

XCOM Profitability Tables

*For XCOM:UFO Defense v. 1.4 – Nov 4, 2005 – by Mike Fay, Atlanta GA USA
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An estimate of manufacturing items for profit in XCOM depends on monthly salaries and maintenance, among other things. Therefore these tables are oriented toward monthly profit given a set number of workshops (1 to 5) filled with engineers (minus workspace requirements).

On each page, items are sorted by descending profitability. The order of the items rarely changes, but profits increase as the number of workshops increases (of course), especially if an item initially took a lot of the available workspace (like the Laser Tank).

This .pdf is captured from an Excel spreadsheet which is also available. Just edit the yellow squares (not shown in the .pdf) to change number of workshops or engineers.

As can be seen, the Laser Cannon is always the most profitable, and can be researched fairly quickly. The motion scanner is the most profitable item that can be manufactured immediately, without needing research.

Note that the *first* Fusion Ball Launcher (FBL) you make does not require an alien alloy (thus the alloy doesn't show up on the Manufacturing screen). Without the alloy, the FBL is slightly more profitable than the Laser Cannon. However, you have to individually manufacture each FBL to avoid needing alloys. This is such a hassle that I simply count FBLs as needing one. You can remove it in the spreadsheet if you want.

Some numbers have been rounded for display purposes in the .pdf, but all numbers were computed (and are available) at full precision in the spreadsheet.

LEGEND

WS: Workspace Requirements for one unit (from Manufacturing screen)

Engs: Engineers needed for one unit (from Manufacturing screen)

EHrs: Engineer hours for one unit (from Manufacturing screen)

E115: Elerium-115 for one unit (from Manufacturing screen). Adds 5,000 to **TC1**.

AAs: Alien Alloys for one unit (from Manufacturing screen). Adds 6,500 to **TC1**.

CP1: Cost (of parts) in thousands needed for one unit (from Manufacturing screen)

TC1: Total cost for one unit, in thousands. Monthly (**Parts + Labor**) / **Units** per month

Sell: Sell price for one unit, in thousands (from Sell/Sack screen)

PF1: Profit for one unit, in thousands. Equals **Sell - TC1**.

Units: Units made in one month. Equals **Engs** × 732 Hours/Month / **EHrs**

Parts: Cost of parts per month, in thousands. Equals (**CP1 + E115 + AAs**) × **Units**

Labor: Cost of labor per month, in thousands. Engineer salaries plus Workshop and Living Quarter (LQ) maintenance. Equals (**Engs** × 25k) + Workshops × (35k + 10k). Number of Workshops is shown at top of page. Note that although **WS** Living Quarter space is available, the spreadsheet uses 10k per LQ regardless.

Sales: Gross sales per month, in thousands. Equals **Sell** × **Units**.

Net/Mo.: Net profit per month, in thousands. Equals **Sales** - (**Parts + Labor**)

%TPI: Profitability of this item vs. top profit item, as percent. Equals item's **Net/Mo.** divided by max **Net/Mo.** for all items. For example, the Motion Scanner makes 29% of what you could with the Laser Cannon, with one Workshop. Notice how e.g. the Laser Tank increases relative profitability as the number of workshops increases. You can see things change position by flipping back and forth through the tables.

NOTES

1. **CP1** for the three XCOM Craft includes the Sell price for the Power Sources and UFO Navigation that you have to consume to make the craft.
2. You cannot assign more engineers to a project, than Engineer Hours required. Example: You cannot assign more than 60 engineers to making a plasma pistol clip. Effectively this means that XCOM only lets you make 1 item per hour at the most. This cut-off is not taken into account in the spreadsheet, since low-engineer items are not the most profitable.
3. Although there are a number of areas where XCOM simplifies and rounds things off by integers, this doesn't happen with manufacturing. Otherwise there might have been situations such as, if you assign 299 engineers to a Laser Cannon (which needs 300 Eng. Hours), it takes two whole hours instead of slightly more than 1 hour. Fortunately, this isn't the case.

