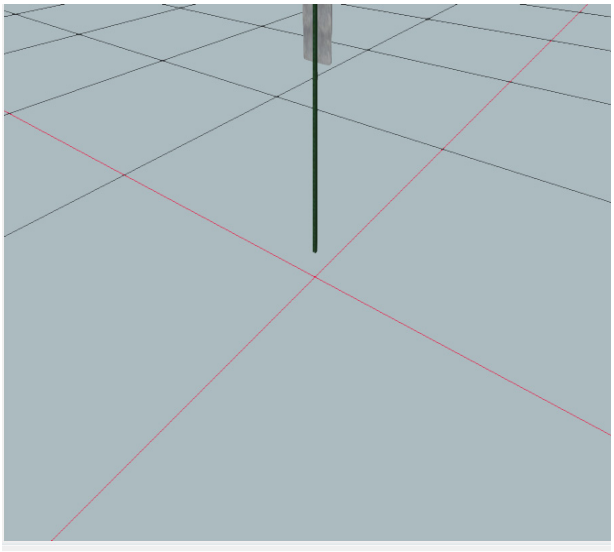
Sign Pole Traffic Dead End

- 1:5:1:0:6:9:0:4
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



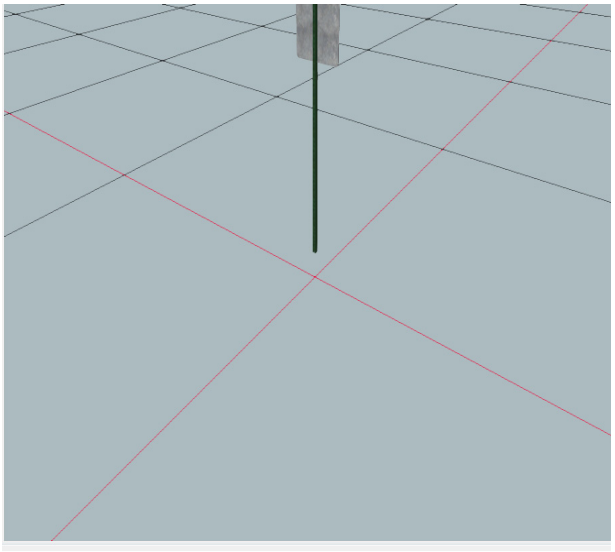
Sign Pole Traffic Do Not Block Crosswalk

- 1:5:1:0:6:9:0:5
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



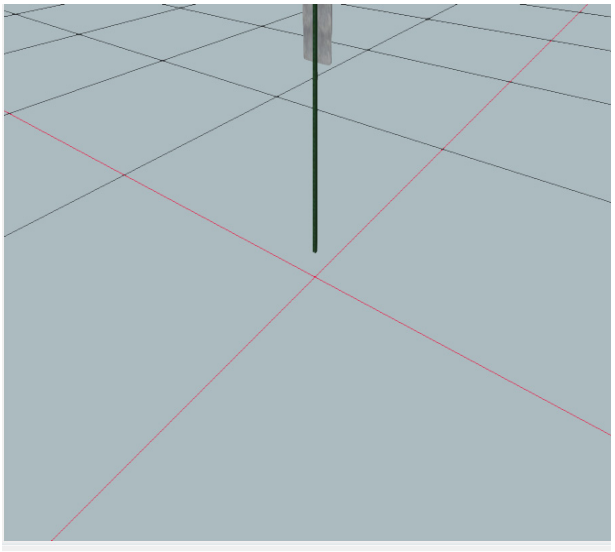
Sign Pole Traffic Do Not Enter

- 1:5:1:0:6:9:0:6
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



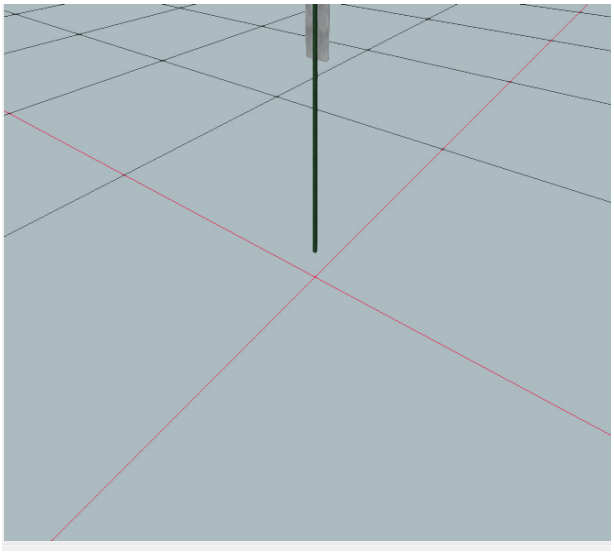
Sign Pole Traffic Go Right

- 1:5:1:0:6:9:0:7
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



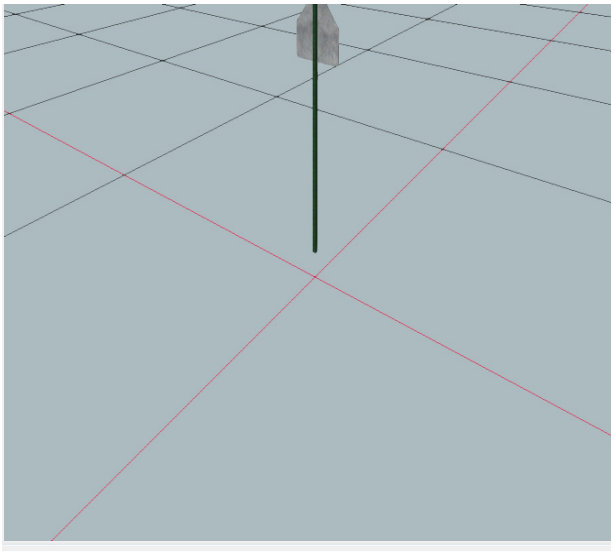
Sign Pole Traffic No Parking Tow Zone

- 1:5:1:0:6:9:0:8
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



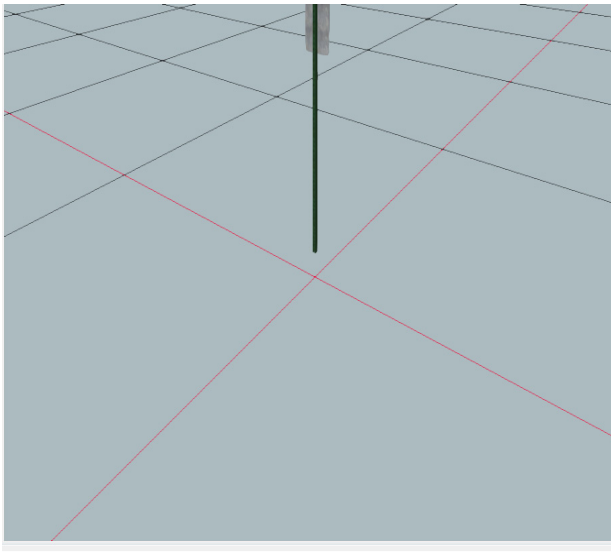
Sign Pole Traffic Pedestrian Crossing

- 1:5:1:0:6:9:0:9
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



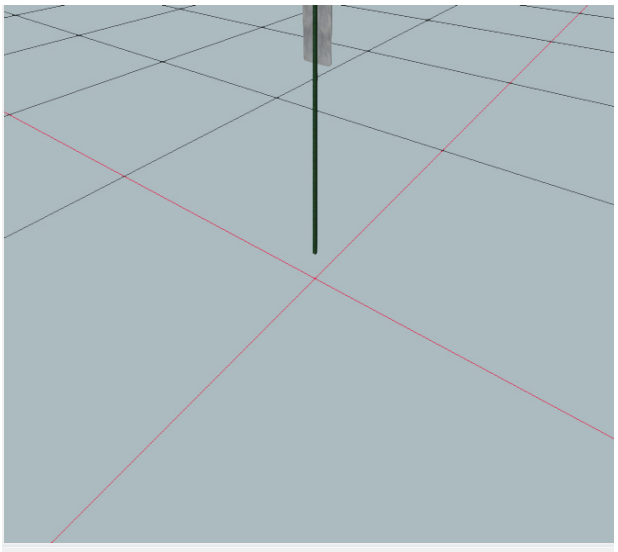
Sign Pole Traffic Prohibited on Sidewalk

- 1:5:1:0:6:9:0:10
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



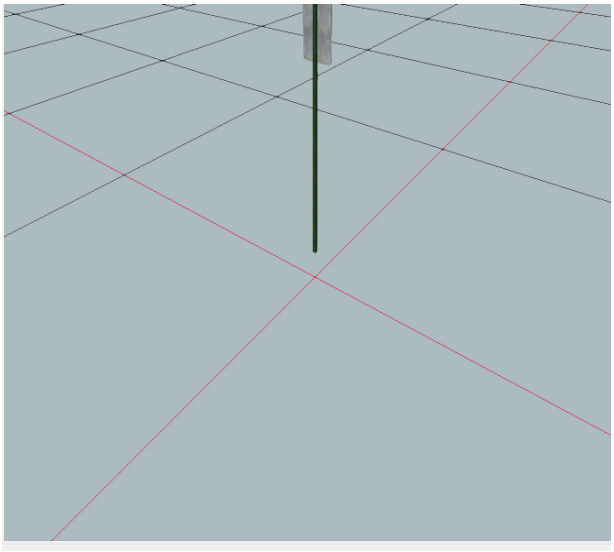
Sign Pole Traffic Slow Children

- 1:5:1:0:6:9:0:11
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



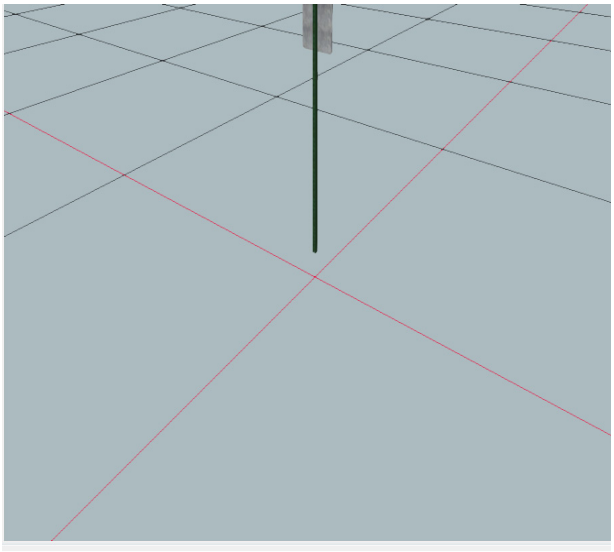
Sign Pole Traffic Speed Limit 25

- 1:5:1:0:6:9:0:12
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



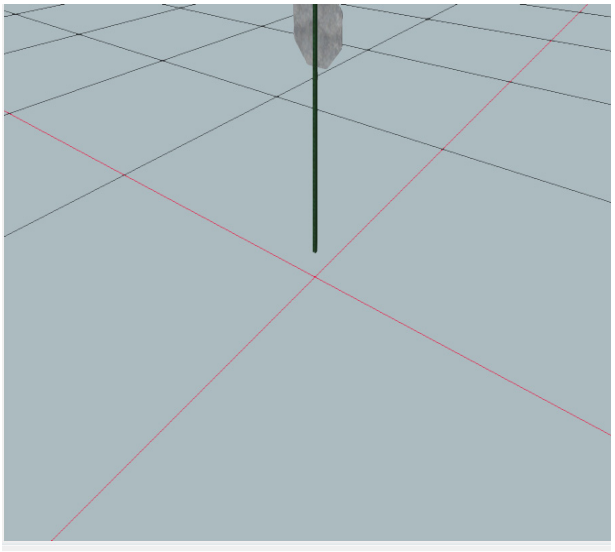
Sign Pole Traffic Stop for Pedestrians

- 1:5:1:0:6:9:0:14
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



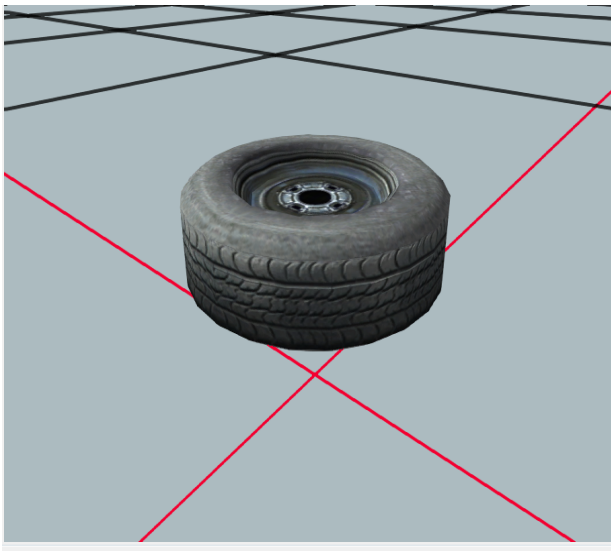
Sign Pole Traffic Stop

- 1:5:1:0:6:9:0:13
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



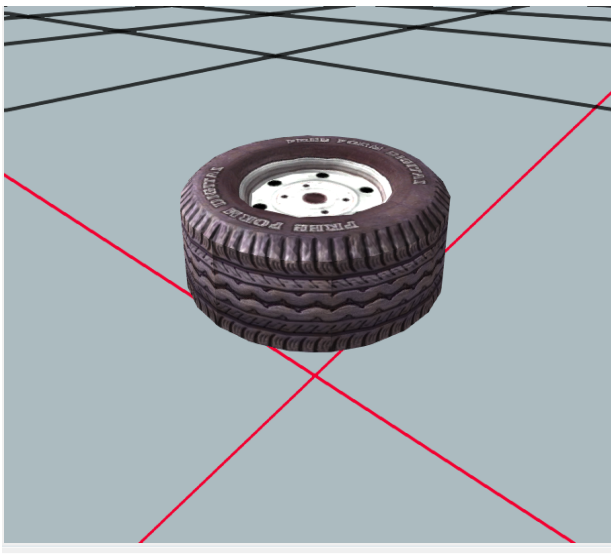
Tire Spare Compact

- 1:5:1:0:21:16:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



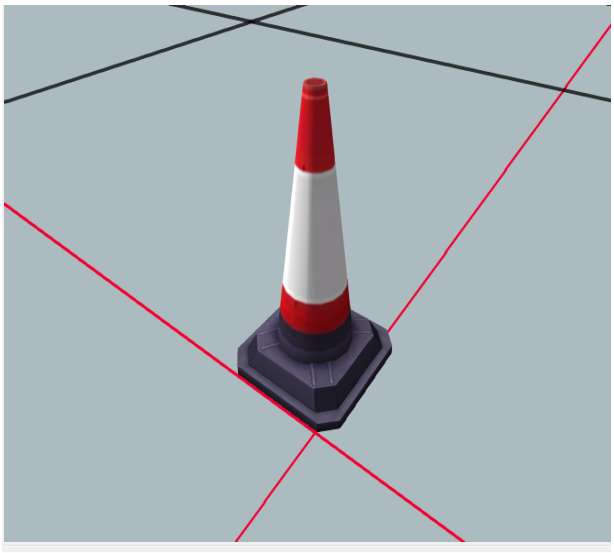
Tire Spare

- 1:5:1:0:21:16:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



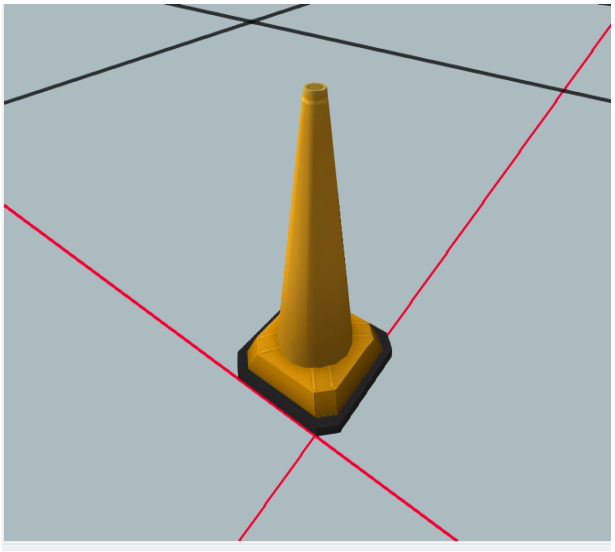
Traffic Cone Red

- 1:5:1:0:6:4:0:3
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



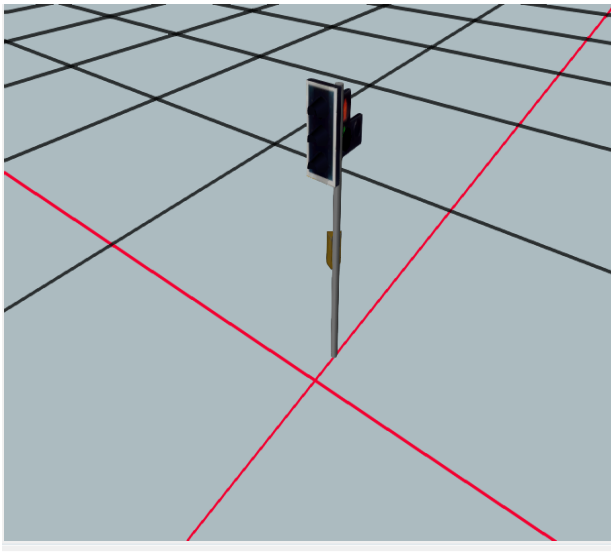
Traffic Cone Yellow

- 1:5:1:0:6:4:0:2
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



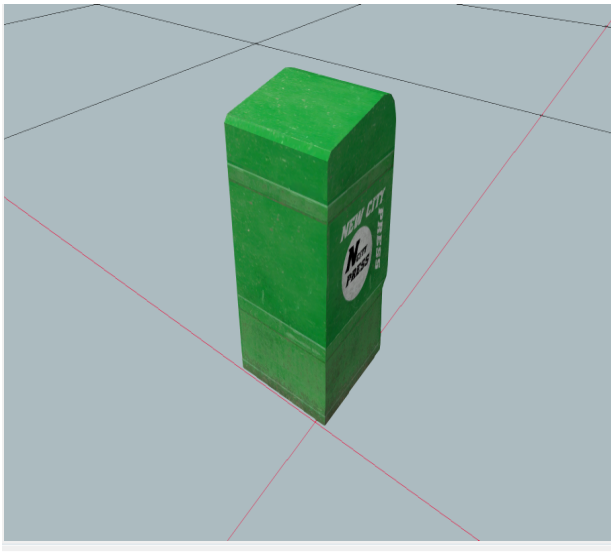
Traffic Light

- 1:5:1:0:6:4:0:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



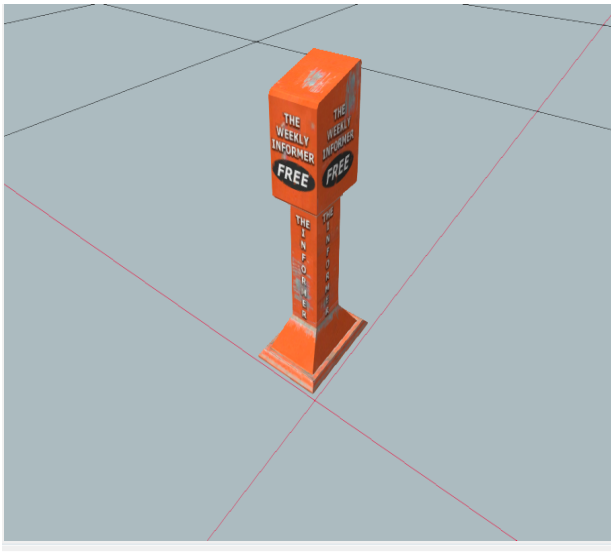
Vending Machine Newspaper

- 1:5:1:0:22:9:3:1
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



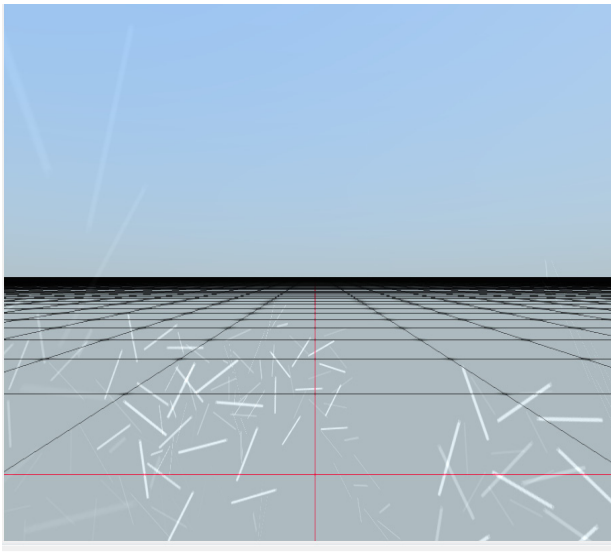
Vending Machine Publication

- 1:5:1:0:22:9:2:0
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 27
  - infrared-signature: 4



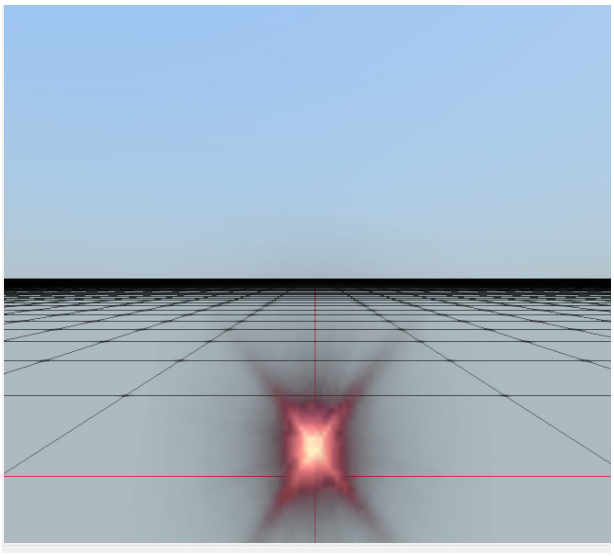
1.5. Expendable

CIS Chaff



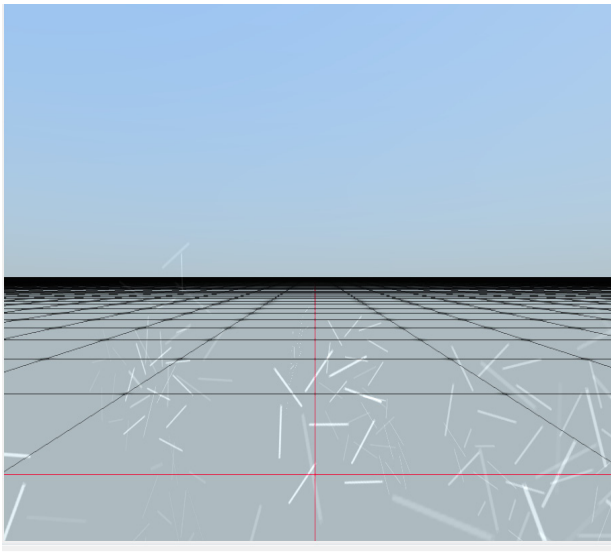
- 1:8:2:222:1:1:1:0
- Systems:
  - movement: fall-from-sky-dynamics.sysdef
  - other: limit-existance.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 12
  - passive-sonar-signature: 0
  - active-sonar-signature: 0
  - visual-signature: 4

CIS Flare



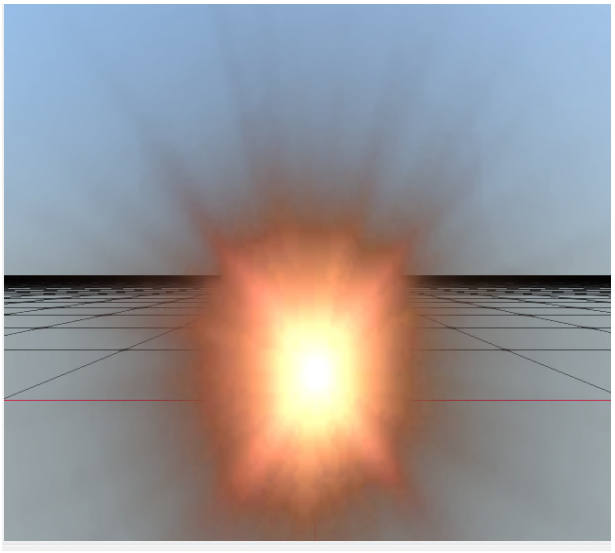
- 1:8:2:222:2:1:0:0
- Systems:
  - movement: fall-from-sky-dynamics.sysdef
  - other: limit-existance.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 0.5
  - infrared-signature: 18
  - passive-sonar-signature: 0
  - active-sonar-signature: 0

US Chaff



- 1:8:2:225:1:1:1:0
- Can embark: False
- Systems:
  - movement: fall-from-sky-dynamics.sysdef
  - other: limit-existance.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 12
  - passive-sonar-signature: 0
  - active-sonar-signature: 0
  - visual-signature: 4

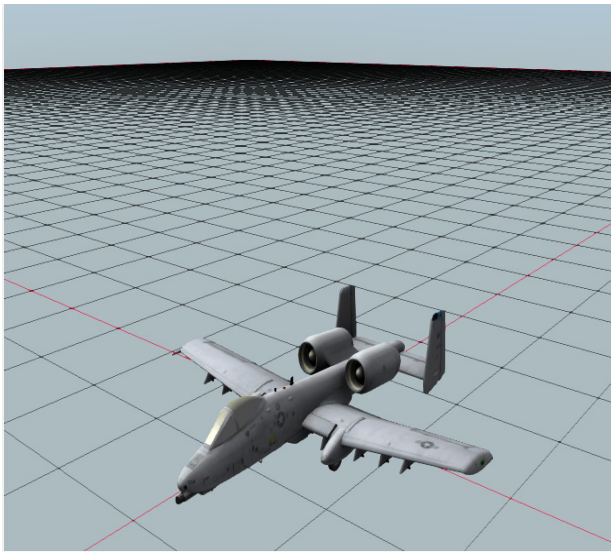
US Flare



- 1:8:2:225:2:1:0:0
- Systems:
  - movement: fall-from-sky-dynamics.sysdef
  - other: limit-existance.sysdef
- Sensor signatures:
  - infrared-signature: 18
  - radar-signature: 0.5
  - passive-sonar-signature: 0
  - active-sonar-signature: 0
  - visual-signature: 4

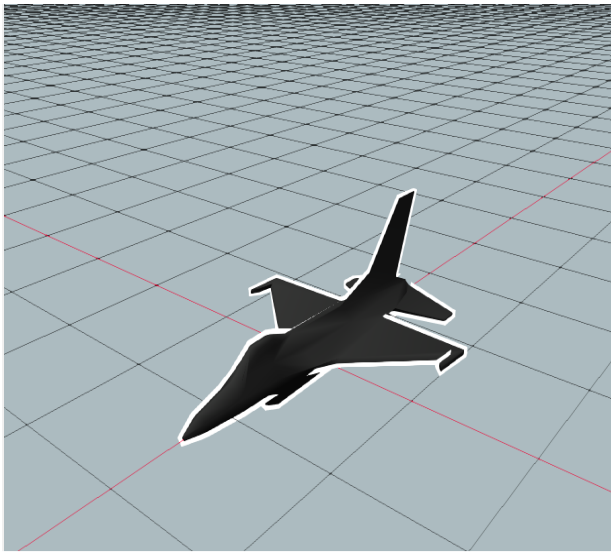
1.6. Fixed Wing

A-10 Thunderbolt



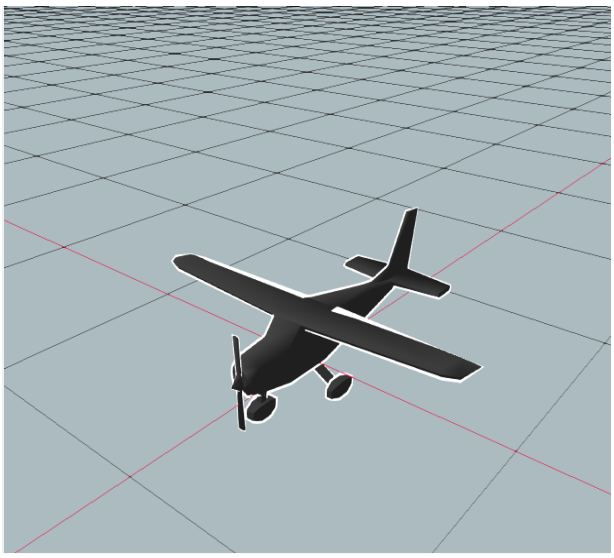
- 1:1:2:225:2:4:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 300 m/s
- Ordered speed: 200 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-fighter-jet.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon-4: GAU-8-Avenger-cannon.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

A-4 Skyhawk (No 3D)



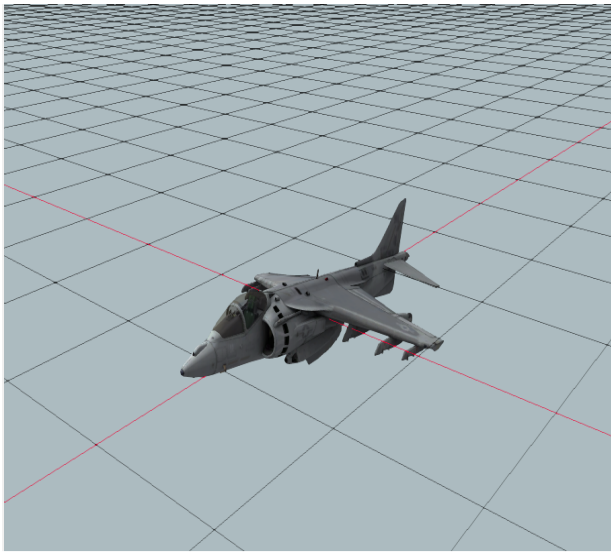
- 1:1:2:225:2:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 299.1666666667 m/s
- Ordered speed: 222.2222222222 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 6
  - visual-signature: 4

AT-802 (No 3D)



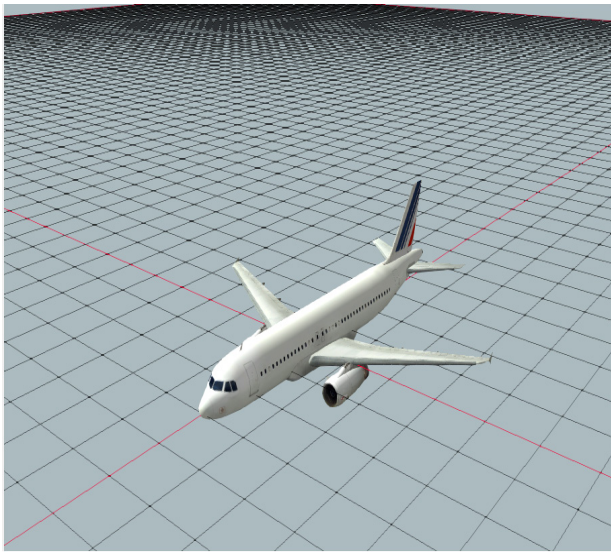
- 1:1:2:225:5:6:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 112.7777778889 m/s
- Ordered speed: 98.88888888889 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 12
  - radar-signature: 20
  - visual-signature: 5

AV-8B Harrier II



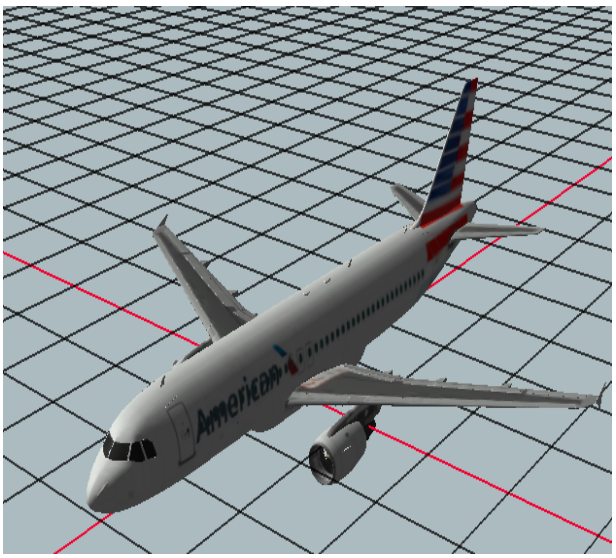
- 1:1:2:225:2:8:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 300 m/s
- Ordered speed: 200 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-fighter-jet.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 6
  - visual-signature: 4

Airbus 310



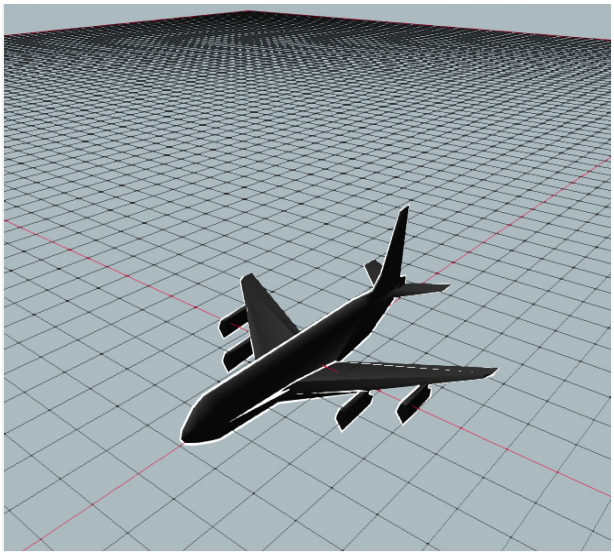
- 1:1:2:71:88:32:2:1
- Can embark: False
- Can be embarked on: True
- Maximum speed: 250.2777713333 m/s
- Ordered speed: 236.1111222222 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

Airbus 320



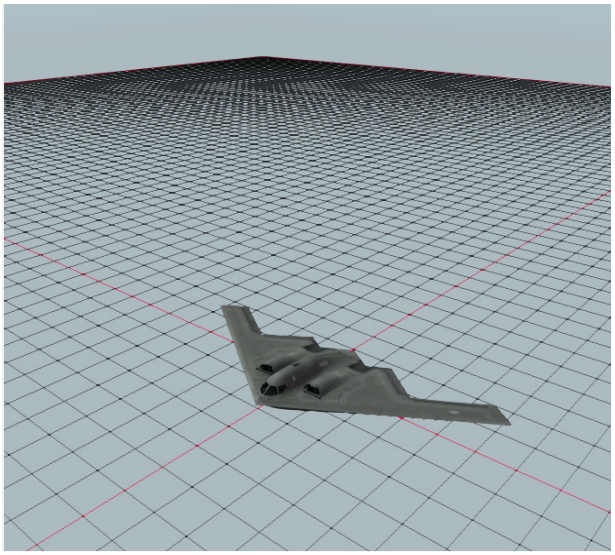
- 1:1:2:71:57:1:1:1
- Can embark: False
- Can be embarked on: True
- Maximum speed: 271.797188 m/s
- Ordered speed: 245.2804 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

Airbus 380 (No 3D)



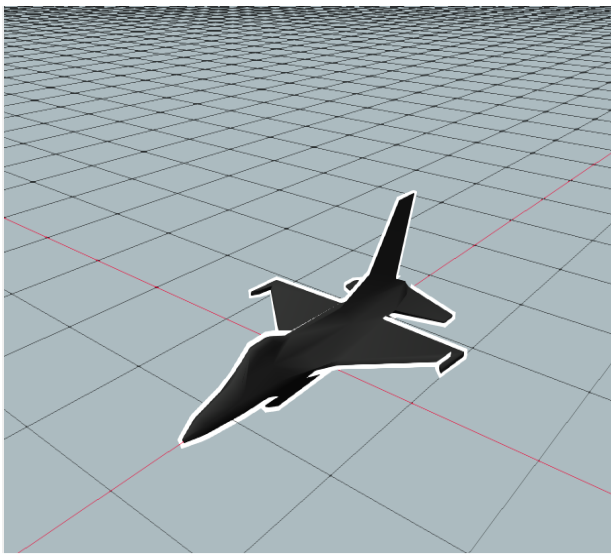
- 1:1:2:71:57:1:9:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 283.333327 m/s
- Ordered speed: 250.002622 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

B-2 Spirit



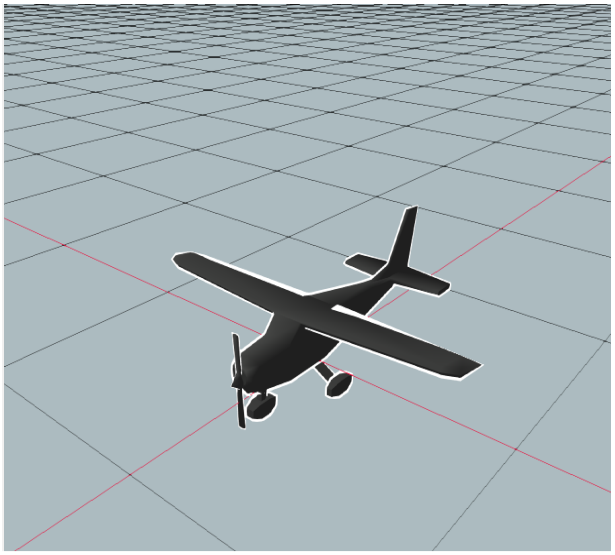
- 1:1:2:225:3:2:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 236.111111 m/s
- Ordered speed: 230.555556 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-fighter-jet.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: naval-mine-deployment.sysdef
  - weapon-3: naval-depth-charge-deployment.sysdef
  - weapon: US-heavy-bomber-bomb-bay.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 6
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 4
  - visual-signature: 2.5

BAE CT-155 Hawk (No 3D)



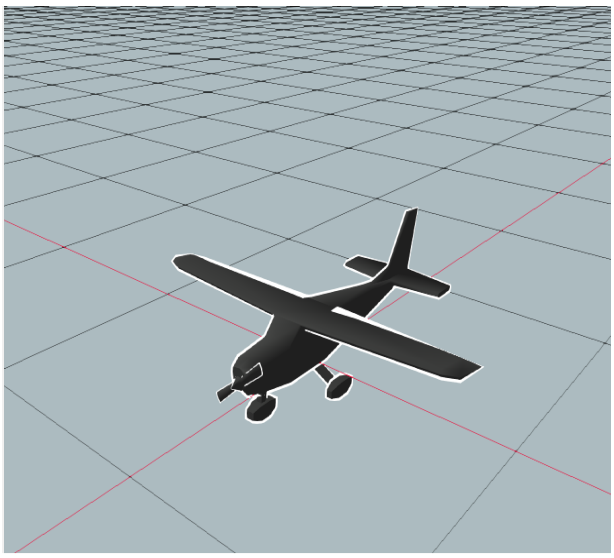
- 1:1:2:224:2:6:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 285.5555555556 m/s
- Ordered speed: 166.6666666667 m/s
- Systems:
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 6
  - visual-signature: 4

BN-2 Islander (No 3D)



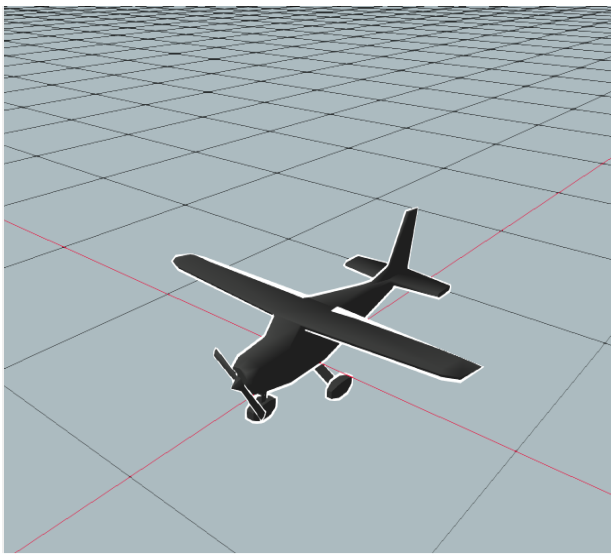
- 1:1:2:224:4:11:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 75.83333322224 m/s
- Ordered speed: 71.11111077782 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Beechcraft 36 Bonanza (No 3D)



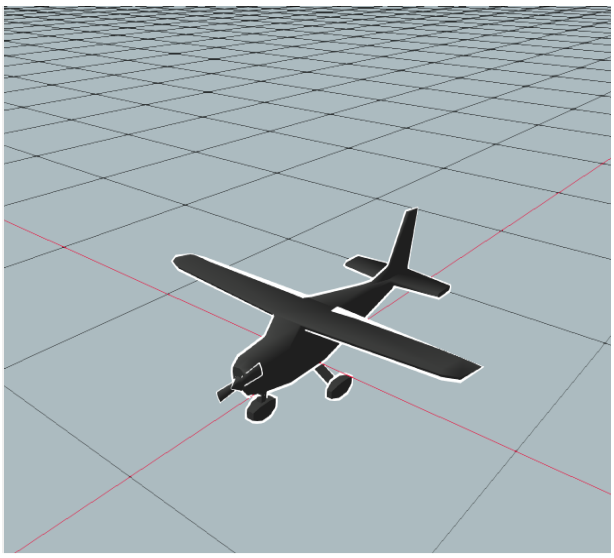
- 1:1:2:225:85:11:3:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 112.7777778889 m/s
- Ordered speed: 90.55555555556 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 12
  - radar-signature: 20
  - visual-signature: 5

Beechcraft C-12 Super King (No 3D)



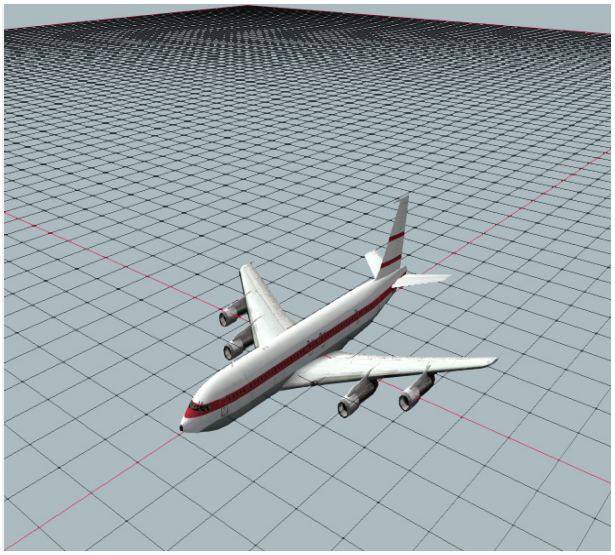
- 1:1:2:225:4:16:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 151.3888887778 m/s
- Ordered speed: 148.8888885556 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Beechcraft T-6 (No 3D)



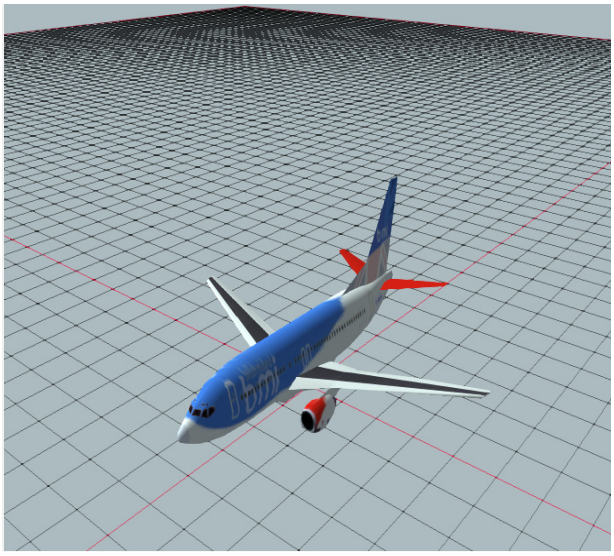
- 1:1:2:225:40:13:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 162.7777778889 m/s
- Ordered speed: 88.88888888889 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 12
  - radar-signature: 20
  - visual-signature: 5

Boeing 707



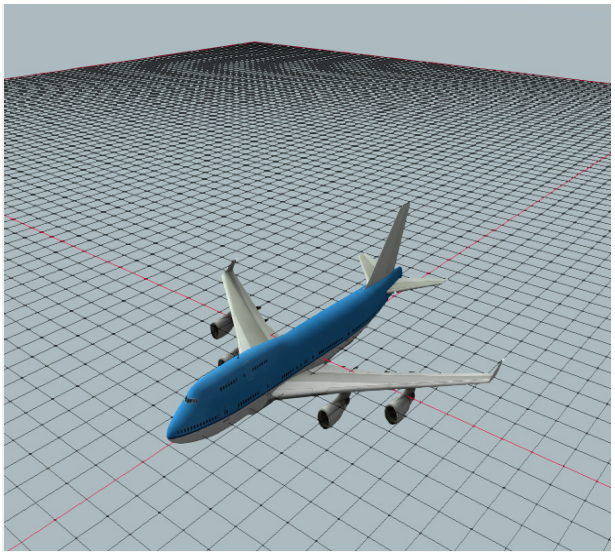
- 1:1:2:225:57:1:11:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 289 m/s
- Ordered speed: 277.777778 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 35
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Boeing 737 British Midland



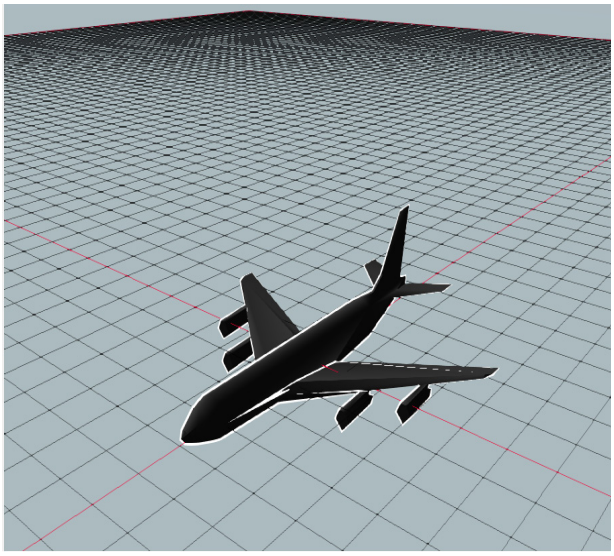
- 1:1:2:225:57:1:4:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 271.797188 m/s
- Ordered speed: 245.2804 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Boeing 747-400



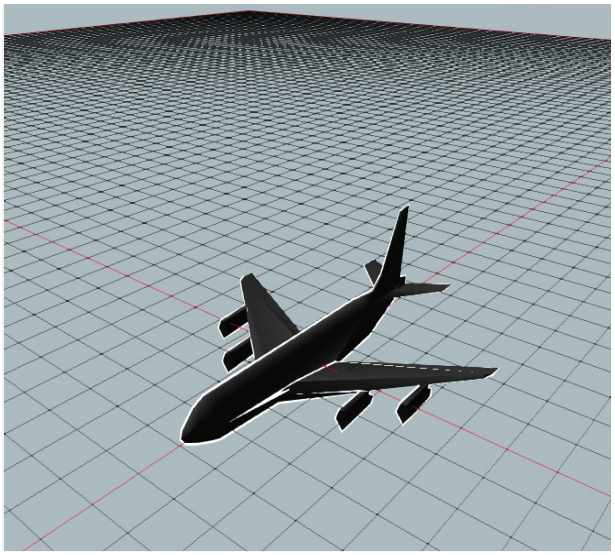
- 1:1:2:225:57:1:1:1
- Can embark: False
- Can be embarked on: True
- Maximum speed: 289 m/s
- Ordered speed: 250 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

Boeing 757 (No 3D)



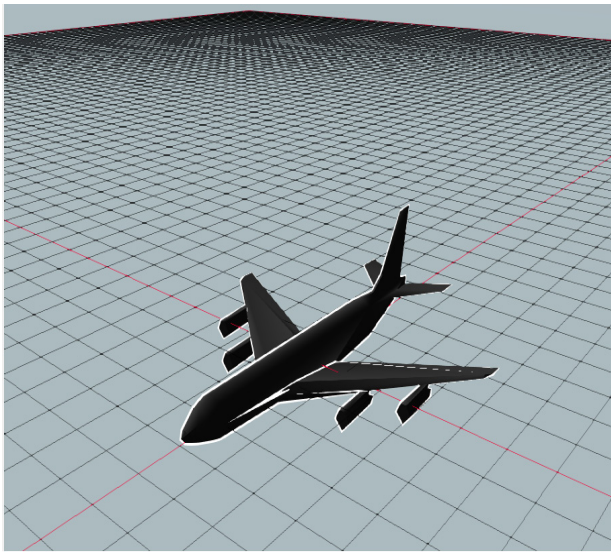
- 1:1:2:225:57:1:2:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 268.166667 m/s
- Ordered speed: 250 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

Boeing 767 (No 3D)



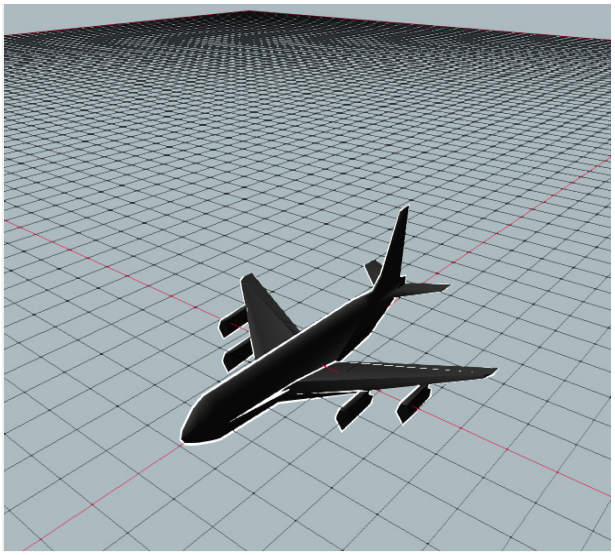
- 1:1:2:225:57:1:8:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 253.722222 m/s
- Ordered speed: 236.111111 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

Boeing 777 (No 3D)



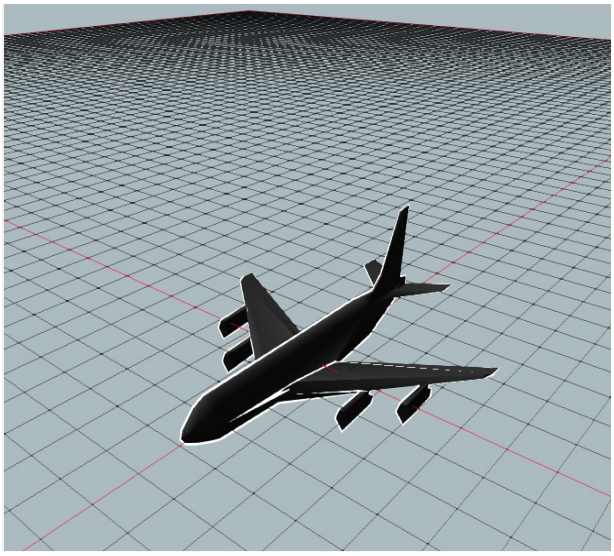
- 1:1:2:225:57:1:14:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 264 m/s
- Ordered speed: 251.388889 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

Boeing 787 (No 3D)



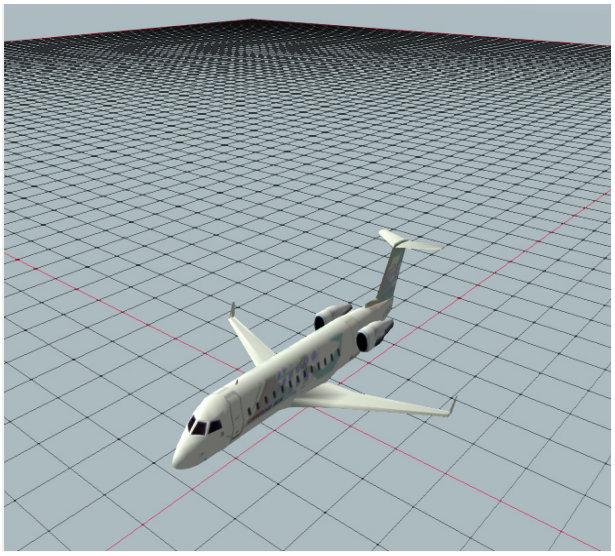
- 1:1:2:225:57:1:15:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 264 m/s
- Ordered speed: 251.388889 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 35
  - radar-signature: 40
  - visual-signature: 10

Bombardier CL-600 (No 3D)



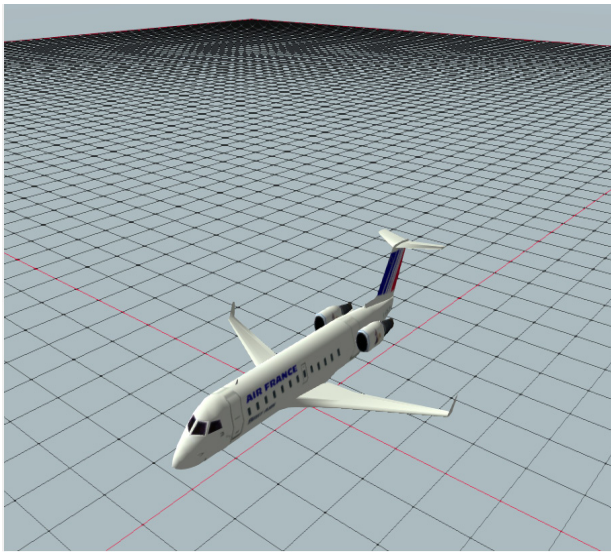
- 1:1:2:39:86:22:2:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 244.9999998889 m/s
- Ordered speed: 236.3888885556 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Bombardier CRJ100 Conrad Air



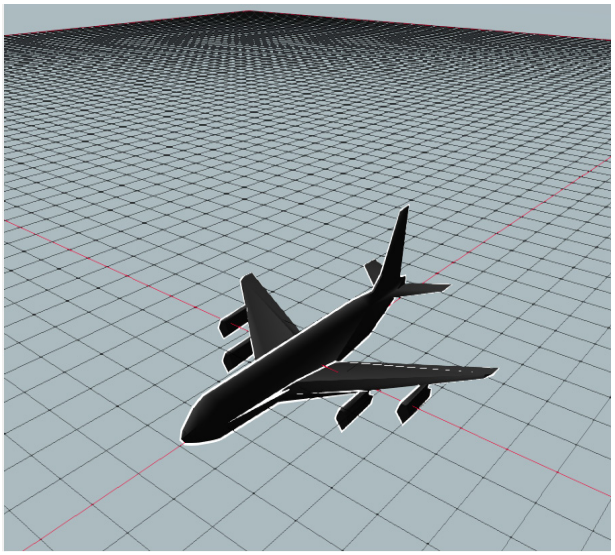
- 1:1:2:39:57:1:5:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 236.111111 m/s
- Ordered speed: 218.333333 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Bombardier CRJ200 Air France



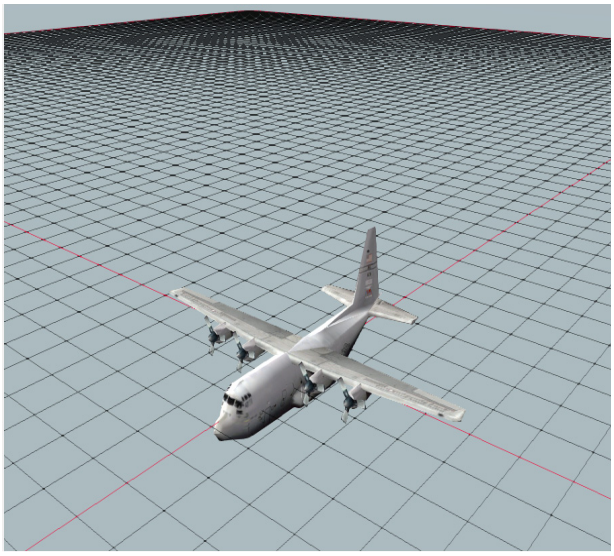
- 1:1:2:39:57:1:6:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 238.611111 m/s
- Ordered speed: 218.333333 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Bombardier DHC-8 (No 3D)



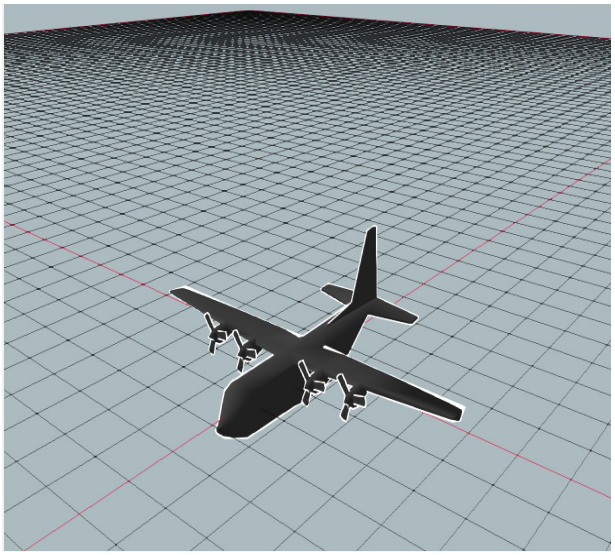
- 1:1:2:39:86:22:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 236.111111 m/s
- Ordered speed: 138.8888885556 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30307
  - radar-signature: 16
  - visual-signature: 5

C-130 Hercules



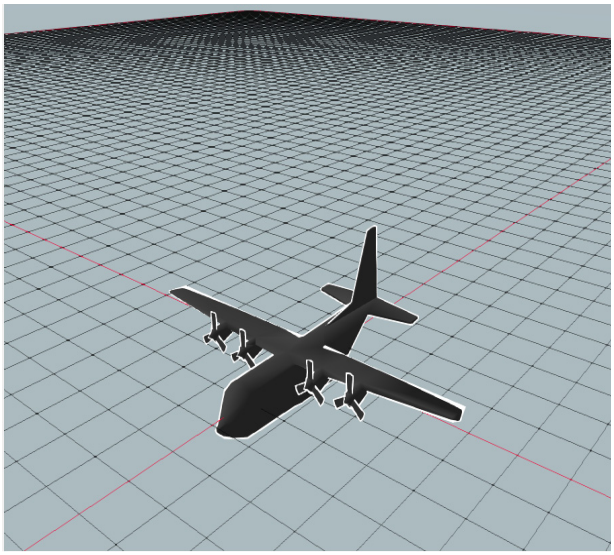
- 1:1:2:225:4:1:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 167.19296 m/s
- Ordered speed: 150 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 15
  - radar-signature: 25
  - visual-signature: 5

C-17 Globemaster III (No 3D)



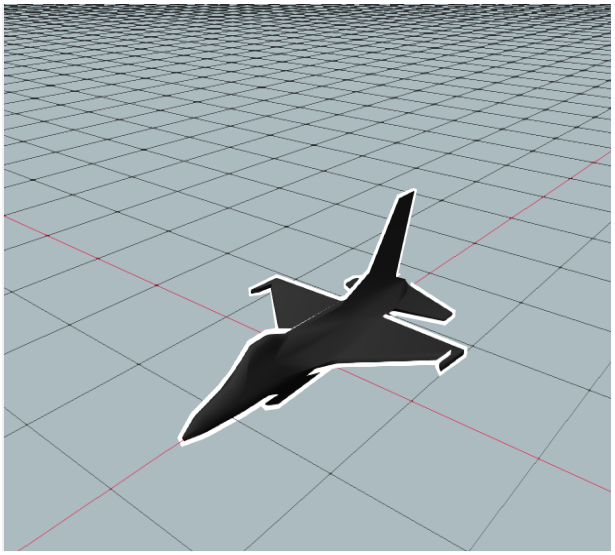
- 1:1:2:225:4:9:0:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 249.999988 m/s
- Ordered speed: 230.555556 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 15
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

C-5 Galaxy (No 3D)



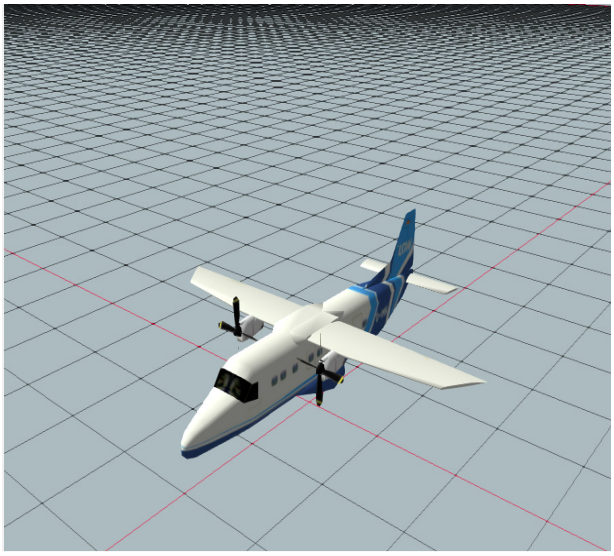
- 1:1:2:225:4:2:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 258.888877 m/s
- Ordered speed: 255.277778 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 15
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

Canadair CT-114 (No 3D)



- 1:1:2:39:80:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 217.2222222222 m/s
- Ordered speed: 138.8888888889 m/s
- Systems:
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Dornier DO 228-200 LGW

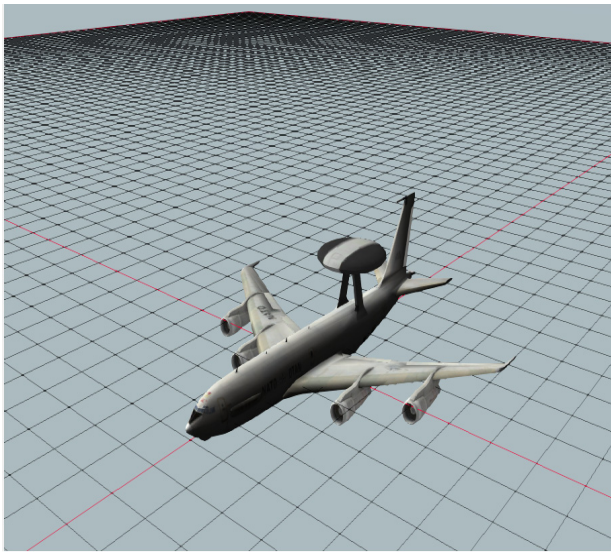


- 1:1:2:225:57:1:7:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 118.888889 m/s
- Ordered speed: 92.5 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

E-2 Hawkeye

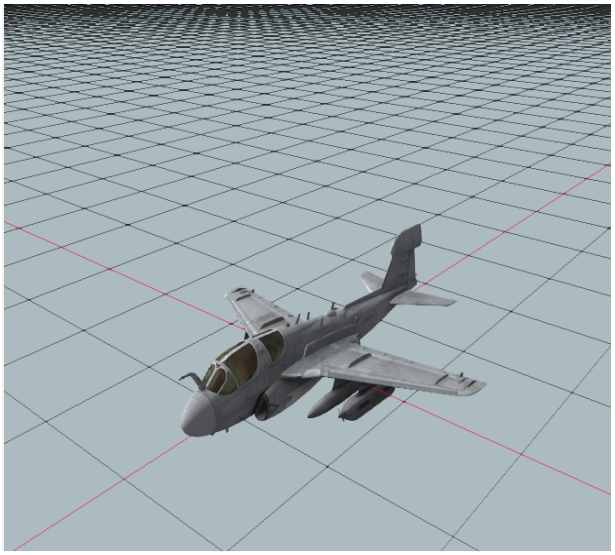
- 1:1:2:225:8:1:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 291.6666666667 m/s
- Ordered speed: 205 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: tactical-radar-jammer.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

E-3 Sentry



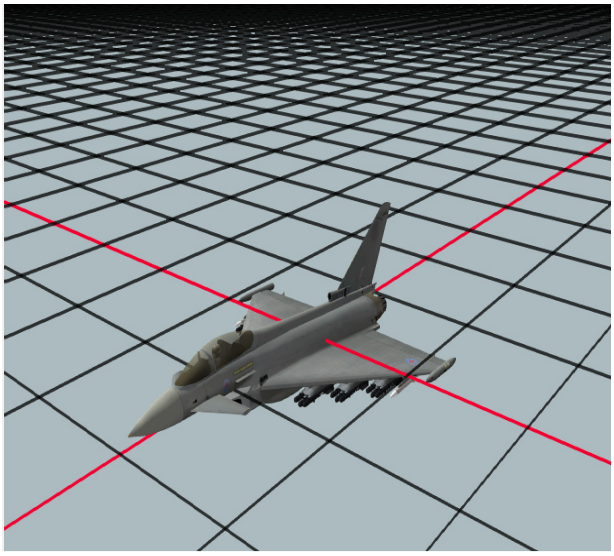
- 1:1:2:225:8:4:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 289 m/s
- Ordered speed: 160 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

EA-6B Prowler



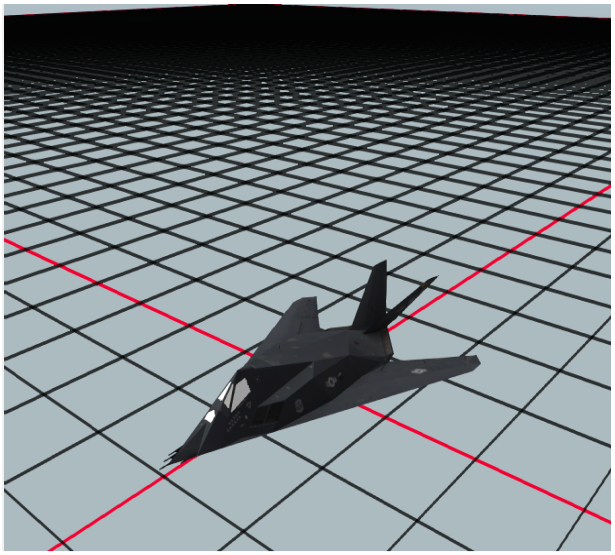
- 1:1:2:225:6:9:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 291.6666666667 m/s
- Ordered speed: 205 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: tactical-radar-jammer.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

Eurofighter Typhoon



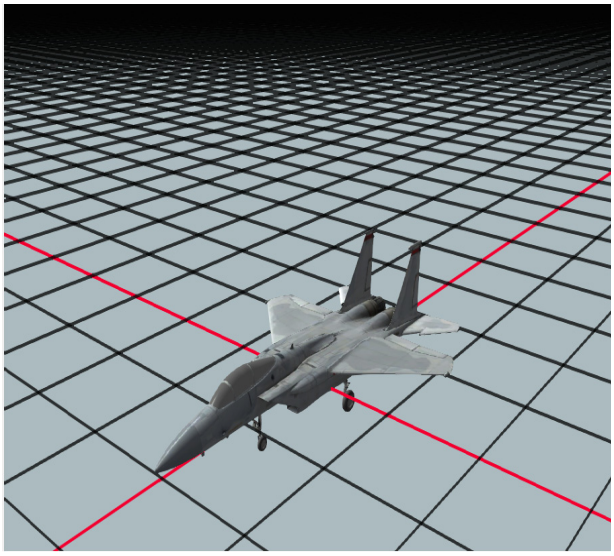
- 1:1:2:224:1:3:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 590 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 6
  - visual-signature: 4

F-117A Nighthawk



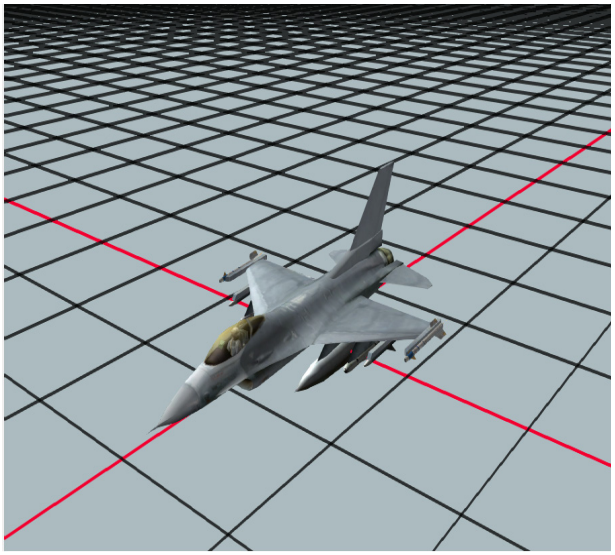
- 1:1:2:225:2:11:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 300 m/s
- Ordered speed: 200 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-fighter-jet.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 6
  - radar-signature: 4
  - visual-signature: 2.5

F-15 Eagle



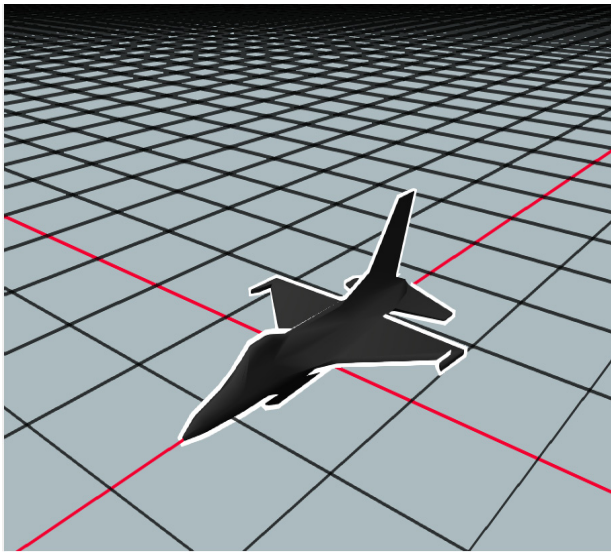
- 1:1:2:225:1:5:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon-4: M61-vulcan-cannon.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

F-16A Fighting Falcon



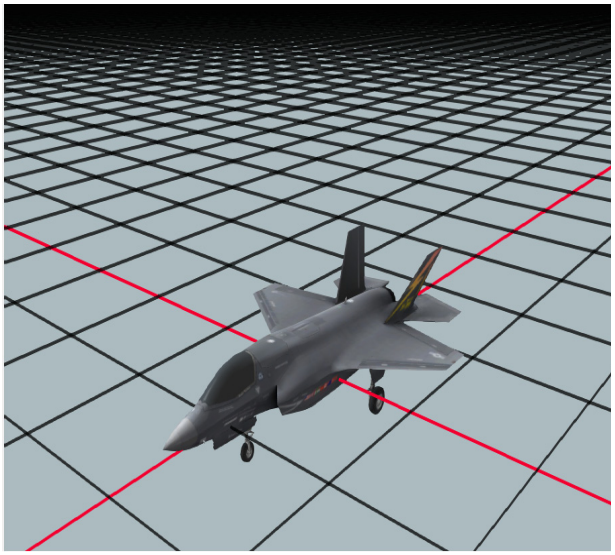
- 1:1:2:225:1:3:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon-4: M61-vulcan-cannon.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

F-22 Raptor (No 3D)



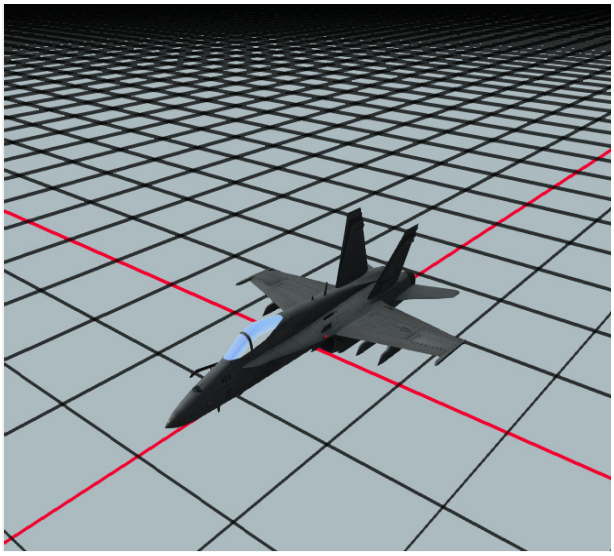
- 1:1:2:225:1:6:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 670.555556 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon-4: M61-vulcan-cannon.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

F-35 Lightning II



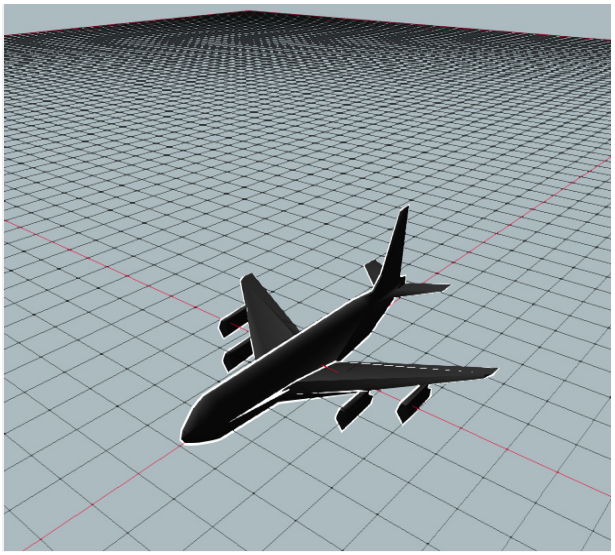
- 1:1:2:225:1:12:3:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 6
  - visual-signature: 4

