

## NEUTRAL



Name:	Peasant	Halfling	Rogue	Boar	Nomad	Mummy	Troll
Health	1	4	10	15	30	30	40
Speed	3	5	6	6	7	5	7
Attack	1	4	8	6	9	7	14
Defense	1	2	3	5	8	7	7
Damage	1	1-3	2-4	2-3	2-6	3-5	10-15
Cost	10	40	100	150	200	300	500
Shots	0	24	0	0	0	0	0
Fly	No	No	No	No	No	No	No
Special	No	Yes	Yes	No	Yes	Yes	Yes



Name:	Sharpshooter	Enchanter	Gold Golem	Diamond Golem	Catapult	Ballista	First Aid Tent	Ammo Cart
Health	15	30	50	60	1000	250	75	100
Speed	9	9	5	5	0	0	0	0
Attack	12	17	11	13	10	10	0	0
Defense	10	12	12	12	10	10	0	5
Damage	8-10	14	8-10	10-14	0	2-3	0	0
Cost	400	750	500	750	0	2500	750	1000
Shots	32	32	0	0	24	24	0	0
Fly	No	No	No	No	No	No	No	No
Special	Yes	Yes	Yes	Yes	No	No	No	No



Name:	Faerie Dragon	Rust Dragon	Crystal Dragon	Azure Dragon
Health	500	750	800	1000
Speed	15	17	16	19
Attack	20	30	40	50
Defense	20	30	40	50
Damage	20-30	50	60-75	70-80
Cost	10000+8 Gems	15000+14 Sulfur	20000+10 Crystal	30000+20 Mercury
Shots	0	0	0	0
Fly	Yes	Yes	No	Yes
Special	Yes	Yes	Yes	Yes

# HEROES III

OF MIGHT AND MAGIC™

## ARMAGEDDON'S BLADE™

### Creature Generator Build Order



**3DO™**  
NEW WORLD COMPUTING

A Conflux is home to the Elementalist and Planeswalker. Composed primarily of elemental creatures, the Conflux does offer home to the Sprites and the elusive Phoenix. What makes Conflux towns unique is their emphasis on creatures of mid-range power. Generals continue to debate if this is the strategic strength or weakness of such towns. Regardless, all agree it takes an astute commander to effectively lead a Conflux army.



## INFERNO



Name:	Imp	Gog	Hell Hound	Demon	Pit Fiend	Efreeti	Devil
Health-	4	13	25	35	45	90	160
Speed-	5	4	7	5	6	9	11
Attack-	2	6	10	10	13	16	19
Defense-	3	4	6	10	13	12	21
Damage-	1-2	2-4	2-7	7-9	13-17	16-24	30-40
Cost-	50	125	200	250	500	900	2700+1 Mercury
Shots-	0	12	0	0	0	0	0
Fly-	No	No	No	No	No	Yes	Yes
Special-	No	No	No	No	No	Yes	Yes

## NECROPOLIS



Name:	Skeleton	Walking Dead	Wight	Vampire	Lich	Black Knight	Bone Dragon
Health-	6	15	18	30	30	120	150
Speed-	4	3	5	6	6	7	9
Attack-	5	5	7	10	13	16	17
Defense-	4	5	7	9	10	16	15
Damage-	1-3	2-3	3-5	5-8	11-13	15-30	25-50
Cost-	60	100	200	360	550	1200	1800
Shots-	0	0	0	0	12	0	0
Fly-	No	No	Yes	Yes	No	No	Yes
Special-	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## RAMPART



Name:	Centaur	Dwarf	Wood Elf	Pegasus	Dendroid Guard	Unicorn	Green Dragon
Health-	8	20	15	30	55	90	180
Speed-	6	3	6	8	3	7	10
Attack-	5	6	9	9	9	15	18
Defense-	3	7	5	8	12	14	18
Damage-	2-3	2-4	3-5	5-9	10-14	18-22	40-50
Cost-	70	120	200	250	350	850	2400+1 Crystal
Shots-	0	0	24	0	0	0	0
Fly-	No	No	No	Yes	No	No	Yes
Special-	No	Yes	No	Yes	Yes	Yes	Yes

## INFERNO UPGRADES



Name:	Familiar	Magog	Cerberus	Horned Demon	Pit Lord	Efreet Sultan	Arch Devil
Health-	4	13	25	40	45	90	200
Speed-	7	6	8	6	7	13	17
Attack-	4	7	10	10	13	16	26
Defense-	4	4	8	10	13	14	28
Damage-	1-2	2-4	2-5	7-9	13-17	16-24	30-40
Cost-	60	175	250	270	700	1100	4500+2 Mercury
Shots-	0	24	0	0	0	0	0
Fly-	No	No	No	No	No	Yes	Yes
Special-	Yes	Yes	Yes	No	Yes	Yes	Yes

