

DAI SENRYAKU 大戦略VII EXCEED

MODERN MILITARY TACTICS



EVERYONE

E

CONTENT RATED BY
ESRB

VALCON
GAMES

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A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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INTRODUCTION

Dai Senryaku VII Modern Military Tactics Exceed is a tactical war game focused on modern warfare fought over varied battlefields. Over 400 different units, from the 1960's through to contemporary and near-future are featured. A game consists of a battle between two or more armies (up to four) where the victor is usually the army who captures all enemy capitals.

In Dai Senryaku Exceed play occurs with each army, whether controlled by a player or the AI, taking a turn to move and fight with as many of its units as it wishes. Once finished, the turn ends and the next army proceeds with its turn. Play always proceeds in the order of Blue, Red, Green and then Yellow, before returning to Blue again. If an army is not present on the current battlefield, or has been eliminated, then play proceeds to the next present army.

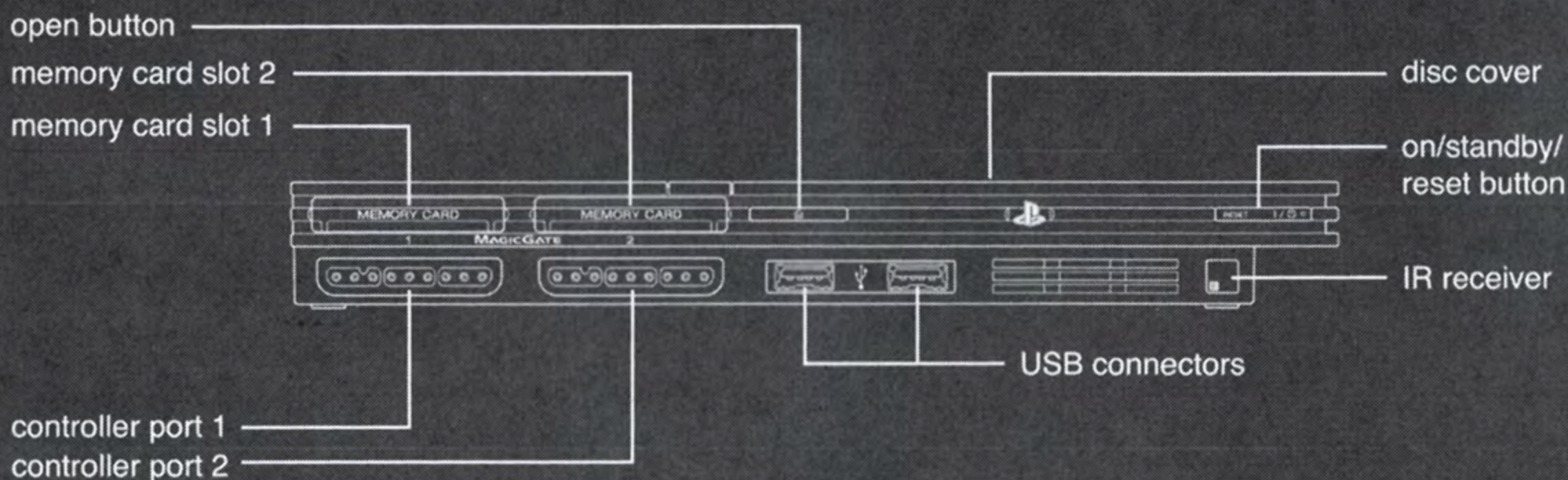
While Dai Senryaku Exceed might seem like a complex game, it is actually quite easy to play. With all the units and the size of the map the possibilities are large and can make the game appear daunting. Take time to familiarize yourself with this manual and also make sure to complete the comprehensive tutorial system included in the game. Check out the 'Initial Orders' section on page 6 which will walk you through the first few turns of the first battle in Mission mode.

LOADING AND SAVING

Dai Senryaku allows you to save various game states, progress, maps and unit status on a memory card (8MB)(for PlayStation®2) located in either MEMORY CARD slot 1 or 2. You can have up to 8 different save files for each of the following game modes: Mission, Campaign, and Free Play. You can also have up to 8 user created maps saved on one memory card (8MB)(for PlayStation®2).

