

# Armies

## *"Eternal Gamer"*

### 1 Introduction

Army is a special Follower - actually multiple Follower under your leadership. Army begins with a Strength of 1. Army adds their Strength to Leaders (Characters) Strength in Combat.

### 2 Recruiting

Increase army strength by recruiting.

- Recruit at home space: 1 gold per +1 bonus
- Recruit at village or city: 1 gold per +1 bonus
- If Village or City starter: Pay 2 gold for +3 bonus then +1/gold afterward
- Redo Knight: recruit at Royal Castle
- Redo Necromancer: recruit at Graveyard

### 3 Notes

- General Character army bonus
- Event Card: Armies of Enemies, double, triple, then quadruple monsters
- Holy Man: army bonus versus Spirits
- If defeated by 1 each soldier and character rolls and if roll => number defeated by then dies minimum loss = 1 soldier
- Pay Follower 1 gold - joins Army
- Pay Mercenary 3 gold - +3 to Army