



5004410 - HEROES OF MIGHT & MAGIC 5 COLLECTOR FACTION DOC

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# HEROES V

OF MIGHT AND MAGIC

FACTION  
DOCUMENT





## HAVEN



### Knight

primary attribute: defence  
secondary attribute: Attack

initial skill: Training  
raise units to the next tier +  
counter-attacking is more effective

## HEROES



## NECROPOLIS

### Necromancer

primary attribute: spellpower  
secondary attribute: defence

initial skill: Necromancy  
turn some of the fallen enemy  
creatures into skeletons



## DUNGEON

### Sorcerer

primary attribute: spellpower  
secondary attribute: Attack

initial skill: elemental blows  
additional damage when attacking  
creatures of opposite element



## SYLVAN

### Ranger

primary attribute: defence  
secondary attribute: knowledge

initial skill: racial enemy  
double damage on 1 to 4 chosen  
enemy creatures

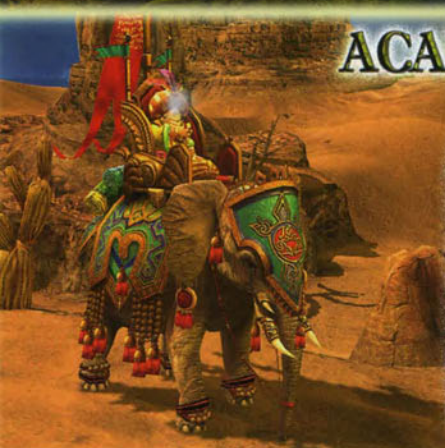


## ACADEMY

### Wizard

primary attribute: knowledge  
secondary attribute: spellpower

initial skill: Master of artifacts  
produce mini artifacts for your  
creatures



## INFERNO

### Demon Lord

primary attribute: Attack  
secondary attribute: knowledge

initial skill: gating  
creatures can summon their kin  
once per battle







PIXIE

01	Attack	02
01	defense	01
01	damage min	02
02	damage max	02
05	health	06
12	initiative	14
07	speed	07
00	shoots	00
00	spellpoints	10
10	B-pop	10
35	price	35



SPRITE

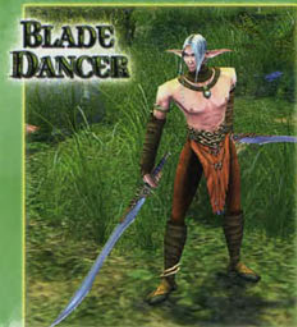


UNICORN

12	Attack	17
12	defense	17
10	damage min	10
20	damage max	20
57	health	77
12	initiative	12
07	speed	07
00	shoots	00
00	spellpoints	00
03	B-pop	03
700	price	900



SILVER UNICORN



BLADE DANCER

03	Attack	04
02	defense	03
02	damage min	03
05	damage max	05
12	health	12
11	initiative	15
06	speed	06
00	shoots	00
00	spellpoints	00
09	B-pop	09
65	price	90



WAR DANCER



TREANT

19	Attack	19
27	defense	29
07	damage min	10
17	damage max	20
175	health	181
07	initiative	07
06	speed	06
00	shoots	00
00	spellpoints	00
02	B-pop	02
1200	price	1500



ANCIENT TREANT



HUNTER

04	Attack	05
01	defense	04
04	damage min	05
07	damage max	08
10	health	14
10	initiative	10
05	speed	05
12	shoots	16
00	spellpoints	00
07	B-pop	07
125	price	190



MASTER HUNTER

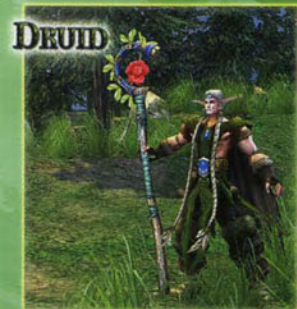


GREEN DRAGON

27	Attack	31
25	defense	27
30	damage min	33
50	damage max	57
200	health	200
12	initiative	14
08	speed	09
00	shoots	00
00	spellpoints	00
01	B-pop	01
3500	price	4700



EMERALD DRAGON



DRUID

07	Attack	12
07	defense	09
07	damage min	09
09	damage max	14
34	health	33
10	initiative	10
05	speed	04
05	shoots	07
12	spellpoints	15
04	B-pop	04
310	price	425



DRUID ELDER

# SYLVAN



# GREMLIN



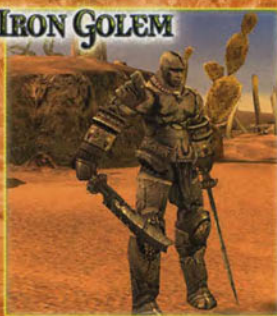
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02	defense	02
01	damage min	01
02	damage max	02
05	health	06
07	initiative	11
03	speed	05
05	shoots	07
00	spellpoints	10
20	B-pop	20
22	price	35

# STONE GARGOYLE



03	Attack	03
04	defense	05
01	damage min	01
01	damage max	02
15	health	20
09	initiative	10
06	speed	07
00	shoots	00
00	spellpoints	00
14	B-pop	14
45	price	70