F/A-18 Hornet



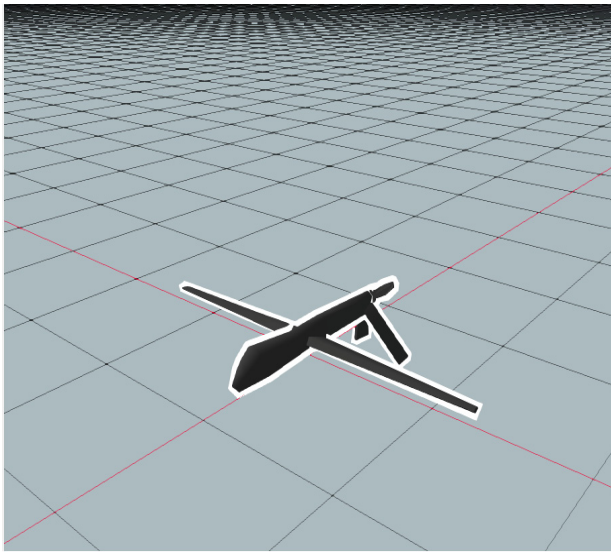
- 1:1:2:225:1:9:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon-4: M61-vulcan-cannon.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

Gulfstream G550 (No 3D)



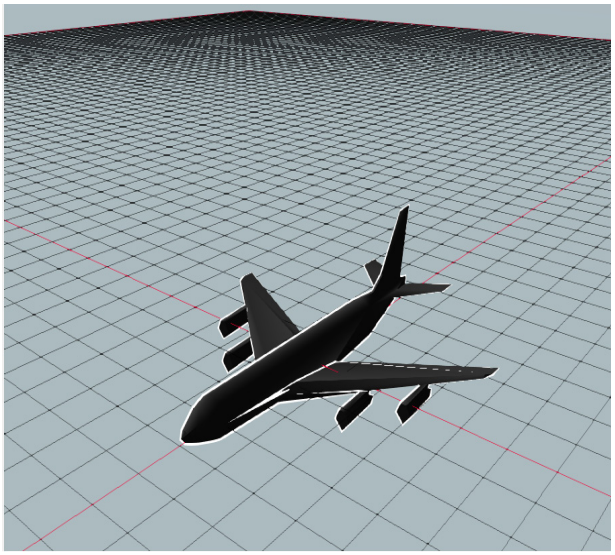
- 1:1:2:225:87:32:10:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 261.3888824444 m/s
- Ordered speed: 251.1111222222 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Hermes 450 (No 3D)



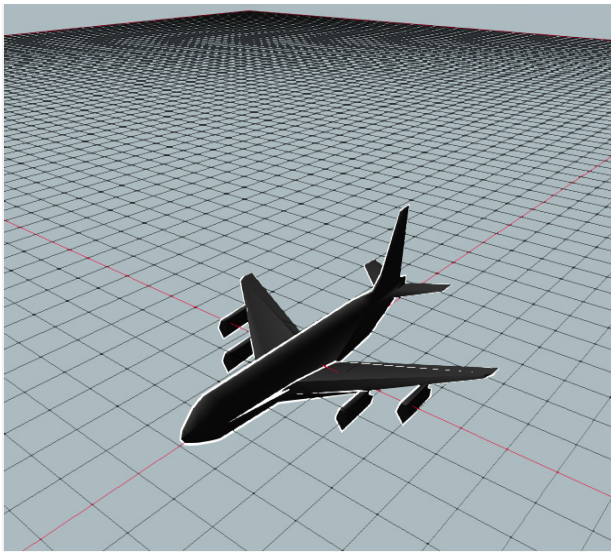
- 1:1:2:105:50:1:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 48.888889 m/s
- Ordered speed: 36.11111066667 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 1.5
  - radar-signature: 2
  - visual-signature: 2

IAI 1124 Sea Scan (No 3D)



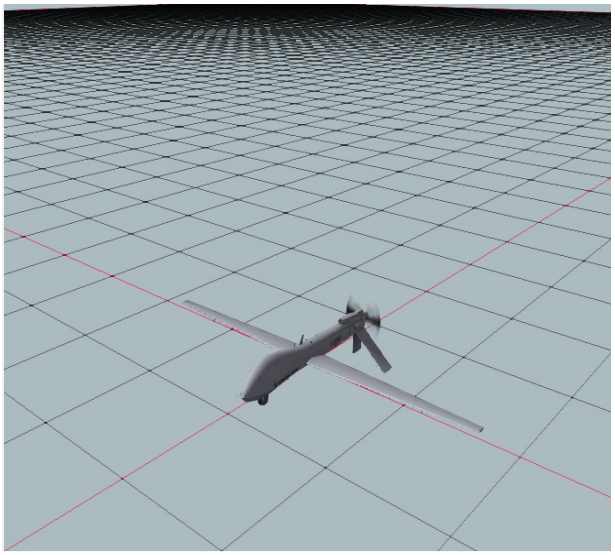
- 1:1:2:105:8:4:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 241.111111 m/s
- Ordered speed: 200.833333 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Lockheed L-1011 (No 3D)



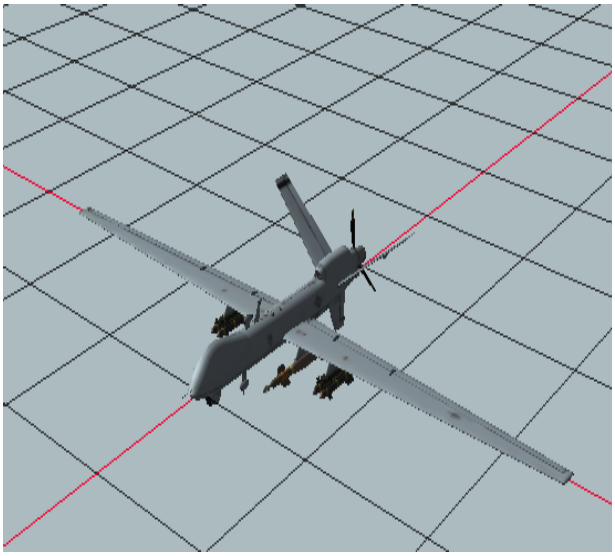
- 1:1:2:225:88:33:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 315.8333213333 m/s
- Ordered speed: 267.5000004444 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

MQ-1 Predator



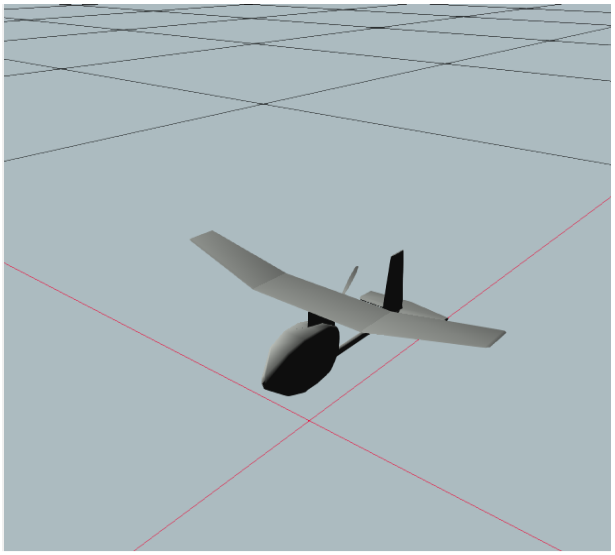
- 1:1:2:225:50:4:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 60 m/s
- Ordered speed: 38 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 16
  - radar-signature: 20
  - visual-signature: 5

MQ-9 Reaper UAV



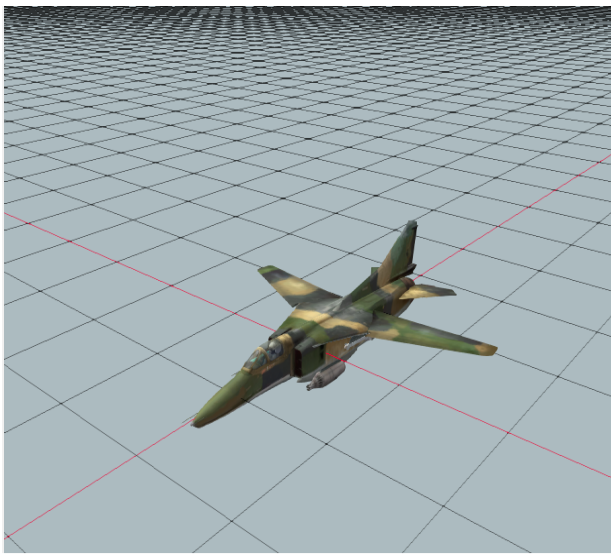
- 1:1:2:225:50:4:4:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 133.888889 m/s
- Ordered speed: 83.555556 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: laser-guided-hellfire-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 2
  - visual-signature: 2

Maveric UAS (No 3D)



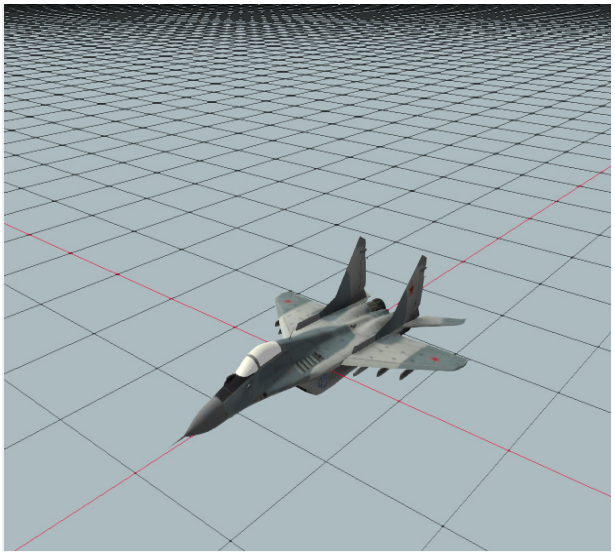
- 1:1:2:225:50:35:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.27777811111 m/s
- Ordered speed: 6.388889111111 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: Handheld-UAV.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 0.5
  - radar-signature: 0.5
  - visual-signature: 1

MiG-27 Flogger



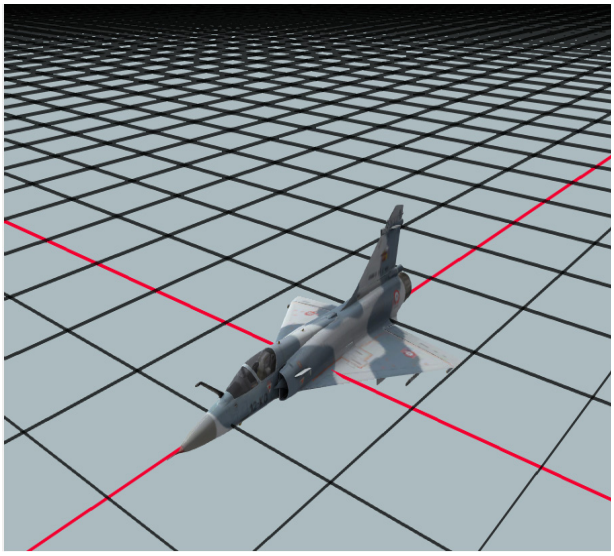
- 1:1:2:222:2:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 325.2777777778 m/s
- Ordered speed: 200 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-fighter-jet.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: cis-counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: exocet-cruise-missile-launcher.sysdef
  - weapon-3: CIS-fighter-bomber-bomb-bay.sysdef
  - weapon: CIS-attack-strike-missile-package.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

MiG-29 Fulcrum



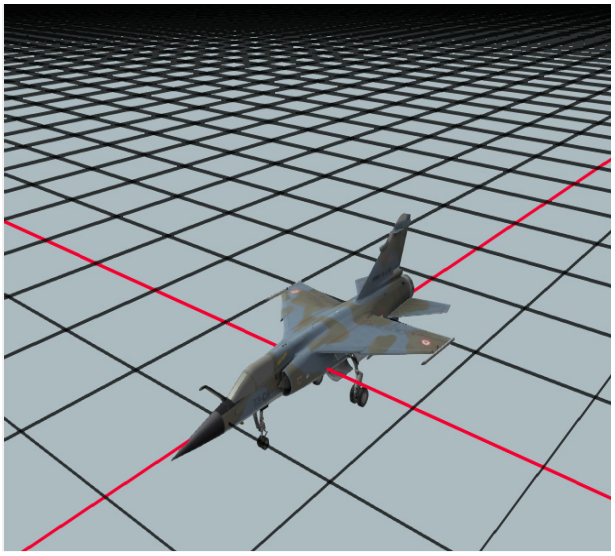
- 1:1:2:222:1:2:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: cis-counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: CIS-fighter-bomber-bomb-bay.sysdef
  - weapon: CIS-air-defense-missile-package.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 6
  - visual-signature: 4

Mirage 2000



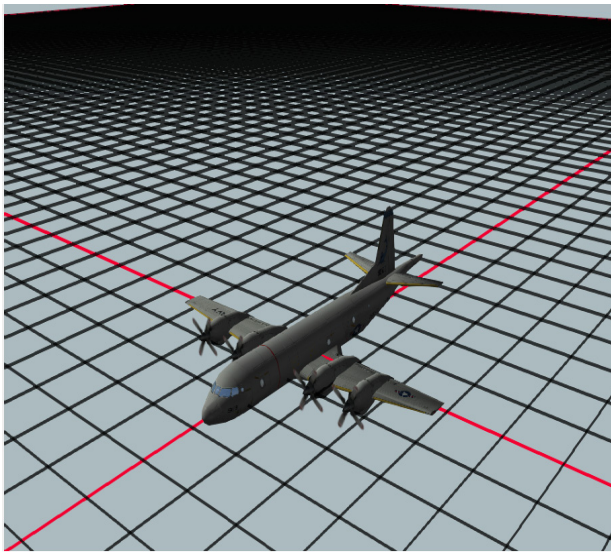
- 1:1:2:71:1:4:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: US-fighter-bomber-bomb-bay.sysdef
  - weapon-3: GSh-301-cannon.sysdef
  - weapon: exocet-cruise-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

Mirage F1



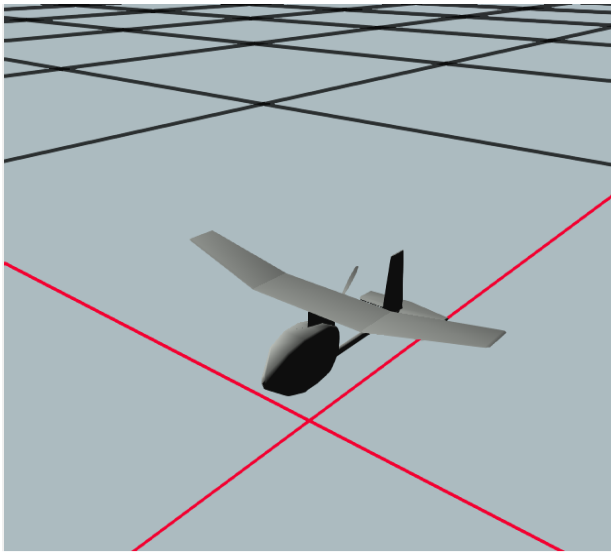
- 1:1:2:71:1:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

P-3 Orion



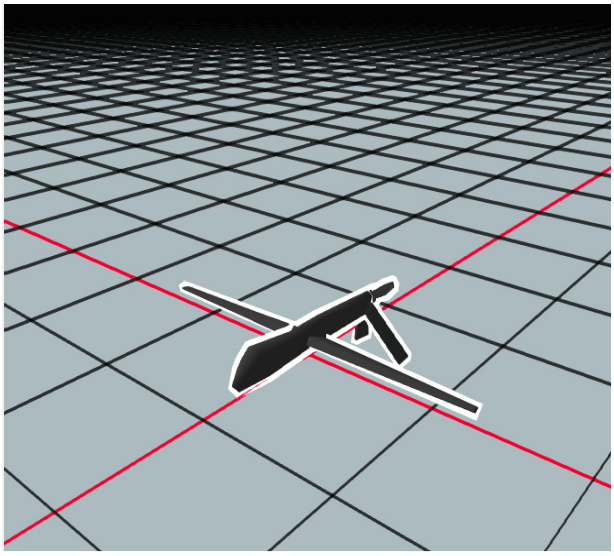
- 1:1:2:225:5:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 208.333321 m/s
- Ordered speed: 150 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: sonobuoy-deployer.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: mad-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: US-heavy-bomber-bomb-bay.sysdef
  - weapon-3: naval-mine-deployment.sysdef
  - weapon-4: naval-depth-charge-deployment.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 15
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

RQ-11 Raven UAV



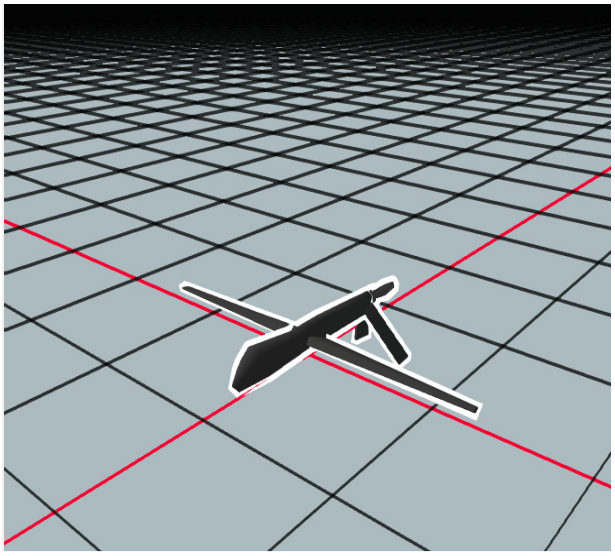
- 1:1:2:225:50:27:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 41.666667 m/s
- Ordered speed: 15.777778 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: Handheld-UAV.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 0.5
  - radar-signature: 0.5
  - visual-signature: 1

RQ-4 Global Hawk UAV (No 3D)



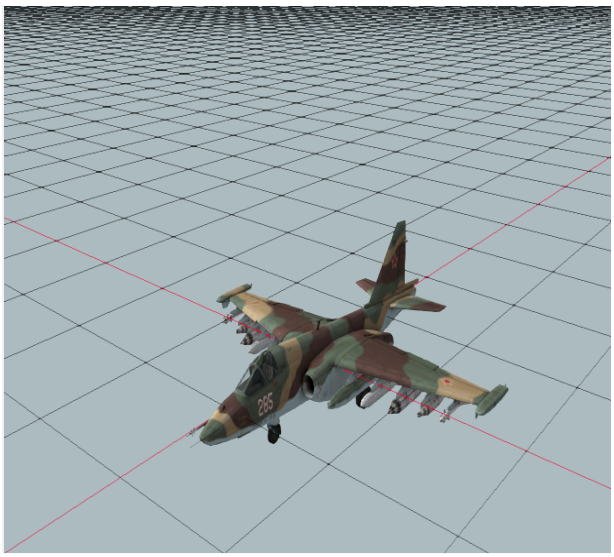
- 1:1:2:225:50:6:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 133.888889 m/s
- Ordered speed: 159.944444 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 16
  - radar-signature: 20
  - visual-signature: 5

RQ-7 Shadow UAV (No 3D)



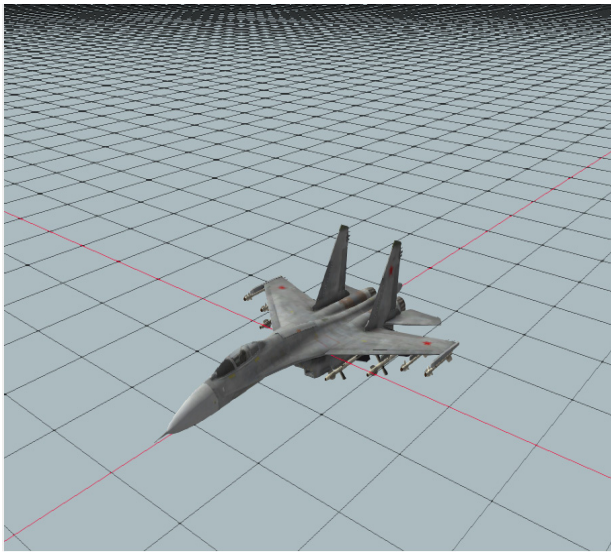
- 1:1:2:225:50:8:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 56.666667 m/s
- Ordered speed: 36.333334 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: Handheld-UAV.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 16
  - radar-signature: 20
  - visual-signature: 5

SU-25 Frogfoot



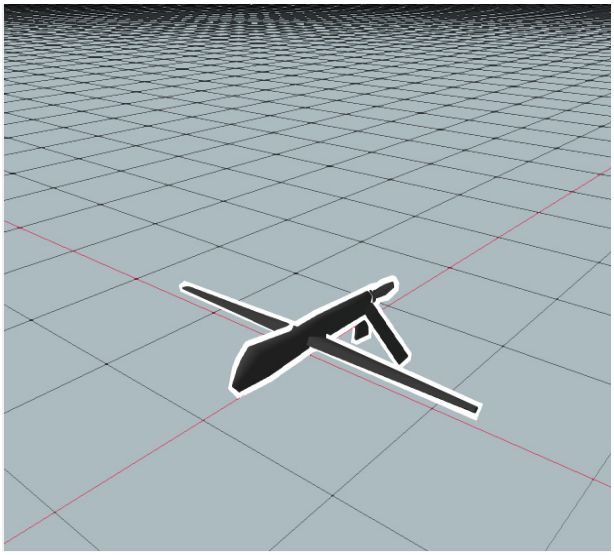
- 1:1:2:222:2:8:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 265 m/s
- Ordered speed: 200 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-fighter-jet.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: cis-counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: exocet-cruise-missile-launcher.sysdef
  - weapon-3: CIS-fighter-bomber-bomb-bay.sysdef
  - weapon-4: GSh-301-cannon.sysdef
  - weapon: CIS-attack-strike-missile-package.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

SU-27 Flanker



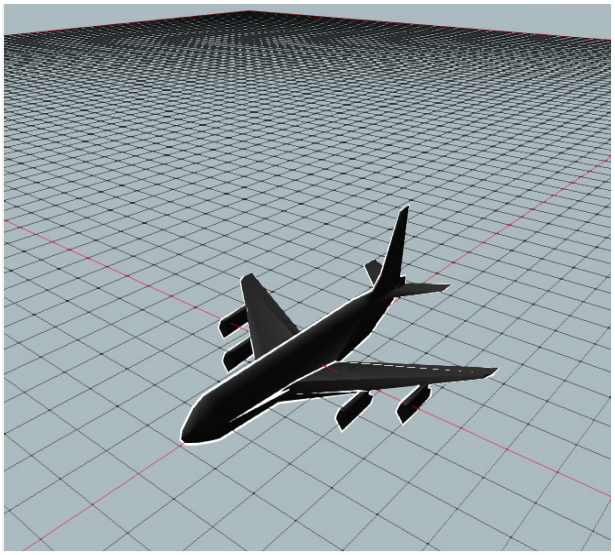
- 1:1:2:222:1:3:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: cis-counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: CIS-fighter-bomber-bomb-bay.sysdef
  - weapon-3: GSh-301-cannon.sysdef
  - weapon: CIS-air-defense-missile-package.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

ScanEagle UAV (No 3D)



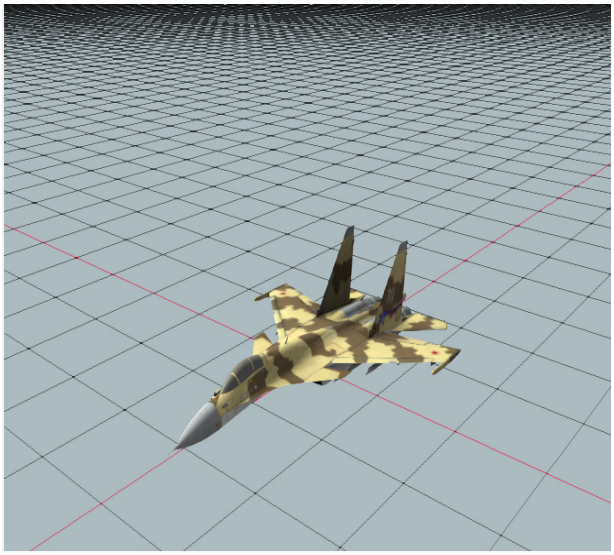
- 1:1:2:225:50:25:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 38.611111 m/s
- Ordered speed: 15.777778 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: Handheld-UAV.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 1

Sentinel R1 (No 3D)



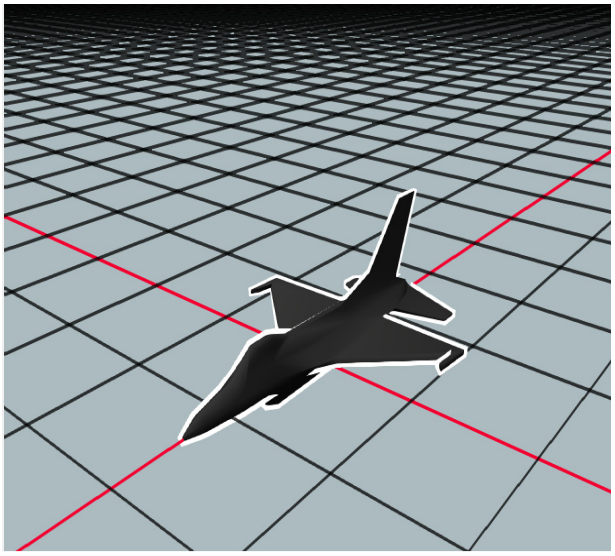
- 1:1:2:39:87:32:2:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 263.8888887778 m/s
- Ordered speed: 251.9444441112 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-heavy.sysdef
  - other: iff-tran-sponder.sysdef
  - sensor: active-radar-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

Su-37 Flanker



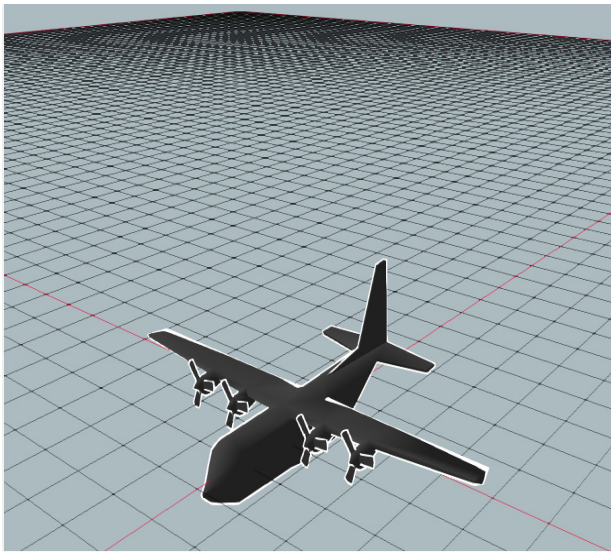
- 1:1:2:222:2:9:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 265 m/s
- Ordered speed: 200 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-fighter-jet.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: cis-counter-measures-launcher.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: exocet-cruise-missile-launcher.sysdef
  - weapon-3: CIS-fighter-bomber-bomb-bay.sysdef
  - weapon-4: GSh-301-cannon.sysdef
  - weapon: CIS-attack-strike-missile-package.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

Tornado ADV



- 1:1:2:224:1:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 666.6666666667 m/s
- Ordered speed: 300 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: fixed-wing-high-maneuverability-fighter.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
  - weapon-2: fixed-sidewinder-missile-launcher.sysdef
  - weapon-3: US-fighter-bomber-bomb-bay.sysdef
  - weapon: fixed-maverick-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 6
  - visual-signature: 4

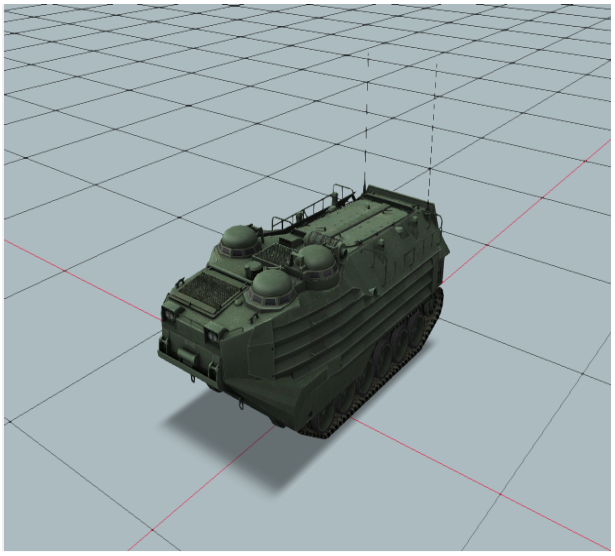
V-22 Osprey (No 3D)



- 1:1:2:225:4:17:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 141.111111 m/s
- Ordered speed: 89.166667 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 30
  - visual-signature: 7

1.7. Ground

AAVC7A1 Landing Vehicle



- 1:1:1:225:2:26:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.33 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracks-amphibious.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 25mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

AMX-30 MBT

- 1:1:1:71:1:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3.00001

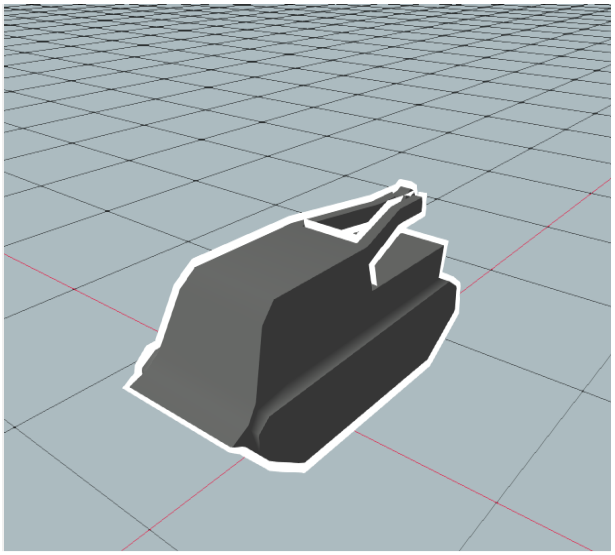
AMX-56 Leclerc MBT

- 1:1:1:71:1:4:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3.00001

AS-90 Artillery

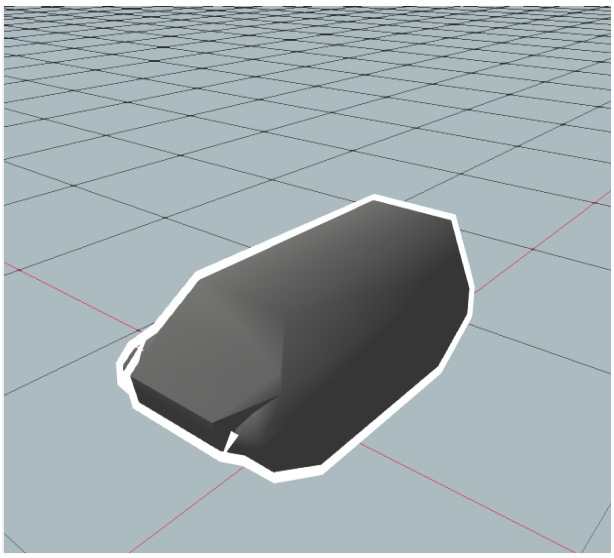
- 1:1:1:224:4:7:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 14.72222233333 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

Aardvark JSFU (No 3D)



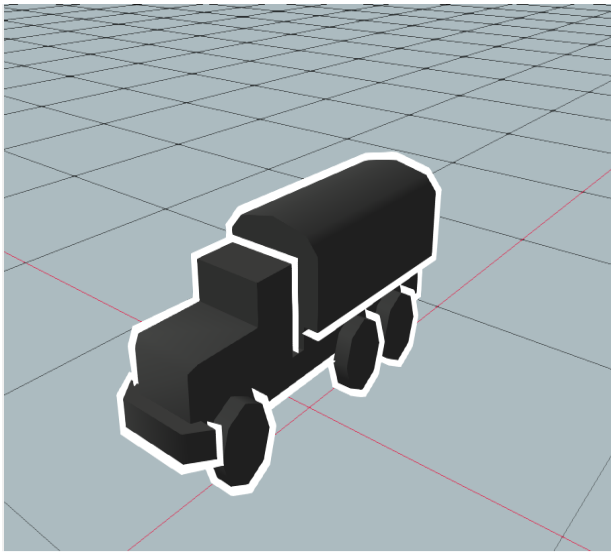
- 1:1:1:224:12:2:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Achzarit APC (No 3D)



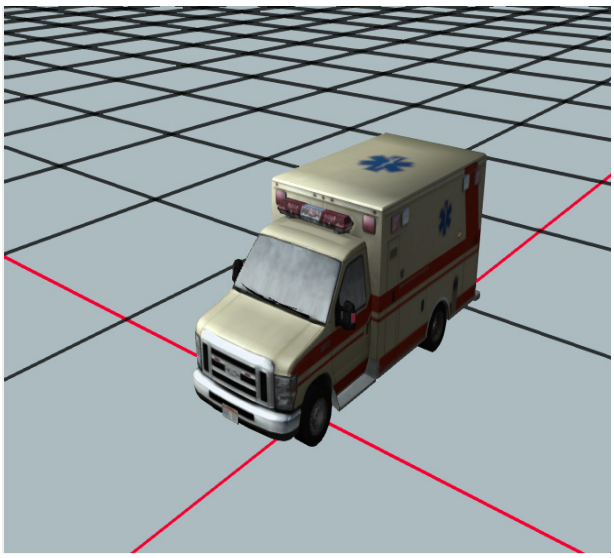
- 1:1:1:105:7:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Actros AHSVS (No 3D)



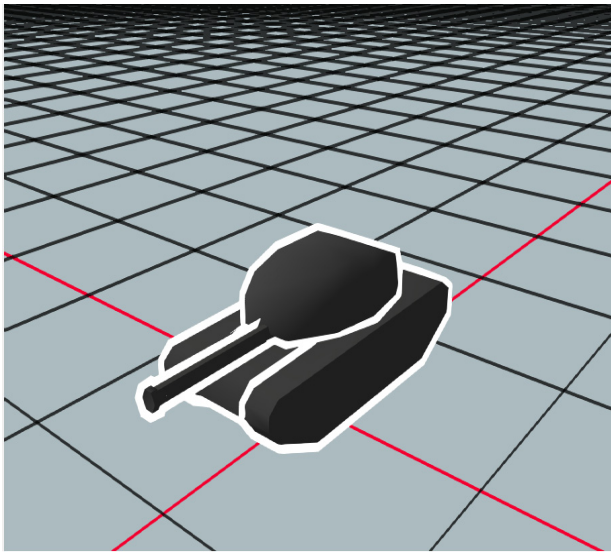
- 1:1:1:78:7:5:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 24.4 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

Ambulance



- 1:1:1:225:27:0:0:6
- Can embark: True
- Can be embarked on: False
- Maximum speed: 90.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 0.5
  - infrared-signature: 4

Arjun MBT (No 3D)



- 1:1:1:99:1:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

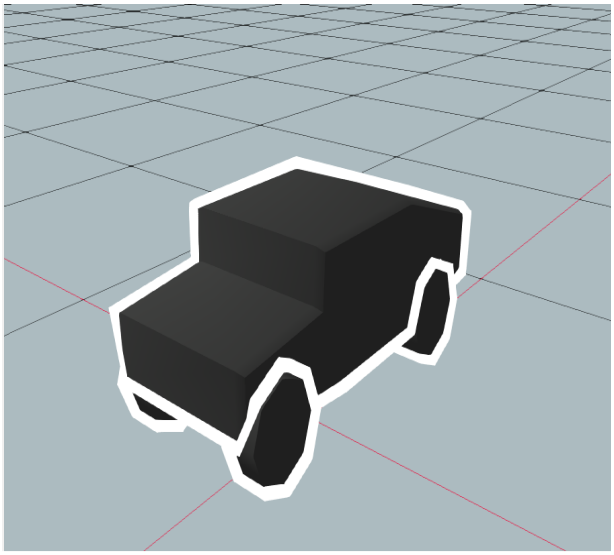
BMP-2 AFV

- 1:1:1:222:2:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 18 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 30mm-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

BTR-80 APC

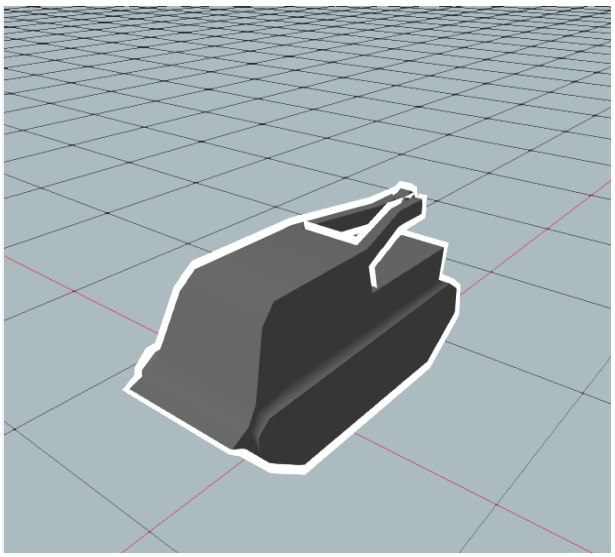
- 1:1:1:222:2:13:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

BV206 SUSV (No 3D)



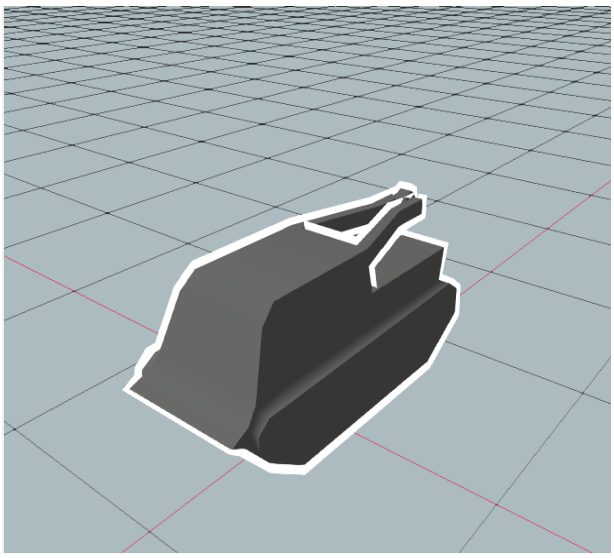
- 1:1:1:205:8:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 11.21111111111 m/s
- Ordered speed: 2.777777777778 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

Badger AEV (No 3D)



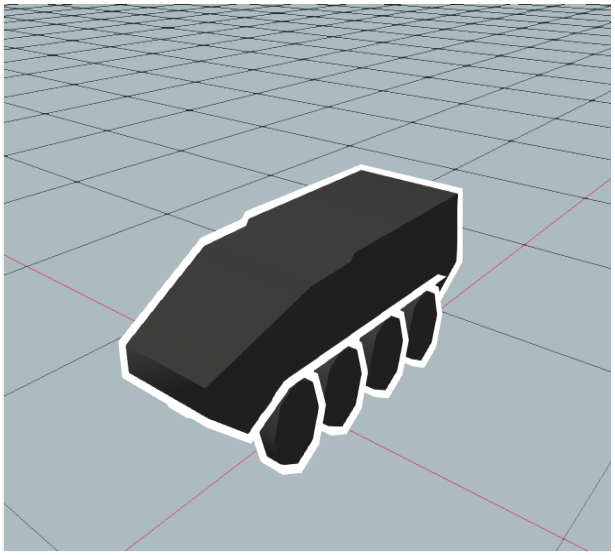
- 1:1:1:78:3:15:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Beaver AVLB (No 3D)



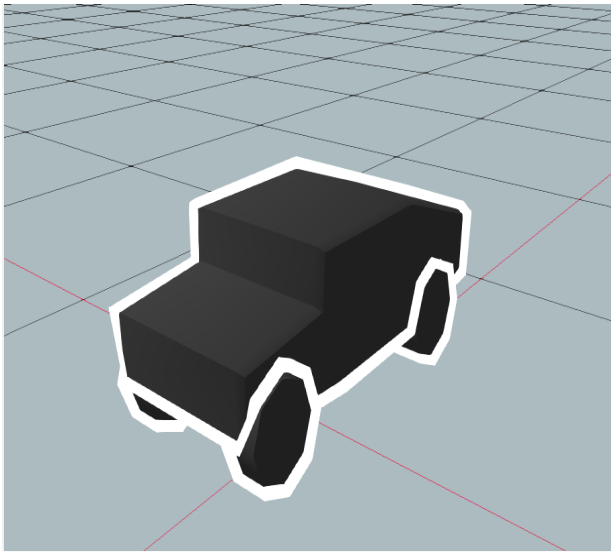
- 1:1:1:78:3:16:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Bison APC (No 3D)



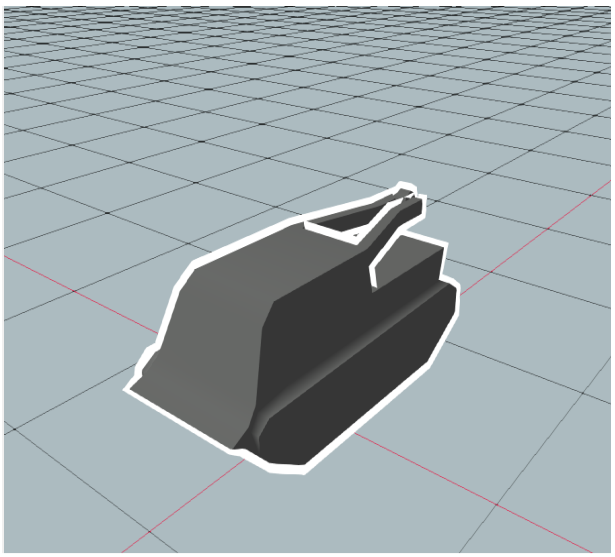
- 1:1:1:39:2:5:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 27.77777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Buffalo MRAP III (No 3D)



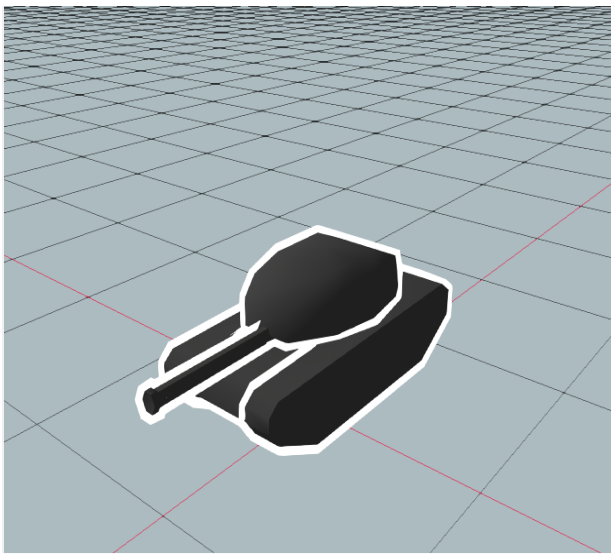
- 1:1:1:225:3:28:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.166667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Buffel ARV (No 3D)



- 1:1:1:78:3:9:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

C1 Ariete MBT (No 3D)

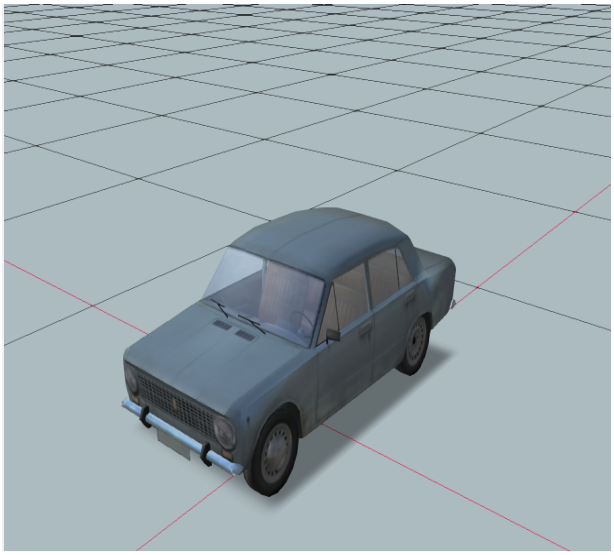


- 1:1:1:106:1:1:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.05555555556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

CAESAR SP Howitzer

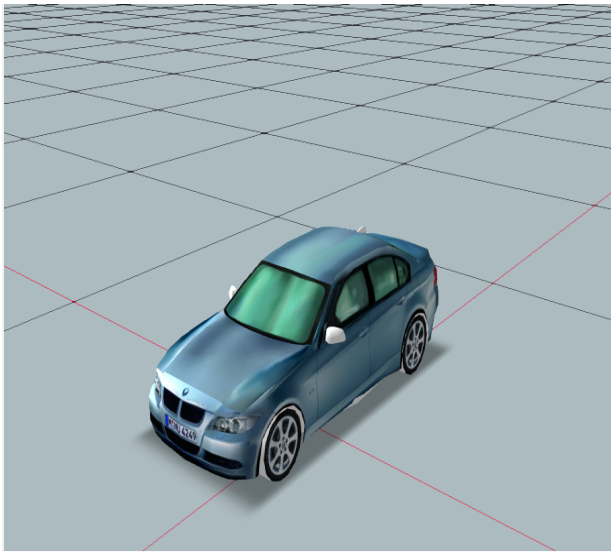
- 1:1:1:71:4:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 27.777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

Car Bomb



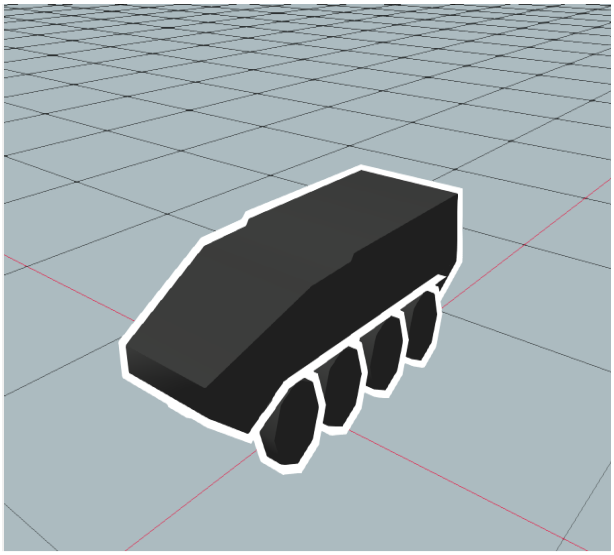
- 1:1:1:225:27:0:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 90.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: explosive-device.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 0.5
  - infrared-signature: 4

Civilian vehicle



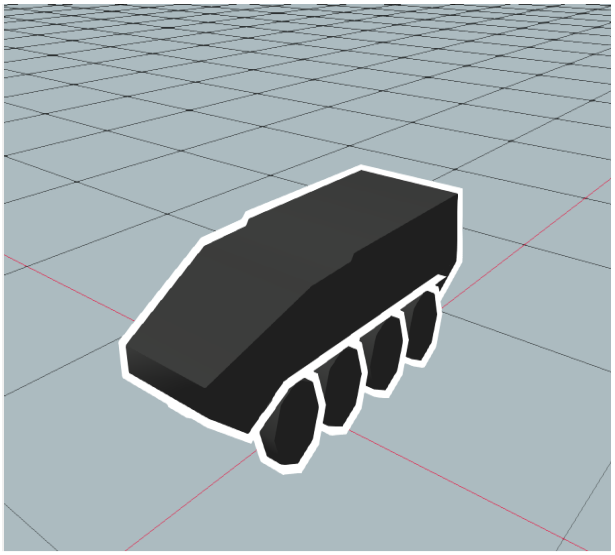
- 1:1:1:225:27:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 90.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 0.5
  - infrared-signature: 4

Cougar FSV (No 3D)



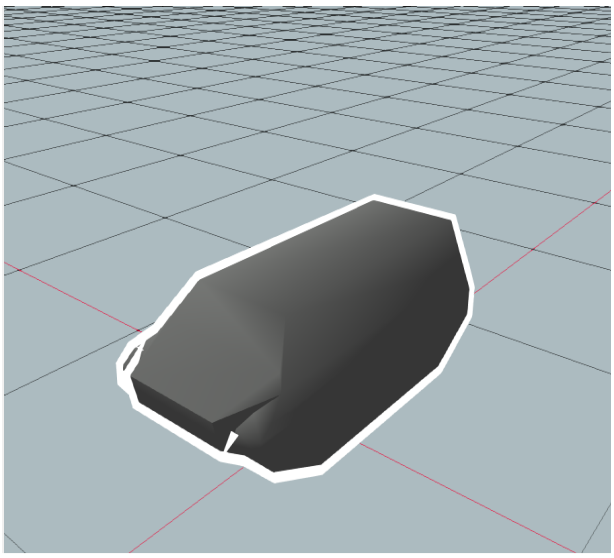
- 1:1:1:39:2:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 27.77777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

Coyote APC (No 3D)



- 1:1:1:39:2:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

FV 510 Warrior (No 3D)



- 1:1:1:224:2:8:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 21.10777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: 30mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

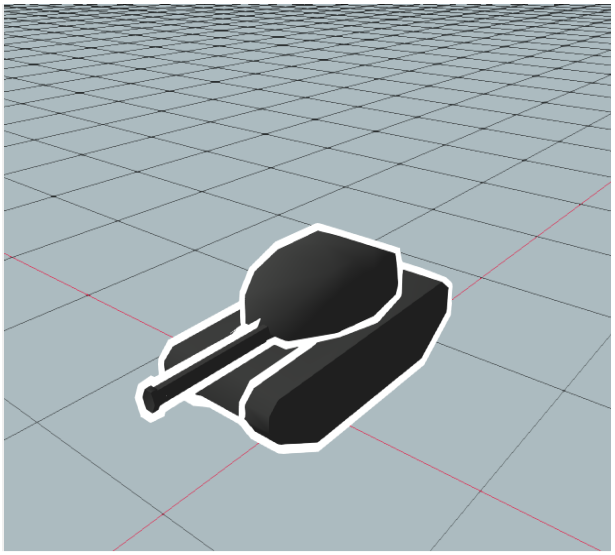
FV101 Scorpion CVR

- 1:1:1:224:2:13:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.33 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 25mm-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

FV107 Scimitar (No 3D)

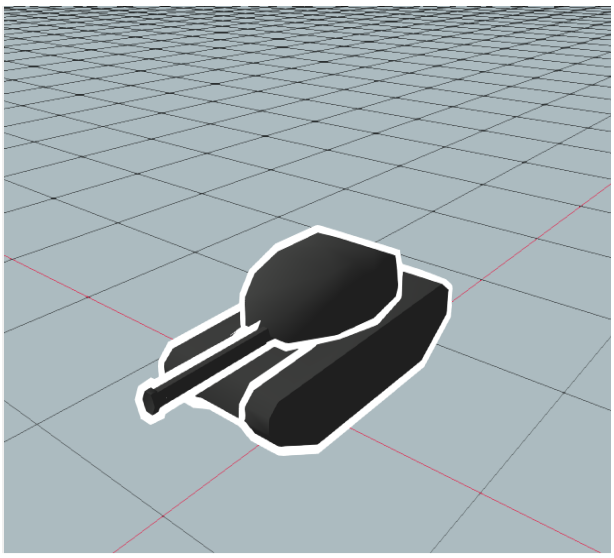
- 1:1:1:224:2:4:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 18.33 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: 30mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

FV4030/4 Challenger MBT (No 3D)



- 1:1:1:224:1:2:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3.00001

FV4034 Challenger 2 MBT (No 3D)



- 1:1:1:224:1:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.55555555556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

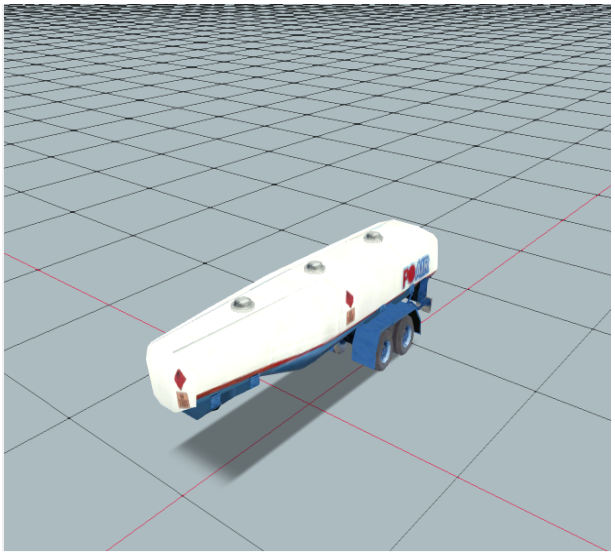
FV432 APC (No 3D)

- 1:1:1:224:2:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 14.71888888889 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Fire Engine

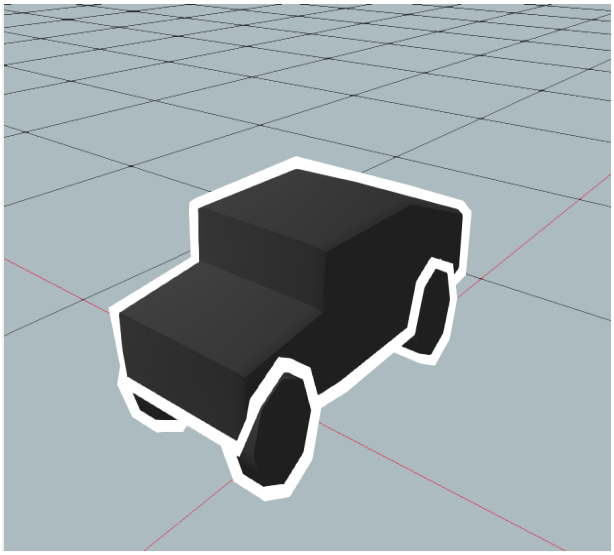
- 1:1:1:225:27:0:0:3
- Can embark: True
- Can be embarked on: True
- Maximum speed: 24.400028 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 6
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 1
  - visual-signature: 6

Fuel Tanker Trailer



- 1:1:1:225:27:0:0:36
- Can embark: True
- Can be embarked on: False
- Maximum speed: 24.400028 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 6
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 1
  - visual-signature: 6

G-Wagen (No 3D)

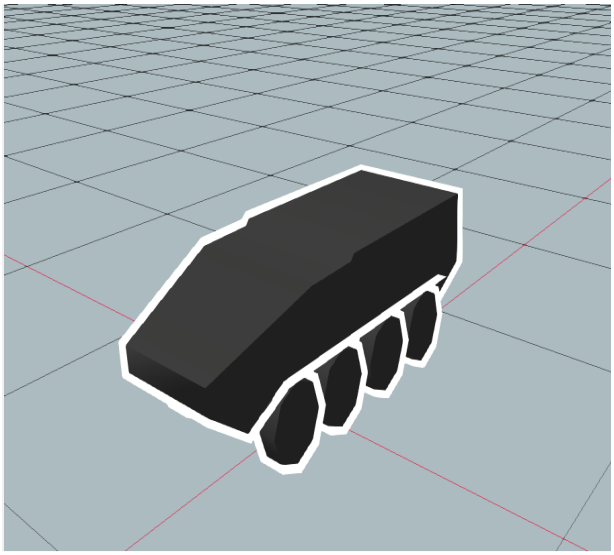


- 1:1:1:78:6:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 55.93333333333 m/s
- Ordered speed: 26.66666666667 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

GAZ-69 Utility Vehicle

- 1:1:1:222:6:1:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 1
  - visual-signature: 5

Grizzly APC (No 3D)

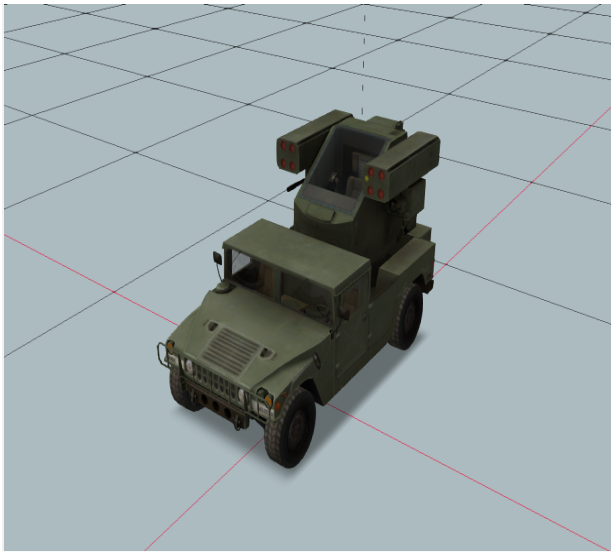


- 1:1:1:39:2:3:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 27.77777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

HMMWV Utility Vehicle

- 1:1:1:225:6:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 1
  - visual-signature: 1

HMMWV with Avenger

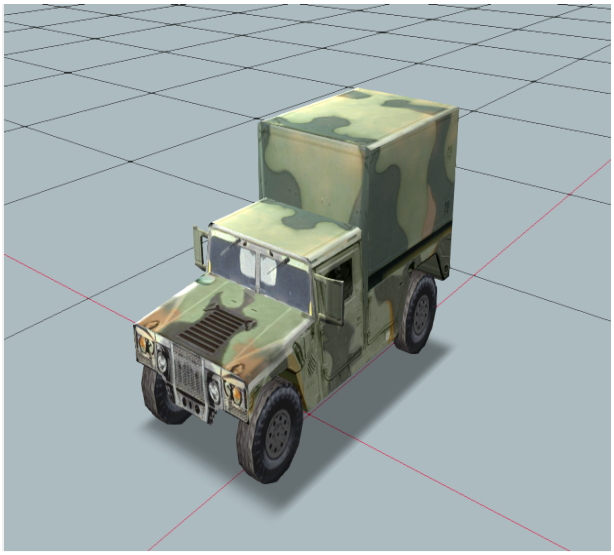


- 1:1:1:225:28:5:4:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: stinger-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

HMMWV with M2

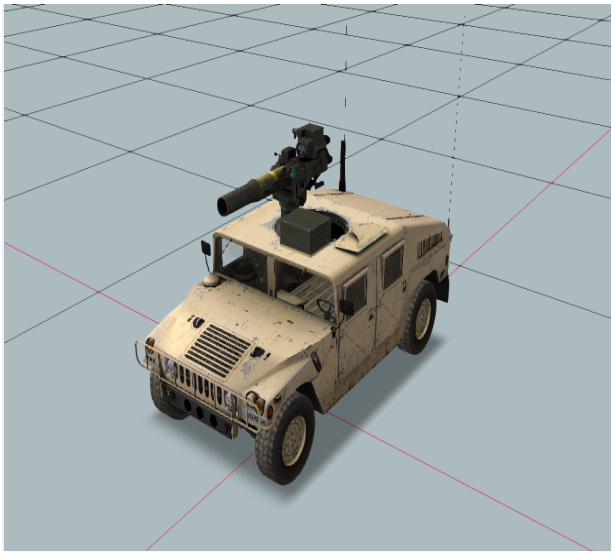
- 1:1:1:225:6:1:18:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

HMMWV with Shelter



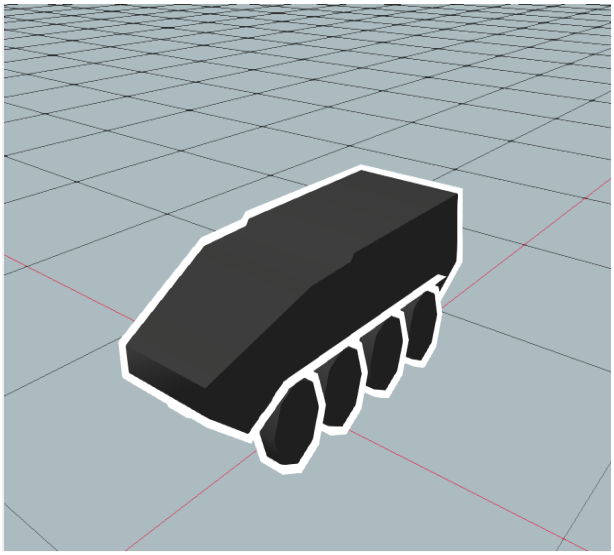
- 1:1:1:225:6:1:14:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

HMMWV with TOW launcher



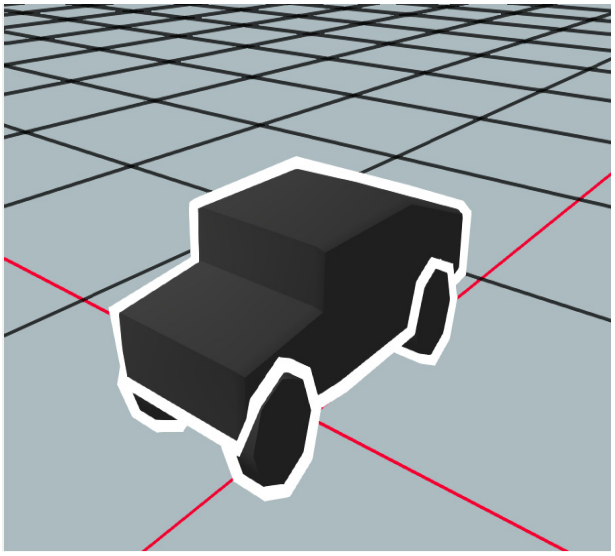
- 1:1:1:225:6:1:5:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: TOW-missile-launcher-with-turret.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

Husky ARV (No 3D)



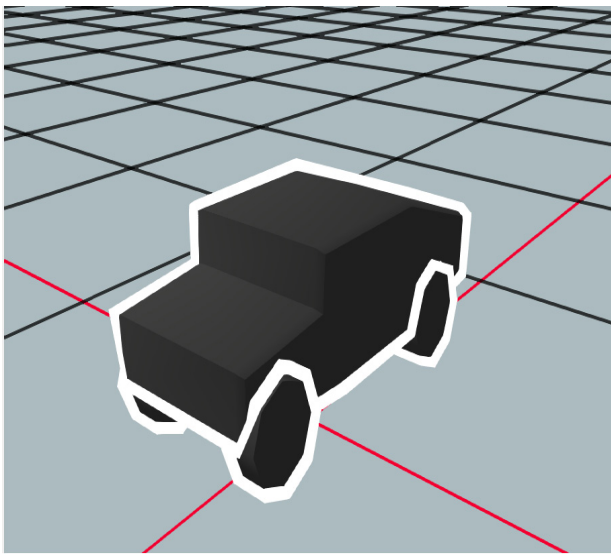
- 1:1:1:39:2:4:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 27.77777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Iveco LMV (No 3D)



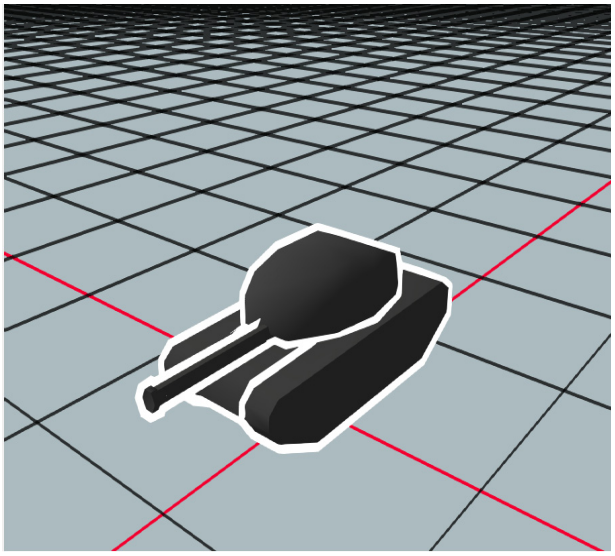
- 1:1:1:106:6:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 36.32222222222 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

Jackal MWMIK (No 3D)



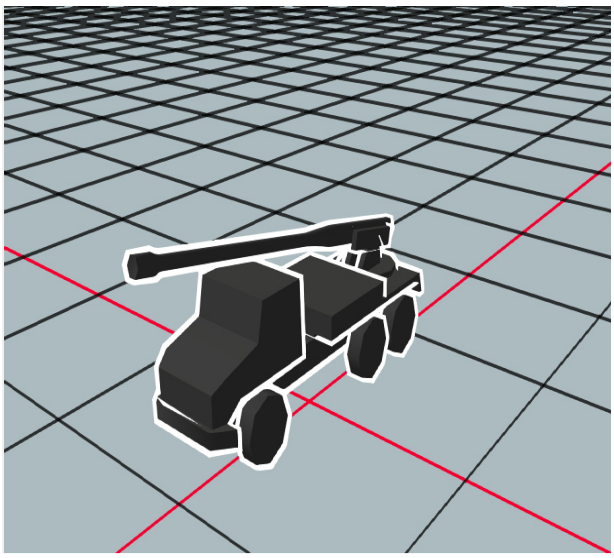
- 1:1:1:224:6:4:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 36.32222222222 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 1
  - visual-signature: 2

K1A1 MBT (No 3D)



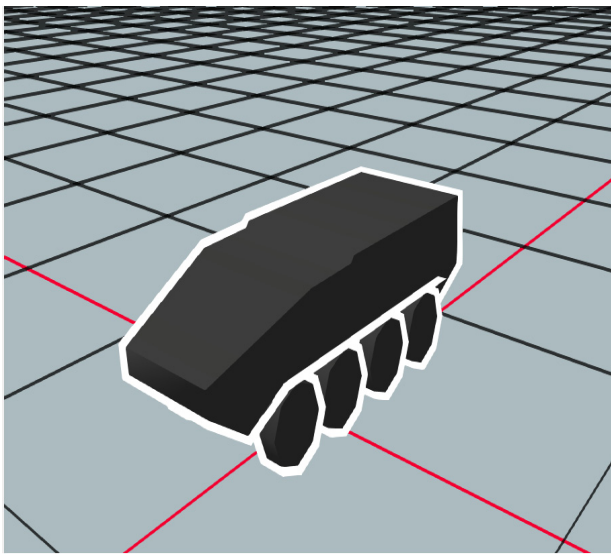
- 1:1:1:1205:1:2:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.05555555556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

L-118 Howitzer (No 3D)



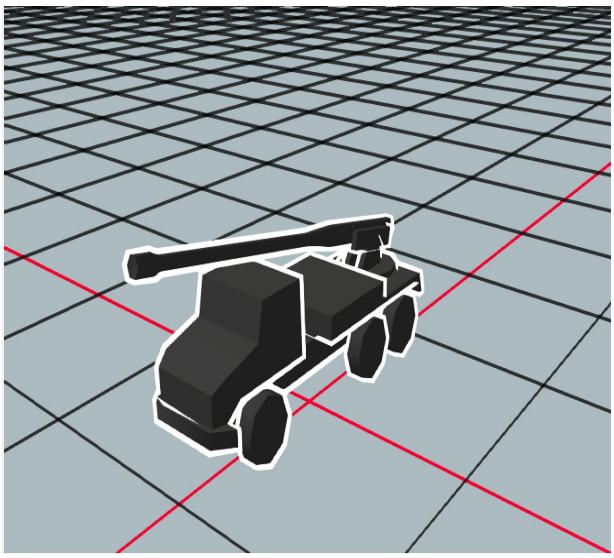
- 1:1:1:224:5:2:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 1.111111124096e-007 m/s
- Ordered speed: 0 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

LAV III APC (No 3D)



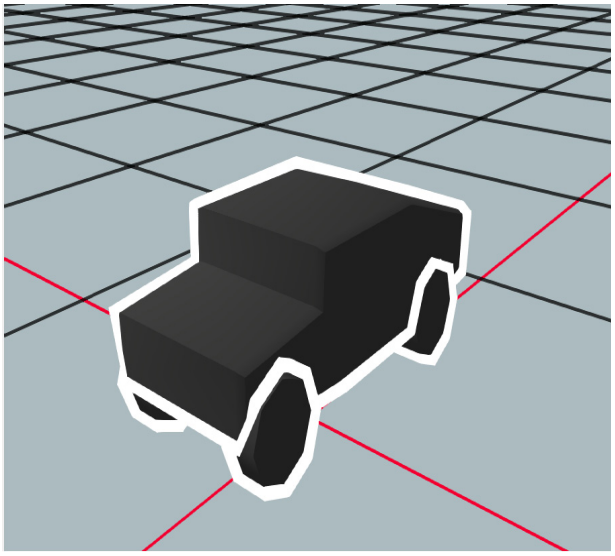
- 1:1:1:39:2:6:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 27.77777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

LG1 Howitzer (No 3D)



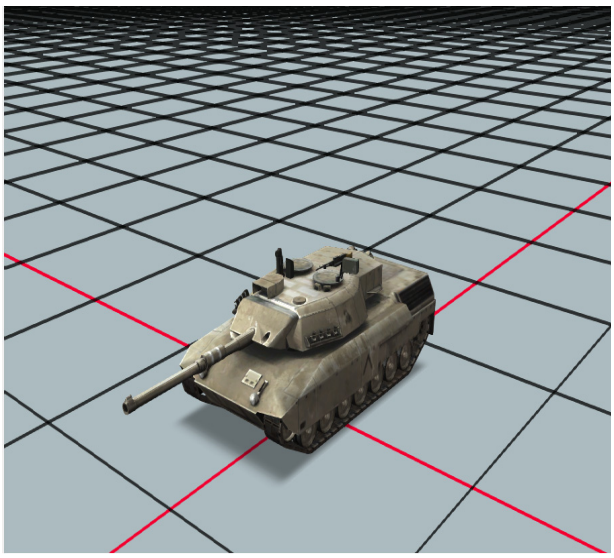
- 1:1:1:71:5:2:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.638889 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

Land Rover Wolf (No 3D)



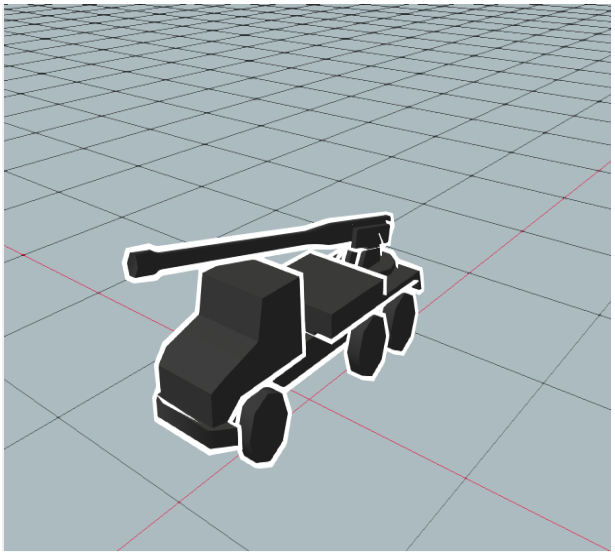
- 1:1:1:224:6:1:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 44.65555555556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

Leopard 2 Tank



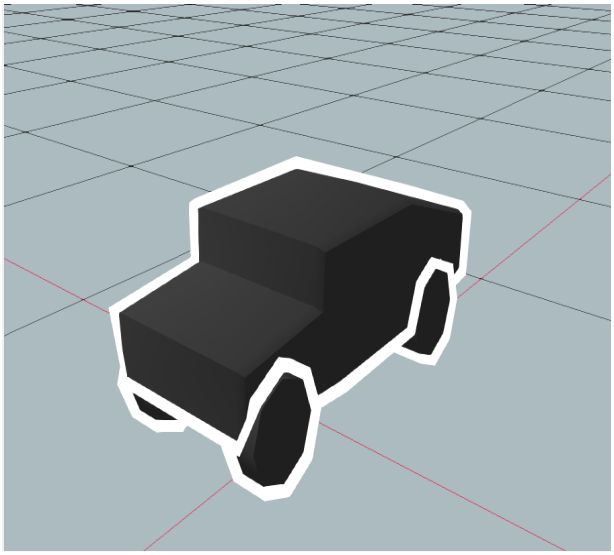
- 1:1:1:78:1:2:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M2-machine-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

M-71 Howitzer (No 3D)



- 1:1:1:105:5:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.638889 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

M-Gator ATV (No 3D)

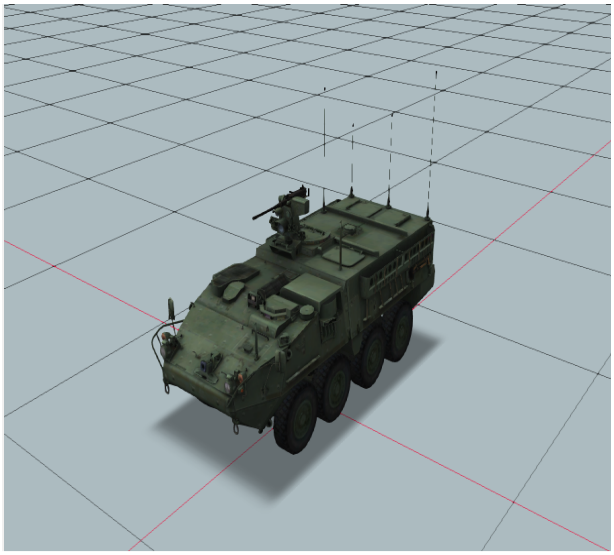


- 1:1:1:225:6:26:2:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 11.21111111111 m/s
- Ordered speed: 2.777777777778 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 2
  - visual-signature: 2

M109 Howitzer

- 1:1:1:225:4:3:6:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.638889 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

M1126 Stryker ICV



- 1:1:1:225:2:5:19:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 27.777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

