

Yang

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This article covers the Ghorkov unit Yang.

Yang.

(This article is currently under construction!)

1 Statistics

Placeholder. This entry will list the vital game stats of the object in the list and table forms. Alternatively, it could be assigned into a separate module here.

2 Overview

Placeholder. This entry will cover general descriptions for the object from the lore and gameplay perspectives.

3 Attributes

Placeholder. This entry will cover more detailed and specific descriptions for the object.

4 [Technology Upgrades](#)

Placeholder. This entry will cover [technology upgrades](#) available for the object in the single-player campaigns.

5 Gallery

Placeholder. This entry will contain various pictures and artworks of the object from the game. Alternatively, it could be assigned into a separate module here.

6 Trivia

Placeholder. This entry will contain some miscellaneous aspects of the object that is not essential.

7 Notes

Placeholder. This entry will contain any brief additional information about the object.