# IRON GOLEM



05	Attack	06
05	defense	06
03	damage min	05
05	damage max	07
18	health	24
07	initiative	07
04	speed	04
00	shoots	00
00	spellpoints	00
09	B-pop	09
90	price	130

# MAGE



10	Attack	10
10	defense	10
07	damage min	07
07	damage max	07
18	health	30
10	initiative	10
04	speed	04
03	shoots	04
10	spellpoints	17
05	B-pop	05
250	price	340

# ACADEMY



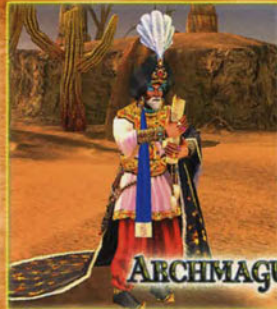
MASTER GREMLIN



OBSIDIAN GARGOYLE



STEEL GOLEM



ARCHMAGE



DJINN



RAKSHASA RANI



COLOSSUS

13	Attack	15
12	defense	13
12	damage min	16
16	damage max	22
33	health	40
12	initiative	12
07	speed	08
00	shoots	00
00	spellpoints	00
03	B-pop	03
480	price	700

25	Attack	25
20	defense	20
15	damage min	23
23	damage max	30
120	health	140
09	initiative	08
05	speed	06
00	shoots	00
00	spellpoints	00
02	B-pop	02
1400	price	1770

27	Attack	30
27	defense	30
40	damage min	40
70	damage max	70
175	health	190
10	initiative	10
06	speed	06
00	shoots	00
00	spellpoints	00
01	B-pop	01
3500	price	4700

# DJINN SULTAN



# RAKSHASA RAJA



# TITAN





# HAVEN



PEASANT

01	Attack	01
01	Defense	01
01	Damage min	01
01	Damage max	02
03	Health	06
08	Initiative	08
04	Speed	04
00	Shoots	00
00	Spellpoints	00
22	B-pop	22
20	Price	30



CONSCRIPT



PRIEST

12	Attack	16
12	Defense	16
09	Damage min	09
12	Damage max	12
54	Health	80
10	Initiative	10
05	Speed	05
07	Shoots	07
00	Spellpoints	12
03	B-pop	03
650	Price	900



INQUISITOR



ARCHER

04	Attack	04
03	Defense	04
02	Damage min	02
04	Damage max	08
07	Health	10
09	Initiative	08
04	Speed	04
10	Shoots	12
00	Spellpoints	00
12	B-pop	12
50	Price	80



MARKSMAN



CAVALIER

23	Attack	24
21	Defense	24
20	Damage min	20
30	Damage max	30
90	Health	100
11	Initiative	12
07	Speed	08
00	Shoots	00
00	Spellpoints	00
02	B-pop	02
1250	Price	1550



PALADIN



FOOTMAN

04	Attack	05
08	Defense	09
02	Damage min	02
04	Damage max	05
16	Health	26
08	Initiative	08
04	Speed	04
00	Shoots	00
00	Spellpoints	00
10	B-pop	10
90	Price	130



SQUIRE



ANGEL

27	Attack	31
27	Defense	31
45	Damage min	50
45	Damage max	50
180	Health	220
11	Initiative	11
06	Speed	08
00	Shoots	00
00	Spellpoints	00
01	B-pop	01
3200	Price	4200



ARCHANGEL



GRIFFIN

07	Attack	09
05	Defense	08
05	Damage min	02
10	Damage max	15
30	Health	35
15	Initiative	15
07	Speed	07
00	Shoots	00
00	Spellpoints	00
05	B-pop	05
260	Price	360



IMPERIAL GRIFFIN



# DUNGEON

**SCOUT**



03	attack	04
03	defense	03
02	damage min	02
04	damage max	04
10	health	14
10	initiative	12
05	speed	05
05	shoots	05
00	spellpoints	00
07	8-pop	07
60	price	100

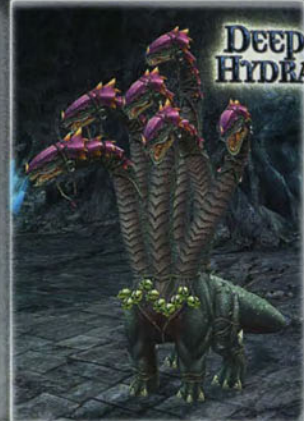


**ASSASSIN**



**HYDRA**

15	attack	15
12	defense	15
07	damage min	09
14	damage max	14
80	health	125
07	initiative	07
05	speed	05
00	shoots	00
00	spellpoints	00
03	8-pop	03
700	price	900



**DEEP HYDRA**

**BLOOD MAIDEN**



04	attack	05
02	defense	03
05	damage min	05
07	damage max	07
16	health	16
14	initiative	16
07	speed	08
00	shoots	00
00	spellpoints	00
05	8-pop	05
125	price	175



