



Cost – 1 wood

Carpenter

Gain 1 carpenter (orange cube)



Cost – 1 wood

Carpenter

Gain 1 carpenter (orange cube)



Cost – 1 wood, 2 PPs

Mine

Gain one metalworker (black cube)  
and two production points



Cost – 1 ore

Ironmonger

Gain 1 ore worker (black cube)



Cost – 1 ore

Ironmonger

Gain 1 ore worker (black cube)



Cost – 1 wood, 1 PP

Sawmill

Gain 1 carpenter (brown cube) and two  
production points



Cost – 2 ore, 3 PPs

Mine

Gain 2 dwarf slaves (grey cubes)



Cost – 2 ore, 3 PPs

Mine

Gain 2 dwarf slaves (grey cubes)



Cost – 2 ore, 3 PPs

Mine

Gain 2 dwarf slaves (grey cubes)





Cost – 1 wood, 2 PPs

Apothecary

+1 soldier saved after battle



Cost – 1 ore, 1 PP

Lookout

A surprise attack only occurs if a 1 or 2 is rolled



Cost – 1 ore, 1 PP

Lookout

A surprise attack only occurs if a 1 or 2 is rolled



Cost – 1 ore, 2 PPs

Armory

Infantry armor is increased by 1



Cost – 1 wood, 1 PP

Barracks

Gain 1 infantry



Cost – 1 wood, 1 PP

Barracks

Gain 1 infantry



Cost – 1 wood, 1 PP

Fletcher

Gain 1 archer



Cost – 1 wood, 1 PP

Fletcher

Gain 1 archer



Cost – 2 ore, 2 PPs

Gatehouse

Ignore one hit each roll for battles in this region







Cost - 2 ore, 3 PPs

Gatehouse

Ignore one hit each roll for battles in this region



Cost - 1 wood, 1 PP

Harbor

Trade at a distance of +1



Cost - 1 wood, 1 PP

Harbor

Trade at a distance of +1



Cost - 1 wood, 1 PP

Harbor

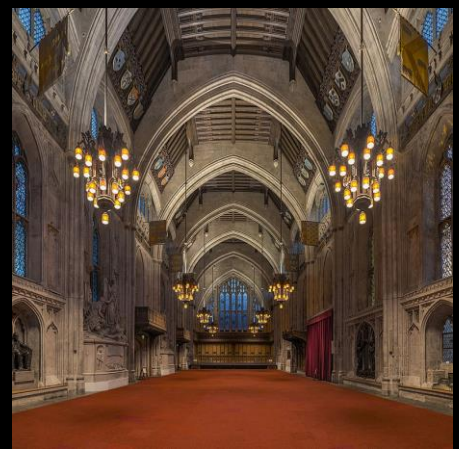
Trade at a distance of +1



Cost - 1 wood

Flour Mill

Gain two production points



Cost - 2 ore

Guild Hall

Gain four production points



Cost - 2 ore

Guild Hall

Gain four production points



Cost - 2 ore

Guild Hall

Gain four production points



Cost - 2 ore

Hospital

+1 soldier saved after battle







Cost - 2 ore

Hospital

+1 soldier saved after battle



Cost - 2 wood

Inn

Gain two production points and two morale



Cost - 2 wood

Inn

Gain two production points and two morale



Cost - 2 wood

Inn

Gain two production points and two morale



Cost - 4 wood

Market

Trade at a 1:1 rate



Cost - 4 wood

Market

Trade at a 1:1 rate



Cost - 5 ore

Square

Gain two respect, gain two production points, and gain two morale



Cost - 5 ore

Square

Gain two respect, gain two production points, and gain two morale



Cost - 5 ore

Square

Gain two respect, gain two production points, and gain two morale









Cost – 5 ore

Self-Statue

Gain five respect



Cost – 5 ore

Self-Statue

Gain five respect



Cost – 2 wood

Stable

Gain one horseman



Cost – 2 wood

Stable

Gain one horseman



Cost – 2 wood, 2 PPs

Theatre

Gain three morale



Cost – 2 wood, 2PPs

Theatre

Gain three morale



Cost – 2 wood, 2PPs

Theatre

Gain three morale



Cost – 1 ore

Town Hall

Gain one respect and one production point



Cost – 1 ore

Town Hall

Gain one respect and one production point







Cost - 1 ore

Town Hall

Gain one respect and one production point



Cost - 1 ore

Town Hall

Gain one respect and one production point



Cost - 2 ore, 5 PPs

Training Grounds

Infantry (standard) attack and defend at a 4, 5, 6, 7, 8, or 9.



