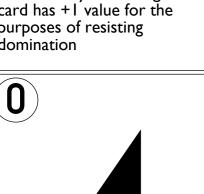


Each friendly bordering this card has + I value for the purposes of resisting domination

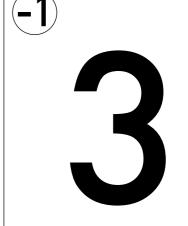


When an enemy is played that borders this card, draw a card

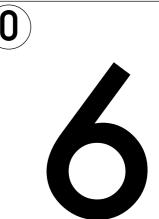
If this card is trashed or discarded, the owner of the nearest enemy may choose an additional bordering friendly to trash



Enemies bordering this card are not considered connected to their owner's base



Discard a friendly as an additional price to play this card



No player may play more than one friendly or enemy bordering this card during a turn

