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Legion td warcraft 3 heroes

Forums > Off Topic > Off-Topic Discussion > 'Off topic Discussion' discussion initiated by s0n0fagun on February 1, 2019. Page 2 3 < Prev 1 2 3 Next > Forums > Topic > Off-topic Discussion > LEGION TD Warcraft III is a popular mode for: Frozen Throne. It has been played millions of times since its release in 2009. Now a standalon game for PC: Legion TD 2. Legion TD Battle Heroes Mod feat Horse Legion TD Heroes 1.3 Mod by Horse You can train maximum or buy 3 Heroes. Hero Kills - No Gold Fixes 1.23b referred to: - 4 new Town Hall - Appe glyphe - Kodo B Important Tip: Normal Units and Towers kills don't get gold. Rate this map: (1) Good - (5) Bad Share this map: Tweet Download LTDHeroes1.3.w3x Report This Map Category: Tower Defense (Cooperative) Tileset: Cityscape Dimensions: 128x128 Playable Area: 106x90 Recommended Players: 1v1,2v2, 3v3,4v4 Size: 0.5 MB Sent: February 17, 2016 08:13 Rating: 1 Good 5 Bad Downloads: 733 Warcraft 3 Reforged Legion TD Welcome to Best Units Level List, this special map for WC3R , allowing the player to defend for his kings, defending the upcoming Neutral and even sending enemy npc. Here we will explain how this Legion TD Level List works, each ranking holds many units and gives them a general idea of how much value they are worth within this custom map. S Tier – (Best) Legion TD Tier List.A Tier - (Strong) Very strong, but S Tier.B Tier – (Good) is not as valuable as Solid Choice and can be strong with the right combination of the highest ranking units. C Tier – (Average) The middle of the package is not really a good or a bad thing. D Tier – (Below Average) Slightly on the weak side of an average selection. E Tier – (Weak) I wouldn't recommend unless you're powerless and enjoy the unit playing style. Situational Level – (Flex) These options are almost good only when used for certain waves or as counters against enemy units. After understanding what each ranking in the Warcraft 3 Legion TD Level List means, we can finally divide them all into 2 sections. The first part will be focused on the Early Game Ranking of these Units, and the second part is for Medium Game as well as what will change depending on the length of the game. Best Units Early GameThis game is the most ideal units to grab early and even upgrade early. S Tier - Archer, Yggdrasil, Aqua Spirit, Goblin Scientist, Lord of DeathA Tier - Machine Taret, Prisoner, Phantom, HarlotB Tier – Orc Warrior, Goblin Alchemist, Sprite, Grizzly, Wyvern, Meat Wagon, Spawn of Dragon, Infantry, NightmareC Tier - Sea Giant, Druid, Halfbreed, Sentry, Komodo, Mudman, Frost Wolf, AcolyteD Tier - Moon Guard, Orc Warchief, Geomancer, Gateguard, Outcast, Tempest, Tribesman, Ghoul, HatchlingE Tier - Neotank, Steamroller, Seer of Darkness , Dragon Hawk, MinotaurSituational Tier – Guardian of Death, Disciple, Orc Warlock, Necrolyte, Landmine, Egg Sack, Bottom Feeder, Gllno, Warrior, Basy, Harp, Harp Warrior, Ghost, Wanderer, Dark Priest, Overseer, Ranger, Ice Troll, Medical Man, Polar Bear, Young Witch Doctor, Captain, Flying Machine, Mermaid, Troll Fighter, Tree of Travel, Carrion

SpitterBest Units Medium Game Game, you will want to bend over using these units longer than the game, while some high layers will have been moved into it. Note that if most of the theses are not, there should be some of the upgrades purchased at this stage of the game. S Tier – Yggdrasil, Goblin Scientist, PhantomA Tier – Acolyte, Sea Giant, Lord of Death, Halfbreed, HarlotB Tier – Grizzly, Orc Warrior, Goblin Alchemist, DruidC Tier – Neotank, Sprite, Wyvern, Orc WarchiefD Tier – Outcast, Tempest, Infantry, Machine Taret, Moon Guard, Seer of Darkness, Dragon Hawk, Steamroller, MinotaurE Tier - Gateguard, Geomancer, Spawn of Dragon, Frost Wolf, Mudman, Komodo, Incubation, Tribesman, Sentry, Et Wagon, Nightmare, Prisoner, Aqua, GhoulnE Best Units to Use WCD? As for this Legion TD you will want an overall strong unit defense that can be upgraded during the middle and late game to be both strong and even stronger in the early game. Best Units for BuildYgdrasil & Goblin Scientist – These two units are solid selections as good performance in both Early and Medium game. Archer & Aqua Spirit - these two are some of our best performances at the start of an early and solid pick up. Thank you for voing on the latest version of Legion TD Mega 3.6c (3.89) ! Legion TD Mega 3.6b2 (4.86) Thank you for the vote! Thank you for the Legion TD Mega 3.6b1 (4.50) Vote! Thank you for the Legion TD Mega 3.6b (4.83) Vote! Chapter One, Login Hello everyone, Highest Income here. I announced 'Legion TD Mega Book' and here, due to the size of the general Strategic Guide or Legion TD Mega Book. I have to admit that it is difficult to write everything down and for all the players, regardless of the skill level, but I think it is successful and I hope this will be beneficial for all of you. Legion Tower Defense Mega 3.41 started writing this Strategic Book to look at overall and collect everything I learned in the last 5000-6000 total games I played a topic. In this book, you will find everything you can find in Legion Mega, but systematically explained so that anyone can understand the purpose and use. This book combines all the guides into a single book, so you don't need to look for guides and thoughts separately, where this great game will have everything important about Legion Mega you need to make in a more enjoyable place for you and your friends. Note that this Book is only meant for version 3.41, so some sections may not be correct for other Legion or Legion Mega versions. Before we start with the real guides/book, I will write the short Legion Mega story, so I won't 'learn' anything in this section, just my thoughts and experiences about the game:Legion TD Mega The relatively popular Warcraft3: Frozen Throne map is made by HuanAK. I honestly started playing this map