

King's Bounty

Reference Card

Character Advancement	Villains caught	Leadership	Maximum # spells	Spell Power	Commission /week
Knight	-	100	2	1*	1000
General	2	+100	+3	+1	+1000
Marshal	8	+300	+4	+1	+2000
Lord	14	+500	+5	+2	+4000
Paladin	-	80	3	1*	1000
Crusader	2	+80	+4	+2	+1000
Avenger	7	+240	+5	+2	+2000
Champion	13	+400	+6	+2	+4000
Barbarian	-	100	2	0*	2000
Chieftain	1	+100	+2	+1	+2000
Warlord	5	+300	+3	+1	+2000
Overlord	10	+500	+3	+1	+2000
Sorceress	-	60	5	2	3000
Magician	3	+60	+8	+3	+1000
Mage	6	+180	+10	+5	+1000
Archmage	12	+300	+12	+5	+1000

* Must learn magic to cast spells

Morale Chart

Units Morale Group:

Other Units in Army:		A	B	C	D	E
	A	N	N	N	N	N
	B	N	N	N	N	N
	C	N	N	H	N	N
	D	L	N	L	H	N
	E	L	L	L	N	N

L = Low morale (if any low in army).

N = Normal morale.

H = High morale (only if all units are H).

A Few = 1 - 9

Some = 10 - 19

Many = 20 - 49

A Lot = 50 - 99

A Horde = 100 - 499

A Multitude = 500+

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Monsters	Skill Level	Hit Points	Movement	Damage Attack, Shoot	Recruitment Cost (ea)	Morale Group
Castle						
Militia	2	2	2	1-2	50	A
Archers ¹	2	10	2	1-2/1-3	250	B
Pikemen	3	10	2	2-4	300	B
Cavalry	4	20	4	3-5	800	B
Knights	5	35	1	6-10	1000	B
Plains						
Peasants	1	1	1	1	10	A
Wolves	2	3	3	1-3	40	D
Nomads	3	15	2	2-4	300	C
Barbarians	4	40	3	1-6	750	C
Archmages ²	5	25	Fly+1	2-3	1200	C
Forest						
Sprites	1	1	Fly+1	1-2	15	C
Gnomes	2	5	1	1-3	60	C
Elves ³	3	10	3	1-2/2-4	200	C
Trolls ⁴	4	50	1	2-5	1000	D
Druids ⁵	5	25	2	2-3	700	C
Hills						
Orcs ⁶	2	5	2	2-3/1-2	75	D
Dwarves	3	20	1	2-4	350	C
Ogres	4	40	1	3-5	750	D
Giants ⁷	5	60	3	10-20/5-10	2000	C
Dragons ⁸	6	200	Fly+1	25-50	5000	D
Dungeon						
Skeletons	2	3	2	1-2	40	E
Zombies	2	5	1	2-2	50	E
Ghosts ⁹	4	10	3	3-4	400	E
Vampires ¹⁰	5	30	Fly+1	3-6	1500	E
Demons ¹¹	6	50	Fly+1	5-7	3000	E

1 : Archers have 12 shots.

2 : Archmages may cast 2 Fireball spells.

3 : Elves have 24 shots.

4 : Living Trolls regenerate to full hit points.

5 : Druids may cast 3 Lightning Bolt spells.

6 : Orcs have 6 shots.

7 : Giants have 6 shots.

8 : Dragons are immune to magic.

9 : Ghosts absorb creatures they kill.

10 : Vampires heal their own wounds equal to the damage they inflict.

11 : Demons may halve any troop.