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Legion td warcraft 3 reforged

What is the difference between LegionTD & LegionTD Mega? What do numbers mean, such as 1200+? What is more popular? What general stuff do I need to know is a common mistake of noob's that I don't ask. Thank you. Page 2 1 comment Legion TD War v4.00b latest version Legion TD War v2.7 New race in next version (all > 2.7 without new race is fake + cheat) Original map size: 3.84MB Date: 8.09.2010 www.LegionTD.in-goo.com Edited by eGze & CC Hot Fix 6 Level Legion TD War v2.6 Legion TD War v2.42 www.LegionTD.in-goo.com Edited by eGze & CC Chapter One, Introduction hello everyone, HighestIncome here. I announced the Legion TD Mega Book, and here it is, the General Strategic Guide or Legion TD Mega Book because it is a size. I have to admit that it was hard to write down everything and all the players, no matter what skill level they are, but I think I succeeded and I hope it will be useful to you all. I started writing this strategic book to generally look like a Legion of Tower Defense Mega 3.41 and collect everything I learned in the last 5,000-6,000 total games that I had in one topic. In this book you will find everything you can find in Legion Mega, but systematically explained to anyone to understand it is purpose and use. This book will combine all the guides into one, so you don't need to look for guides and thoughts separately, here you will have everything important about Legion Mega that you need to make this awesome game even more enjoyable for you and your friends in one place. Keep in mind that this book was written only in version 3.41, so some parts may not be correct for other Legion or Legion Mega versions. Before we start with the actual guides/book, I will write a short Legion Mega story, so in this part you won't learn anything, it's just my thoughts and experiences about the game: Legion TD Mega 3.41 is a relatively popular Warcraft3: Frozen Throne card made by HuanAK. Honestly I started playing this card because my friends don't like DotA 1, so we needed to find a game that we all wanted to play, and we found the Legion Tower Defense Mega Mega. It is a very complex game, mainly based on mathematics and strategies, but also knowledge. If you've heard of legions, but you don't play it, I recommend you try it because the card is flawless and also fun to play. 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 this. There are many servers where you can play Warcraft 3: Frozen Throne online, but I think Elongated and Battle.net the best two. So if you have an original copy (valid cd-key) of Warcraft 3, I recommend you play on Battle.net and if you don't, Elongated is probably the best place to play. Of course, this card is not perfect, it requires some changes and adjustments to the balance. At the end of this short story I want to point out that there are many versions of this card, some of them are official, some of them are fake versions, anyway version 3.41 the best in my own Version 3.5 (B4) is also good, but I don't like the heroes in it, they seem too overpowered to me. I split the book game into industries that you can find and focus on Legion Mega, so it's easier for me to write and easier for you to read. Game industries: Builders, Towers/Tower Upgrades, Income, Town, Barracks/Advanced Barracks, Farms, King, Builds, Layout, Focus, Mid-Builds, Reroll/Change Builder, Creeps/Levels, Summons, Arena Fights, Anti-Stuck/Holy_Light Builder Tools and Game Modes. I will talk and explain everything about every game industry I mentioned. All this will be separated, so if you don't have time to read the full book, you can find one industry that interests you and read this part only. Chapter Two, Gaming Industries1) First Industry, Builders: Legion has 15+2 builders (competitions) and all have unique towers from levels 1-6 (+2 is a prophet and hybrid that does not have its own towers). Tower levels can be described as tower level, so the cheapest is level 1 and the most expensive is level 6. The builder list is: Beast, Mech, Nature, Shadow, Elements, Ghost, Demi-Human, Marine, Prophet, Hybrid, Arctic, Goblin, Paladin, Elf, Orc and Undead (i didn't mention the mercenary that race will be completely removed from this book because I think it's imbalaced and should be removed