because my friends don't like Dota 1, so we needed to find the game as we all play and we found Legion Tower Defense Mega. This is a very complex game, mainly based on mathematics and strategies, but also knowledge. If you've heard for Legion, but if you haven't played, I would recommend it to try it, as the map is flawless and also fun to play with. It's not easy to find the right place to play this game, and that was the first problem I faced when I started playing. Warcraft 3: The Frozen Throne is a lot of servers you can play online, but I think Garena Battle.net are the top two. So, if you have the original copy of Warcraft 3 (valid cd-key), I recommend to play Battle.net and if you don't, Garena is probably the best place to play. Of course, this map is not perfect, some changes and balance adjustments are required. At the end of this short story I want to point out that there are a lot of versions of this map, some are official, some are fake versions, already version 3.41 is the best in my opinion. Version 3.5 (B4) is also good, but I don't like Heroes in it, they seem to be subdued to me too. I will split Book into 'Game' Sectors, where you can find and focus on Legion Mega, so it will be easier for me to write and read. Game sectors include: Builders, Towers/Tower Upgrades, Revenue, City, Barracks/Advanced Barracks, Farms, King, Builds, Placement, Focus, Medium Structures, Reroll/change builder, Creeps/levels, Summons, Arena Fights, Anti-jammed/Holy_Light Builder Vehicles and Game Modes. I'm going to talk and explain everything about every gaming industry I mention. This will all be reserved, so if you don't have time to read a full book, you can find a single sector that you are interested in and just read this section. Part Two, Gaming Sectors1) The first sector, Builders: Legion has 15+2 builders (races) and all have unique towers from 1-6 levels (+2 is the Prophet and hybrid without their own towers). Tower layers can be described as tower 'levels', so the cheapest is the 1. List of creators: Beast, Mech, Nature, Shadow, Element, Ghost, Demi-Human, Sea, Prophet, Hybrid, Arctic, Goblin, Paladin, Elf, Orc and Undead (I did not mention Mercenary. I think this race is imbalanced and Legion Mega Should be removed from this book because this race should be removed). Select or whether you have a constructor at the beginning of each game (depending on the game mode). The Prophet and the Hybrid are special as I mentioned, and they are also the two most played builders online. It is also nice to say that the constructor selector has a '?' sign, which will give you a random builder. Let's see pictures of all the builders: 1. Arctic Builder 2. Monster Builder 3. Demi-Human Builder 4. Element Builder 5. Elf Builder 6. Ghost Builder 7. Goblin Builder 8. Hybrid Builder 9. Marine Producer 10. Mech Constructor 12. Paladin Builder 13. Prophet Builder 14. Shadow Creator 15. Immortal builder16. Orc Builder 2) Second sector, Towers/Tower upgrades:Towers are units you build to fight against reptiles spawning in the Legion to defend your King. Each tower can be raised once or even twice. Tower capabilities have some unique capabilities that some towers have, but they also have towers with no capabilities. Tower list: Tuskkarr, Frost Wolf, Ice Troll, Polar Bear, Wandigoo, Young Don Dragon, Specter, Wanderer, Phantom, Outcast, Apparition, Dark Priest, Colt, Novice, Sentry, Prisoner, Druid, Moon Guard, Orc Warrior, Orc Warlock, Raider, Young Witch Doctor, Wyvern, Orc Warchief. Goblin Scientist, Maid, Tribesman, Medicine Man, Harlot, Minotaur, Acolyte, Ghoul, Meat Wagon, Necromancer, Zombie, Death Protector, Land Mine, Geomancer, Machine Turret, Flying Machine, Goblin AlchemistRoller, Steamrolls, Hatchling, Egg Sack, Bottom Feeder, Mermaid, Komodo, Sea Giant, Peasant, Archer, Butler, Priest, Knight, Dragonhawk, Groll Warrior, Ogrt Bashier, Harpy, Troll Fighter, Grizzly, Spawn Of Dragon, Peewee, Infantry, Captain, Storm, Cyborg, Neotank, Ent, Ranger, Sprite, Travel Tree, Halfbreed, Ygdrasil, Bone Warrior, Carrion Spitter, Gateguard, Overseer, Nightmare, Lord of Death, Proton, Aqua Spirit, Lookout, Mudman, Disciple and The Seer of Darkness. There are also four paid towers, but I'm not going to list them or talk about them because, in my view, they've been neutralized and they should be removed from Legion Mega. So let's take an overview and talk about each tower, but before we start I'll give you the meanings of the type() (: LHP, MHP, HHP, FHP and UHP: This means light armored health points, Medium armored health points, Heavily armored health points, Preparations armored health points and Unarmored health points. So on this basis it represents how much health points the tower has and what type of armor it is. Each type of armor is different, and this determines which type of attack each unit sustains damage to. So let's take a look at the first types of armor:1) Light Armor type: Piercing takes 130%, 110% magic, 90% normal and 90% siege attack type.2) 90% from medium armor type, magic gets 80%, 120% takes 90% from normal and siege attack type.3) 80% from Heavy Armor type, gets 120% from magic, 90% from normal and 90% from siege attack type.4) Reinforced Armor type: Gets 70% from piercings, 70% from magic, 80% from normal, and 125% from siege attack type.5) Armor-free Armor type: Gets 100% from all attacks. PDMG, MDMG, NDMG, SDMG and CDMG: This means piercing damage type, Magic damage type, Normal damage type, Siege damage type and Chaos damage type, respectively. This means what type of attack a particular unit has. Now it lets you see percentages for attack/damage types:1) Pierthing Damage type: Deals 130% light, 90% medium, 80% heavy and 70% reinforced armor type.2) Magic Damage type: Deals From 80% to 80%, from 120% to heavy and 70% to the type of arm armor.3) Normal Damage type: from 90% to light, From 120% to medium, 90% to heavy and 80% to reinforced armor type.4) Siege Damage type: