

BANNER



May RECRUIT.
Roll BANNER die.
May not INVADe.
May not BUILD.
May not UPGRADE.

BANNER



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CHARGE



Skip RECRUITMENT.
Must INVADÉ.
Uses OVERRUN result.
May not BUILD.
May not UPGRADE.

CHARGE



Skip RECRUITMENT.
Must INVADÉ.
Uses OVERRUN result.
May not BUILD.
May not UPGRADE.

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<p>CROWN</p>  <p>May RECRUIT. May INVADÉ. Does not OVERRUN. May BUILD. May UPGRADE.</p>	<p>CROWN</p>  <p>May RECRUIT. May INVADÉ. Does not OVERRUN. May BUILD. May UPGRADE.</p>	<p>CROWN</p>  <p>May RECRUIT. May INVADÉ. Does not OVERRUN. May BUILD. May UPGRADE.</p>
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HIDE!



Skip RECRUITMENT.
May not INVADe.
May not BUILD.
May not UPGRADE.
Immune to INVASIONS.
Immune to HOOZITS.

HIDE!



Skip RECRUITMENT.
May not INVADe.
May not BUILD.
May not UPGRADE.
Immune to INVASIONS.
Immune to HOOZITS.

HIDE!



Skip RECRUITMENT.
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May not BUILD.
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HIDE!



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May not BUILD.
May not UPGRADE.
Immune to INVASIONS.
Immune to HOOZITS.

HIDE!



Skip RECRUITMENT.
May not INVADe.
May not BUILD.
May not UPGRADE.
Immune to INVASIONS.
Immune to HOOZITS.

HOOZITS



May RECRUIT.
May not INVADe.
Roll HOOZITdie instead.
May BUILD.
May UPGRADE.

HOOZITS



May RECRUIT.
May not INVADe.
Roll HOOZITdie instead.
May BUILD.
May UPGRADE.

HOOZITS



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HOOZITS



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HOOZITS



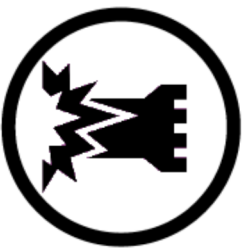
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May not INVADe.
Roll HOOZITdie instead.
May BUILD.
May UPGRADE.

HOOZITS



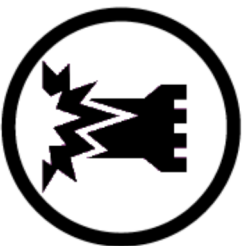
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May not INVADe.
Roll HOOZITdie instead.
May BUILD.
May UPGRADE.

KNOW-WOTS



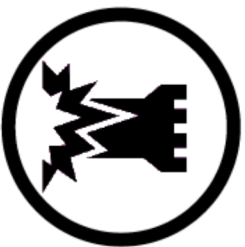
May RECRUIT.
Make one special INVASION.
Make normal INVASIONS.
May BUILD.
May UPGRADE.

KNOW-WOTS



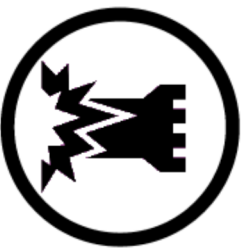
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