

Knight



Name	Peasant	Archer	Pikemen	Swordsmen	Cavalry	Paladin
Hit Points	1	10	15	25	30	50
Speed	Slow	Slow	Medium	Medium	Fast	Fast
Attack	1	5	5	7	10	11
Defense	1	3	9	9	9	12
Damage	1	2-3	3-4	4-6	5-10	10-20
Cost	20	150	200	250	300	600
Spec. Ability	None	12 Shots	None	None	None	2 Attacks

Barbarian



Name	Goblin	Orc	Wolf	Ogre	Troll	Cyclops
Hit Points	3	10	20	40	40	80
Speed	Medium	Slow	Fast	Slow	Medium	Medium
Attack	3	3	6	9	10	12
Defense	1	4	2	5	5	9
Damage	1-2	2-3	3-5	4-6	5-7	12-24
Cost	40	140	200	300	600	C+750
Spec. Ability	None	8 Shots	2 Attacks	None	8 Shots	20% Paralyze, Regenerates Attack 2 Spaces.

Miscellaneous



Name	Rogue	Nomad	Ghost	Genie
Hit Points	4	20	20	50
Speed	Fast	Fast	Med./Fly	Fast/Fly
Attack	6	7	8	10
Defense	1	6	7	9
Damage	1-2	2-5	4-6	20-30
Cost	50	200	n/a	G+650
Spec. Ability	Enemy can't retaliate	None	Kills=more ghost	10% halve enemy unit

Sorceress



Name	Sprite	Dwarf	Elf	Druid	Unicorn	Phoenix
Hit Points	2	20	15	25	40	100
Speed	Med./Fly	Slow	Medium	Fast	Medium	Fast/Fly
Attack	4	6	4	7	10	12
Defense	2	5	3	5	9	10
Damage	1-2	2-4	2-3	5-8	7-14	20-40
Cost	50	200	250	350	500	M+1500
Spec. Ability	Enemy can't retaliate	25% resist magic	24 Shots 2 shots/rnd	8 Shots	20% Blind	Attack 2 Spaces

Warlock



Name	Centaur	Gargoyle	Griffin	Minotaur	Hydra	Dragon
Hit Points	5	15	25	35	75	200
Speed	Medium	Fast/Fly	Med./Fly	Medium	Slow	Med./Fly
Attack	3	4	6	9	8	12
Defense	1	7	6	8	9	12
Damage	1-2	2-3	3-5	5-10	6-12	25-50
Cost	60	200	300	400	800	S+3000
Spec. Ability	8 Shots	None	Unlimited Retaliation	None	Attacks all adj. spaces enemy can't retaliate	Immune to magic, Attack 2 spaces

HEROES of Might and Magic



Knight



Thatched Hut



Archery Range



Well



Tavern



Blacksmith



Armory



Jousting Arena



Cathedral

Barbarian



Hut



Den



Adobe



Stick Hut



Bridge



Pyramid

Sorceress



Treehouse



Archery Range



Tavern



Mage Guild



Cottage



Stonehenge



Fenced Meadow



Red Tower

Warlock



Cave



Nest



Crypt



Swamp



Maze



Black Tower