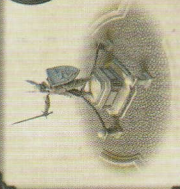


I

At the start of each productive season, if you roll the same number on **all** your dice, reroll one of them.



3 2

Statue

At the end of summer, gain 1 .



0 1 1

Inn

+1 battle strength.



1 1 1

Guard Tower

+1 battle strength. (Becomes +2 vs. Zombies.)



0 2

Palisade

+0 battle strength. (Becomes +1 vs. Goblins.)

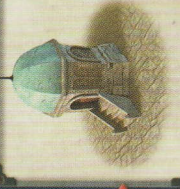


0 1

Barricade

II

At the start of each productive season, if your dice total is 7 or less, reroll all your dice.



5 3 1

Chapel

Influence an advisor whose rank is 1 higher or lower than the value of your assigned dice.



1 2 2

Market

+1 battle strength.



2 1 2


Blacksmith


Whenever you gain any  by influencing an advisor, gain 1 extra .



2 1 1 1

Stables

Whenever you construct a building from column III or IV, spend 1 fewer .



1 1 1

Crane

III

+0 battle strength. (Becomes +1 vs. Demons.)



7 3 1 2

Church

-1 battle strength. At the start of each productive season, gain 1 bonus die.



2 2 3 1

Farm

Whenever you recruit soldiers in phase 7, spend only 1  per soldier.



4 2 2 1



Barracks

+1 battle strength. If you tie in battle, you are victorious instead.



2 2 2

Stone Wall

At the end of each productive season, spend 1  or 1  to gain 1 .



2 2 1 1

Town Hall

IV

At the end of the game, gain 1  for every 2  you have.



9 5 3

Cathedral

At the start of each productive season, gain 1 .



4 3 1 2


Merebants' Guild


+2 battle strength.



6 3 2 2

Wizard's Guild

+1 battle strength. If you are victorious in battle, gain 1 extra .



4 3 3

Fortress

At the end of each productive season, gain 1 .



4 2 2 2

Embassy

B

C

D

E

F