There are four types of units that make up the bulk of the NCE Forces: Grunts, Soldiers, Elites, and Commanders.

Grunts are expendable forces sent to wander the wastelands and raid settlements. The NCE sees men as a resource and wastes them. These troops are sent out with nothing except the NCE logo tattooed on their chest. They are supposed to raid the NCE enemies, then use that equipment to attack them. Their sole purpose is to provide a distraction and perpetual assault, and prevent the enemies of the NCE regrouping and preparing to attack.

Soldiers make up the bulk of the NCE’s trained fighting force. They are harshly trained and have no individuality left. They only follow orders, nothing else. These troops are provided with some equipment, but it is dated compared with what some wield. They make up for this with numbers and discipline.

Elites are the best the NCE have. They are genetically and psychologically engineered to be the optimal soldiers. They have the best equipment available, such as a robotic exoskeleton. They act as guards for very important areas, as well as a special task force.

Commanders lead other groups of NCE soldiers. Unlike others, the still have individuality. They can think for themselves, and make creative decisions for their teams. They act as communicators and medics as well. In combat they mostly buff their soldiers.