Less than 90%, more than 90%, 90% heavy and 125% reinforced armor type.5) Chaos Damage type: 100% prices for all armor types. This is crucial to increasing or reducing the damage that your units receive only with armor types. AS means the rate at which units attack. For example, if the volumes attack speed is 0.5, this means that the attack attacks every 0.5 seconds or twice per second. And finally, it means the AOE domain. Now let's talk about each tower in Legion Mega:1. Tuskkarr (95 MHP;16-17 PDMG;1.40 AS): Tuskkarr is an Arctic builder tier 1 tower. Very cheap melee unit, but almost useless in X3 mode. It can be upgraded to Tuskkarr Spearman (280 MHP, 16-17+12 PDMG, 0.6AS) and is capable of Ice Spear, which slows down units that attack speed of movement by 60%. Also almost useless upgrade, it can be used to fight the first boss for its slow effect.2. Frost Wolf (200 MHP;21-22 NDMG;1.5AS): Frost Wolf melee Arctic builder tier 2 tower. This is the cheapest tower, but it still has low HP for X3 mode. Wolf is capable of bleeding activated when it is below 30% HP, bleeding is 5 DMG per second and can slow target AS by 25%. It can be upgraded to Pandaren (800 MHP, 49-52 NDMG;0.6 AS) but also 100 spell damage, and 10 AOE damage to the primary target, which is capable of melee and Frost Nova, and not all affected units apply slowly. Pandaren has very good early game tower, beautiful attack speed and easily clears early waves. Also good for tank magic waves as level 5 or level 7.3. Ice Troll (335 MHP; 36-37 MDMG;0.9 AS): Ice Troll Arctic builder support tier 3 tower spaced. There is a Frost Shield aura (4%) that gives all other units the ability to return on the percentage of the melee damage they receive. Aura has a very large AOE, so all the towers will be under its influence. The Ice Troll Shaman (850 MHP; 51-53 MDMG; 0.5 AS) is also intermittent and has the same role as ice troll, but better Ice Shield (8%) may have been upgraded air and cold attack capability, 50% to the speed of movement that slows down units, and attack speed by 15%. Frost Shield and ice shield stack means you need to build an Ice Troll Shaman and an Ice Troll and together will grant a total (4+8%) of the melee damage return capability for all units. Ice Troll Shaman is also good for clearing the first few levels as it is speeding up beautiful attacks.4. Polar Bear (600 MHP; 45-47 SDMG; 0.8 AS): Polar Bear melee Arctic builder tier 4 tower. It has two capabilities, Bash has a 25% chance of stunning the target for a short-term (1 second) and deal 25 bouns damage and Frost Aura slows down the speed of movement of the nearby enemy by this 40%. Magnatuar can be upgraded (1330 MHP;115-118 SDMG;1.1 AS) which is very There is a melee tower, beautiful damage and advanced Frost Aura that slows down these 60% units. Also critical strike, there is a 100% chance of a 1.4 level damage, i.e. actual damage, i.e. 1.4x117. Magnatuar small attack range (180), so there are always some behind real melee towers, which are good and able to apply slowly for a long time on melee waves, because it usually does not take early focus.5. Wandigoo (750 MHP; 90-100 NDMG;1.20 AS): Wandigoo melee Arctic builder tier 5 tower. Your role in this classic tank and its role is to stay on the front and get most of the damage. He has the ability to miss out, giving him the chance to avoid attack and take 0 damage. It can be upgraded to a better tank, the Ancient Wandigoo (1770 HHP; 173-187 NDMG;1 AS) and has a better 12% chance of missing out. He suffers from a bit of intermittent magic waves due to his heavy armor, but is good on all other waves.6. Young Frost Dragon (1360 UHP;140-145 MDMG;1.2 AS): Young Frost Dragon Arctic builder tier 6 tower spaced. Nezh AOE features Breath of Frost, which provides 11 initial damages and 5 damages per second for 6 seconds. They are the beautiful ability for the first few waves like low HP. It can be upgraded to Azure Dragon (2195 UHP;232-247 MDMG;1.6 AS), a slow-flying unit with beautiful base damage. Azure Dragon is capable of Azure armor, which gives +3 armor and slows down the movement and attack speed of units as they attack the Dragon. It also has Azure Breathability, which does minor splash damage and slows down the units it attacks in beautiful AOE. Not good but very good tier 6 tower with nice capabilities and tankability.7. Specter (52 UHP;4-5 MDMG;0.33 AS): Specter Ghost builder tier 1 tower intermittent. It does not work like almost all other un upgraded tier 1 towers in basic form. There is a 15% chance to avoid attack and nice attack speed but low damage. It can be upgraded twice, the first upgrade has Wraith (230 UHP; 14-20 MDMG; 0.33 AS) Specter but disturb ability that slows down a unit for 20% movement and attack speed. The second upgrade is called Mercurial (440 UHP; 35-40 MDMG; 0.33 AS) has a little more damage and HP, but a really good ability about this tower is a capability called Traumatize which slows down the movement of 30% and attack speed by 40%. Slow all the waves are good, but the bosses are best to be Velen, Maccabeus or Grom'thar.8. Wanderer (285 MHP;16-20 NDMG;0.9 AS): Wanderer melee Ghost builder tier 2 tower. It has no ability, but it is good for the tank until the first few levels. It can be upgraded once, but it has two different upgrades. The first upgrade to Soul of Hero (835 MHP;67-71 NDMG;1.0 AS) is a nice tank in the early game. The less hp (285 posture feature, the more damage it does. The second upgrade is Soul of Villain (530 LHP;74-80 MDMG;1.2 AS), which reduces the armor to target 4 attacks for 15 seconds with beautiful attack damage and tower space with corruption capability. The bad guy is very useful on bosses as he reduces armor and usually makes good focus.9. Phantom (475 LHP;0-0 DMG;- AS): Phantom Ghost builder tier 3 tower spaced. It's very much of an attack damage, tower, Phantom just throws There is Silent Scream capability/magic that provides 30 