

name	max life	view range	weapon		movement	cost	size
engineer	6	80	light turret		7	6	20
fighter	10	120	medium turret		6	6	20
harvester	10	130	none		7	7	25
scout	5	160	60	2	9	5	15
tank	20	130	110	10	3	15	30
worker	5	80	light turret		6	5	10
barracks	65	250	none		0	15	60
defense turret	30	200	heavy turret		0	17	30
factory	80	200	none		0	30	80
hq	75	220	none		0	22	40
radar base	20	350	none		0	25	25