**BLOOD FURY**



**SHADOW WITCH**

18	attack	20
18	defense	20
17	damage min	17
24	damage max	27
80	health	90
10	initiative	10
04	speed	04
04	shoots	04
11	spellpoints	14
02	8-pop	02
1400	price	1700



**SHADOW MATRIARCH**

**MINOTAUR**



05	attack	05
02	defense	02
04	damage min	04
07	damage max	07
31	health	35
08	initiative	08
05	speed	05
00	shoots	00
00	spellpoints	00
06	8-pop	06
140	price	200



**MINOTAUR GUARD**



**SHADOW DRAGON**

25	attack	30
24	defense	30
45	damage min	45
70	damage max	70
200	health	240
10	initiative	10
09	speed	09
00	shoots	00
00	spellpoints	00
01	8-pop	01
3700	price	4500



**BLACK DRAGON**

**DARK RAIDER**



09	attack	10
07	defense	09
07	damage min	07
12	damage max	14
40	health	60
11	initiative	11
06	speed	08
00	shoots	00
00	spellpoints	00
04	8-pop	04
300	price	450



**GRIM RAIDER**



# INFERNO

Imp



02	Attack	03
01	defense	02
01	damage min	02
02	damage max	03
04	health	06
13	initiative	13
05	speed	05
00	shoots	00
00	spellpoints	00
16	B-pop	16
25	price	45

FAMILIAR



HORNEDEMON



01	Attack	03
03	defense	04
01	damage min	01
02	damage max	04
13	health	13
07	initiative	08
05	speed	05
00	shoots	00
00	spellpoints	00
15	B-pop	15
40	price	60

HORNEDEVERSEER



HELL HOUND

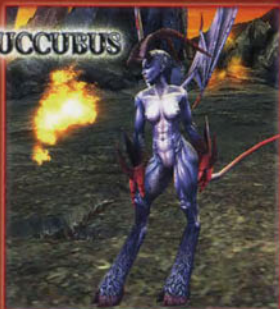


04	Attack	04
02	defense	02
03	damage min	04
05	damage max	06
15	health	15
13	initiative	13
07	speed	08
00	shoots	00
00	spellpoints	00
08	B-pop	08
110	price	160

CERBERUS



SUCCUBUS



06	Attack	06
06	defense	06
06	damage min	06
13	damage max	13
20	health	30
10	initiative	10
04	speed	04
06	shoots	06
00	spellpoints	00
05	B-pop	05
240	price	350

SUCCUBUS MISTRESS



HELL CHARGER



PIT FIEND



DEVIL



13	Attack	18
13	defense	18
08	damage min	08
16	damage max	16
50	health	66
16	initiative	16
07	speed	08
00	shoots	00
00	spellpoints	00
03	B-pop	03
480	price	666

NIGHTMARE



PIT LORD



ARCH DEVIL



27	Attack	31
25	defense	29
36	damage min	36
66	damage max	66
166	health	199
11	initiative	11
07	speed	07
00	shoots	00
00	spellpoints	00
01	B-pop	01
3666	price	4666



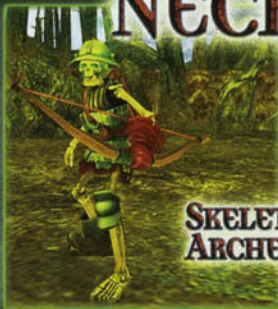
# NECROPOLIS

## SKELETON

01	Attack	01
02	defense	02
01	damage min	01
01	damage max	02
04	health	05
10	initiative	10
05	speed	04
00	shoots	08
00	spellpoints	00
20	W-pop	20
17	price	30



## SKELETON ARCHER



## LICH



15	Attack	19
15	defense	19
12	damage min	16
17	damage max	20
50	health	55
10	initiative	10
03	speed	03
05	shoots	06
00	spellpoints	16
03	W-pop	03
700	price	900



## ARCHLICH

## ZOMBIE

01	Attack	02
02	defense	02
01	damage min	02
02	damage max	03
17	health	17
06	initiative	07
04	speed	04
00	shoots	00
00	spellpoints	00
15	W-pop	15
45	price	65



## PLAGUE ZOMBIE



## WIGHT



24	Attack	26
22	defense	24
20	damage min	25
25	damage max	30
95	health	100
11	initiative	11
06	speed	06
00	shoots	00
00	spellpoints	00
02	W-pop	02
1400	price	1800



## WRAITH

## GHOST

04	Attack	04
04	defense	04
03	damage min	05
07	damage max	07
08	health	12
10	initiative	10
05	speed	05
00	shoots	00
00	spellpoints	00
09	W-pop	09
100	price	140



## SPECTRE



## VAMPIRE

06	Attack	09
06	defense	09
06	damage min	07
08	damage max	11
30	health	35
11	initiative	11
06	speed	07
00	shoots	00
00	spellpoints	00
05	W-pop	05
240	price	350



## VAMPIRE LORD



## BONE DRAGON



27	Attack	30
28	defense	28
15	damage min	25
30	damage max	35
150	health	160
11	initiative	11
06	speed	07
00	shoots	00
00	spellpoints	00
01	W-pop	01
2400	price	2900



## SPECTRAL DRAGON