X-COM Profitability with ONE Workshop

<u>Item</u>	<u>WS</u>	<u>Engs</u>	<u>EHrs</u>	<u>E115</u>	<u>AAs</u>	<u>CP1</u>	<u>TC1</u>	<u>Sell</u>	<u>PF1</u>	<u>Units</u>	<u>Parts</u>	<u>Labor</u>	<u>Sales</u>	<u>Net/Mo.</u>	<u>%TPI</u>
Laser Cannon	6	44	300			182	193	211	+18	107.4	19,540	1,145	22,653	+1,968	100.0
Fusion Ball Launcher	6	44	400		1	242	263	281	+18	80.5	20,009	1,145	22,634	+1,480	75.2
Psi Amp	4	46	500	1		160	183	195	+12	67.3	11,112	1,195	13,112	+805	40.9
Tank/Laser Cannon	25	25	1200			500	544	594	+50	15.3	7,625	670	9,059	+764	38.8
Motion Scanner	4	46	220			34	42	46	+4	153.1	5,204	1,195	6,979	+580	29.5
Medikit	4	46	420			28	43	47	+4	80.2	2,245	1,195	3,728	+288	14.6
Heavy Plasma	4	46	1000		1	122	164	172	+8	33.7	4,327	1,195	5,778	+256	13.0
Laser Rifle	3	47	400			20	34	37	+3	86.0	1,720	1,220	3,174	+234	11.9
Heavy Laser	4	46	700			32	57	61	+4	48.1	1,539	1,195	2,934	+200	10.2
Laser Pistol	2	48	300			8	19	20	+1	117.1	937	1,245	2,342	+160	8.2
Small Launcher	3	47	900		1	78	116	120	+4	38.2	3,230	1,220	4,587	+137	7.0
Blaster Launcher	5	45	1200		1	90	139	144	+5	27.5	2,649	1,170	3,953	+134	6.8
Plasma Rifle	4	46	820		1	88	124	127	+3	41.1	3,880	1,195	5,195	+119	6.0
Plasma Pistol	3	47	600		1	56	84	84	+0	57.3	3,584	1,220	4,817	+13	0.7
Alien Alloys	10	40	100			3	7	7	-0	292.8	878	1,045	1,903	-20	-1.0
Mind Probe	4	46	1200	1		262	310	304	-6	28.1	7,492	1,195	8,530	-157	-8.0
UFO Power Source	22	28	1400	16	5	130	293	250	-43	14.6	3,550	745	3,660	-635	-32.3
Stun Bomb	2	48	200	1		7	19	15	-4	175.7	2,108	1,245	2,670	-683	-34.7
Personal Armor	12	38	800		4	22	77	54	-23	34.8	1,669	995	1,878	-786	-39.9
Fusion Ball	6	44	600	4		28	69	53	-16	53.7	2,577	1,145	2,861	-860	-43.7
Hovertank/Launcher	30	20	1400	25	8	900	1129	1043	-86	10.5	11,262	545	10,907	-901	-45.7
AVENGER	36	14	34000		120	1480	3570	0	-3570	0.3	681	395	0	-1,076	-54.7
Hovertank/Plasma	30	20	1200	30	5	850	1077	980	-97	12.2	12,597	545	11,956	-1,186	-60.2
Power Suit	16	34	1000	5	5	42	135	85	-50	24.9	2,476	895	2,115	-1,256	-63.8
LIGHTNING	34	16	18000		85	930	2166	0	-2166	0.7	965	445	0	-1,410	-71.6
Alien Grenade	2	48	200	2		7	24	15	-9	175.7	2,934	1,245	2,609	-1,570	-79.8
FIRESTORM	30	20	14000		65	730	1674	0	-1674	1.0	1,205	545	0	-1,750	-88.9
Flying Suit	16	34	1400	16	5	58	221	115	-106	17.8	3,031	895	2,044	-1,882	-95.6
Blaster Bomb	3	47	220	3		8	31	17	-14	156.4	3,597	1,220	2,663	-2,154	-109.4
UFO Navigation	18	32	1600		3	150	227	80	-147	14.6	2,481	845	1,171	-2,155	-109.5
Plasma Pistol Clip	4	46	60	1		2	9	4	-5	561.2	3,928	1,195	2,492	-2,632	-133.7
Plasma Beam	8	42	500	15		226	319	267	-52	61.5	18,508	1,095	16,436	-3,167	-160.9
HWP Fusion Bomb	25	25	400	5	8	15	107	32	-75	45.8	4,209	670	1,441	-3,438	-174.6
Plasma Rifle Clip	4	46	80	2		3	16	6	-10	420.9	5,472	1,195	2,647	-4,019	-204.2
Heavy Plasma Clip	4	46	80	3		6	24	10	-14	420.9	8,839	1,195	4,036	-5,997	-304.7

