



	Name: Mercury Armour: 30 Cost: 2,500 Build time: 1		Name: Cyclops Armour: 90 Cost: 5,000 Build time: 1		Name: Dragon Armour: 150 Cost: 10,000 Build time: 1		Name: Mars Armour: 150 Cost: 15,000 Build time: 2		Name: Crossbolt Armour: 150 Cost: 70,000 Build time: 4
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	Name: Achilles Armour: 270 Cost: 30,000 Build time: 3		Name: Hercules Armour: 390 Cost: 40,000 Build time: 3		Name: Behemoth Armour: 600 Cost: 90,000 Build time: 4		Name: Titan Armour: 750 Cost: 100,000 Build time: 5
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	Move the unit of cyborgs		Repair the unit after conflict		Satellite spy on the territory		Build cyborgs to do battle		End of turn
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	Establish capital (money)		Build factory out of wealth		Upgrade factory for efficiency		Fortify territory with cannons		Save game, so you can continue from where you left off
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