



+3 opportunity points



+3 resource points



+1 resource point, +1 opportunity point



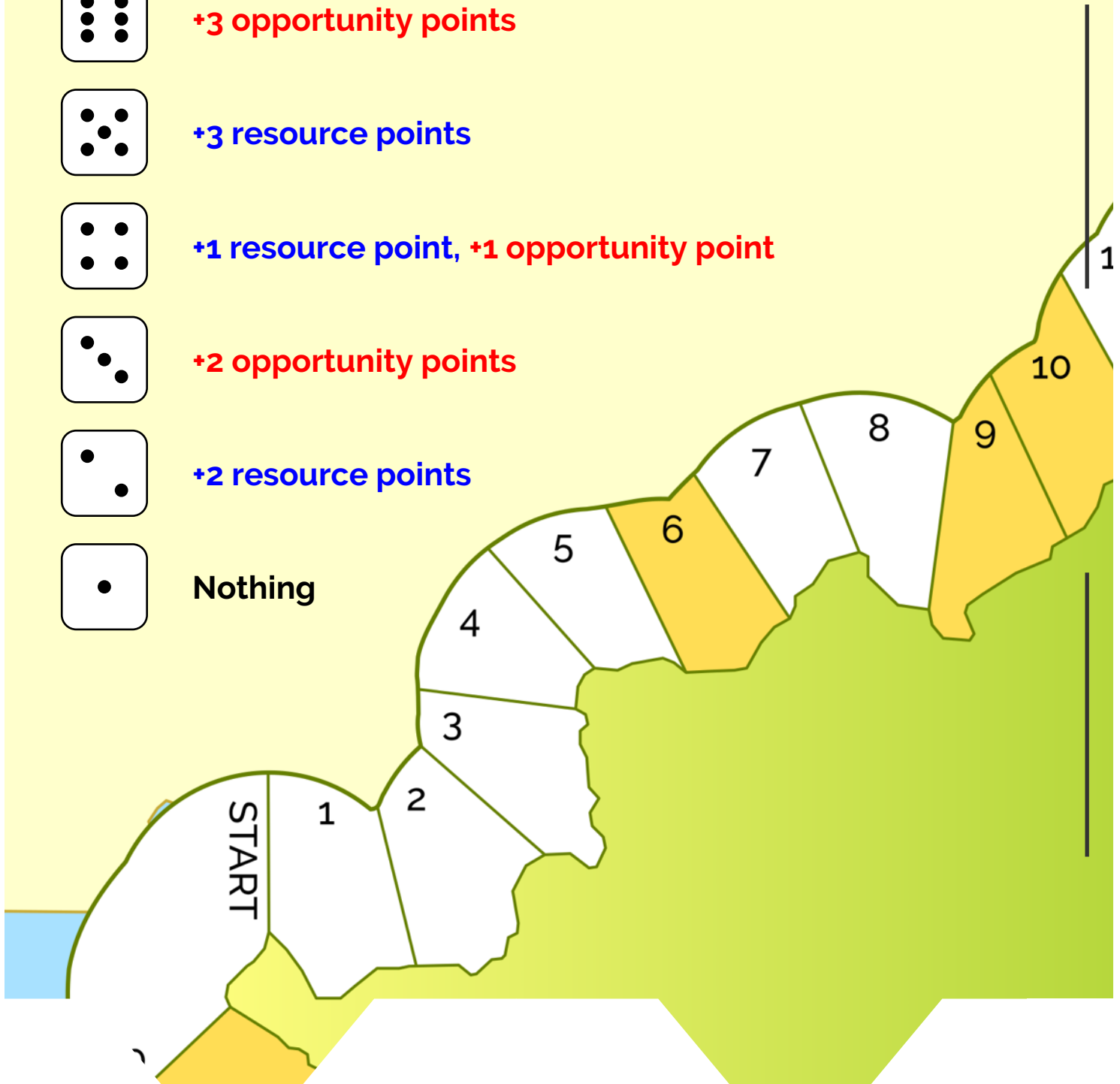
+2 opportunity points



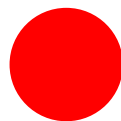
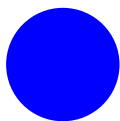
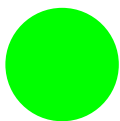
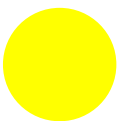
+2 resource points