X-COM Profitability with TWO Workshops

<u>Item</u>	<u>WS</u>	<u>Engs</u>	<u>EHrs</u>	<u>E115</u>	<u>AAs</u>	<u>CP1</u>	<u>TC1</u>	<u>Sell</u>	<u>PF1</u>	<u>Units</u>	<u>Parts</u>	<u>Labor</u>	<u>Sales</u>	<u>Net/Mo.</u>	<u>%TPI</u>
Laser Cannon	6	94	300			182	193	211	+18	229.4	41,744	2,440	48,395	+4,211	100.0
Fusion Ball Launcher	6	94	400		1	242	263	281	+18	172.0	42,747	2,440	48,355	+3,168	75.2
Tank/Laser Cannon	25	75	1200			500	543	594	+51	45.8	22,875	1,965	27,176	+2,336	55.5
Psi Amp	4	96	500	1		160	183	195	+12	140.5	23,190	2,490	27,364	+1,684	40.0
Motion Scanner	4	96	220			34	42	46	+4	319.4	10,860	2,490	14,565	+1,215	28.9
Medikit	4	96	420			28	43	47	+4	167.3	4,685	2,490	7,780	+605	14.4
Heavy Plasma	4	96	1000		1	122	164	172	+8	70.3	9,030	2,490	12,059	+539	12.8
Laser Rifle	3	97	400			20	34	37	+3	177.5	3,550	2,515	6,550	+485	11.5
Heavy Laser	4	96	700			32	57	61	+4	100.4	3,212	2,490	6,124	+421	10.0
Laser Pistol	2	98	300			8	19	20	+1	239.1	1,913	2,540	4,782	+329	7.8
Blaster Launcher	5	95	1200		1	90	139	144	+5	58.0	5,592	2,465	8,345	+288	6.8
Small Launcher	3	97	900		1	78	116	120	+4	78.9	6,666	2,515	9,467	+286	6.8
Plasma Rifle	4	96	820		1	88	124	127	+3	85.7	8,098	2,490	10,841	+252	6.0
Plasma Pistol	3	97	600		1	56	84	84	+0	118.3	7,396	2,515	9,941	+29	0.7
Alien Alloys	10	90	100			3	7	7	-0	658.8	1,976	2,340	4,282	-34	-0.8
Mind Probe	4	96	1200	1		262	310	304	-6	58.6	15,636	2,490	17,802	-323	-7.7
Stun Bomb	2	98	200	1		7	19	15	-4	358.7	4,304	2,540	5,452	-1,392	-33.1
UFO Power Source	22	78	1400	16	5	130	293	250	-43	40.8	9,890	2,040	10,196	-1,734	-41.2
Personal Armor	12	88	800		4	22	76	54	-22	80.5	3,865	2,290	4,348	-1,807	-42.9
Fusion Ball	6	94	600	4		28	69	53	-16	114.7	5,505	2,440	6,112	-1,832	-43.5
Power Suit	16	84	1000	5	5	42	135	85	-50	61.5	6,118	2,190	5,226	-3,082	-73.2
Hovertank/Launcher	30	70	1400	25	8	900	1127	1043	-84	36.6	39,418	1,840	38,174	-3,084	-73.2
Alien Grenade	2	98	200	2		7	24	15	-9	358.7	5,990	2,540	5,326	-3,204	-76.1
Hovertank/Plasma	30	70	1200	30	5	850	1076	980	-96	42.7	44,088	1,840	41,846	-4,082	-96.9
Blaster Bomb	3	97	220	3		8	31	17	-14	322.7	7,423	2,515	5,496	-4,442	-105.5
Flying Suit	16	84	1400	16	5	58	220	115	-105	43.9	7,488	2,190	5,051	-4,628	-109.9
AVENGER	36	64	34000		120	1480	3487	0	-3487	1.4	3,114	1,690	0	-4,804	-114.1
Plasma Pistol Clip	4	96	60	1		2	9	4	-5	1171.2	8,198	2,490	5,200	-5,488	-130.3
UFO Navigation	18	82	1600		3	150	227	80	-147	37.5	6,359	2,140	3,001	-5,498	-130.5
LIGHTNING	34	66	18000		85	930	2131	0	-2131	2.7	3,979	1,740	0	-5,719	-135.8
FIRESTORM	30	70	14000		65	730	1655	0	-1655	3.7	4,218	1,840	0	-6,058	-143.8
Plasma Beam	8	92	500	15		226	319	267	-51	134.7	40,541	2,390	36,002	-6,929	-164.5
Plasma Rifle Clip	4	96	80	2		3	16	6	-10	878.4	11,419	2,490	5,525	-8,384	-199.1
HWP Fusion Bomb	25	75	400	5	8	15	106	32	-75	137.3	12,627	1,965	4,323	-10,269	-243.8
Heavy Plasma Clip	4	96	80	3		6	24	10	-14	878.4	18,446	2,490	8,424	-12,513	-297.1

