



### TECHNOLOGY LEVEL

**2** Future  
Technology

**1** Advanced  
Technology

**0** Basic  
Technology

### AVAILABLE ACTIONS

- Construct Buildings
- Produce Units
- Move/Attack
- Pass

### MOVE/ATTACK COST

**3RD** ⌚ 4

**2ND** ⌚ 3

**1ST** ⌚ 2

**READY  
FOR  
COMBAT**