spell damage to 3 nearby enemy units. There's a short waiting area. Hell Raiser is upgradeable (580 LHP;0-0 DMG;- AS) phantom is actually a powerful version of the deals 55 damage 3 nearby units and has a little more HP. Both Phantom and Hell Raiser are very useful in all early and even medium game waves, since they attack 3 units at the same time and can also spread quite well to early levels.10. Outcast (1040 HHP;73-80 NDMG;0.85 AS): Again very strange Ghost builder melee tower, although it is layer 4, looks like a classic tier 5 tower and costs the same about all other tier 5 towers. No ability but tanks are good and have good attack damage and speed. Once, Forsaken One (1705 HHP;105-119 SDMG;0.75 AS) can probably be upgraded into the legion's most ridiculous tower. It has the ability called Madness, which gives him a 25% chance to get a 7-second buff that gives him +10 armor and +20% damage. With such high armor it hits a ridiculous amount of damage tank and also quite hard. Overall expensive for Tier 4, but the price is worth 11. Apparition (665 MHP;118-130 PDMG; 1.0 AS): Apparition Ghost builder tier 5 towers. All the other, very strange tower and one of the tier 5 towers among a few. There is a disease aura that reduces the damage of nearby enemy units by 5%. The disease has great AOE in aura and reduces damage to almost every incoming creep. The powerful range tower (1025 MHP;209-219 PDMG;1 AS) with a Hopeless aura, which reduces the damage of close enemy units by 10%, can be upgraded to gravedig. Piles of auras of Disease and Despair, so if you build a Ghost and a Gravekeeper they will give a total of 15% damage reduction for all incoming reptiles. Both Apparition and Gravekeeper are in great shape from the middle of the game to late play, as they stack their auras and prevent your units from taking full damage to incoming waves.12. Dark Priest (690 UHP; 100-121 MDMG; 0.82 AS): Dark Priest long-range Ghost builder tier 6 tower. With just 690 HP and low DPS, it's almost useless until it gets upgraded. He has haunting ability that does 45 damage per second and slows down an attack rate of 25% for 8 seconds, which can be useful compared to his ability in elevated form, but he can't do anything. Meridian upgradeable (1000 UHP; 196-224 MDMG;1.0 AS) is also a long-range tower. It is Catastrophic, which causes 90 damage per second and slows down the victim's attack speed by 50% for 8 seconds. If the unit dies under this buff, it will explode, causing 70 damage to nearby units. There is also Ghost Essence, which uses its mana (it has a 1100 mana pool) as a shield. Every point of mana denies a damage and is affected by 96% of incoming damage. Very useful late game tier 6 unit, especially level 20.13. Colt (19 UHP;10-12 PDMG;1.1 AS): Colt melee Elf builder tier 1 tower. Again, useless tower with useless upgrade in X3 mode. Raider 'a (400 UHP; 66-70 PDMG; 1.1 AS) And that won't work. You can build this tower. You can do it. It's hopeless or you need a little something for the next wave.14. Beginner (210 LHP; 18-20 NDMG;1.0 AS): Novice melee Elf builder tier 2 tower. It almost doesn't work in basic form but the decent Crusader (770 HHP;52-60 NDMG;0.8 AS) which is a good tank and can be upgraded hitting quite hard in the early stage of the game.15. Sentry (350 MHP; 16-24+20 PDMG;1.0 AS): Sentry elf builder stage 3 tower interval. It is good on early waves and quite tanky for tier 3 tower. Each attack has magic missile capability that adds 20 spell damage. It can be upgraded to Nightsaber (850 MHP; 50-54 PDMG;0.8 AS). Moon Glaive ability has several enemy damages, leaping many times in his attack. Very good early middle game tower, nice damage and also tanky early.16. Prisoner (550 FHP; 41-47 CDMG;0.80 AS): Prisoner Elf builder tier 4 tower spaced. With beautiful attack speed and matching armor, it is very useful for a few early levels. It can be upgraded to Maverick (920 MHP; 95-101 CSD;1.0 AS) it also has a tower. Maverick has a special ability called mirage that creates an illusion of himself that can fight against reptiles from. The illusion gives 50% of the original damage and receives 200% of the incoming damage. If Maverick dies before the illusion, the illusion disappears. Maverick excellent early and medium game tower, great damage with his illusion and good deals of tanks. With its medium armor it is best on the magic level like levels 5, 8 and 16. 17. Druid (815 UHP;76-84 MDMG;1.0 AS): Druid Elf builder tier 5 tower intermittent. There is a good magic attack wrath of nature ability that deals damage to damage and 100 spells to the first target and then jumps up to 5 times to other close units dealing with less damage. Druid is very good on early waves, his Wrath quickly clears early levels. It can be upgraded once, but it has two different upgrades. The first upgrade ascendant (1450 UHP;111-121 MDMG;0.8 AS) is capable of faerie fire, which deals insane damage at all stages of the game and reduces the armor of 6 attacking units. With this ability it adds damage to all other units by reducing enemy armor. It's the general mad tower that's strong in every wave. The second upgrade sword mage (1850 MHP;120-130+60 MDMG;0.9 AS) is a melee medium armored tank with good magic damage. It is capable of Enchant Fire, which causes it +60 damage at the beginning of each level and lasts until the level is over. Not as good as Ascendant but can be useful in early and medium play like a tank.18. Moon Guard (1350 HHP;79-89 NDMG;0.6 AS): Moon Guard melee Elf builder tier 6 tower. He shines in the early game with great attacking speed and fan of knives ability, with 5 nearby units, 60 damage opportunities in the early game. Warden (2670 HHP;70-80 NMDG;0.5 AS) can also be upgraded to what is a melee tower. Managers are big in the middle game (e.g. levels for 14.15), but in late play you lose a little bit of efficiency. The manager has a gift that gives Coup De Grace a 10% chance of missing