## NECROPOLIS UPGRADES



Name:	Skeleton Warrior	Zombie	Wraith	Vampire Lord	Power Lich	Dread Knight	Ghost Dragon
Health-	6	20	18	40	40	120	200
Speed-	5	4	7	9	7	9	14
Attack-	6	5	7	10	13	18	19
Defense-	6	5	7	10	10	18	17
Damage-	1-3	2-3	3-5	5-8	11-15	15-30	25-50
Cost-	70	125	230	500	600	1500	3000+1 Mercury
Shots-	0	0	0	0	24	0	0
Fly-	No	No	Yes	Yes	No	No	Yes
Special-	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## RAMPART UPGRADES



Name:	Centaur Captain	Battle Dwarf	Grand Elf	Silver Pegasus	Dendroid Soldier	War Unicorn	Gold Dragon
Health-	10	20	15	30	65	110	250
Speed-	8	5	7	12	4	9	16
Attack-	6	7	9	9	9	15	27
Defense-	3	7	5	10	12	14	27
Damage-	2-3	2-4	3-5	5-9	10-14	18-22	40-50
Cost-	90	150	225	275	425	950	4000+2 Crystal
Shots-	0	0	24	0	0	0	0
Fly-	No	No	No	Yes	No	No	Yes
Special-	No	Yes	Yes	Yes	Yes	Yes	Yes

## CASTLE



Name:	Pikeman	Archer	Griffin	Swordsman	Monk	Cavalier	Angel
Health-	10	10	25	35	30	100	200
Speed-	4	4	6	5	5	7	12
Attack-	4	6	8	10	12	15	20
Defense-	5	3	8	12	7	15	20
Damage-	1-3	2-3	3-6	6-9	10-12	15-25	50
Cost-	60	100	200	300	400	1000	3000
Shots-	0	12	0	0	12	0	0
Fly-	No	No	Yes	No	No	No	Yes
Special-	No	No	Yes	No	No	Yes	Yes

## DUNGEON



Name:	Troglodyte	Harpy	Beholder	Medusa	Minotaur	Manticore	Red Dragon
Health-	5	14	22	25	50	80	180
Speed-	4	6	5	5	6	7	11
Attack-	4	6	9	9	14	15	19
Defense-	3	5	7	9	12	13	19
Damage-	1-3	1-4	3-5	6-8	12-20	14-20	40-50
Cost-	50	130	250	300	500	850	2500+1 Sulfur
Shots-	0	0	12	4	0	0	0
Fly-	No	Yes	No	No	No	Yes	Yes
Special-	Yes	Yes	Yes	Yes	Yes	No	Yes

## FORTRESS



Name:	Gnoll	Lizardman	Serpent Fly	Basilisk	Gorgon	Wyvern	Hydra
Health-	6	12	20	35	70	70	175
Speed-	4	4	9	5	5	7	5
Attack-	3	5	6	11	10	14	16
Defense-	5	6	8	11	14	14	18
Damage-	2-3	1-3	2-5	6-10	12-16	14-18	25-45
Cost-	50	110	220	325	525	800	2200
Shots-	0	12	0	0	0	0	0
Fly-	No	No	Yes	No	No	Yes	No
Special-	No	No	Yes	Yes	No	No	Yes

## CASTLE UPGRADES



Name:	Halberdier	Marksman	Royal Griffin	Crusader	Zealot	Champion	Archangel
Health-	10	10	25	35	30	100	250
Speed-	5	6	9	6	7	9	18
Attack-	6	6	9	12	12	16	30
Defense-	5	3	9	12	10	16	30
Damage-	2-3	2-3	3-6	7-10	10-12	20-25	50
Cost-	75	150	240	400	450	1200	5000
Shots-	0	24	0	0	24	0	0
Fly-	No	No	Yes	No	No	No	Yes
Special-	No	Yes	Yes	Yes	Yes	Yes	Yes

## DUNGEON UPGRADES



Name:	Infernal Troglodyte	Harpy Hag	Evil Eye	Medusa Queen	Minotaur King	Scorpicores	Black Dragon
Health-	6	14	22	30	50	80	300
Speed-	5	9	7	6	8	11	15
Attack-	5	6	10	10	15	16	25
Defense-	4	6	8	10	15	14	25
Damage-	1-3	1-4	3-5	6-8	12-20	14-20	40-50
Cost-	65	170	280	330	575	1050	4000+2 Sulfur
Shots-	0	0	24	8	0	0	0
Fly-	No	Yes	No	No	No	Yes	Yes
Special-	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## FORTRESS UPGRADES



Name:	Gnoll Marauder	Lizard Warrior	Dragon Fly	Greater Basilisk	Mighty Gorgon	Wyvern Monarch	Chaos Hydra
Health-	6	12	20	40	70	70	250
Speed-	5	5	13	7	6	11	7
Attack-	4	5	6	12	11	14	18
Defense-	6	7	8	12	16	14	20
Damage-	2-3	2-3	2-5	6-10	12-16	18-22	25-45
Cost-	70	130	240	400	600	1100	3500+1 Sulfur
Shots-	0	24	0	0	0	0	0
Fly-	No	No	Yes	No	No	Yes	No
Special-	No	No	Yes	Yes	Yes	Yes	Yes