**Hammer**

* Armor Increase
* Missile Damage
* Nuke Damage
* Nuke Construction speed

**Sabre**

* Reload Speed
* Gun Count
* Movement Speed
* Laser Speed

**Scorpion**

* Missile Speed
* EMP
* Overload
* Laser Damage

**Forge**

* Mines
* Tractor beam (for power ups)
* Shield
* Missile Construction Speed