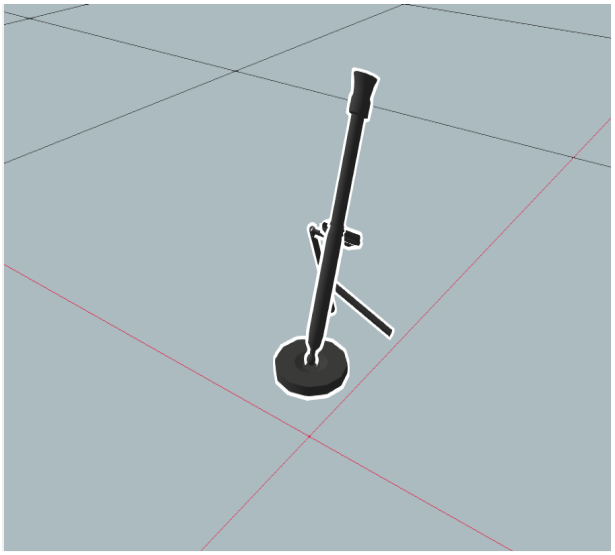
M113 APC

- 1:1:1:225:2:3:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 27.777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

M1A2 Abrams MBT

- 1:1:1:225:1:1:3:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.5 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

M252 Mortar (No 3D)



- 1:1:1:225:10:8:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 1 m/s
- Ordered speed: 1 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - weapon: M252-81mm-mortar.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 0.5
  - visual-signature: 1

M2A2 Bradley IFV

- 1:1:1:225:2:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 18.33 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 25mm-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

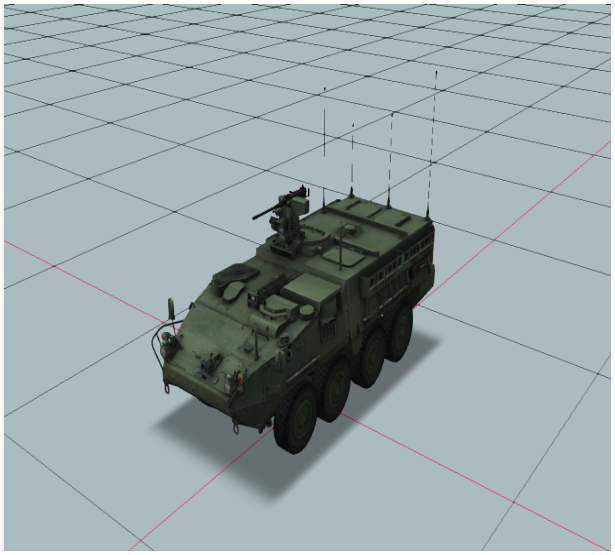
M35 Truck

- 1:1:1:225:7:1:6:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 24.400028 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

M3A2 Bradley CFV

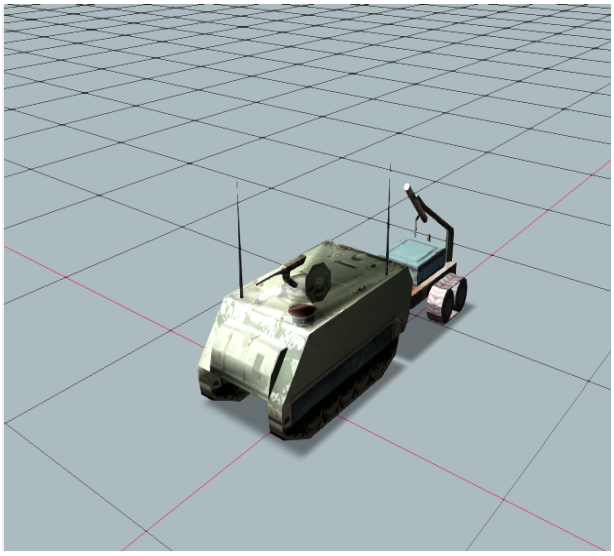
- 1:1:1:225:2:1:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.33 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 25mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

M577A2 Command Post



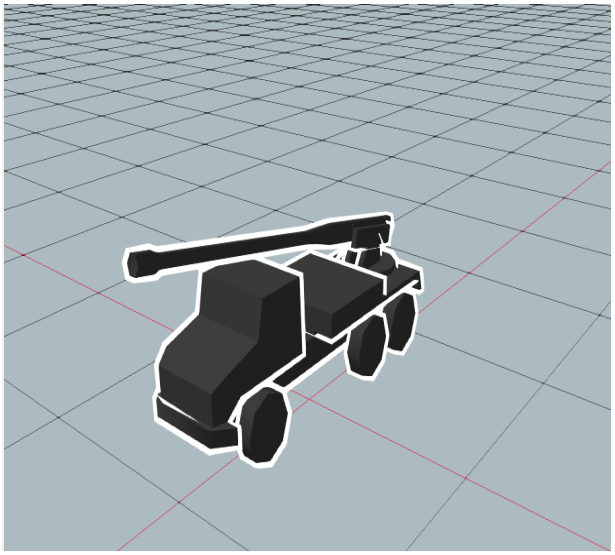
- 1:1:1:225:3:11:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

M58 MICLIC



- 1:1:1:225:6:4:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 29.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

M777 Howitzer (No 3D)

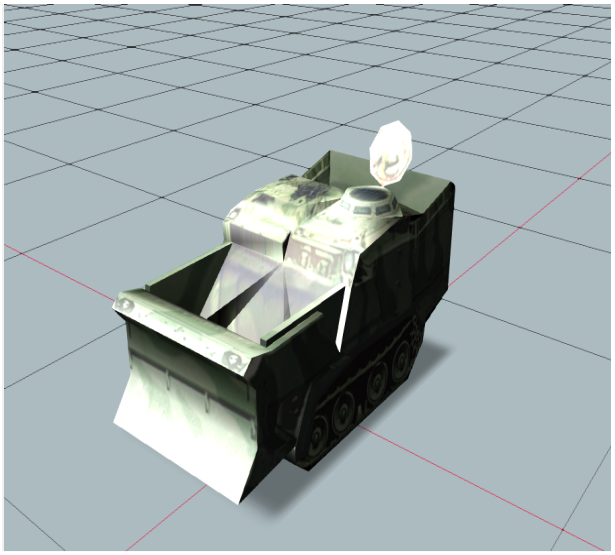


- 1:1:1:225:5:6:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.638889 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - weapon: M284-155mm-cannon.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

M88 Medium Recovery Vehicle

- 1:1:1:225:3:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

M9 ACE



- 1:1:1:225:3:6:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 30 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

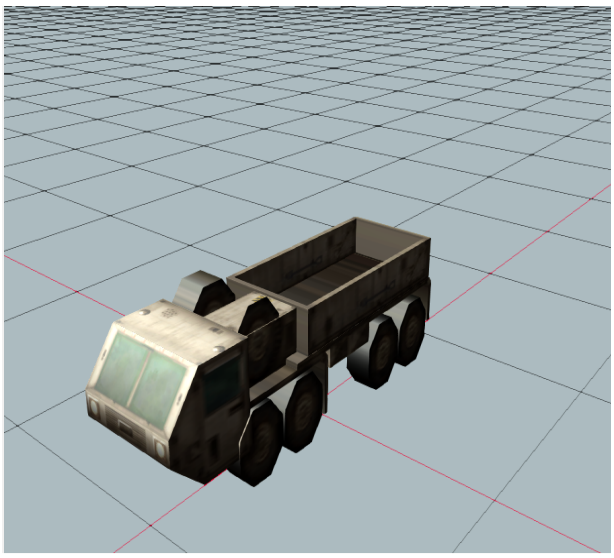
M939A2 5-Ton Truck

- 1:1:1:225:7:5:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 24.400028 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 1
  - visual-signature: 5

M977 HEMTT Cargo Truck

- 1:1:1:225:7:19:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 24.4 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

M978 HEMTT Fuel Truck

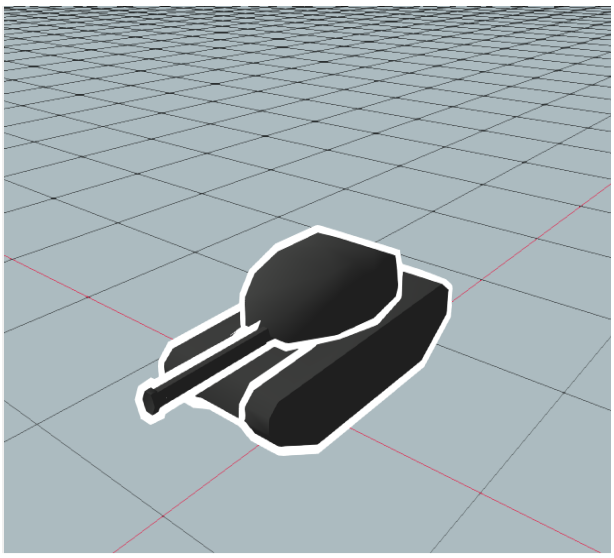


- 1:1:1:225:7:19:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 24.4 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

M993 MLRS

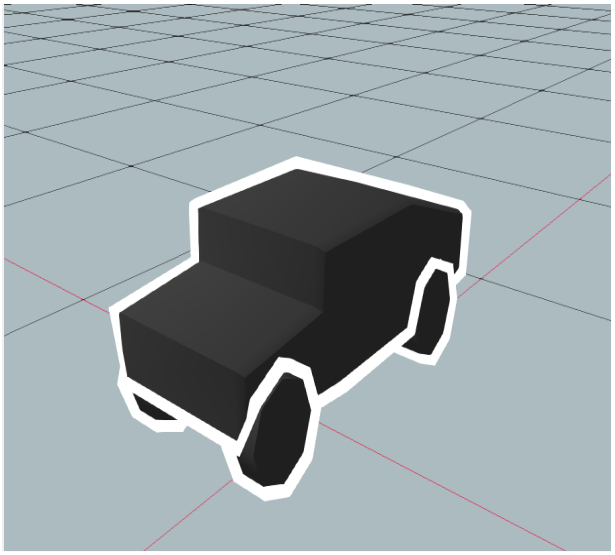
- 1:1:1:225:4:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.33 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M270-MLRS.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

MBT 2000 (No 3D)



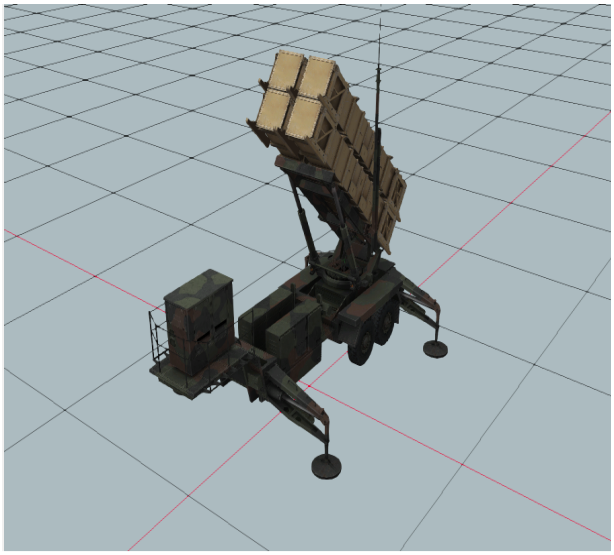
- 1:1:1:165:1:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 125mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

MILCOTTS Silverado (No 3D)



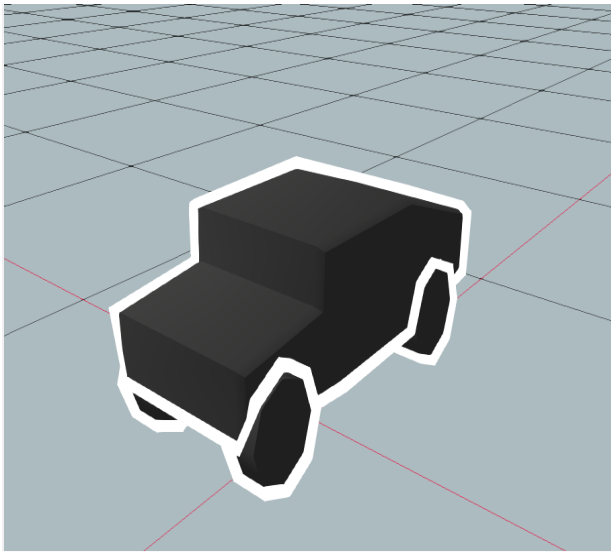
- 1:1:1:225:27:2:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 55.93333333333 m/s
- Ordered speed: 26.66666666667 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 4

MIM-104 Patriot Launcher



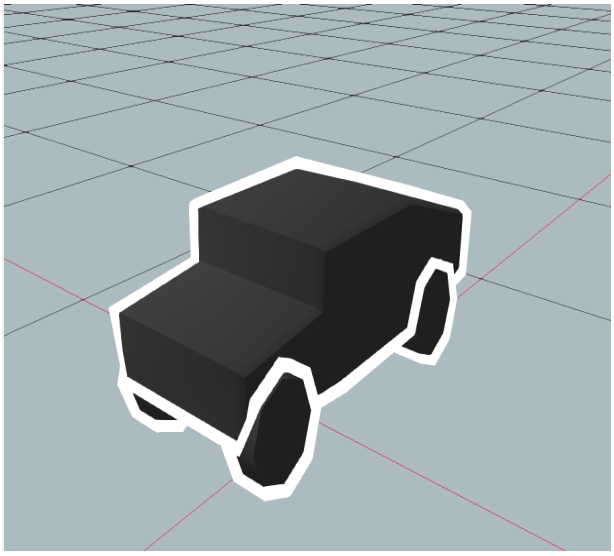
- 1:1:1:225:28:2:2:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 26.4 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: patriot-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

MRAP-ATV (No 3D)



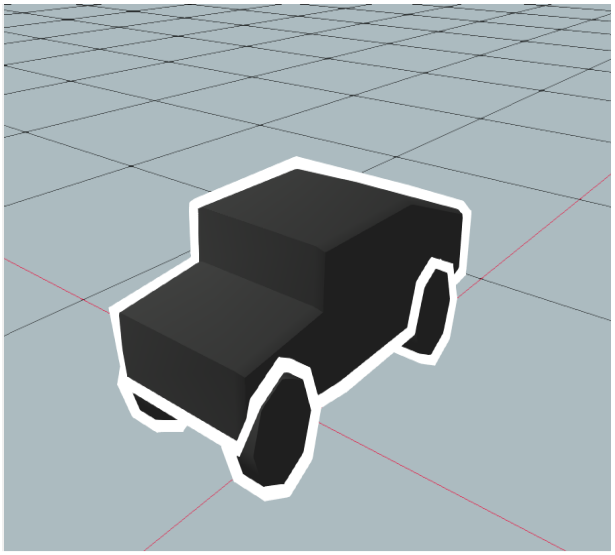
- 1:1:1:225:3:29:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.166667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: TOW-missile-launcher-with-turret.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

MRAP-CAT I MaxxPro (No 3D)



- 1:1:1:225:3:26:2:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.166667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: TOW-missile-launcher-with-turret.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

MRAP-CAT II Cougar (No 3D)

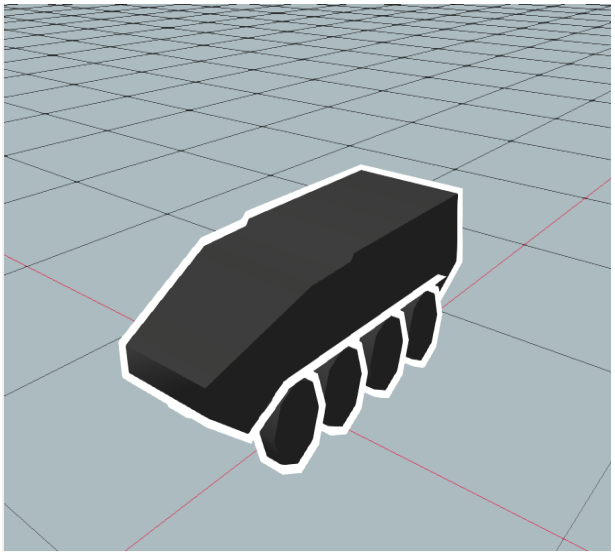


- 1:1:1:225:3:27:1:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 29.166667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: TOW-missile-launcher-with-turret.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

MT-LB APC

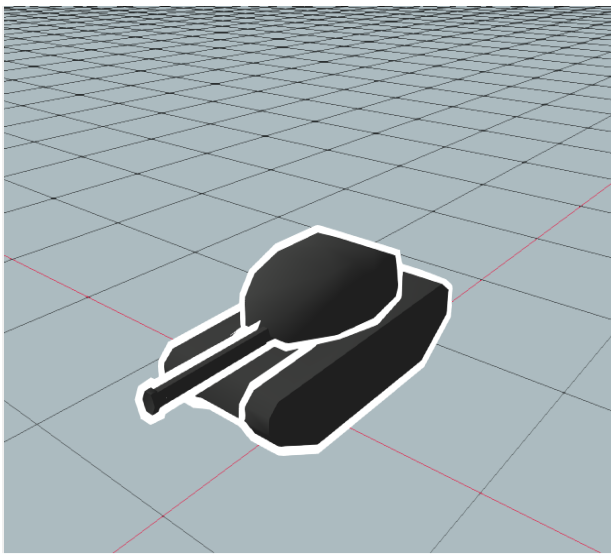
- 1:1:1:222:3:6:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.222222 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Mamba APC (No 3D)



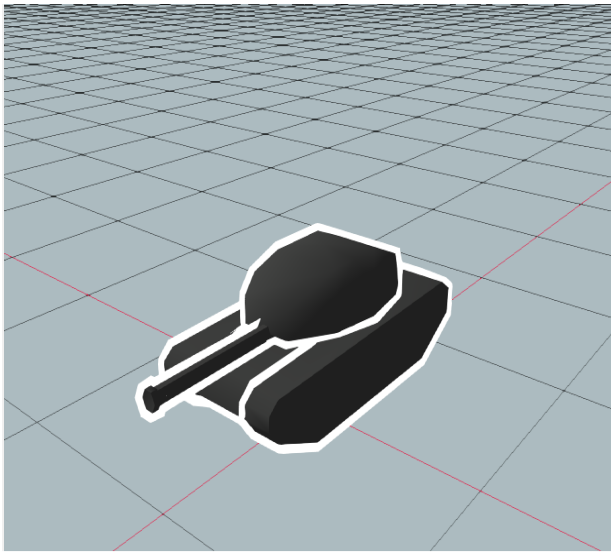
- 1:1:1:197:2:3:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 28.33333333333 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Merkava III MBT (No 3D)



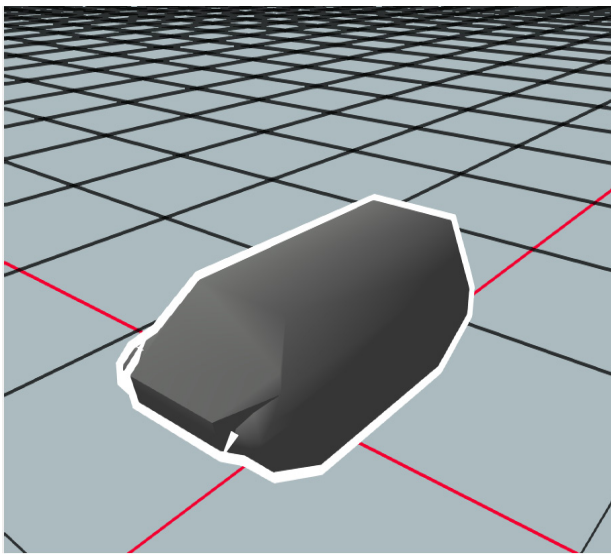
- 1:1:1:105:1:1:3:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 16.66666666667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Merkava IV MBT (No 3D)



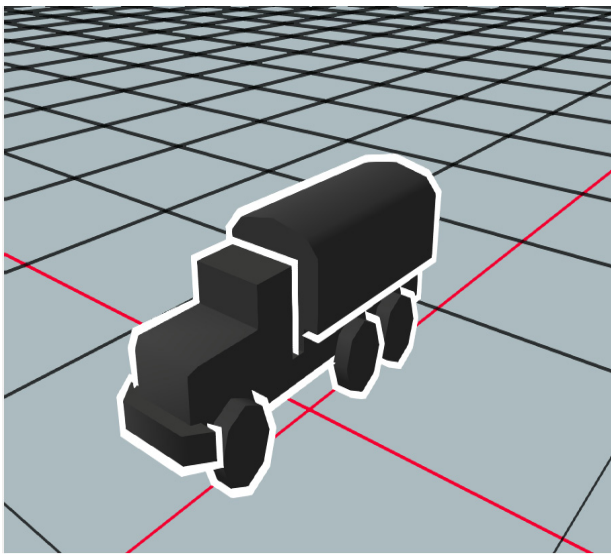
- 1:1:1:105:1:1:4:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 17.77777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Namer APC (No 3D)



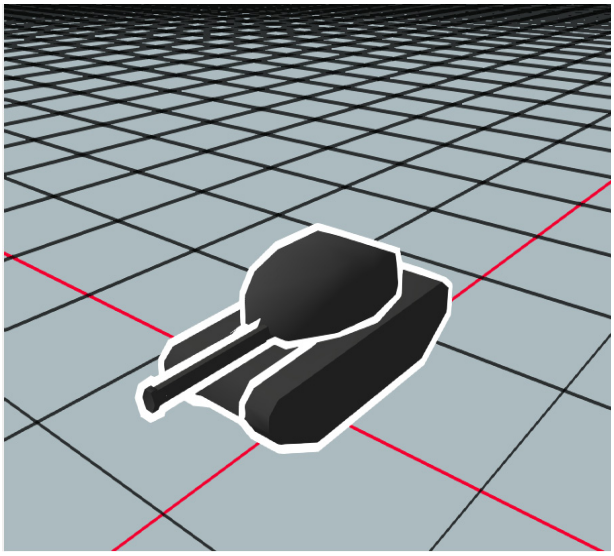
- 1:1:1:105:7:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 17.77777777778 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Navistar 7000 (No 3D)



- 1:1:1:225:7:43:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 40.23336133333 m/s
- Ordered speed: 15.55555555556 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

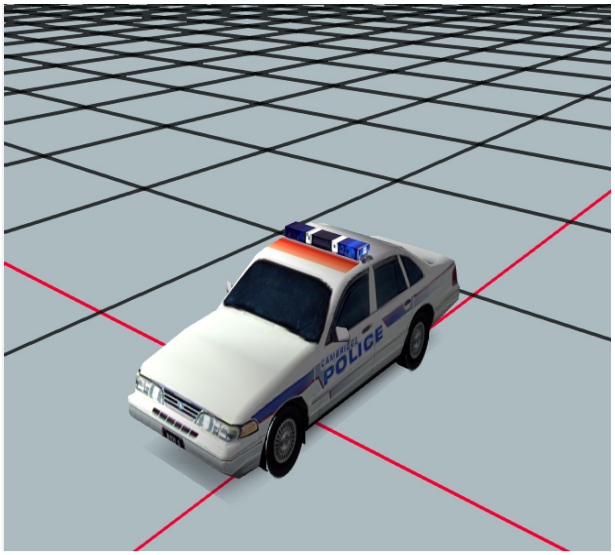
PT-91 Twardy MBT (No 3D)



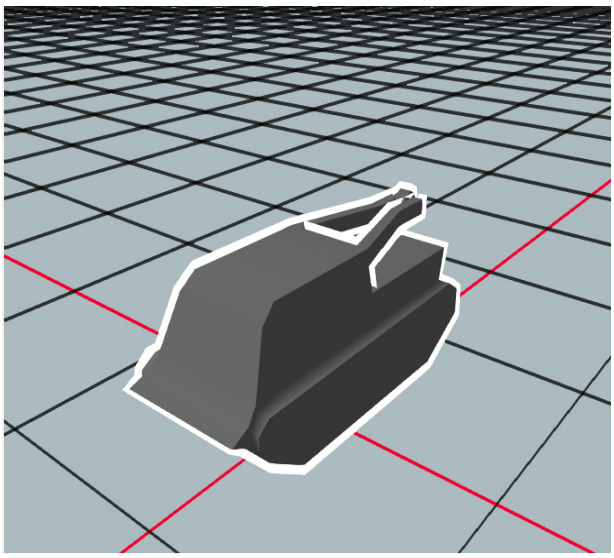
- 1:1:1:175:1:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 16.66666666667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Police Car

- 1:1:1:225:27:0:0:2
- Can embark: True
- Can be embarked on: True
- Maximum speed: 90.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 0.5
  - infrared-signature: 4

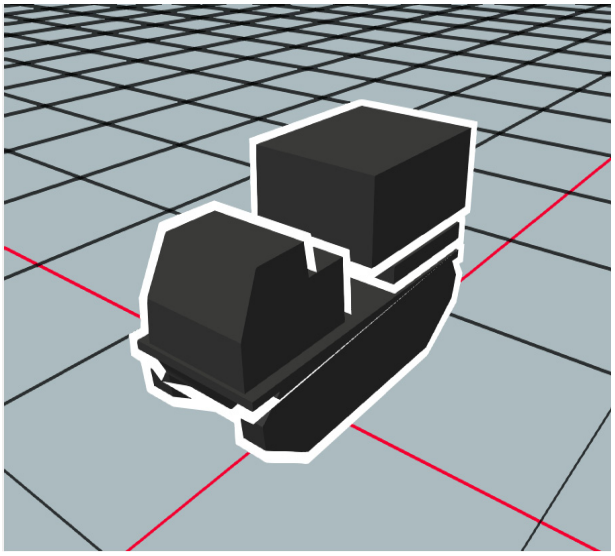


Puma CEV (No 3D)



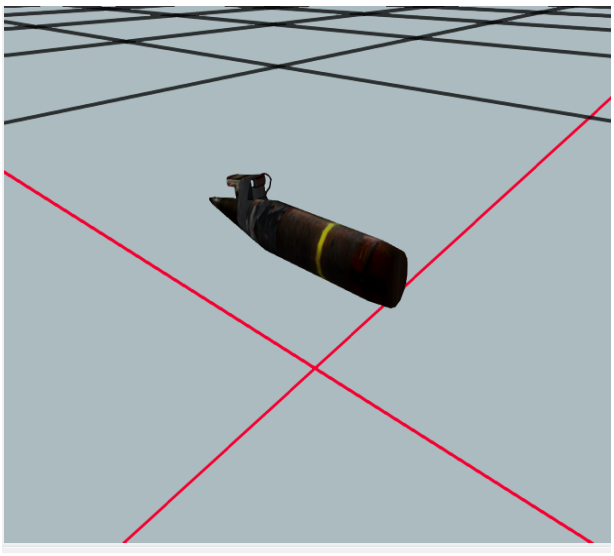
- 1:1:1:105:6:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Rapier SAM (No 3D)



- 1:1:1:224:28:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 0 m/s
- Ordered speed: 0 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: passive-radar-sensor.sysdef
  - weapon: sa-9-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

Roadside IED



- 1:2:2:0:3:1:1:0
- Can embark: True
- Systems:
  - damage: ground-unarmored.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: explosive-device.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0
  - visual-signature: 0.01

SA-15 Gauntlet SAM

- 1:1:1:222:28:10:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.055556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: passive-radar-sensor.sysdef
  - weapon: sa-9-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 4

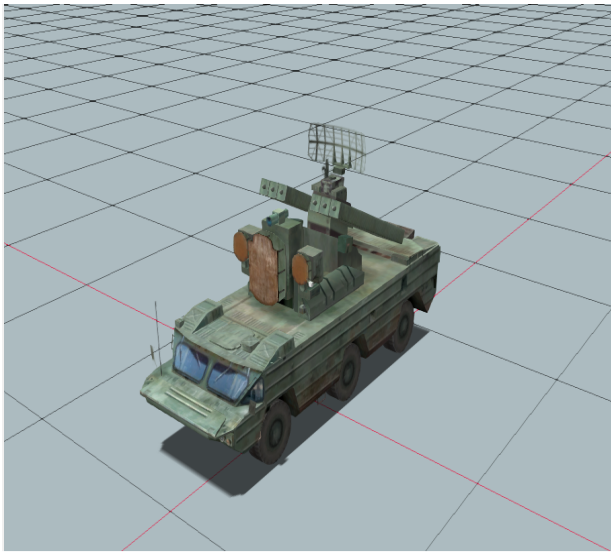
SA-19 Grison

- 1:1:1:222:28:12:4:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.055556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: passive-radar-sensor.sysdef
  - weapon: sa-9-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

SA-6 Gainful SAM

- 1:1:1:222:28:6:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: passive-radar-sensor.sysdef
  - weapon: sa-9-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

SA-9 Gaskin SAM System



- 1:1:1:222:28:12:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 26.4 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: passive-radar-sensor.sysdef
  - weapon: sa-9-missile-launcher.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.75
  - visual-signature: 3

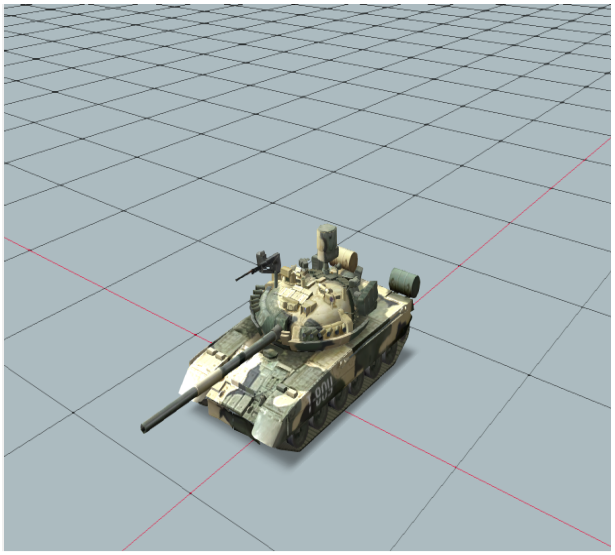
T-69 MBT

- 1:1:1:45:1:2:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 16.66 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 125mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

T-72 MBT

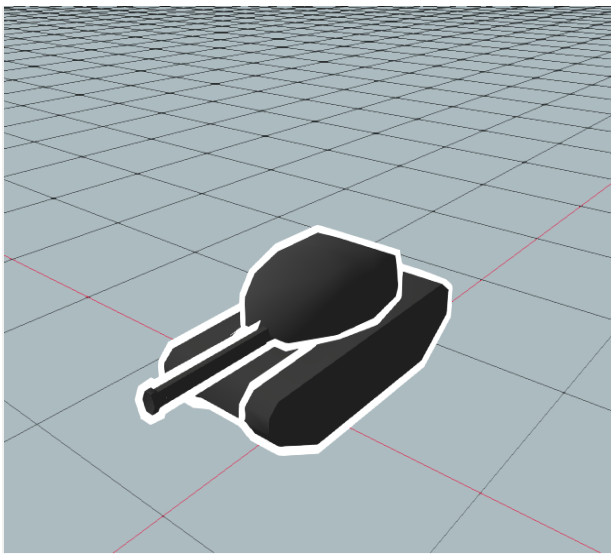
- 1:1:1:222:1:2:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 16.66 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 125mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

T-80 MBT



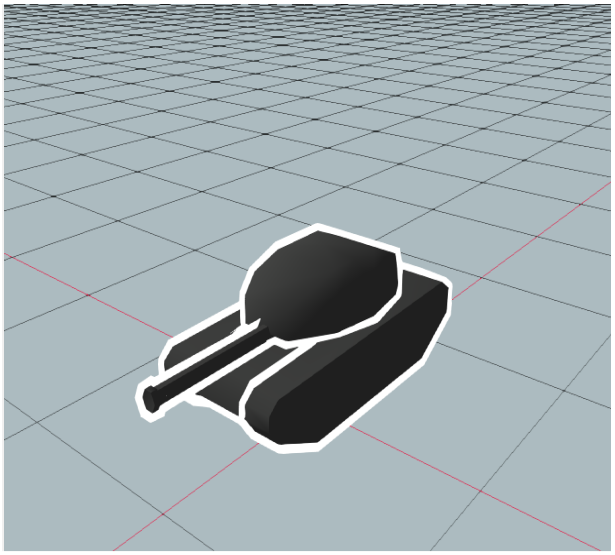
- 1:1:1:222:1:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 19.44 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 125mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

T-84 MBT (No 3D)



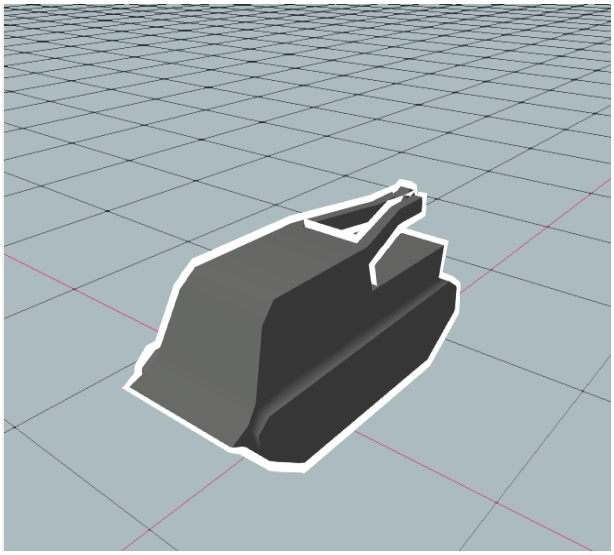
- 1:1:1:265:1:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.05555555556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 125mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

T90A MBT (No 3D)



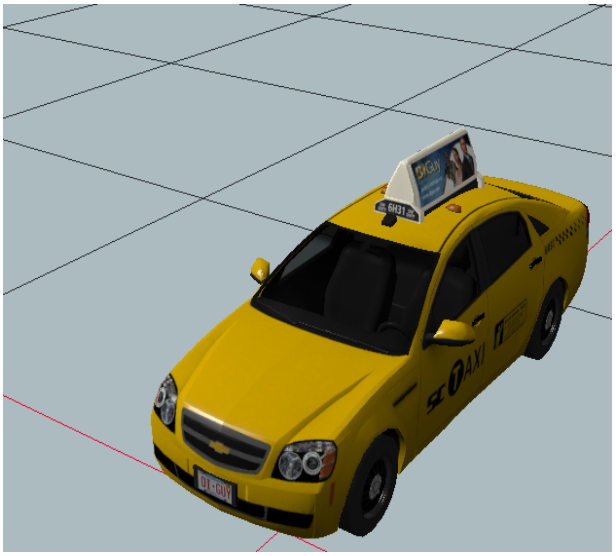
- 1:1:1:222:1:9:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.05555555556 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 125mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Taurus ARV (No 3D)



- 1:1:1:78:3:17:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 20 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Taxicab

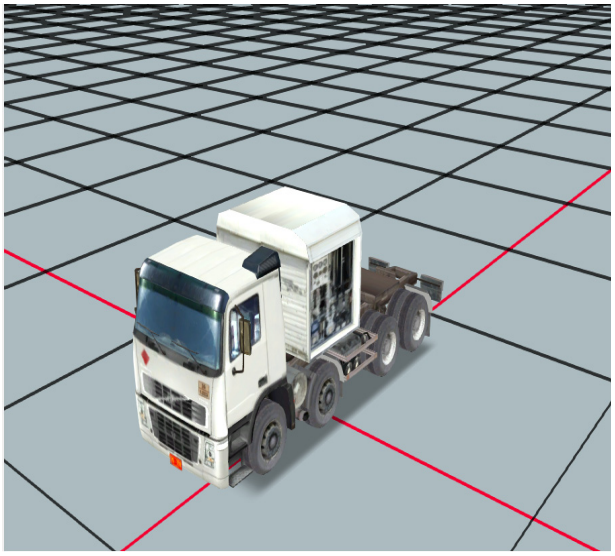


- 1:1:1:225:27:0:0:40
- Can embark: True
- Can be embarked on: False
- Maximum speed: 90.1 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 4

Technical Truck

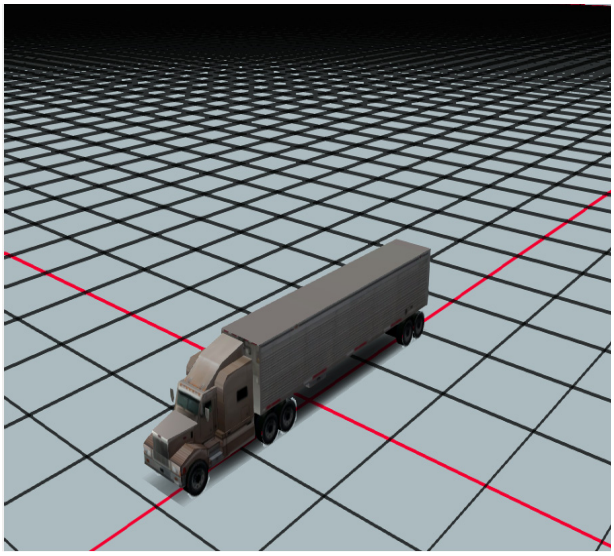
- 1:1:1:222:27:1:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 33.333333 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 1
  - visual-signature: 1

Tractor Trailer Cab



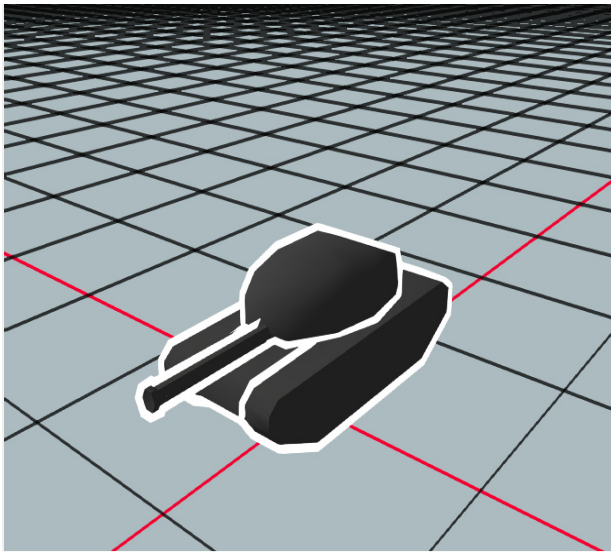
- 1:1:1:225:27:0:0:37
- Can embark: True
- Can be embarked on: True
- Maximum speed: 24.400028 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 6
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 1
  - visual-signature: 6

Tractor Trailer with Cab



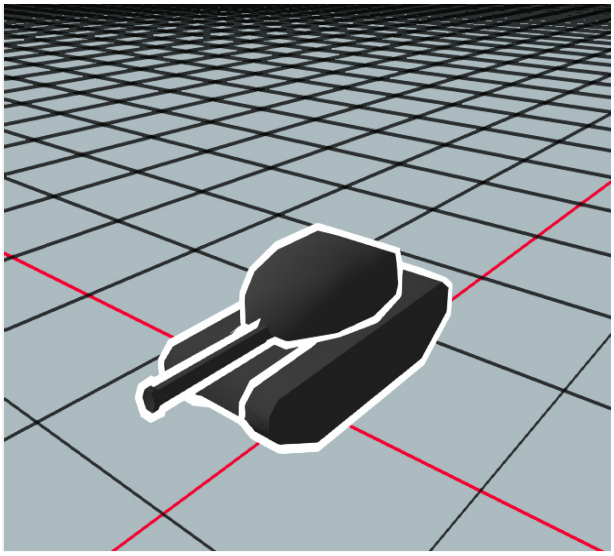
- 1:1:1:225:27:0:0:15
- Can embark: True
- Can be embarked on: True
- Maximum speed: 40.233361 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-road.sysdef
- Sensor signatures:
  - infrared-signature: 6
  - radar-signature: 1
  - visual-signature: 6

Type 10 MBT (No 3D)



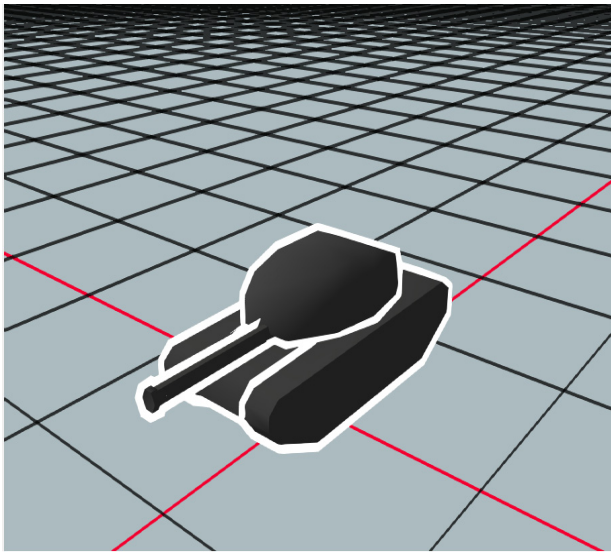
- 1:1:1:110:1:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 19.44444444444 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: m250-smoke-grenade.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-3: M2-machine-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Type 90 Kyu-maru MBT (No 3D)



- 1:1:1:110:1:1:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 19.44444444444 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M2-machine-gun.sysdef
  - weapon: 120mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

Type 99 MBT (No 3D)

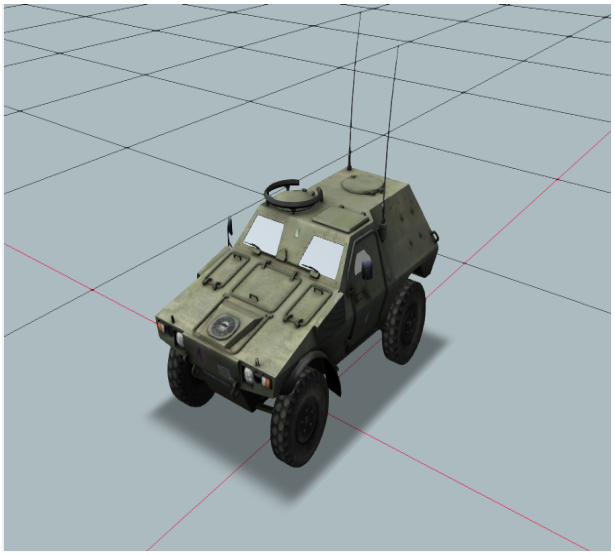


- 1:1:1:45:1:9:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 22.22222222222 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: M240-7_62mm-mach-gun.sysdef
  - weapon: 125mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

VAB APC

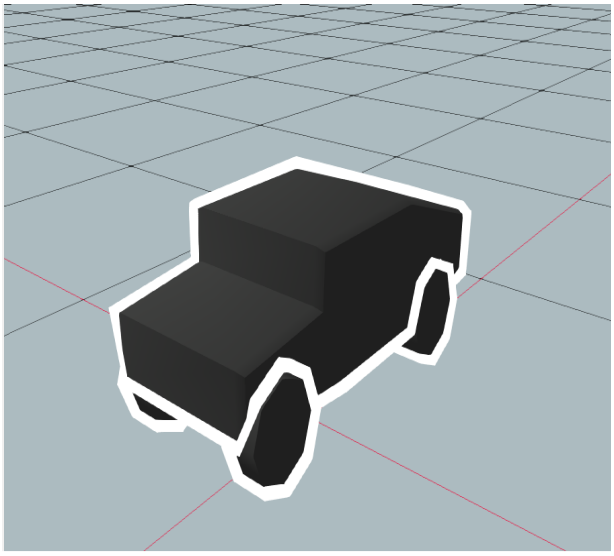
- 1:1:1:71:2:5:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 4
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.5
  - visual-signature: 3

VBL ATV



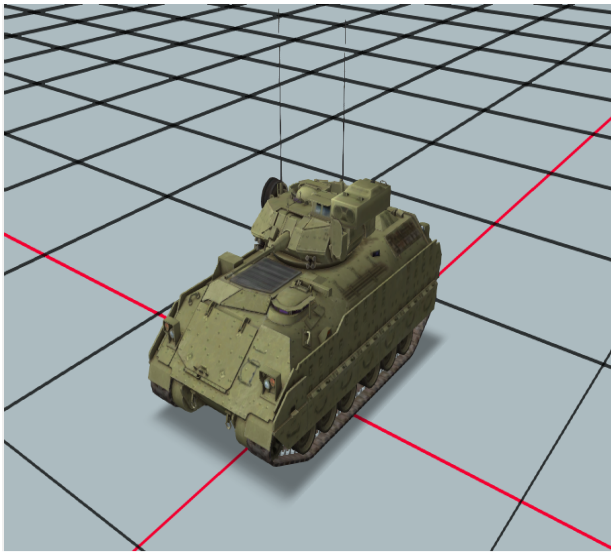
- 1:1:1:71:3:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

VM 90 LSVW (No 3D)



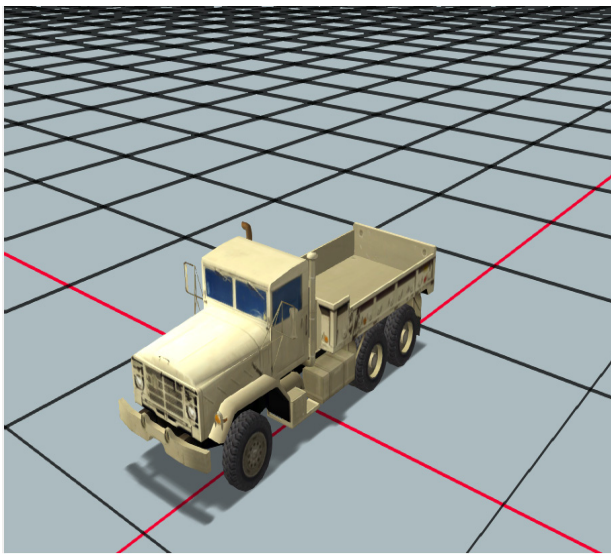
- 1:1:1:106:3:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 28.33333366667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-heavy-armor.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: TOW-missile-launcher-with-turret.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

XM7 FIST-Bradley



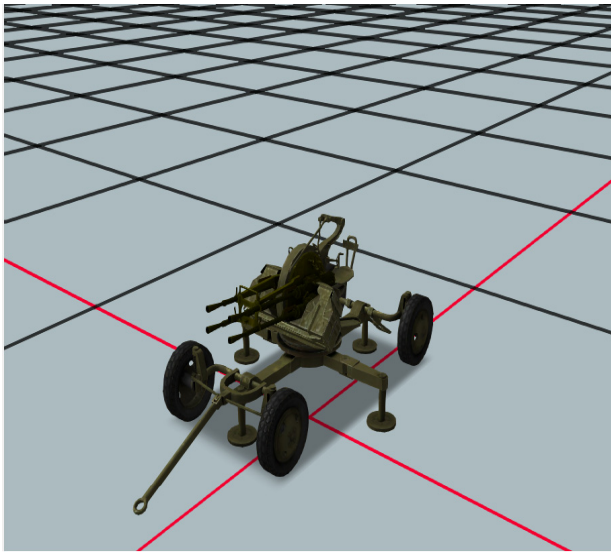
- 1:1:1:225:2:1:8:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.330028 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 25mm-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

ZIL-135 8x8 Truck



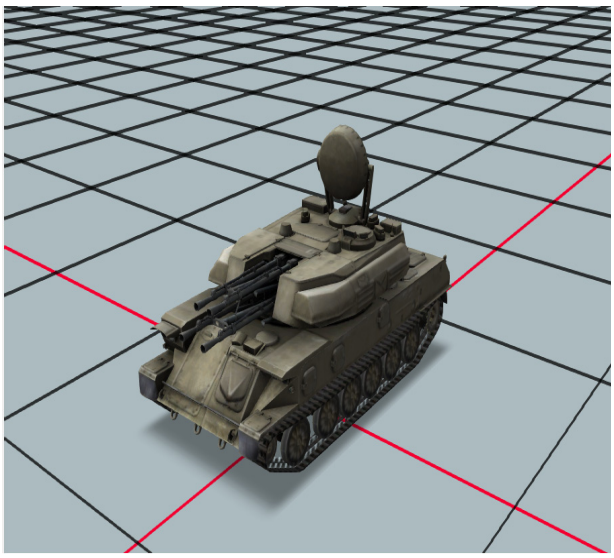
- 1:1:1:222:7:28:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 24.4 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 5
  - radar-signature: 1
  - visual-signature: 5

ZPU-4 AA Gun



- 1:1:1:222:28:13:7:3
- Can embark: True
- Can be embarked on: False
- Maximum speed: 0 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 14_5mm-quad-gun.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 0.5
  - visual-signature: 1

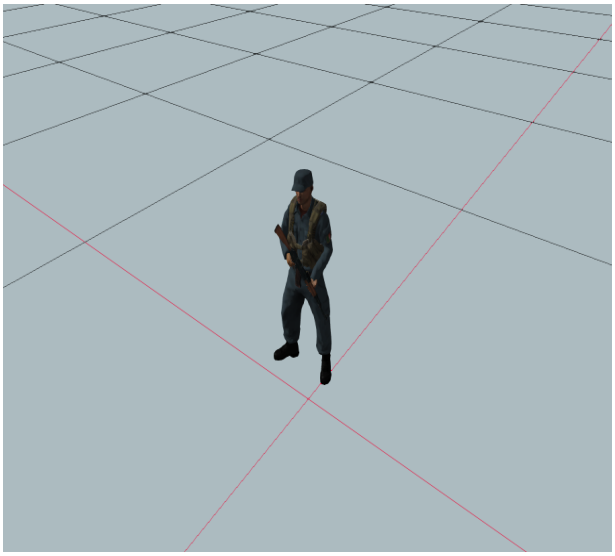
ZSU-23-4 Shilka



- 1:1:1:222:28:12:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.638889 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-light-armor.sysdef
  - movement: ground-tracked.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 14_5mm-quad-gun.sysdef
- Sensor signatures:
  - infrared-signature: 4
  - radar-signature: 0.5
  - visual-signature: 3

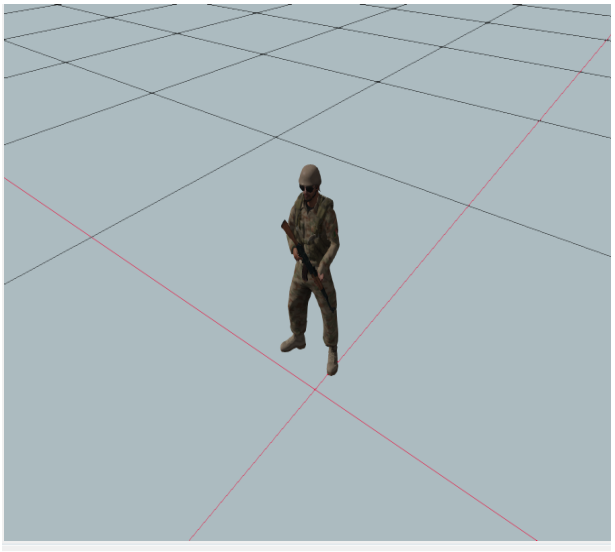
1.8. Human

Afghan Police Officer



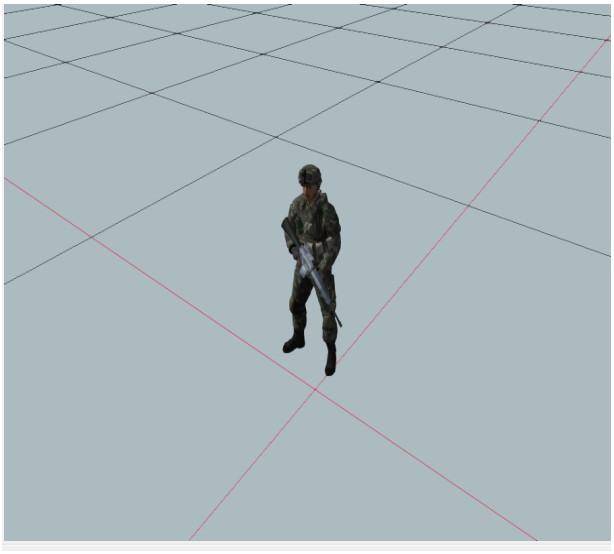
- 1:3:1:1:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Afghan Soldier



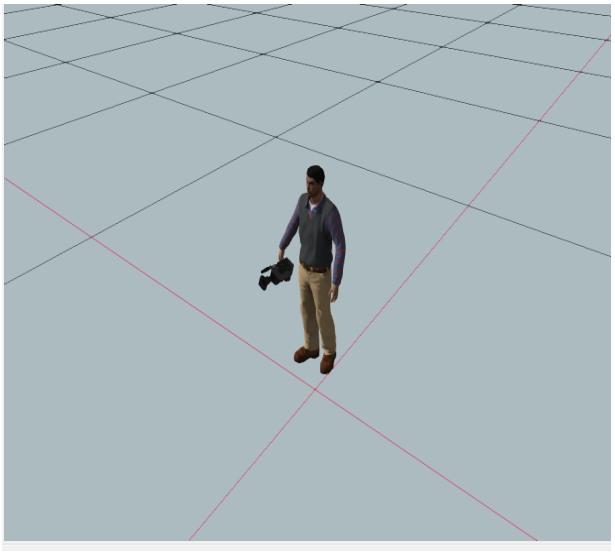
- 1:3:1:1:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Brazilian Soldier



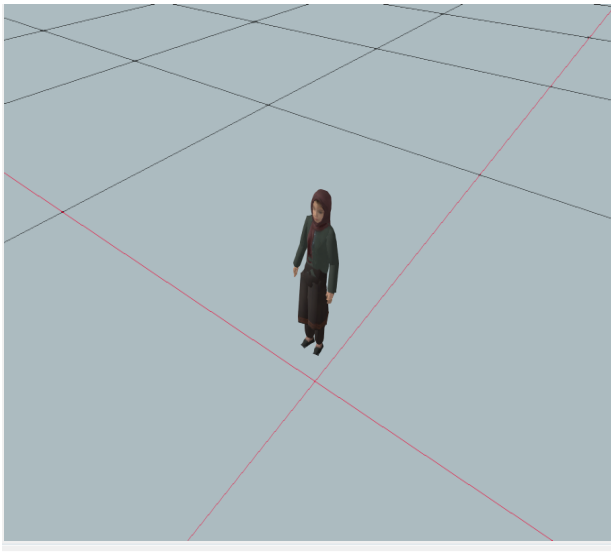
- 1:3:1:29:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Cameraman



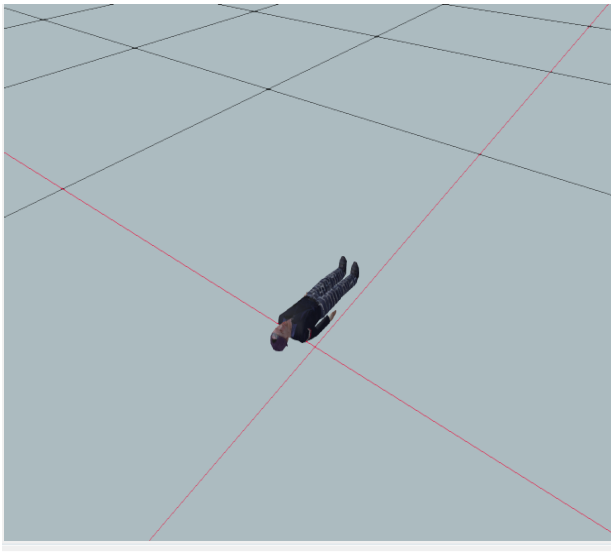
- 1:3:1:0:3:1:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 1.5 m/s
- Ordered speed: 1 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Child (Crowd Behavior)



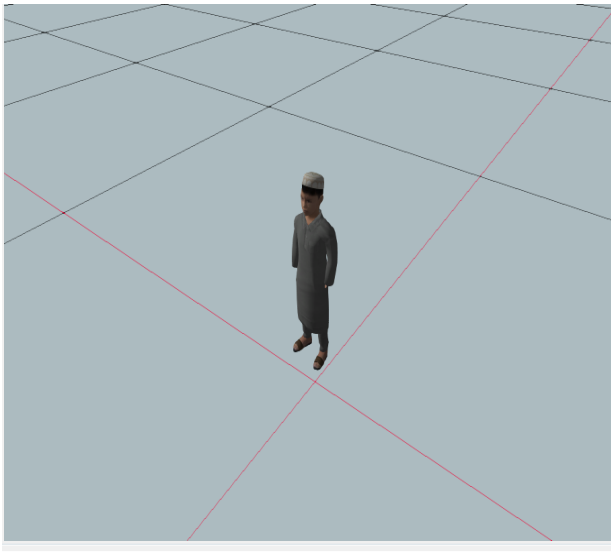
- 1:3:1:0:3:1:3:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 2 m/s
- Ordered speed: 1.2 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Child (Injured)



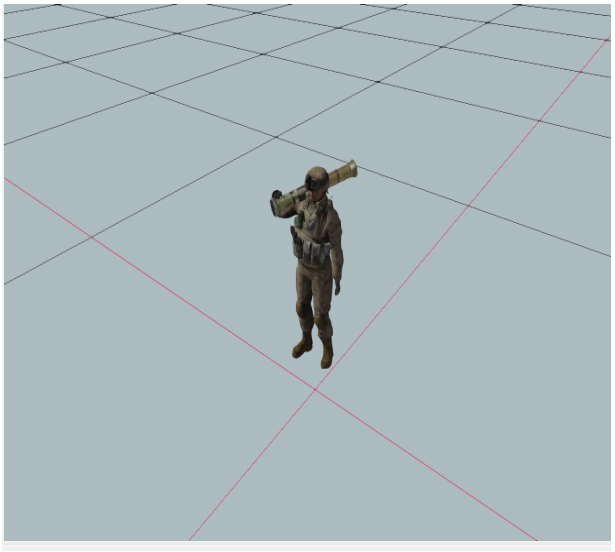
- 1:3:1:0:3:1:3:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Child



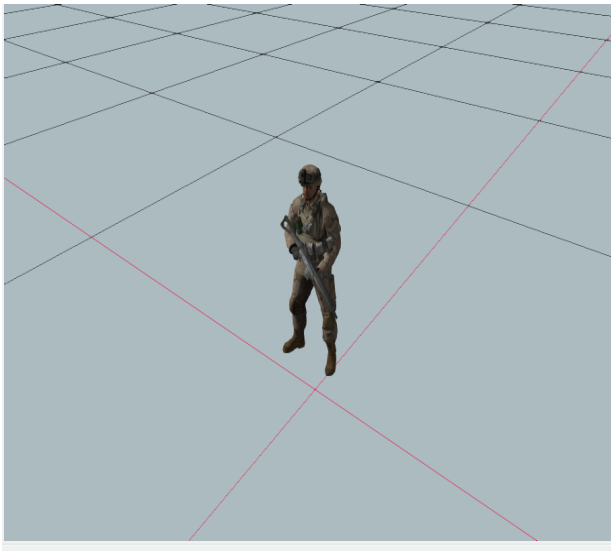
- 1:3:1:0:3:1:3:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Chilean AT4



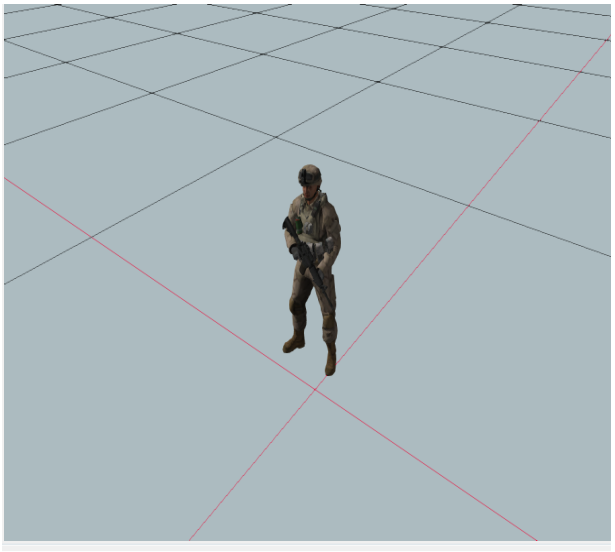
- 1:3:1:44:1:97:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.2 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AT4.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Chilean IMI Galil



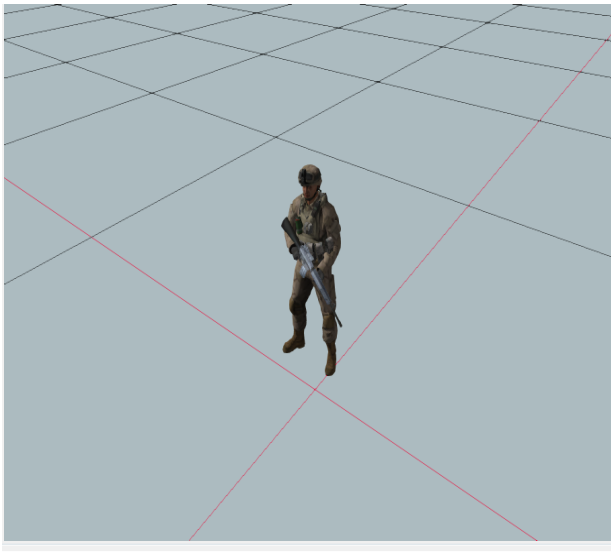
- 1:3:1:44:1:250:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Chilean M16-M203



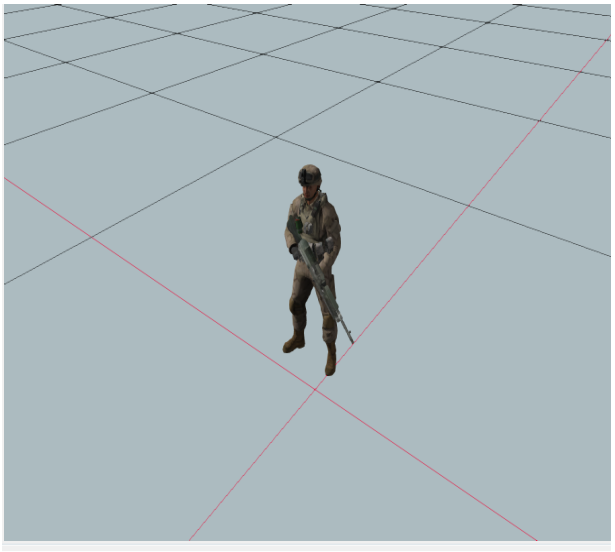
- 1:3:1:44:1:73:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Chilean M16



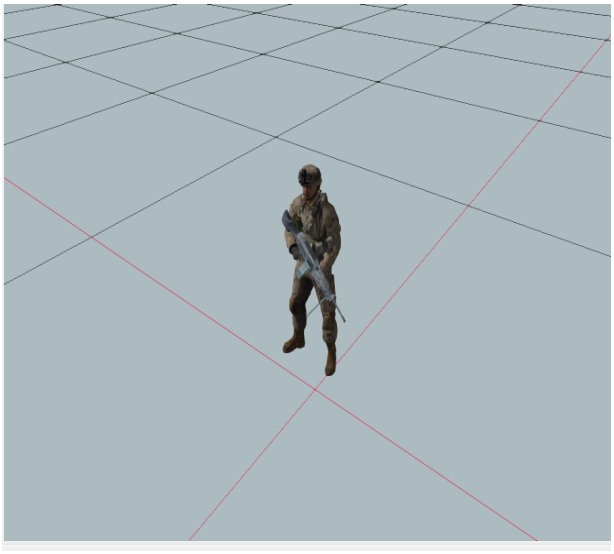
- 1:3:1:44:1:32:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Chilean M240



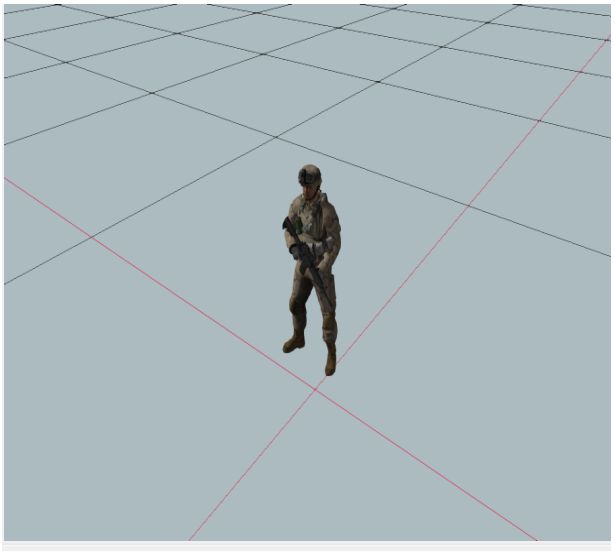
- 1:3:1:44:1:134:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M240-mg.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Chilean M249



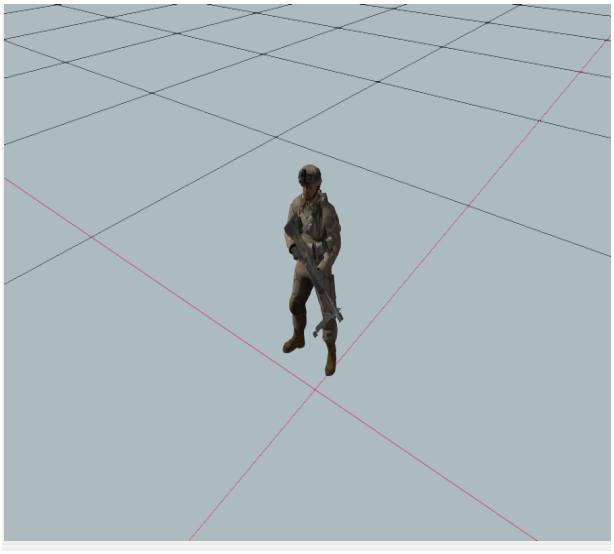
- 1:3:1:44:1:116:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M249-mg.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Chilean M4



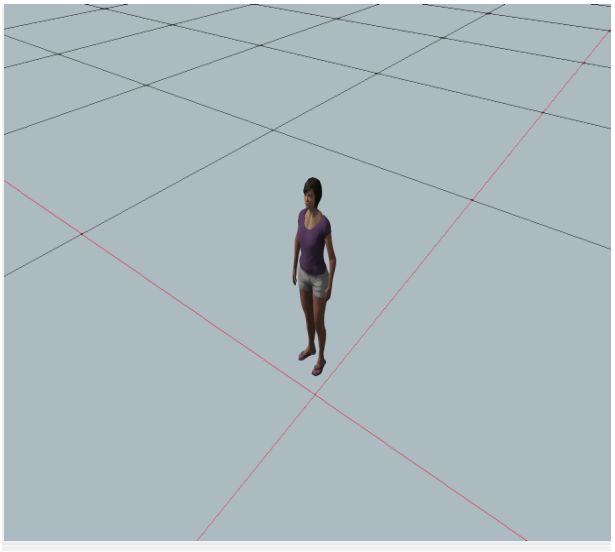
- 1:3:1:44:1:41:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Chilean M60



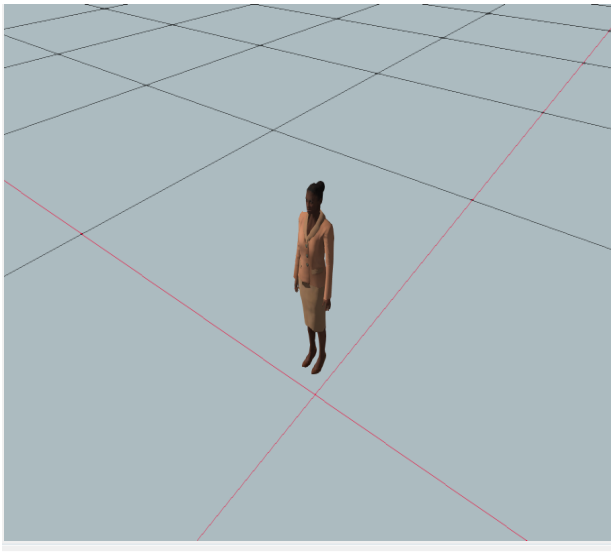
- 1:3:1:44:1:52:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M60-mg.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Civilian (Chem/Bio Behavior)



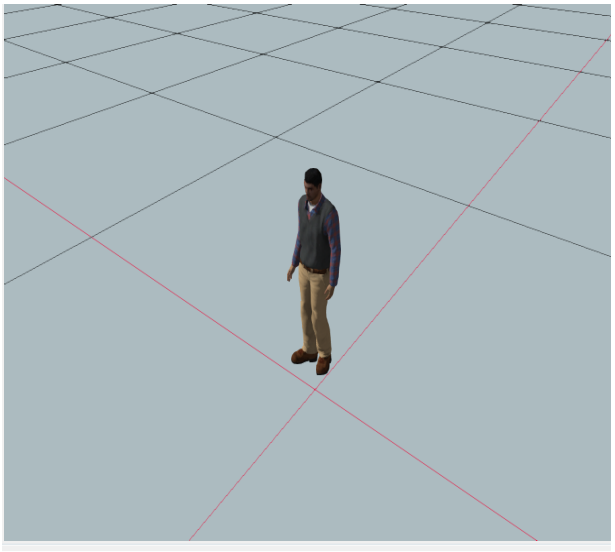
- 1:3:1:0:3:1:0:4
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Civilian Female



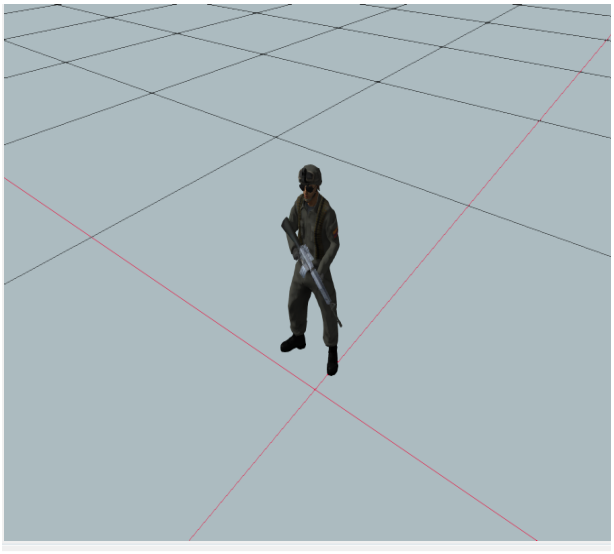
- 1:3:1:225:3:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 0.666667 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Civilian Male



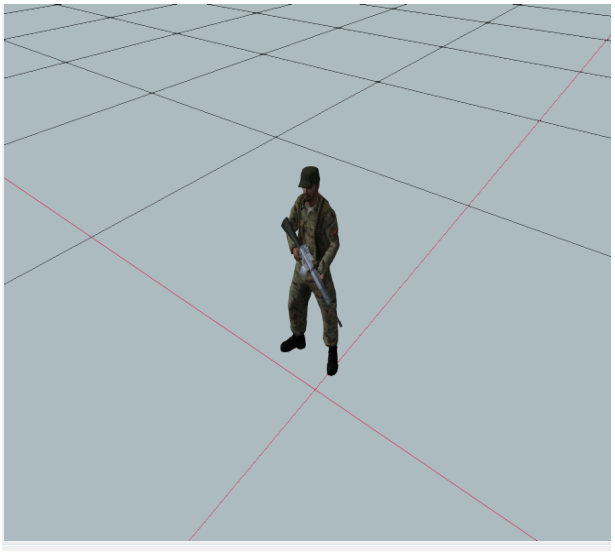
- 1:3:1:225:3:0:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Colombian Police Officer



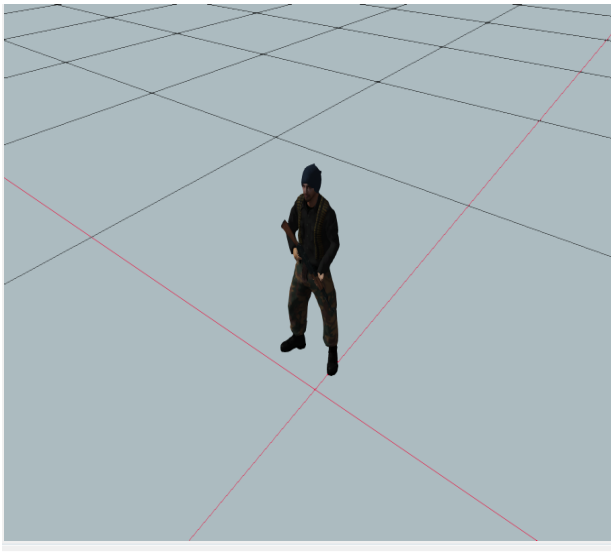
- 1:3:1:48:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Colombian Soldier



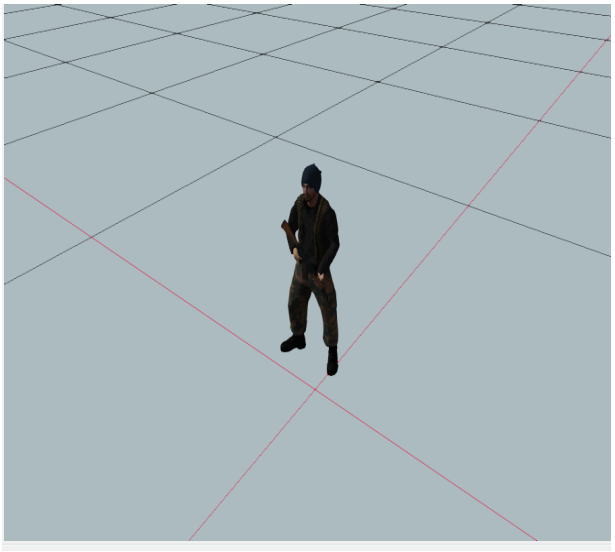
- 1:3:1:48:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

