Barracks	Forge	Keep
Recruit Standard Mercenaries 8	Recruit non-flying Elite Mercenaries 8	Standard Units count as Core 6
Logging Camp Market	Market Mine	Barracks

Embassy	Fortress	Logging Camp
Send Muster Points to Allies 2	Receive 100 additional points to build army. 12	Recruit Standard Units 5
Farm	Barracks Forge	Farm

Farm	Harbour	Market
Recruit Core Units 0	Send gold to Allies 2	Recruit Core Mercenary Units 8
Start	Farm	Farm

Mercenary Camp

Use Mercenaries as a faction

6

Forge
Barracks

Outpost

∞ **+1** ∞
Intelligence

∞ **2** ∞

Mine
Outpost

Smelter

+1 Gold per turn

5

Mine

Mess Hall

Core and Standard Mercenaries don't use extra CA

3

Barracks

Palace Expansion

∞ **+1** ∞

Victory Point

∞ **6** ∞

Logging Camp, Mine
Market, Palace
Expansion

Tavern

Hire Characters

6

Market

Mine

Recruit Elite Units

5

Farm

Saw Mill

+1 Gold per turn

5

Logging
Camp

Training Grounds

∞ **+1** ∞

Discipline

∞ **5** ∞

Farm
Training Grounds

Warehouse

Core Units discount

9

Bank

Armoury

∞ **1 extra** ∞
of each type of Elite Unit
∞ **3** ∞

Forge
Armoury

Watch Tower

∞ **+1** ∞
Foresight
∞ **3** ∞

Logging Camp
Watch Tower

Bank

Core Mercenaries fulfill Farm requirements

7

Market

Aerie

Recruit flying Elite Mercenaries

5

Forge