When you complete a game, Dai Senryaku will prompt you to save your current status, and also if in Free Play or Campaign, you will be prompted to update your saved unit list. When you use units from the saved unit list, you will also be prompted to save the updated list to the current memory card (8MB)(for PlayStation®2).

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the DAI SENRYAKU VII MMT EXCEED disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

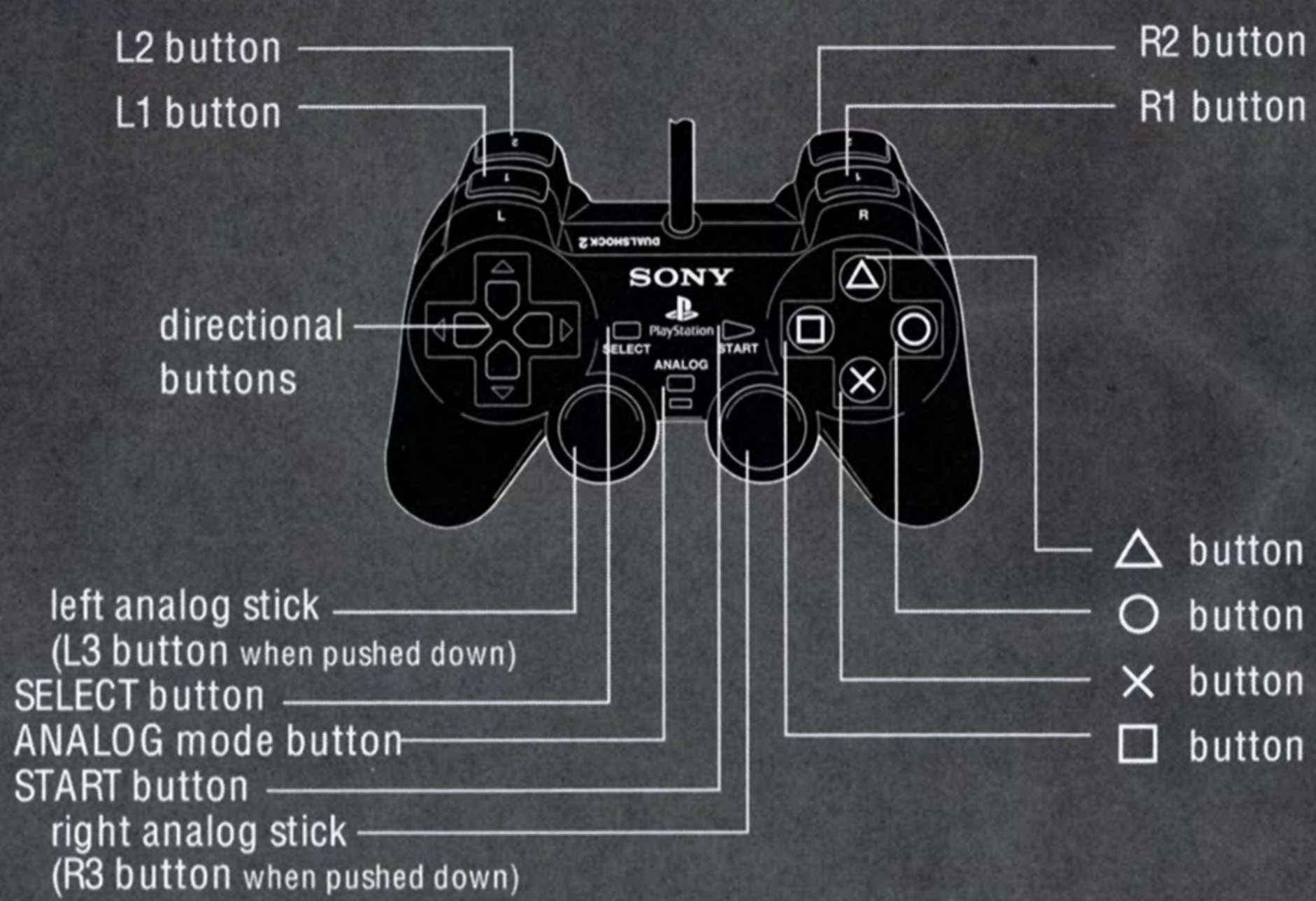
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

GAME SCREEN



CONTROLS

DUALSHOCK2 ANALOG CONTROLLER CONFIGURATIONS



The following controls are used during game play:

Left analog stick	Move cursor/map view
Right analog stick	Rotate camera view
×	Select a unit
○	Command Menu
△	Cancel
□	Unit List*

R1 button	Zoom view in
R2 button	Unit Chart*
L1 button	Zoom view out
L2 button	Display sub-unit tag*
START button	In-Game Menu
SELECT button	Toggle panel display

Note that the buttons marked with an * can have their function reassigned by using the in game options screen.

