1. Biochemist
   1. “Produces food at an accelerated rate and is required to maintain the planters”
   2. When available will focus efforts on any food production units. More efficient in cooking meals so the unit will consume less food. Least efficient at mining.
2. Architect
   1. “Able to build rooms, walkways, and other objects quickly”
   2. When the play selects something to be built, this unit will be selected first and will then build faster than any other unit. When not building AI will focus on objects that need to be repaired or machines to be run (in that order). Least efficient at health.
3. Worker
   1. “A specialist in the fields of mining and machining”
   2. Units will prioritize either mining, working machines, or moving materials. AI will decide which unit will do what with regard to unit position and jobs. Over time, they will specialize with certain jobs.
4. Doctor
   1. “Able to create medicines and heal other colonists”
   2. Uses certain plants and machines to create medicines to be able to help heal other colonists when they get hurt or sick. When colonists are sick or injured their production will slow, illnesses are contagious and will slowly spread.
5. Officer
   1. “Able to use the Control Center and is able to use guns to protect the outpost”
   2. When the player has the “Control Center” the Officer is able to use the monitor stations to observe the colonists, use the telescope and radio antenna. Also, uses weapons to defend the base in the event of an invasion or out of control colonist.
6. Civilian
   1. “Wealthy individuals who use the outpost’s resources in exchange for money”
   2. Visitors who, for an amount of time, will spend time at the outpost as a form of “vacation”. Will use various resources of the base, and will pay money equal to the number of days they stayed. Will not perform any tasks.
7. Digging Robot
   1. “Will produce ore from mines at a higher rate than human workers”
   2. Built into mines to produce ore constantly (assuming power) and at a higher rate than mining workers. Increases the power consumption of the mine it is built into, but as long as power is delivered the digging head will continue producing ore.
8. Building Robot
   1. “Assists Architects and builders with construction”
   2. When the user places a building, all available builders, architects, and building robots will go to area and construct the object. Building Robots are able to be more efficient than workers, but work at the same speed as architects.
9. Carrier Robot
   1. “Able to carrier more weight than humans”
   2. Will carry ore and finished materials around the base (either to storage, machine, or construction site), they are able to carry three ore and two finished materials compared to one for humans.
10. Rouge
    1. If the players base becomes well known (which happens as the player progresses through the game) invaders will arrive randomly and attempt to take the base’s resources and colonists. The player needs at least one armed Officer to defend the base from these invaders.
11. Pets
    1. Dogs and cats that roam around the base to increase happiness and decrease stress. Consume a small amount of food, water, and oxygen.