

Barracks

Undead Army

Recruit
Standard
Mercenaries

8

Logging Camp
Market

Forge

Undead Army

Recruit non-
flying Elite
Mercenaries

8

Market
Mine

Keep

Undead Army

Standard
Units count
as Core

6

Barracks

Embassy

Undead Army

Send Muster
Points
to Allies

2

Farm

Fortress

Undead Army

Receive 100
additional points
to build army

12

Barracks
Forge

Logging Camp

Undead Army

Recruit
Standard
Units

5

Farm

Farm

Undead Army

Recruit
Core Units

0

Start

Harbour

Undead Army

Send gold
to Allies

2

Farm

Market

Undead Army

Recruit Core
Mercenary
Units

8

Farm

Mercenary Camp

Undead Army

**Use
Mercenaries
as a faction**

6

**Forge
Barracks**

Saw Mill

Undead Army

**+1 Gold
per turn**

5

**Logging
Camp**

Warehouse

Undead Army

**Core Units
discount**

9

Bank

Mess Hall

Undead Army

**Core and
Standard
Mercenaries
don't use
extra CA**

3

Barracks

Smelter

Undead Army

**+1 Gold
per turn**

5

Mine

Aerie

Undead Army

**Recruit
flying Elite
Mercenaries**

5

Forge

Mine

Undead Army

**Recruit
Elite Units**

5

Farm

Tavern

Undead Army

**Hire
Characters**

6

Market

Bank

Undead Army

**Core
Mercenaries
fulfill Farm
requirements**

7

Market

Multiple Cards

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

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