Birth Boom

Free - Gain one worker of your opponent's choice



Birth Boom

Free - Gain one worker of your opponent's choice



Cost - 4 ore, 5 PPs

Castle

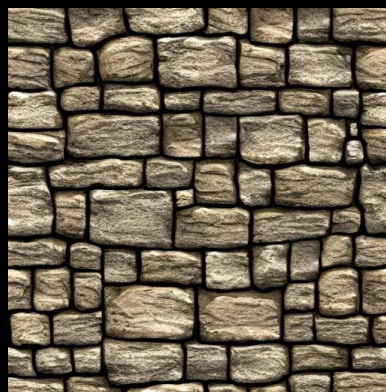
+1 armor for each defending unit



Cost - 4 ore, 5 PPs

Castle

+1 armor for each defending unit

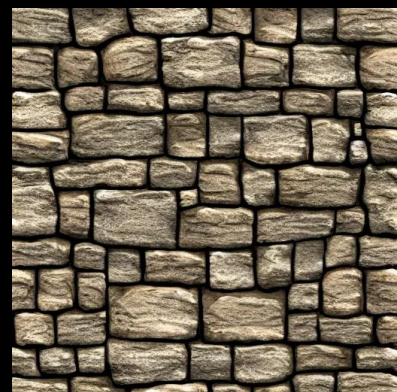


Cost - 4 ore, 3 PPs

Wall

Ignore one hit each roll

ONE TIME USE



Cost - 4 ore, 3 PPs

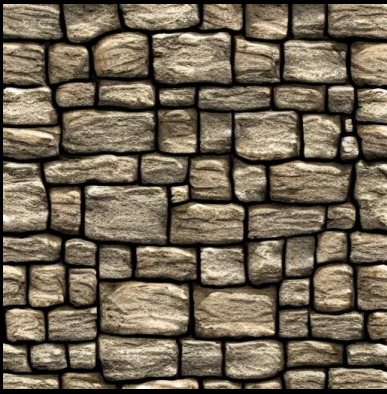
Wall

Ignore one hit each roll

ONE TIME USE







Cost – 4 ore, 3 PPs

Wall

Ignore one hit each roll

ONE TIME USE



Cost – 2 wood, 3 PPs

Estate

Gain four respect



Cost – 2 wood, 3 PPs

Estate

Gain four respect



Cost – 2 wood, 3 PPs

Estate

Gain four respect



Cost – 1 wood

Butcher

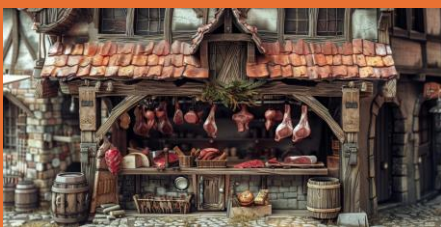
Gain one production point and one morale



Cost – 1 wood

Butcher

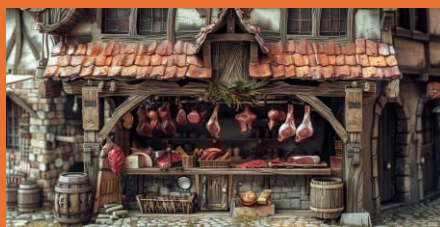
Gain one production point and one morale



Cost – 1 wood

Butcher

Gain one production point and one morale



Cost – 1 wood

Butcher

Gain one production point and one morale



Cost – 1 wood

Clothier

Gain one production point and one morale







Cost – 1 wood

Clothier

Gain one production point and one morale



Cost – 1 wood

Clothier

Gain one production point and one morale



Cost – 1 wood

Clothier

Gain one production point and one morale



Cost – 1 ore

Fountain

Gain one respect and one production point



Cost – 1 ore

Fountain

Gain one respect and one production point



Cost – 4 ore, 4 PPs

Execution Area

Gain five respect



Cost – 4 ore, 4 PPs

Execution Area

Gain five respect



Cost – 4 ore, 4 PPs

Execution Area

Gain five respect



Cost – 2 wood, 5PPs

Archery Range

Archers defend at a 4, 5, 6, 7, 8, or 9

