Units:

name	weapon	life	movement	energy cost	metal cost	energy drain	metal drain	energy storage	metal storage	width	height	depth	build time	build tree	added to game
worker	light turret	6	2.5	30	8	0	0	0	0	5	5	5	80	factory, sctp plant	yes
light tank	turret	10	2	60	14	0	0	0	0	6	6	6	110		yes
heavy tank	goss gun	20		120	30	0	0	0	0						
engineer	light turret			40	10	0	0	0	0						
siege assault bot		40		150	45	0	0	0	0						
assault bot		35		130	35	0	0	0	0						
swarmer		5		20	7	0	0	0	0						
kilbot	lasar	20		110	27	0	0	0	0						
super unit	hyper beam	70		210	90	0	0	0	0						
factory	none	110	0	200	60	10	0	0	0	15	15	15	170	worker, light tank	yes
metal depot	none	60	0	100	10	0	0	0	200	15	6	15	50		yes
energy depot	none	60	0	100	10	0	0	500	0	12	4	12	50		yes
SCTP plant	none	80	0	300	30	-100	0	0	0	6.5	17	6.5	80		yes
spare time super converter plant	none	200	0	1200											
refinery	none	90	0	450	40	0	-10	0	0	10	10	10	90		
super refinery	none	230	0	1500											

weapons:

name	shot type	range	reload	added to game
light turret	bullet	70	40	yes
turret	bullet	150	30	yes
goss gun	goss shot	300	100	yes
lasar	lasar shot	100	10	yes
hyper beam	pulse shot	200	6	yes
pulse lasar	pulse shot	160	60	yes
annihilator	annihilator shot	220	65	yes
rail gun				

shots:

name	damage	movement	width	height	depth	added to game
lasar shot	2	15	1	1	1	yes
goss shot	20	30	3.5	3.5	3.5	yes
bullet	15	6	1	1	1	yes
pulse shot	10	20	4	4	4	yes
annihilator shot	15	25	3	3	3	yes