

EMPIRE NOTES					
Population Total					
Job Assignment	Civilians	Sum	Potential	Actual	Total
Agriculture					
Notes:					
Technical					
Notes:					
Research					
Notes:					

UNITS	UNIT STATS								
TYPE	SLOTS	DEF.	ACC.	DAMAGE	ARMOR	MOVE	COST	MAINT.	CLASS
Scout	3	2	2	0	0	5	3	1	1
Special: Basic Missile									
Destroyer	4	3	3	0	0	4	5	2	2
Special: Basic Mass Driver									
Cruiser	5	4	3	+1	1	3	10	3	3
Special: Base bomb, Mass Driver, Missile									
Peace-Maker	6	5	4	+1	1	2	15	4	4
Special: Base bomb, Mass Driver, Missile									
Troops	2/3	2/6	5/7	+1	1	-	2/3	1/2	
Special: Base Rifle									
Station	2/3/4/5/	1/2/3/4	3/4/4/5	0/0/1/1	0/0/1/1	-	1. 3	1	1
Special: Mass driver, Missile							2. 5	2	2
							3. 8	3	3
							4. 12	4	4
							Note: Place techs in order for Space stations. Lowest ones will be available to all levels of Space Stations.		
							Specials: Space stations are assumed to have One missile and one Mass driver in the first two slots.		
							Transports: Cost 3, Maint. 1- Movement is 5, and will always have the most up to date drive. They Cost no ship supply.		