The following controls are used inside the Map Editor:

Left analog stick	Move map view
Directional buttons	move cursor
×	Use selected tool and hex type
○	Command Menu
△	Undo last command
□	Select hex type under cursor

R1 button	Zoom view in
R2 button	Tool menu
L1 button	Zoom view out
L2 button	Hex pallete menu
START button	Editor Menu
SELECT button	Toggle panel display

MAIN MENU

The main menu is presented after you press **X** or **START** from the title screen. From this menu you can quickly access all the different game modes supported by Dai Senryaku. Those modes are as follows:

MISSION MODE

Mission Mode consists of a series of 25 missions in which you command a fictional army through a series of pre-set battles. It is not possible to build new units in Mission Mode except under limited circumstances so use your resources carefully. If you wish to continue Mission Mode from a previously saved game, select **LOAD GAME** from the Mission Mode sub-menu.

CAMPAIGN MODE

Campaign Mode consists of 4 independent fictional campaigns. Each campaign consists of 2 or more branching battles. While you cannot produce units during a campaign battle, you can carry over up to 20 units from each battle to the next. This allows you to pick your best and most useful units and have them join you in the next battle of the selected campaign. As with other modes, select **LOAD GAME** if you wish to continue a previously saved campaign.

Note: you can only have one campaign saved at any given time.

FREE PLAY

With this mode you can select a map to play and then if you want, adjust the conditions of the battle such as the number and type of players, the countries involved, initial funds, alliances and other factors. As you successfully complete battles in Mission or Campaign mode, those maps become available for use in Free Play. In Free Play you have the ability to produce units and also store your best units for use in future battles if you are victorious.

Note: Saved units lost in battle are no longer saved, take care not to lose them.

MAP EDITOR

Use the Map Editor to create your own maps or edit existing Free Play maps and save them as your own. You can also play on maps you've created using this mode, just select **PLAY** from the sub-menu and then chose a map from the list of previously saved maps. While in the **MAP EDITOR**, press **START** to bring up the control menu from which you can name your map, adjust the map's settings, save the map, or load another map.

Note: In order for a map you create to be playable, it must have at least two opposing capitals.

TUTORIAL

Use this feature to learn how to play the game and how to manage your army effectively. The tutorial is split into 8 sections, and each section has 1 or more sub-sections allowing you to quickly get to the area of the game you need help with. By completing all of the tutorials you will not only have a better understanding of how to play, but you will also unlock a bonus **FREE PLAY** map.

SET UP

Use this to adjust your audio settings and also enable or disable vibration.

MAP EDITOR

The Map Editor allows you to create your own maps, either from scratch or by loading a map used in Free Play. To edit a pre-existing map, press **START** and select **Load** from the menu, then select **Game Map** and pick an available Free Play map from the list.

All the drawing tools draw using the currently selected hex type, which is shown in the middle of the Map Editor panel. You can change this with the **L2** button. You can change the currently selected tool using the **R2** button.

 PEN	Places the current hex type at the cursor location.	 COPY	Press X twice to define an area to copy, and then press X to copy it to a new destination.
 LINE	Press X to start drawing a line, and then press X at the end point of the line.	 ROAD	Press X to start drawing a road and then press X at the end point of the road.
 BOX	Press X to start drawing the box, and then X again when the box is the desired size and shape.	 RIVER	Press X to start drawing a river and then press X at the end point of the river.
 PAINT	Press X to fill an area with the current hex type.	 ERASER	Use to erase a road or river from the current hex.

You can also press **□** to quickly select the hex type under the cursor as the current hex type for drawing. Pressing **△** will undo the last drawing action you did. Press **START** to access the Map Editor command menu.

PLAYING THE GAME

The following descriptions apply to MISSION battles, CAMPAIGN battles and FREE PLAY/MAP EDITOR battles.

