

Bank

LIZARDMEN

Core
Mercenaries
fulfill Farm
requirements

7

Market

Barracks

LIZARDMEN

Recruit
Standard
Mercenaries

8

Logging Camp
Market

Embassy

LIZARDMEN

Send Muster
Points
to Allies

2

Farm

Farm

LIZARDMEN

Recruit
Core Units

0

Start

Forge

LIZARDMEN

Recruit non-
flying Elite
Mercenaries

8

Market
Mine

Fortress

LIZARDMEN

Receive 100
additional points
to build army.

12

Barracks
Forge

Harbour

LIZARDMEN

Send gold
to Allies

2

Farm

Keep

LIZARDMEN

Standard
Units count
as Core

6

Barracks

Logging
Camp

LIZARDMEN

Recruit
Standard
Units

5

Farm

Market

LIZARDMEN

Recruit Core
Mercenary
Units

8

Farm



Mine

LIZARDMEN

Recruit
Elite Units

5

Farm



Tavern

LIZARDMEN

Hire
Characters

6

Market



Mercenary
Camp

LIZARDMEN

Use
Mercenaries
as a faction

6

Forge
Barracks



Saw Mill

LIZARDMEN

+1 Gold
per turn

5

Logging
Camp



Warehouse

LIZARDMEN

Core Units
discount

9

Bank



Mess Hall

LIZARDMEN

Core and
Standard
Mercenaries
don't use
extra CA

3

Barracks



Smelter

LIZARDMEN

+1 Gold
per turn

5

Mine



Aerie

LIZARDMEN

Recruit
flying Elite
Mercenaries

5

Forge



Multiple Cards

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

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