out and dealing with it 100%. damage to every attack. So actually, the principals' losses are 140-160. Overall large medium game tower, high damage output and also hp and getable.19 tanky thanks to good quantity. Orc Warrior (100 UHP; 10-10 NDMG; 1.0 AS): Orc Warrior melee Orc builder tier 1 tower. It's almost useless in that basic form, but it can be upgraded twice. The first upgrade into blood orc warrior (500 UHP; 50-50 NDMG;1.0 AS) which increases its attack speed by 30% is the incredible early game tower capable of Frenzy, but drainage of 5 HP per second. It lasts for full wave time, so it attacks 30% faster than 1.0. The second upgrade is into Wolverine (1050 UHP;54-66 CDMG;0.6 AS) just crazy melee tower. Wolverine has two talents, called the first Finishing Blow! this gives him a 5% chance to kill the enemy in one stroke (he actually deals with 3800-4200 critical ski). It's ridiculous and he's working on the bosses as well, so basically Velens could be the last. The second ability is called berserk which increases its attack speed if it is below 40%-60%-80% below it 60%-40%-20% HP. In general only the tier 1 tower that is really useful in the game (along with Goblin Scientists) is even strong in late game due to this crazy critical. A Wolverine just strategy, basically build only wolverines until late play, 1 Sector 'Builds.'20 will talk more. Orc Warlock (260 LHP;42-46 MDMG;1.5 AS): Ork warlock Orcs constructor tier 2 tower spaced. Overall very good tower at all stages of the game, its only weakness is perhaps the slow attack speed. It has Crippled, which reduces the damage of the units it attacks by 10% for 2 seconds. Blood Orc Warlock can be upgraded (600 LHP;116-124 MDMG;1.5 AS) but also well damaged but tower intermittent with slow attack speed. 4 seconds to 4 targets are capable of corruption that reduces armor. He is good throughout the whole game because the reptiles from it add damage to all towers by reducing armor. It has low HP and is best when it's behind some tanky towers.21. Raider (350 HHP;24-37 NDMG;1.0 AS): Raider melee Orc constructor tier 3 tower. I can also find it useless due to the low damage and attack speed with all the game and expensive price. Wolf (115 HHP; 14-17 CDMG;1.35 AS) this tank is a little early but also calls useless wolf ability to call. Blood Raider (740 HHP; 72-96 NDMG;1.3 AS) can be upgraded to bloodworm (470 HHP; 40-47 CDMG;1.35 AS). Blood Raider may have some tank in early and middle game, but it's not big in any way. You only have to build a slow tower when there are no other heavy tanks.22. Young Witch Doctor (400 LHP;40-40 MDMG; 1.0 AS): Young Witch Doctor supporting Orc builder tier 4 tower. It has Healing Aura that gives you +5 HP regeneration per second for all nearby towers. This may not seem like much, but it is actually really big and makes the other towers more tanky than the road. Elder Witch Doctor (1100 LHP;106-114 MDMG;1.0 AS) can be upgraded to the powerful form of young witch doctor. Greater Healing Aura, which provides +10 HP per second regeneration to all nearby towers. He is crazy in the late game when there are a large number of towers, so the epic amount improves all of them that increases the potential HP of tower mass.23. Wyvern (700 MHP;82-98 PDMG;1.0 AS): Wyvern Orcs Builder tier 5 tower spaced. It's not epic in any way, but it's pretty good damage output. Useful in this early game and then loses his efficiency. It can be upgraded to the Wind Raider (1200 MHP;104-120 PDMG;0.8 AS) which does quite nice damage but try to avoid building this tower if you don't have to.24. Orc Warchief (1400 HHP; 190-200 NDMG;1.5 AS): Orc Warchief is a bit intermittent (actually melee but has a very small range) Orc builder tier 6 tower. Very useful in early game, it can be very tank and is capable of Pulverize which gives it a 20% chance to distribute 30 damages in a circle for all nearby enemy units. Thrall can be upgraded (2500 FHP;252-268 CDMG;1.0 AS) which is also a slightly ranged turp (Warchief has slightly more range). Thrall is good in the middle and late game, but nothing is epic. Storm Bolt has 300 spell damage and stun opportunities for a goal of 3 seconds. This is very good at boss levels, but the stun time is reduced to them.25. Goblin Scientist (95 LHP;10-11 SDMG;1.0 AS): Goblin Scientist Demi-Human builder tier 1 tower intermittent. The basic form is quite useless but can be upgraded twice. The first upgrade is also intermittent to Dwarf Engineer (265 LHP;21-27 SDMG;1.0 AS). Dwarf Engineer is capable of tuition which deals good ground units, small splash damage on very early waves. It can be raised more mutant (1600 LHP;209-220 SDMG;1.3 AS) which also changes. Mutants have strong siege damage and are useful in the middle and late game. Mutant 25% and HP 20% are capable of injecting steroids that cost 50 lumber to enable Mutants to increase damage. So mutant with steroids are 1920 HP and 252-263 DMG. The overall Goblin Scientist has the potential for early good games in the form of a dwarf engineer and also late play in the form of Mutant.26. Butler (200 MHP;25-35 NDMG;1.5 AS): Maid melee Demi-Human builder tier 2 tower. With a relatively low HP pool, it can only be used for a little tank for the first 2-3 waves. Slavemaster (770 MHP;65-75 NDMG;1.0 AS) which can be upgraded to a good melee tower for early play. Slave is capable of trading, giving +3 gold at the end of each round and +2 gold for every Maid alive if she survives. This is not stack, so if you have two Slavemasters and a Maid alive at the end of the level, you get 10.27, not a total of 8 gold. Tribesman (385 MHP;26-35 PDMG;1.0 AS): Tribesman Demi-Human builder tier 3 tower spaced. With beautiful damage and attack speed, he is very good at the first few waves. Tribesman is a bit buggy but still throws net talent that works well. What he's doing is locking the unit under the net, keeping it in place, which is a good Melee waves, and intermittent