THE MAP

The map on which a battle is fought is made up of hexagons, hexes or a hex. Each hex contains a specific terrain type, depicted by the graphic of the hex. Terrain plays an important part of each battle, determining where units can travel, if they receive a defensive bonus, or if they can resupply and repair.

A hex has 6 elevation levels. Ground units can only ever occupy level 0 (ground) and ships can only ever occupy level -1 (surface). Only air units can occupy elevations 1 (low), 2 (mid) or 3 (high) while only submarines can ever occupy level -2 (deep). Air units can occupy elevation 0 while landed or flying low over water.

UNITS AND SUB-UNITS

Each army is comprised of one or more units, with only one unit allowed to occupy a hex at a given elevation level. Each individual unit represents a group of tanks, planes, helicopters, ships, submarines, vehicles or soldiers of all the same type. Each unit starts with a certain number of sub-units (usually 10), and each sub-unit will start with an endurance number. As a unit fights each sub-unit may take damage which will reduce its endurance. If a sub-unit's endurance reaches zero, then the subunit is eliminated. If all the sub-units belonging to a particular unit are eliminated, then that unit is also eliminated. A unit's combat effectiveness is based on its current number of sub-units. If a unit has less than its initial number of sub-units then it will do less damage to enemy units it engages.

GIVING ORDERS

To give a unit an order, move the cursor—which is a highlighted hex—over the unit you want to give an order to. You will see an information bar pop up when the cursor is on a unit. Press the X button and you will be presented with an orders menu customized for the selected unit. Not every order will be available at all times, for instance, if the unit you select has no target within its attack range, the ATTACK order will not be displayed.

You cannot issue a given order to a unit more than once each turn, so if you've already moved a unit you cannot do so again until your next turn. You can easily see which units you've already given orders to as they are shaded darker and the information bar will have the word 'END' on the far right.

A unit cannot move through an enemy's *Zone of Control*, an area extending in one hex around the enemy unit.

After executing a move order, if your unit finds one or more enemy units within its attack range, you will have an option to issue an attack order. If you decline this attack opportunity, your unit is considered to have finished its turn and cannot initiate an attack until your subsequent turn.

After executing a move order if your unit finds one or more enemy units within its attack range you will have the option to issue an attack order. If you decline this attack opportunity, your unit is considered to have finished its turn. While the objective of some MISSION and CAMPAIGN battles can vary, usually the objective is to capture one or more enemy capitals. To do this, you will need to defeat the enemy forces and also protect your own capital from capture.

FACILITIES

On every battlefield you will find one or more hexes that contain facilities. These facilities consist of capitals, cities, airfields, ports, factories and refineries. A facility is displayed in the color of the army that controls it, or if it is uncontrolled, it is displayed in gray. Controlling and capturing facilities is a key part of winning any battle. Each army also has a capital, and an army will automatically lose the battle if its capital is captured by an enemy army.

Each facility has a different ability and some can also generate income or fuel. Facilities can repair and replace sub-units, and if close enough to your Capital hex, can also be used to produce new units or place saved units in Free Play Mode and some Campaign battles. To learn more about facilities and what they can do, review the in-game Tutorial chapters 6-1, and in particular chapter 7.

FACILITY FUNCTIONS

Facility	Income	+Fuel	Repair	Resupply	Make Air	Make Ground	Make Ship
Capital	500	100	Y	Y	N	Y	N
City	50	—	Y	Y	N	Y	N
Airport	—	—	Y1	Y1	Y	N	N
Port	—	—	Y2	Y2	N	N	Y
Factory	300	—	N	N	N	N	N
Refinery	—	500	N	N	N	N	N

