





## Kingdoms - Resources Sheet

If already purchased, the resource in this shape allows the purchase of the other resources within its dotted box.

Resource in this shape may be purchased **once per turn** by each player.

Resource in this shape may be purchased **once per campaign** by each player. *Underlined resource, e.g. Market, allows purchase of other resources.*

Any resource with an \* cannot be purchased until all other resources in its box are purchased.  
*Example: A Fortress\* requires the ownership of both the Barracks and Forge.*

<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Bank</b>                  Core Mercenaries fulfill Farm                  Core Units requirements             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Warehouse</b>                  Core Units Discount                  Cost: 8             </div>					
<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Barracks</b>                  Recruit Standard Mercenary Units             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Fortress*</b>                  Barracks+Forge                  Extra 100 points                  Cost: 12             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Keep</b>                  Standard Units count                  as Core units                  Cost: 6             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Mercenary Camp*</b>                  Barracks+Forge                  Use Mercenaries as True Faction                  Cost: 6             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Mess Hall</b>                  Core and Standard Mercenaries don't                  use extra Command Actions                  Cost: 3             </div>		
<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Farm</b>                  Recruit {3,4,5} Core Units                  Umenzi may recruit Shamans, but                  they do not count toward minimum                  Core Units.             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Embassy</b>                  Send muster                  points to Allies                  Cost: 2             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Harbor</b>                  Send gold to                  Allies                  Cost: 2             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <u>Logging Camp</u>                  Recruit Standard                  Units                  Cost: 5             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <u>Market</u>                  Recruit Core                  Mercenary Units                  Cost: 8             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <u>Mine</u>                  Recruit Elite                  Units                  Cost: 5             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Training Grounds</b>                  +1 Discipline                  Cost: 5             </div>
<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Forge</b>                  Recruit non-flying Elite                  Mercenary Units             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Aerie</b>                  Recruit Flying Elite                  Mercenary Units                  Cost: 5             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Armory</b>                  1 extra of each type of Elite Unit                  Cost: 3             </div>		<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Fortress*</b>                  Barracks+Forge                  Extra 100 points                  Cost: 12             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Mercenary Camp*</b>                  Barracks+Forge                  Use Mercenaries as True Faction                  Cost: 6             </div>	
<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Logging Camp</b>                  Recruit Standard Units             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <u>Barracks*</u>                  Logging Camp+Market                  Recruit Standard Mercenary Units                  Cost: 8             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Palace Expansion*</b>                  Logging Camp+Market+Mine                  +1 Victory Point Cost: 6             </div>		<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Saw Mill</b>                  +1 gold per turn                  Cost: 5             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Watch Tower</b>                  +1 Foresight                  Cost: 3             </div>	
<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Market</b>                  Recruit Core Mercenary                  Units             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Bank</b>                  Core Mercenaries fulfill Farm                  Core Units requirements                  Cost: 7             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <u>Barracks*</u>                  Logging Camp+Market                  Recruit Standard Mercenary                  Units Cost: 8             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <u>Forge*</u> Market+Mine                  Recruit non-Flying Elite                  Mercenary Units                  Cost: 8             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Tavern</b>                  Hire                  Characters                  Cost: 6             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Palace Expansion*</b>                  Logging Camp+Market+Mine                  +1 Victory Point Cost: 6             </div>	
<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Mine</b>                  Recruit Elite Units             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <u>Forge*</u> Market+Mine                  Recruit non-Flying Elite                  Mercenary Units                  Cost: 8             </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Outpost</b>                  +1 Intelligence                  Cost: 2             </div>		<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Palace Expansion*</b>                  Logging Camp+Market+Mine                  +1 Victory Point Cost: 6             </div>		<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Smelter</b>                  +1 gold per turn                  Cost: 5             </div>