

Aerie

Orc Army

Recruit flying Elite Mercenaries

5

Forge

Embassy

Orc Army

Send Muster Points to Allies

2

Farm

Fortress

Orc Army

Receive 100 additional points to build army.

12

Barracks Forge

Bank

Orc Army

Core Mercenaries fulfill Farm requirements

7

Market

Farm

Orc Army

Recruit Core Units

0

Start

Harbour

Orc Army

Send gold to Allies

2

Farm

Barracks

Orc Army

Recruit Standard Mercenaries

8

Logging Camp Market

Forge

Orc Army

Recruit non-flying Elite Mercenaries

8

Market Mine

Keep

Orc Army

Standard Units count as Core

6

Barracks

Logging
Camp

Orc Army

Recruit
Standard
Units

5

Farm

Mess Hall

Orc Army

Core and
Standard
Mercenaries
don't use
extra CA

3

Barracks

Smelter

Orc Army

+1 Gold
per turn

5

Mine

Market

Orc Army

Recruit Core
Mercenary
Units

8

Farm

Mine

Orc Army

Recruit
Elite Units

5

Farm

Tavern

Orc Army

Hire
Characters

6

Market

Mercenary
Camp

Orc Army

Use
Mercenaries
as a faction

6

Forge
Barracks

Saw Mill

Orc Army

+1 Gold
per turn

5

Logging
Camp

Warehouse

Orc Army

Core Units
discount

9

Bank

Multiple Cards

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

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