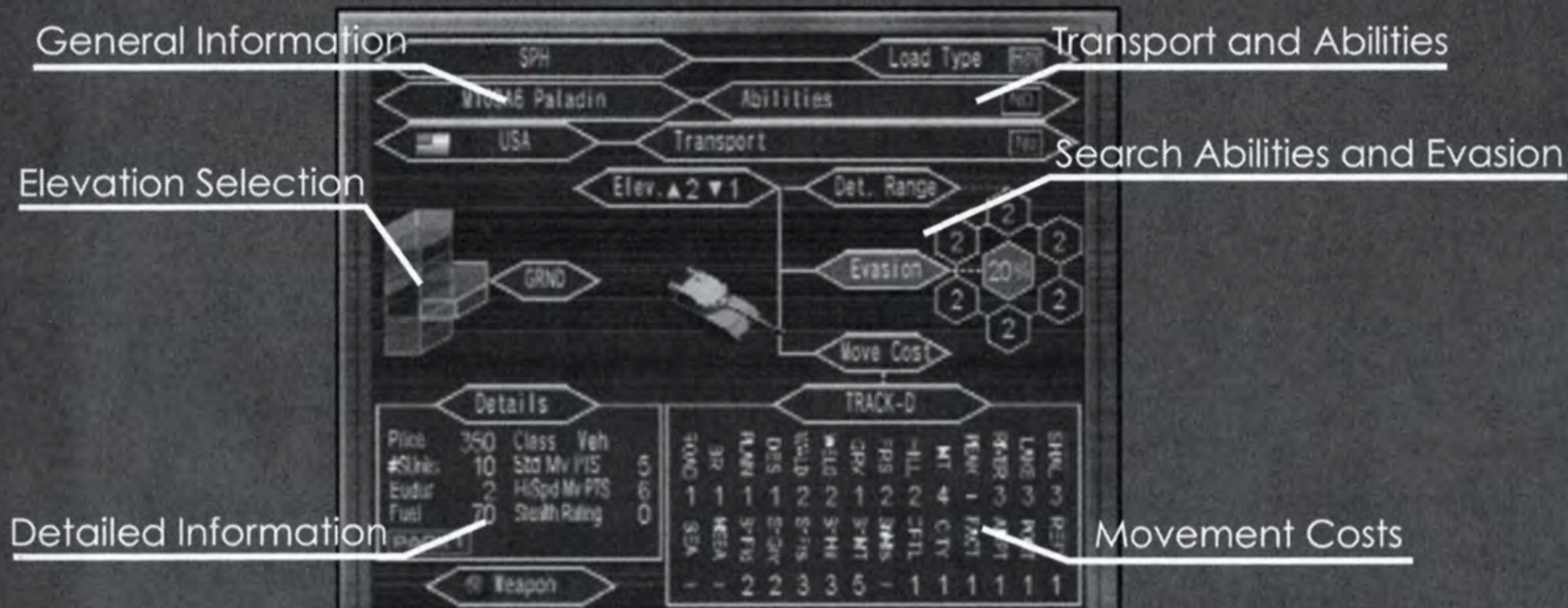
Y1 - Only Aircraft and Helicopters

Y2 - Only Ships and Subs

PRODUCING UNITS

For both FREE PLAY and MAP EDITOR battles, no units are on the map initially. Units that will take part in the battle must be built by each army. To build a unit, move the cursor to your capital hex, any city, port or airfield within 5 hexes of your capital, or any clear hex directly adjacent to your capital and press the **X** button. You will then see the unit production screen, from which you can pick units you wish to build. You can only build one unit per hex per turn, and only if that hex is vacant.

UNIT DETAIL SCREEN



In order to find out how best to use a particular unit, you need to reference the UNIT DETAIL SCREEN. This screen can be accessed in several different ways such as pressing **Q** from the Unit List, pressing **X** from the Production Screen or executing the INFO command from the orders menu.

When first opened, the DETAIL SCREEN displays a summary of the selected unit. The unit's class, type, production country and other details are in the upper left. In the upper right corner are the unit's abilities (if it has any) along with its transport capabilities. In the center of the screen are the enemy detection ranges on the right. This is how far the unit can 'see' enemy units at the elevation selected on the left.

Pressing **X** will display the unit's Weapon Info Overlay. This overlay lists the weapons that the unit has and their effectiveness against each enemy type. The key in the bottom right of the screen explains which type is represented by each icon.

Within this Weapon Info Overlay pressing up or down will display additional information. You can see the range that each weapon has, along with the weapon's status. Weapon status displays important information for each weapon such as the weapon's ability to fire after moving, or the ability to fire back against an enemy that attacks your unit.

PRODUCTION COUNTRIES

The military equipment of 8 different countries represented in the game. The production country assigned to an army determines what units it can build, with each production country having different strengths and weaknesses. In Campaign and Mission battles, the production country for each army is fixed, however for Free Play games you can adjust which production country each army uses. You can use this to adjust the battle difficulty, or experience a very different battle on the same map.

