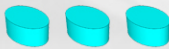


L1 ABHA BASU P3 Whenever it completes a contract, it gains 1 jade. Whenever it receives a jade, it gains (1) END OF TURN: if it has 7 jade, it returns them to the general supply to complete 1 contract in the E space, if present.   /   	L2 ABHA BASU P2 Whenever it completes a contract, it gains 1 jade. Whenever it receives a jade, it gains (1) END OF TURN: if it has 6 jade, it returns them to the general supply to complete 1 contract in the E space, if present.   /   	L3 ABHA BASU P1 Whenever it completes a contract, it gains 1 jade. Whenever it receives a jade, it gains (1) END OF TURN: if it has 5 jade, it returns them to the general supply to complete 1 contract in the E space, if present.   /   
L1 DE WU P3 It needs only 1 die to take the GUILD SEALS action. Whenever it completes a seal, it receives 1 jade. END OF TURN: if it has 4 jade and at least 1 contract in space E, it returns 4 jades to complete 1 contract. END GAME: it gains +1 shield.     / 	L2 DE WU P2 It needs only 1 die to take the GUILD SEALS action. Whenever it completes a seal, it receives 1 jade. END OF TURN: if it has 3 jade and at least 1 contract in space E, it returns 3 jades to complete 1 contract. END GAME: it gains +1 shield.     / 	L3 DE WU P1 It needs only 1 die to take the GUILD SEALS action. Whenever it completes a seal, it receives 1 jade. END OF TURN: if it has 2 jade and at least 1 contract in space E, it returns 2 jades to complete 1 contract. END GAME: it gains +1 shield.     / 