DI AK-47



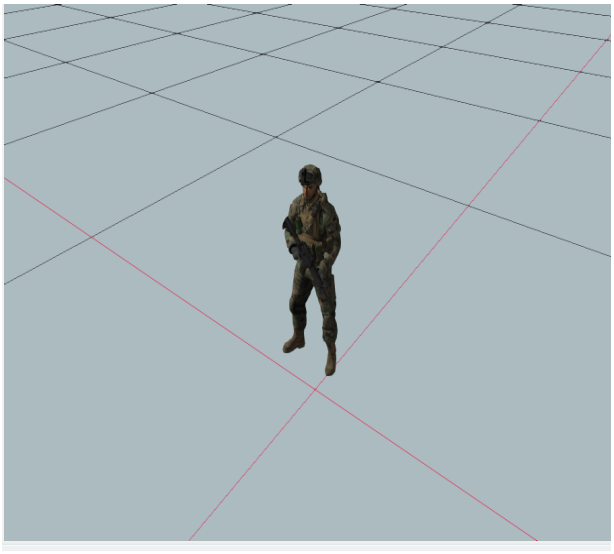
- 1:3:1:222:1:205:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

DI Lasing (CIS)



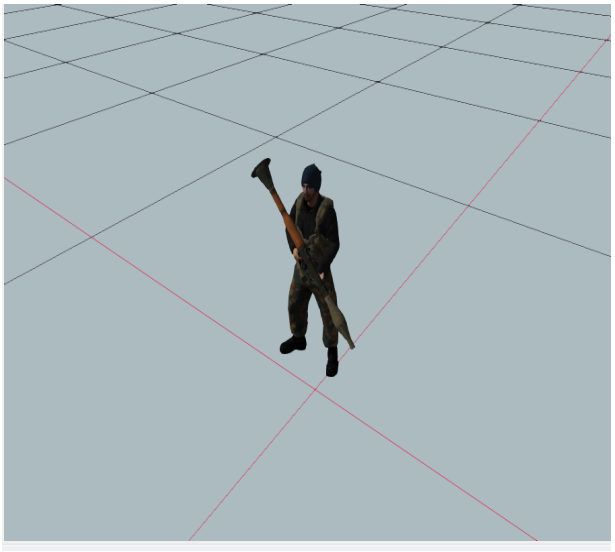
- 1:3:1:222:1:205:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: di-laser-designator.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

DI Lasing (US)



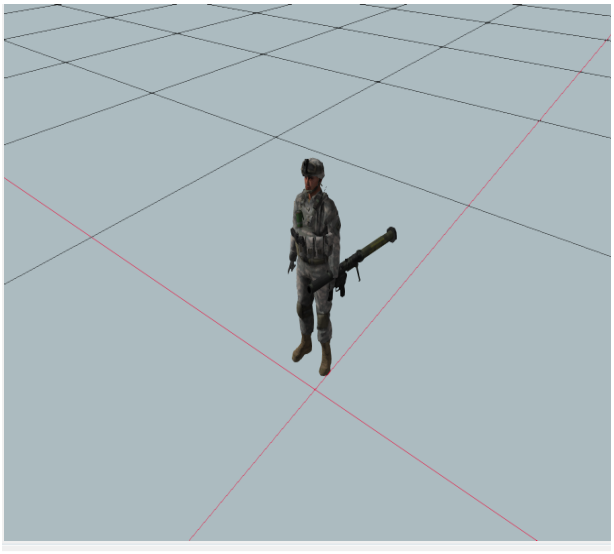
- 1:3:1:225:1:32:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: di-laser-designator.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

DI RPG



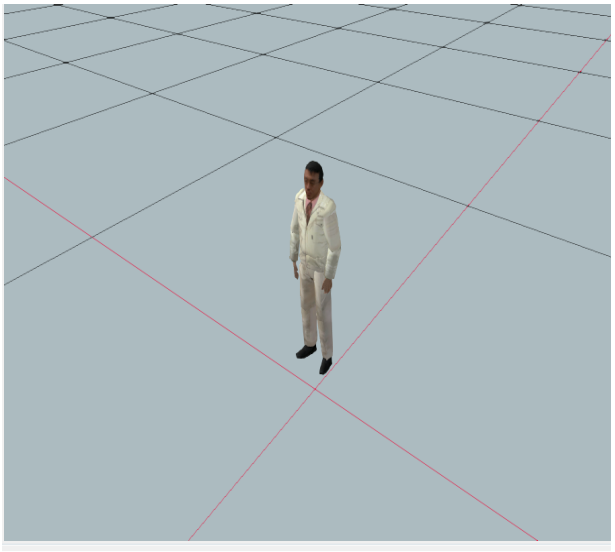
- 1:3:1:222:1:246:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-RPG-Launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

DI SMAW And Rifle



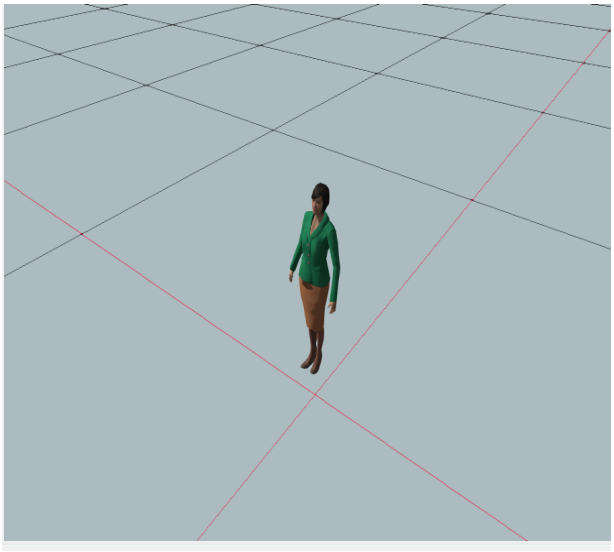
- 1:3:1:225:1:115:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 2 m/s
- Ordered speed: 1 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Factory Worker



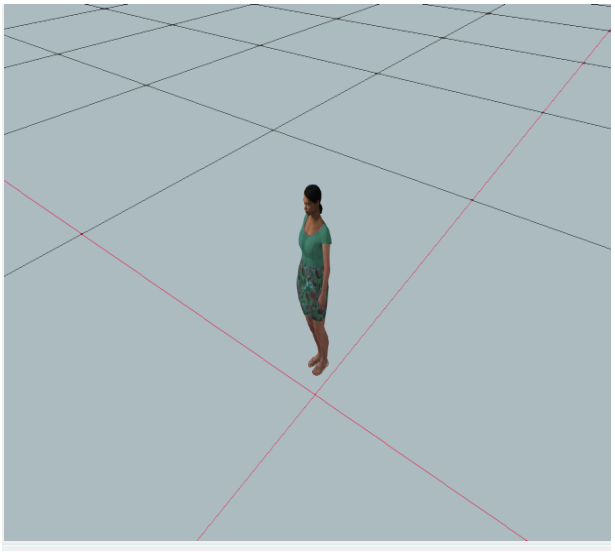
- 1:3:1:0:3:1:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Female Civilian (Crowd Behavior)



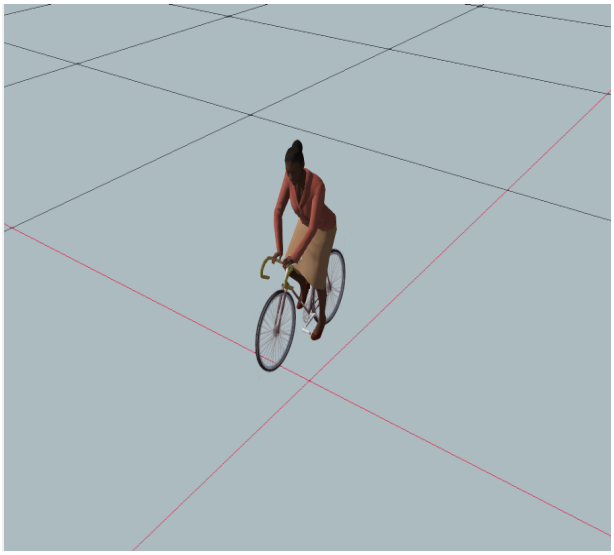
- 1:3:1:225:3:1:0:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 0.666667 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Female Dancer



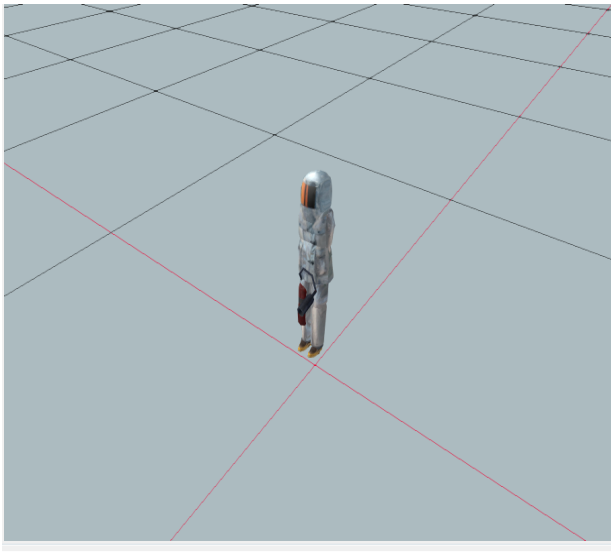
- 1:3:1:225:3:1:0:5
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 0.666667 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Female On Bike



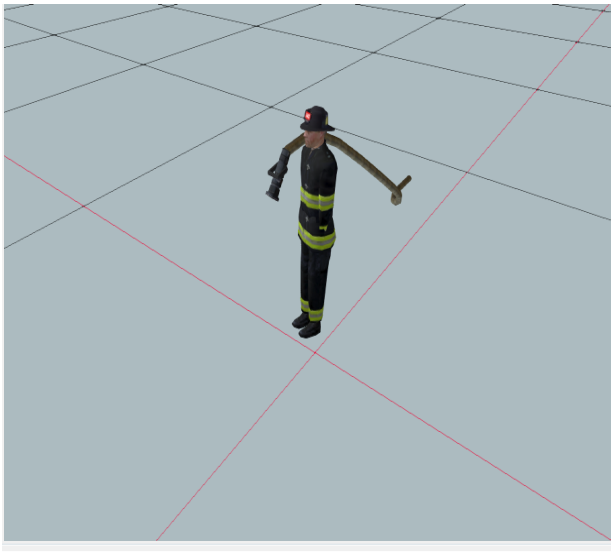
- 1:3:1:225:3:1:4:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - infrared-signature: 1.2
  - radar-signature: 0.25
  - visual-signature: 1.2

Fireman (Extinguisher)



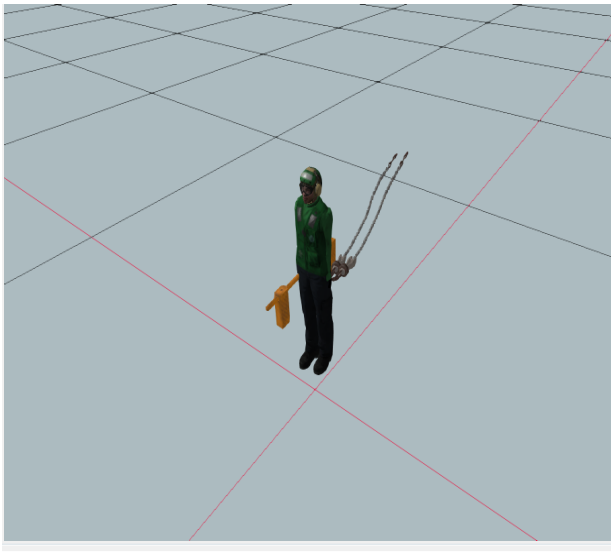
- 1:3:1:225:3:2:6:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.81 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Fireman (Hose)



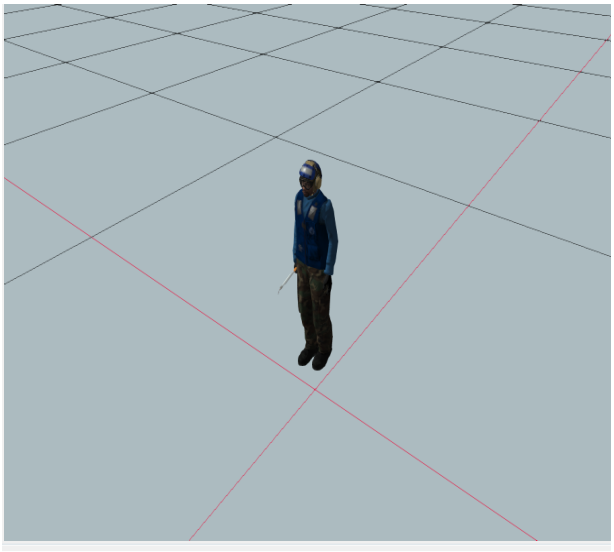
- 1:3:1:225:3:2:6:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 0.7 m/s
- Ordered speed: 0.7 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Flight Deck Crew (Chock And Chains)



- 1:3:1:225:3:0:1:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Flight Deck Crew (Grounding Cable)

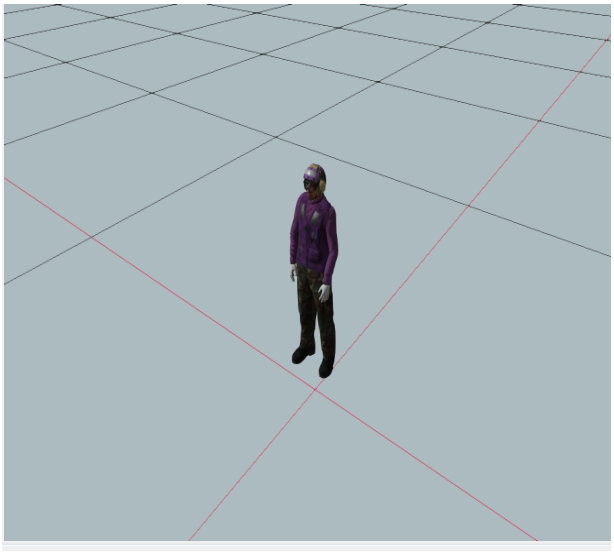


- 1:3:1:225:3:0:1:5
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Flight Deck Crew (Pallet Handler)

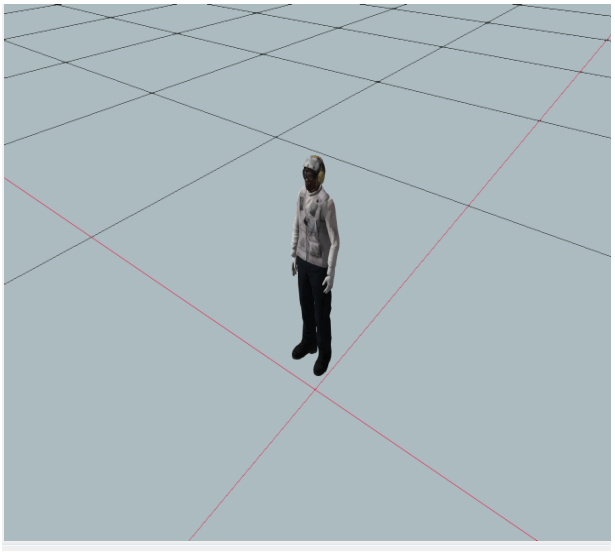
- 1:3:1:225:3:0:1:3
- Can embark: True
- Can be embarked on: False
- Maximum speed: 1.416667 m/s
- Ordered speed: 0.777778 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Flight Deck Crew



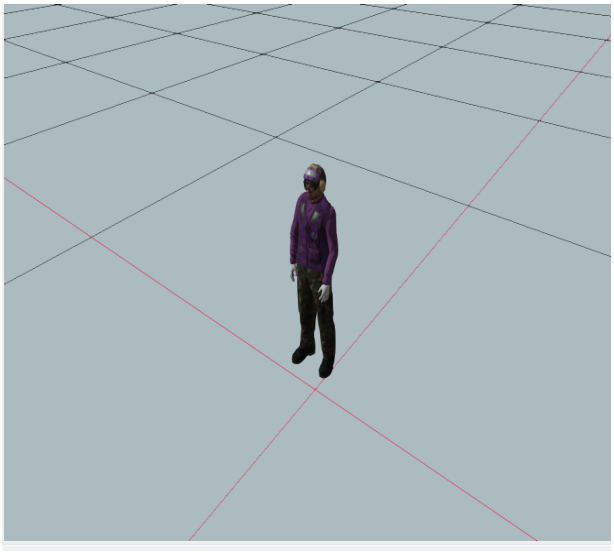
- 1:3:1:225:3:0:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Flight Deck Crewman



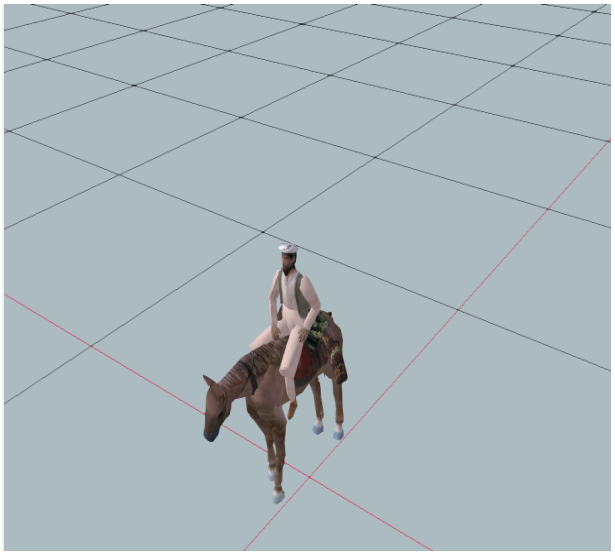
- 1:3:1:225:3:0:1:6
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Flight Deck Worker



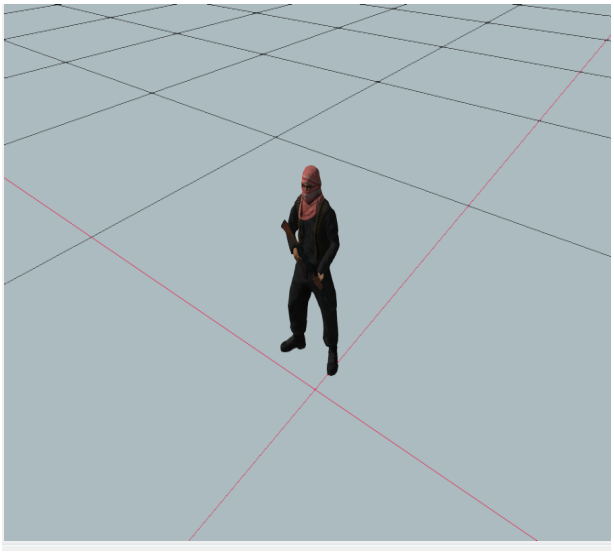
- 1:3:1:225:3:0:1:7
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Horse with Rider



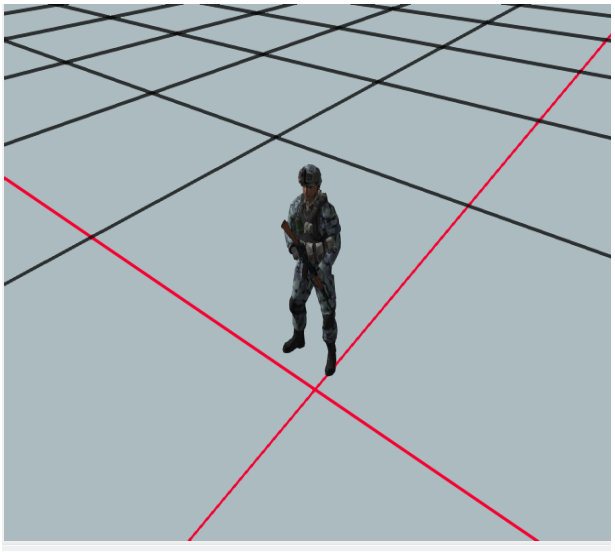
- 1:3:1:0:5:1:4:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 2
  - visual-signature: 2

Insurgent



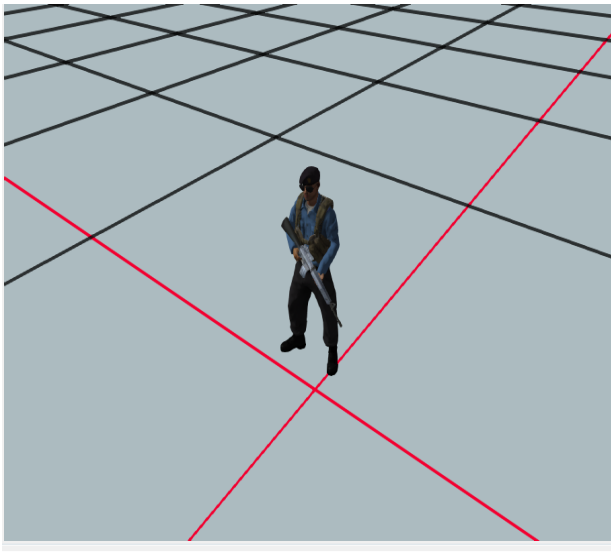
- 1:3:1:222:4:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Iranian Soldier



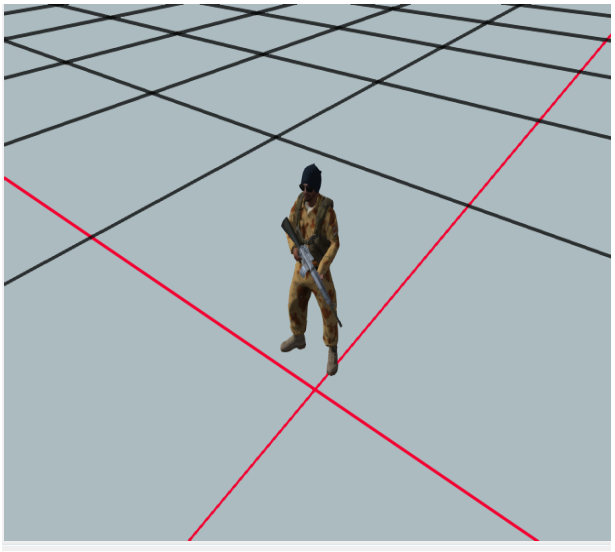
- 1:3:1:101:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Iraqi Police Officer



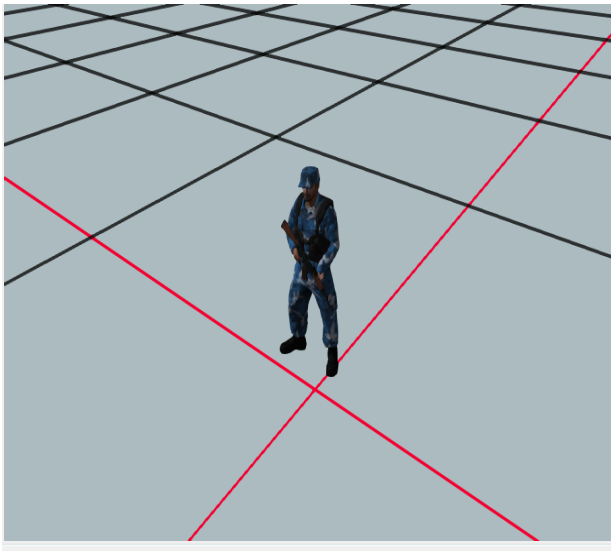
- 1:3:1:102:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Iraqi Soldier



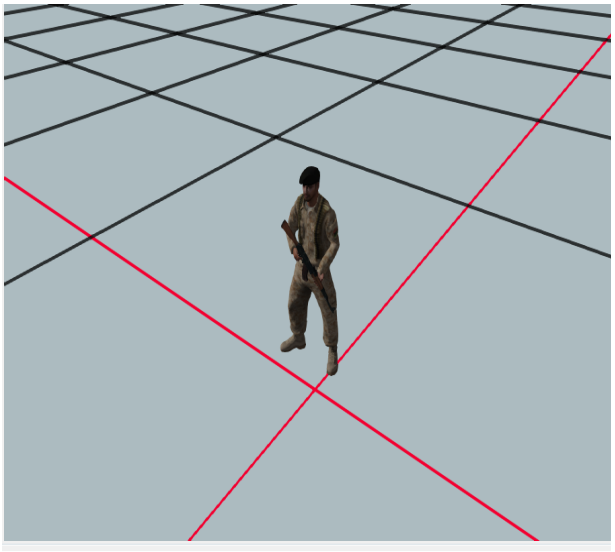
- 1:3:1:102:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Libyan Police Officer



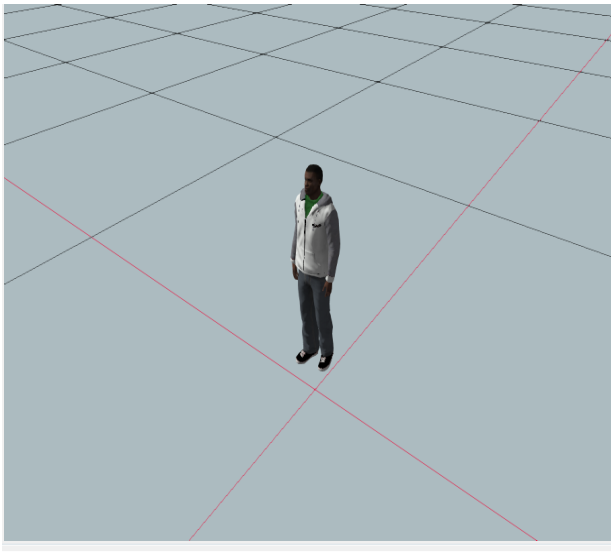
- 1:3:1:126:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Libyan Soldier



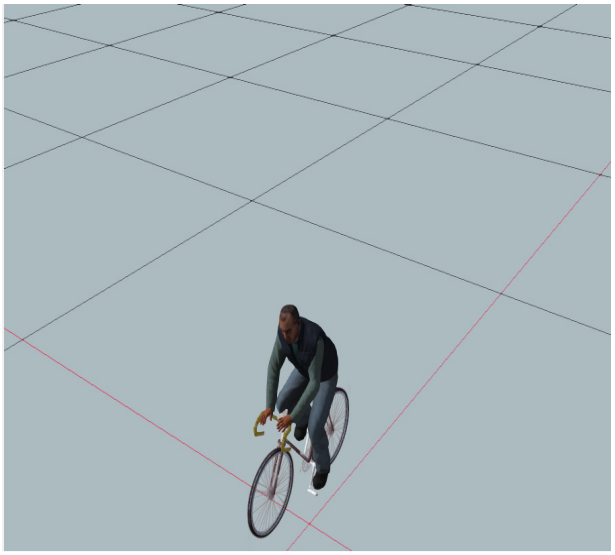
- 1:3:1:126:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Male Civilian (Crowd Behavior)



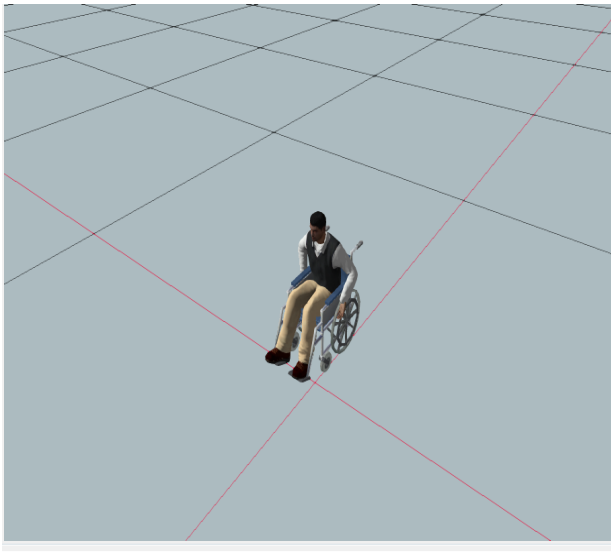
- 1:3:1:225:3:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Male On Bike



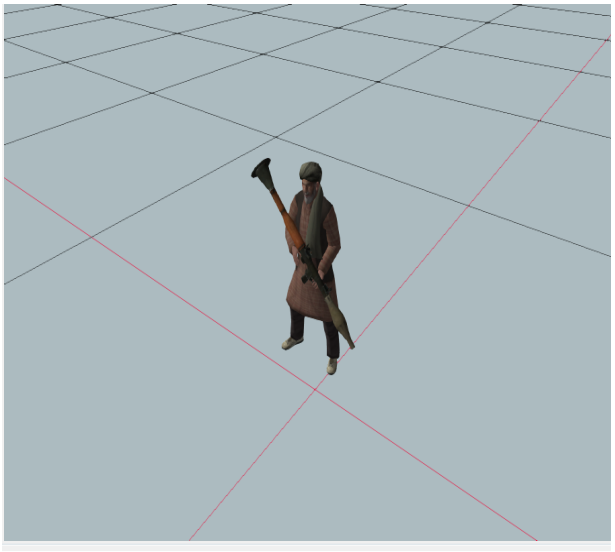
- 1:3:1:225:3:1:4:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: ground-wheels-off-road.sysdef
- Sensor signatures:
  - visual-signature: 1.2
  - radar-signature: 0.25
  - infrared-signature: 1.2

Man in Wheelchair



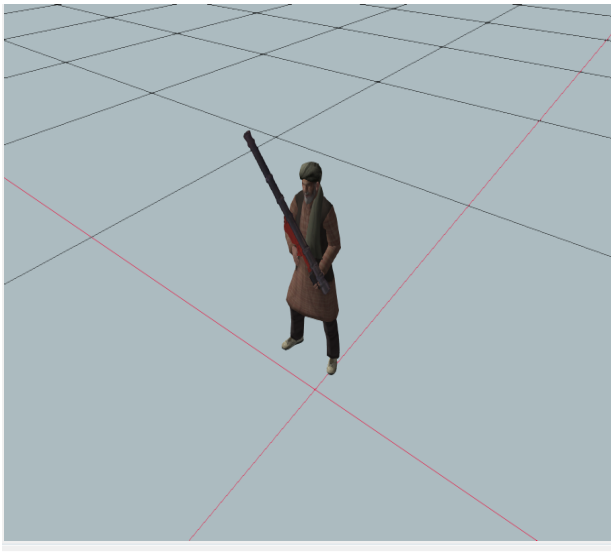
- 1:3:1:225:3:1:0:6
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Mideast Combatant with RPG



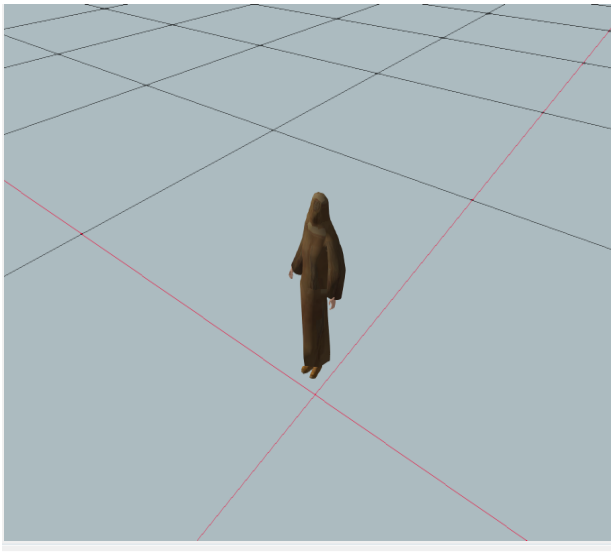
- 1:3:1:102:4:246:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-RPG-Launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Mideast Combatant



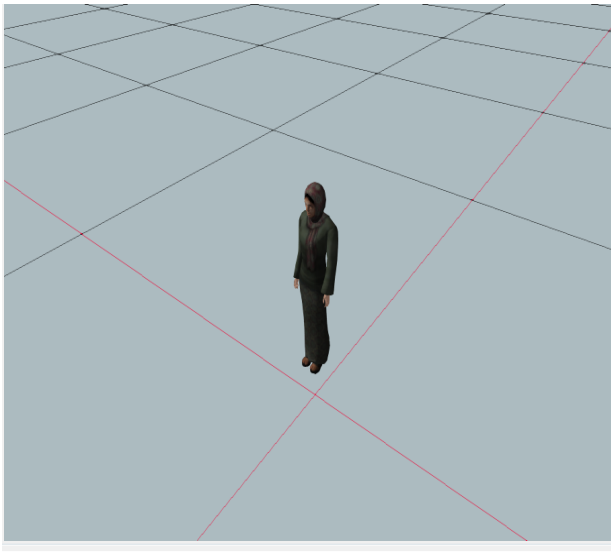
- 1:3:1:222:4:205:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Mideast Female (Crowd Behavior)



- 1:3:1:1:3:1:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.15 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Mideast Female

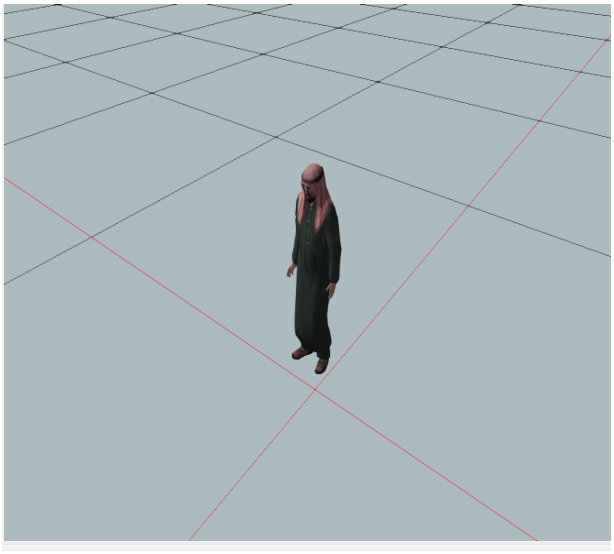


- 1:3:1:1:3:1:0:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 0.666667 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Mideast Male (Crowd Behavior)

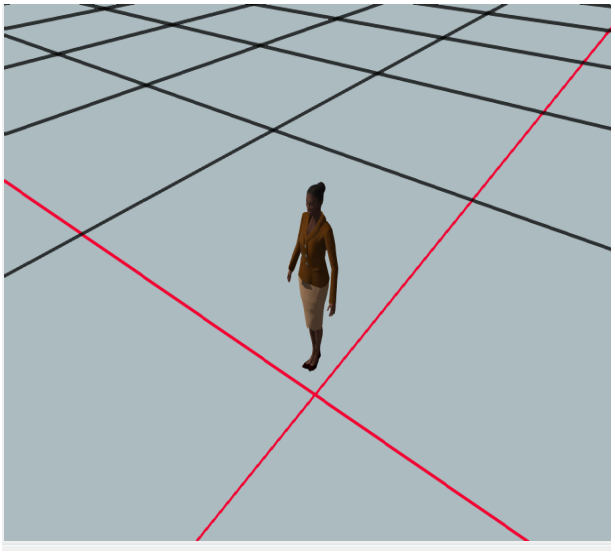
- 1:3:1:1:3:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.472222 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Mideast Male



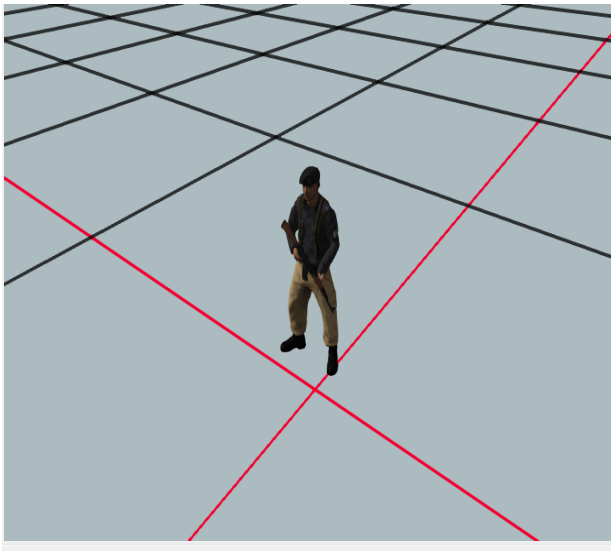
- 1:3:1:1:3:1:0:3
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.472222 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Mother



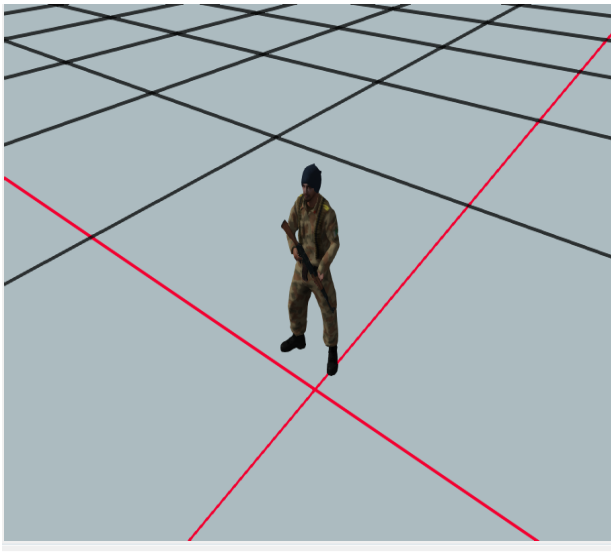
- 1:3:1:225:3:1:0:7
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 0.65 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Pakistani Police Officer



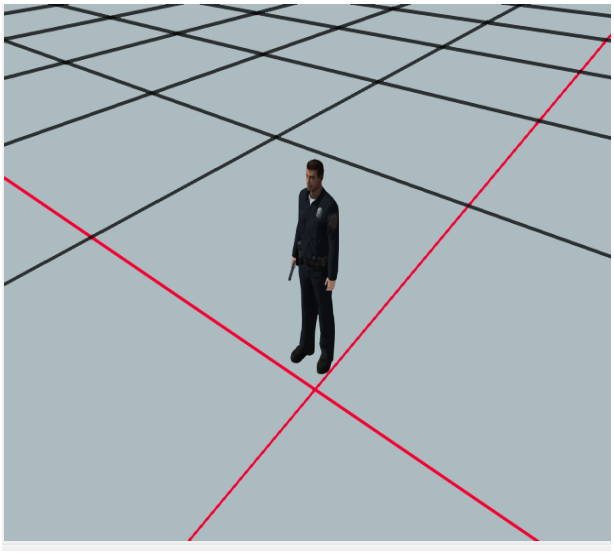
- 1:3:1:165:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Pakistani Soldier



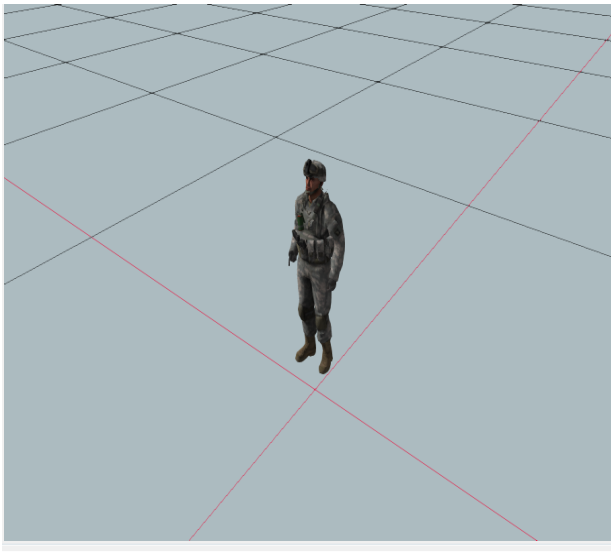
- 1:3:1:165:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Police Officer



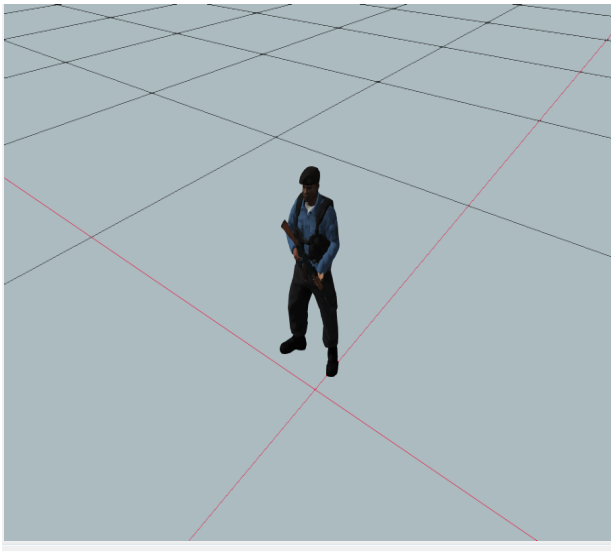
- 1:3:1:225:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Sergeant M16



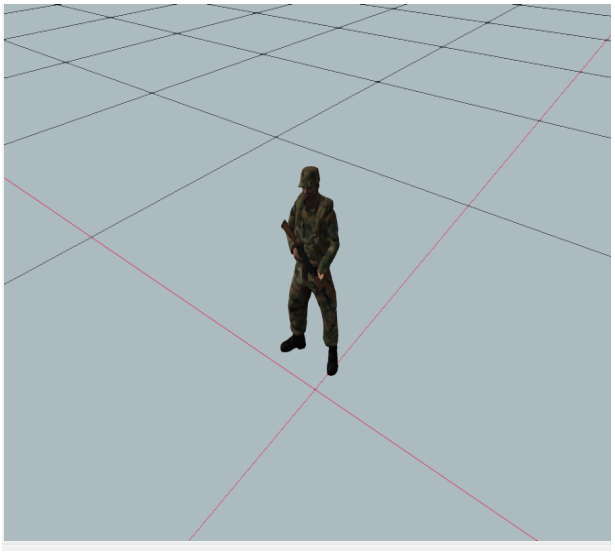
- 1:3:1:225:1:32:1:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 0.7 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Somali Police Officer



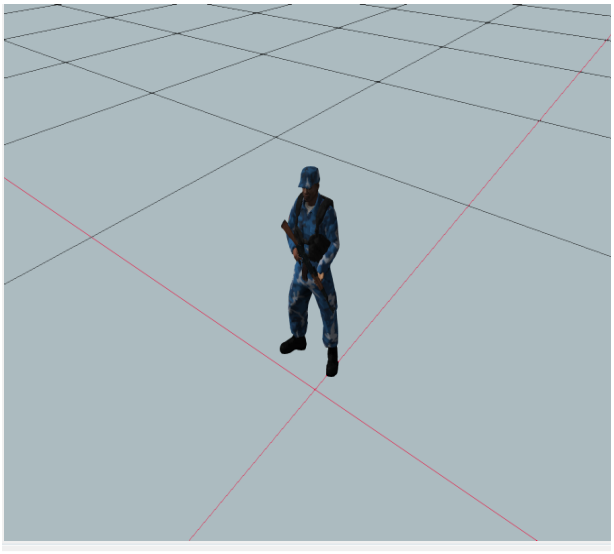
- 1:3:1:195:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Somali Soldier



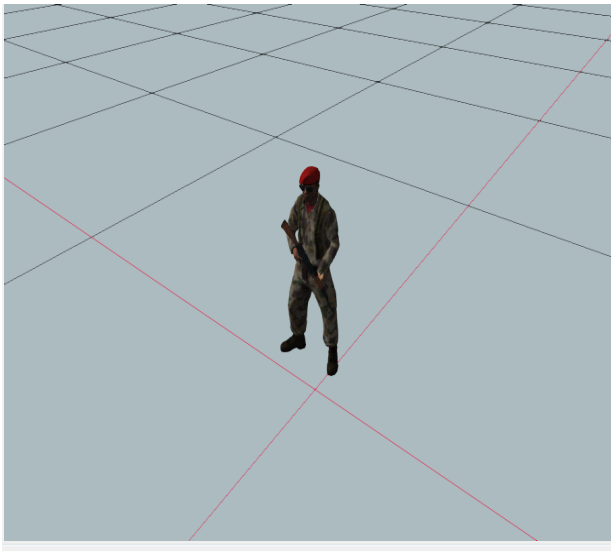
- 1:3:1:195:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Sudanese Police Officer



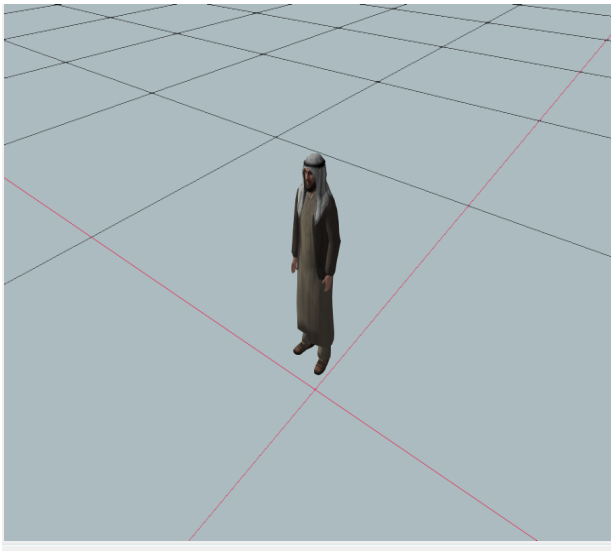
- 1:3:1:201:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Sudanese Soldier



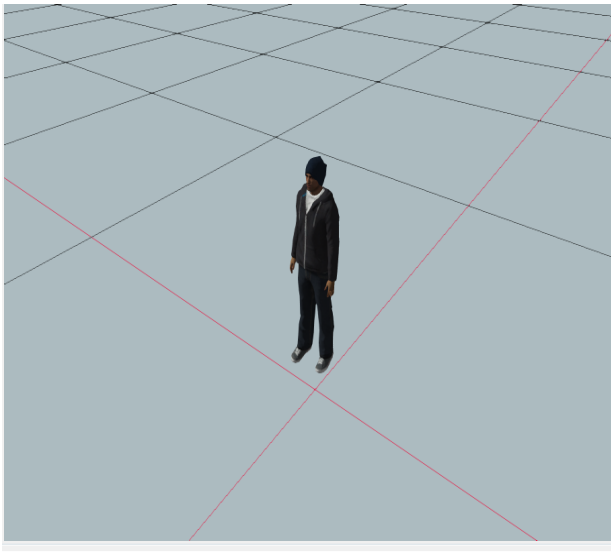
- 1:3:1:201:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Suicide Bomber



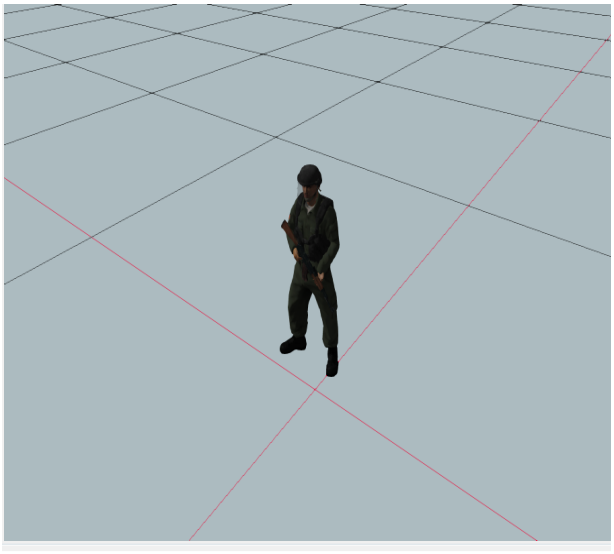
- 1:3:1:222:4:205:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.472222 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: human-explosive-device.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Suspect



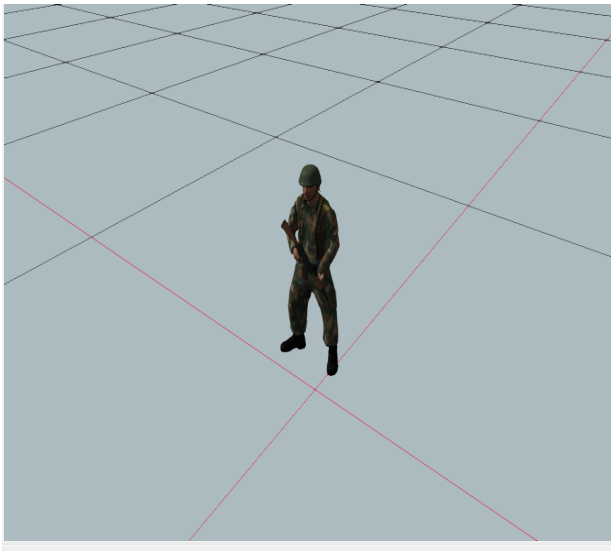
- 1:3:1:225:3:0:1:8
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

Syrian Police Officer



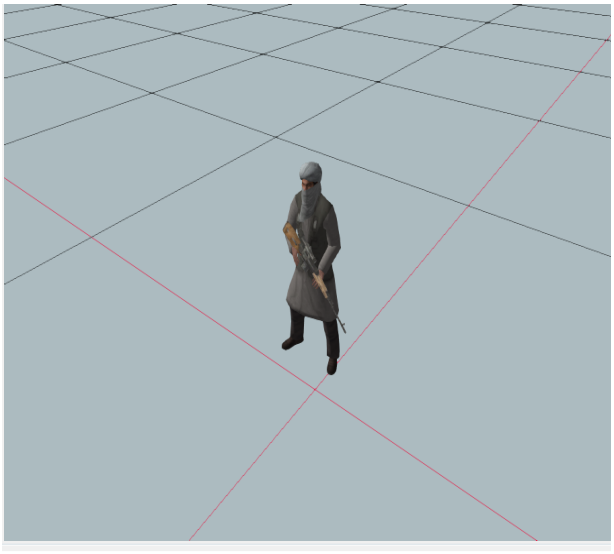
- 1:3:1:207:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Syrian Soldier



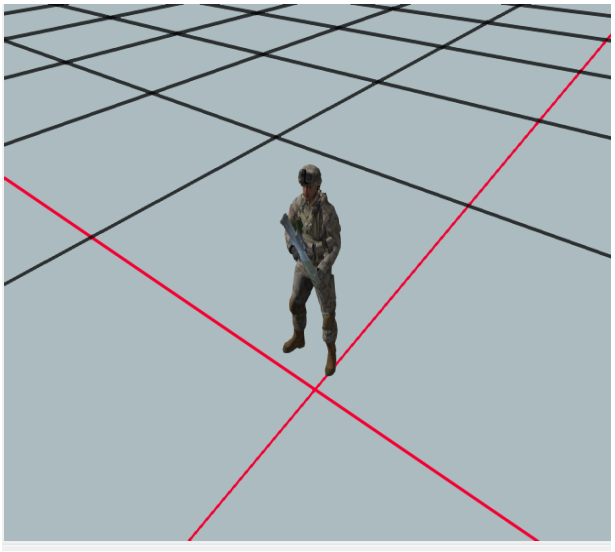
- 1:3:1:207:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Taliban



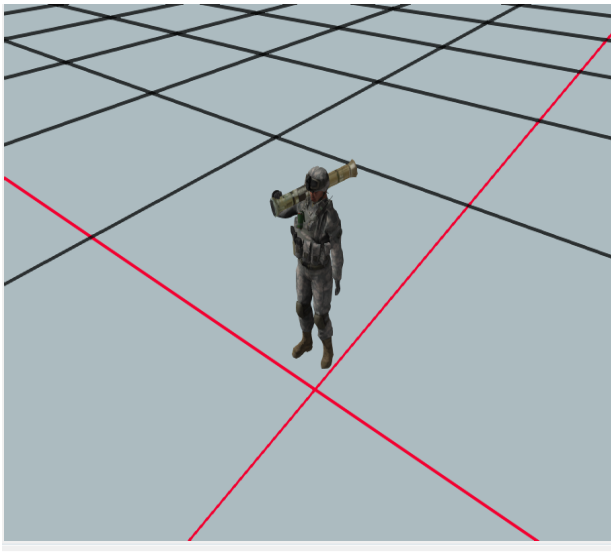
- 1:3:1:1:4:206:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 5.9 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

UK Soldier



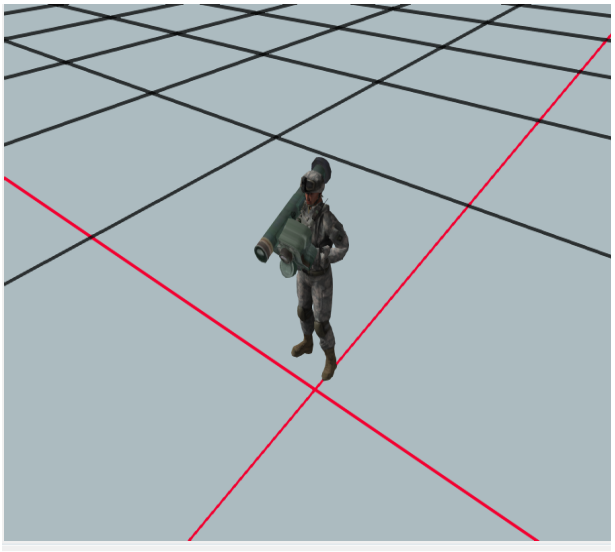
- 1:3:1:224:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army AT4



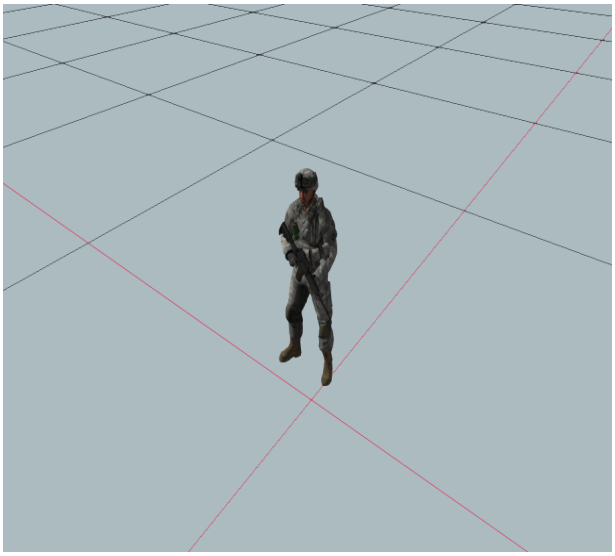
- 1:3:1:225:1:97:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.2 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AT4.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army Javelin



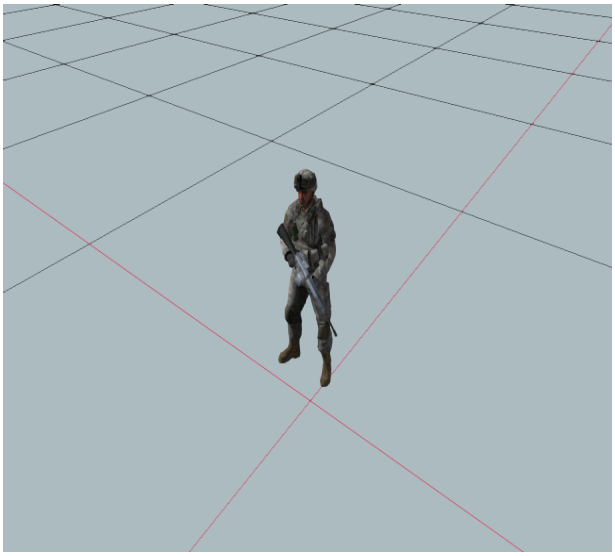
- 1:3:1:225:1:81:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 0.8 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-RPG-Launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army M16-M203



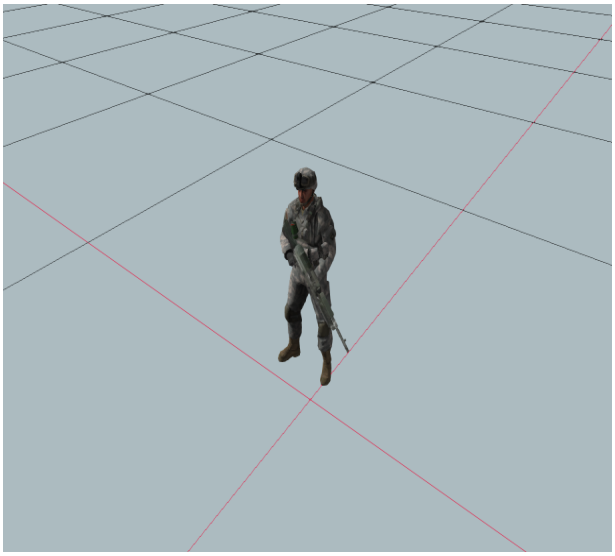
- 1:3:1:225:1:73:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army M16



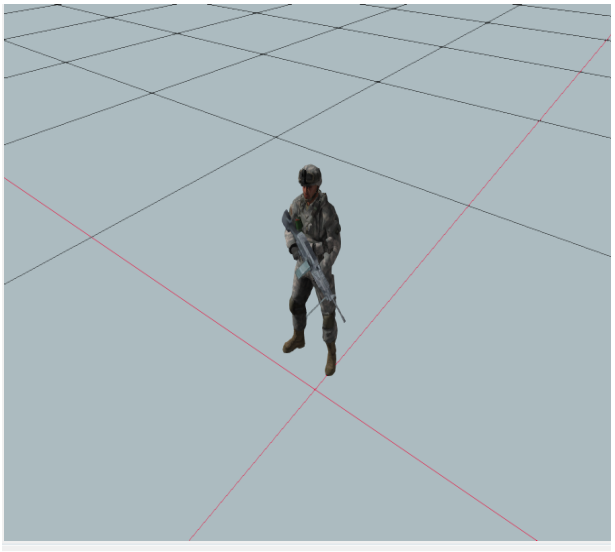
- 1:3:1:225:1:32:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army M240



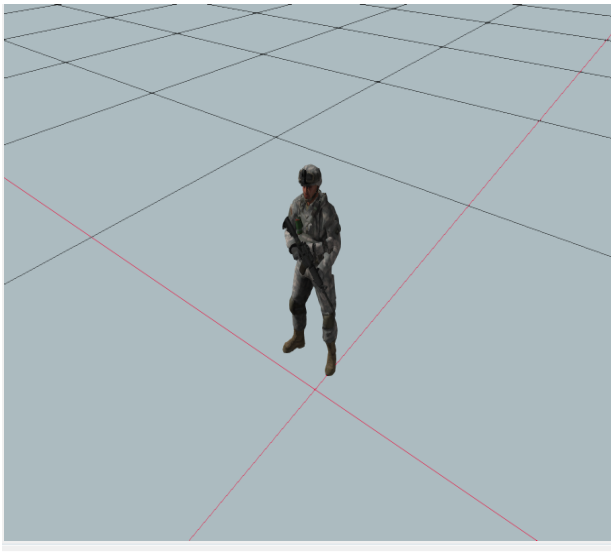
- 1:3:1:225:1:134:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M240-mg.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army M249



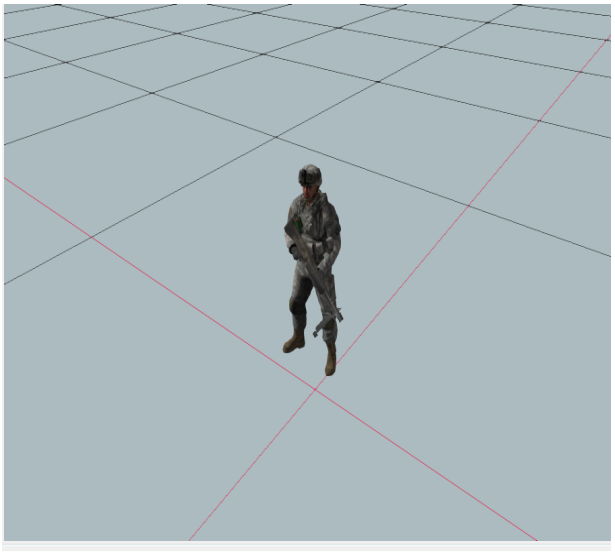
- 1:3:1:225:1:116:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M249-mg.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army M4



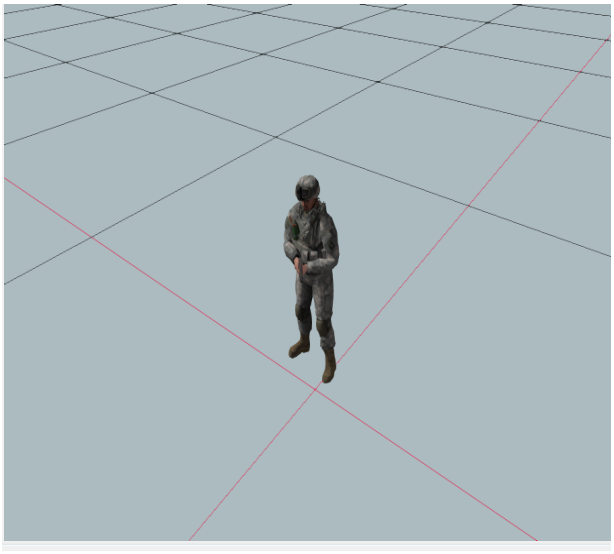
- 1:3:1:225:1:41:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army M60



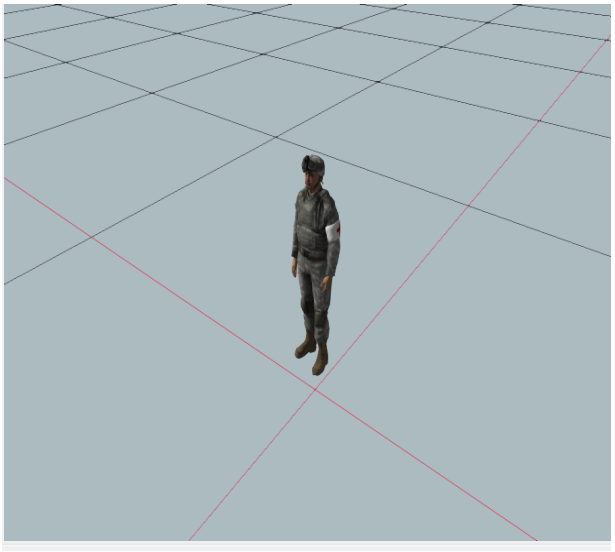
- 1:3:1:225:1:52:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M60-mg.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army M9



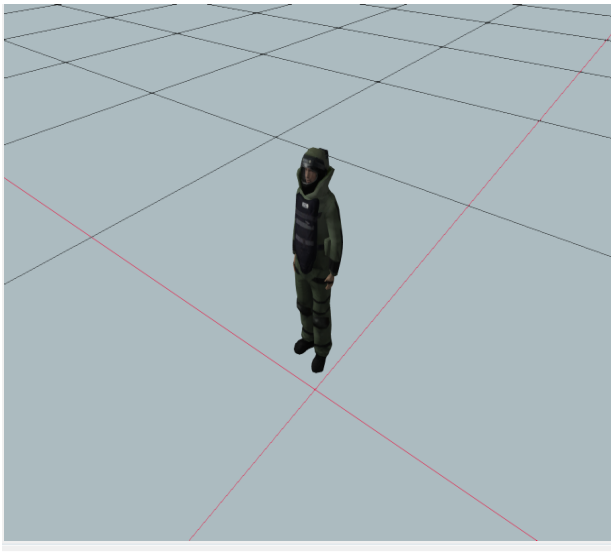
- 1:3:1:225:1:11:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

US Army Medic



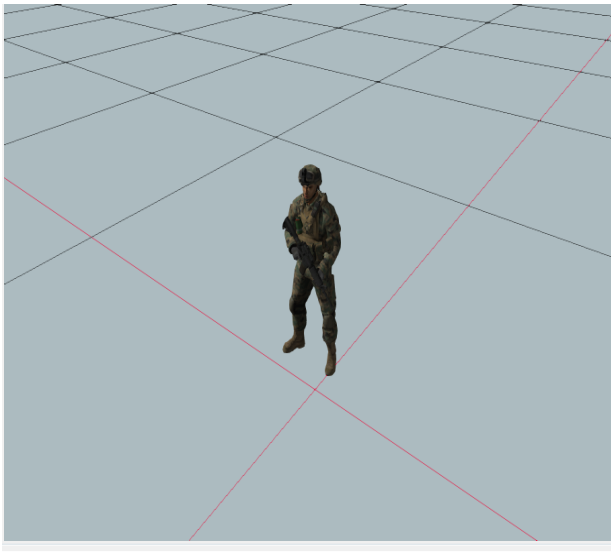
- 1:3:1:225:1:0:1:256
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

US EOD



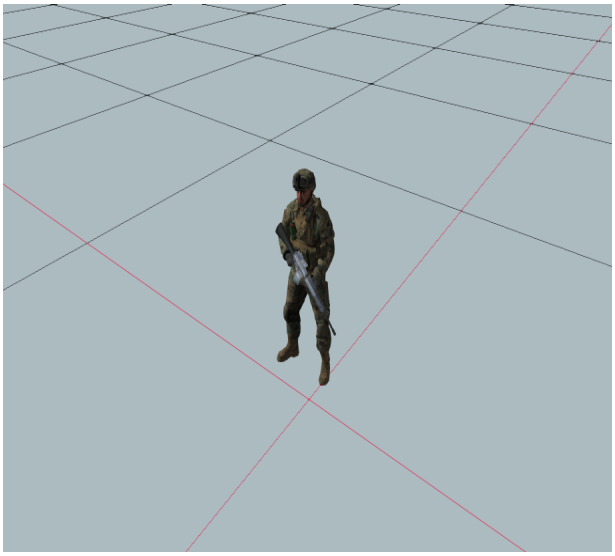
- 1:3:1:225:1:0:1:255
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

USMC M16-M203



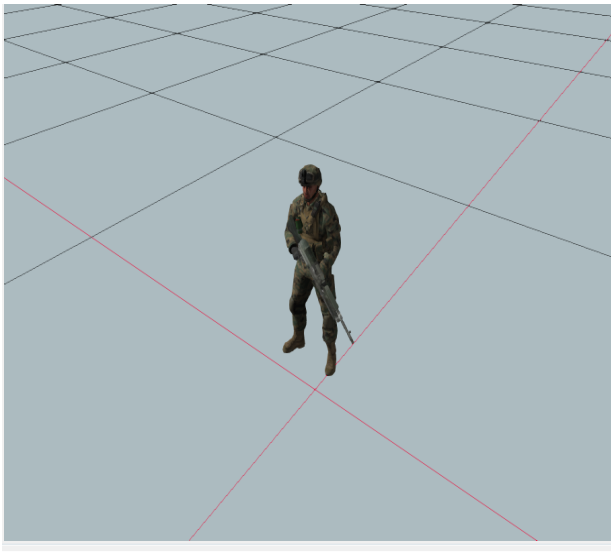
- 1:3:1:225:1:73:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

USMC M16



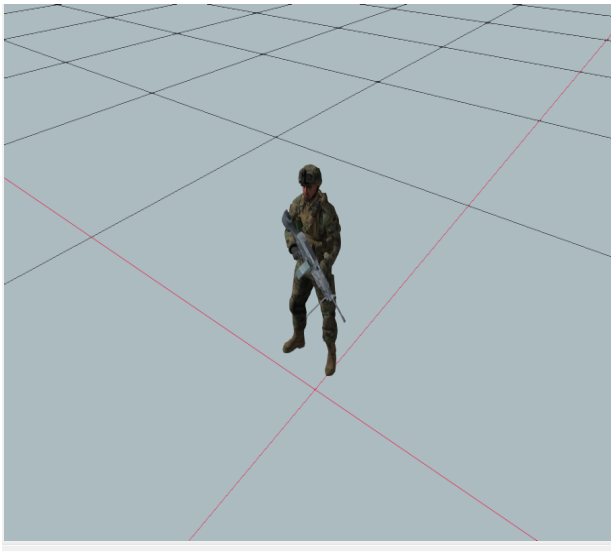
- 1:3:1:225:1:32:1:3
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

USMC M240



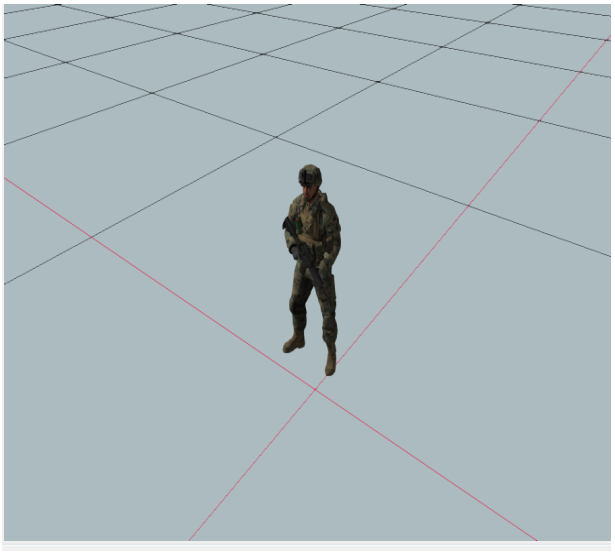
- 1:3:1:225:1:134:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: handheld-M240-mg.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

USMC M249



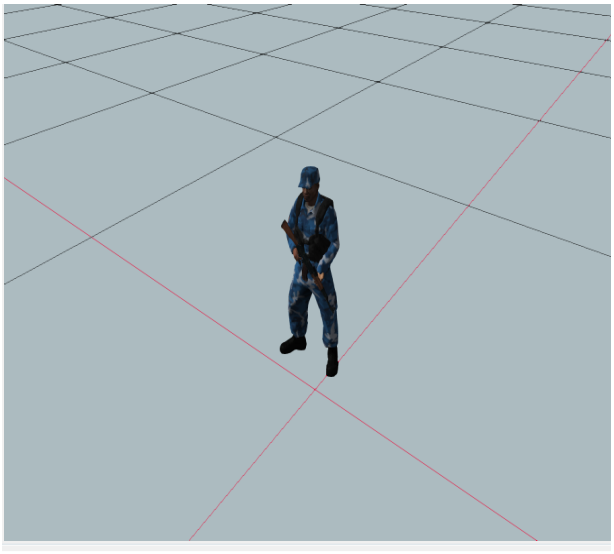
- 1:3:1:225:1:116:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M249-mg.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

USMC M4



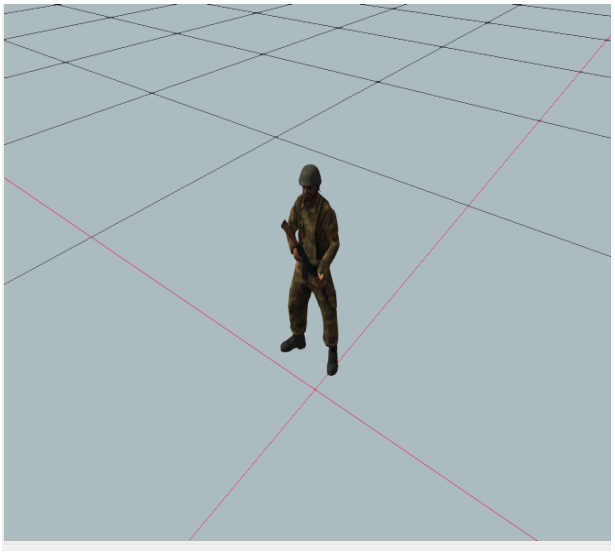
- 1:3:1:225:1:41:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-M16.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Ugandan Police Officer



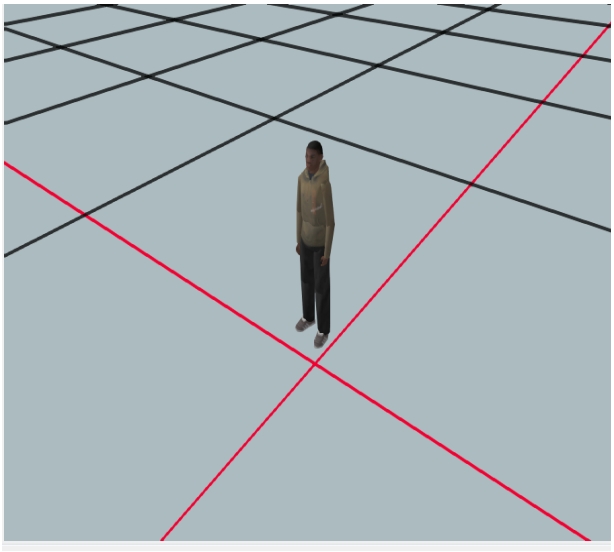
- 1:3:1:221:3:2:2:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Ugandan Soldier



- 1:3:1:221:1:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: handheld-AK47.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0.75
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 0.5

Western Teen

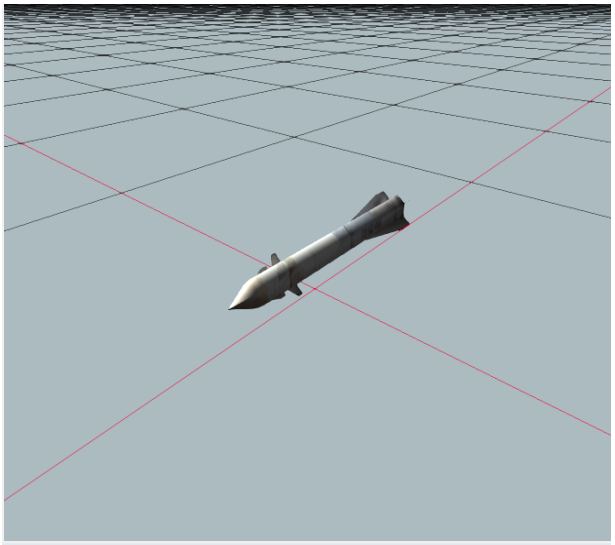


- 1:3:1:0:3:1:3:3
- Can embark: True
- Can be embarked on: False
- Maximum speed: 4.5 m/s
- Ordered speed: 1.5 m/s
- Systems:
  - damage: lifeform-default.sysdef
  - movement: human.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 1.2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 0.25
  - visual-signature: 1.2