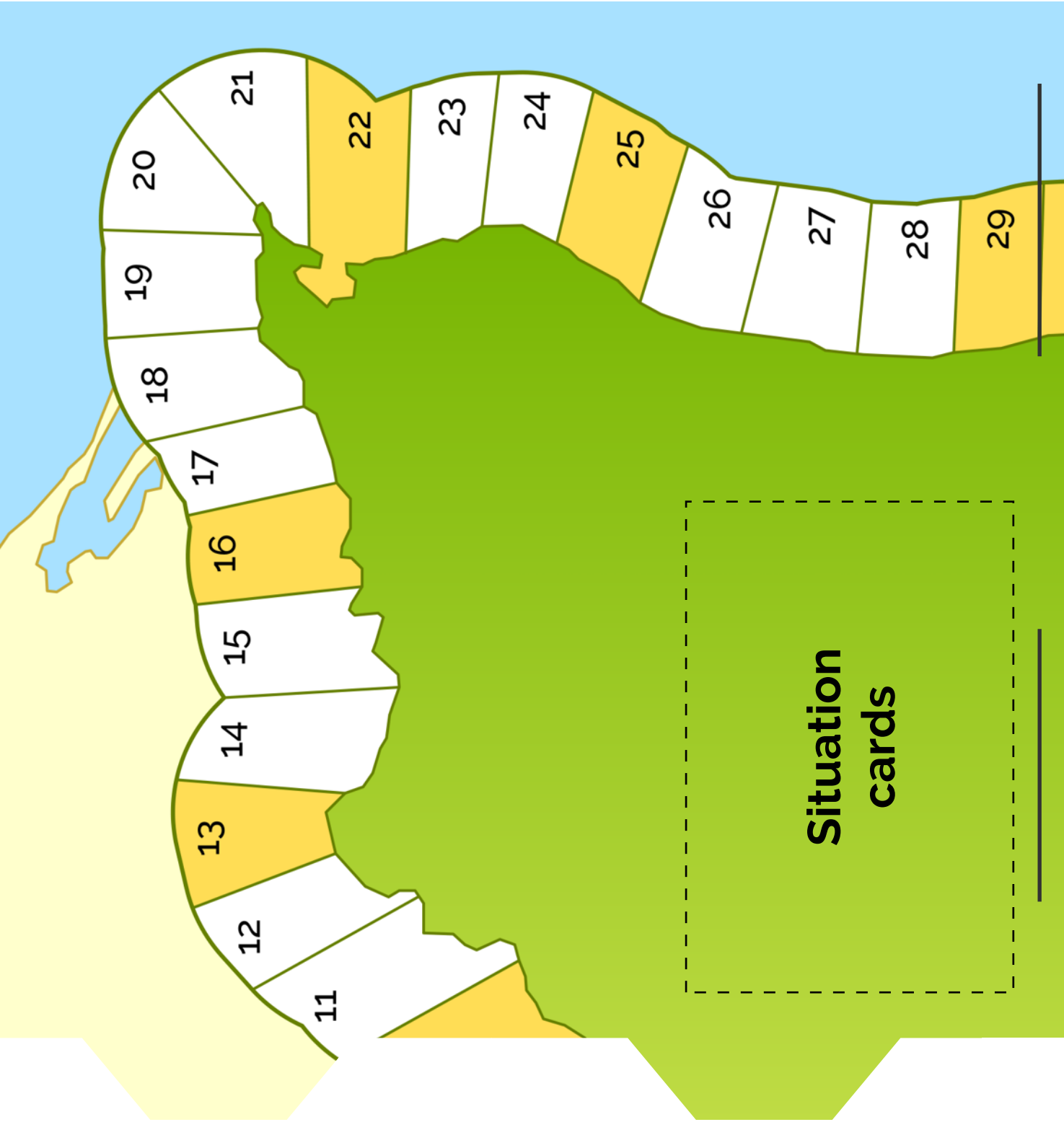


Nothing

