

Unit Sets in Detail

Empire Combined Edition, aka EDCE, comes with four distinct unit sets hard coded/built into the game. Other unit sets can be created, or copies of these can be made and then edited to make up new sets of units. Be aware that the AI opponents originally shipped with the game can only handle the hard coded unit types and may not understand the new functions or abilities that a custom set may grant them.

Useful Definitions

Production : The creation of a unit in a city. The time it takes may depend on the number of units in the game or if a the same unit type has already been produced in that city.

Construction: The creation of a unit by another. This can only occur with engineering units, and then under specific terrain restrictions.

Production Drain : Production Drain, if enabled as a rule, will slow city production if the number of active units in the game reaches a certain total. This total is largely dependent on the number of cities a player owns. The more cities, the more units which can be produced before drain kicks in.

Host/Child: A host is a unit that can internally store another unit. The stored unit is sometimes referred to as a child.

Unit Classifications

Note: Not all sets have all classes.

Cities: Cities can produce specific units from each set. With the appropriate rules enabled, they can also support production drain and produce Supply. Most units that can move can enter cities. Units with multiple hit points can be repaired in the city.

Ground Units: These units do not require refueling, but their movement is restricted by the terrain they are moving into. Some terrain squares may prevent movement. Ground units can fall into two categories, either Land or Sea, but the exact movement restrictions depend on the individual unit.

Land Units: These ground units operate in mostly non-sea squares. Most can enter cities.

Naval Units: These ground units operate in mostly Shallow Sea and Deep Sea Square. Most can enter cities.

Air Units: These units fly above the map terrain, so they do not experience terrain restrictions. However, they do have a limited number of turns of allowed movement before they must refuel or crash. Generally Air units are better at observation than ground units.

Orbital Units: These units travel well above the planet's surface, so they do not experience terrain restrictions. They must be launched from another unit capable of launching them. Some Orbital Units can observe very well, while others cannot see on their own at all. Orbital Units that have not been launched are called grounded.

Bases: These units do not move, but serve other functions and can host some units.

Producers: This unit type uses resource to either produce supply or reduce drain. Only useful when specific rules are enabled in a game.

The Unit Sets

These sets are hard coded into the game.

The Basic Set

The Basic set is the simplest of unit sets and gives you only the most basic tools of conquest and combat. It was used as a sort of tutorial set to introduce the game.

Army: The army is a land unit, and the only unit in the Basic Set which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the army attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will become under your control.

Initial Production Time: 6

Movement Points: 1

Cost To Carry: 1

Hit Points: 1

Damage: 1

Transports: The Transport is a naval unit able to carry up to six Armies. They are very weak in combat.

Initial Production Time: 30

Movement Points: 2

Points to Host: 6

Hit Points: 3

Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.

Initial Production Time: 24

Movement Points: 3

Hit Points: 3

Damage: 1

Cruiser : The Cruiser is a combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain.

Initial Production Time: 36

Movement Points: 2

Hit Points: 8

Damage: 2

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain.

Initial Production Time: 60

Movement Points: 2

Hit Points: 12

Damage: 3

Standard Set

The Standard Set originally was created to introduce some new unit types and rules to the game. It is often seen as a learning bridge between the Basic game and the Advanced game. The Standard Set is very similar to the Basic set, introducing the additional units Fighter, Submarine, and Carrier. This set mostly reflects the game of *Interstel Empire*, released in the 80's.

Army: The army is a land unit, and the only unit in the Standard Set which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the army attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will become under your control.

Initial Production Time: 6

Movement Points: 1

Cost To Carry: 1

Hit Points: 1

Damage: 1

Fighter: The Fighter is a combat air unit which is very similar to a fast army with wings, with the exception that they cannot capture cities. They can be hosted by carriers.

Initial Production Time: 12

Movement Points: 5

Movement Range: 4 turns.

Points To Host: 1

Hit Points: 1

Damage: 1

Transports: The Transport is a naval unit able to carry up to six Armies. They are very weak in combat.

Initial Production Time: 30

Movement Points: 2

Points to Host: 6

Hit Points: 3

Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.