1.9. Munition

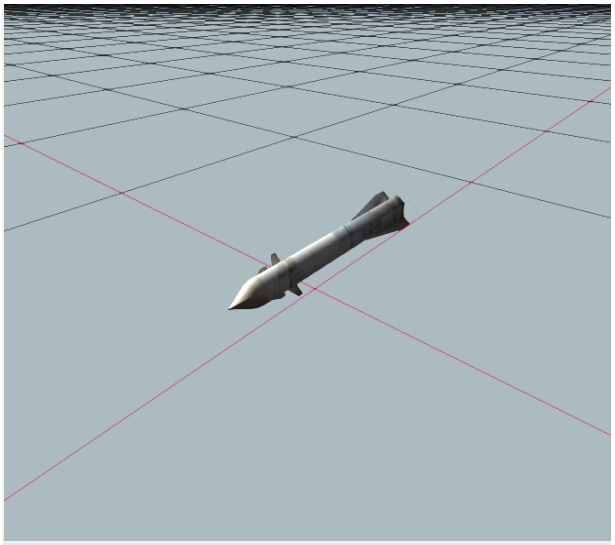
AA-11 Archer Missile

- 1:2:1:222:1:11:0:0
- Maximum speed: 828.65 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



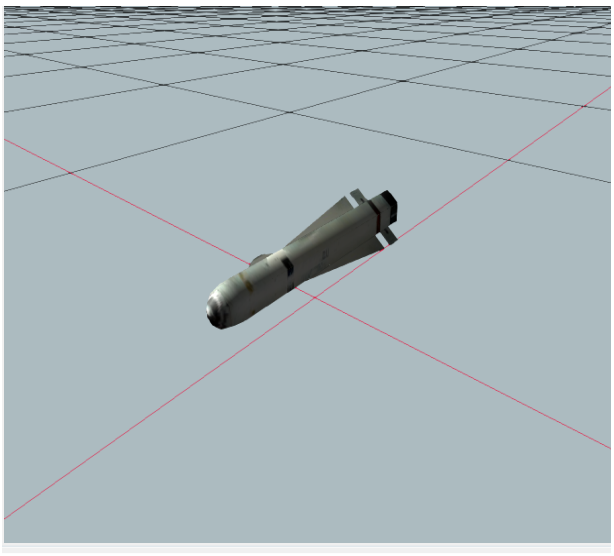
AA-8 Aphid Missile

- 1:2:1:222:1:8:0:0
- Maximum speed: 670 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



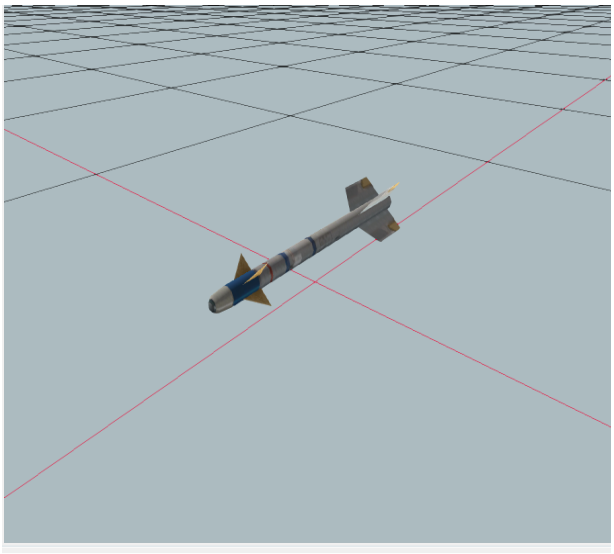
AGM-65 Maverick Missile

- 1:2:2:225:1:4:0:0
- Maximum speed: 319 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



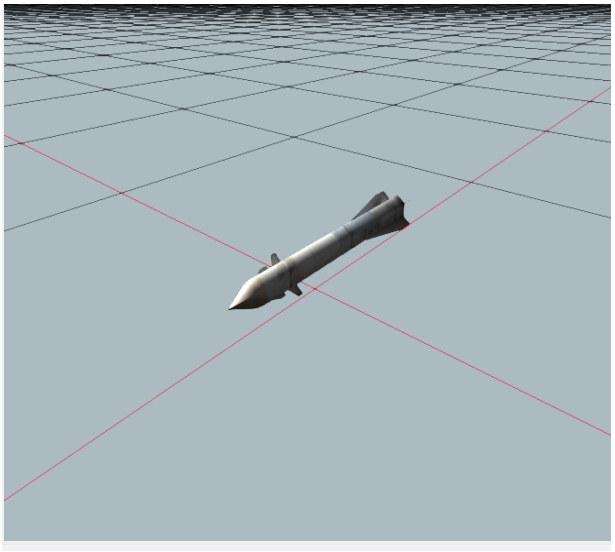
AIM-9 Sidewinder Missile

- 1:2:1:225:1:1:3:0
- Maximum speed: 670 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



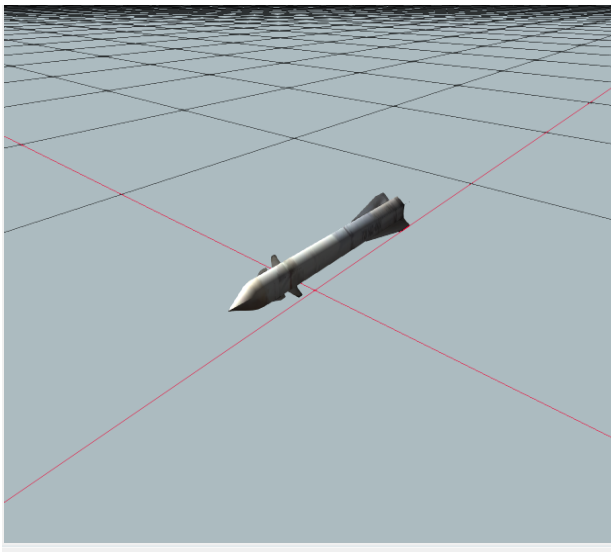
AS-12 Kegler Missile

- 1:2:4:222:1:3:0:0
- Maximum speed: 650 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



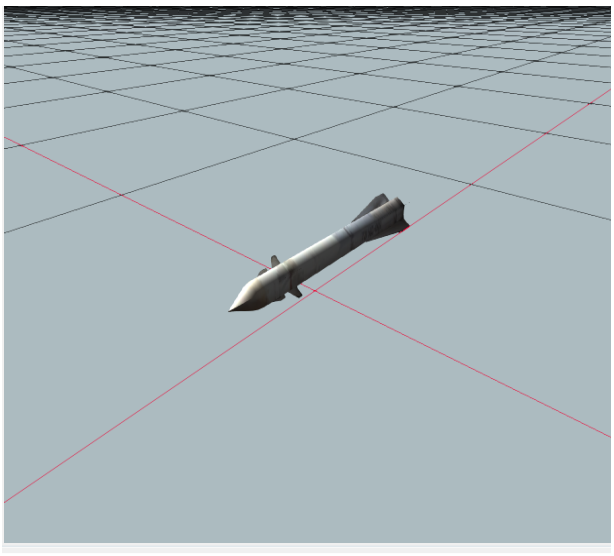
AS-14 Kedge Missile

- 1:2:9:222:1:7:0:0
- Maximum speed: 600 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



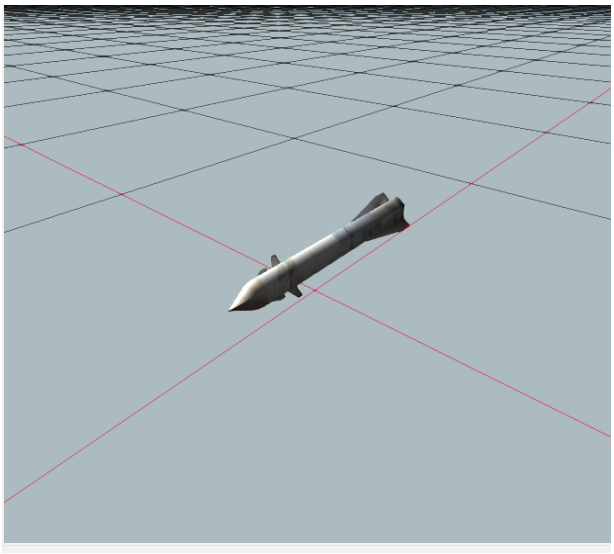
AS-7 Kerry Missile

- 1:2:9:222:1:4:0:0
- Maximum speed: 650 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



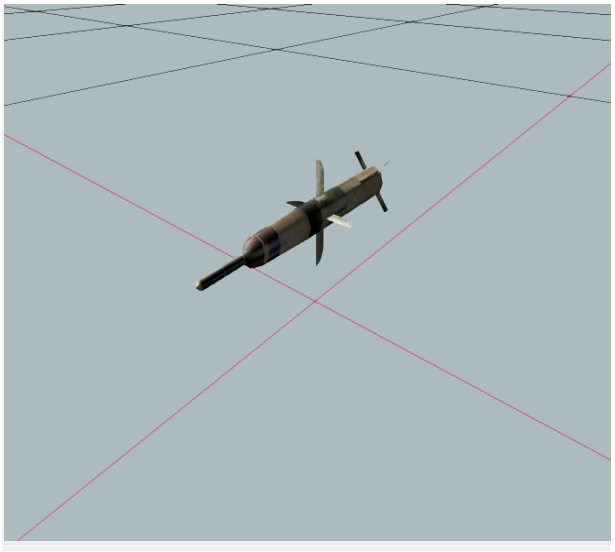
AT-6 Spiral Missile

- 1:2:2:222:1:8:0:0
- Maximum speed: 450 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



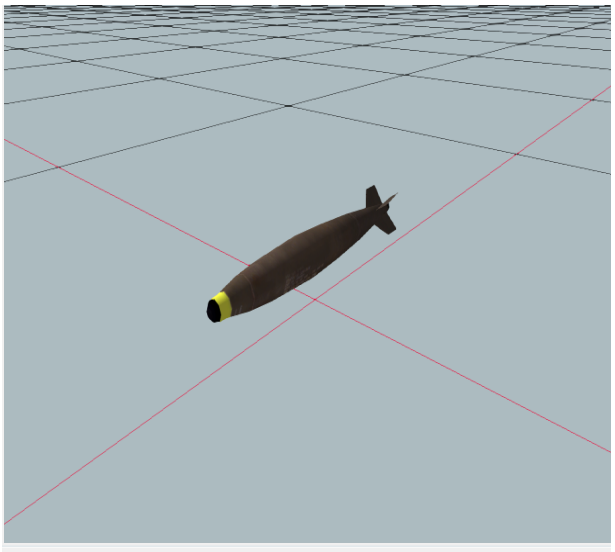
BGM-71 TOW Missile

- 1:2:2:225:1:1:3:0
- Maximum speed: 329 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2

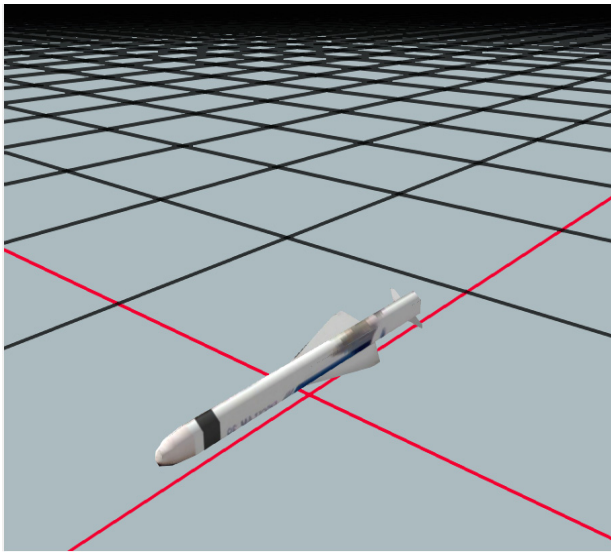


CBU-105 SFW

- 1:2:9:225:1:22:3:0
- Systems:
  - movement: smart-bomb-dynamics.sysdef
- Sensor signatures:
  - visual-signature: 2
  - radar-signature: 10

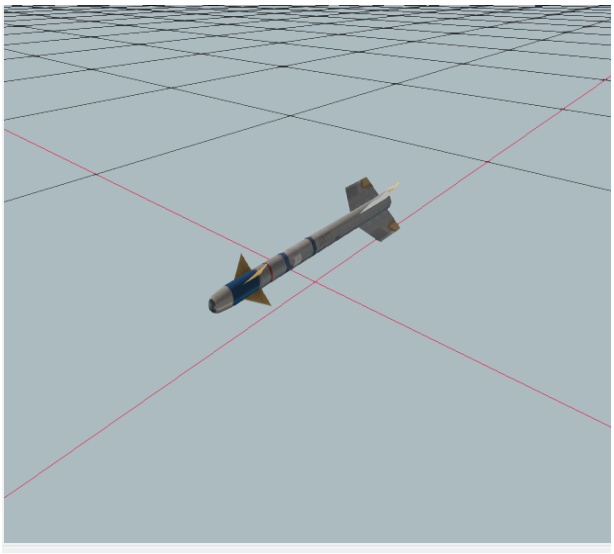


Exocet Cruise Missile



- 1:2:6:71:1:1:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 308 m/s
- Ordered speed: 308 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: cruise-missile-dynamics.sysdef
  - weapon: missile-warhead.sysdef
- Sensor signatures:
  - visual-signature: 2
  - infrared-signature: 20
  - radar-signature: 25

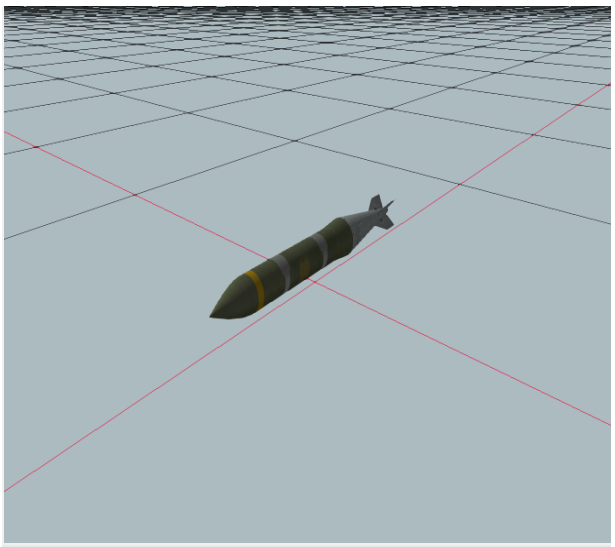
FIM-92 Stinger Missile



- 1:2:1:225:1:15:0:0
- Maximum speed: 670 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2

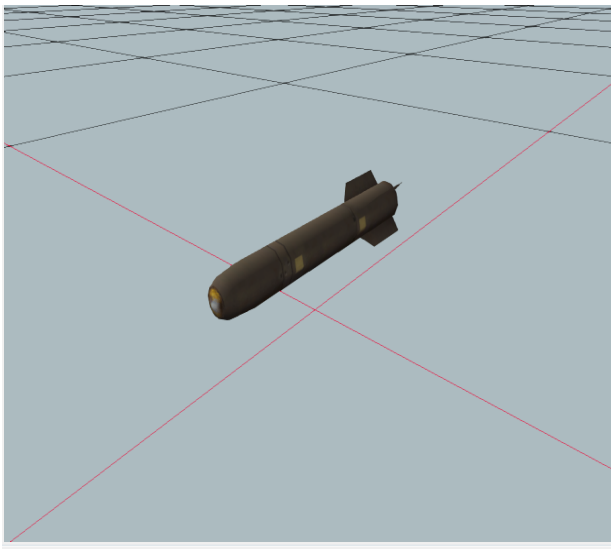
GBU-31A JDAM

- 1:2:9:225:1:15:6:0
- Systems:
  - movement: smart-bomb-dynamics.sysdef
- Sensor signatures:
  - visual-signature: 2
  - radar-signature: 10



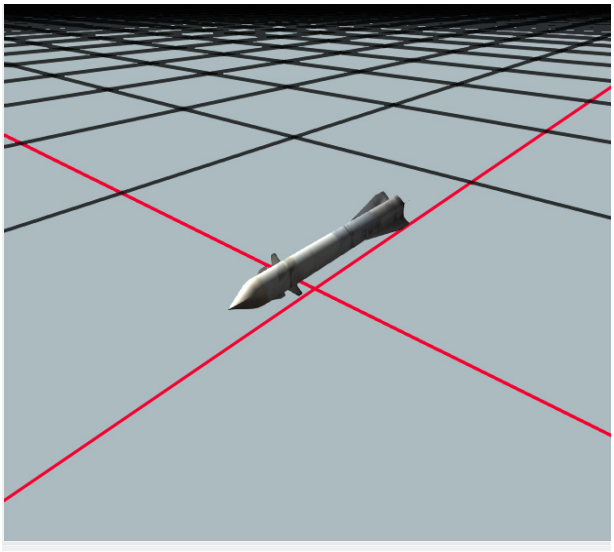
Hellfire Missile

- 1:2:2:225:1:3:4:0
- Maximum speed: 310 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2



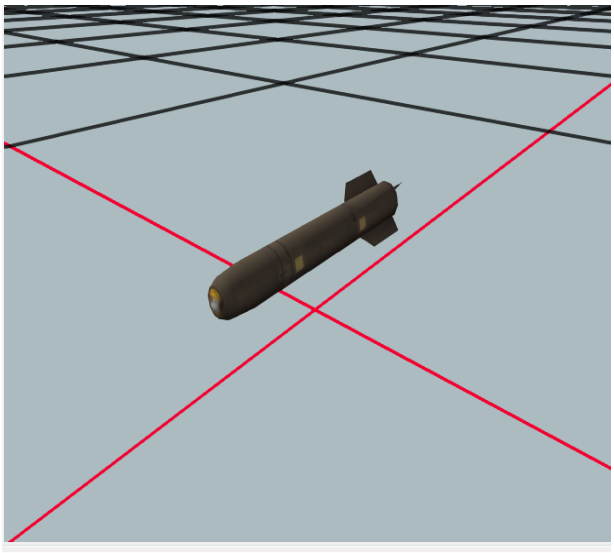
KAB-500N Bomb

- 1:2:9:222:1:15:0:0
- Systems:
  - movement: smart-bomb-dynamics.sysdef
- Sensor signatures:
  - visual-signature: 2
  - radar-signature: 10

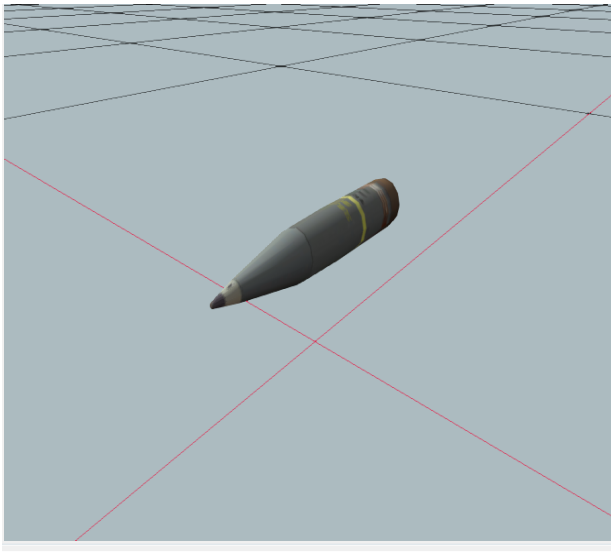


Laser Guided Hellfire Missile

- 1:2:2:225:1:3:6:0
- Maximum speed: 310 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: laser-guided-missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2

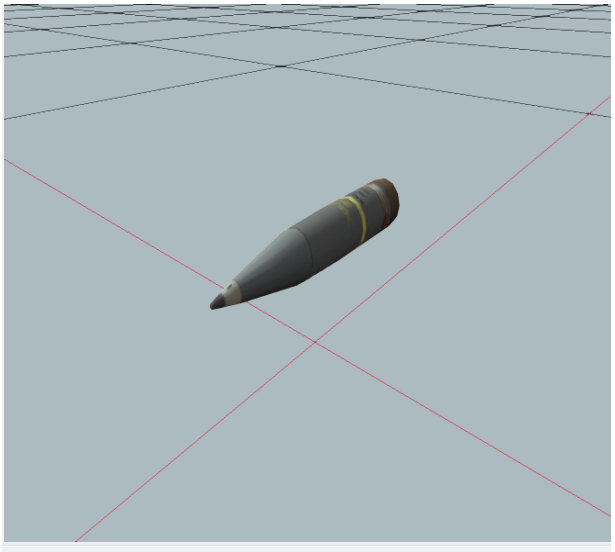


M107 155mm



- 1:2:9:225:2:14:2:0
- Can embark: False
- Systems:
  - movement: frictionless-gravity-dynamics.sysdef
  - weapon: missile-warhead.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 25
  - infrared-signature: 18
  - passive-sonar-signature: 0
  - active-sonar-signature: 0

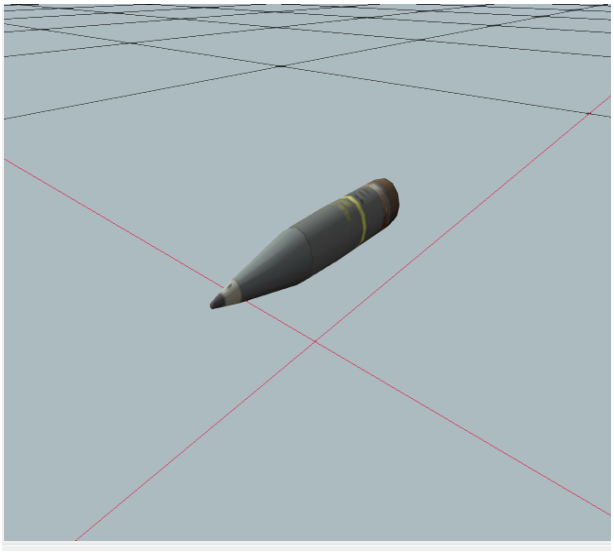
M26 Rocket



- 1:2:9:225:2:80:1:0
- Systems:
  - movement: frictionless-gravity-dynamics.sysdef
  - weapon: missile-warhead.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 18
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 4

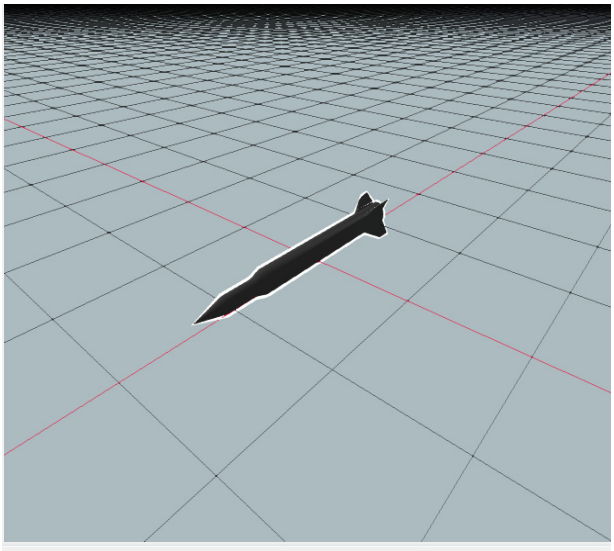
M374A2 81mm

- 1:2:9:225:2:8:12:0
- Systems:
  - movement: frictionless-gravity-dynamics.sysdef
  - weapon: missile-warhead.sysdef
- Sensor signatures:
  - visual-signature: 4
  - radar-signature: 25
  - infrared-signature: 18
  - passive-sonar-signature: 0
  - active-sonar-signature: 0



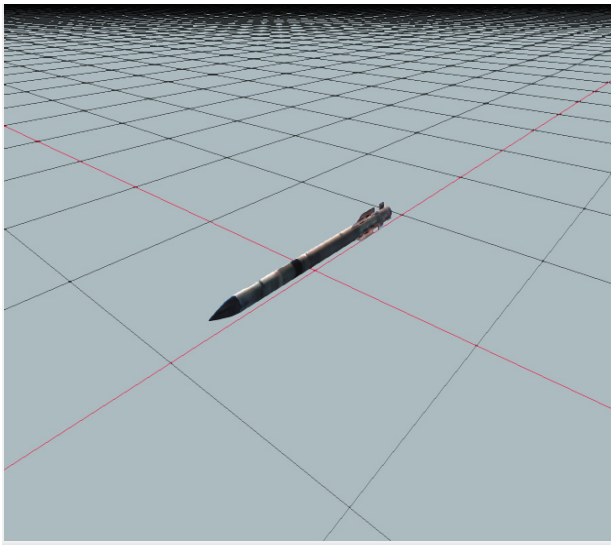
M39 Missile

- 1:2:9:225:1:17:1:1
- Systems:
  - damage: missile-default.sysdef
  - movement: scripted-movement-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 25
  - visual-signature: 2
  - infrared-signature: 20

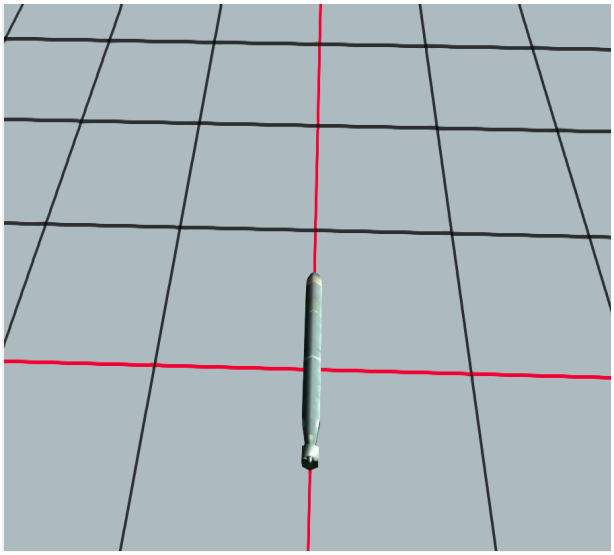


MIM004 Patriot Missile

- 1:2:1:225:1:16:2:0
- Maximum speed: 1700 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2

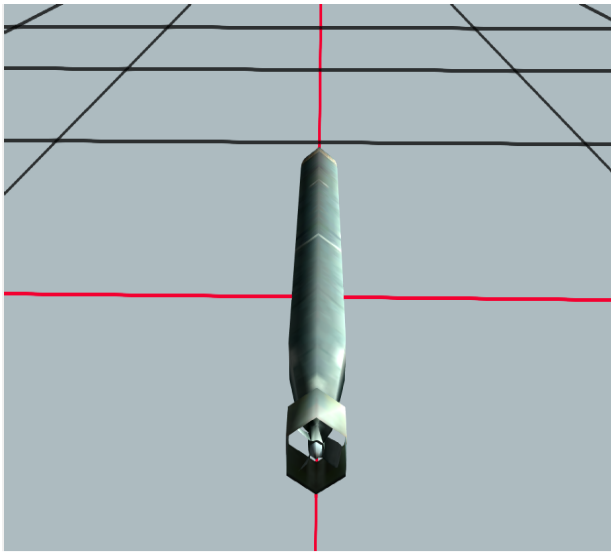


Mk-46 MOD 5 Torpedo (No 3D)



- 1:2:7:225:1:1:2:-1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 27.77777777778 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other: limit-existance.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: torpedoWarhead.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 4
  - mad-signature: 4
  - passive-sonar-signature: 5
  - radar-signature: 10
  - visual-signature: 3

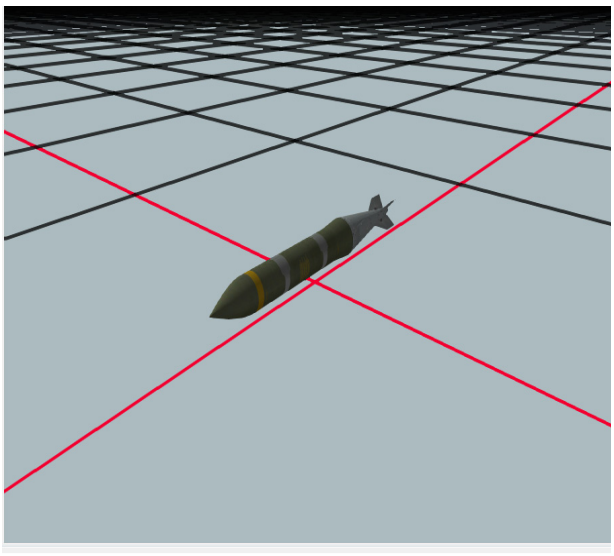
Mk-48 ADCAP Torpedo



- 1:2:7:225:1:10:-1:-1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 27.77777777778 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other: limit-existance.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: torpedoWarhead.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 0.1
  - mad-signature: 4
  - passive-sonar-signature: 5
  - radar-signature: 0.1
  - visual-signature: 3

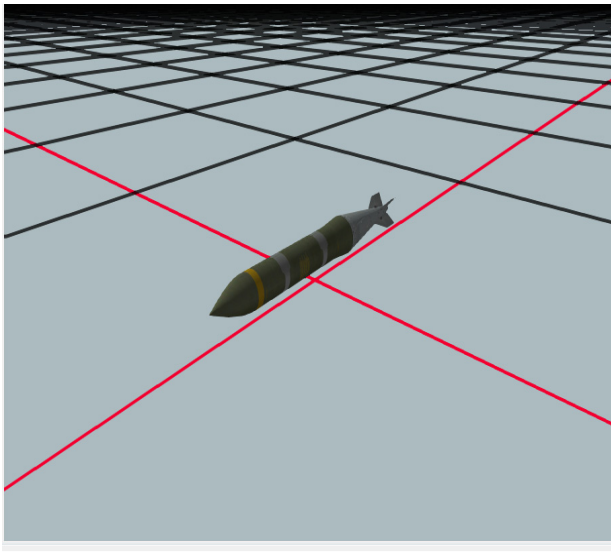
Naval Mine

- 1:2:6:225:3:-1:-1:-1
- Systems:
  - movement-2: naval-mine-dynamics.sysdef
  - movement: sink-to-depth-dynamics.sysdef
  - weapon: naval-mine-explosive-device.sysdef
- Sensor signatures:
  - visual-signature: 0
  - radar-signature: 0

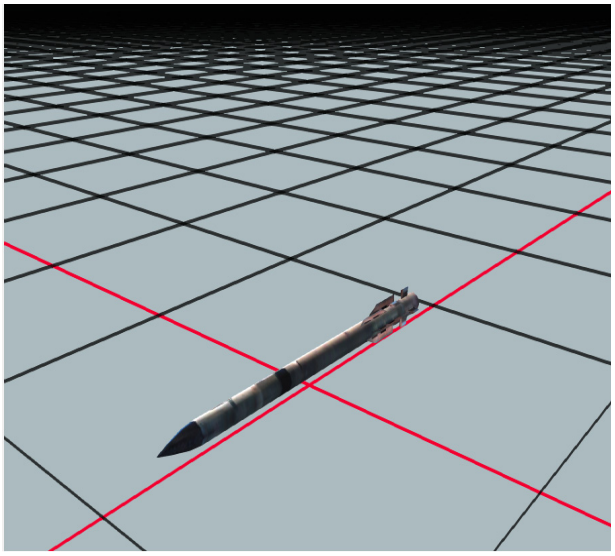


Quickstrike Mk 65

- 1:2:6:225:3:8:4:0
- Systems:
  - movement-2: naval-mine-dynamics.sysdef
  - movement: sink-to-depth-dynamics.sysdef
  - weapon: naval-mine-explosive-device.sysdef
- Sensor signatures:
  - visual-signature: 0
  - radar-signature: 0

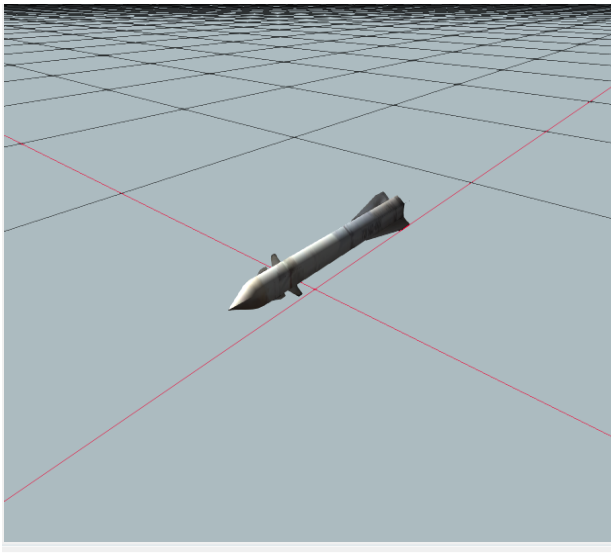


RUR-5 ASROC (No 3D)



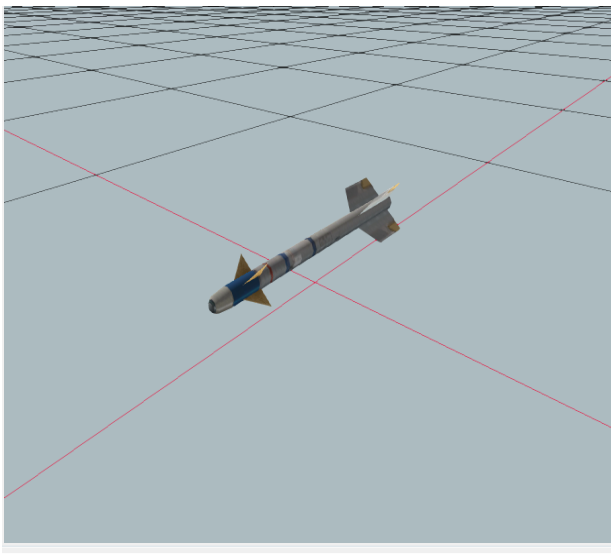
- 1:2:7:225:1:5:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 194.6666666667 m/s
- Ordered speed: 180.5555555556 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: cruise-missile-dynamics.sysdef
  - other: limit-existance.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - visual-signature: 0
  - infrared-signature: 0
  - radar-signature: 0

SA-9 Missile



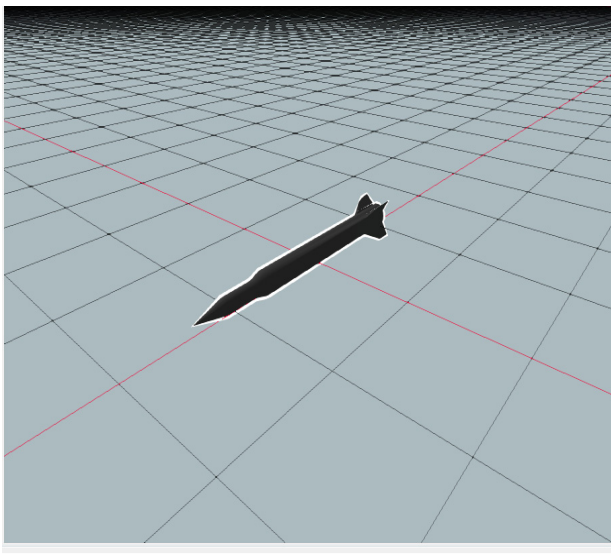
- 1:2:1:222:1:21:0:0
- Maximum speed: 598 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2

SM-2 Standard Missile



- 1:2:1:225:1:27:1:0
- Maximum speed: 308.555556 m/s
- Ordered speed: 308 m/s
- Systems:
  - damage: missile-default.sysdef
  - movement: missile-dynamics.sysdef
  - weapon: missile-warhead.sysdef
- Sensor signatures:
  - radar-signature: 10
  - visual-signature: 2

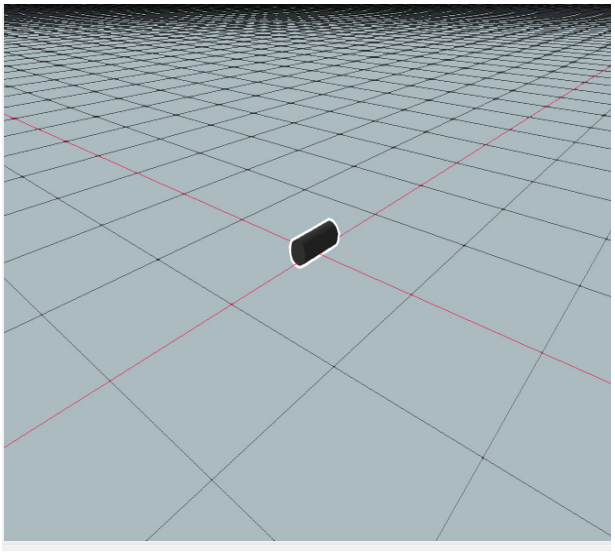
SS-24 Scalpel Missile



- 1:2:10:222:1:21:0:0
- Systems:
  - damage: missile-default.sysdef
  - movement: scripted-movement-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 25
  - visual-signature: 2
  - infrared-signature: 20

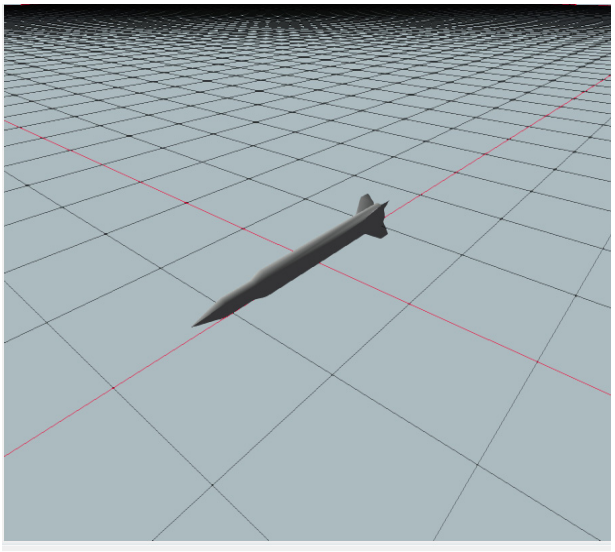
SS-24 Scalpel Stage

- 1:2:10:222:1:21:0:1
- Systems:
  - damage: missile-default.sysdef
  - movement: scripted-movement-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 25
  - visual-signature: 2
  - infrared-signature: 20



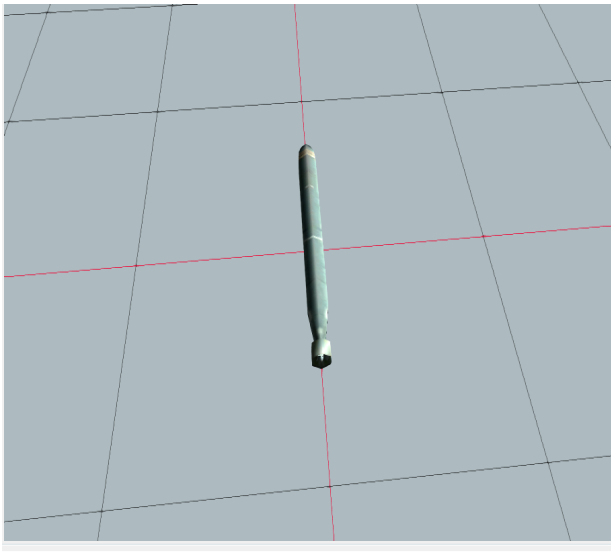
Scud-B Missile

- 1:2:11:222:2:2:0:0
- Systems:
  - damage: missile-default.sysdef
  - movement: scripted-movement-dynamics.sysdef
- Sensor signatures:
  - radar-signature: 25
  - visual-signature: 2
  - infrared-signature: 20



Sea Lance ASW

- 1:2:7:225:1:14:0:0
- Systems:
  - movement: naval-mine-dynamics.sysdef
  - weapon: naval-mine-explosive-device.sysdef
- Sensor signatures:
  - visual-signature: 0
  - radar-signature: 0

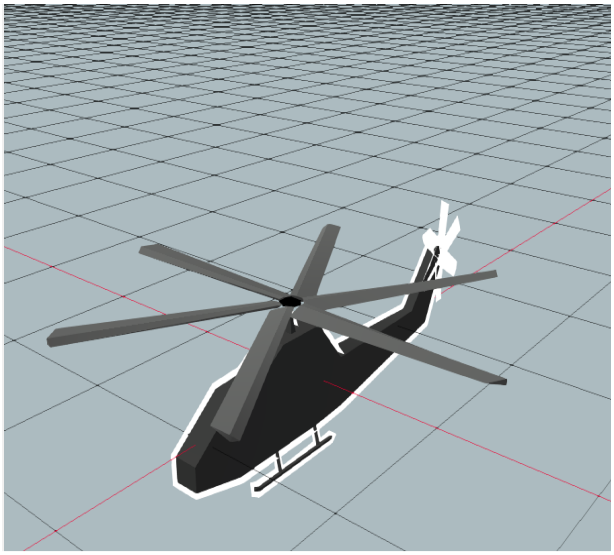


1.10. Rotary Wing

AH-1W SuperCobra

- 1:1:2:225:20:2:10:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 160 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon-2: laser-guided-hellfire-missile-launcher.sysdef
  - weapon: M230-chain-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

AH-6 Little Bird (No 3D)

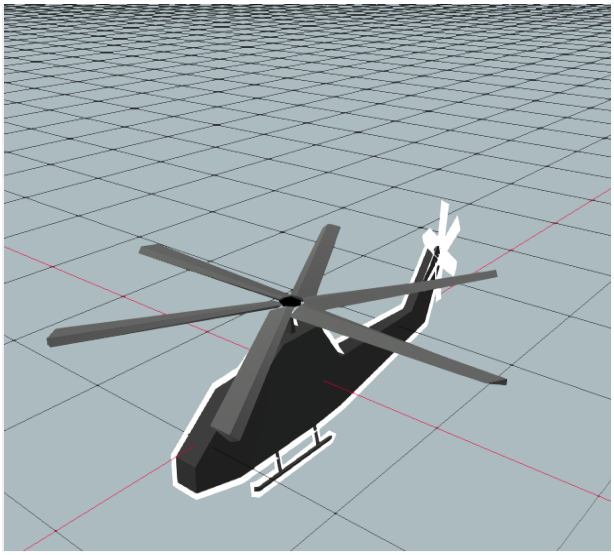


- 1:1:2:225:20:5:2:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 78.333333 m/s
- Ordered speed: 69.444444 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon-2: laser-guided-hellfire-missile-launcher.sysdef
  - weapon: M230-chain-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 20
  - visual-signature: 4

AH-64A Apache

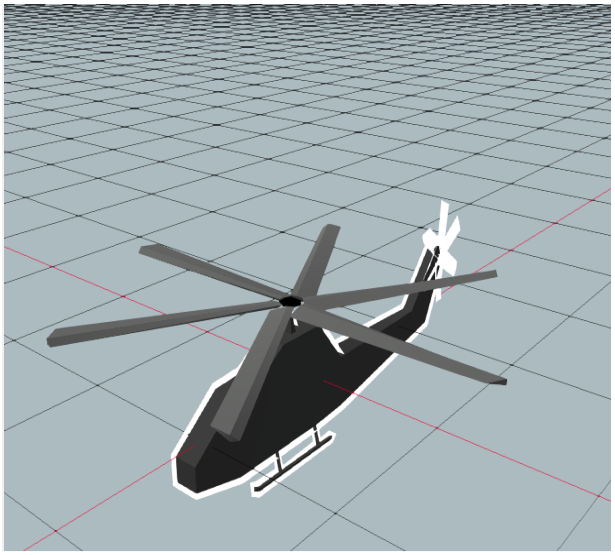
- 1:1:2:225:20:1:1:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 160 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon-2: laser-guided-hellfire-missile-launcher.sysdef
  - weapon: M230-chain-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

AS-365 Dauphin (No 3D)



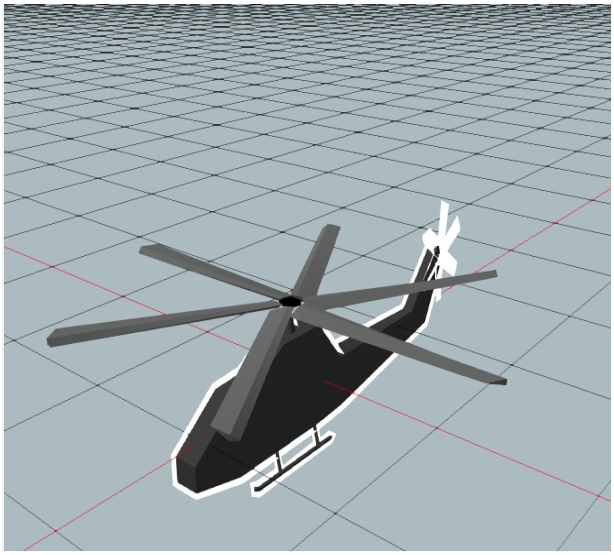
- 1:1:2:71:21:10:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 160 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

AS-565 Panther (No 3D)



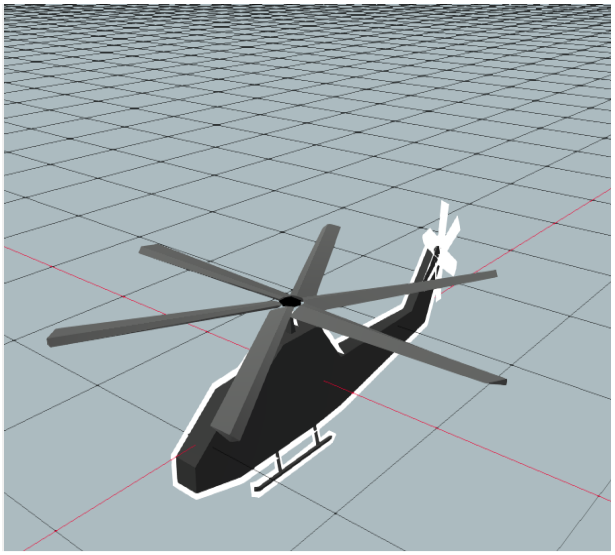
- 1:1:2:71:21:10:2:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 160 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

Bell 206 JetRanger (No 3D)



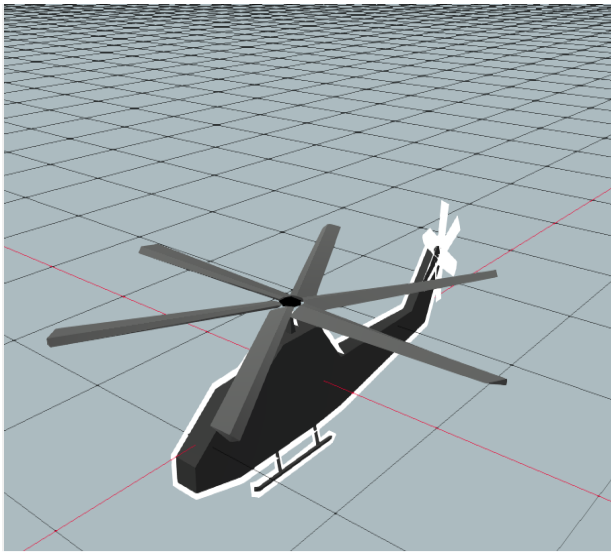
- 1:1:2:225:24:1:1:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 140 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5.1

Bell 406 (No 3D)



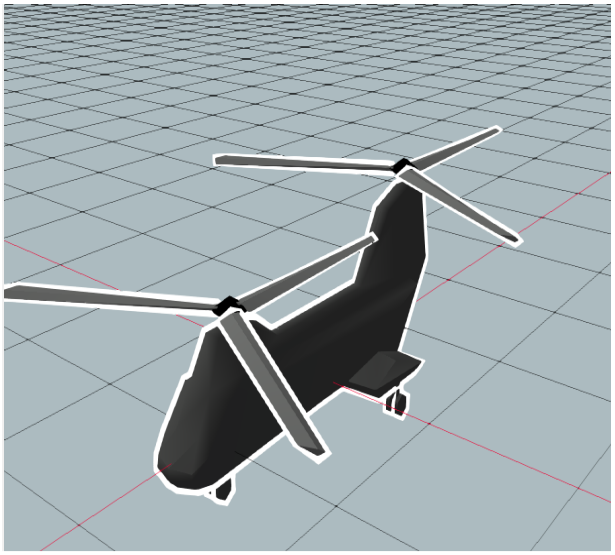
- 1:1:2:225:24:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 140 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 20
  - visual-signature: 4

Bell 412 (No 3D)



- 1:1:2:225:24:4:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 140 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 20
  - visual-signature: 4

CH-148 Cyclone (No 3D)



- 1:1:2:225:23:4:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 85 m/s
- Ordered speed: 70.55555555556 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: M60-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

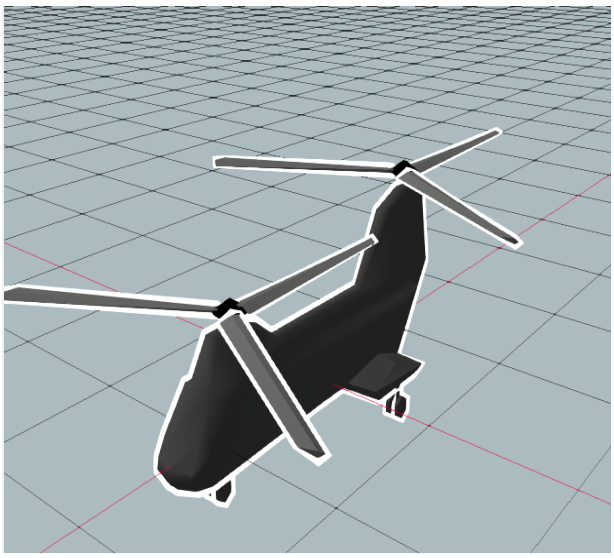
CH-149 Cormorant

- 1:1:2:224:22:3:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 122.8 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

CH-46E Sea Knight

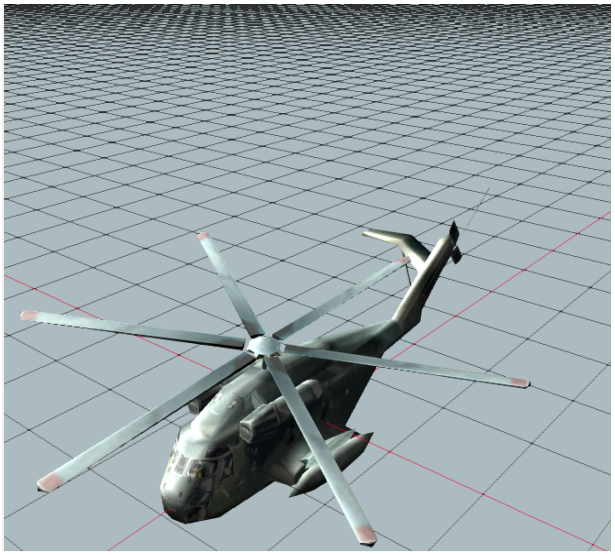
- 1:1:2:225:21:3:2:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 122.8 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor-3: rotary-wing-sonar-sensor.sysdef
  - sensor-4: mad-sensor.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

CH-47 Chinook (No 3D)



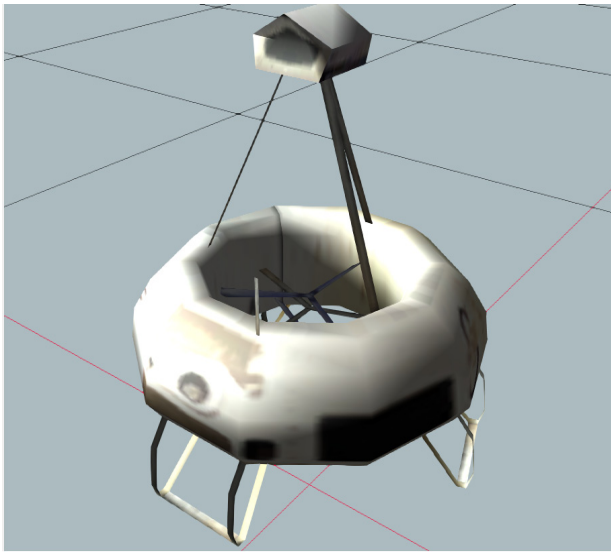
- 1:1:2:225:23:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 87.5 m/s
- Ordered speed: 20 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: M60-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 30
  - visual-signature: 7

CH-53E Super Stallion



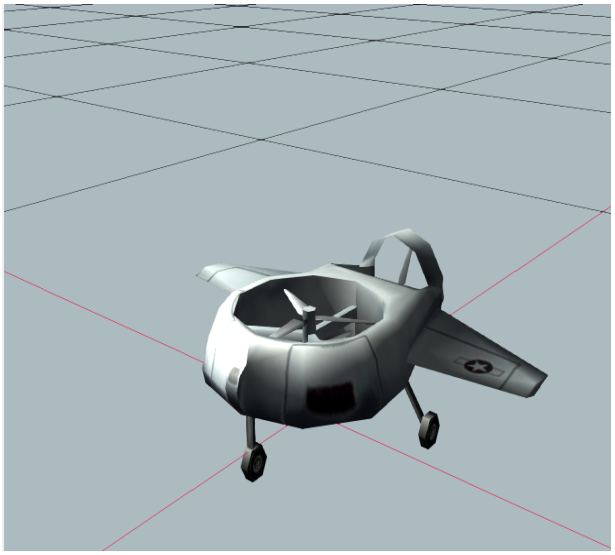
- 1:1:2:225:23:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 100 m/s
- Ordered speed: 20 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 30
  - visual-signature: 7

Cypher VTUAV



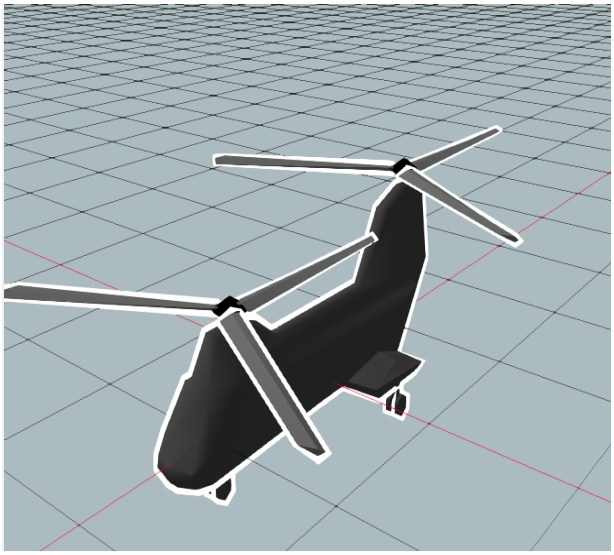
- 1:1:2:225:50:0:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 140 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-vtuav.sysdef
  - other-2: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 2
  - visual-signature: 2

Dragon Warrior VTUAV



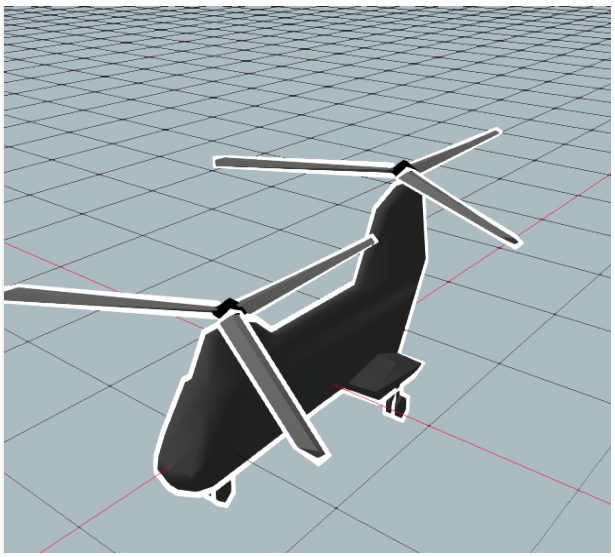
- 1:1:2:225:50:3:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 140 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-vtuav.sysdef
  - other-2: iff-tran-sponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: airborne-targeting-radar.sysdef
- Sensor signatures:
  - infrared-signature: 2
  - radar-signature: 2
  - visual-signature: 2

EC145 (No 3D)



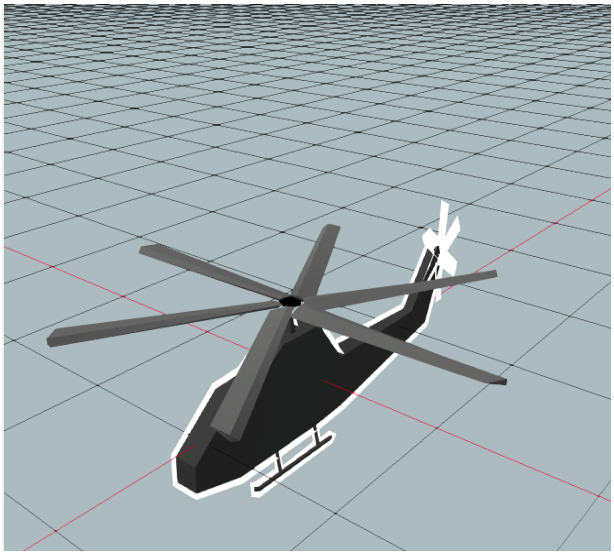
- 1:1:2:78:21:7:3:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 74.444444 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

EH101 Merlin (No 3D)



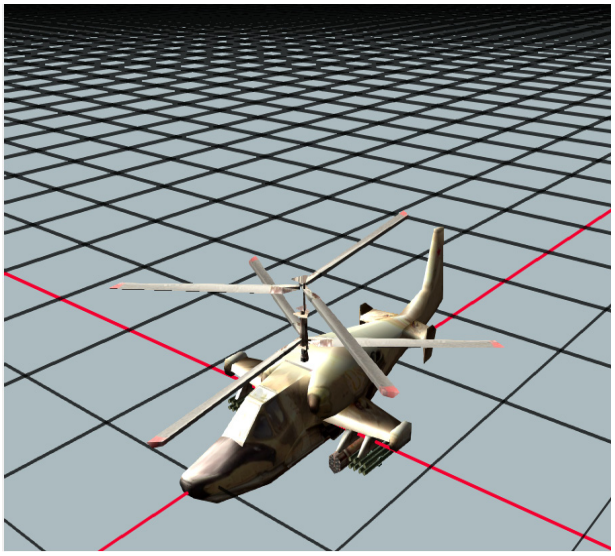
- 1:1:2:224:22:3:0:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 85.83333333334 m/s
- Ordered speed: 77.22222222222 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

HH-65 Dolphin (No 3D)



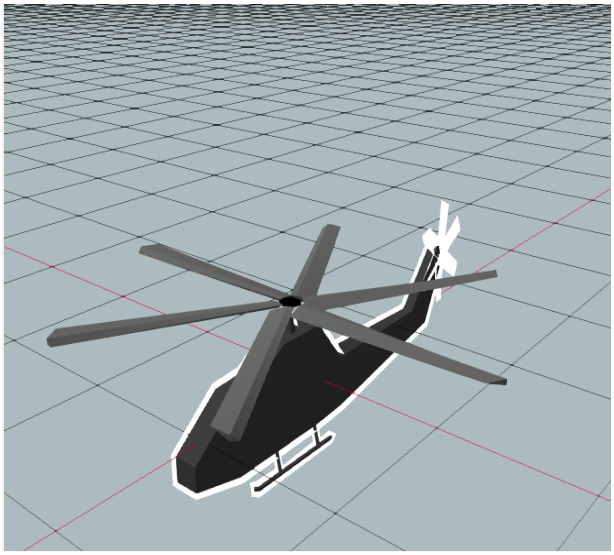
- 1:1:2:71:21:11:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 160 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

KA-50 Hokum



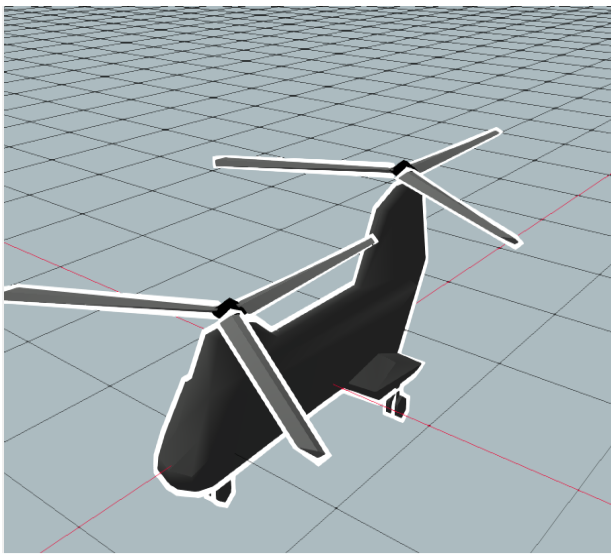
- 1:1:2:222:20:3:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 94.44444 m/s
- Ordered speed: 86.11111 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: cis-counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: CIS-attack-helo-missile-package.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

MD 500 (No 3D)



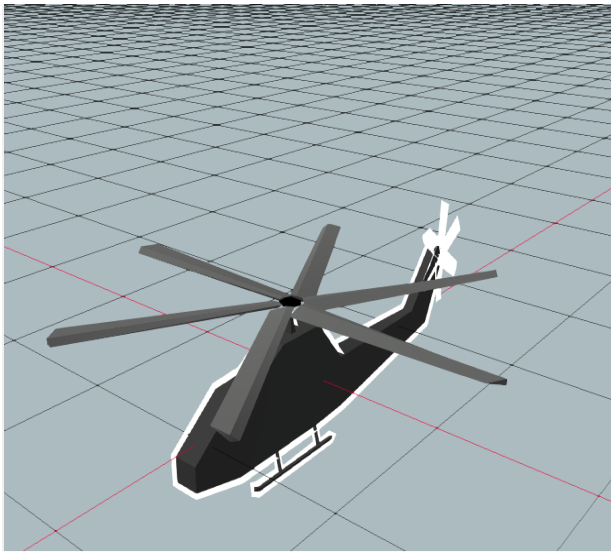
- 1:1:2:225:25:4:2:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 78.333333 m/s
- Ordered speed: 69.444444 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

MH-47 Chinook (No 3D)



- 1:1:2:225:25:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 87.5 m/s
- Ordered speed: 20 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: M240-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

MH-6 Little Bird (No 3D)

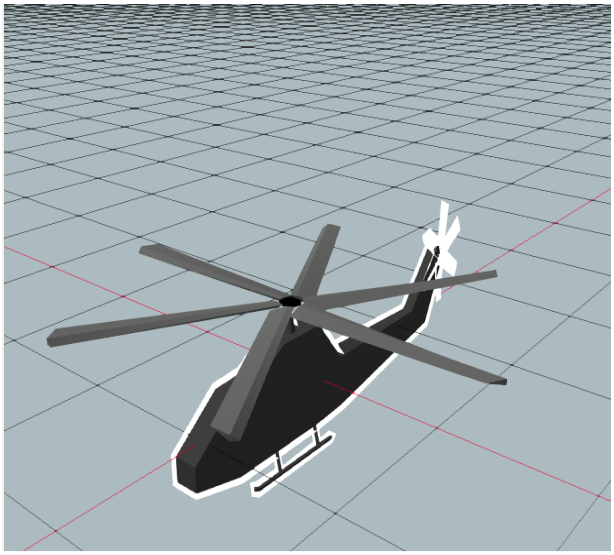


- 1:1:2:225:25:4:2:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 78.333333 m/s
- Ordered speed: 69.444444 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 20
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 20
  - visual-signature: 4

MH-60 Black Hawk

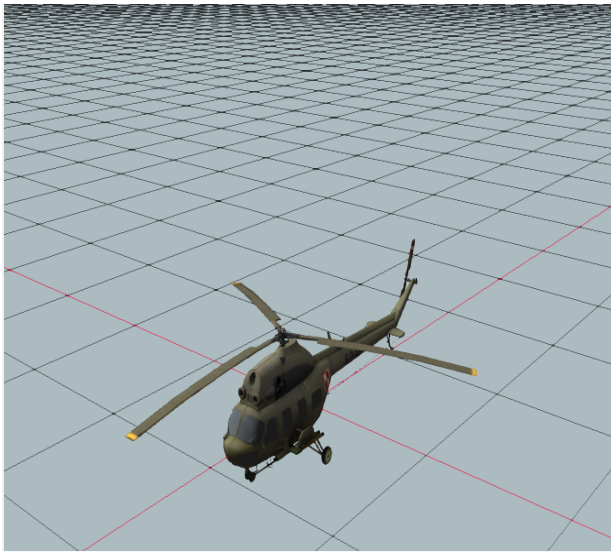
- 1:1:2:225:25:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 122.8 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon-2: laser-guided-hellfire-missile-launcher.sysdef
  - weapon: M60-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

MH-60L Black Hawk DAP (No 3D)



- 1:1:2:225:25:1:4:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 122.8 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon-2: laser-guided-hellfire-missile-launcher.sysdef
  - weapon: M230-chain-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

Mi-2 Hoplite



- 1:1:2:222:21:5:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 122.8 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

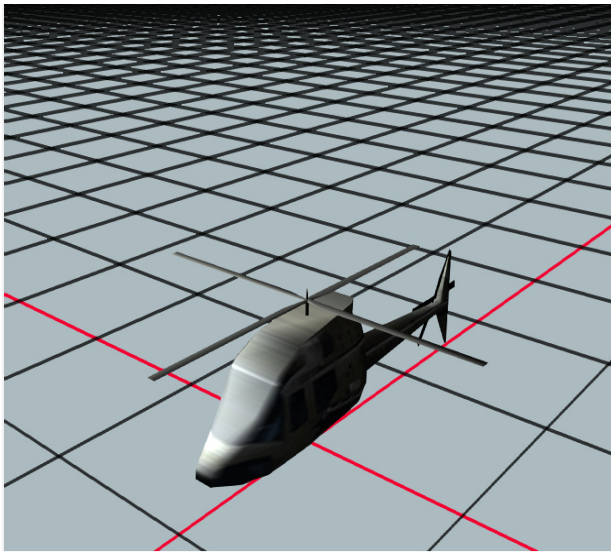
Mi-24 Hind

- 1:1:2:222:20:2:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 168 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: cis-counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: CIS-attack-helo-missile-package.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 30
  - visual-signature: 7

Mi-28 Havoc

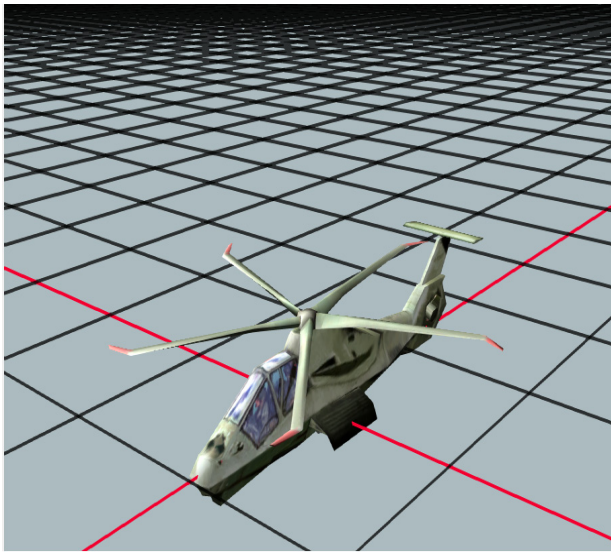
- 1:1:2:222:20:1:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 168 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: cis-counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: CIS-attack-helo-missile-package.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

OH-58 Kiowa



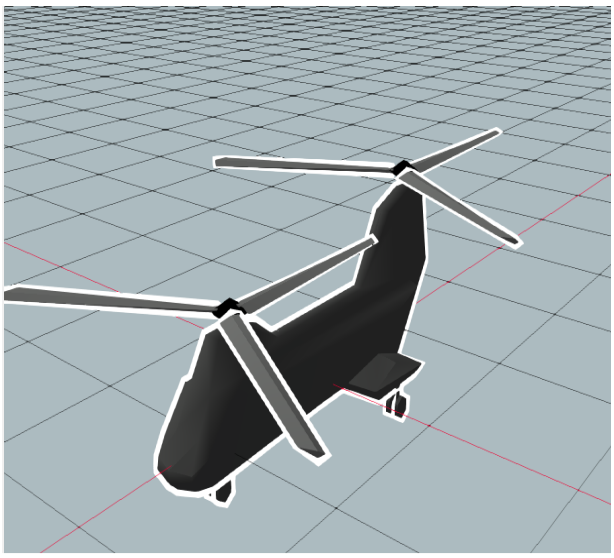
- 1:1:2:225:24:1:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 140 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

RAH-66 Comanche



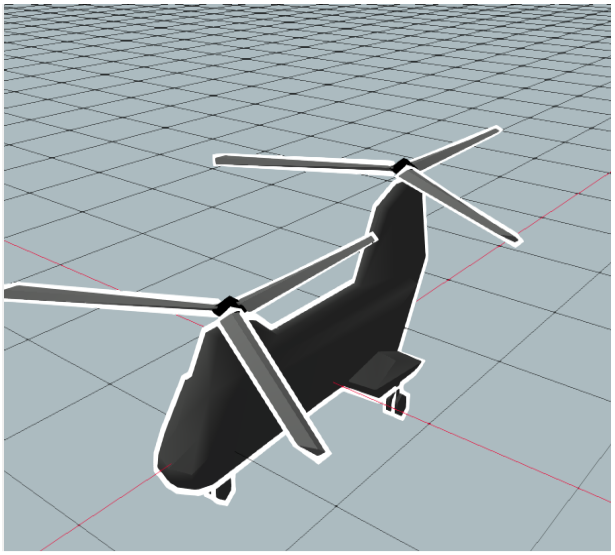
- 1:1:2:225:20:4:0:0
- Can embark: True
- Can be embarked on: False
- Maximum speed: 160 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-attack.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: counter-measures-launcher.sysdef
  - other-5: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon-2: laser-guided-hellfire-missile-launcher.sysdef
  - weapon: M230-chain-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

SA 330 Puma (No 3D)



- 1:1:2:71:21:5:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 75.83333333334 m/s
- Ordered speed: 68.88888888889 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 25
  - radar-signature: 25
  - visual-signature: 5

SH-3 Sea King (No 3D)

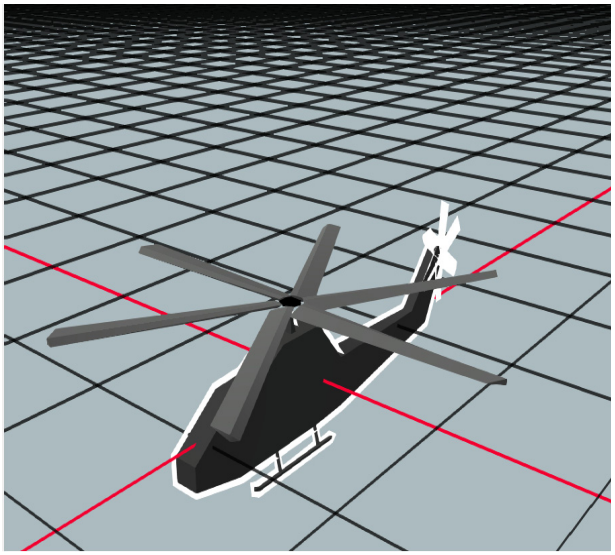


- 1:1:2:225:22:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 74.16666666667 m/s
- Ordered speed: 20 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: rotary-wing-sonar-sensor.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: M60-7_62mm-mach-gun.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

SH-60 Seahawk

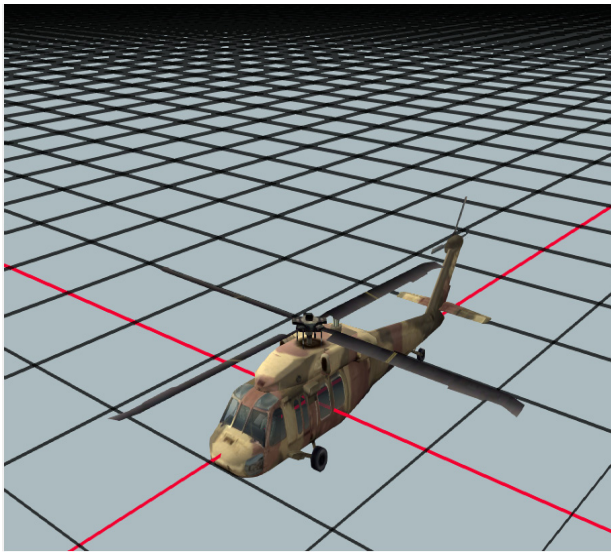
- 1:1:2:225:22:3:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 122.8 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-3: mad-sensor.sysdef
  - sensor-4: rotary-wing-sonar-sensor.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

UH-1N Twin Huey (No 3D)



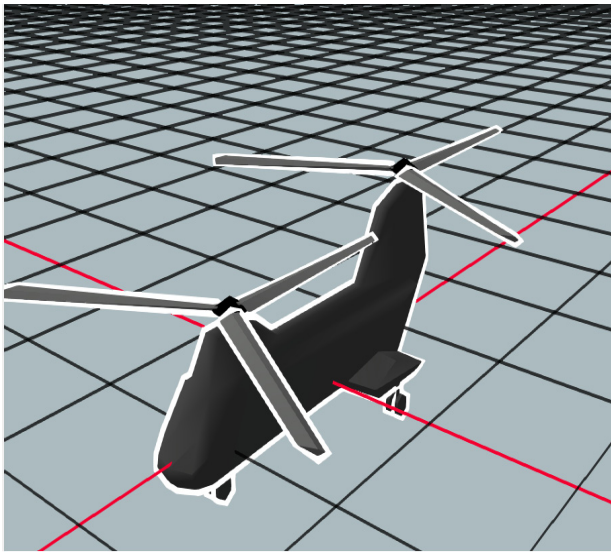
- 1:1:2:225:21:1:13:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 140 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 20
  - radar-signature: 20
  - visual-signature: 4