INITIAL ORDERS – STARTING THE FIRST MISSION

The following section will take you through the first few turns of the first mission in Mission Mode, "Training Exercise". Before trying to play this mission, make sure you work through the first four chapters of the Tutorial, or at the very least review Tutorial 2-1 (Movement) and 4-1 (Attacking) and have a basic understanding of those concepts.

Start the mission by selecting Mission from the Main Menu and pressing **X**. Then with New Game selected, press **X** again. You will see the mission introduction, which will give you a overview of the mission and then your objectives. Press **X** to proceed through each screen of the briefing to finally arrive at the map screen. Press **Q** to review your forces using the Unit List.

REVIEW YOUR FORCES

You start off with a modest force of two M-109A6s, one M1A2 Abrams, two M2 Bradleys, a single M3 Bradley, an Infantry and a supply truck. With this small a force you'd be best off knowing what each of the units specializes in. Here is a rundown.

The M-109A6s are your indirect fire weapons, they can damage the enemy from afar and as long as the enemy hasn't spotted them they can do it without fear of retaliation. The single M1A2 Abrams that you have at your disposal is your heavy hitter. You might use it to finish off enemies that your M109s couldn't kill outright. It can also take quite a beating but you've only got one of them so it would be best to use it with precision. The M2 Bradleys have capture capability and thus can be used to capture neutral and enemy facilities. They do not have move+capture so they must begin their turn on a facility in order to capture it.

The M3 Bradley is used for recon. It's ground viewing distance is five hexes. You'll use it to spot enemies

which your M109s will then pound into oblivion. Your infantry is also capture capable and it has the benefit of move+capture so it can capture quickly. Unfortunately it's a slow moving unit and we don't have any transport vehicles. Look for facilities close to home that you can capture with it. Your supply vehicle will keep your M109s and your M1A2 happy with ammo. Chances are that you won't run out of fuel during this mission but it can be used for refueling as well.

Press the $\triangle$ button a few times to return to the map.

REVIEW THE MAP

Take a look at the map now. In Free Mode battles, when you are responsible for creating your own units, it's critical that the units you produce be appropriate for the terrain they will be fighting on. Since our forces are already created in Mission Mode that's not so critical, knowing the terrain is no less important though.

Move your cursor around on the map and notice that the information panel on the left changes as your cursor moves over different types of terrain. Of key importance is the D RATE (Defensive Rating) of the terrain that's noted as a percentage. The higher the D RATE value, the more protected from enemy fire a unit sitting in that terrain is. Above the D RATE on the information panel you'll see X and Y coordinates. By using those numbers we can talk about any hex on the map. For example, our capital (blue) is located at X=16 Y=34 or 16, 34. We'll use such nomenclature frequently in this walkthrough.

SELECTING YOUR FIRST UNIT

Since your infantry moves slowly and can't be transported we'll use it to capture facilities that are close to your capital. It's currently sitting on your capital. Select it by pressing $\times$ to bring up the orders menu and **Move** it to hex 18, 36, next to the port.

Using the same technique, Move your southern M2 at 17, 37 two hexes south to 17, 39. We'll use it to cover your infantry in case there are any nasty surprises to the south.

Select the M3 Bradley next (it's at 20, 34) and move it using the same technique you are now familiar with to 22, 32. Why did we not move it farther? Well, our M109s are sitting pretty far back from our M3. Since our M3 is going to be spotting for our artillery, we want our artillery to be able to move within range of the M3s detection ability. Any farther and it will be too far for artillery to shoot. We might also run into an enemy and it's best to be cautious. Also, by moving the M3 to 22, 32 we are using the forested road's 15% defensive cover, adding to our safety. As you can see our M3 spotted an enemy M3. Since that is an enemy recon unit, it's imperative we take it out as soon as possible so the enemy won't spot us.

USING ARTILLERY

Move your cursor back towards your capital and find a M109A6 Paladin at hex 17, 34. As was mentioned, it's an indirect fire unit that can hit an enemy up to 5 hexes away. It can also fire after it moves, a very important attribute that we'll take advantage of here.

Move the M109 to 21, 33, just short of the red hexes and adjacent to the M3. After you face the unit towards the enemy M3 press $\times$, a new Order Menu will appear but it will only have the 'ATCK' (Attack) order available, we're now within range of the enemy M3.