waves don't work. Reptiles will trap the unit while flying (such as IV 5) and put it next to Tribesman. Alpha Male (900 MHP;56-67 PDMG;1.0 AS) can be upgraded into, but also tower spaced with two capabilities. The first ability is the same as Tribesman'S, and the second skill fury gives him a 20% chance to increase the attack speed by 60% of each attack (not stackable). Alpha male attack is awesome in early play with his buff for attack speed (especially level 10), but loses his efficiency as the middle game continues.28. Medicine Man (450 LHP;39-55 MDMG;1.4 AS): Medicine Man intermittent and supportive Demi-Human builder tier 4 tower. Medicine Man 90 is capable of Healing Wave, which heals a target for HP and jumps up to 4 times. Each jump heals for 25% less HP. It is useful in early and medium game, but as the game goes later, +90 HP makes a small difference. It could be upgraded to Oracle with Guardian Spirit capability. Guardians Spirit gives a buff to units next to Oracle (at the beginning of each wave) that reduce all damage they receive by 33%. Oracle is an incredibly late game tower as it makes all other towers tanky if that placement is correct. (To get the Guardian Spirit buff, the towers must be built right next to Oracle due to the small space of the impact).29. Harlot (835 HHP; 100-108 PDMG;1.05 AS): Harlot melee Demi-Human builder tier 5 tower. With the beautiful HP pool you can tank well in early game, but in this sense there is a bit of slow attack speed so you fight a little in early play. Mistress (1580 HHP;153-169 PDMG;1.05 AS) can also be upgraded into the melee tower. Beautiful mid-game tower with good damage to the mistress. It can throw seduce, which allows units in the small AOE to miss 15% of attacks in the next 7 seconds. This is very good as it basically gives you a get-away for all units. A little concerned about Mistress is that it is usually the kind of good damage piercer against light waves that have magic damage that kills him very quickly due to the type of heavy armor.30. Minotaur (1415 HHP;128-152 NDMG;1.20 AS): Minotaur Demi-Human builder tier 6 tower. It is capable of Tremor, which causes 20 spell damage to the units around it and slows down its attacks and moves the speed by 10% for 4 seconds. This is very good on early waves as tremor has a low cooling so that the minotaur casts these two or more times during a single wave. Tremors do not affect flying units, so the Minotaur is not great on these waves, as in ground waves. In regard to something about the early Minotaur call hermits that heal by shaking units (+3 health points per second) damaged by tremors, which can leak a lot, even level 1. It could be upgraded to Bigfoot (2465 HHP;233-257 NDMG;1.2 AS) which tanky melee tower. Bigfoot is capable of Fissure, which causes 75 spell damage to the units around it and stuns them for 1 second. Overall beautiful tank at all stages of the game, but intermittent with magic attack type.31 He's struggling a little bit. Acolyte (100 MHP;8-9 MDMG;0.8 AS): Acolyte undead builder intermittently spaced 1 tower. As the majority of Tier 1 towers, it almost doesn't work in x3 mode. Revenant (380 LHP;28-32 MDMG;0.6 AS) can be upgraded into, but also intermittent, and very good in early play due to its great attacking speed.32. Ghoul (280 UHP; 24-30 NDMG;1.0 AS): Ghoul melee Undead builder tier 2 tower. The tank is a bit of the first few waves, but not great in any way. Frenzy Ghoul (660 UHP;51-53 CDMG;0.8 AS) can also be upgraded into melee and large early game tower. Frenzy Ghoul is capable of Life Steal, converting 15% of hes attack damage (after all discounts) at health points with each attack. This is very good, reptiles make it more durable in the early game when there is low damage. Overall, Frenzy Ghoul is great early game tower, tanks steal life and fast is good with lots of attacks. Meat Wagon (265 FHP;31-37 SDMG;1.0 AS): Meat Wagon Undead builder tier 3 turd spaced. Like all other Undead units, it is a bit weak. It is capable of Small Jump, which causes splash damage to units next to the main target. This only works in ground units. War Machine (600 FHP; 92-106 SDMG;1.0 AS), a more powerful version of the Meat Wagon with the same ability, can be developed. Slow and weak in general, try to avoid creating it.34. Necromancer (300 LHP; 31-42 PDMG;1.1 AS): Necromancer Undead builders tier 4 towers vary. He has the ability to Raise Dead that Calls Fire Archer (100 LHP;10-10 PDMG;0.33 AS) to fight for him. Early waves are good due to the speed at which fire archers attack, but there is low damage. Necromancer can be upgraded once, but it has two different upgrades. The first upgrade is into Necrolyte (750 LHP; 77-88 PDMG;1.10 AS) which is a powerful version of Necromancer with Mass Dead capability that calls 3 Fire Archers 1. Necrolyte is a good early game tower, but loses efficiency as the game goes later. The Second upgrade into Ghost (1100 LHP;105-115 PDMG;1.10 AS) which has a 1% drain of Heartstopper aura of maximum health points of enemy units per second. Just as units have low HP in early game play, it's not good that early. As the game goes to more HP drainage than its aura, so all enemy reptiles (Heartstopper aura has great AOE) do not have the insane amount of damage in the late game.35. Zombie (880 MHP; 59-64 NDMG;0.8 AS): Zombie melee Undead builders tier 5 tower. With its beautiful attacking speed and HP pool it can hit a nice amount of good, hard and tank damage in the early game. Zombie enemy creep harm is the ability of Infectious Diseases is 5% (Infectious Diseases are small, melee AOE, so it does not work on intermittent waves). The Melee mid-game tank can be upgraded into The Butcher (1770 MHP;237-275 NDMG;1.6 AS). The enemy is capable of plague, which reduces creep damage and can take Life Steal (10%) and more damage, a skill that works in the same way as in Frenzy Ghoul. Butcher has a nice tank, crazy damage but slow attack speed in early and medium game. Generally decent, but any It's not an epic tower. 