

































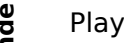









<div>  3  </div> <p>°You may develop with one card per turn as a free action.</p>	<div>  2  </div> <p>°AAA (as an action): replace the bottom demand card with one in your hand. °Obsoleted by swords.</p>	<div>  3  </div> <p>°No ability.</p>
<div>  1  </div> <p>Inn</p>	<div>  1  </div> <p>Whaler</p>	<div>  1  </div> <p>Quarry</p>
<div>  1  </div> <p>Invention</p>	<div>  1  </div> <p>Barbarians</p>	<div>  1  </div> <p>Barbarians</p>
<div>  2  </div> <p>°AAA (as an action): swap the top card of the demand pile with a card in the event queue.</p>	<div>  2  </div> <p>°EOA (end of age): pay this contract from the treasury.</p>	<div>  2  </div> <p>°When contracted, pay the contract from the treasury. °Obsoleted by swords.</p>
<div>  1  </div> <p>School</p>	<div>  1  </div> <p>Tower</p>	<div>  1  </div> <p>Arsenal</p>
<div>  1  </div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p>	<div>  1  </div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p>	<div>  1  </div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p>
<div>  1  </div> <p>Tavern</p>	<div>  1  </div> <p>Wheat Farm</p>	<div>  1  </div> <p>Bank</p>
<div> 1 </div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +4 gold.</p>	<div> 1 </div> <p>Players gain 1 gold per stone they provide.</p>	<div> 1 </div> <p>Players gain 1 gold per stone they provide.</p>