X-COM Profitability with THREE Workshops

<u>Item</u>	<u>WS</u>	<u>Engs</u>	<u>EHrs</u>	<u>E115</u>	<u>AAs</u>	<u>CP1</u>	<u>TC1</u>	<u>Sell</u>	<u>PF1</u>	<u>Units</u>	<u>Parts</u>	<u>Labor</u>	<u>Sales</u>	<u>Net/Mo.</u>	<u>%TPI</u>
Laser Cannon	6	144	300			182	193	211	+18	351.4	63,948	3,735	74,137	+6,454	100.0
Fusion Ball Launcher	6	144	400		1	242	263	281	+18	263.5	65,485	3,735	74,075	+4,856	75.2
Tank/Laser Cannon	25	125	1200			500	543	594	+51	76.3	38,125	3,260	45,293	+3,908	60.5
Psi Amp	4	146	500	1		160	183	195	+12	213.7	35,268	3,785	41,616	+2,563	39.7
Motion Scanner	4	146	220			34	42	46	+4	485.8	16,517	3,785	22,152	+1,850	28.7
Medikit	4	146	420			28	43	47	+4	254.5	7,125	3,785	11,832	+922	14.3
Heavy Plasma	4	146	1000		1	122	164	172	+8	106.9	13,733	3,785	18,339	+821	12.7
Laser Rifle	3	147	400			20	34	37	+3	269.0	5,380	3,810	9,926	+736	11.4
Heavy Laser	4	146	700			32	57	61	+4	152.7	4,886	3,785	9,313	+643	10.0
Laser Pistol	2	148	300			8	19	20	+1	361.1	2,889	3,835	7,222	+498	7.7
Blaster Launcher	5	145	1200		1	90	139	144	+5	88.5	8,535	3,760	12,737	+441	6.8
Small Launcher	3	147	900		1	78	116	120	+4	119.6	10,103	3,810	14,347	+434	6.7
Plasma Rifle	4	146	820		1	88	124	127	+3	130.3	12,316	3,785	16,487	+386	6.0
Plasma Pistol	3	147	600		1	56	84	84	+0	179.3	11,209	3,810	15,065	+46	0.7
Alien Alloys	10	140	100			3	7	7	-0	1024.8	3,074	3,635	6,661	-48	-0.7
Mind Probe	4	146	1200	1		262	309	304	-5	89.1	23,779	3,785	27,074	-490	-7.6
Stun Bomb	2	148	200	1		7	19	15	-4	541.7	6,500	3,835	8,234	-2,102	-32.6
Fusion Ball	6	144	600	4		28	69	53	-16	175.7	8,433	3,735	9,364	-2,804	-43.4
Personal Armor	12	138	800		4	22	76	54	-22	126.3	6,061	3,585	6,819	-2,827	-43.8
UFO Power Source	22	128	1400	16	5	130	292	250	-42	66.9	16,229	3,335	16,731	-2,833	-43.9
Alien Grenade	2	148	200	2		7	24	15	-9	541.7	9,046	3,835	8,044	-4,837	-74.9
Power Suit	16	134	1000	5	5	42	135	85	-50	98.1	9,760	3,485	8,337	-4,907	-76.0
Hovertank/Launcher	30	120	1400	25	8	900	1127	1043	-84	62.7	67,574	3,135	65,441	-5,268	-81.6
Blaster Bomb	3	147	220	3		8	31	17	-14	489.1	11,250	3,810	8,329	-6,731	-104.3
Hovertank/Plasma	30	120	1200	30	5	850	1075	980	-95	73.2	75,579	3,135	71,736	-6,978	-108.1
Flying Suit	16	134	1400	16	5	58	220	115	-105	70.1	11,946	3,485	8,057	-7,373	-114.2
Plasma Pistol Clip	4	146	60	1		2	9	4	-5	1781.2	12,468	3,785	7,909	-8,345	-129.3
AVENGER	36	114	34000		120	1480	3476	0	-3476	2.5	5,547	2,985	0	-8,532	-132.2
UFO Navigation	18	132	1600		3	150	226	80	-146	60.4	10,236	3,435	4,831	-8,840	-137.0
LIGHTNING	34	116	18000		85	930	2126	0	-2126	4.7	6,993	3,035	0	-10,028	-155.4
FIRESTORM	30	120	14000		65	730	1652	0	-1652	6.3	7,231	3,135	0	-10,366	-160.6
Plasma Beam	8	142	500	15		226	319	267	-51	207.9	62,574	3,685	55,568	-10,691	-165.6
Plasma Rifle Clip	4	146	80	2		3	16	6	-10	1335.9	17,367	3,785	8,403	-12,749	-197.5
HWP Fusion Bomb	25	125	400	5	8	15	106	32	-75	228.8	21,045	3,260	7,206	-17,099	-264.9
Heavy Plasma Clip	4	146	80	3		6	24	10	-14	1335.9	28,054	3,785	12,811	-19,028	-294.8

