

CATHEDRAL

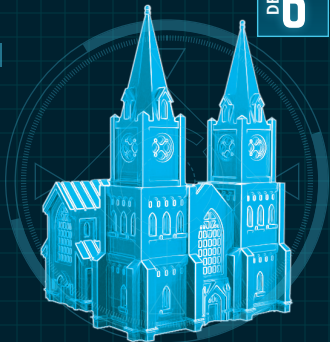
BUILDING

DEF
6

SPECIAL RULES

CHARITY - If you are securing one or more buildings with Charity, before your Power Phase or Spawn Phase, you can push one Action Die from one of your dice pools to another.

DEVOTION - This building requires an additional unit to secure it.



0010000 0010011 0010010 0010000
0010010 0011000 0010000 0011010
0010001 0010000 0011011 0011000
0010000 00110010 0011011 0010000
0011011 0011001 0010000 00110010
0010000 0010000 00110110 01100011
0010000 00110110 01100110 0010000
00110110 01100101 0010000 00110110
0011011 0010000 00110010 00110000
0010000 00110110 00110101 0010000
00110110 01100101 0010000 00110110