Initial Production Time: 24

Movement Points: 3

Hit Points: 3

Damage: 1

Submarine: The Submarine is a naval unit a little more stealthy than the other units in the set. It can only be seen by Cities, Destroyers, Cruisers and other Submarines. They can be very deadly as do the same damage as a Battleship.

Initial Production Time: 24

Movement Points: 2

Hit Points: 2

Damage: 3

Cruiser : The Cruiser is a combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain.

Initial Production Time: 36

Movement Points: 2

Hit Points: 8

Damage: 2

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain.

Initial Production Time: 60

Movement Points: 2

Hit Points: 12

Damage: 3

Carrier: The Carrier is a naval unit that can transport Fighters. When not damaged, it can carry up to 8 Fighters.

Initial Production Time: 48

Movement Points: 2

Points to Host: 8

Hit Points: 8

Damage: 1

Advanced Set

The Advanced Set added new rules and units to the game, and kept the same naval units as in the Basic and Standard Sets, but added more units and detail to the capabilities of land and air units. The concept of production efficiencies and drain were added with this set.

Infantry: The Infantry Unit is a land unit which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the Infantry attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will become under your control. The Infantry can also be changed into an Air Base if the terrain is right.

Initial Production Time: 6

Movement Points: 1

Cost To Carry: 1

Hit Points: 1

Damage: 1

Armor: The Armor Unit is a land unit which can capture Cities. This unit is faster, tougher and more expensive than the Infantry, but can be slowed or restricted by land terrain. When the Infantry attacks a city, regardless of the outcome of the attack it will be destroyed, but if it was undamaged when a successful attack ends, it will be replaced by an Infantry in the City. The Armor Unit can also be changed into an Air Base if the terrain is right.

Initial Production Time: 12

Movement Points: 2

Cost To Carry: 2

Hit Points: 2

Damage: 1

Fighter: The Fighter is an air unit different from the Standard Set Fighter in terms of movement. It is faster, but has a lower range. It can still be considered an Infantry with wings that cannot capture Cities. Fighters can also be carried by Carrier naval units and land at Air Bases.

Initial Production Time: 12

Movement Points: 6

Movement Range: 3 turns

Cost To Carry: 1

Hit Points: 1

Damage: 1

Bomber: The Bomber is an air unit which can damage the production efficiency of a City. Slower than Fighters, they have a longer range. They have a particular weakness in combat against Fighters. Bombers can land at Air Bases.

Initial Production Time: 12

Movement Points: 4

Movement Range: 6 turns

Hit Points: 1

Damage: 2

Air Base: The Air Base can only be created through the conversion of an Infantry or Armor unit. It can host an unlimited amount of air units.

Hit Points: 1

Damage: 1

Transports: The Transport is a naval unit able to carry up to six points of land units. They are very weak in combat.

Initial Production Time: 30

Movement Points: 2

Points to Host: 6

Hit Points: 3

Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.

Initial Production Time: 24

Movement Points: 3

Hit Points: 3

Damage: 1

Submarine: The Submarine is a naval unit a little more stealthy than the other units in the set. It can only be seen by Cities, Destroyers, Cruisers and other Submarines. They can be very deadly as do the same damage as a Battleship.

Initial Production Time: 24

Movement Points: 2

Hit Points: 2

Damage: 3

Cruiser : The Cruiser is a combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain.

Initial Production Time: 36

Movement Points: 2

Hit Points: 8

Damage: 2

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain.

Initial Production Time: 60

Movement Points: 2

Hit Points: 12

Damage: 3

Carrier: The Carrier is a naval unit that can transport Fighters. When not damaged, it can carry up to 8 Fighters.

Initial Production Time: 48

Movement Points: 2

Points to Host: 8

Hit Points: 8

Damage: 1

Enhanced Unit Set

The Enhanced Unit Set was originally introduced in the Enhanced Edition of the game, and added many new units taking advantage of the new rules available. Some of the characteristics of those units have been modified for this version of the game. Most notably, the Patrol Boat has increased capabilities, and supply is now abstract and not a unit.

Infantry: The Infantry Unit is a land unit which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the Infantry attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will become under your control. The Infantry can also be changed into an Air Base if the terrain is right.