X-COM Profitability with FOUR Workshops

<u>Item</u>	<u>WS</u>	<u>Engs</u>	<u>EHrs</u>	<u>E115</u>	<u>AAs</u>	<u>CP1</u>	<u>TC1</u>	<u>Sell</u>	<u>PF1</u>	<u>Units</u>	<u>Parts</u>	<u>Labor</u>	<u>Sales</u>	<u>Net/Mo.</u>	<u>%TPI</u>
Laser Cannon	6	194	300			182	193	211	+18	473.4	86,152	5,030	99,879	+8,697	100.0
Fusion Ball Launcher	6	194	400		1	242	263	281	+18	355.0	88,222	5,030	99,796	+6,544	75.2
Tank/Laser Cannon	25	175	1200			500	543	594	+51	106.8	53,375	4,555	63,410	+5,480	63.0
Psi Amp	4	196	500	1		160	183	195	+12	286.9	47,346	5,080	55,868	+3,442	39.6
Motion Scanner	4	196	220			34	42	46	+4	652.1	22,173	5,080	29,738	+2,485	28.6
Medikit	4	196	420			28	43	47	+4	341.6	9,565	5,080	15,884	+1,240	14.3
Heavy Plasma	4	196	1000		1	122	164	172	+8	143.5	18,436	5,080	24,620	+1,104	12.7
Laser Rifle	3	197	400			20	34	37	+3	360.5	7,210	5,105	13,303	+988	11.4
Heavy Laser	4	196	700			32	57	61	+4	205.0	6,559	5,080	12,503	+864	9.9
Laser Pistol	2	198	300			8	19	20	+1	483.1	3,865	5,130	9,662	+667	7.7
Blaster Launcher	5	195	1200		1	90	139	144	+5	119.0	11,479	5,055	17,129	+595	6.8
Small Launcher	3	197	900		1	78	116	120	+4	160.2	13,539	5,105	19,227	+583	6.7
Plasma Rifle	4	196	820		1	88	124	127	+3	175.0	16,534	5,080	22,133	+519	6.0
Plasma Pistol	3	197	600		1	56	84	84	+0	240.3	15,021	5,105	20,189	+62	0.7
Alien Alloys	10	190	100			3	7	7	-0	1390.8	4,172	4,930	9,040	-62	-0.7
Mind Probe	4	196	1200	1		262	309	304	-5	119.6	31,923	5,080	36,346	-656	-7.5
Stun Bomb	2	198	200	1		7	19	15	-4	724.7	8,696	5,130	11,015	-2,811	-32.3
Fusion Ball	6	194	600	4		28	69	53	-16	236.7	11,361	5,030	12,615	-3,776	-43.4
Personal Armor	12	188	800		4	22	76	54	-22	172.0	8,257	4,880	9,289	-3,848	-44.2
UFO Power Source	22	178	1400	16	5	130	292	250	-42	93.1	22,569	4,630	23,267	-3,932	-45.2
Alien Grenade	2	198	200	2		7	24	15	-9	724.7	12,102	5,130	10,761	-6,471	-74.4
Power Suit	16	184	1000	5	5	42	135	85	-50	134.7	13,401	4,780	11,448	-6,733	-77.4
Hovertank/Launcher	30	170	1400	25	8	900	1127	1043	-84	88.9	95,730	4,430	92,708	-7,452	-85.7
Blaster Bomb	3	197	220	3		8	31	17	-14	655.5	15,076	5,105	11,161	-9,019	-103.7
Hovertank/Plasma	30	170	1200	30	5	850	1075	980	-95	103.7	107,070	4,430	101,626	-9,874	-113.5
Flying Suit	16	184	1400	16	5	58	220	115	-105	96.2	16,403	4,780	11,064	-10,119	-116.3
Plasma Pistol Clip	4	196	60	1		2	9	4	-5	2391.2	16,738	5,080	10,617	-11,201	-128.8
AVENGER	36	164	34000		120	1480	3472	0	-3472	3.5	7,980	4,280	0	-12,260	-141.0
UFO Navigation	18	182	1600		3	150	226	80	-146	83.3	14,113	4,730	6,661	-12,182	-140.1
LIGHTNING	34	166	18000		85	930	2124	0	-2124	6.8	10,008	4,330	0	-14,338	-164.9
FIRESTORM	30	170	14000		65	730	1651	0	-1651	8.9	10,244	4,430	0	-14,674	-168.7
Plasma Beam	8	192	500	15		226	319	267	-51	281.1	84,607	4,980	75,135	-14,453	-166.2
Plasma Rifle Clip	4	196	80	2		3	16	6	-10	1793.4	23,314	5,080	11,280	-17,114	-196.8
HWP Fusion Bomb	25	175	400	5	8	15	106	32	-75	320.3	29,463	4,555	10,088	-23,930	-275.1
Heavy Plasma Clip	4	196	80	3		6	24	10	-14	1793.4	37,661	5,080	17,199	-25,543	-293.7

