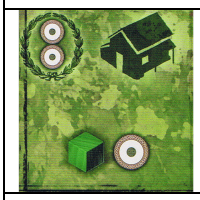
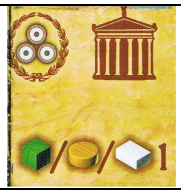
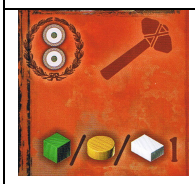
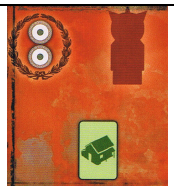
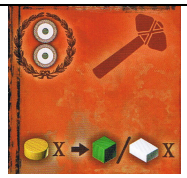
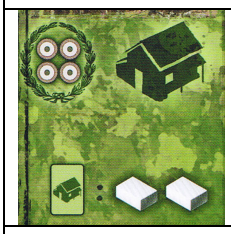
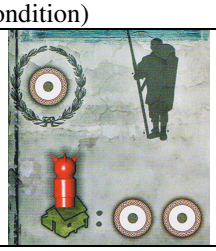
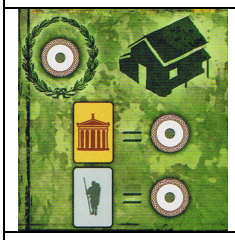
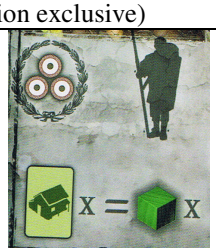
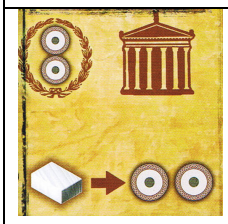
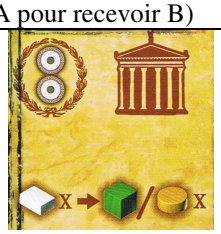
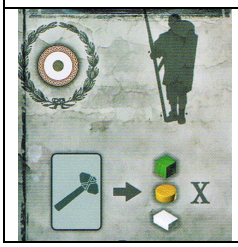
GLORIA MUNDI
SYMBOLES

<table>
<tr><td colspan="6">Cartes normales</td></tr>
<tr><td>  </td><td>Recevoir 1 ressource verte et avancer d'1 case</td><td>  </td><td>Recevoir 1 ressource au choix</td><td> </td><td>Recevoir 1 Gloire</td></tr>
<tr><td colspan="6">Cartes rouges</td></tr>
<tr><td>  </td><td>Après la construction d'un bâtiment, reprendre 1 ressource au choix</td><td>  </td><td>A construire sur le bâtiment indiqué. Ce bâtiment est protégé du Goth</td><td>  </td><td>Lors de la construction d'un bâtiment, la ressource de gauche remplace les ressources de droite</td></tr>
<tr><td colspan="6">A : B (Condition)</td></tr>
<tr><td>  </td><td colspan="2">Chaque ferme rapporte 2 ressources blanches</td><td>  </td><td colspan="2">Si le Goth est sur une case de ferme, avancer de 2 cases</td></tr>
<tr><td colspan="6">A = B (Condition exclusive)</td></tr>
<tr><td>  </td><td colspan="2">Avancée d'1 case si au moins une ville et/ou une légion</td><td>  </td><td colspan="2">Chaque ferme rapporte 1 ressource verte</td></tr>
<tr><td colspan="6">A ➡ B (Dépenser A pour recevoir B)</td></tr>
<tr><td>  </td><td colspan="2">Dépenser 1 ressource blanche pour avancer de 2 cases</td><td>  </td><td colspan="2">Echange d'une ressource blanche contre une ressource verte ou jaune (possibilité de le faire plusieurs fois)</td></tr>
<tr><td>  </td><td colspan="2">Détruire un bâtiment pour recevoir les ressources associées</td><td> </td><td colspan="2">Détruire un bâtiment pour recevoir les avancées associées</td></tr>
</table>

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