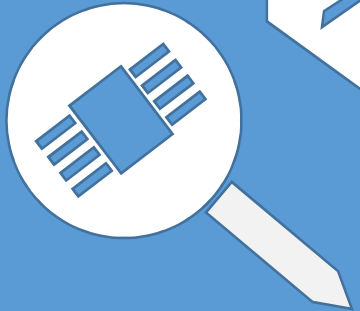
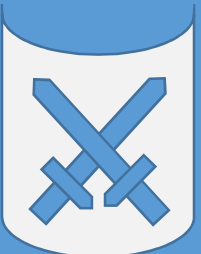
		(N) NANITES (MAKE = 1 ECON & 1 NAN) ATK vs: (N) 4+, (M) 6+ (M) MILITARY (MAKE = 2 ECON & 1 MIL) ATK vs: (M) 4+, (B) 6+ (B) BASE (MAKE = 3 OF ALL 4) ATK vs: (N) 5+, (M) 6+	ACTIONS POINTS = # OF BASES + # OF PLAYERS ACTIONS: - BUILD - MOVE (N) OR (M) - RALLY (+ 1 D6 SYSTEM) - ATTACK - -1 SYS/ EXTRA ACT
		BUILD: (? = ABILITY) - NANITE (ADJACENT TO NANITE OR BASE) - MILITARY (IN A BASE) - BASE (IN PLACE OF NANITE – DESTROYED) - UPGRADE BASE (DRAW DEFENSE + FORTIFIED) (MAKE = 2 ECON + 2 MIL)	ATTACKS: (? = ABILITY) - NANITE-ON-NANITE - NANITE-ON-MILITARY? - MILITARY-ON-MILITARY - MILITARY-ON-BASE? - BASE-ON-BASE ATTACKS CONSIDER RESEARCH PROGRESS (AND MODIFIED BY +X)