Warfare Developments

Wrath of the Autarch

A Kingdom Building Game

FUELED BY THE DECK OF FATE

Developments Key

- Starting Point → Has Prerequisites
- Unit
- D# — Defends against Threat of this difficulty or less

☐ Barracks — D4

May muster infantry, cancel one warfare threat of difficulty 4 or less each year.

6 | 4 | 0 | 1

Militia

4

Infantry

6

☐ Stables

May muster cavalry

7 | 4 | 0 | 2

Cavalry

9

☐ Great Barracks — D5

May re-draw during Clash of Arms actions, cancel one warfare threat of difficulty 5 or less each year

13 | 6 | 2 | 3

☐ Fletcher

May muster archers

7 | 4 | 0 | 2

Archers

6

☐ Siegecraft

May muster catapults

15 | 8 | 2 | 5

Catapults

10 | 1

☐ Superb Barracks — D6

Draw two, keep one during Clash of Arms actions, cancel one warfare threat of difficulty 6 or less each year

21 | 8 | 4 | 4

☐ Gunpowder

May muster cannons

21 | 9 | 6 | 6

Cannons

12 | 4

☐ Keep

11 | 8 | 3 | 2

☐ Castle

17 | 13 | 6 | 4