36. Death Protector (1550 HHP;121-143 NDMG;1.2 AS): Death Protector changes slightly (but still Undead builder tier 6 tower. It would be a nice tower in the early game, but its price does not allow you to build early (it costs 320 gold and has level 1 300 gold). Beautiful mid-game tank with circle splash capability that deals damage to splash ground around the main target. Death Dragon (2600 HHP;313-328 NDMG;1.6 AS) can be upgraded with a urtle range. Death Dragon has mad damage but because of his slow attack he is not great. He is good at the late game as he flies, so there are not many mistakes with other, ground towers.37. Peewee (125 MHP; 17-19 NDMG;1.5 AS): Peewee melee Mech builder tier 1 tower. With low HP, DMG and AS, it won't work in X3 mode. It can be upgraded to Veteran (740 MHP;83-94 NDMG;1.3 AS), a stonger version of Peewee. He is a bit available in the tank early game, but his 1.3 attacking speed.38 because of the attacking speed.38 you need something to attack behind. Infantry (160 LHP;16-20 PDMG;0.6 AS): Infantry high-range Mech builder tier 2 turd. Low HP but pretty good attacks in early play. It can be upgraded once, but it has two different upgrades. The first upgrade to Zeus (450 LHP;16-18 PDMG;0.25 AS) is also a long-range tower. Zeus is extremely good at early-medium play due to his insane attacking speed. Zeus 10 mana is capable of power surge in 50 bonus damage deals for cost. Zeus has a mana pool of 10 people and earns 1 mana per attack, so the power surge does +50 damage in every 10 attacks. The second upgrade is into the Pyro (1005 HHP; 48-52 CDMG; 0.52 AS) which is a low-range (almost melee) tower. Pyro is crazy in the early game, he can have a lot of tanks, has extreme damage and attack speed. He is also good at medium play as a tank. Overall Pyro is one of the best early game towers.39. Captain (585 MHP;60-72+5 NDMG;1.5 AS): Captain supporting and melee Mech builder stage 3 tower. It can be used as a tank in early game, but with slow attack speed, it deals low damage. The captain has leadership aura which gives 7% bonus damage to all nearby towers (including him). There are several towers with low damage not much in this early game, but it will get better and better as you build more towers. It can be upgraded to the Admiral (1235 MHP;153-173+20 NDMG;1.7 AS), the more powerful version of the Captain. There's superiority aura that gives 12% bonus damage to all your towers. As a damage dealer it almost doesn't work because of its poor attack speed, but as a Captain great supporting tower. It's a stack of Leadership and Superiority auras, so if you build a Captain and an Admiral, they'll give you a total of 19% bonus damage to all your units. As I said in the early game this is nothing, but in the late game they give an excessive amount of bonus damage to the tower mass.40 bonus. Storm (600 HHP;30-44 SDMG;0.6 AS): Storm Mech builder tier 4 tower intermittent. With its beautiful HP and attack speed it can be used in the early game. The Leviathan can be upgraded (1420 HHP;265-305 SDMG;2.1 AS) which is also tower intermittent. Leviathan is probably the most useless tower in legion tower defense mega, with 2.1 The speed is never worth upgrading and it is also expensive. It is capable of 40% shrnapel to cause 50 damage to 3 units next to the main target in each attack. Aslo is a useless skill depending on attack speed.41. Cyborg (1035 HHP;121-135 NDMG;1.3 AS): Cyborg melee Mech builder tier 5 tower. You can have nice tank in early game with its beautiful HP pool, but it has slow attack speed. Krogoth (2200 HHP;156-164 NDMG;0.9 AS) can be upgraded into the melee tanky tower. Compared to Cyborg he is stronger, but his main advantage is his beautiful attacking speed. He is capable of Vital Slice, which gives him a chance to do double the damage with each attack. Krogoth is quite good early medium and even late game tanky tower, just related to something about it that it is a bit expensive.42. Neotank (1420 FHP;143-159 SDMG;0.9 AS): Neotank Mech builders tier 6 tower intermittent. It looks good with crazy HP/DMG/AS but is hard to afford in the early game so it's expensive (of course, it's not impossible, it costs 360 gold). It can be upgraded to doomsday machine (3015 FHP;303-353 SDMG;0.9 AS), one of legion mega's most powerful towers. It's also expensive even for the middle game, but it can still be edible. In the late game deals a crazy amount of damage and also tanks very good 3015 HP. Overall extreme, but expensive tower.43. Land Mine (20 UHP;1-1 NDMG;0.52 AS) land mine goblin builders tier 1 tower. I didn't say melee/range because these towers are ridiculous, they don't attack. Reptiles from Land Mine go, suicide and 200 AOE 30 damage deals (this is actually called Skill Kaboom). Two strong versions of land enamel into the twice Mid-Land mine and Ultra-Land Mine may have been upgraded. The Central Land Mine causes 60 damage to 300 AOE and the Ultra Land Mine causes 90 damages at 400 AOE. Landmines could in theory be used in the early game, but I don't see a good reason for that.44. Geomancer (200 MHP;15-17 NDMG;0.8 AS): Geomancer melee Goblin builder is 2 towers. With low HP, there may be some tanks in the early game, but it's almost useless. Clockwreck (770 FHP;76-84 NDMG;1.0 AS) can also be upgraded into a melee tower. It can be used in early and medium game as a tank. Clockwreck is capable of small AOE target stunner Cluster Rockets (the ability tool also says 10 damage deals on the end, but it's a mistake, because there's no deal of damage). Overall good tank with beautiful stun ability.45. Machine Turret (380 LHP;23-27 PDMG;1.0 AS) Machine Turret Goblin builder tier 3 tower spaced. This tower cleans up early waves quickly and easily, which is very useful in early game with beautiful damage and attack speed. The Machine is capable of Burst Shot to strike two