

**INFANTRY**

**1**



DEAL 1 DAMAGE

**INFANTRY**

**1**



DEAL 1 DAMAGE

**INFANTRY**

**1**



DEAL 1 DAMAGE

**INFANTRY**

**1**



DEAL 1 DAMAGE

**INFANTRY**

**1**



DEAL 1 DAMAGE

**INFANTRY**

**1**



DEAL 1 DAMAGE

**INFANTRY**

**1**



DEAL 1 DAMAGE

**INFANTRY**

**1**



DEAL 1 DAMAGE

**FARM**

**1**



GAIN 3 GOLD

**FARM**

**1**



GAIN 3 GOLD

**FARM**

**1**



GAIN 3 GOLD

**FARM**

**1**



GAIN 3 GOLD

**FARM**

**1**



GAIN 3 GOLD

**FARM**

**1**



GAIN 3 GOLD

**FARM**

**1**



GAIN 3 GOLD

**FARM**

**1**



GAIN 3 GOLD

**MARKET**

**1**



TRADE ONCE

**MARKET**

**1**



TRADE ONCE



**MARKET**

**1**



**TRADE ONCE**

**MARKET**

**1**



**TRADE ONCE**

**MARKET**

**1**



**TRADE ONCE**

**MARKET**

**1**



**TRADE ONCE**

**MARKET**

**1**



**TRADE ONCE**

**MARKET**

**1**



**TRADE ONCE**

**BLACKSMITH**

**1**



**GAIN 1 MINERAL**

**BLACKSMITH**

**1**



**GAIN 1 MINERAL**

**BLACKSMITH**

**1**



**GAIN 1 MINERAL**

**BLACKSMITH**

**1**



GAIN 1 MINERAL

**BLACKSMITH**

**1**



GAIN 1 MINERAL

**BLACKSMITH**

**1**



GAIN 1 MINERAL

**BLACKSMITH**

**1**



GAIN 1 MINERAL

**BLACKSMITH**

**1**



GAIN 1 MINERAL

**SCHOOL**

**1**



GAIN 1 CULTURE

**SCHOOL**

**1**



GAIN 1 CULTURE

**SCHOOL**

**1**



GAIN 1 CULTURE

**SCHOOL**

**1**



GAIN 1 CULTURE

**SCHOOL**

**1**



GAIN 1 CULTURE

**SCHOOL**

**1**



GAIN 1 CULTURE

**SCHOOL**

**1**



GAIN 1 CULTURE

**SCHOOL**

**1**



GAIN 1 CULTURE

**BARRICADE**

**1**



MUST BE ATTACKED FIRST

**BARRICADE**

**1**



MUST BE ATTACKED FIRST

**BARRICADE**

**1**



MUST BE ATTACKED FIRST

**BARRICADE**

**1**



MUST BE ATTACKED FIRST

**BARRICADE**

**1**



MUST BE ATTACKED FIRST



**BARRICADE**

**1**



**P**

MUST BE ATTACKED FIRST

**BARRICADE**

**1**



**P**

MUST BE ATTACKED FIRST

**BARRICADE**

**1**



**P**

MUST BE ATTACKED FIRST