YOUR FIRST ATTACK

Press $\times$ to begin the attack and select a weapon to attack with. The Paladin has two weapons, the 155mm cannon and a machine gun. Make sure the cannon is selected and press $\times$ and then move the cursor onto the enemy Bradley unit, which will be highlighted with a red glow and press $\times$ to target it.

You will now be presented with a battle summary display. This display shows the sub-units and their current endurance for each unit engaged, the weapons to be used and hit rate. Notice that the enemy Bradley will not be returning fire (its weapon is listed as N/A) as you are outside its attack range. Press $\times$ to engage the enemy and proceed with the battle.

A short battle animation displays the number of sub units damaged or destroyed.

FOLLOW UP ATTACK

We can now follow up our artillery strike with either another artillery strike (we've another M109 just itching for combat) or we could punch that enemy M3 hard by attacking with our Abrams tank. It's usually prudent to use artillery to weaken enemy units as much as possible before engaging with your own ground units, so Move your other M109 to 21, 34 and attack the M3 with it. By now the enemy M3 Bradley should be severely damaged and it will be cake for your M1A2 Abrams to 23, 30 to take out.

When moving your M1A2 you'll see that you'll need to move it into a red hex. This costs double the fuel but if you can destroy an enemy unit outright then it's probably worth it.

Move your supply truck to 18,35. This gives it good access to ALL your units. Keeping supply lines available to all units is not always possible but is absolutley ideal.

End your turn now (press start and choose End Turn) and see what happens.

THE ENEMY'S FIRST TURN

The first and only thing you'll see is an enemy M109 coming face to face with your southern M2. Fortunately he didn't see you so your M2 can take opportunity fire on it without fear of retaliation. Watch as your BGM-71 TOW rips through the enemy artillery.

TURN 2 – ASSESS THE SITUATION AND CAPTURE YOUR FIRST FACILITY

We've got one enemy visible, the M109 Paladin at 17,40. Our M2 is out of TOWs however so it won't be able to do any damage to the M109 unless it can get some ammunition. This is why it's a good idea to keep supply available for our troops. Our other units are doing fine for fuel and ammo so let's move the supply truck to 18, 38.

Select the M2 at 17, 39 and choose the RESUP command. Watch as it's TOW is restocked. Once that happens select the M2 again and issue an attack order on the enemy Paladin using the TOW. There is a good chance you'll eliminate that unit but if not then it will at least be severely crippled.

Now we're going to capture the port facility close to your capital. We're going to use our infantry which is a unit capable of capturing. You'll discover only some units have this very important skill. In this case we're going to use our infantry, so select and move it onto the port at 19, 36. Once you've done that the CAPT command will be available, choose that and observe the port turning blue for Blue's army. Congratulations, one facility on your way to victory.

Let's turn our attention to the main front. Our M3 Bradley has a search range of five hexes, this is nice but it doesn't allow us to view the entire breadth of the island. We'll explore south to ensure there are no other surprises that might compromise our infantry. Move your M3 Bradley to 24, 33 and you'll immediately spot an enemy howitzer.

Let's repeat the process of eliminating it that we used to remove the enemy M3 Bradley earlier. Move one of your M109s to 24, 32 and issue the Attack command on the 155mm Artillery. Note despite the fact that it also is an indirect fire piece it cannot return fire with a counter attack. This is because it cannot see our attacking M109 due to it's limited 2 hex search range. Move your other M109 to 23, 34 and issue another attack command on the 155mm Artillery. If it's still alive you can run your M1A2 Abrams down there to finish it off. Move your M2 to 23, 31. Remember we need to keep it safe as it is one of our valuable capture capable units so don't go sending it off to one of those enticing neutral facilities quite yet.

ENDING THE TURN

Assessing the situation at various points during your turn is critical to forming a good, flexible strategy as you play Dai Senryaku VII Exceed. Our infantry has a larger search range than our M2, keep that in mind and use it to scout ahead. While keeping the M2 with the infantry may not be the optimal use of our units, its presence does demonstrate how two units working together can effectively keep an enemy at bay while also capturing facilities.

You'll want to continue the push west and north remembering to use your M3 for effective recon before moving your other units into unknown territory. This mission rather quick but it does demonstrate the kinds of methods you'll use in nearly every battle in Dai Senryaku 7 Exceed. The wealth of strategic variety that Dai Senryaku 7's units have to offer is immeasurable. Be sure to explore each unit's strengths and weaknesses particularly in relation to the terrain you are fighting on, that is key to victory.

