



Mercenaries

Mini-Expansion

Setup: Shuffle the **Mercenary Cards** under the table and randomly draw 1 card per player. For 2 players, draw a 3rd Mercenary Card. Place these cards and their **corresponding miniatures** in an area within reach of the players. The unused miniatures and cards can be placed back in the box.

Recruiting: Mercenaries are Hero Units that any player can acquire by taking or following a *Recruit Action*:

- Pay its cost (3 Ore, 3 Magic, and 3 Food).
- Place the corresponding miniature into your Capital City's Courtyard.
- Take the Mercenary's Card.
- Each player may only have 1 Mercenary in play at a time.
- Mercenaries do not require Buildings in your Capital City to be recruited.

Boarding Vessels: Only certain Mercenaries can enter Vessels. Whether they can or cannot is listed on their Mercenary Card.

Destroyed Mercenaries: If killed or sacrificed in Battle, Mercenaries and their cards are returned to the general supply and may be recruited again by any player.

Firing a Mercenary: Unlike other Units, at any time, a player may “**Fire**” a Mercenary and send it and its card back to the supply. This may be done to hire another Mercenary.

Abilities: Like regular player Heroes, Mercenaries have unique abilities that are unlocked as the player’s Capital City reaches higher levels.

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