

| Unit    | canRepair | canMine | canFight | canPlaceBomb | canAttachTo |
|---------|-----------|---------|----------|--------------|-------------|
| Base    |           |         |          |              |             |
| Fighter |           |         |          |              |             |
| Miner   |           |         |          |              |             |
| Bomber  |           |         | SUICIDE  |              |             |
| Booster |           |         |          |              |             |