

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:

| | | | | | |
|---|---|---|---|---|---|
| | 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 |

Other Units in Army:

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.