additional enemy reptiles with reduced damage to the taret. It can be upgraded to Machine Robot (900 LHP; 62-68 PDMG;1.0 AS), the more powerful version of the Machine Taret. With higher damage, Machine Robot can even be used in the middle game as an intermittent damage dealer, but loses its efficiency as the game then goes.46. Flying Machine (600 MHP;50-60 AS): Flying Machine Goblin Builder tier 4 tower intermittent. It can be used in early game, deal with a little tank and good damage. There is a Telescope aura that causes 8% bonus damage to all range towers. It can be upgraded to helicopter (1200 MHP;100-140 MDMG;1.0 AS), a more powerful version of the Advanced Telescope aura Flying Machine, which causes 16% bonus damage to all range towers. The Telescope and Advanced Telescope are not stacked, so there is no point to build the Flying Machine and Helicopter Together, they will still give a 16% bonus damage total for intermittent towers. Nevertheless, the Advanced Telescope gives an incredible amount of bonus damage in the final phase of the game when the large-range tower mass.47. Alchemist (900 LHP;40-45 NDMG;1.0 AS): Alchemist near goblin builder tier 5 tower. The alchemist has the ability to Rage Chemicals, which gives him a 100% attack speed for a full level of time. He is crazy because of his extreme attack speed in several waves of punches, but his light armor type prevents him from tanking well. The Goblin Blaster (1850 HHP;140-160 NDMG;1.0 AS) can also be upgraded to a melee tower. This is one of the most imbalanced towers in Legion Mega with its Overlocking ability that gives it a 40% bonus speed of motion (intermittent waves are large) and a 20% bonus attack speed. In general, the crazy tank that moves fast and causes great damage thanks to its incredible attack speed. It is also not expensive, compared to other towers that are a great part of its imbaness. Until the late game there is only a strategy to build Goblin Blasters, I will show you how to do it in the industry called 'Builds'.48. Steamroller (1350 FHP;130-150 SDMG;1.0 AS): Steamroller is a bit Goblin builder tier 6 tower spaced. Quite tanky can be used in early and medium game, with nice damage. Steamroller is capable of Goblin Driver calling Geomancer after he dies, which can be useful early in the game. It can be upgraded to assault tank (2300 FHP;252-268 SDMG;1.0 AS), which is a ranged turd. With its beautiful damage and attack speed, it can be used in all game stages. The attack tank is also capable of driving the Goblin, but geomancer calls Clockwreck when he dies instead. This is very useful, because it does not need tanks like all other ranged towers (tower tanks like krogoth, not real tanks), if there are several of them, when one of them dies, suddenly it is your melee tank that will fight for you. General Attack Tanks have large and very expensive towers.49. Hatchling (55 UHP;7-10 MDMG;1.7 AS): Hatchling melee Marine manufacturer is tier 1 tower. In X3 mode, 55 HP will not work. It can be upgraded twice. The first upgrade is into Swamprunner (280 UHP;24-30 MDMG;1.0 AS) which can also be melee and the first few waves, but still quite weak. Now Swamprunner can be upgraded once, but it has two different upgrades. The first upgrade is into Fangtooth (660 UHP;51-57 MDMG;0.8 AS) which is capable of melee and Eid. Feast renews 25 HP every 5 attacks. Fangtooth is a very nice tower in the early game, has nice attacking speed and is quite his ability to feast. The second upgrade (remember, this is not an upgrade to swamprunners, hatchlings) is also melee tower into Defiler (690 UHP;65-69 CDMG;1.1 AS). Defiler is capable of Biotoxin, which reduces attack and moves the speed of its targets by 20%. Move speed reduction stacks, which means it has less than 20% speed of movement on each attack target. Also general beautiful tower in early game which can be used for its slow effect.50 later. Egg Sack (260 FHP;16-18 NDMG;1.0 AS): Egg Sack Marine builders tier 2 tower spaced. Very early good, but strange this can be quite good tank ranged tower. The egg is capable of pulling, which is activated when 10% follows. Withdrawal The egg slows down the attack speed by 90%, but is resistant to any damage for 1.5 seconds. This ability is very good early, it provides time for intermittent units behind eggs to cope with the damage. This, however, will not work later, because if the enemy reptiles have high damage, the Retreat will not activate, egg sack will die instantly. Egg Sack Sky Dragon (635 MHP;62-72 MDMG;1.0 AS) can also be upgraded into tower spaced. Sky Dragon is capable of Brawl which gives it bonus damage over air units. Overall Sky Dragon is a good tower, especially for flying waves, but not epic in any way.51. Bottom Feeder (400 HHP;41-46 SDMG;1.2 AS): Lower feeder melee Marine builder tier 3 tower. Due to its slow attack speed, it can only be used for tanking purposes. Good and cheap unit, you can absorb beautiful damage in early game. It is capable of Flavor, which makes the sales price 90% of its original cost (all other units sell for 50% of its original cost) instead of 50%. King Claw (1000 HHP;102-118 SDMG;1.2 AS) can be upgraded into something else but the powerful version of bottom feeder with the same ability. Even this medium game is good tank and when you no longer need it, you can sell it almost at full price. One of the Legion's best towers allows you to manipulate gold like no other tower.52. Mermaid (505 LHP;43-54 PDMG;1.1 AS): Mermaid intermittent and supportive Marine builder tier 4 tower. It can be used as a good damage dealer in the early game, but its main advantage is its ability called the Sphere. The sphere adds +5 armor to a friendly tower and slows down the melee units that attack it, both attacking and moving the speed. This unit makes it more tanky and if you have a few Mermaids, they will give bonus armor for almost all towers

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