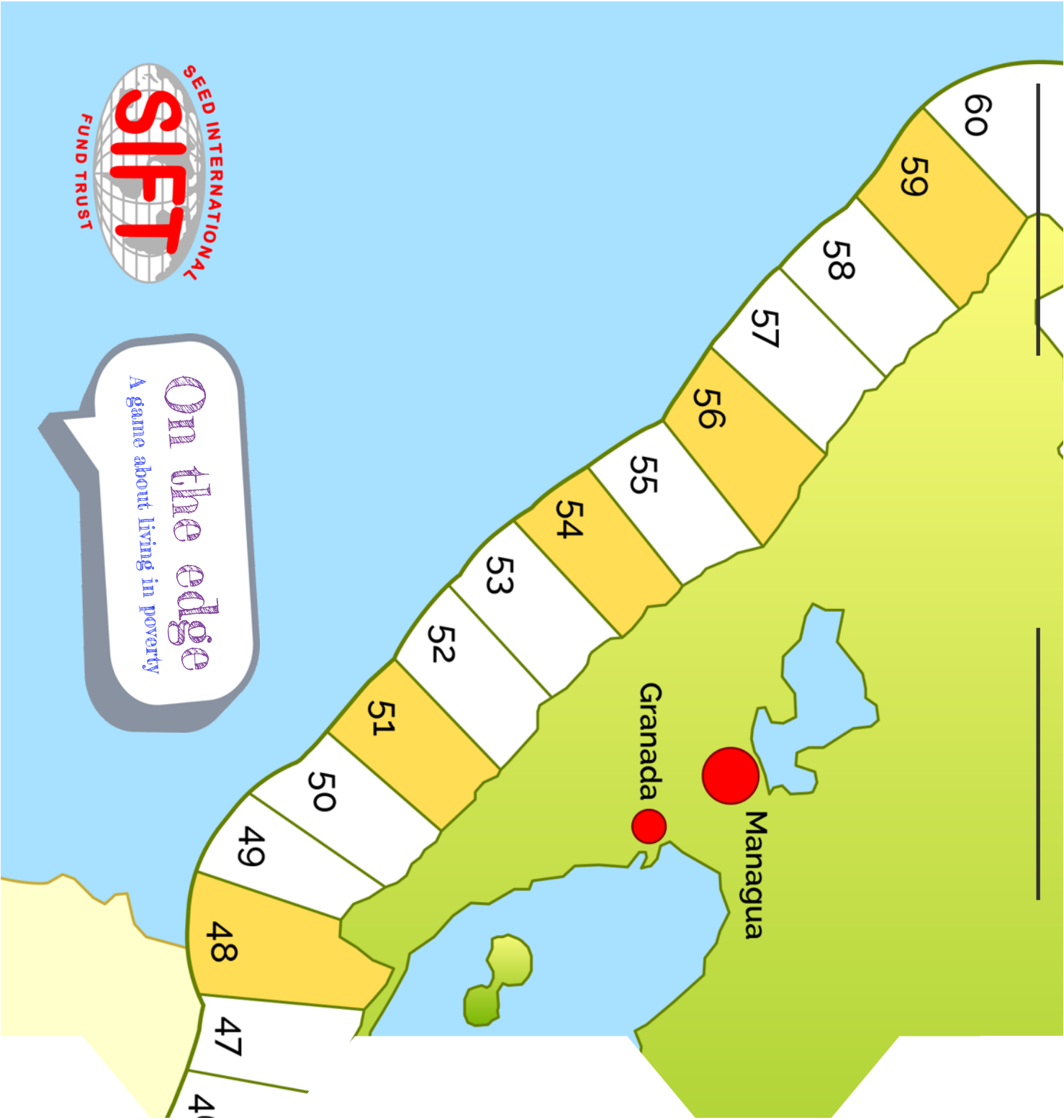


Player counters

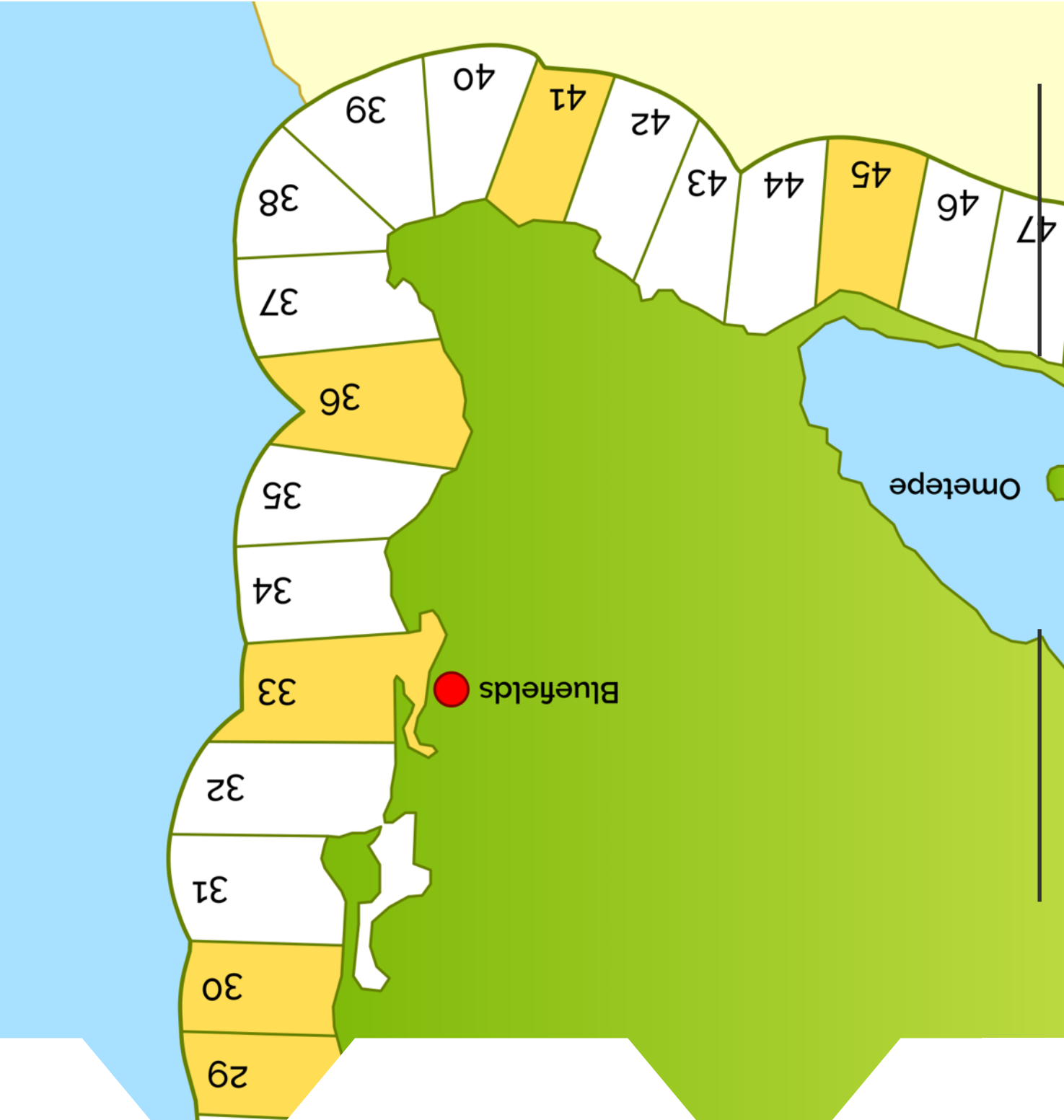




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