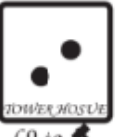


① Gather and Roll Dice ② Assign and take Action	 INCOME	 BUILD	 INTRIGUE	 MILITARY
 +1 Feud Token OR/1 rolled 1=2	  TOWER HOUSE -£3 to  +£1/territory +£1/territory	  BLACK -£3 to  +1 LVL I  +1 LVL I  OR +1 LVL II  OR +1 LVL II 	  TOWER HOUSE -£3 to  +£1 +1  +£1 +1  +2 Victory Points +2 Victory Points	  TOWER HOUSE -£3 to  Move 1 Army Move 1 Army OR -£1/Inf () OR -£1/Inf ()
 +2 Feud Tokens OR/+1 to 1 roll	  TOWER HOUSE -£9 to  +£  BLACK/territory	  TOWER HOUSE -£9 to  +1 LVL I  OR +1 LVL II  OR +1 LVL III 	  TOWER HOUSE -£9 to  +£2 +2  +3 Victory Points	  TOWER HOUSE -£9 to  Move 2 Armies OR -£1/Inf -£3/Cav ()
 +3 Feud Tokens OR/+2 to 1 roll OR/+1 to 2 rolls	  CASTLE -£12 to  +£2/territory +£2/territory	  CASTLE -£12 to  +1 LVL I  +1 LVL I  +1 LVL II  OR +1 LVL III 	  CASTLE -£12 to  +£3 +3  +£3 +3  +4 Victory Points +4 Victory Points	  CASTLE -£12 to  Move 3 Armies Move 3 Armies OR -£1/Inf -£3/Cav -£8/Art ()

① Gather and Roll Dice ② Assign and take Action	 INCOME	 BUILD	 INTRIGUE	 MILITARY
 +1 Feud Token OR/1 rolled 1=2	  TOWER HOUSE -£3 to  +£1/territory +£1/territory	  BLACK -£3 to  +1 LVL I  +1 LVL I  OR +1 LVL II  OR +1 LVL II 	  TOWER HOUSE -£3 to  +£1 +1  +£1 +1  +2 Victory Points +2 Victory Points	  TOWER HOUSE -£3 to  Move 1 Army Move 1 Army OR -£1/Inf () OR -£1/Inf ()
 +2 Feud Tokens OR/+1 to 1 roll	  TOWER HOUSE -£9 to  +£  BLACK/territory	  TOWER HOUSE -£9 to  +1 LVL I  OR +1 LVL II  OR +1 LVL III 	  TOWER HOUSE -£9 to  +£2 +2  +3 Victory Points	  TOWER HOUSE -£9 to  Move 2 Armies OR -£1/Inf -£3/Cav ()
 +3 Feud Tokens OR/+2 to 1 roll OR/+1 to 2 rolls	  CASTLE -£12 to  +£2/territory +£2/territory	  CASTLE -£12 to  +1 LVL I  +1 LVL I  +1 LVL II  OR +1 LVL III 	  CASTLE -£12 to  +£3 +3  +£3 +3  +4 Victory Points +4 Victory Points	  CASTLE -£12 to  Move 3 Armies Move 3 Armies OR -£1/Inf -£3/Cav -£8/Art ()