

Farm

DWARVES OF RUNEGARD

Recruit Core Units

0

Start



Harbour

DWARVES OF RUNEGARD

Send gold to Allies

2

Farm



Market

DWARVES OF RUNEGARD

Recruit Core Mercenary Units

8

Farm



Forge

DWARVES OF RUNEGARD

Recruit non-flying Elite Mercenaries

8

Market Mine



Keep

DWARVES OF RUNEGARD

Standard Units count as Core

6

Barracks



Mercenary Camp

DWARVES OF RUNEGARD

Use Mercenaries as a faction

6

Forge Barracks



Fortress

DWARVES OF RUNEGARD

Receive 100 additional points to build army.

12

Barracks Forge



Logging Camp

DWARVES OF RUNEGARD

Recruit Standard Units

5

Farm



Mess Hall

DWARVES OF RUNEGARD

Core and Standard Mercenaries don't use extra CA

3

Barracks



Mine

DWARVES OF RUNEGARD

**Recruit
Elite Units**

5

Farm

Tavern

DWARVES OF RUNEGARD

**Hire
Characters**

6

Market

Bank

DWARVES OF RUNEGARD

**Core
Mercenaries
fulfill Farm
requirements**

7

Market

Saw Mill

DWARVES OF RUNEGARD

**+1 Gold
per turn**

5

Logging
Camp

Warehouse

DWARVES OF RUNEGARD

**Core Units
discount**

9

Bank

Barracks

DWARVES OF RUNEGARD

**Recruit
Standard
Mercenaries**

8

Logging Camp
Market

Smelter

DWARVES OF RUNEGARD

**+1 Gold
per turn**

5

Mine

Aerie

DWARVES OF RUNEGARD

**Recruit
flying Elite
Mercenaries**

5

Forge

Embassy

DWARVES OF RUNEGARD

**Send Muster
Points
to Allies**

2

Farm

Multiple Cards

Write how many buildings a card represents in the white circle.

<p>Armoury</p> <p>DWARVES OF RUNEGARD</p> <p>+1 extra of each type of Elite Unit</p> <p>3</p> <p>Forge Armoury</p>	<p>Palace Expansion</p> <p>DWARVES OF RUNEGARD</p> <p>+1 Victory Point</p> <p>6</p> <p>Logging Camp, Mine Market, Palace Expansion</p>	<p>Watch Tower</p> <p>DWARVES OF RUNEGARD</p> <p>+1 Foresight</p> <p>3</p> <p>Logging Camp Watch Tower</p>
<p>Outpost</p> <p>DWARVES OF RUNEGARD</p> <p>+1 Intelligence</p> <p>2</p> <p>Mine Outpost</p>	<p>Training Grounds</p> <p>DWARVES OF RUNEGARD</p> <p>+1 Discipline</p> <p>5</p> <p>Farm Training Grounds</p>	