

Units:													
name	weapon	life	movement	energy cost	metal cost	energy drain	metal drain	width	height	depth	build time	build tree	
worker	light turret	6	7	30	8	0							
light tank	turret	11		60	14	0							
heavy tank	goss gun	20		120	30	0							
engineer	light turret			40	10	0							
siege assault bot		40		150	45	0							
assault bot		35		130	35	0							
swarmer		5		20	7	0							
kilbot	lasar	20		110	27	0							
super unit	hyper beam	70		210	90	0							
SCTP plant	none	120	0	300									
spare time													
generator plant	none	200	0	1200									
refinery	none	150	0	450									
super refinery	none	230	0	1500									
weapons:													
name	shot type	range	reload										
light turret	bullet	70	40										
turret	bullet	150	30										
goss gun	goss shot	300	80										
lasar	lasar shot	100	10										
hyper beam	pulse shot	200	6										
pulse lasar	pulse shot	160	45										
annihilator	annihilator shot	220	65										
shots:													
name	damage	movement	width	height	depth								
lasar shot	2	15	1	1	1								
goss shot	20	30	3.5	3.5	3.5								
bullet	5	4	2	2	2								
pulse shot	10	20	4	4	4								
annihilator shot	15	25	3	3	3								