

Zelltyp	HP	Cap	Transport	Harvest	Attack	Upkeep	Repair	Upgrade Costs	Upgrades
EMPTY	50	0	0	0	0	0	0.1	0	
BASIC	100	10	2	1	1	0.01	0.1	0	HARVESTER, ATTACKER, SYMBIOSIS, TRANSPORT, STORAGE, REPAIR
MOTHER	500	20	2	1	5	0	0.1	0	
HARVESTER	100	20	1	5	1	0.02	0.2	10	HARVESTER2
HARVESTER2	100	20	1	10	1	0.03	0.2	20	
ATTACKER	200	10	5	1	5	0.1	0.1	20	EXPANSION, ATTACKER2
EXPANSION	200	10	3	1	1	1	0.2	50	
ATTACKER2	300	15	10	1	10	0.15	0.1	40	ATTACKER3
ATTACKER3	400	20	15	1	15	0.3	0.1	60	
SYMBIOSIS	100	20	1	5	1	0.01	0.1	10	SYMBIOSIS2, KILLER
SYMBIOSIS2	100	20	1	10	1	0.01	0.1	100	SYMBIOSIS3
SYMBIOSIS3	100	20	1	15	1	0.01	0.1	200	
KILLER	100	20	1	10	1	0.02	0.2	10	
TRANSPORT	100	20	20	1	1	0.02	0.1	10	
STORAGE	100	100	5	1	0	0.02	0.1	10	STORAGE2
STORAGE2	100	250	10	1	0	0.05	0.1	10	
REPAIR	200	20	5	1	1	0.01	5	20	REPAIR2, ARMOR
REPAIR2	200	20	5	1	1	0.01	15	30	
ARMOR	500	20	5	1	1	0.1	10	10	
//TRANSPORT2	100	40	40	1	1	0.02	0.1	30	