

COSTS

Unit	Cost to Build	Turns to Arrival
Army	3 Money, 5 Manpower	2
Fleet	6 Money, 4 Manpower	4

Combat	Cost
Probe (1 round)	1 Money
Assault (2 rounds)	3 Money
Invasion (unlimited)	5 Money
1 Round Siege	Free
2 Rounds Siege	1 Money
Unlimited Siege	3 Money

Maintenance	Cost
Any unit in play	1 Money, 1 Manpower

Repair	Cost
Any unit in play	1 Money, 1 Manpower