X-COM Profitability with FIVE Workshops

<u>Item</u>	<u>WS</u>	<u>Engs</u>	<u>EHrs</u>	<u>E115</u>	<u>AAs</u>	<u>CP1</u>	<u>TC1</u>	<u>Sell</u>	<u>PF1</u>	<u>Units</u>	<u>Parts</u>	<u>Labor</u>	<u>Sales</u>	<u>Net/Mo.</u>	<u>%TPI</u>
Laser Cannon	6	244	300			182	193	211	+18	595.4	108,356	6,325	125,621	+10,940	100.0
Fusion Ball Launcher	6	244	400		1	242	263	281	+18	446.5	110,960	6,325	125,517	+8,232	75.2
Tank/Laser Cannon	25	225	1200			500	543	594	+51	137.3	68,625	5,850	81,527	+7,052	64.5
Psi Amp	4	246	500	1		160	183	195	+12	360.1	59,424	6,375	70,120	+4,321	39.5
Motion Scanner	4	246	220			34	42	46	+4	818.5	27,829	6,375	37,324	+3,120	28.5
Medikit	4	246	420			28	43	47	+4	428.7	12,005	6,375	19,937	+1,557	14.2
Heavy Plasma	4	246	1000		1	122	164	172	+8	180.1	23,139	6,375	30,900	+1,386	12.7
Laser Rifle	3	247	400			20	34	37	+3	452.0	9,040	6,400	16,679	+1,239	11.3
Heavy Laser	4	246	700			32	57	61	+4	257.2	8,232	6,375	15,692	+1,085	9.9
Laser Pistol	2	248	300			8	19	20	+1	605.1	4,841	6,425	12,102	+836	7.6
Blaster Launcher	5	245	1200		1	90	139	144	+5	149.5	14,422	6,350	21,521	+749	6.8
Small Launcher	3	247	900		1	78	116	120	+4	200.9	16,975	6,400	24,107	+732	6.7
Plasma Rifle	4	246	820		1	88	124	127	+3	219.6	20,752	6,375	27,779	+652	6.0
Plasma Pistol	3	247	600		1	56	84	84	+0	301.3	18,834	6,400	25,313	+79	0.7
Alien Alloys	10	240	100			3	7	7	-0	1756.8	5,270	6,225	11,419	-76	-0.7
Mind Probe	4	246	1200	1		262	309	304	-5	150.1	40,066	6,375	45,618	-823	-7.5
Stun Bomb	2	248	200	1		7	19	15	-4	907.7	10,892	6,425	13,797	-3,520	-32.2