Initial Production Time: 6

Movement Points: 1

Cost To Carry: 1

Hit Points: 1

Damage: 1

Armor: The Armor Unit is a land unit which can capture Cities. This unit is faster, tougher and more expensive than the Infantry, but can be slowed or restricted by land terrain. When the Infantry attacks a city, regardless of the outcome of the attack it will be destroyed, but if it was undamaged when a successful attack ends, it will be replaced by an Infantry in the City. The Armor Unit can also be changed into an Air Base if the terrain is right, or converted to an Infantry unit if the need arises.

Initial Production Time: 12

Movement Points: 2

Cost To Carry: 2

Hit Points: 2

Damage: 1

Light Artillery: The Light Artillery Unit is a land unit which cannot attack units via movement, but can use a range fire attack to strike other ground units. It is not capable of defensive fire.

Initial Production Time: 12

Movement Points: 1

Cost To Carry: 2

Hit Points: 1

Damage: 1

Range Fire Range: 2

Range Fire Damage: 1

Heavy Artillery: The Heavy Artillery Unit is a land based unit which is more capable in range and fire power than the Light Artillery, and can only conduct range fire. It is dependent on other forms of transportation for movement.

Initial Production Time: 24

Movement Points: 0

Cost To Carry: 2

Hit Points: 1

Damage: 1

Range Fire Range: 3

Range Fire Damage: 2

Anti Air Battery: the Anti Air Battery is a land unit capable of using range fire to attack air units either through direct fire or defensive fire.

Initial Production Time: 18

Movement Points: 1

Cost To Carry: 2

Hit Points: 1

Damage: 1

Range Fire Range: 2

Range Fire Damage: 1

Engineer: The Engineer is a land unit which has a special mission versatility. It can create Roads, Mines, Ports, Forts and Airbases. It can also see mines and destroy them. In combat, it behaves as an Infantry Unit does.

Initial Production Time: 18

Movement Points: 1

Cost To Carry: 1

Hit Points: 1

Damage: 1

Truck: The Truck is a simple land based transporter that can move like an Armor Unit. It cannot directly engage enemy units. It can transport all land and grounded orbital units it can carry.

Initial Production Time: 6

Movement Points: 2

Points To Host: 2

Hit Points: 1

Damage: 1

Fighter: The Fighter is similar to the Advance Set Fighter. Fighters can also be carried by Carrier naval units and land at Air Bases.

Initial Production Time: 12

Movement Points: 6

Movement Range: 3 turns

Cost To Carry: 1

Hit Points: 1

Damage: 1

Bomber: The Bomber is an air unit which can damage the production efficiency of a City. Slower than Fighters, they have a longer range. They have a particular weakness in combat against Fighters.

Bombers can land at Air Bases.

Initial Production Time: 12

Movement Points: 4

Movement Range: 6 turns

Hit Points: 1

Damage: 2

Helicopter: The Helicopter Unit is a hybrid air unit which can land on some land terrain. It is able to carry one portage point worth of units. It can land on Carriers.

Initial Production Time: 24

Movement Points: 1

Points To Host: 1

Hit Points: 1

Damage: 1

Air Transport : The Air Transport Unit is an air unit which can transport other units. It is slow moving but has a high range. It can drop combat units without landing.

Initial Production Time: 36

Movement Points: 2

Movement Range: 12 turns.

Points To Host: 2

Hit Points: 1

Damage: 1

Patrol Boat: The Patrol Boat is a naval unit that can also enter river and swamp terrain. It can conduct shore bombardment. It travels slower and is less combat effective in Deep Sea terrain.

Initial Production Time: 18

Movement Points: 2

Points To Host: 1

Hit Points: 1

Damage: 1

Air Base: The Air Base unit is similar to the Advanced Set Air Base. However, it is capable of also holding land units and grounded orbital units.

Hit Points: 1

Damage: 1

Transports: The Transport is a naval unit able to carry up to six points of land units and grounded orbital units. They are very weak in combat.

Initial Production Time: 30

Movement Points: 2

Points to Host: 6

Hit Points: 3

Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.

