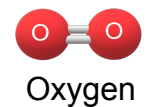
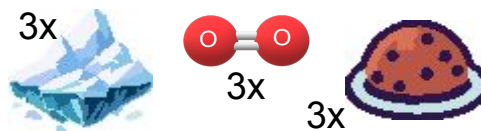
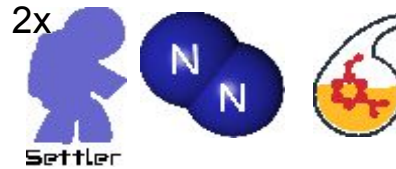
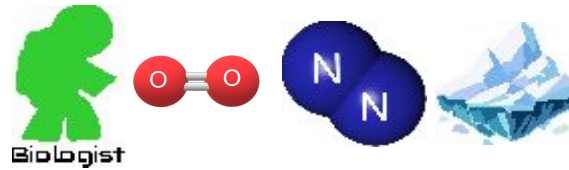
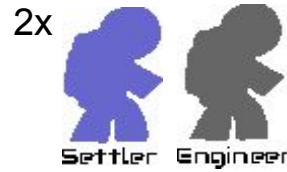


# Resource Management Quick Reference

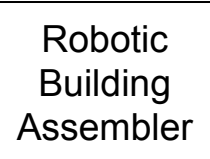
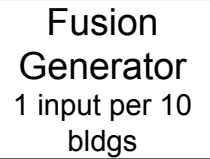
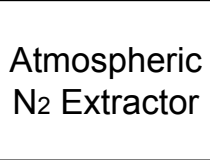
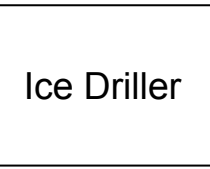
## Resources



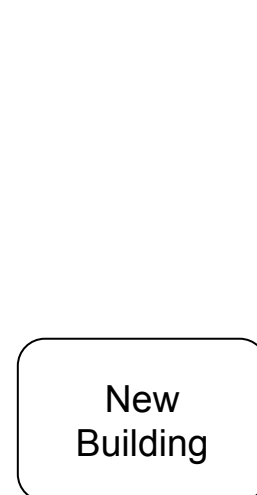
## Inputs



## Facility



## Outputs



Per turn