

Aerie

Umanzi Irabasman

Recruit flying Elite Mercenaries

5

Forge

Embassy

Umanzi Irabasman

Send Muster Points to Allies

2

Farm

Fortress

Umanzi Irabasman

Receive 100 additional points to build army.

12

Barracks Forge

Bank

Umanzi Irabasman

Core Mercenaries fulfill Farm requirements

7

Market

Farm

Umanzi Irabasman

Recruit Core Units

0

Start

Harbour

Umanzi Irabasman

Send gold to Allies

2

Farm

Barracks

Umanzi Irabasman

Recruit Standard Mercenaries

8

Logging Camp Market

Forge

Umanzi Irabasman

Recruit non-flying Elite Mercenaries

8

Market Mine

Keep

Umanzi Irabasman

Standard Units count as Core

6

Barracks

Logging Camp

Umanzi Tribesmen

Recruit Standard Units

5

Farm

Mess Hall

Umanzi Tribesmen

Core and Standard Mercenaries don't use extra CA

3

Barracks

Smelter

Umanzi Tribesmen

+1 Gold per turn

5

Mine

Market

Umanzi Tribesmen

Recruit Core Mercenary Units

8

Farm

Mine

Umanzi Tribesmen

Recruit Elite Units

5

Farm

Tavern

Umanzi Tribesmen

Hire Characters

6

Market

Mercenary Camp

Umanzi Tribesmen

Use Mercenaries as a faction

6

Forge Barracks

Saw Mill

Umanzi Tribesmen

+1 Gold per turn

5

Logging Camp

Warehouse

Umanzi Tribesmen

Core Units discount

9

Bank

Multiple Cards

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

The image displays six cards from the game 'Umanzi Tribesmen', arranged in two rows of three. Each card features a title, an effect, a building count, and a corresponding building image. The cards are:

- Armoury**: Effect: +1 extra of each type of Elite Unit. Building count: 3. Building: Forge Armoury.
- Palace Expansion**: Effect: +1 Victory Point. Building count: 6. Building: Logging Camp, Mine, Market, Palace Expansion.
- Watch Tower**: Effect: +1 Foresight. Building count: 3. Building: Logging Camp, Watch Tower.
- Outpost**: Effect: +1 Intelligence. Building count: 2. Building: Mine Outpost.
- Training Grounds**: Effect: +1 Discipline. Building count: 5. Building: Farm, Training Grounds.

Each card has a white circle at the bottom for writing the number of buildings it represents. The background of the cards is a wooden texture with a thatched hut image.