Initial Production Time: 24

Movement Points: 3

Hit Points: 3

Damage: 1

Surfaced Sub: The Surfaced Sub is the only Submarine Unit that can be produced by a City in the Enhanced Set. It has the fast movement capability of a Destroyer. It can Submerge into a Submerged Submarine Unit.

Initial Production Time: 24

Movement Points: 3

Hit Points: 2

Damage: 1

Submerged Sub: The Submerged Sub is similar to the Submarine in the Advanced Set in stealth, movement and combat. It go dive deep, changing into a Deep Sub or surface changing into a Surfaced Sub.

Movement Points: 2

Hit Points: 2

Damage: 3

Deep Running Sub: The Deep Running Sub is usually hiding from all other units. It is difficult to see, but can be attacked when moved upon by other naval units. It can only exist in Deep Sea terrain.

Movement Points: 2

Hit Points: 2

Damage: 3

Cruiser : The Cruiser is a combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain. The Cruiser is also capable of Range Fire, but not defensive fire.

Initial Production Time: 36

Movement Points: 2

Hit Points: 8

Damage: 2

Range Fire Range: 2

Range Fire Damage: 1

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain. The Battleship is also capable of Range Fire, but not defensive fire.

Initial Production Time: 60

Movement Points: 2

Hit Points: 12

Damage: 3

Range Fire Range: 2

Range Fire Damage: 1

Carrier: The Carrier is a naval unit that can transport Fighters. When not damaged, it can carry up to 8 points of Fighters and Helicopters.

Initial Production Time: 48

Movement Points: 2

Points to Host: 8

Hit Points: 8

Damage: 1

Sea Bee: The Sea Bee Unit is similar to Engineers in construction capabilities, but are more inclined to travel on the water. On land they are restricted to clear, river and swamp terrain. It cannot capture cities, but can do shore bombardment.

Initial Production Time: 24

Movement Points: 1

Hit Points: 1

Damage: 1

Scout Satellite: The Scout Satellite Unit is an orbital unit that cannot engage in combat. It is used mostly for observation, having an excellent spotting range. Once launched, this unit cannot perform reentry.

Initial Production Time: 60

Movement Points: 2

Hit Points: 1

Damage: 1

Armed Satellite: The Armed Satellite Unit is an orbital unit very similar to the Scout Satellite. It does have a range fire capability against other orbital units and can perform defensive fire.

Initial Production Time: 78

Movement Points: 2

Hit Points: 1

Damage: 1

Range Fire Range: 3

Range Fire Damage: 1

Missiles (Short Or Long Range, Conventional or Nuke): Missiles are orbital units with a reentry, then detonation capability. These are ranged units which cannot see units on their own. The Nuclear variety will destroy every unit on the ground or air in the detonation square, including Cities. People don't like that. When grounded these units can be transported by other transporting units. They can only be launched into Orbit from a City or Air Base. When a missile attacks a unit, whether through movement or detonation, it will be destroyed regardless of the outcome.

Initial Production Times (SRC/LRC, SRN/LRN): 16/24, 78/120

Movement Points (SR/LR): 3 / 4

Movement Range (SR/LR): 3 / 4 turns

Hit Points: 1

Damage: 1

Oilfield: The Oilfield is a producer unit, aiding with drain and supply. It can only be constructed by Engineers and Sea Bees.

Hit Points: 1

Damage: 1

Port: The Port is a base unit which can hold ground units and naval units. It can only be constructed by Engineers and Sea Bees.

Hit Points: 1

Damage: 1

Fort: The Fort is a base unit which can hold land units. It can only be constructed by Engineers and Sea Bees. The fort behaves like a city being bombed when attacked by other units, namely only one internal unit is attacked at a time. The fort is only destroyed after all units in it are destroyed.

Hit Points: 1

Damage: 1

Extra-Set Units

The game has some special units that may appear due to the specified rules of the game.

The *General* will be generated in Regicide scenarios. It will behave very much like the Army or Infantry. It can attempt to capture cities, and if successful will not perish.

The *Mine* does not move at all, and cannot be seen except by engineering units, or when created or discovered. The Mine will only affect ground units that happen upon them. Mines have no owners and have no loyalty.