Fusion Ball	6	244	600	4		28	69	53	-16	297.7	14,289	6,325	15,866	-4,747	-43.4
Personal Armor	12	238	800		4	22	76	54	-22	217.8	10,453	6,175	11,760	-4,868	-44.5
UFO Power Source	22	228	1400	16	5	130	292	250	-42	119.2	28,909	5,925	29,803	-5,031	-46.0
Alien Grenade	2	248	200	2		7	24	15	-9	907.7	15,158	6,425	13,479	-8,104	-74.1
Power Suit	16	234	1000	5	5	42	135	85	-50	171.3	17,043	6,075	14,559	-8,559	-78.2
Hovertank/Launcher	30	220	1400	25	8	900	1127	1043	-84	115.0	123,886	5,725	119,975	-9,636	-88.1
Blaster Bomb	3	247	220	3		8	31	17	-14	821.8	18,902	6,400	13,994	-11,308	-103.4
Hovertank/Plasma	30	220	1200	30	5	850	1075	980	-95	134.2	138,562	5,725	131,516	-12,771	-116.7
Flying Suit	16	234	1400	16	5	58	220	115	-105	122.3	20,860	6,075	14,070	-12,865	-117.6
Plasma Pistol Clip	4	246	60	1		2	9	4	-5	3001.2	21,008	6,375	13,325	-14,058	-128.5
AVENGER	36	214	34000		120	1480	3470	0	-3470	4.6	10,412	5,575	0	-15,987	-146.1
UFO Navigation	18	232	1600		3	150	226	80	-146	106.1	17,991	6,025	8,491	-15,525	-141.9
LIGHTNING	34	216	18000		85	930	2123	0	-2123	8.8	13,022	5,625	0	-18,647	-170.4
FIRESTORM	30	220	14000		65	730	1650	0	-1650	11.5	13,257	5,725	0	-18,982	-173.5
Plasma Beam	8	242	500	15		226	319	267	-51	354.3	106,641	6,275	94,701	-18,215	-166.5
Plasma Rifle Clip	4	246	80	2		3	16	6	-10	2250.9	29,262	6,375	14,158	-21,479	-196.3
HWP Fusion Bomb	25	225	400	5	8	15	106	32	-75	411.8	37,881	5,850	12,970	-30,761	-281.2
Heavy Plasma Clip	4	246	80	3		6	24	10	-14	2250.9	47,269	6,375	21,586	-32,058	-293.0