FUTURE BATTLES

It is hoped that this brief walk-through has given you an idea of how a Dai Senryaku player approaches a battle. Start by examining the map and the units you have available. If you are playing in Free mode then you'll need a good understanding of your nation's units. When you produce them you need to balance cost against effectiveness and terrain. It may take a few battles for you to get used to any enemy be it an AI opponent or a human player. The more experience you have with Dai Senryaku the richer the experience will be. Enjoy.

ADDITIONAL INFORMATION

For additional information on how to play this game, and to communicate with other fans and players visit www.valcongames.com and click on the Dai Senryaku VII Exceed image.

WARRANTY

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2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

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LEGAL

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Command Reference

-  **MOVE** - A unit can move a distance equal to its Standard or High Speed Movement Allowance given the movement cost required doesn't exceed its allowance for the terrain that is being traversed. Green hexes denote standard movement while Red hexes denote High Speed Movement (costs twice as much fuel.) A unit with no fuel cannot move.
-  **MRCH** - Allows you to move units over great distances without having to issue individual move commands to units. To march a unit, simply select that unit and issue the March command and then "Set Destination." Select a hex as that unit's final destination and press the X button. Once a destination has been set you can choose "March Execute" sub command from the March menu.
-  **ATCK** - A unit can attack an enemy unit as long as the conditions for doing so are met. The include the enemy being within range and visible and there being enough ammunition to fire the weapon. Only some weapons are capable of firing after movement. Check the Unit Details Screen for more information.
-  **CAPT** - To capture a neutral or enemy facility need to move a capture capable unit onto the facility and issue the Capture command. Only units with the capture ability can capture facilities. There are two kinds of capture ability: Capture (at the start of a turn) and Move + Capture (any time during a unit's turn). To instantly defeat an enemy army, capture its capital.
-  **LOAD** - Some vessels, ground vehicles, and aircraft are capable of transporting other units. Such units have the Trans ability however all transport capable units have different transport capacities. Only units with the appropriate Load Type can be loaded on to particular transporting units. These details are found in the Unit Detail Screen.
-  **LAND** - The Land command is used to land an air unit at an airport or other suitable hex. In order to land, a unit must be only one level of elevation higher than the surface upon which it wishes to land (Low for Airports, Ground for Carriers). Most fixed wing aircraft can only land at airports however some can also land on aircraft carriers. Helicopters and VTOL aircraft can land on any suitable terrain.
-  **UNLOAD** - In order to move a unit out or off of a transporting unit you must unload that unit. To unload a unit from a transporting unit select the transporting unit and choose the Unload command. In order to unload a unit there must be terrain capable of supporting the unit adjacent to the unit doing the transporting.
-  **BOMB** - Certain air units with the "Bomb" ability are capable of damaging facilities and reducing their effectiveness. In order to Bomb a facility a capable unit be positioned over the facility. The Bomb command becomes available and when initiated a gauge displaying the health of the city is shown.
-  **REPAIR** - Facilities that have been bombed and have had their effectiveness reduced may be rebuilt by Engineer units. Engineer units are a special kind of infantry capable of such acts. In order to rebuild a facility you must position the Engineer on the facility to be rebuilt and then choose the Rebuild command.
-  **DEPL** - Some units, particularly some artillery and other indirect fire units, can be in two states: mobile and deployed. While a unit of this variety is in a mobile state it cannot fire its primary ordinance. While a unit of this variety is in a deployed state it cannot move. To switch between these two states select the unit and choose the Deploy command.
-  **JAM** - Units capable of ECM attacks can issue the Jam command. Contrary to what you might think, this command does not involve splattering the enemy with tasty preserves; it instead causes all enemies within five hexes to have their search ability reduced to one at all elevations. This effect only lasts for one turn and the Jam command only works as long as it has "ammunition" which is expended when it's used.
-  **EQUIP** - The Equip command allows units capable of doing so to change their load-out (Pack). In order to Change Equipment a unit must be on an appropriate facility or carrier and that unit must have full fuel and ammunition. The unit must also support multiple load-outs (open the Unit Detail Screen to determine if a unit has multiple "Packs" in its information box).