

# Aerie

HIGH FIVES

Recruit flying Elite Mercenaries

5

Forge



# Embassy

HIGH FIVES

Send Muster Points to Allies

2

Farm



# Fortress

HIGH FIVES

Receive 100 additional points to build army.

12

Barracks Forge



# Bank

HIGH FIVES

Core Mercenaries fulfill Farm requirements

7

Market



# Farm

HIGH FIVES

Recruit Core Units

0

Start



# Harbour

HIGH FIVES

Send gold to Allies

2

Farm



# Barracks

HIGH FIVES

Recruit Standard Mercenaries

8

Logging Camp Market



# Forge

HIGH FIVES

Recruit non-flying Elite Mercenaries

8

Market Mine



# Keep

HIGH FIVES

Standard Units count as Core

6

Barracks



Logging  
Camp

HIGH FIVES

Recruit  
Standard  
Units

5

Farm



Mess Hall

HIGH FIVES

Core and  
Standard  
Mercenaries  
don't use  
extra CA

3

Barracks



Smelter

HIGH FIVES

+1 Gold  
per turn

5

Mine



Market

HIGH FIVES

Recruit Core  
Mercenary  
Units

8

Farm



Mine

HIGH FIVES

Recruit  
Elite Units

5

Farm



Tavern

HIGH FIVES

Hire  
Characters

6

Market



Mercenary  
Camp

HIGH FIVES

Use  
Mercenaries  
as a faction

6

Forge  
Barracks



Saw Mill

HIGH FIVES

+1 Gold  
per turn

5

Logging  
Camp



Warehouse

HIGH FIVES

Core Units  
discount



9

Bank



## Multiple Cards

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

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