Units:

Infantry:

Soldier

Medic

Harvester?

Vehicles:

Lighting Support?

Power?

Fast Movement?

Heavy Damage

Flying:

Helicopter?

Buildings:

Power Station

Light Tower

Power Lines

Mechanics:

Formations

Breaking formation (more speed)

Propensity to shoot

Commanders

Unit upgrades

Unit levels

Light

High Beams

Resources:

An upkeep resource: drained by lights, life support, and maybe laser weapons

A payment resource: used to build new things and get new equipment