UH-60 Blackhawk



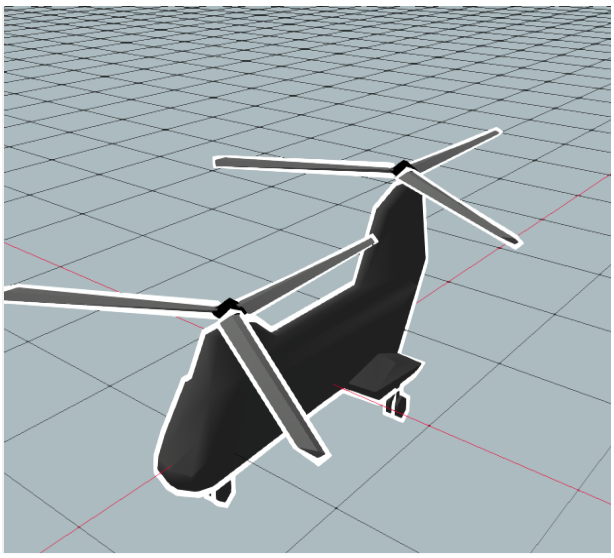
- 1:1:2:225:21:2:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 122.8 m/s
- Ordered speed: 25 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 5

UH-72 Lakota (No 3D)



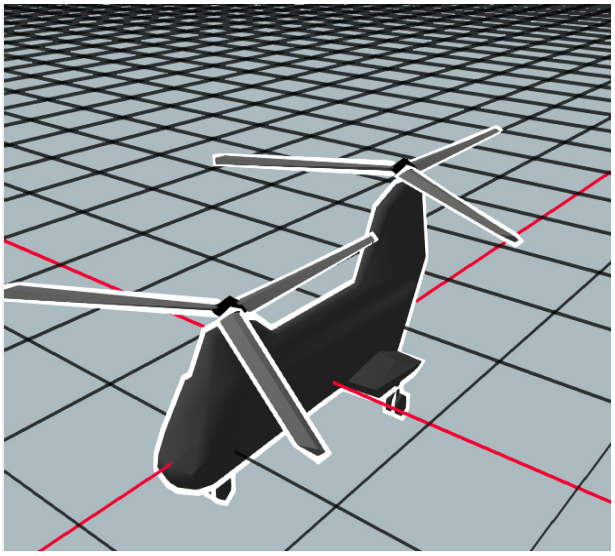
- 1:1:2:225:21:7:1:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 74.444444 m/s
- Ordered speed: 30 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-utility.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 2525
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 5
  - visual-signature: 5.1

WS-61 Sea King (No 3D)



- 1:1:2:224:22:1:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 57.77777777778 m/s
- Ordered speed: 27.77777777778 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

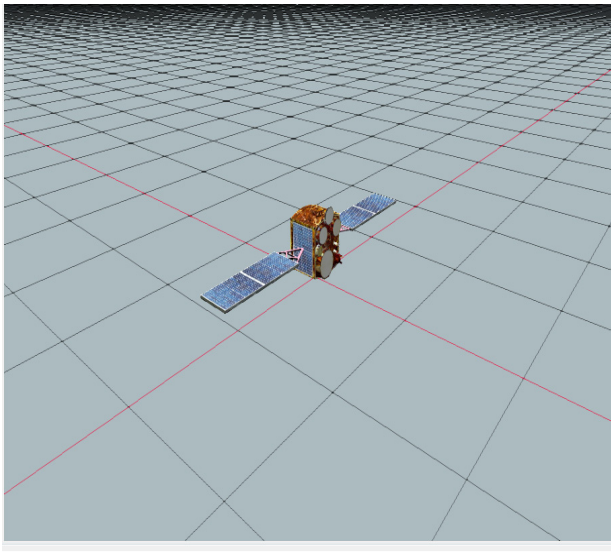
Westland Lynx (No 3D)



- 1:1:2:224:22:2:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 90 m/s
- Ordered speed: 27.77777777778 m/s
- Systems:
  - damage: rotary-wing-default.sysdef
  - movement: rotary-wing-heavy.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: counter-measures-launcher.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: infrared-sensor.sysdef
  - weapon: M230-chain-gun.sysdef
- Sensor signatures:
  - infrared-signature: 30
  - radar-signature: 30
  - visual-signature: 7

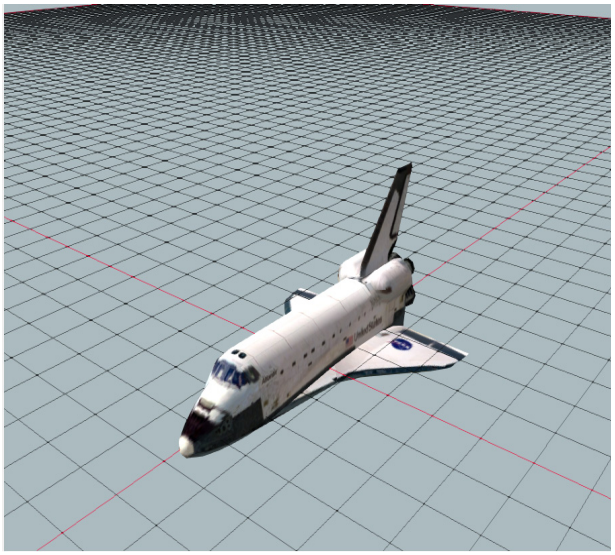
1.11. Space

Defense Satellite



- 1:1:5:225:2:1:2:0
- Can embark: True
- Systems:
  - damage: ground-unarmored.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 100000
  - visual-signature: 0

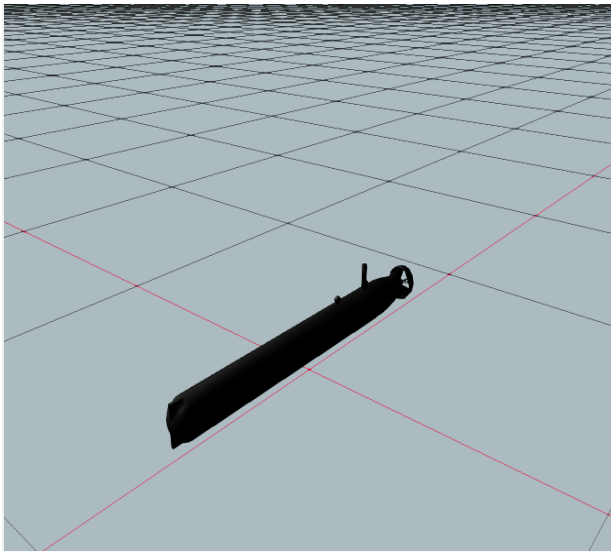
Space Shuttle



- 1:1:5:225:1:1:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 7743.055543 m/s
- Ordered speed: 1500 m/s
- Systems:
  - damage: fixed-wing-default.sysdef
  - movement: space-shuttle.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 0
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 100000
  - visual-signature: 0

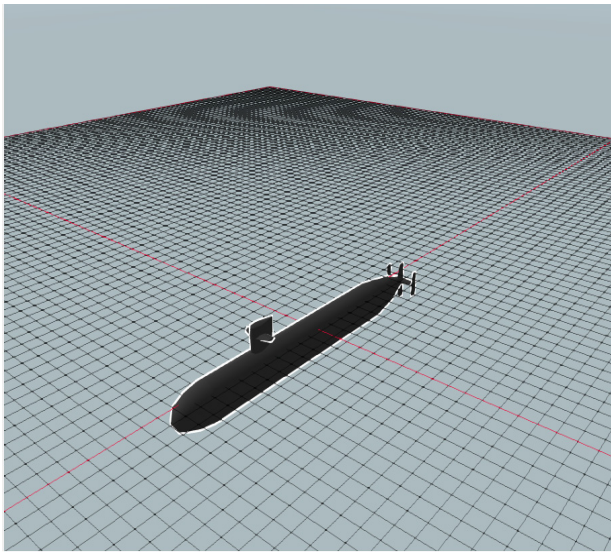
1.12. Subsurface

AN/BLQ-11 UUV (No 3D)



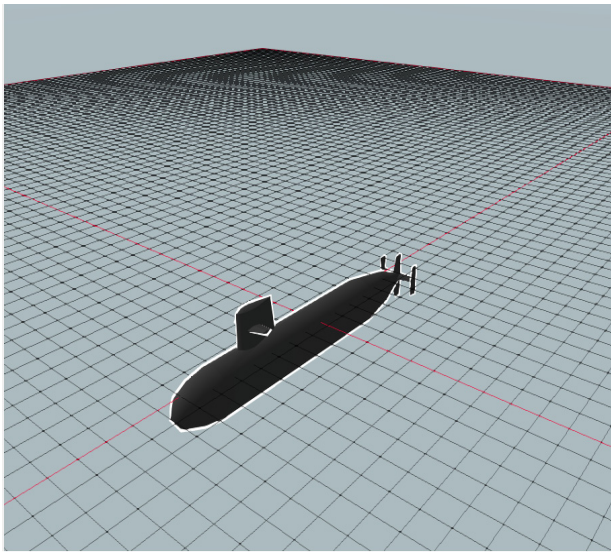
- 1:1:4:225:8:1:0:0
- Can embark: True
- Maximum speed: 7.305555 m/s
- Ordered speed: 7.222222 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: sonar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 1
  - infrared-signature: 0
  - mad-signature: 0.3
  - passive-sonar-signature: 2
  - radar-signature: 0
  - visual-signature: 0

Astute-class Submarine (No 3D)



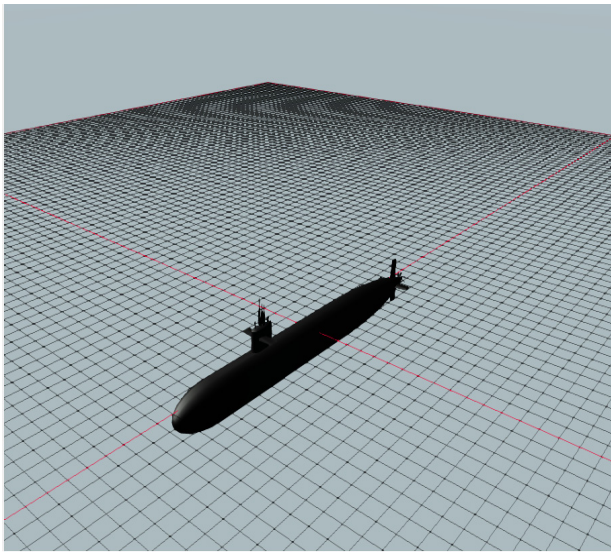
- 1:1:4:224:3:4:1:2
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.38888888889 m/s
- Ordered speed: 11.11111111111 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-3: iff-transponder.sysdef
  - other: periscope.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.5
  - radar-signature: 3
  - visual-signature: 1.5

Dolphin-class Submarine (No 3D)



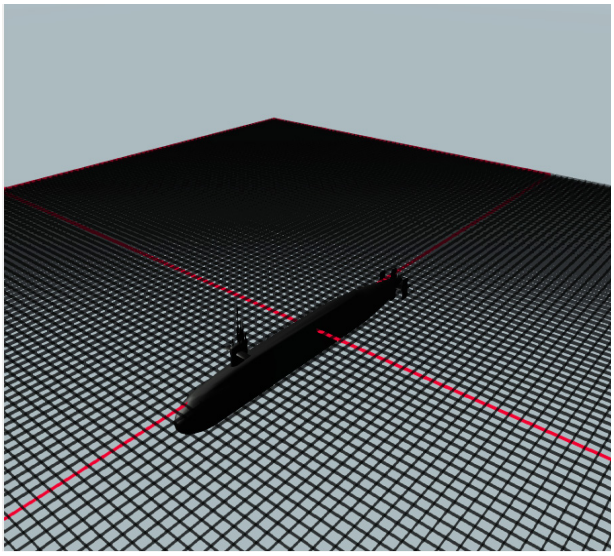
- 1:1:4:105:5:1:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 103.6111111111 m/s
- Ordered speed: 2.222222222221 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: periscope.sysdef
  - other: spot-report-generator.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.5
  - radar-signature: 3
  - visual-signature: 1.5

Los Angeles-Class Submarine



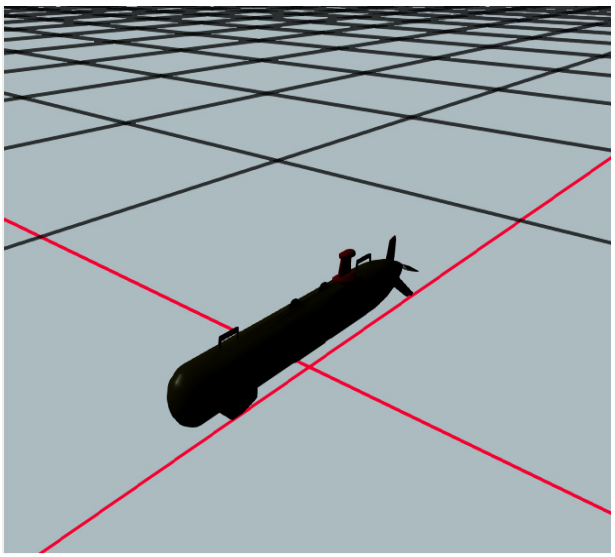
- 1:1:4:225:3:4:1:0
- Can embark: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: peri-scope.sysdef
  - other: spot-report-generator.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 1
  - passive-sonar-signature: 0.75
  - radar-signature: 3
  - visual-signature: 1.5

Ohio-class Submarine



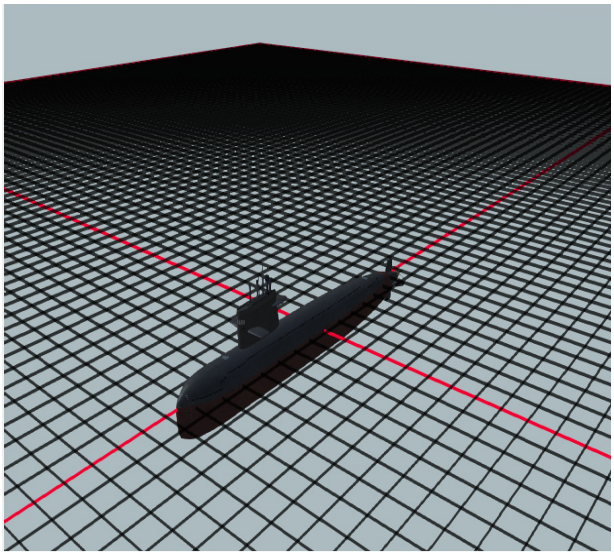
- 1:1:4:225:1:0:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 12.861111 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: periscope.sysdef
  - other: spot-report-generator.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon-2: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 1
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.5
  - radar-signature: 3
  - visual-signature: 2

REMUS UUV (No 3D)



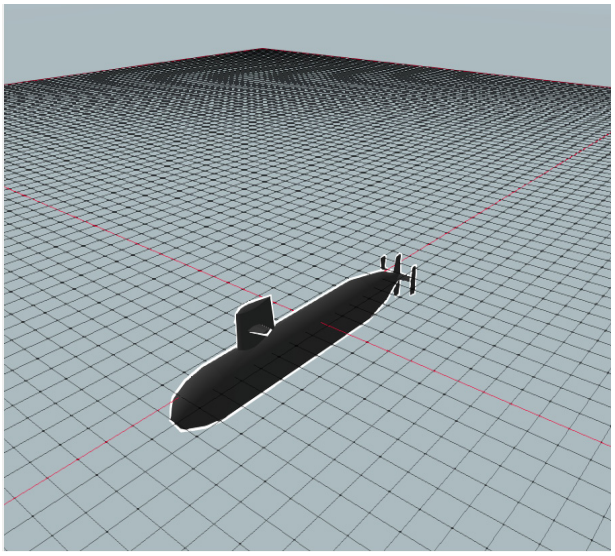
- 1:1:4:225:8:1:0:1
- Can embark: True
- Maximum speed: 1.388889 m/s
- Ordered speed: 1.388889 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: sonar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 1
  - infrared-signature: 0
  - mad-signature: 0.3
  - passive-sonar-signature: 2
  - radar-signature: 0
  - visual-signature: 0

Romeo-class Submarine



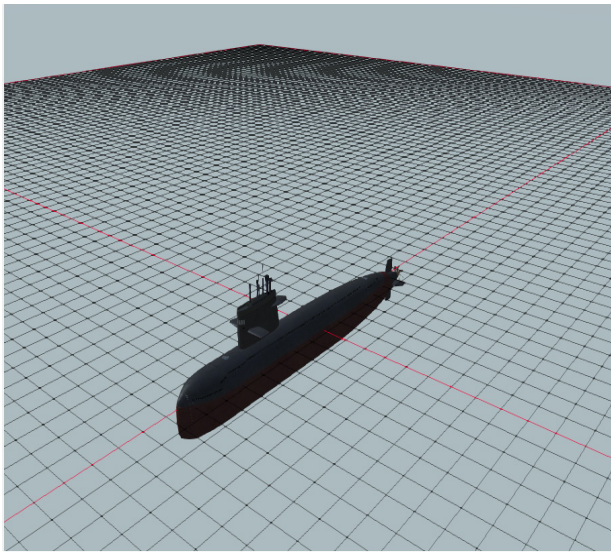
- 1:1:4:222:5:4:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 7.716667 m/s
- Ordered speed: 4.166667 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: periscope.sysdef
  - other: spot-report-generator.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon-2: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.5
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 1
  - radar-signature: 3
  - visual-signature: 1.5

Scorpene-class Submarine (No 3D)



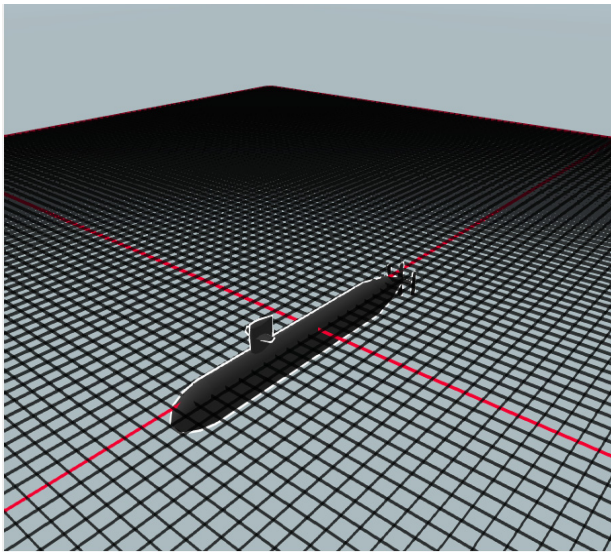
- 1:1:4:176:5:1:0:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 11.66666666667 m/s
- Ordered speed: 5.555555555556 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: periscope.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.5
  - radar-signature: 3
  - visual-signature: 1.5

Song-class Submarine



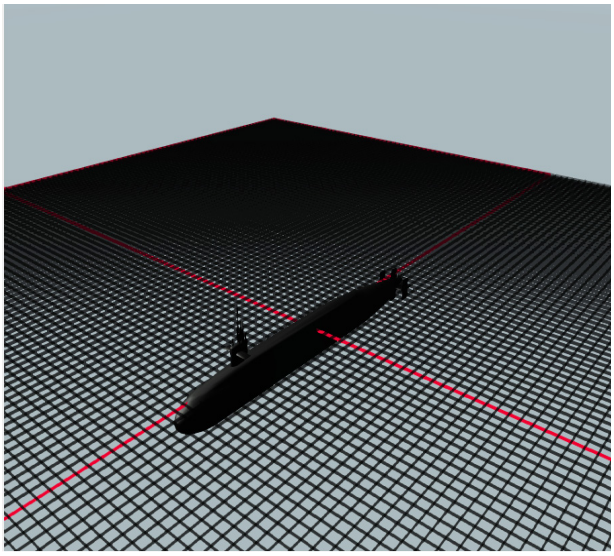
- 1:1:4:45:5:2:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 30.388889 m/s
- Ordered speed: 6.944444 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: periscope.sysdef
  - other: spot-report-generator.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon-2: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.5
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 1
  - radar-signature: 3
  - visual-signature: 1.5

Trafalgar-class Submarine (No 3D)



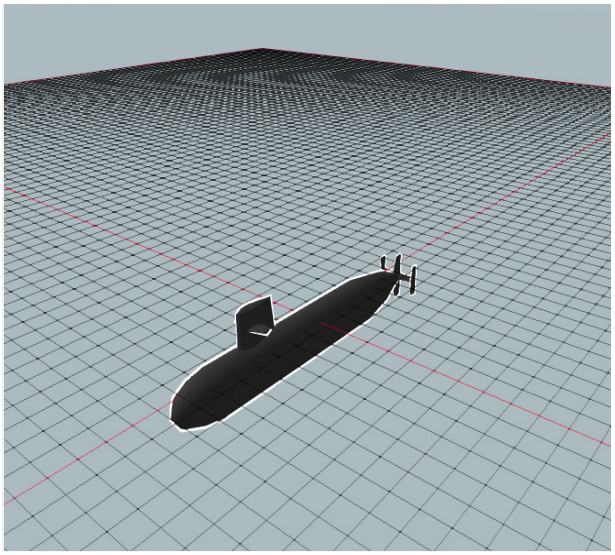
- 1:1:4:224:3:1:1:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.38888888889 m/s
- Ordered speed: 11.11111111111 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: periscope.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.5
  - radar-signature: 3
  - visual-signature: 1.5

Type 209 Submarine (No 3D)



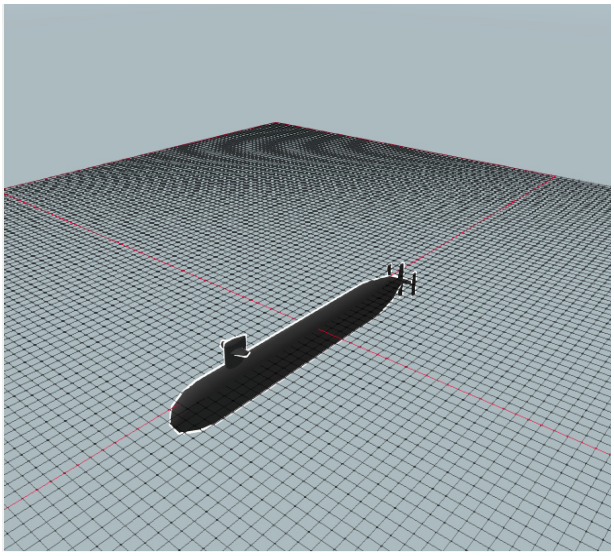
- 1:1:4:78:5:4:3:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 11.66666666667 m/s
- Ordered speed: 5.555555555556 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: periscope.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.5
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 1
  - radar-signature: 3
  - visual-signature: 1.5

Ula-class Submarine (No 3D)



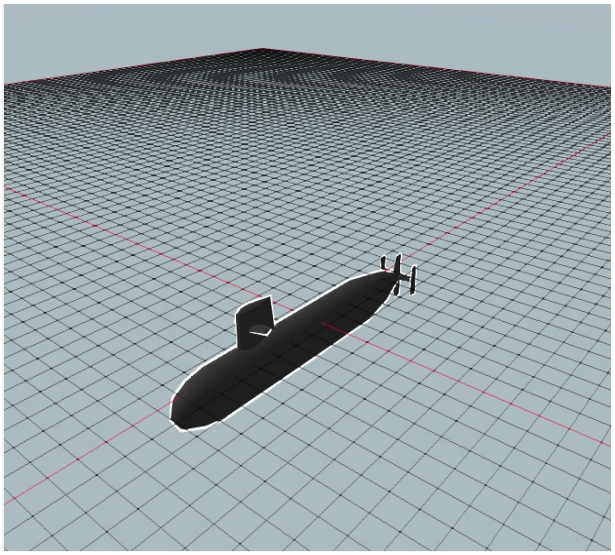
- 1:1:4:163:5:2:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 11.94444444445 m/s
- Ordered speed: 2.222222222221 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: periscope.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon-2: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.5
  - radar-signature: 3
  - visual-signature: 1.5

Vanguard-class Submarine (No 3D)



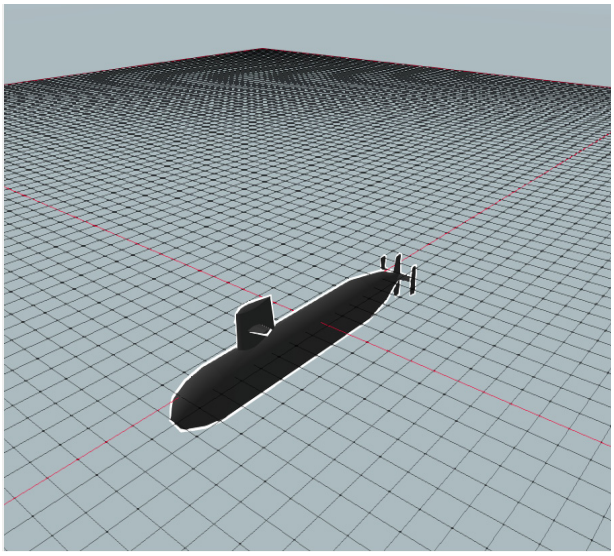
- 1:1:4:224:1:1:1:2
- Can embark: False
- Can be embarked on: False
- Maximum speed: 12.77777777778 m/s
- Ordered speed: 11.11111111111 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: periscope.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.75
  - radar-signature: 3
  - visual-signature: 1.5

Victoria-class (No 3D)



- 1:1:4:39:5:1:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 103.6111111111 m/s
- Ordered speed: 2.222222222221 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: periscope.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.75
  - radar-signature: 3
  - visual-signature: 1.5

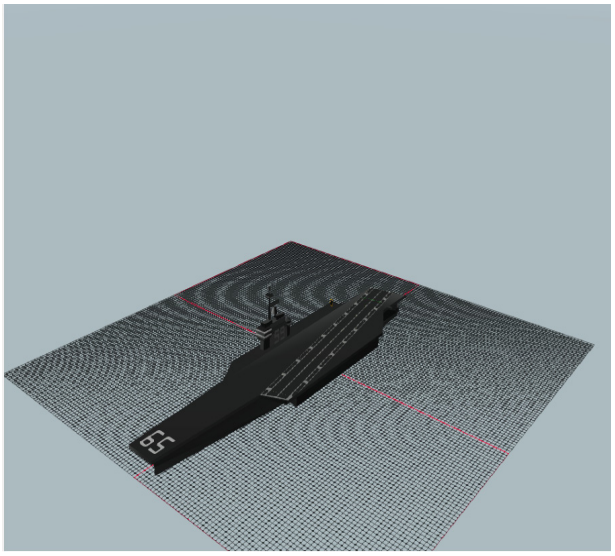
Walrus-class submarine (No 3D)



- 1:1:4:153:5:1:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 11.94444444445 m/s
- Ordered speed: 2.222222222221 m/s
- Systems:
  - damage: subsurface-default.sysdef
  - movement: subsurface-dynamics.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: periscope.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0.75
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 0.75
  - radar-signature: 3
  - visual-signature: 1.5

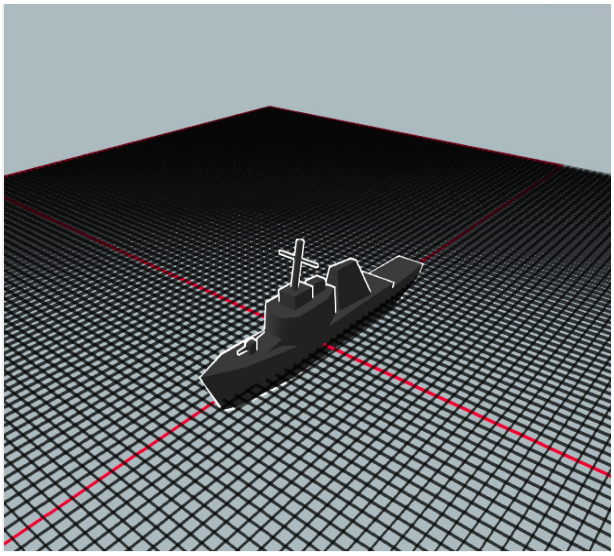
1.13. Surface

Aircraft Carrier



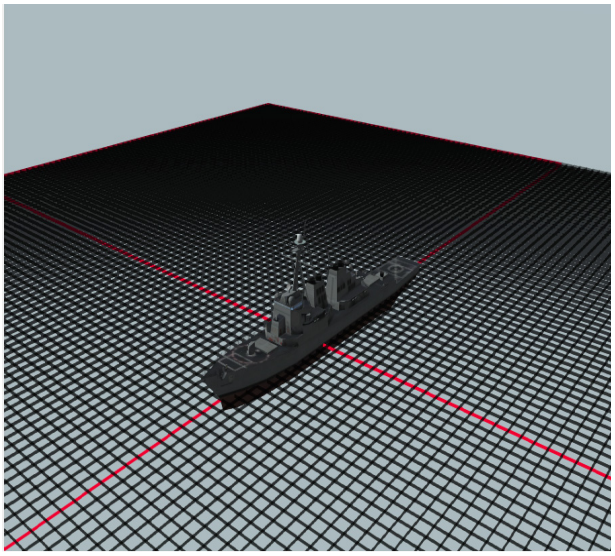
- 1:1:3:225:1:1:0:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 16.5 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Alta-class Minehunter (No 3D)



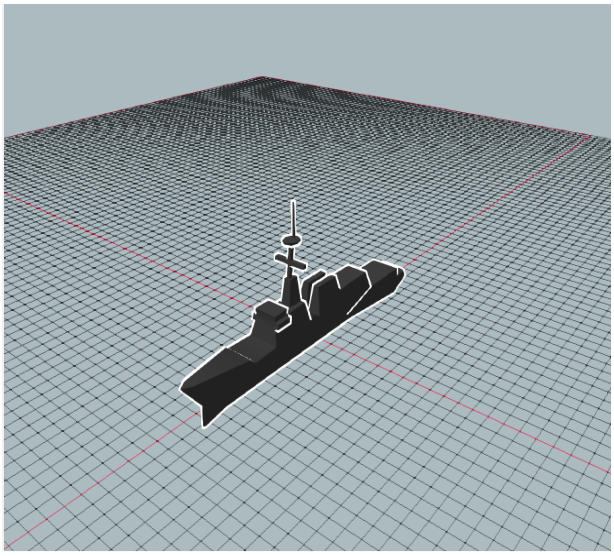
- 1:1:3:163:8:3:0:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 10.27777777778 m/s
- Ordered speed: 8.333333333334 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other: naval-mine-sweep.sysdef
  - sensor: active-sonar-sensor.sysdef
  - weapon: vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Arleigh Burke-class Destroyer



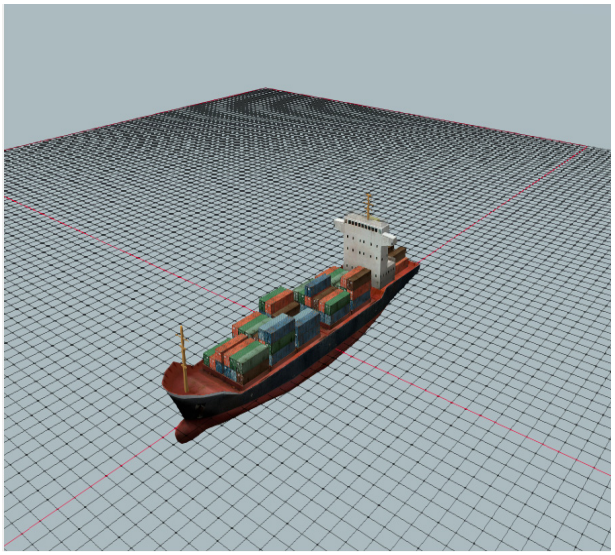
- 1:1:3:225:4:1:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 16.66666666667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: ddg-embedded-support-craft.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor-4: infrared-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: vertical-missile-launcher.sysdef
  - weapon-3: MK45NavalGun.sysdef
  - weapon-4: Homing-torpedo-fwd-launcher.sysdef
  - weapon-5: AswMissile.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Bay-class DLS (No 3D)



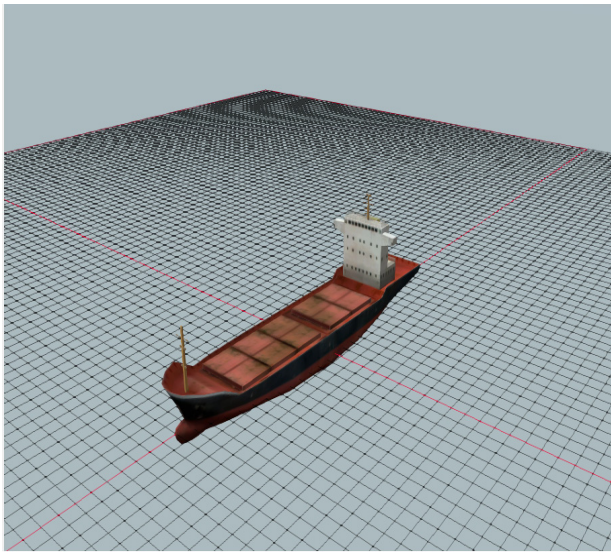
- 1:1:3:224:9:1:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 9.166666666667 m/s
- Ordered speed: 7.777777777778 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

Container Ship Loaded



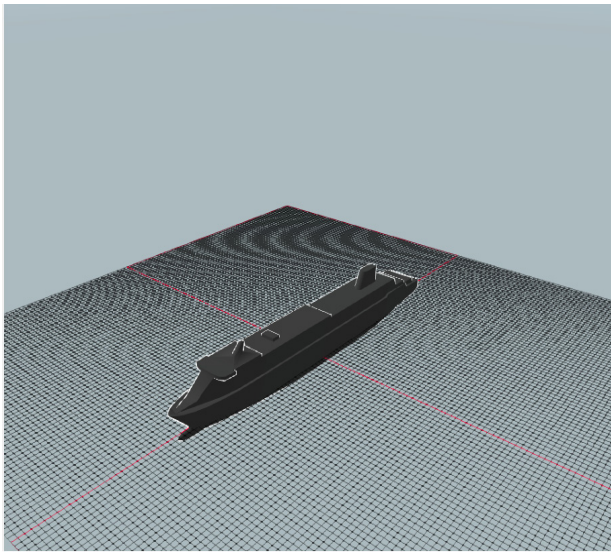
- 1:1:3:0:61:1:1:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 6.7 m/s
- Ordered speed: 6 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Container Ship



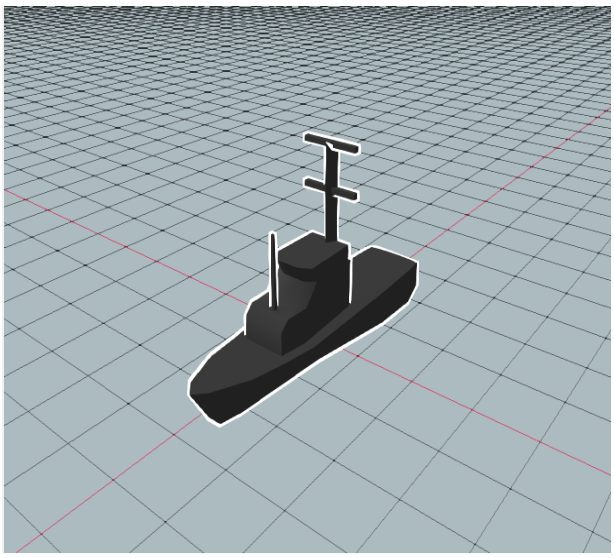
- 1:1:3:0:61:1:0:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 7.7 m/s
- Ordered speed: 6 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Cruise Ship (No 3D)



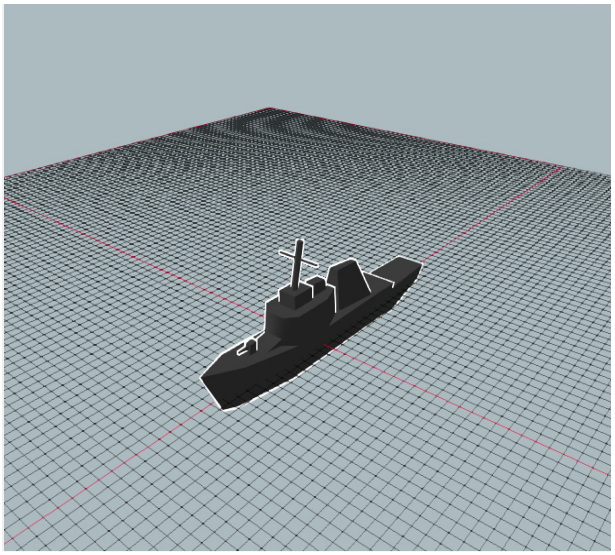
- 1:1:3:0:61:3:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 11.277778 m/s
- Ordered speed: 16 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 50
  - passive-sonar-signature: 8
  - radar-signature: 50
  - visual-signature: 45

Dabur-class Patrol Boat (No 3D)



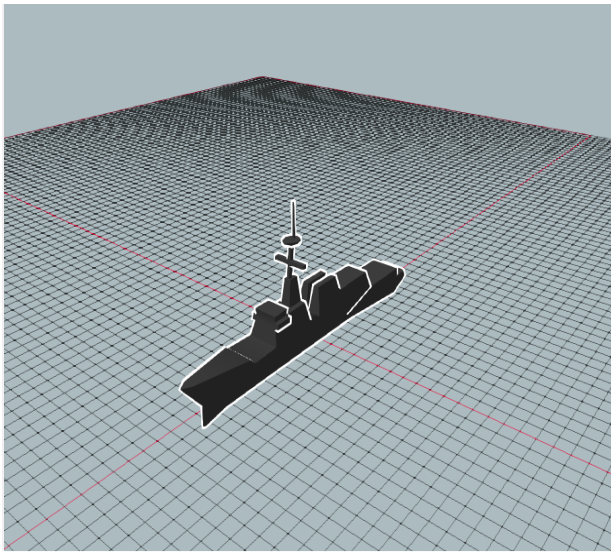
- 1:1:3:105:7:6:-1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 14.72222222222 m/s
- Ordered speed: 10.55555555556 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 3
  - infrared-signature: 25
  - passive-sonar-signature: 2
  - radar-signature: 25
  - visual-signature: 10

Durand de la Penne-class Destroyer (No 3D)



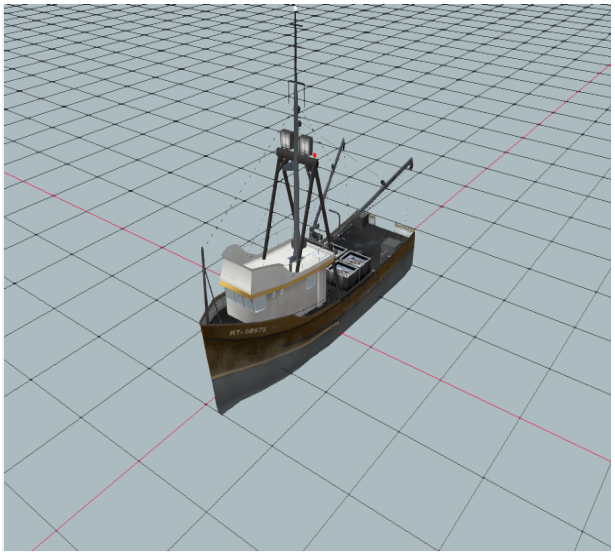
- 1:1:3:106:4:1:1:3
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other: iff-tran-sponder.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor-3: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-3: naval-mine-deployment.sysdef
  - weapon-4: Homing-torpedo-fwd-launcher.sysdef
  - weapon-5: vertical-missile-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Echo-class Survey Ship (No 3D)



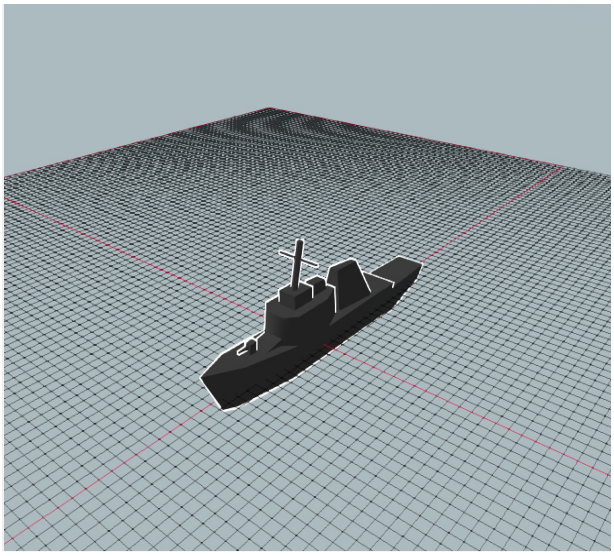
- 1:1:3:224:16:30:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 7.777777777776 m/s
- Ordered speed: 5.55555555556 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 35
  - passive-sonar-signature: 5
  - radar-signature: 40
  - visual-signature: 25

Fishing Boat



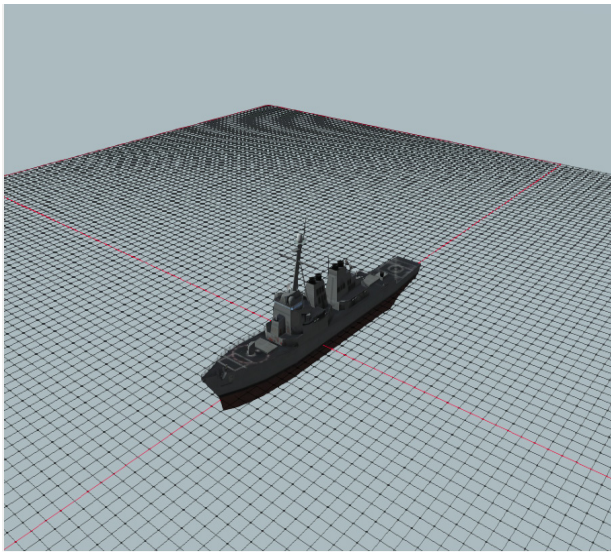
- 1:1:3:0:61:4:0:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 5.444445 m/s
- Ordered speed: 4.166666666667 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 4
  - infrared-signature: 35
  - mad-signature: 0
  - passive-sonar-signature: 3
  - radar-signature: 30
  - visual-signature: 15

Fridtjof Nansen-class (No 3D)



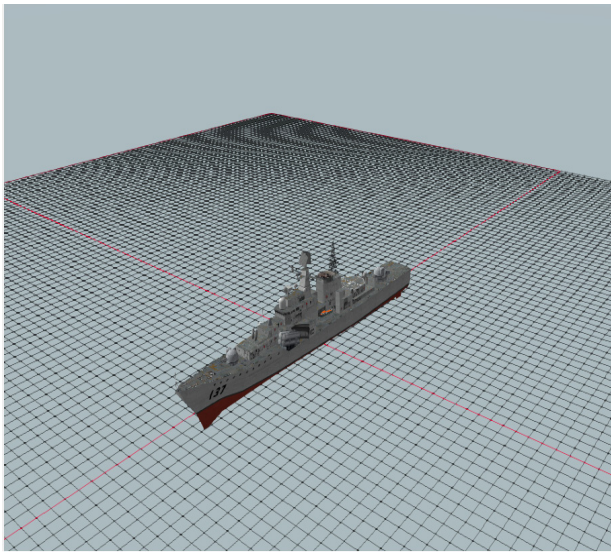
- 1:1:3:163:50:2:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 13.33333333333 m/s
- Ordered speed: 8.055555555556 m/s
- Systems:
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor-3: active-sonar-sensor.sysdef
  - sensor-4: passive-sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Guided Missile Destroyer



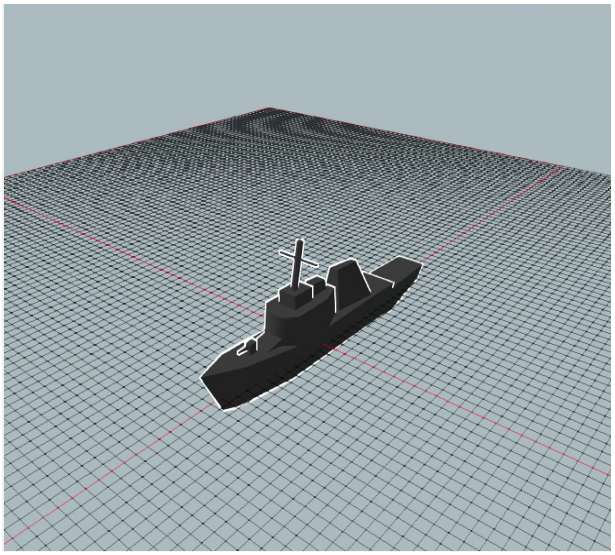
- 1:1:3:225:4:0:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.5 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon-4: Homing-torpedo-fwd-launcher.sysdef
  - weapon-4: vertical-missile-launcher.sysdef
  - weapon-4: vertical-missile-launcher.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Guided Missile Frigate



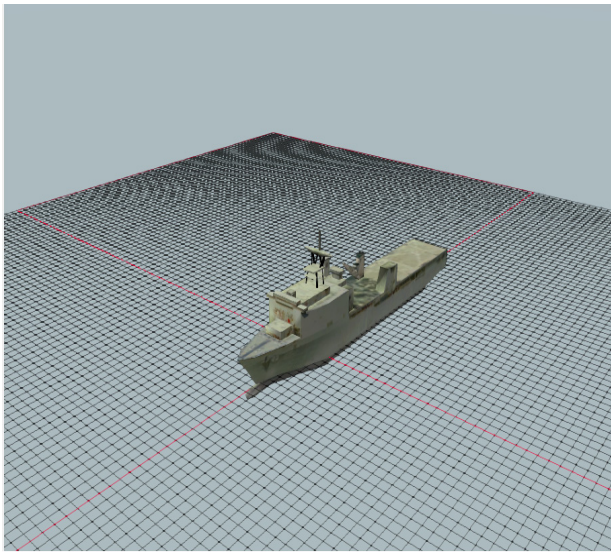
- 1:1:3:222:6:1:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15.4333 m/s
- Ordered speed: 16 m/s
- Systems:
  - damage: surface-multiple-hit-damage.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 27
  - visual-signature: 10

Halifax-class Frigate (No 3D)



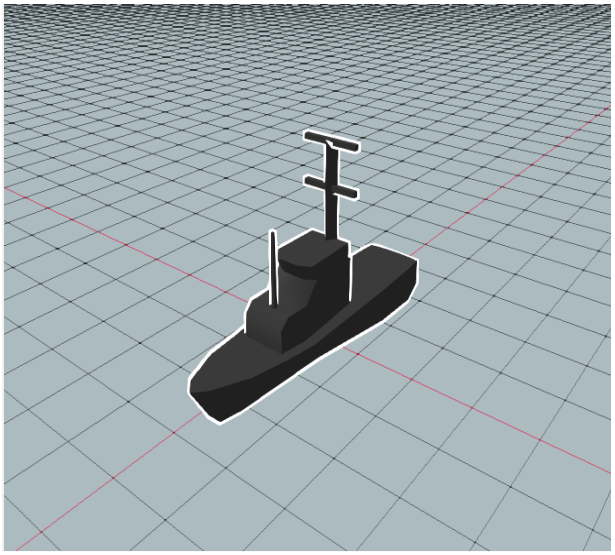
- 1:1:3:39:6:1:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: naval-mine-deployment.sysdef
  - weapon-3: Homing-torpedo-fwd-launcher.sysdef
  - weapon-4: vertical-missile-launcher.sysdef
  - weapon-5: MK45NavalGun.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

Harpers Ferry-class LSD



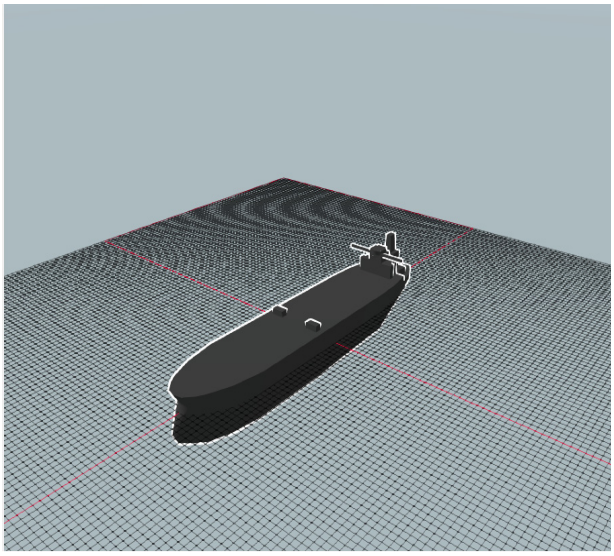
- 1:1:3:225:9:1:9:0
- Can be embarked on: True
- Maximum speed: 16 m/s
- Ordered speed: 16 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 30
  - visual-signature: 25

Hauk-class Fast Attack (No 3D)



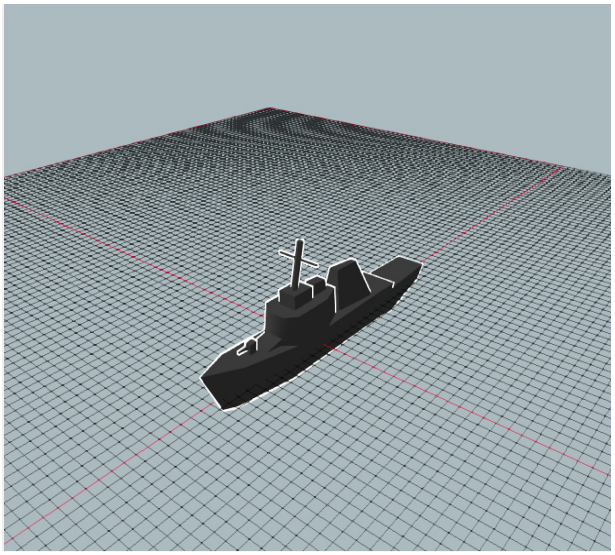
- 1:1:3:163:7:2:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.666666666666 m/s
- Ordered speed: 8.333333333334 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-3: MK45NavalGun.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 3
  - infrared-signature: 25
  - passive-sonar-signature: 2
  - radar-signature: 25
  - visual-signature: 10

Henry J Kaiser-class Oiler (No 3D)



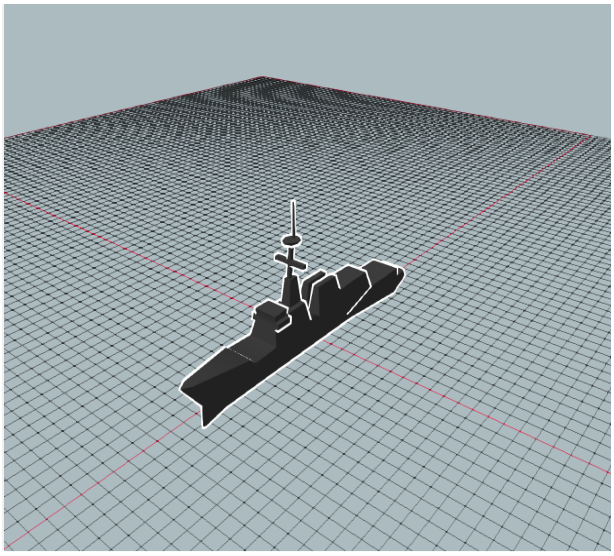
- 1:1:3:225:17:6:-1:0
- Can be embarked on: False
- Maximum speed: 10.27777777778 m/s
- Ordered speed: 6.944444444444 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - sensor: active-radar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Horizon-class Destroyer (No 3D)



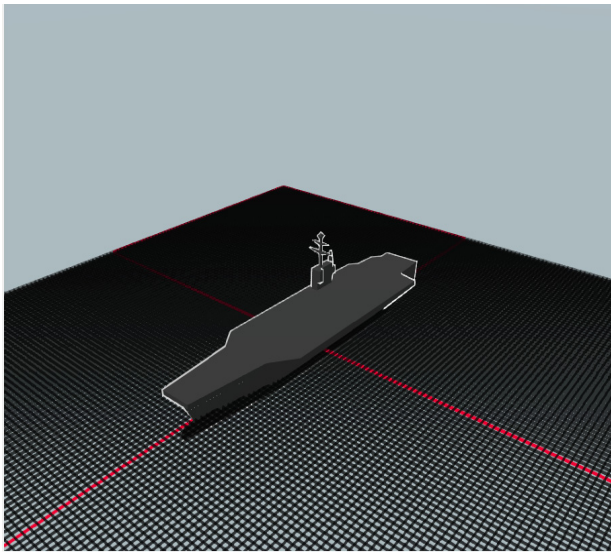
- 1:1:3:106:4:3:1:1
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other: iff-tran-sponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-5: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon: naval-mine-deployment.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Hunt-class Minehunter (No 3D)



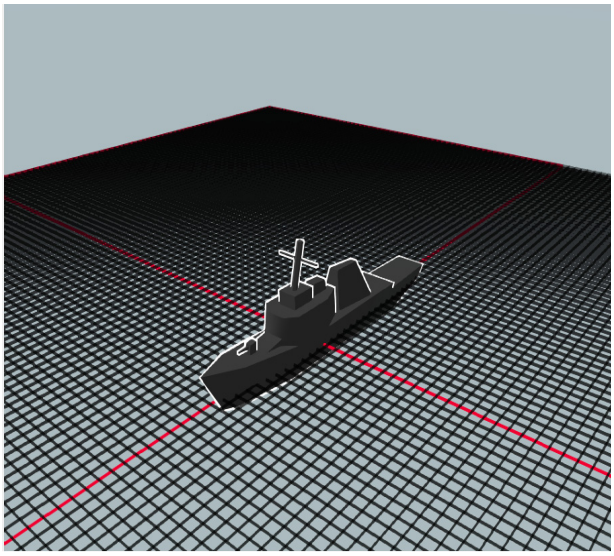
- 1:1:3:224:8:1:1:3
- Can embark: False
- Can be embarked on: False
- Maximum speed: 8.611111111111 m/s
- Ordered speed: 4.166666666667 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: naval-mine-sweep.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor-3: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: naval-mine-deployment.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 10

Invincible-class Carrier (No 3D)



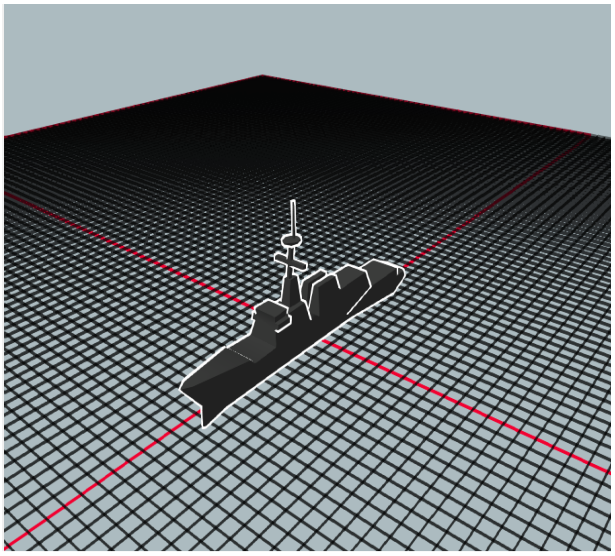
- 1:1:3:224:12:1:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 10.83333333333 m/s
- Ordered speed: 5.555555555556 m/s
- Systems:
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Iroquois-class Destroyer (No 3D)



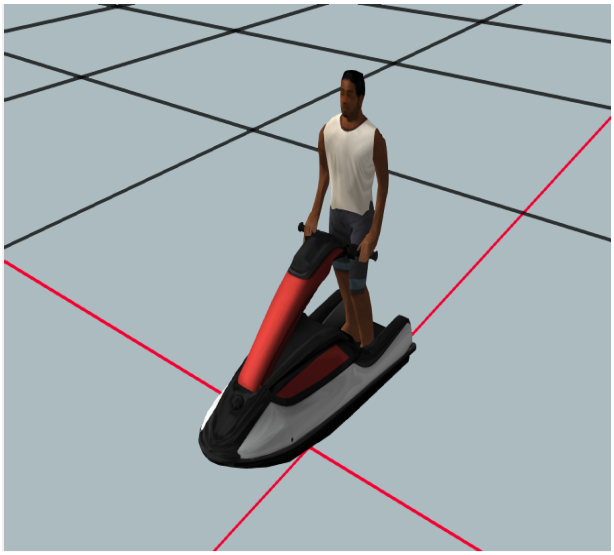
- 1:1:3:39:4:1:-1:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-receiver.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor-3: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: vertical-missile-launcher.sysdef
  - weapon-3: Homing-torpedo-fwd-launcher.sysdef
  - weapon-4: MK45NavalGun.sysdef
  - weapon-5: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-6: MK45NavalGun.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Island-class Patrol Vessel (No 3D)



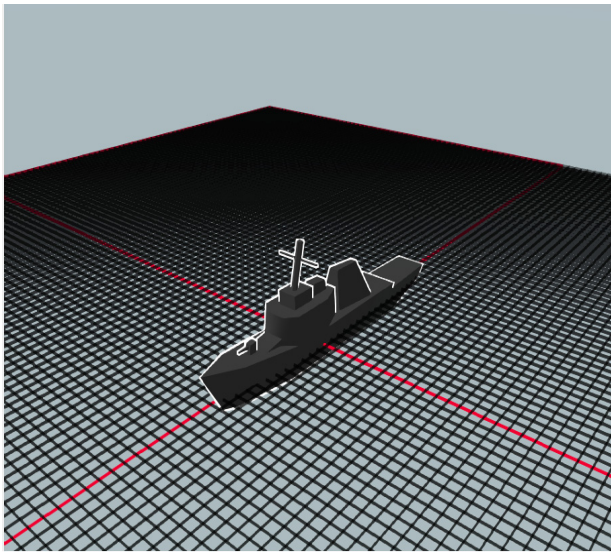
- 1:1:3:105:7:3:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 8.333333333331 m/s
- Ordered speed: 5.55555555556 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 3
  - infrared-signature: 25
  - passive-sonar-signature: 2
  - radar-signature: 25
  - visual-signature: 10

Jet Ski



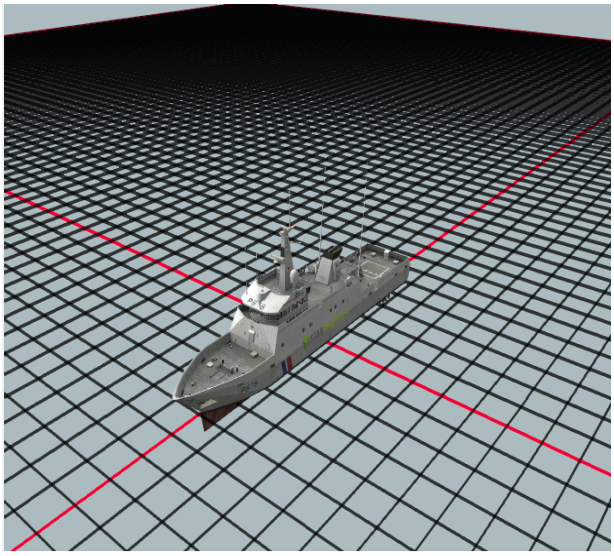
- 1:1:3:0:61:9:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 25 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage-2: surface-default.sysdef
  - damage: ground-unarmored.sysdef
  - movement: small-boat.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 1
  - infrared-signature: 10
  - passive-sonar-signature: 2
  - radar-signature: 9
  - visual-signature: 5

KD-III-class Destroyer (No 3D)



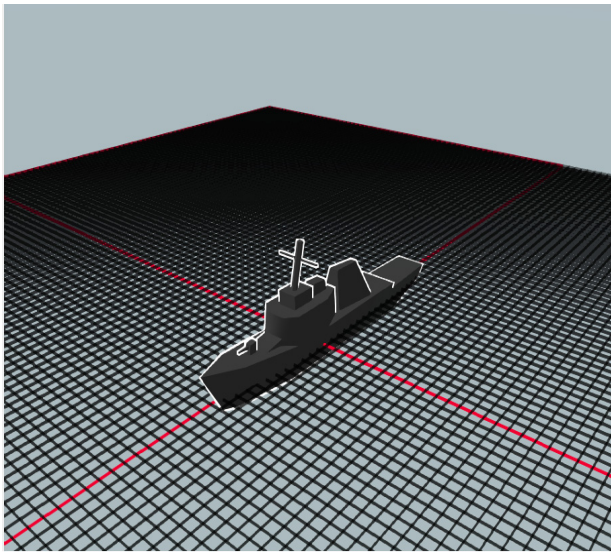
- 1:1:3:120:4:2:1:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon-2: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-4: Homing-torpedo-fwd-launcher.sysdef
  - weapon-4: vertical-missile-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Kingston-class Patrol vessel (No 3D)



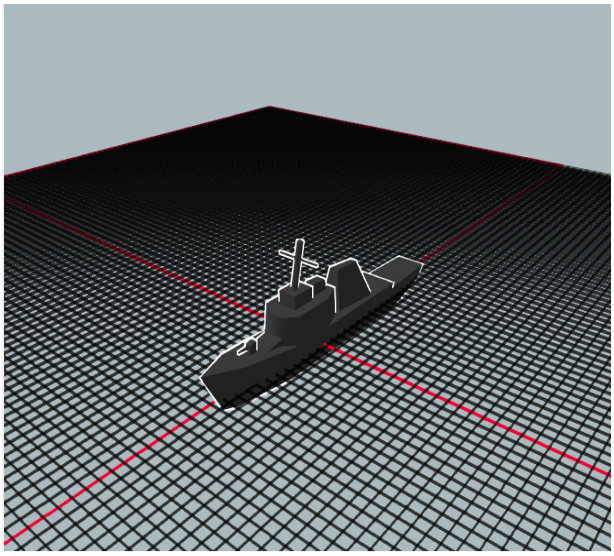
- 1:1:3:39:62:1:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 7.7166666666667 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: naval-mine-sweep.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-4: Homing-torpedo-fwd-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 3
  - infrared-signature: 25
  - passive-sonar-signature: 2
  - radar-signature: 25
  - visual-signature: 10

L 14 Albion (No 3D)



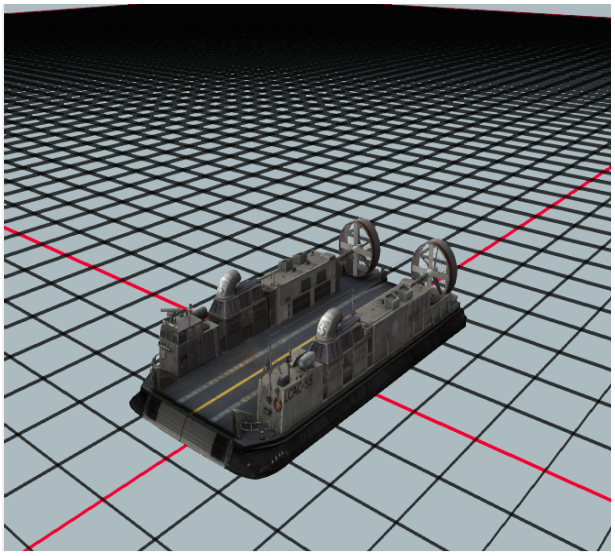
- 1:1:3:224:56:1:3:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 9.166666666667 m/s
- Ordered speed: 7.777777777778 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

L-class Frigate (No 3D)



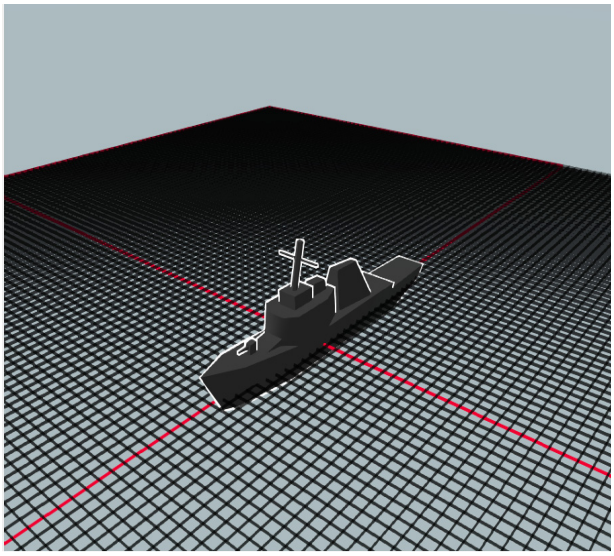
- 1:1:3:153:6:3:0:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 9.25 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-generator.sysdef
  - other: spot-report-receiver.sysdef
  - sensor-2: active-radar-sensor.sysdef
  - sensor-3: active-sonar-sensor.sysdef
  - sensor-4: passive-sonar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: vertical-missile-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

LCAC



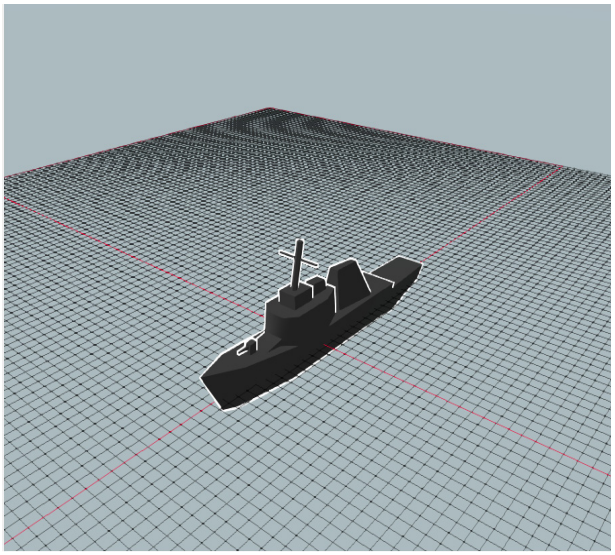
- 1:1:3:225:11:1:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: ground-unarmored.sysdef
  - movement: air-cushion.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 25
  - visual-signature: 10

LPH01 Ocean (No 3D)



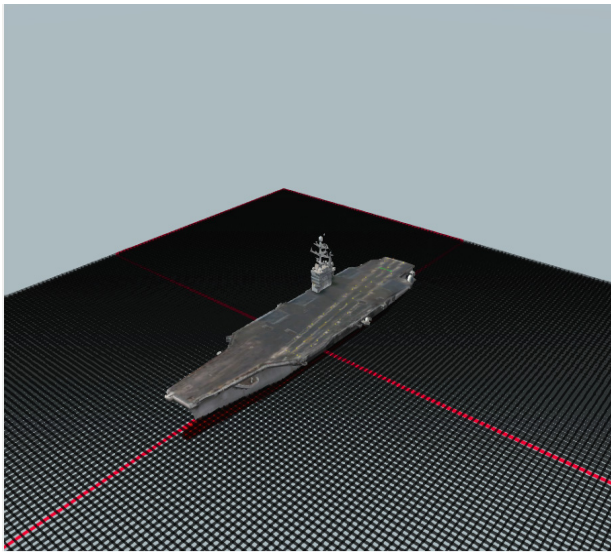
- 1:1:3:224:54:1:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 9.166666666667 m/s
- Ordered speed: 7.777777777778 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

M-class Frigate (No 3D)



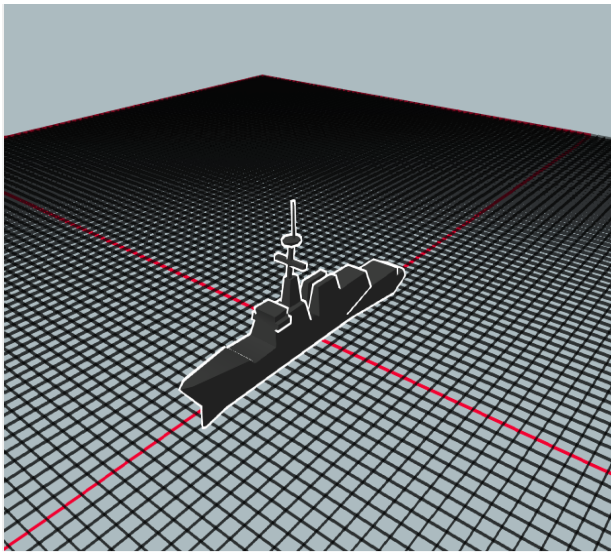
- 1:1:3:21:6:1:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 9.25 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: active-sonar-sensor.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor-4: passive-sonar-sensor.sysdef
  - sensor-5: visual-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon: Homing-torpedo-fwd-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

Nimitz-class Carrier



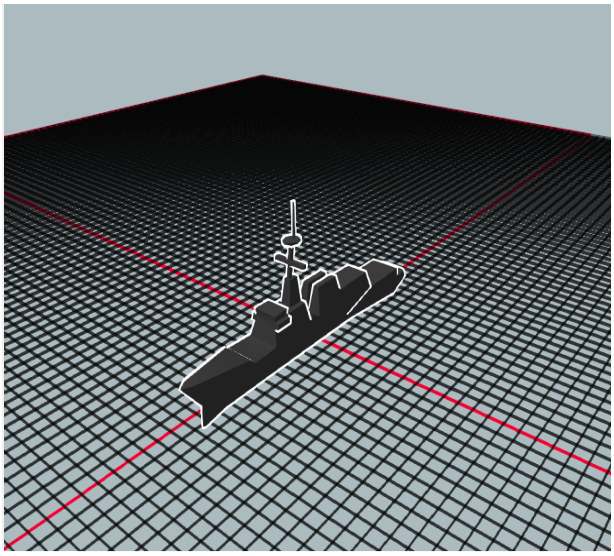
- 1:1:3:225:1:1:8:1
- Can embark: False
- Can be embarked on: True
- Maximum speed: 16.5 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Oksoy-class Minehunter (No 3D)



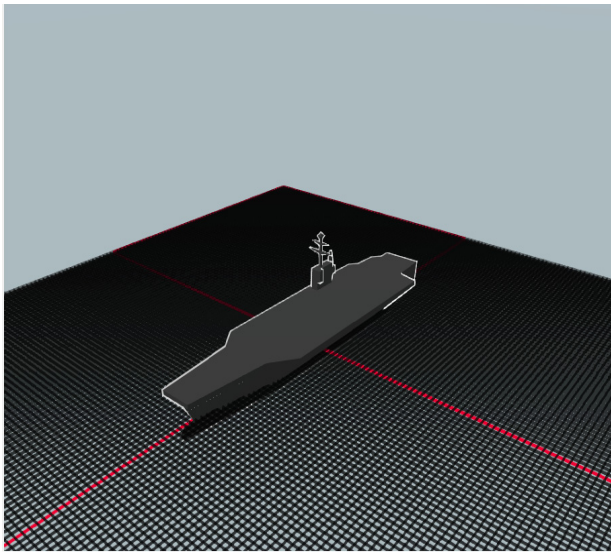
- 1:1:3:163:8:2:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 10.27777777778 m/s
- Ordered speed: 8.333333333334 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-generator.sysdef
  - other-3: spot-report-receiver.sysdef
  - other: naval-mine-sweep.sysdef
  - sensor-2: active-sonar-sensor.sysdef
  - sensor-3: passive-sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon: vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 6
  - infrared-signature: 25
  - passive-sonar-signature: 4
  - radar-signature: 25
  - visual-signature: 18

Osprey-class Mine CMS (No 3D)



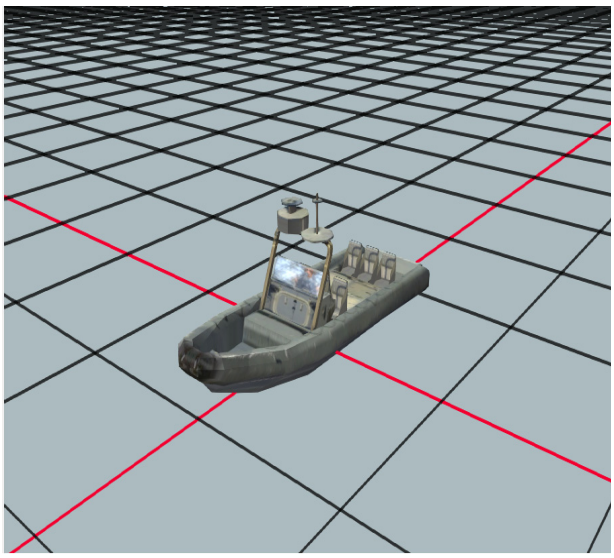
- 1:1:3:225:8:1:1:-1
- Can be embarked on: False
- Maximum speed: 16 m/s
- Ordered speed: 16 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other: naval-mine-sweep.sysdef
  - sensor-2: active-radar-sensor.sysdef
  - sensor: sonar-sensor.sysdef
  - weapon: naval-mine-deployment.sysdef
- Sensor signatures:
  - active-sonar-signature: 6
  - infrared-signature: 25
  - passive-sonar-signature: 4
  - radar-signature: 25
  - visual-signature: 10

Queen Elizabeth-class Carrier (No 3D)



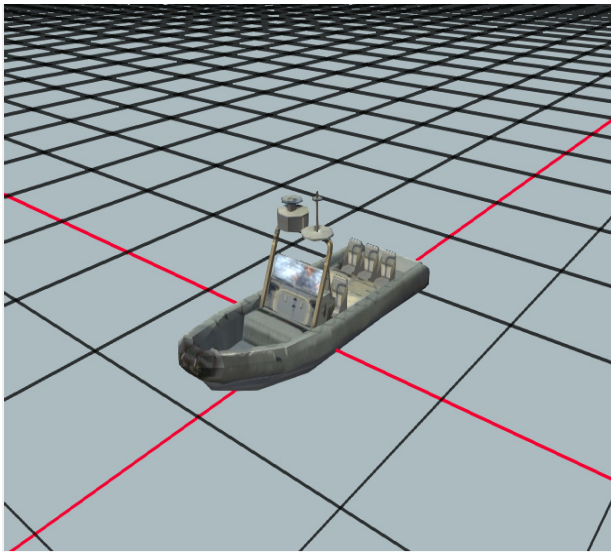
- 1:1:3:224:12:2:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 13.61111111111 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: active-radar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Rigid-Hulled Inflatable Boat - Civilian



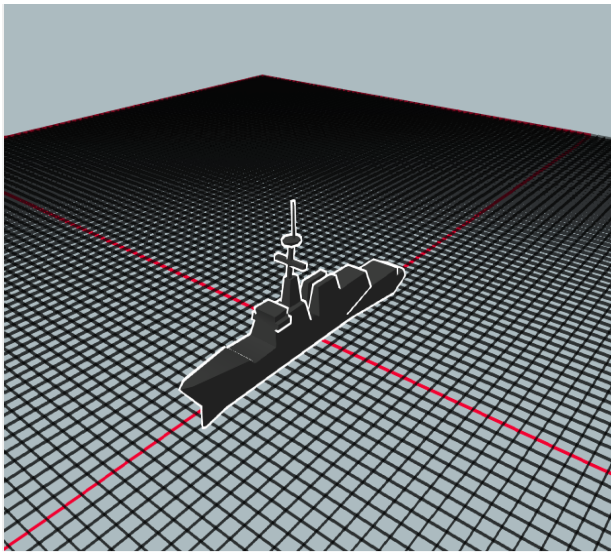
- 1:1:3:225:63:8:0:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage-2: surface-default.sysdef
  - damage: ground-unarmored.sysdef
  - movement: small-boat.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 2
  - infrared-signature: 8
  - passive-sonar-signature: 2
  - radar-signature: 6
  - visual-signature: 4

Rigid-Hulled Inflatable Boat



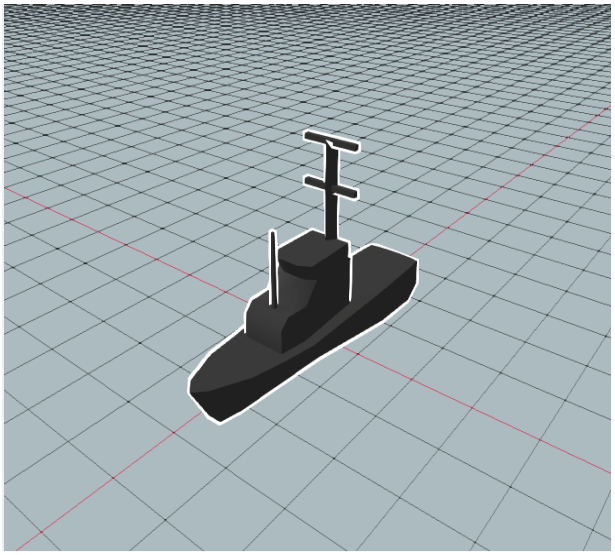
- 1:1:3:225:63:8:0:0
- Can embark: True
- Can be embarked on: True
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage-2: surface-default.sysdef
  - damage: ground-unarmored.sysdef
  - movement: small-boat.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: M2-machine-gun.sysdef
- Sensor signatures:
  - active-sonar-signature: 2
  - infrared-signature: 8
  - mad-signature: 0
  - passive-sonar-signature: 2
  - radar-signature: 6
  - visual-signature: 4

River-class Patrol Vessel (No 3D)



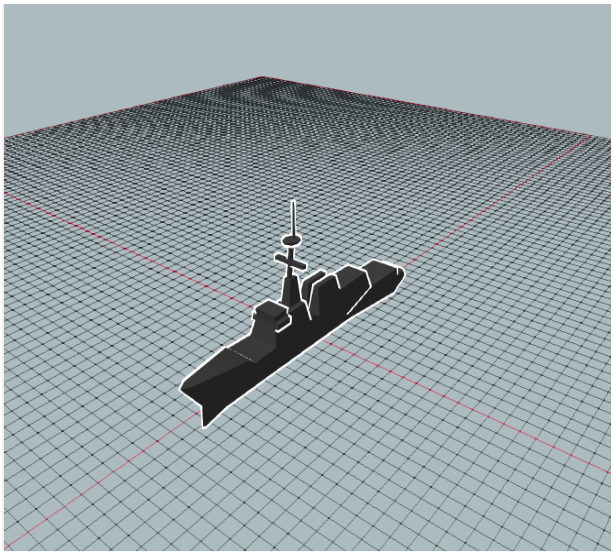
- 1:1:3:105:8:2:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 10.27777777778 m/s
- Ordered speed: 5.55555555556 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 3
  - infrared-signature: 25
  - passive-sonar-signature: 2
  - radar-signature: 25
  - visual-signature: 10

Saar 4-class Missile Boat (No 3D)



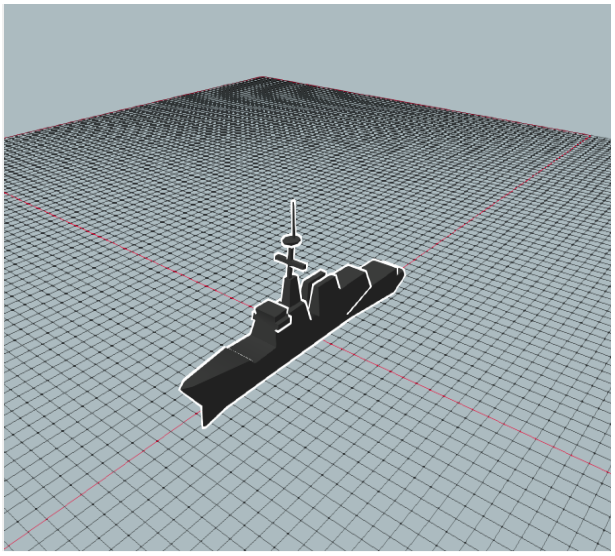
- 1:1:3:105:7:4:-1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.94444444444 m/s
- Ordered speed: 11.66666666667 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: spot-report-generator.sysdef
  - other: iff-transponder.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon-3: vertical-missile-launcher.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

Saar 4.5-class Missile Boat (No 3D)



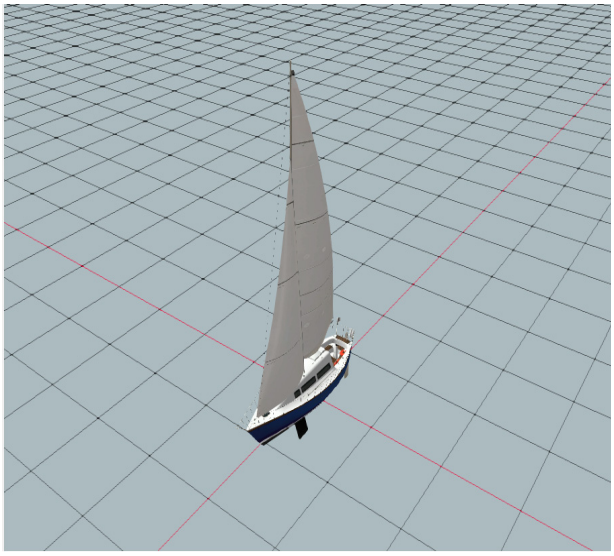
- 1:1:3:105:7:2:-1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.94444444444 m/s
- Ordered speed: 11.66666666667 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: spot-report-generator.sysdef
  - other: iff-transponder.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

Saar 5-class Corvette (No 3D)



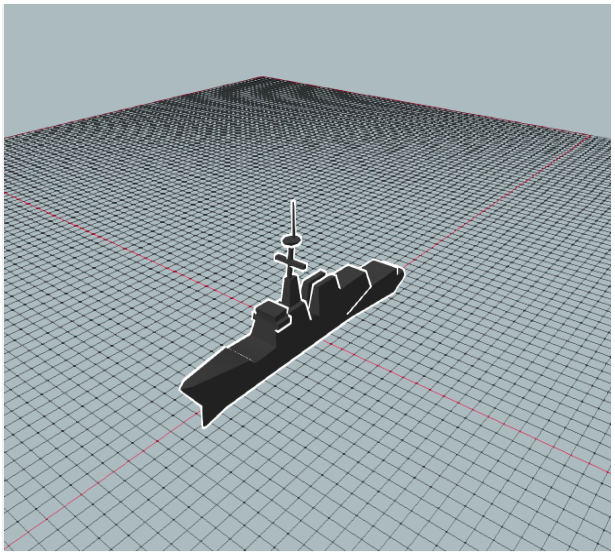
- 1:1:3:105:6:1:-1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.94444444444 m/s
- Ordered speed: 11.66666666667 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: spot-report-generator.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-3: vertical-missile-launcher.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 6
  - infrared-signature: 25
  - passive-sonar-signature: 4
  - radar-signature: 25
  - visual-signature: 18

Sailboat



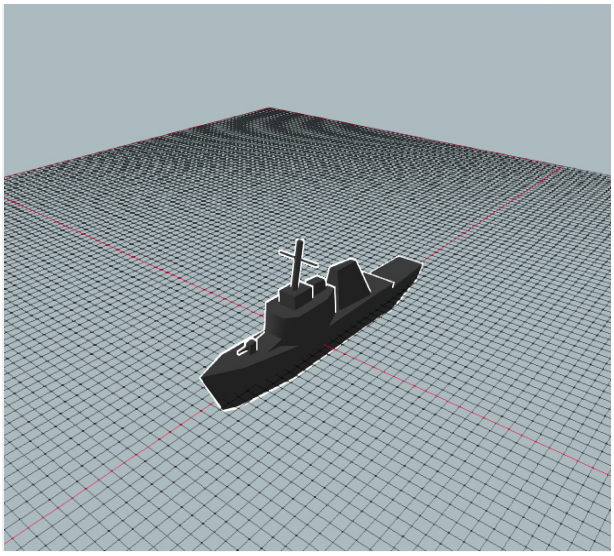
- 1:1:3:0:61:7:0:1
- Can embark: False
- Can be embarked on: True
- Maximum speed: 6.17 m/s
- Ordered speed: 3 m/s
- Systems:
  - damage-2: surface-default.sysdef
  - damage: ground-unar-mored.sysdef
  - movement: small-boat.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 2
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0.5
  - radar-signature: 20
  - visual-signature: 15

Sandown-class Minehunter (No 3D)



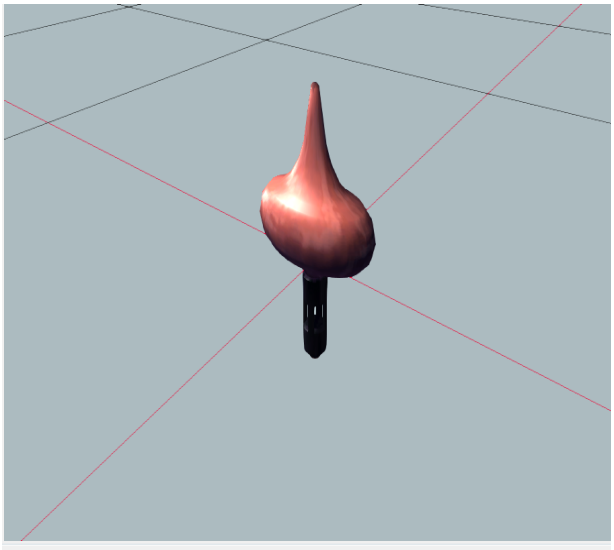
- 1:1:3:224:8:4:1:1
- Can be embarked on: False
- Maximum speed: 8.333333333333 m/s
- Ordered speed: 2.777777777778 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other: naval-mine-sweep.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor-3: passive-radar-sensor.sysdef
  - sensor-4: infrared-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: naval-mine-deployment.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 10

Skjold-class Patrol (No 3D)



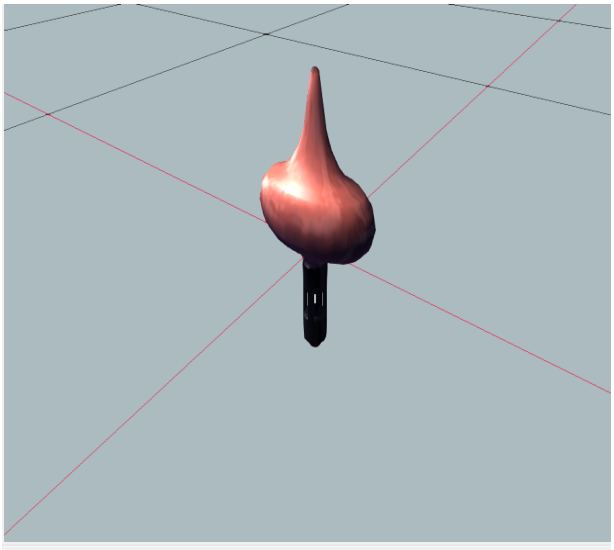
- 1:1:3:163:7:3:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.66666666666 m/s
- Ordered speed: 8.333333333334 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-2: spot-report-receiver.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon-4: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-5: naval-mine-deployment.sysdef
  - weapon-6: vertical-missile-launcher.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 10

Sonobuoy (Active)



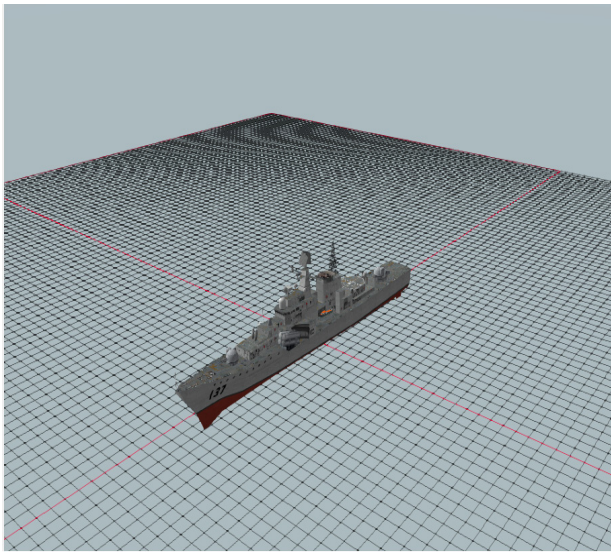
- 1:9:4:225:10:77:1:1
- Can embark: False
- Systems:
  - other: spot-report-generator.sysdef
  - sensor: active-sonar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 2
  - infrared-signature: 1
  - mad-signature: 0
  - passive-sonar-signature: 0.5
  - radar-signature: 2
  - visual-signature: 0.5

Sonobuoy (Passive)



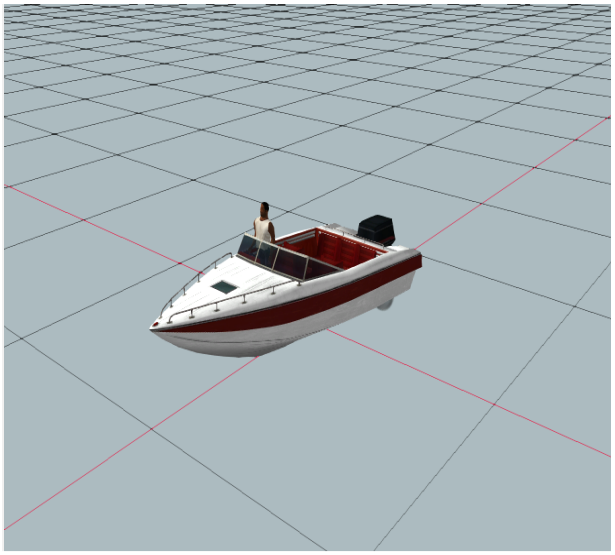
- 1:9:4:225:11:77:1:1
- Can embark: False
- Systems:
  - other: spot-report-generator.sysdef
  - sensor: passive-sonar-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 2
  - infrared-signature: 1
  - mad-signature: 0
  - passive-sonar-signature: 0.5
  - radar-signature: 2
  - visual-signature: 0.5

Sovremenny-class Destroyer



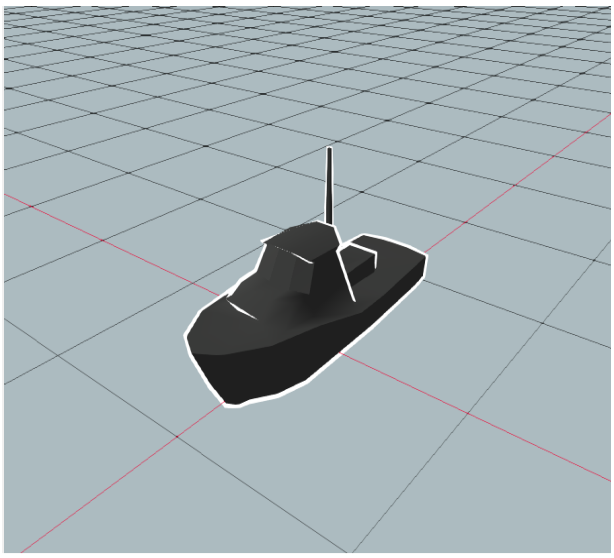
- 1:1:3:222:4:2:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16 m/s
- Ordered speed: 10.16666666667 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon-3: Homing-torpedo-fwd-launcher.sysdef
  - weapon-4: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-5: naval-mine-deployment.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 27

Speedboat



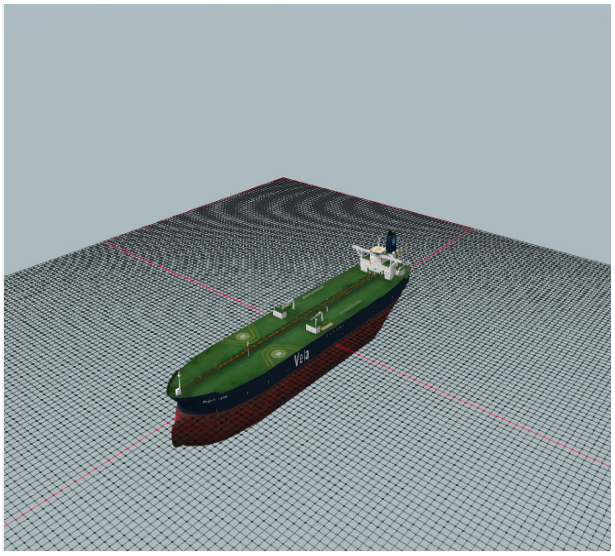
- 1:1:3:0:61:11:0:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 8 m/s
- Systems:
  - damage-2: surface-default.sysdef
  - damage: ground-unarmored.sysdef
  - movement: small-boat.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 2
  - infrared-signature: 25
  - mad-signature: 0
  - passive-sonar-signature: 2
  - radar-signature: 25
  - visual-signature: 10

Super Dvora Mark II (No 3D)



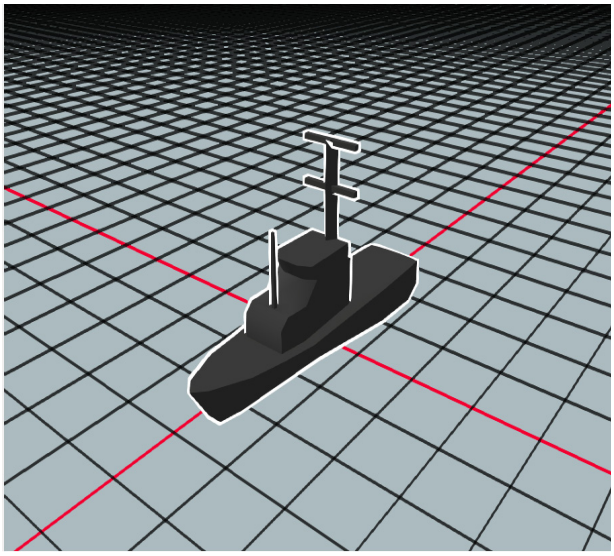
- 1:1:3:105:7:5:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 23.05555555555 m/s
- Ordered speed: 10.55555555556 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: small-boat.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - sensor-2: visual-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 3
  - infrared-signature: 25
  - passive-sonar-signature: 2
  - radar-signature: 25
  - visual-signature: 10

Super Tanker (No 3D)



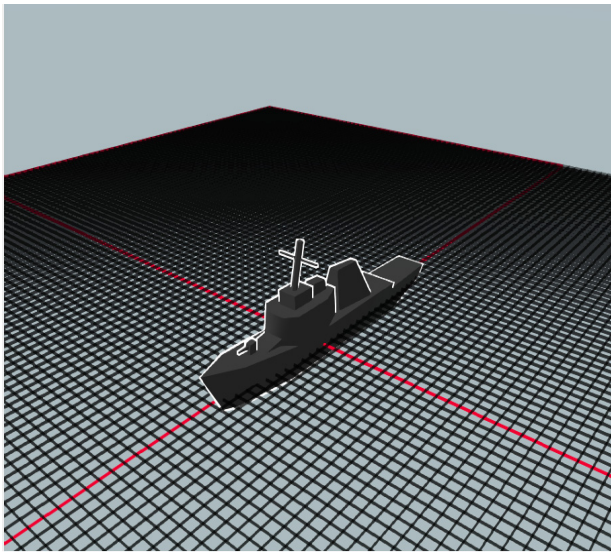
- 1:1:3:0:61:2:0:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 8.25 m/s
- Ordered speed: 6 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 10
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 8
  - radar-signature: 40
  - visual-signature: 35

Tiger-class Fast Attack Craft (No 3D)



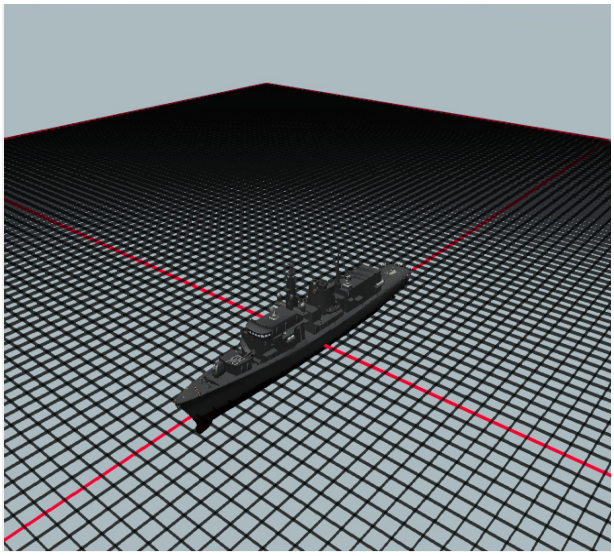
- 1:1:3:78:7:3:-1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 16.666666666666 m/s
- Ordered speed: 9.444444444448 m/s
- Systems:
  - movement: small-boat.sysdef
  - other-2: naval-mine-sweep.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: sonobuoy-deployer.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: MK45NavalGun.sysdef
  - weapon-3: naval-mine-deployment.sysdef
  - weapon: exocet-cruise-vertical-missile-launcher.sysdef
- Sensor signatures:
  - active-sonar-signature: 6
  - infrared-signature: 25
  - passive-sonar-signature: 4
  - radar-signature: 25
  - visual-signature: 10

Type 22 Frigate (No 3D)



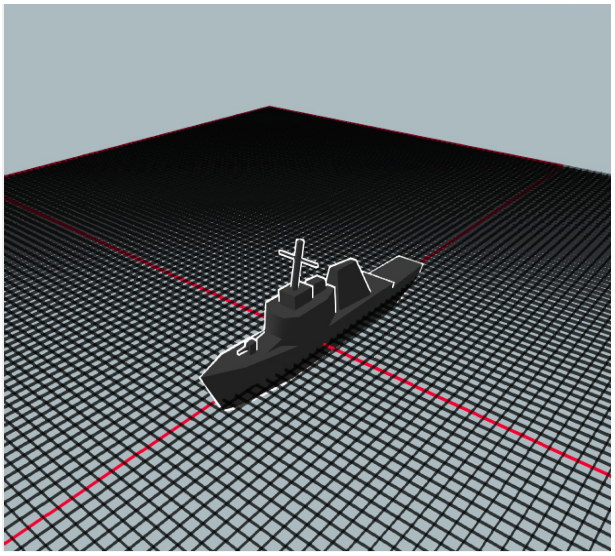
- 1:1:3:224:6:2:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 15.55555555556 m/s
- Ordered speed: 9.25 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-receiver.sysdef
  - other-4: spot-report-generator.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: naval-mine-deployment.sysdef
  - weapon-3: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

Type 23 Frigate (No 3D)



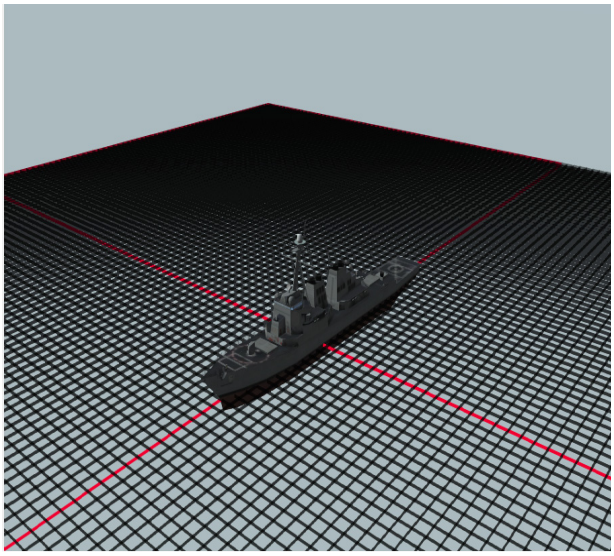
- 1:1:3:224:6:1:1:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: spot-report-generator.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: passive-radar-sensor.sysdef
  - sensor-3: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: Homing-torpedo-fwd-launcher.sysdef
  - weapon-3: vertical-missile-launcher.sysdef
  - weapon-4: MK45NavalGun.sysdef
  - weapon-5: AswMissile.sysdef
  - weapon: naval-mine-deployment.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 25
  - visual-signature: 18

Type 42 Destroyer (No 3D)



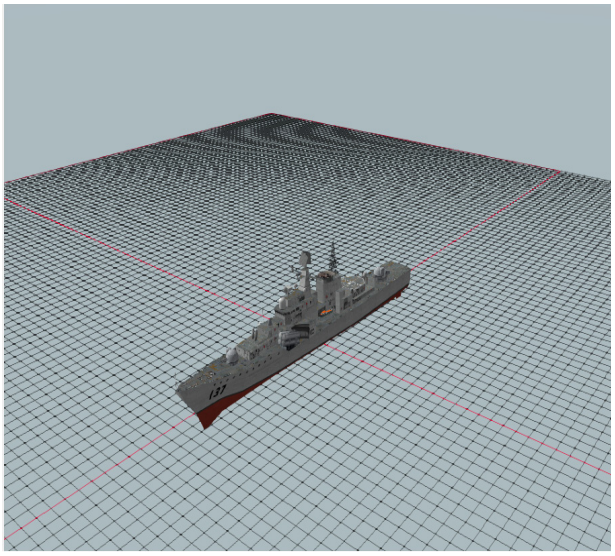
- 1:1:3:224:4:1:-1:1
- Can embark: False
- Can be embarked on: False
- Maximum speed: 12.5 m/s
- Ordered speed: 6.944444444444 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: spot-report-generator.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-3: naval-mine-deployment.sysdef
  - weapon-4: Homing-torpedo-fwd-launcher.sysdef
  - weapon-5: vertical-missile-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Type 45 Destroyer (No 3D)



- 1:1:3:224:4:2:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 15 m/s
- Ordered speed: 10 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: sonobuoy-deployer.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: spot-report-receiver.sysdef
  - other: iff-transponder.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: naval-mine-deployment.sysdef
  - weapon-3: Homing-torpedo-fwd-launcher.sysdef
  - weapon-4: vertical-missile-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

Udaloy-class Destroyer (No 3D)



- 1:1:3:222:4:1:1:0
- Can embark: False
- Can be embarked on: False
- Maximum speed: 18.00555555556 m/s
- Ordered speed: 11.11111111111 m/s
- Systems:
  - damage: surface-default.sysdef
  - movement: surface-large-ship.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: sonar-sensor.sysdef
  - sensor: active-radar-sensor.sysdef
  - weapon-2: exocet-cruise-vertical-missile-launcher.sysdef
  - weapon-4: Homing-torpedo-fwd-launcher.sysdef
  - weapon: MK45NavalGun.sysdef
- Sensor signatures:
  - active-sonar-signature: 8
  - infrared-signature: 25
  - passive-sonar-signature: 6
  - radar-signature: 28
  - visual-signature: 20

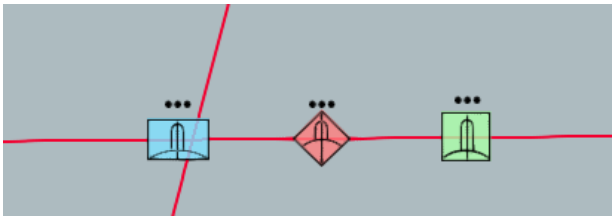
2. Aggregate-Level Models

This chapter lists the entities configured in the *AggregateLevel.sms* by category.

Aggregate 2-2
Aggregate Echelon 2-34

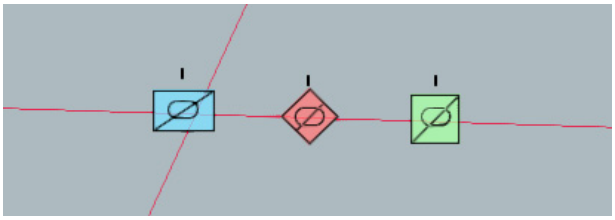
2.1. Aggregate

ADA PLT US



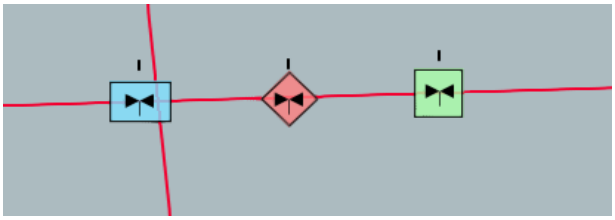
- 3:11:1:225:3:11:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 22.22222222222 m/s
- Ordered speed: 13.88888888889 m/s
- Systems:
  - aggregated-movement: motorized-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor-4: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: aggregate-stinger-antiair-missile.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 0
  - infrared-signature: 3
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 5
  - visual-signature: 3

AR CAV TRP US



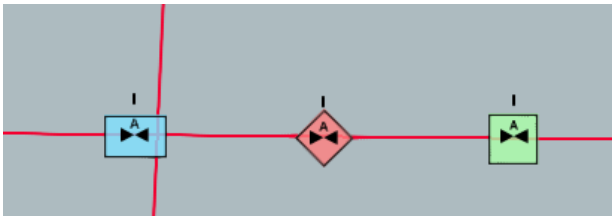
- 3:11:1:225:5:6:1:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 11.11111111111 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: tank-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor-4: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-mortar-tube.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Air Assault CO US



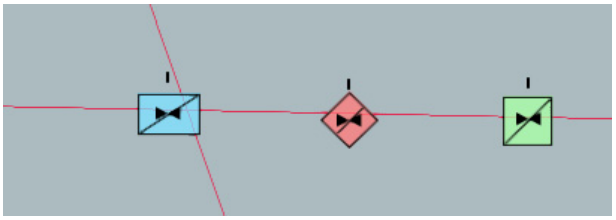
- 3:11:2:225:5:14:1:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 81.94444444444 m/s
- Ordered speed: 77.22222222222 m/s
- Systems:
  - aggregated-movement: aircraft-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 50
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 100
  - visual-signature: 10

Air Attack CO US



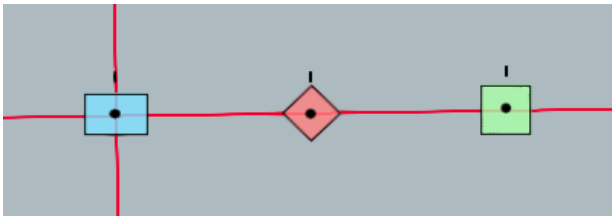
- 3:11:2:225:5:15:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 81.38888888889 m/s
- Ordered speed: 73.61111111111 m/s
- Systems:
  - aggregated-movement: aircraft-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 50
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 100
  - visual-signature: 10

Air Cav TRP US



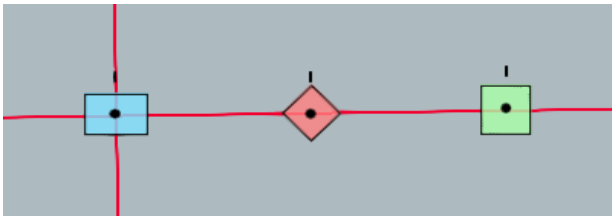
- 3:11:2:225:5:16:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 66.66666666667 m/s
- Ordered speed: 55.55555555556 m/s
- Systems:
  - aggregated-movement: aircraft-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 50
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 100
  - visual-signature: 10

Artillery BTY RU



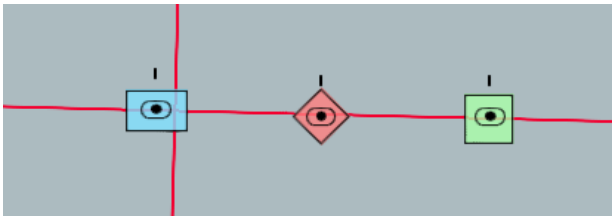
- 3:11:1:260:4:7:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 13.88888888889 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: motorized-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-3: fascam.sysdef
  - weapon: aggregate-122mm-howitzer.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 6
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 10
  - visual-signature: 6

Artillery BTY US



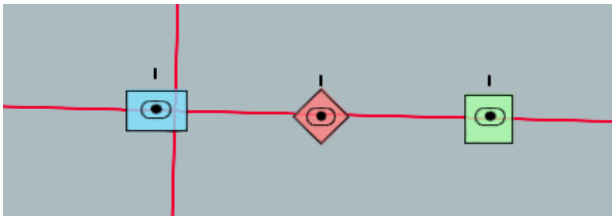
- 3:11:1:225:4:7:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 13.88888888889 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: motorized-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-1: fascam.sysdef
  - weapon: aggregate-155mm-howitzer.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 6
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 10
  - visual-signature: 6

Artillery SP BTY RU



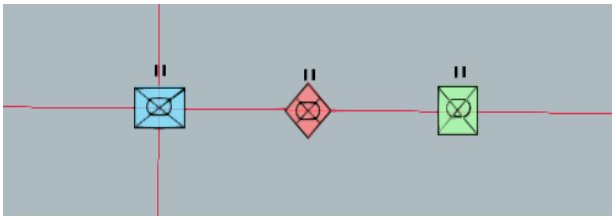
- 3:11:1:260:4:8:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 16.66666666667 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-1: chemical-weapon.sysdef
  - weapon: aggregate-152mm-howitzer.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Artillery SP BTY US



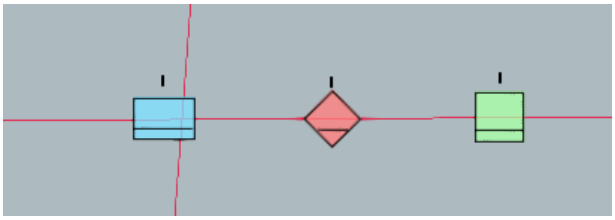
- 3:11:1:225:4:8:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 15.55555555556 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-1: fascam.sysdef
  - weapon: aggregate-155mm-howitzer.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

BN, Mech Infantry



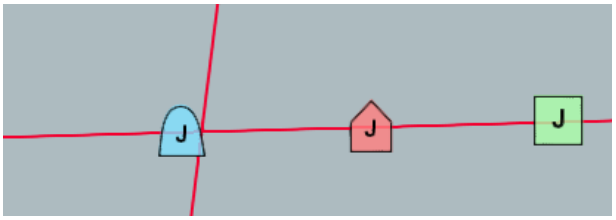
- 3:11:1:-1:6:4:1:-1

CSS CO



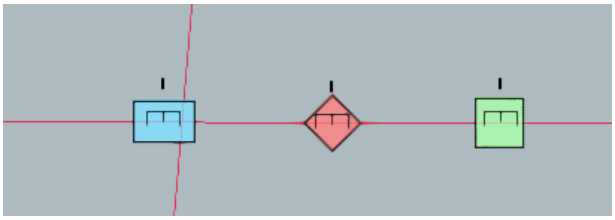
- 3:11:1:225:5:31:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 22.22222222222 m/s
- Ordered speed: 13.88888888889 m/s
- Systems:
  - aggregated-movement: motorized-aggregated-movement.sysdef
  - other-2: mopp-gear.sysdef
  - other-3: spot-report-generator.sysdef
  - other-4: engagement-report-generator.sysdef
  - other: resupplier.sysdef
  - sensor-2: engineering-object-sensor.sysdef
  - sensor-3: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 0
  - infrared-signature: 3
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 5
  - visual-signature: 3

EA-18G Growler



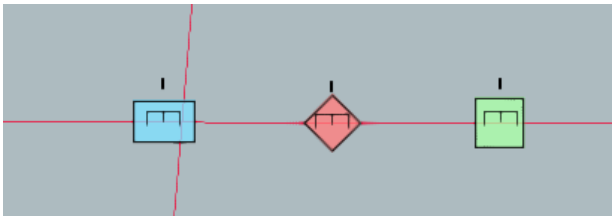
- 3:11:2:225:1:13:0:3
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - aggregated-movement: aircraft-aggregated-movement.sysdef
  - electronicwarfare: aggregate-radar-jammer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: active-radar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: aggregate-sidewinder-antiair-missile.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 45
  - infrared-signature: 12.5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 35
  - visual-signature: 2.5

Eng Clearance CO



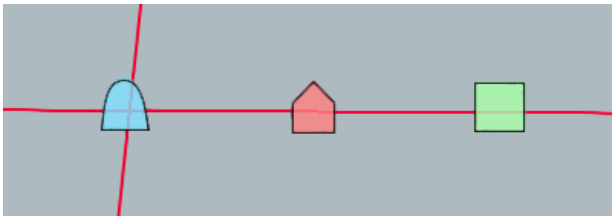
- 3:11:1:225:5:10:1:2
- Can embark: True
- Can be embarked on: True
- Maximum speed: 22.22222222222 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: explosive-hazard-destroyer.sysdef
  - other-2: engagement-report-generator.sysdef
  - other-6: spot-report-generator.sysdef
  - other-8: spot-report-receiver.sysdef
  - other: mopp-gear.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Eng Mob Aug CO



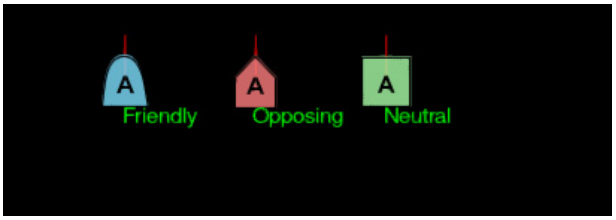
- 3:11:1:225:5:10:1:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 13.88888888889 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: engineering-obstacle-destroyer.sysdef
  - other-11: engagement-report-generator.sysdef
  - other-2: bridge-builder.sysdef
  - other-3: booby-trap-setter.sysdef
  - other-4: ditch-digger.sysdef
  - other-5: fortification-builder.sysdef
  - other-6: spot-report-generator.sysdef
  - other-7: mine-dispenser.sysdef
  - other-8: spot-report-receiver.sysdef
  - other-9: obstacle-builder.sysdef
  - other: mopp-gear.sysdef
  - sensor-2: engineering-object-sensor.sysdef
  - sensor-3: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

F-16C (Air Superiority)



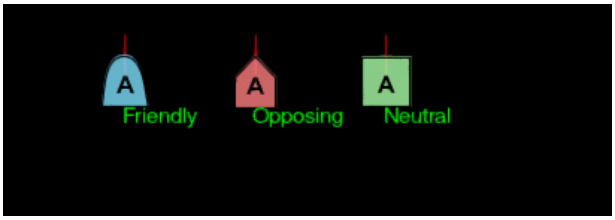
- 3:11:2:-1:1:13:0:4
- Can embark: False
- Can be embarked on: False
- Maximum speed: 588.8888888889 m/s
- Ordered speed: 250 m/s
- Systems:
  - aggregated-movement: aircraft-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: aircraft-active-radar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: aggregate-amraam-antiair-missile.sysdef
  - weapon: aggregate-sidewinder-antiair-missile.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 45
  - infrared-signature: 12.5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 100
  - visual-signature: 2.5

F/A-18 (Ground Attack)



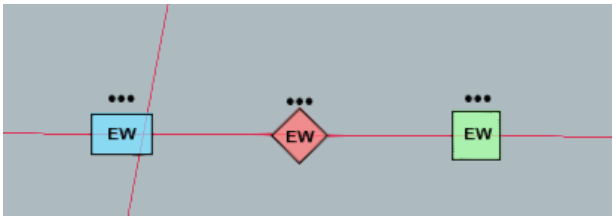
- 3:11:2:225:1:13:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - aggregated-movement: aircraft-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: aircraft-active-radar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: aggregate-sidewinder-antiair-missile.sysdef
  - weapon-3: aggregate-amraam-antiair-missile.sysdef
  - weapon-4: aggregate-2000lb-jdam.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 45
  - infrared-signature: 12.5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 35
  - visual-signature: 2.5

F/A-18 (Ship Attack)



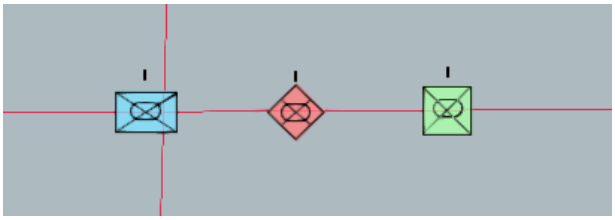
- 3:11:2:225:1:13:0:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 685 m/s
- Ordered speed: 300 m/s
- Systems:
  - aggregated-movement: aircraft-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other-4: iff-transponder.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: aircraft-active-radar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: aggregate-harpoon-antiship-missile.sysdef
  - weapon: aggregate-sidewinder-antiair-missile.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 45
  - infrared-signature: 12.5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 35
  - visual-signature: 2.5

MI PLT US



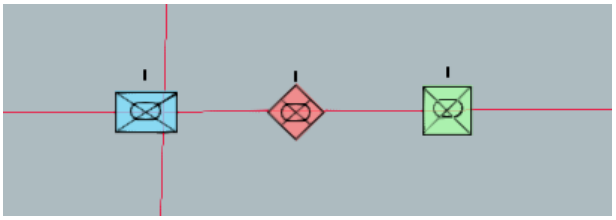
- 3:11:1:225:3:21:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 22.22222222222 m/s
- Ordered speed: 13.88888888889 m/s
- Systems:
  - aggregated-movement: motorized-aggregated-movement.sysdef
  - electronicwarfare: aggregate-comms-jammer.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: emissions-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor-4: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 0
  - infrared-signature: 3
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 5
  - visual-signature: 3

Mech Inf CO RU



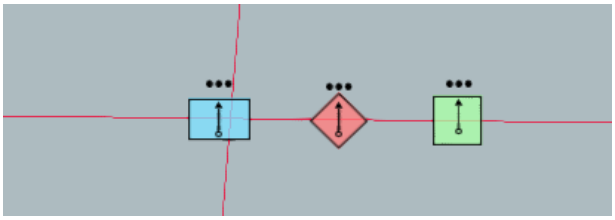
- 3:11:1:260:5:4:1:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 13.88888888889 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Mech Inf CO US



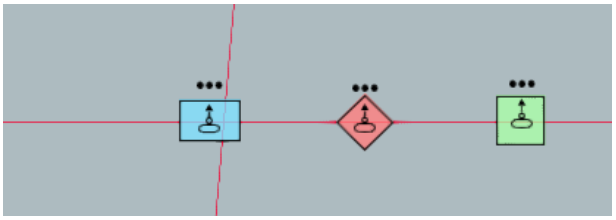
- 3:11:1:225:5:4:1:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 11.11111111111 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - engineering-object-creation: ditch-digger.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: engineering-object-sensor.sysdef
  - sensor-3: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Mortar PLT US



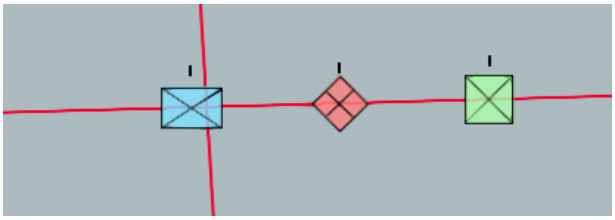
- 3:11:1:225:3:7:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 2.222222222222 m/s
- Ordered speed: 1.388888888889 m/s
- Systems:
  - aggregated-movement: infantry-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-mortar-tube.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 2
  - visual-signature: 2

Mortar SP PLT US



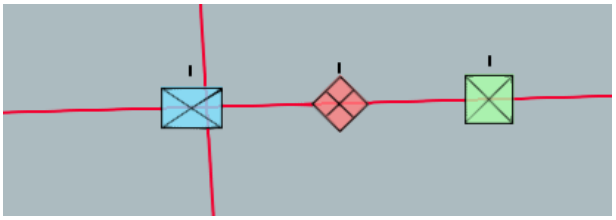
- 3:11:1:225:3:8:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 16.66666666667 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: engineering-object-sensor.sysdef
  - sensor-3: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: 120mm-mortar-tube.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Rifle CO RU



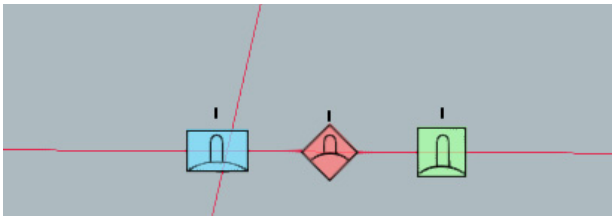
- 3:11:1:260:5:3:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 2.222222222222 m/s
- Ordered speed: 1.388888888889 m/s
- Systems:
  - aggregated-movement: infantry-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 2
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 2
  - visual-signature: 2

Rifle CO US



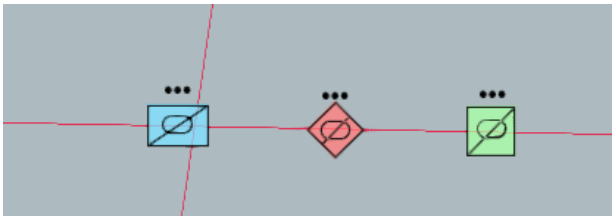
- 3:11:1:225:5:3:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 2.222222222222 m/s
- Ordered speed: 1.388888888889 m/s
- Systems:
  - aggregated-movement: infantry-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 3
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 4
  - visual-signature: 3

SAM BTY RU



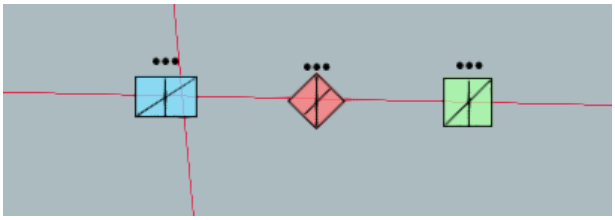
- 3:11:1:260:4:11:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 18.05555555556 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: mopp-gear.sysdef
  - other-4: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: air-defense-radar-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor-4: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon: aggregate-9K330-SAM.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Scout Hvy PLT US



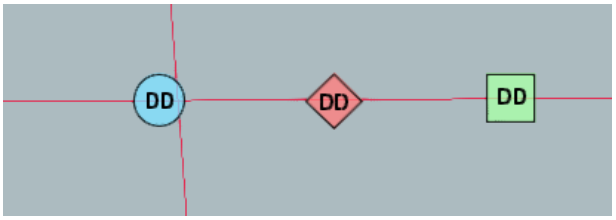
- 3:11:1:225:3:6:0:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 11.11111111111 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: mech-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Scout Motorized PLT US



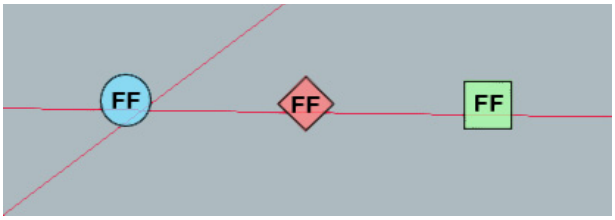
- 3:11:1:225:3:5:0:1
- Can embark: True
- Can be embarked on: True
- Maximum speed: 22.22222222222 m/s
- Ordered speed: 13.88888888889 m/s
- Systems:
  - aggregated-movement: motorized-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: mopp-gear.sysdef
  - other-4: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: nbc-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 0
  - infrared-signature: 3
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 5
  - visual-signature: 3

Ship, US DDG, Arleigh Burke



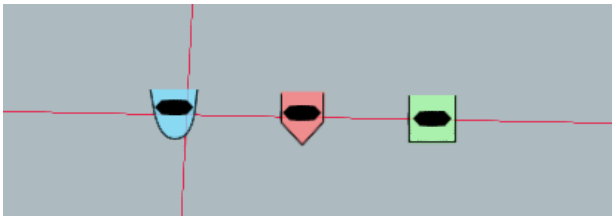
- 3:11:3:225:1:8:1:0
- Can embark: False
- Can be embarked on: True
- Maximum speed: 15.55555555556 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: ship-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: active-radar-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor-4: sonar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: aggregate-rim66-antiair-missile.sysdef
  - weapon-3: aggregate-5-inch-gun.sysdef
  - weapon-4: aggregate-mark54-torpedo.sysdef
  - weapon-5: aggregate-harpoon-antiship-missile.sysdef
  - weapon: aggregate-tomahawk-missile.sysdef
- Sensor signatures:
  - active-sonar-signature: 15
  - emissions-signature: 45
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 7
  - radar-signature: 40
  - visual-signature: 15

Ship, US FFG, Perry



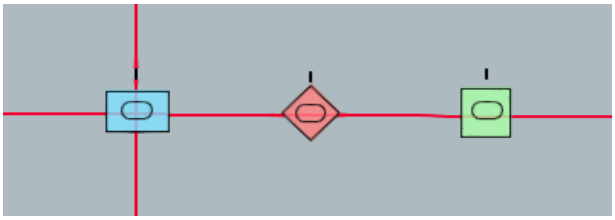
- 3:11:3:225:1:28:1:2
- Can embark: False
- Can be embarked on: True
- Maximum speed: 15.55555555556 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: ship-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: active-radar-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor-4: sonar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: aggregate-launch-torpedo.sysdef
  - weapon-3: aggregate-rim66-antiair-missile.sysdef
  - weapon-4: aggregate-antiair-missile.sysdef
  - weapon-5: aggregate-harpoon-antiship-missile.sysdef
  - weapon: aggregate-mark54-torpedo.sysdef
- Sensor signatures:
  - active-sonar-signature: 15
  - emissions-signature: 45
  - infrared-signature: 30
  - mad-signature: 0
  - passive-sonar-signature: 7
  - radar-signature: 40
  - visual-signature: 15

Sub, RU SSP, Lada



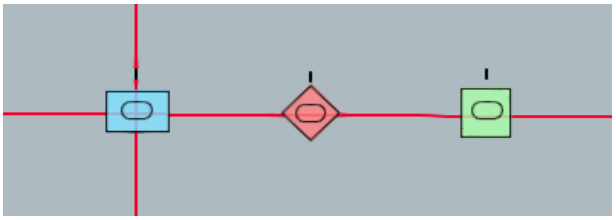
- 3:11:4:260:1:29:1:1
- Can embark: False
- Can be embarked on: True
- Maximum speed: 11.11111111111 m/s
- Ordered speed: 5.555555555556 m/s
- Systems:
  - aggregated-movement: submarine-aggregated-movement.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-3: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: active-radar-sensor.sysdef
  - sensor-3: engineering-object-sensor.sysdef
  - sensor-4: sonar-sensor.sysdef
  - sensor: visual-sensor.sysdef
  - weapon-2: aggregate-antiship-missile.sysdef
  - weapon-3: aggregate-vodopad-type40-torpedo.sysdef
- Sensor signatures:
  - active-sonar-signature: 15
  - emissions-signature: 0
  - infrared-signature: 2
  - mad-signature: 0.3
  - passive-sonar-signature: 1
  - radar-signature: 3
  - visual-signature: 1

Tank CO RU



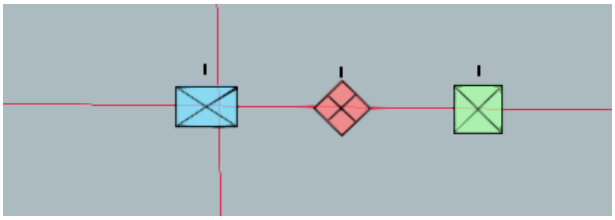
- 3:11:1:260:5:2:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 13.33333333333 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: tank-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: engineering-object-sensor.sysdef
  - sensor-3: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Tank CO US



- 3:11:1:225:5:2:1:1
- Can embark: True
- Can be embarked on: False
- Maximum speed: 13.88888888889 m/s
- Ordered speed: 8.333333333333 m/s
- Systems:
  - aggregated-movement: tank-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: infrared-sensor.sysdef
  - sensor-3: nbc-sensor.sysdef
  - sensor-4: engineering-object-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 10
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 40
  - visual-signature: 10

Weapons CO US

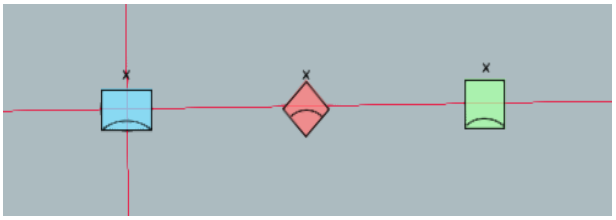


- 3:11:1:225:5:3:1:2
- Can embark: True
- Can be embarked on: False
- Maximum speed: 22.22222222222 m/s
- Ordered speed: 13.88888888889 m/s
- Systems:
  - aggregated-movement: motorized-aggregated-movement.sysdef
  - obstacle-destruction: simple-obstacle-destroyer.sysdef
  - other-2: spot-report-receiver.sysdef
  - other-4: mopp-gear.sysdef
  - other-5: engagement-report-generator.sysdef
  - other: spot-report-generator.sysdef
  - sensor-2: engineering-object-sensor.sysdef
  - sensor-3: nbc-sensor.sysdef
  - sensor: visual-sensor.sysdef
- Sensor signatures:
  - active-sonar-signature: 0
  - emissions-signature: 10
  - infrared-signature: 5
  - mad-signature: 0
  - passive-sonar-signature: 0
  - radar-signature: 10
  - visual-signature: 5

2.2. Aggregate Echelon

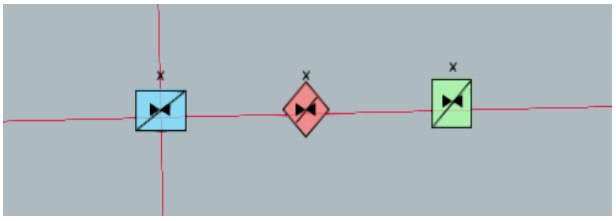
BDE, ADA

- 3:11:1:-1:8:11:1:0



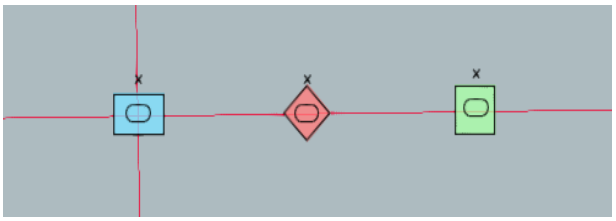
BDE, Air Cavalry

- 3:11:2:-1:8:16:1:0



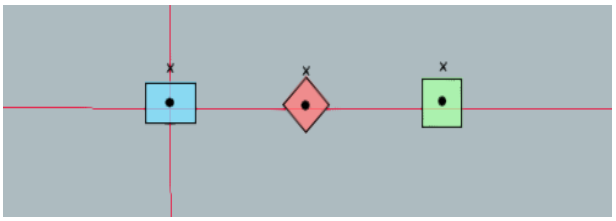
BDE, Armor

- 3:11:1:-1:8:2:1:0



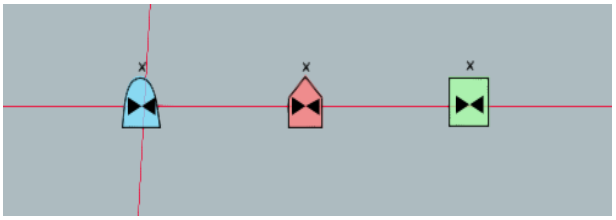
BDE, Artillery

- 3:11:1:-1:8:7:1:0



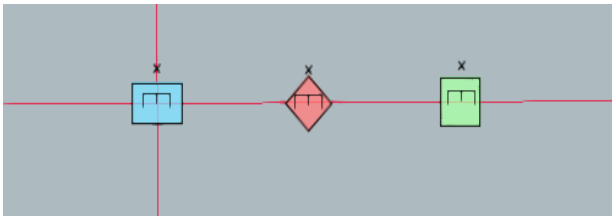
BDE, Combat AVN

- 3:11:2:-1:8:14:1:0



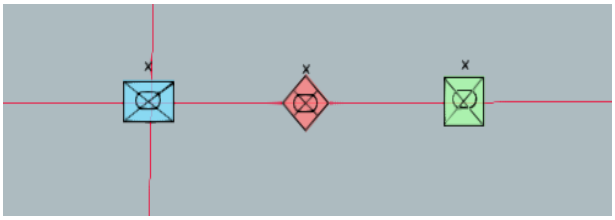
BDE, Engineer

- 3:11:1:-1:8:10:1:0



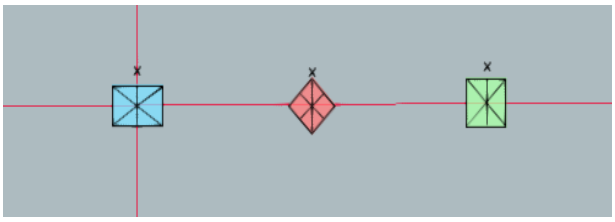
BDE, Mech Infantry

- 3:11:1:-1:8:4:1:0



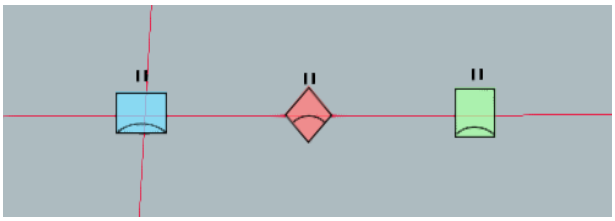
BDE, Motorized Rifle

- 3:11:1:-1:8:18:1:0



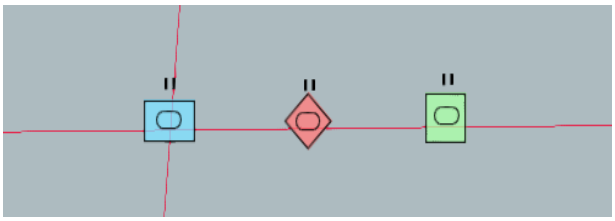
BN, ADA

- 3:11:1:-1:6:11:1:0



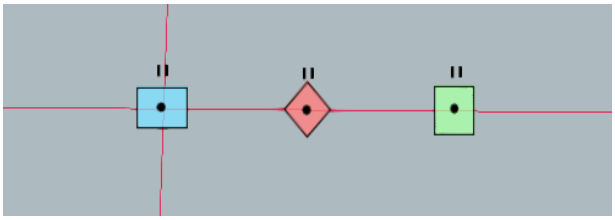
BN, Armor

- 3:11:1:-1:6:2:1:-1



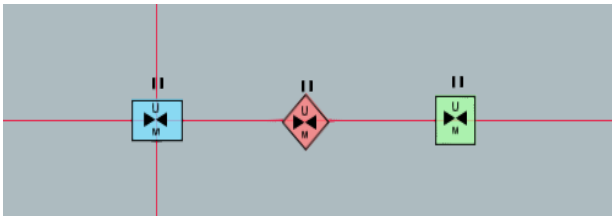
BN, Artillery

- 3:11:1:-1:6:7:1:0



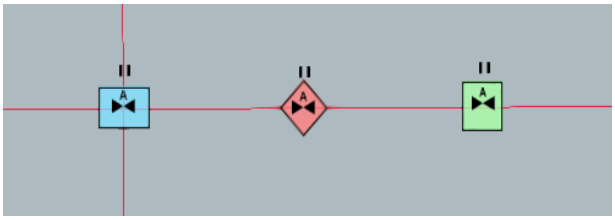
BN, Assault

- 3:11:2:-1:6:14:1:0



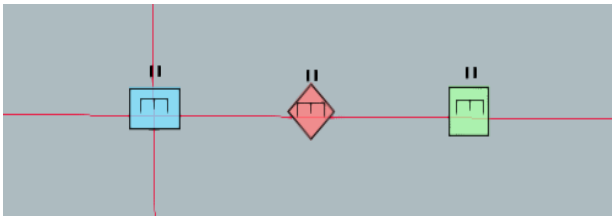
BN, Attack Recon

- 3:11:2:-1:6:15:1:0



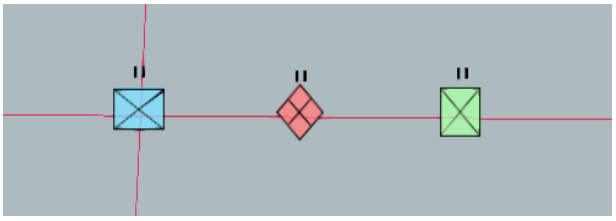
BN, Engineer

- 3:11:1:-1:6:10:1:0



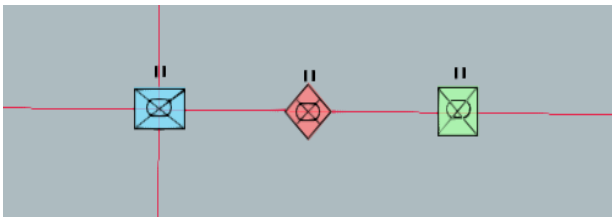
BN, Light Infantry

- 3:11:1:-1:6:3:1:-1



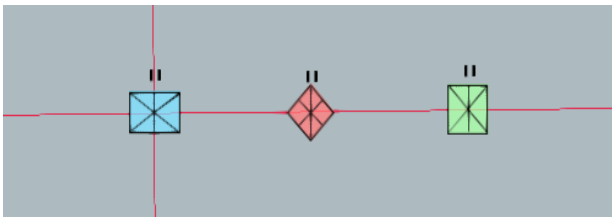
BN, Mech Infantry

- 3:11:1:-1:6:4:1:-1



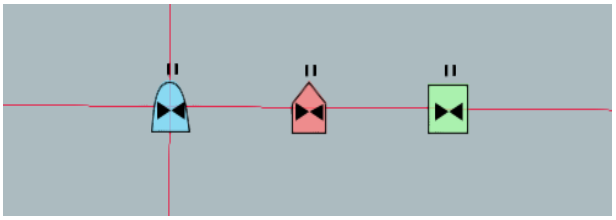
BN, Motorized Rifle

- 3:11:1:-1:6:18:1:0



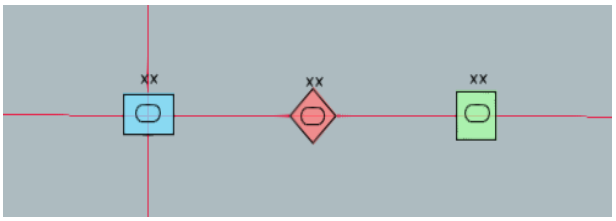
BN, Support AVN

- 3:11:2:-1:6:14:1:1



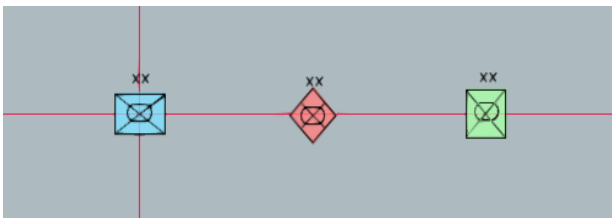
DIV, Armor

- 3:11:1:-1:9:2:1:0



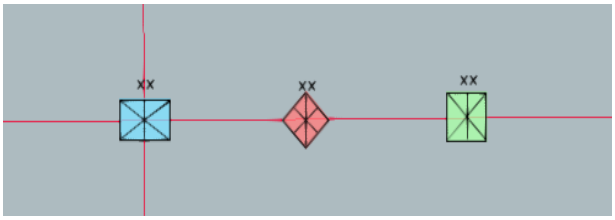
DIV, Mech Infantry

- 3:11:1:-1:9:4:1:0



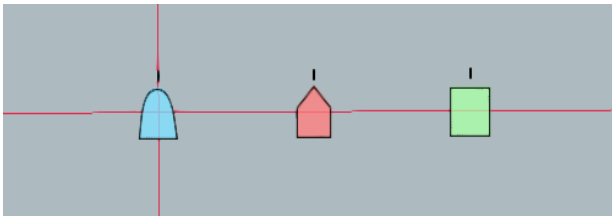
DIV, Motorized Rifle

- 3:11:1:-1:9:18:1:0



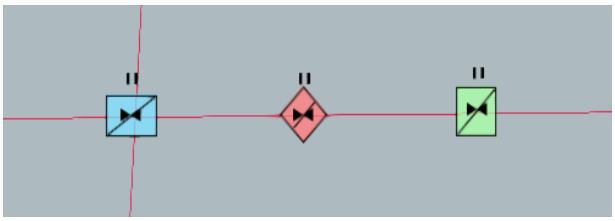
Flight, FWA

- 3:11:2:-1:5:13:1:-1



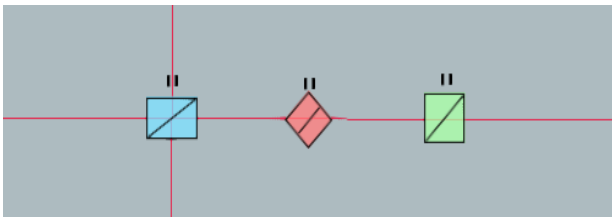
SQN, Air Cavalry

- 3:11:2:-1:6:16:1:0



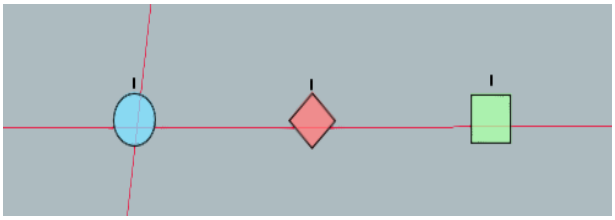
SQN, Cavalry

- 3:11:1:-1:6:5:1:-1



SQN, Ship

- 3:11:3:-1:5:28:1:-1



3. Tactical Graphics Models

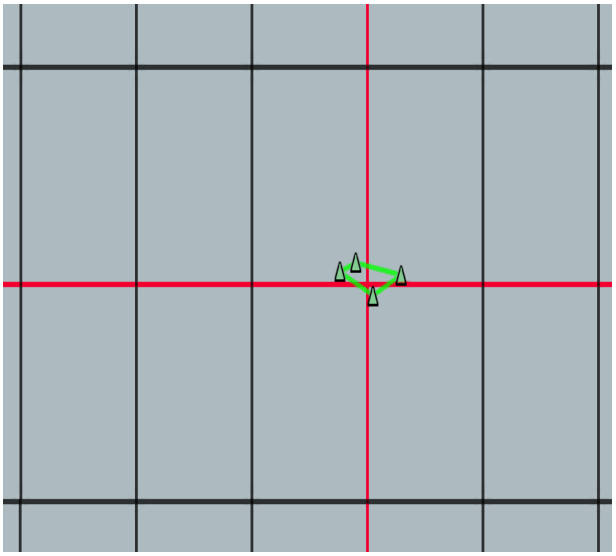
This chapter lists the tactical graphics by category.

Control Objects 3-2
Engineering 3-5
Fire Support 3-8
Intel 3-9
Logistics 3-11
Maneuver 3-13
Shapes 3-18
Symbols 3-21
Weather 3-32

3.1. Control Objects

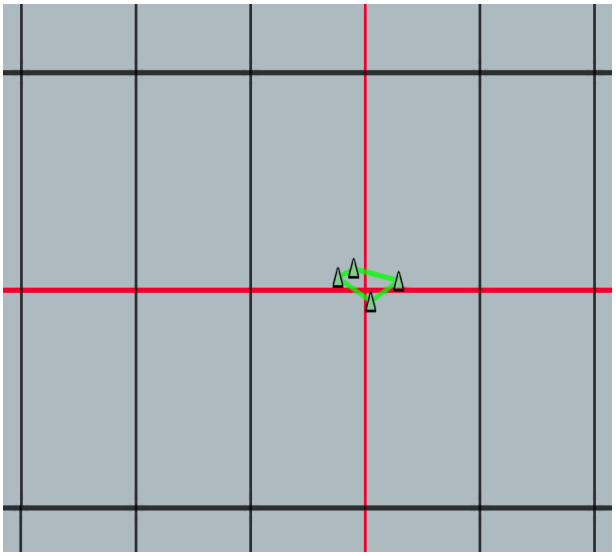
Area

- 1:18:0:0:1:0:0:0



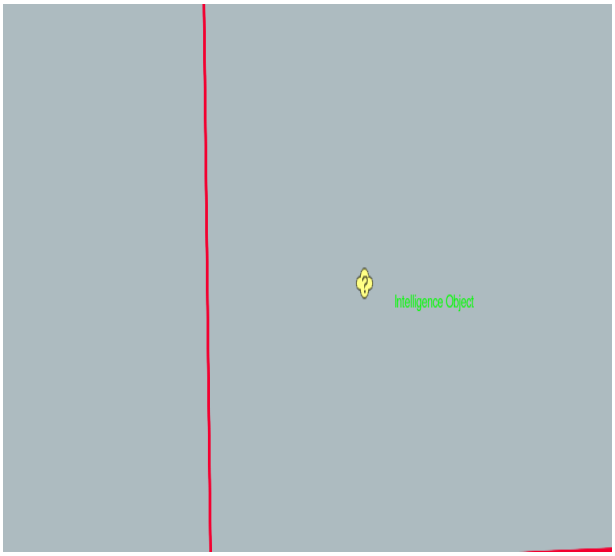
Disaggregation Area

- 1:18:0:0:3:0:0:0



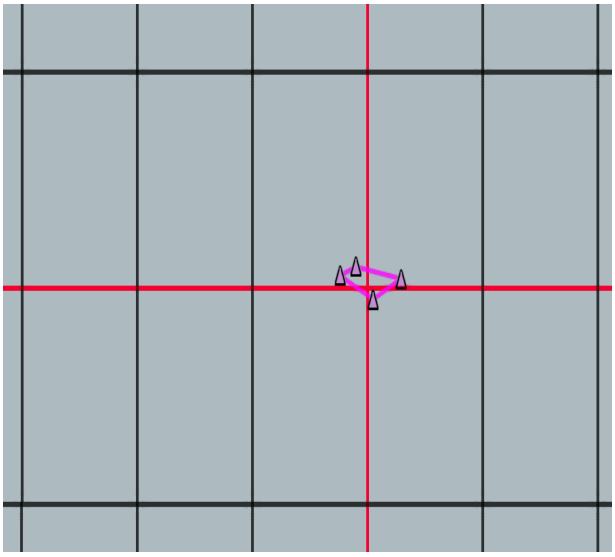
Intelligence Object

- 1:16:0:0:42:0:0:1



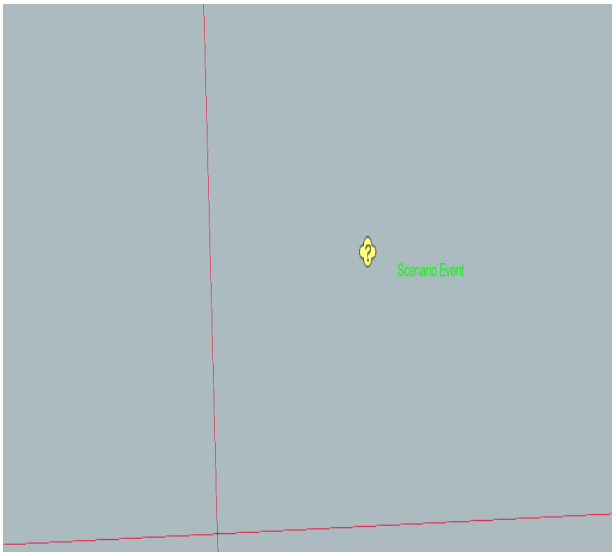
Obstacle

- 1:18:0:0:2:0:0:0



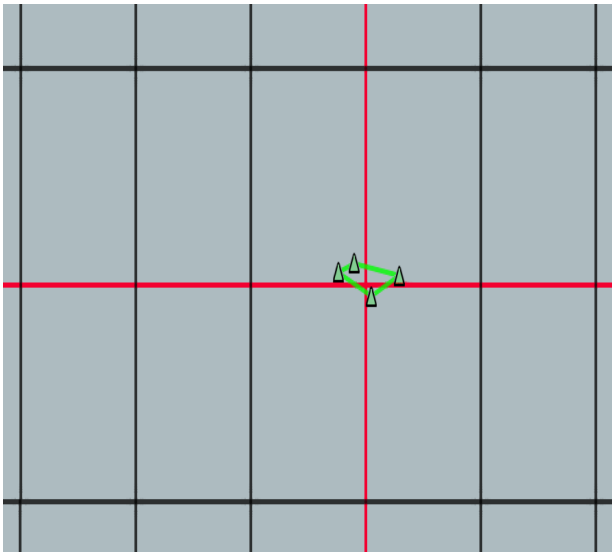
Scenario Event

- 1:16:0:0:42:0:0:0



Terrain Page-in Area

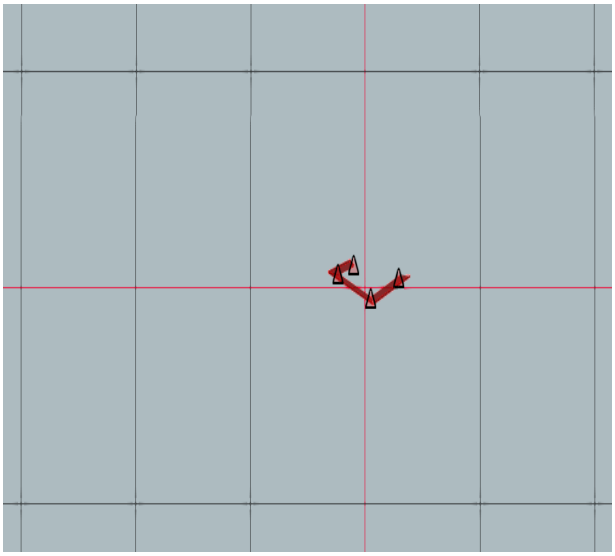
- 1:18:0:0:4:0:0:0



3.2. Engineering

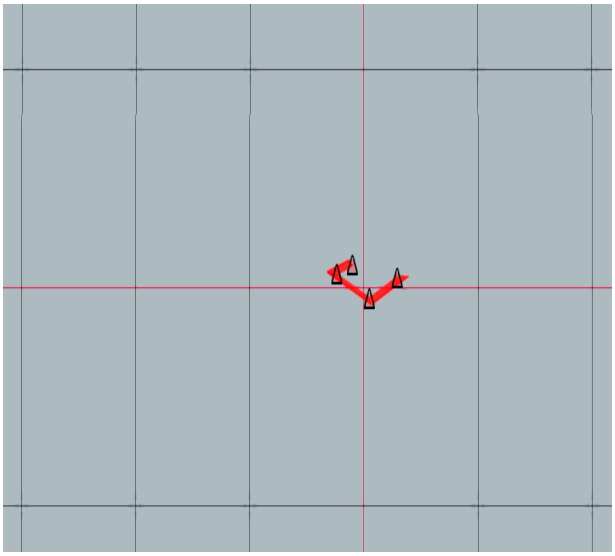
Ditch

- 1:17:1:0:0:5:1:0



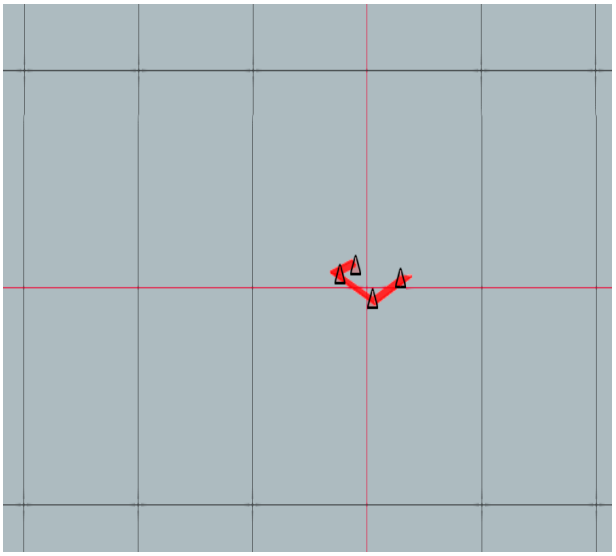
Fortified Ditch

- 1:17:1:0:0:5:2:0



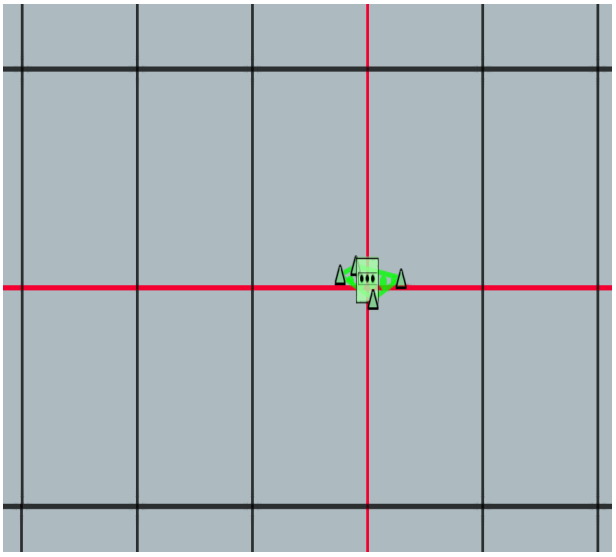
Fortified Line

- 1:17:0:0:0:2:3:0



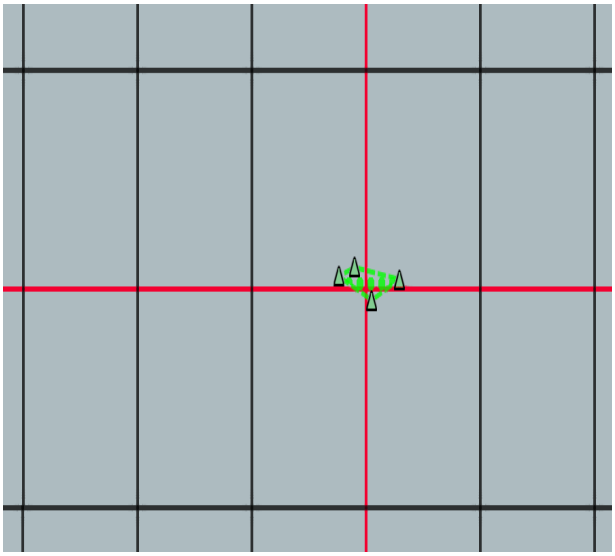
Minefield

- 1:18:0:0:1:1:1:15



Planned Minefield

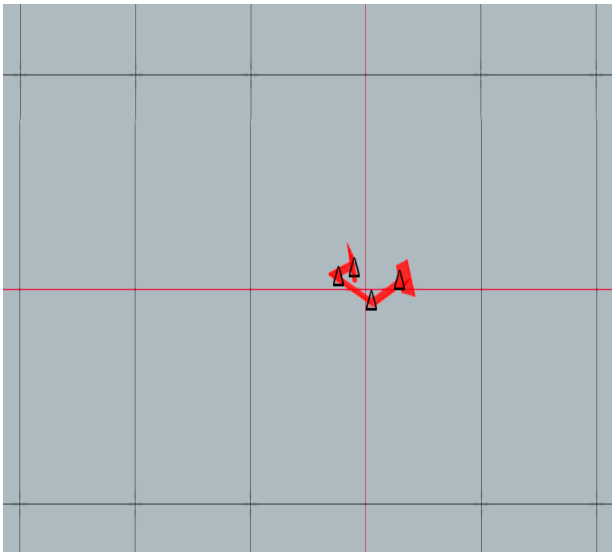
- 1:18:0:0:1:1:2:15



3.3. Fire Support

Linear Target

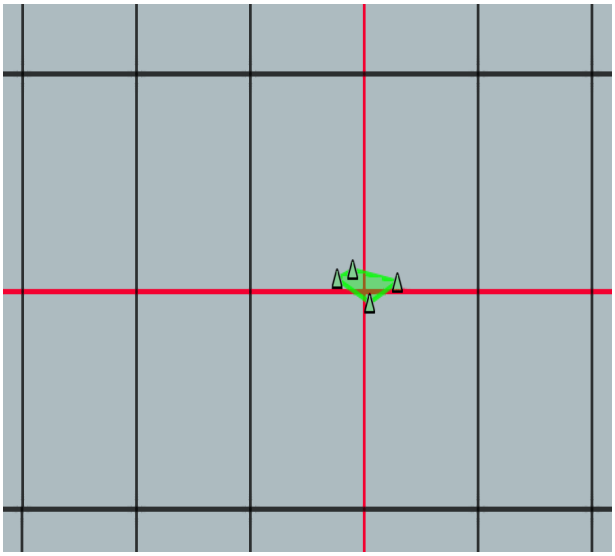
- 1:17:0:0:12:0:0:0



3.4. Intel

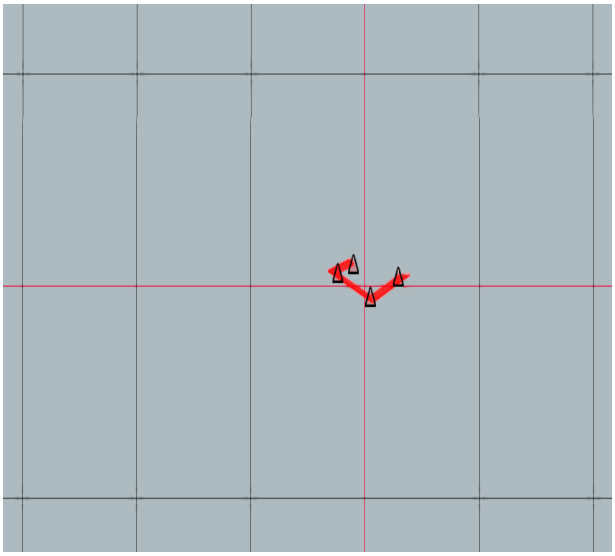
Alert Area

- 1:18:0:0:1:0:1:13



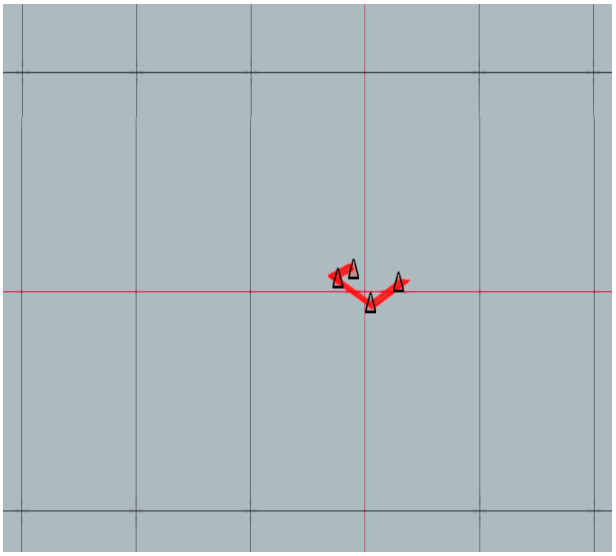
Line of Contact (Friendly)

- 1:17:0:0:0:2:1:0



Line of Contact (Hostile)

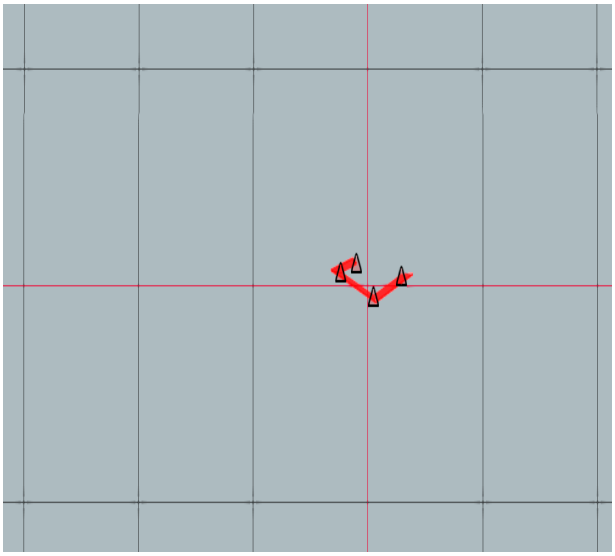
- 1:17:0:0:0:2:2:0



3.5. Logistics

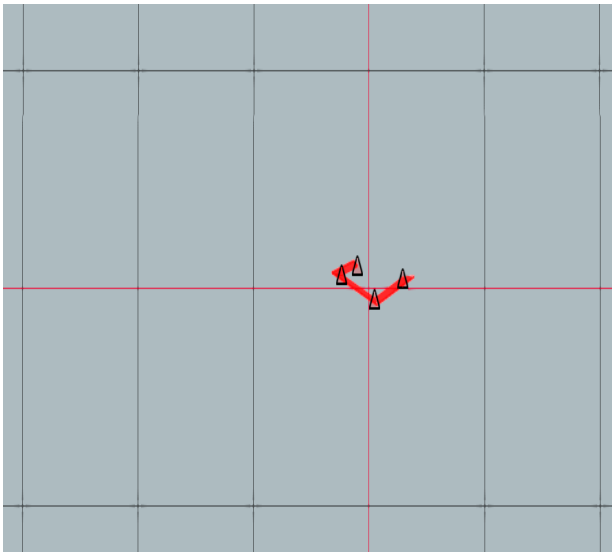
Supply Route [1-Way]

- 1:17:0:0:2:21:0:0



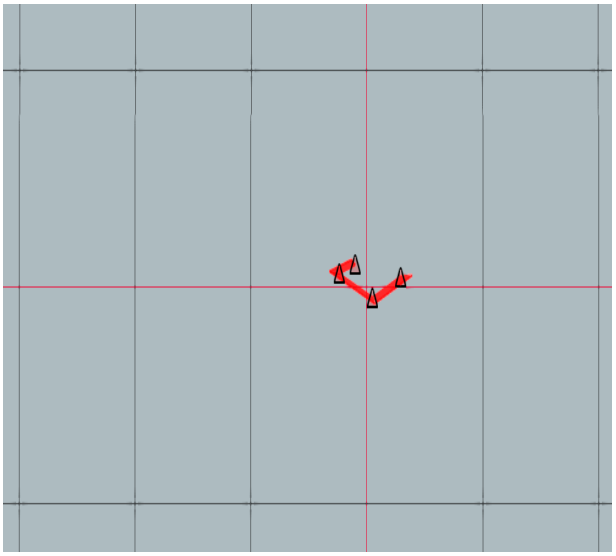
Supply Route [2 Way]

- 1:17:0:0:2:22:0:0



Supply Route

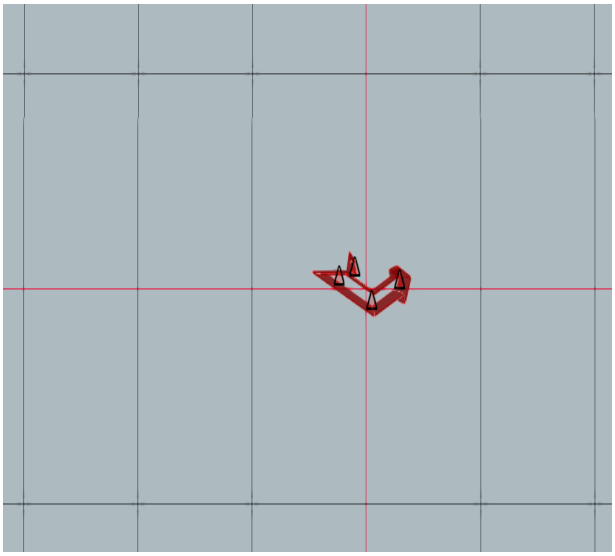
- 1:17:0:0:2:20:0:0



3.6. Maneuver

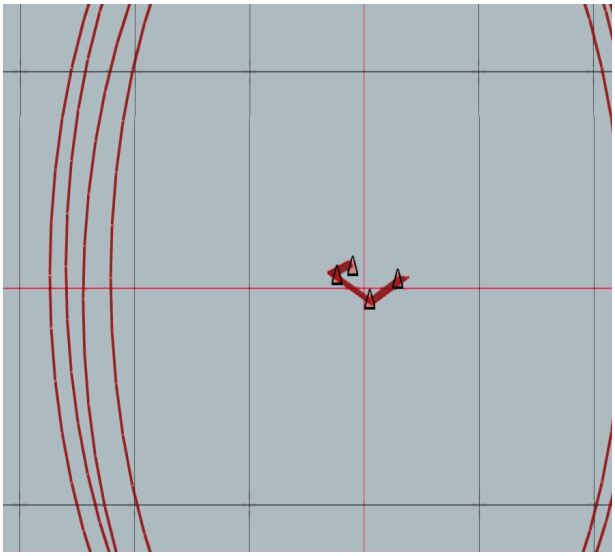
Air Axis

- 1:17:0:0:10:2:0:0



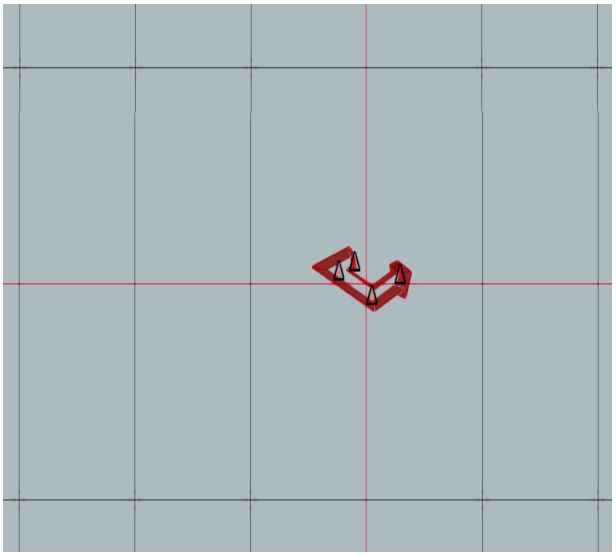
Air Corridor

- 1:17:0:0:10:5:0:0



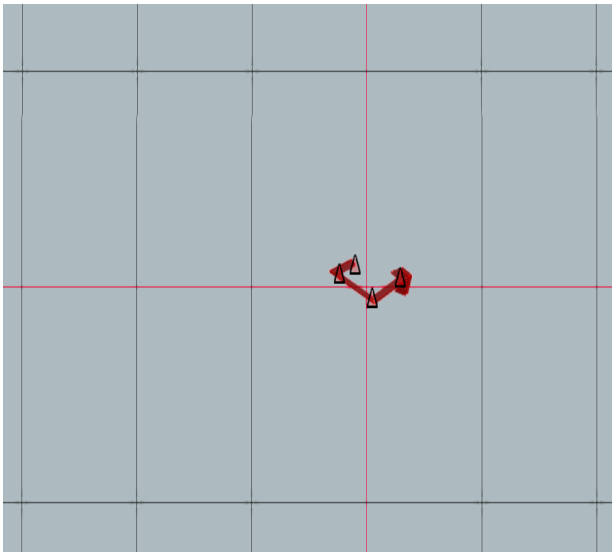
Axis

- 1:17:0:0:10:1:0:0



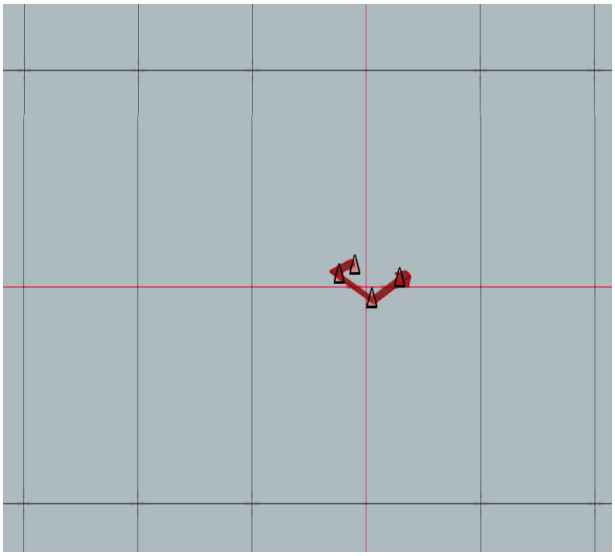
Direction (Main)

- 1:17:0:0:11:2:0:0



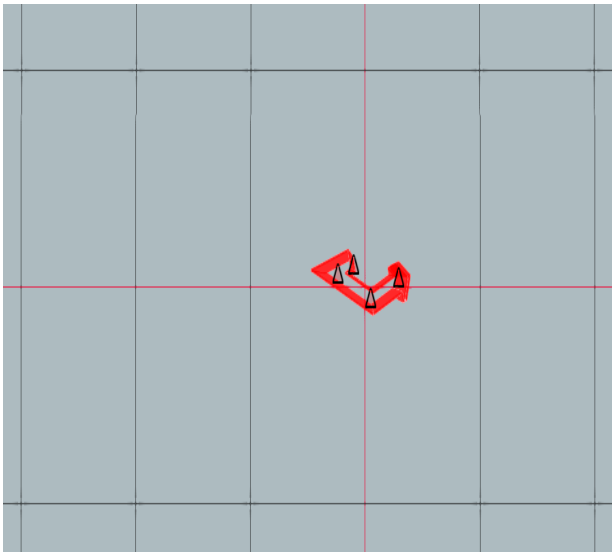
Direction

- 1:17:0:0:11:1:0:0



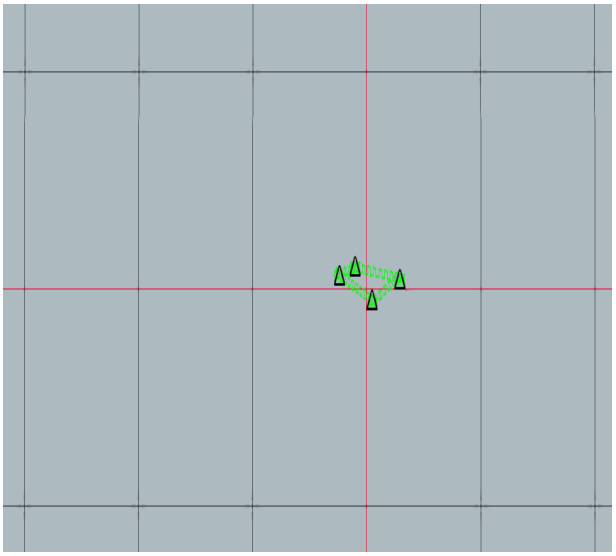
Feint

- 1:17:0:0:10:4:0:0



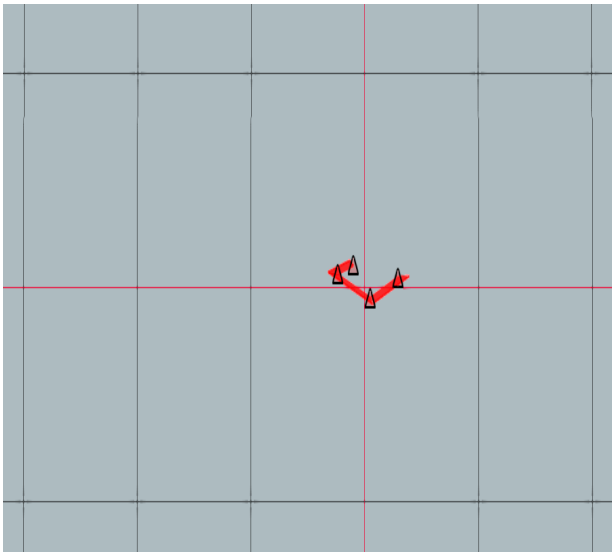
Fortified Area

- 1:18:0:0:7:0:0:0



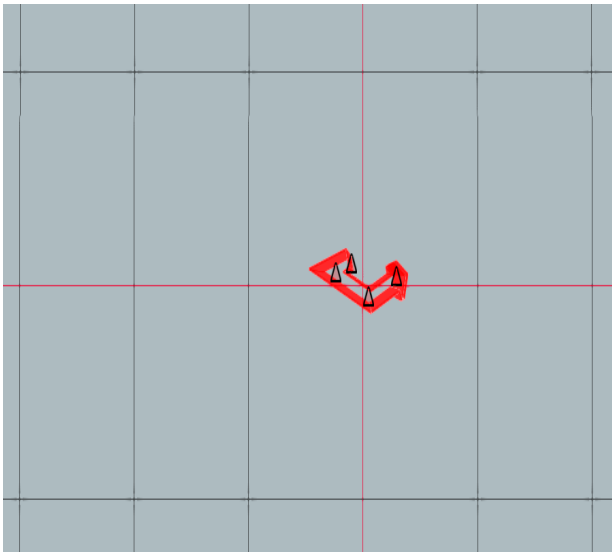
Line

- 1:17:0:0:0:1:1:0



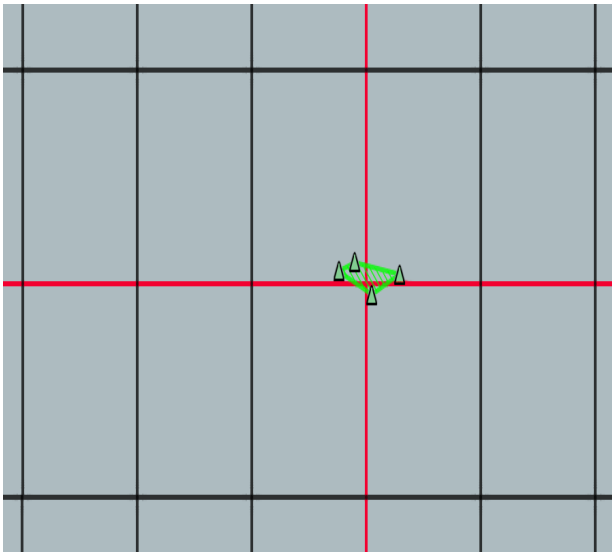
Main Axis

- 1:17:0:0:10:3:0:0



No-Go Area

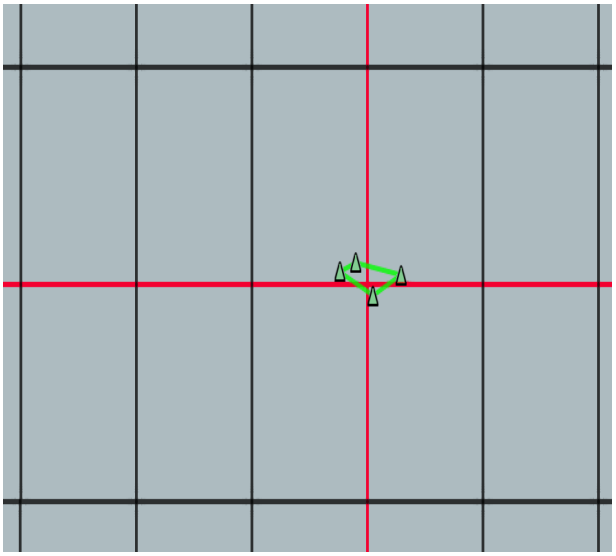
- 1:18:0:0:1:0:1:14



3.7. Shapes

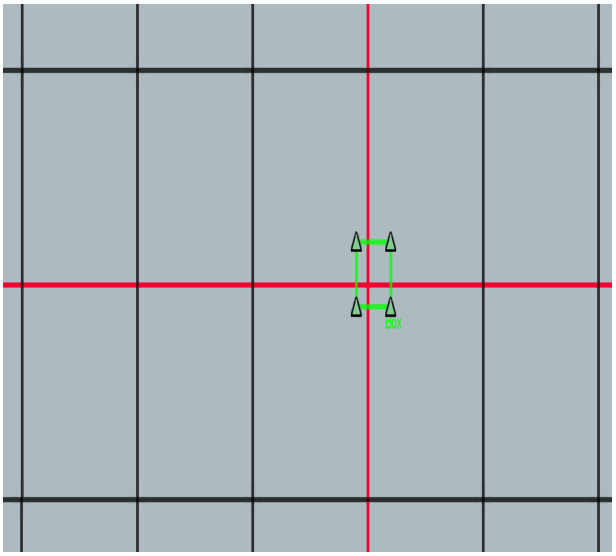
Area

- 1:18:0:0:1:0:0:0



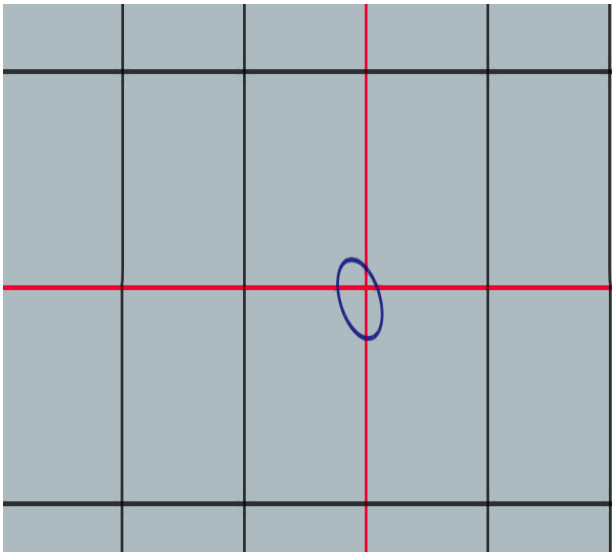
Box

- 1:20:0:0:8:0:0:0



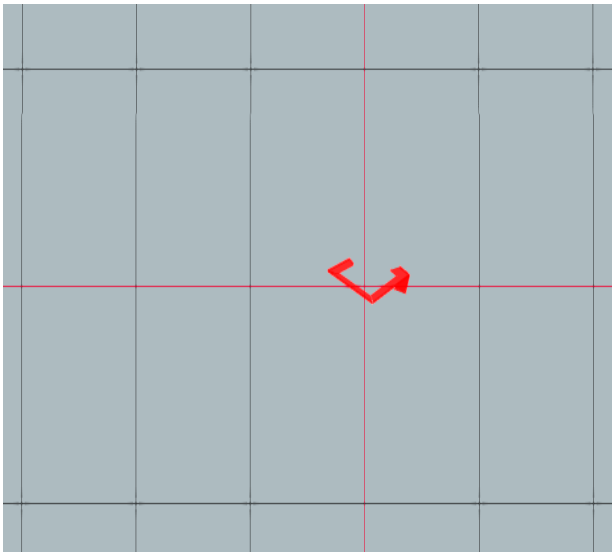
Ellipse

- 1:19:0:0:1:0:0:0



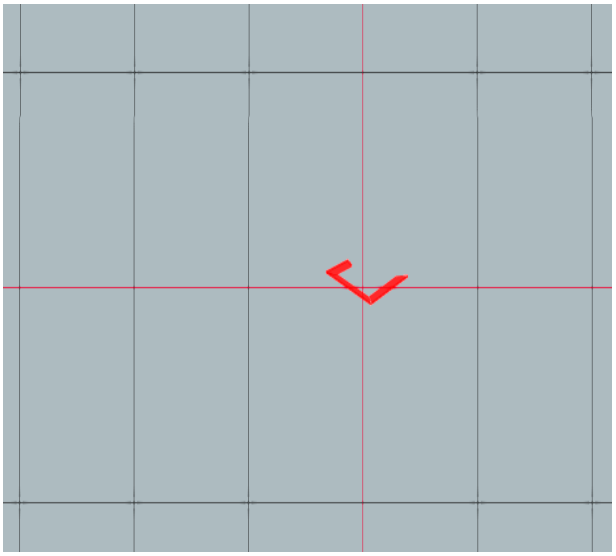
Freehand Line with Arrow

- 1:17:0:0:2:1:0:2



Freehand Line

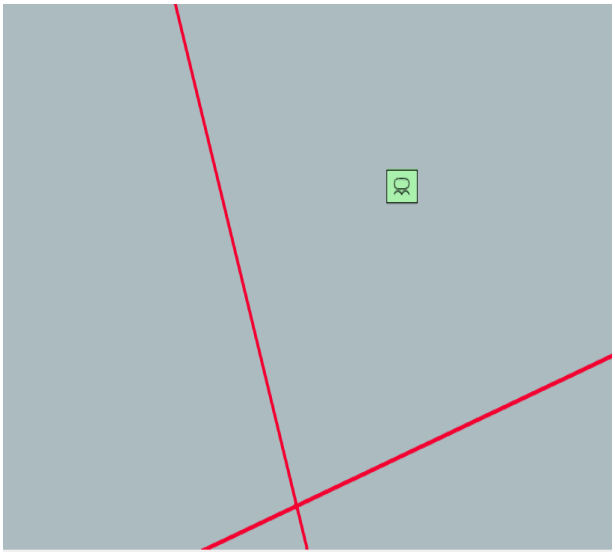
- 1:17:0:0:2:1:0:1



3.8. Symbols

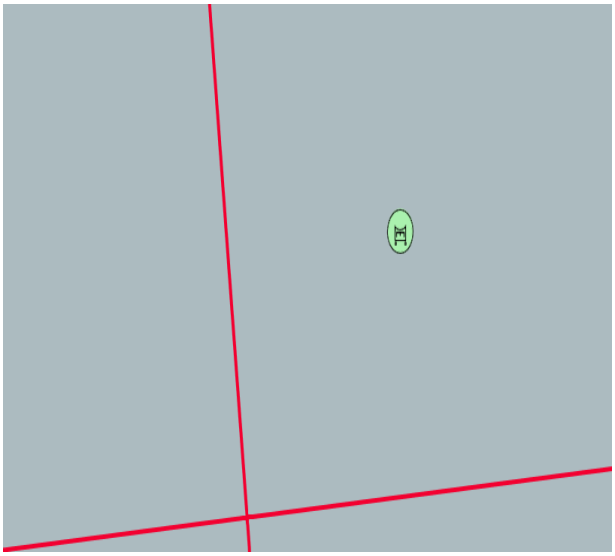
AAV Symbol

- 1:101:1:225:2:26:0:0



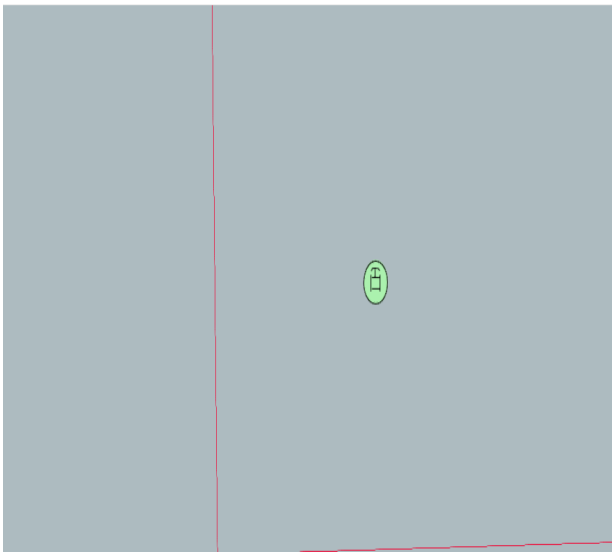
ACE Symbol

- 1:101:1:225:3:6:0:0



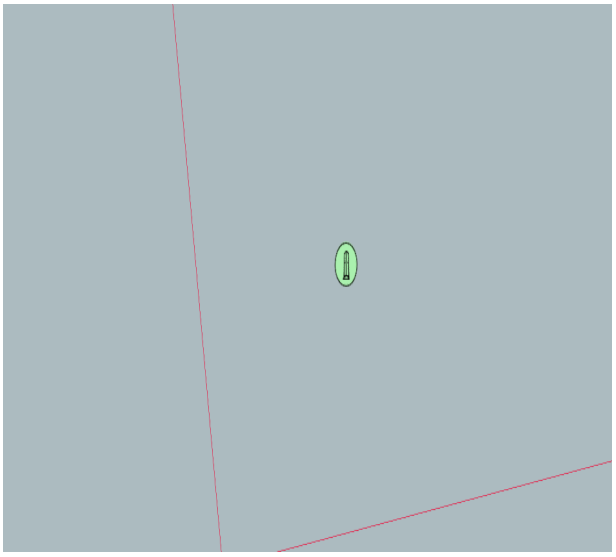
AVLB Symbol

- 1:101:1:225:3:4:2:0



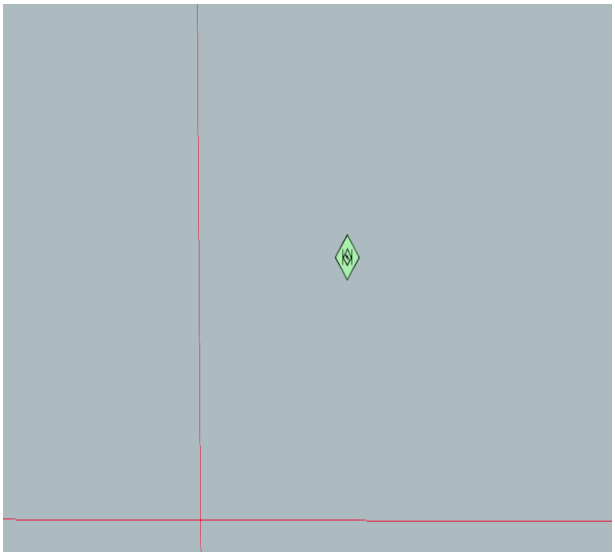
Avenger Symbol

- 1:101:1:225:28:5:4:0



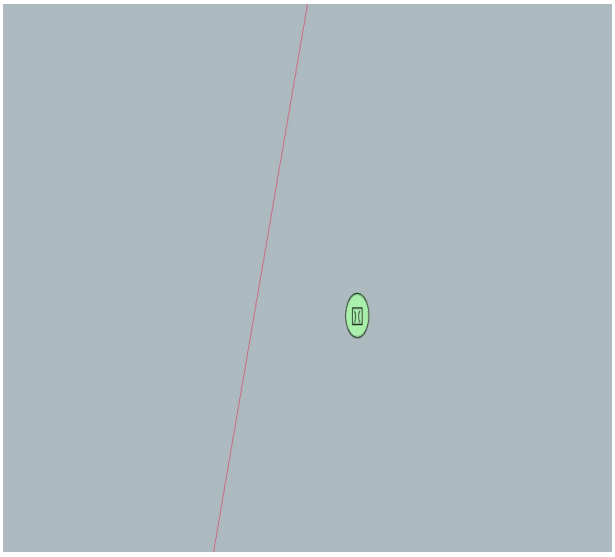
BMP Symbol

- 1:101:1:222:2:2:1:0



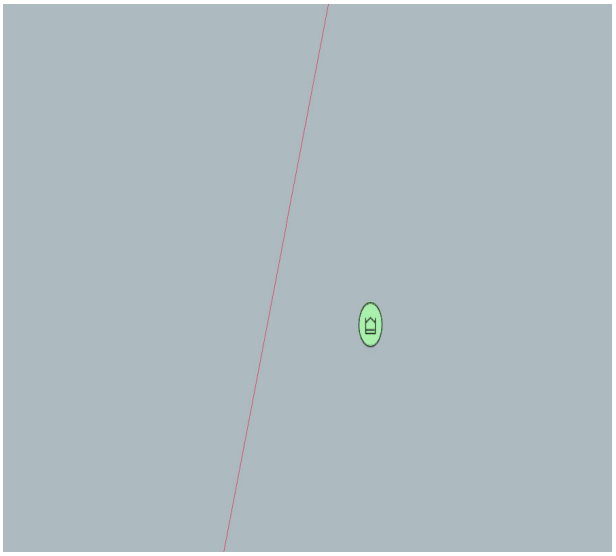
CEV Symbol

- 1:101:1:225:3:5:0:0



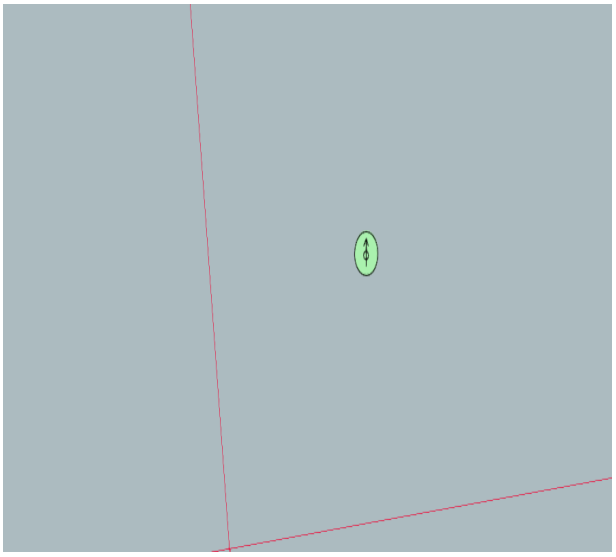
Fist-V Symbol

- 1:101:1:225:2:1:1:0



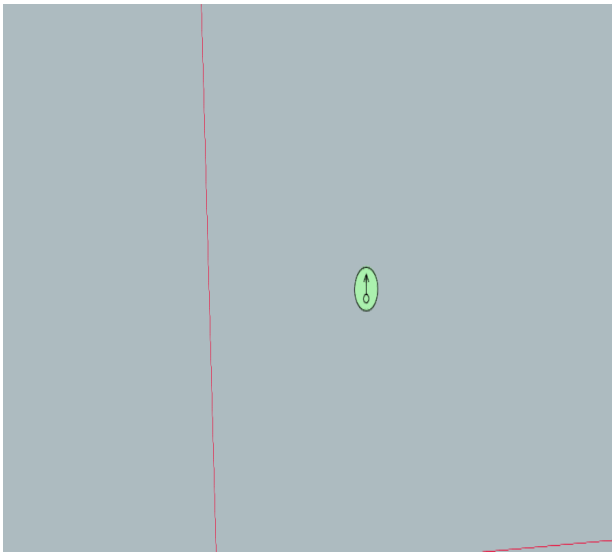
HMMWV 50CAL Symbol

- 1:101:1:225:6:1:63:0



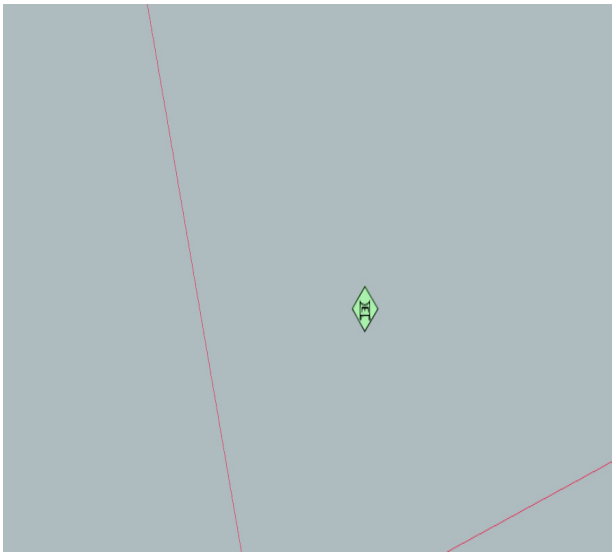
HMMWV MK19 Symbol

- 1:101:1:225:6:1:60:0



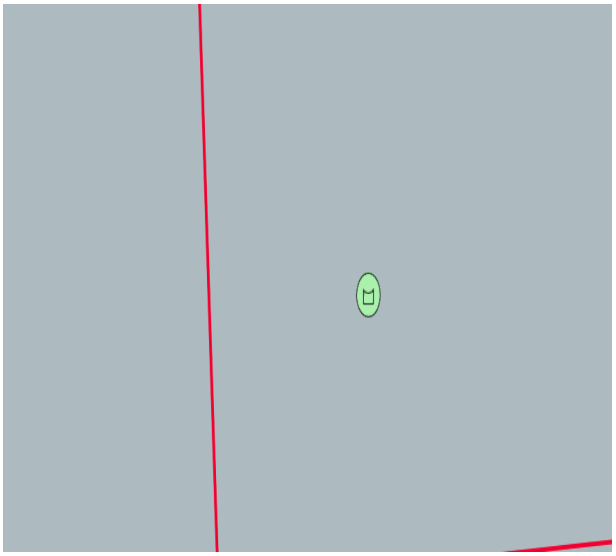
IMR Symbol

- 1:101:1:222:3:3:0:0



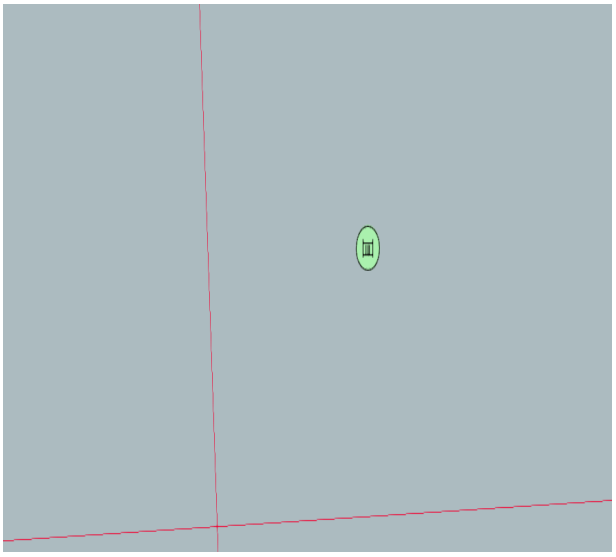
LAV Symbol

- 1:101:1:225:2:5:0:0



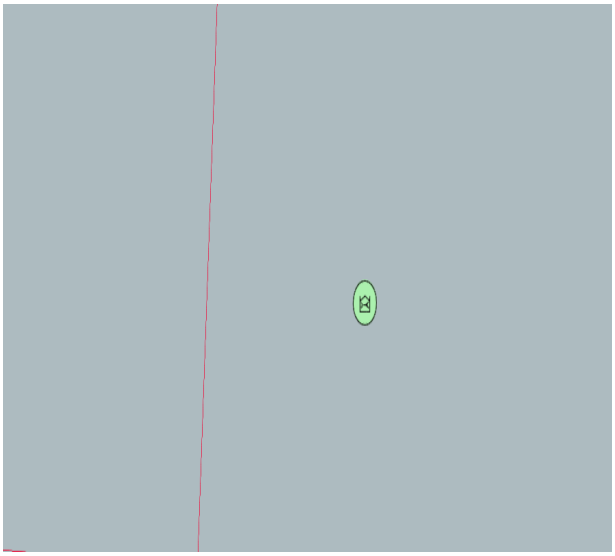
M-88 Symbol

- 1:101:1:225:3:1:1:0



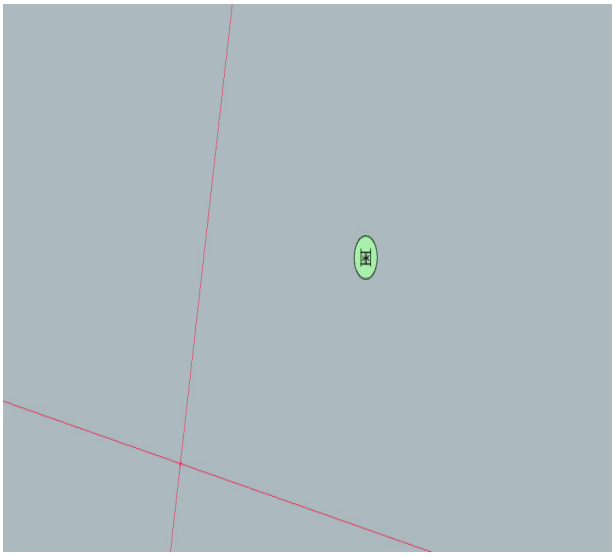
M113 Symbol

- 1:101:1:225:3:14:1:0



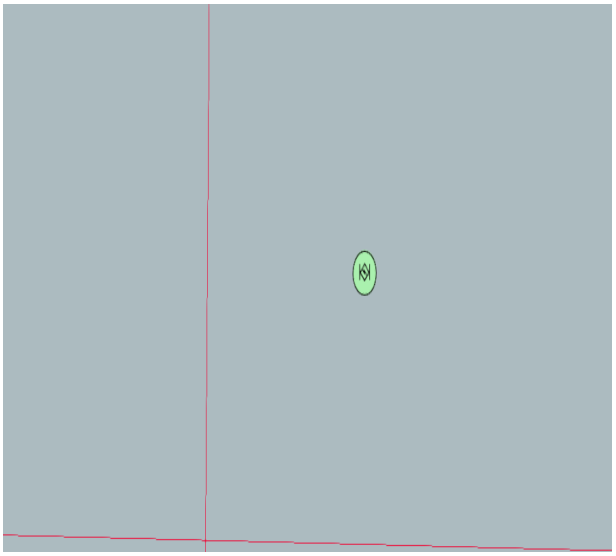
M1A2 Symbol

- 1:101:1:225:1:1:3:0



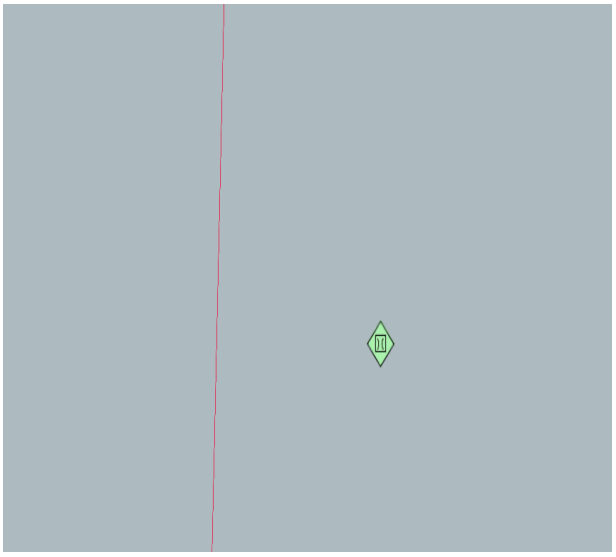
M2A2 Symbol

- 1:101:1:225:2:1:2:0



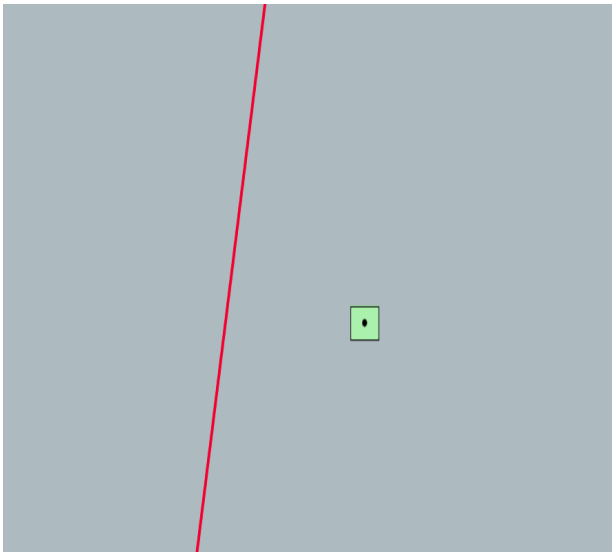
MTK Symbol

- 1:101:1:222:2:11:0:0



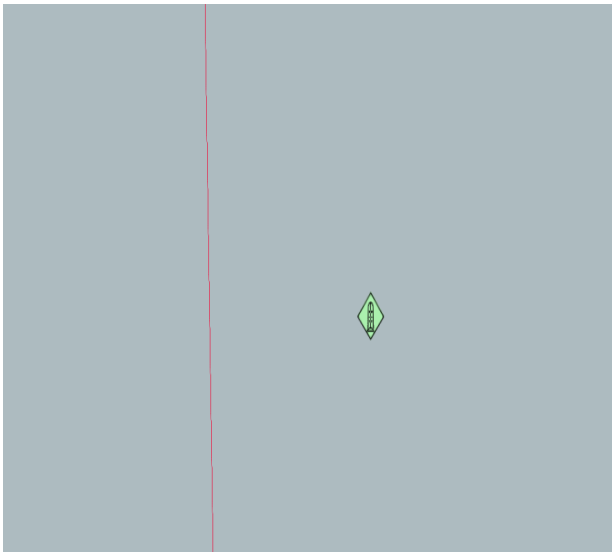
PALADIN Symbol

- 1:101:1:225:4:3:6:0



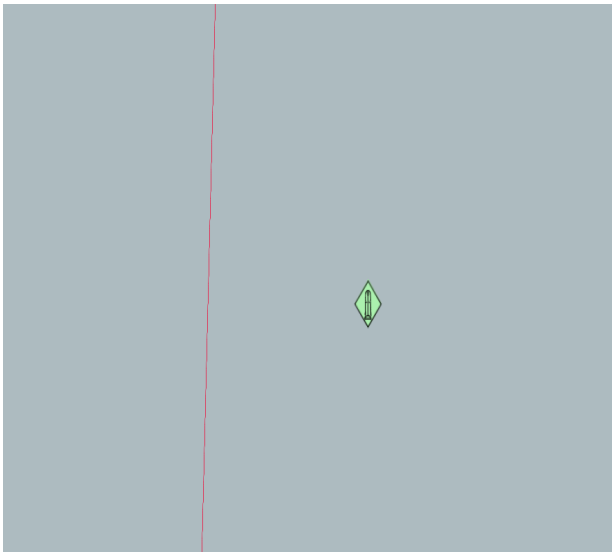
S-300 Symbol

- 1:101:1:222:28:9:1:0



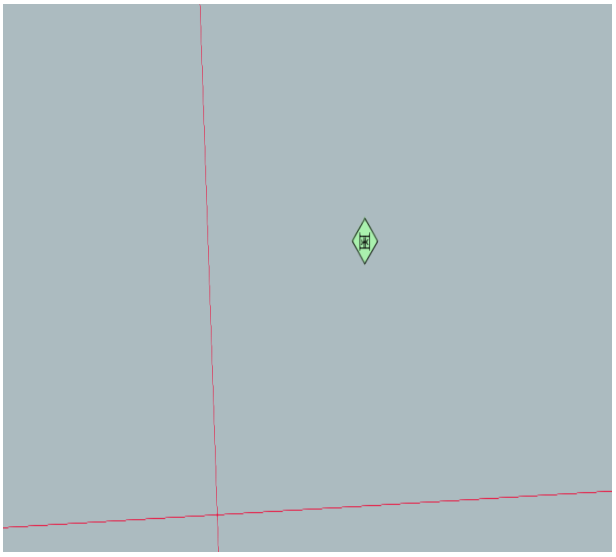
SA-9 Symbol

- 1:101:1:222:28:12:2:0



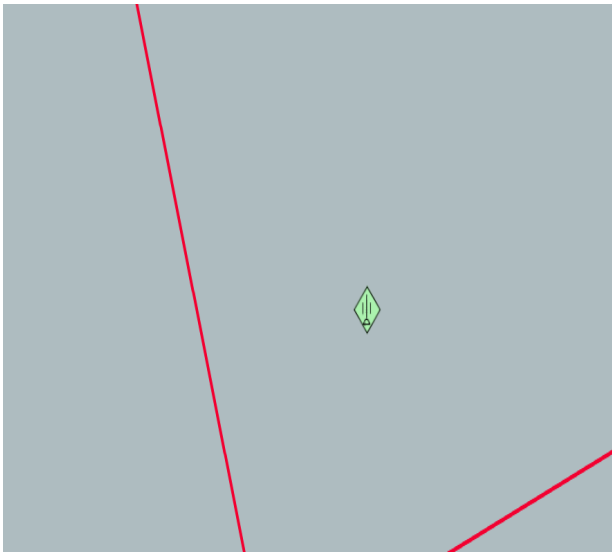
T-80 Symbol

- 1:101:1:222:1:1:1:0



ZSU-23-4 Symbol

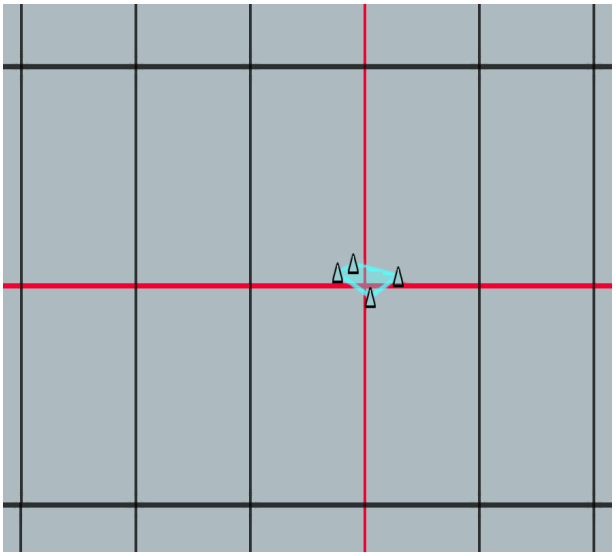
- 1:101:1:222:4:18:0:0



3.9. Weather

Weather

- 1:21:0:0:2:0:0:0



4. Hazards/Obstacles Models

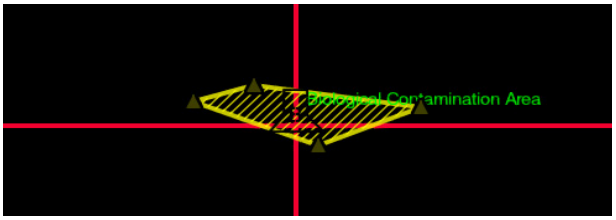
This chapter lists the objects on the Hazards/Obstacles Palette configured in *AggregateLevel.sms*.

Contamination Area 4-2
Emergency Point 4-3
Engineering Objects 4-4
Land Point 4-9
Reference Point 4-10

4.1. Contamination Area

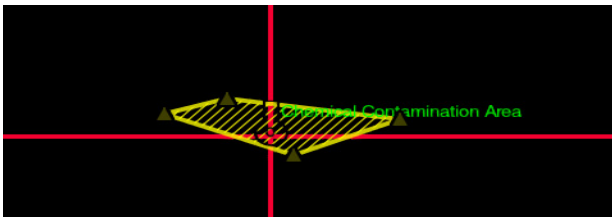
Biological Contamination Area

- 1:18:1:0:61:2:0:0



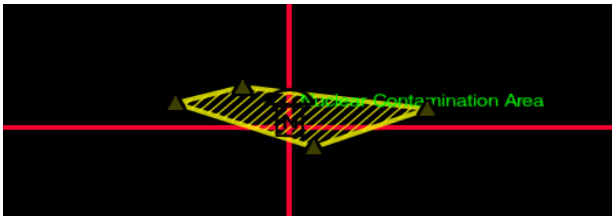
Chemical Contamination Area

- 1:18:1:0:61:3:0:0



Nuclear Contamination Area

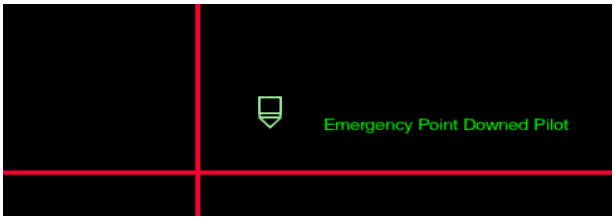
- 1:18:1:0:61:1:0:0



4.2. Emergency Point

Emergency Point Downed Pilot

- 1:16:0:0:101:1:0:0



Emergency Point

- 1:16:0:0:101:0:0:0

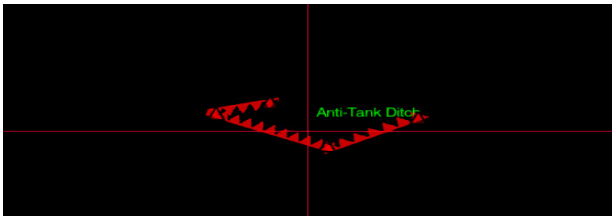
4.3. Engineering Objects

Abatis

- 1:16:1:0:62:3:0:0

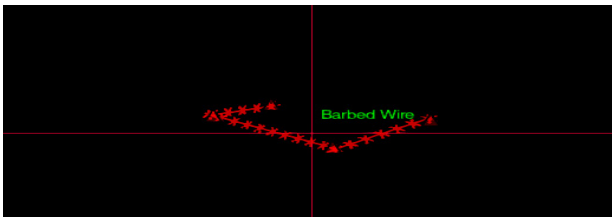
Anti-Tank Ditch

- 1:17:1:0:62:2:0:0



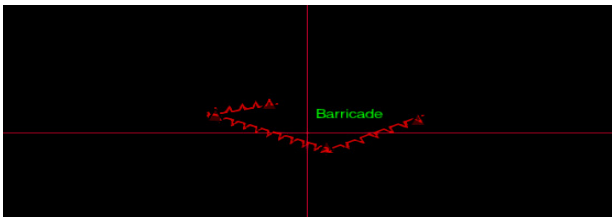
Barbed Wire

- 1:17:1:0:62:3:0:0



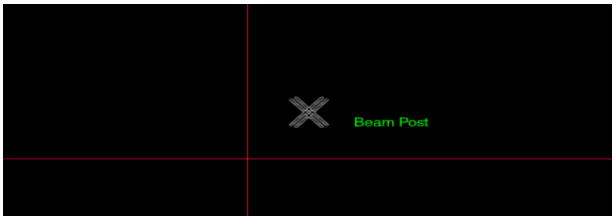
Barricade

- 1:17:1:0:62:4:0:0



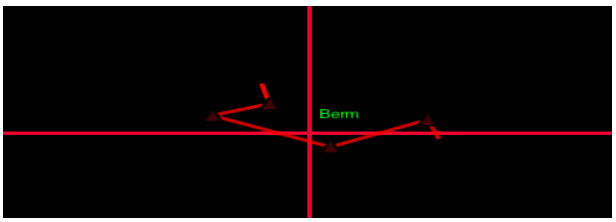
Beam Post

- 1:16:1:0:62:4:0:0



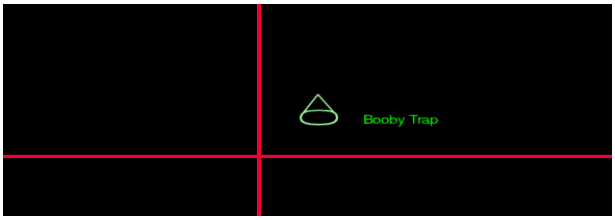
Berm

- 1:17:1:0:62:5:0:0



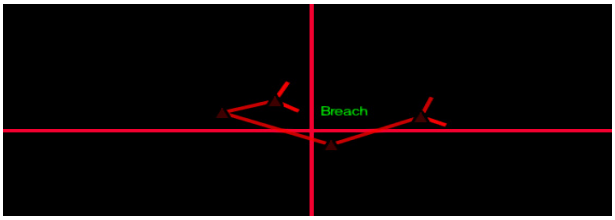
Booby Trap

- 1:16:1:0:62:1:0:0



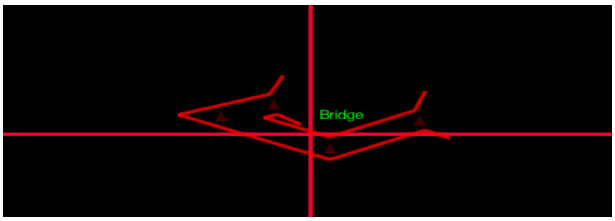
Breach

- 1:17:1:0:62:10:0:0



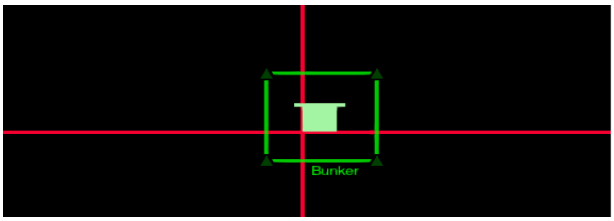
Bridge

- 1:17:1:0:62:12:0:0



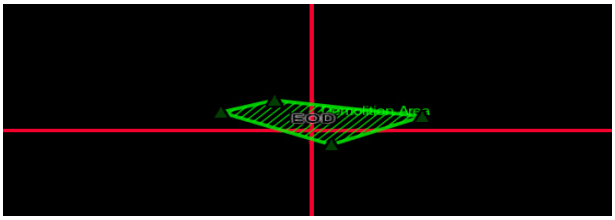
Bunker

- 1:20:1:0:62:3:0:0



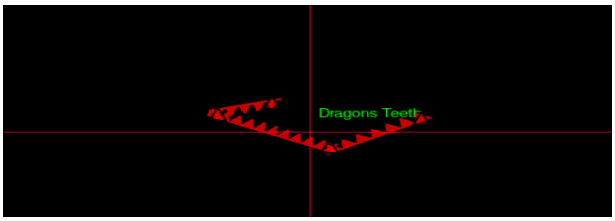
Demolition Area

- 1:18:1:0:62:2:0:0



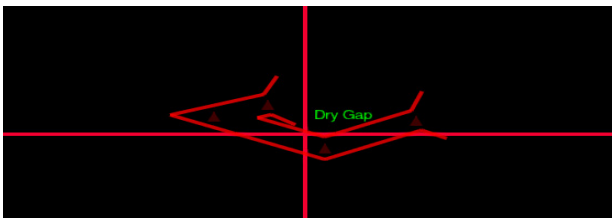
Dragons Teeth

- 1:17:1:0:62:6:0:0



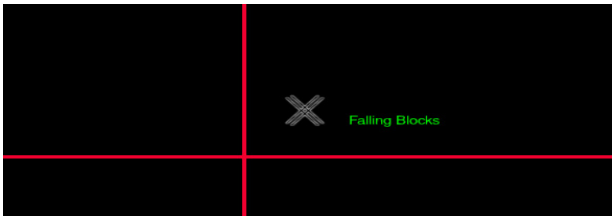
Dry Gap

- 1:17:1:0:62:7:0:0



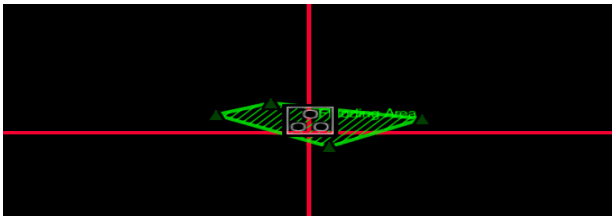
Falling Blocks

- 1:16:1:0:62:6:0:0



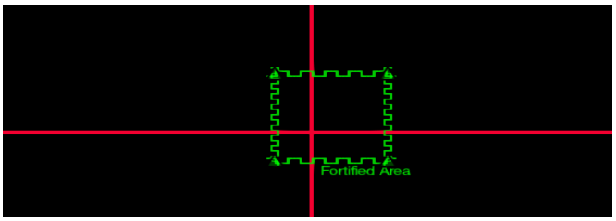
Flooding Area

- 1:18:1:0:62:4:0:0



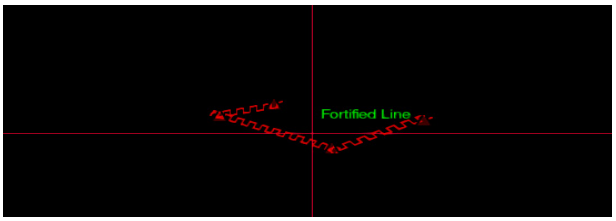
Fortified Area

- 1:20:1:0:62:9:0:0



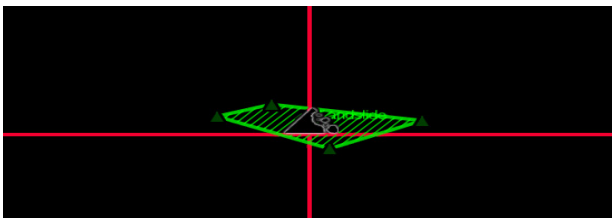
Fortified Line

- 1:17:1:0:62:9:0:0



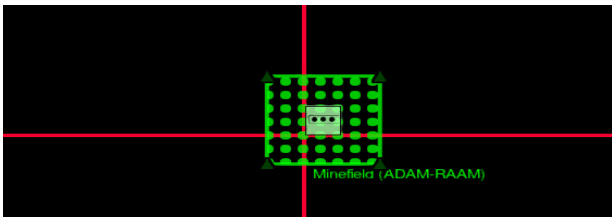
Landslide

- 1:18:1:0:62:5:0:0



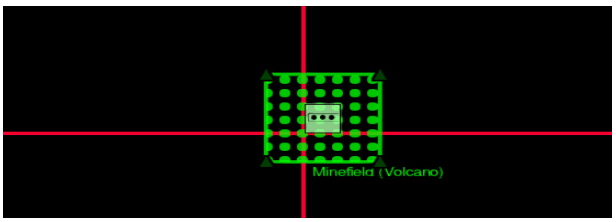
Minefield (ADAM-RAAM)

- 1:20:1:0:62:1:1:0



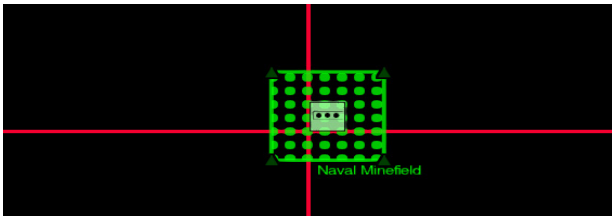
Minefield (Volcano)

- 1:20:1:0:62:1:2:0



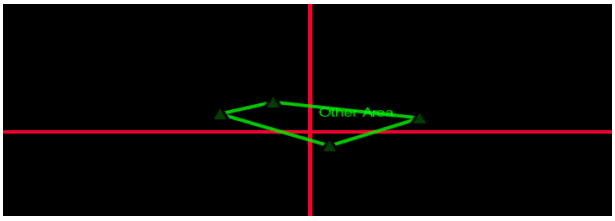
Naval Minefield

- 1:20:3:0:62:1:0:0



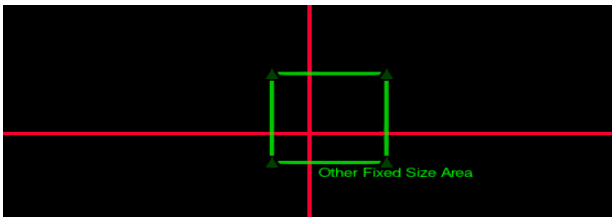
Other Area

- 1:18:1:0:62:0:0:0



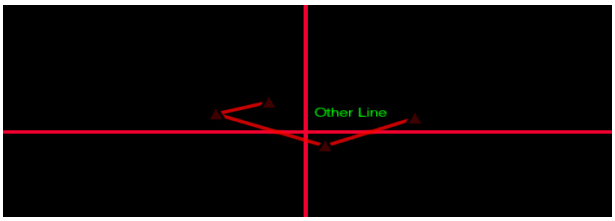
Other Fixed Size Area

- 1:20:1:0:62:0:0:0



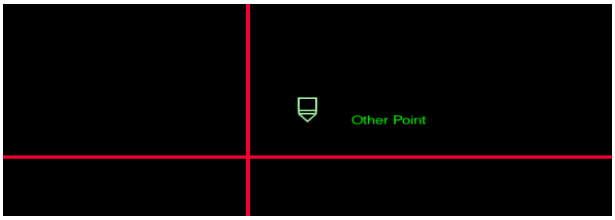
Other Line

- 1:17:1:0:62:0:0:0



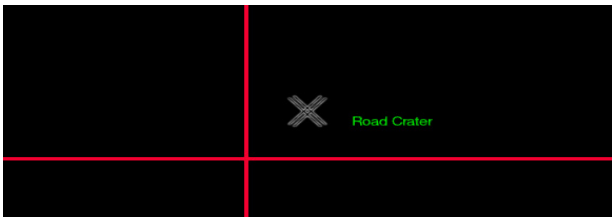
Other Point

- 1:16:1:0:62:0:0:0



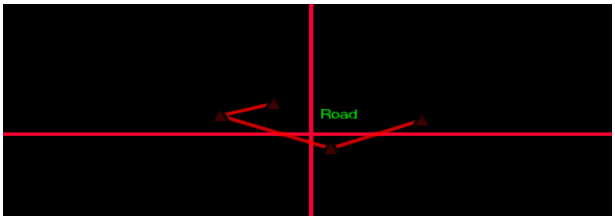
Road Crater

- 1:16:1:0:62:7:0:0



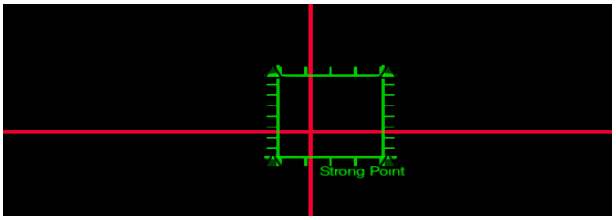
Road

- 1:17:1:0:62:11:0:0



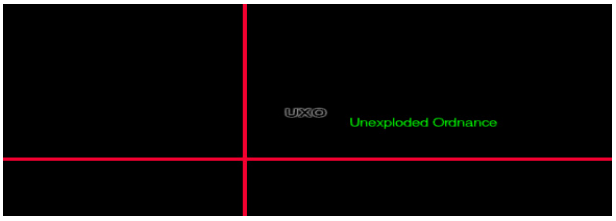
Strong Point

- 1:20:1:0:62:8:0:0



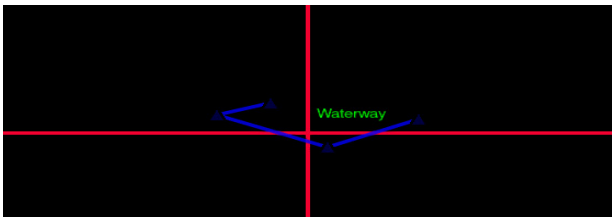
Unexploded Ordnance

- 1:16:1:0:62:2:0:0



Waterway

- 1:17:1:0:62:8:0:0



4.4. Land Point

Land Point HQ Complex

- 1:16:0:0:102:1:0:0

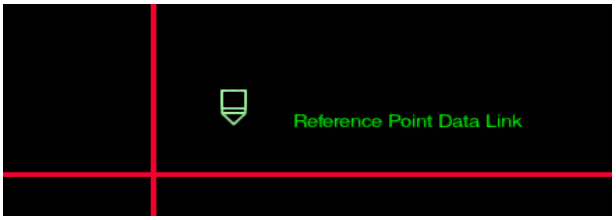
Land Point

- 1:16:0:0:102:0:0:0

4.5. Reference Point

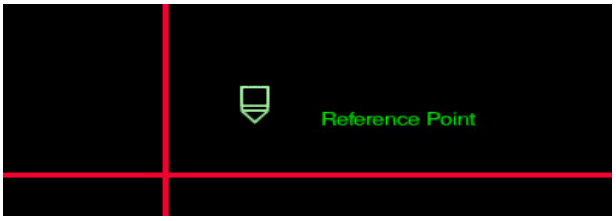
Reference Point Data Link

- 1:16:0:0:100:1:0:0



Reference Point

- 1:16:0:0:100:0:0:0



Link - Simulate - Visualize

VRF-4.3.1-21-150625

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