from Legion Mega Too). You choose or get (depending on the game mode) builder at the beginning of each game. The Prophet and Hybrid are special, as I mentioned, and they are also the two most played builders online. It is also nice to say that builder selector, you have ?, a sign that will give you a random builder. Lets see pictures from all builders: 1. Arctic Builder 2. Beast Builder 3. Demi-Human Builder 4. Element builder 5. Elf Builder 6. Ghost builder 7. Goblin Builder 8. Hybrid Builder 9. Sea builder 10. Mech Builder 11. Natural builder 12. Paladin Builder 13. Prophet Builder 14. Shadow Builder 15. Undead builder16. Orc Builder 2) Second Sector, Towers/Tower Upgrades: Towers are the units that you build to fight against spawning creeps legion to defend your king. Each tower can be upgraded once or even twice. The capabilities of the tower are unique abilities that some towers have, but also have towers without abilities. The list of towers is: Tuskarr, Frost Wolf, Ice Troll, Polar Bear, Wandigoo, Young Frost Dragon, Specter, Wanderer, Phantom, Outlaw, Appartion, Dark Priest, Colt, Novice, Sentry, Prisoner, Druid, Moon Guard, Orc Warrior, Orc Warlock, Raider, Young Witch Doctor, Wyvern, Orc Warchief, Goblin Sciencist, Kalps, Tribesman, Medicine Man, Harlot, Minur, Acolyte, Paper, Meat Wagon, Necromancer, Zombie, Guardian of Death, Land Mine, Geomancer, Machine Turret, Flying Machine, Goblin Alchemist, Steamroller, Hatchling, Egg Bag , Bottom Feeder, Mermaid, Komodo, Sea Giant, Pe archer, footman, priest, knight, dragonhawk, gnoll warrior, ogre basher, harpy, troll fighter, grizzly, spawn from Peewee, kājnieki, kapteinis, tempest, tempest, Neotank, Ent, Ranger, Sprite, Tree Travel, Halfbreed, Yggdrasil, Bone Warrior, Carrion Spitter, Gateguard, Monitor, Nightmare, Lord of Death, Proton, Aqua Spirit, Watcher, Mudman, Apprentice and Seer of Darkness. There are also four Mercenary Towers, but I won't list them or talk about them because, in my opinion, they are overpowered and should be removed from Legion Mega. It allows you to review and talk about each tower, but before we begin, I'll give you brackets (a) meaning: LHP, MHP, HHP, FHP and UHP: This means Light Armored Health Points, Medium Armored Health Points, Heavy Armored Health Points, Fortified Armored Health Points and unarmored health points respectively. So it's basically how many health points the tower has and what kind it is armor. Each type of armor is different and it determines how much damage that attack type each unit takes. It allows you to first look at armor types: 1) Light Armor type: Takes 130% of piercing, 110% of magic, 90% of normal and 90% of siege attack type.2) Medium Armor type: Takes 90% of piercing, 80% of magic, 120% of normal and 90% of siege attack type.3) Heavy Armor type: Takes 80% of the piercing, 120% of magic, 90% of normal and 90% of siege attack type.4) Fortified armor type: Takes 70% of piercing, 70% of magic, 80% of normal and 125% of siege attack type.5) Unarmored Armor type: Take 100% of all types of attack. PDMG, MDMG, NDMG, SDMG and CDMG: This means Piercing damage type, Magic damage type, Normal type of damage, Type of Siege Damage and Chaos Damage, respectively. So that's what the attack type of a particular unit is. Lets now see the percentage of attack/damage types: 1) Piercing Damage type: Deals 130% on light, 90% to medium, 80% to heavy and 70% armor type.2) Magic Damage type: Deals 110% on light, 80% to medium, 120% to heavy and 70% reinforced armor type.3) Normal Damage type: Deals 90% light, 120% to medium, 90% to heavy and 80% fortified armor type.4) Siege Damage type: Deals 90% light, 90% to medium, 90% to heavy and 125% fortified Armor Deals type.5) Chaos Damage type: 100% for all types of armor. This is very important because the damage that your units perform can be increased or reduced only by their armor type. AS is the rate of attack of units. For example, if a unit's attack rate is 0.5, it means that the unit will attack every 0.5 seconds or twice per second. And finally the AOE is the scope of the effect. Now lets talk about each tower legion Mega:1. Tuskarr (95 MHP; 16-17 PDMG; 1.40 AS): Tuskarr is an Arctic builder tier 1 tower. Very cheap slee unit, but almost useless X3 mode. You can upgrade into Tuskarr Spearman (280 MHP; 16-17 12 PDMG; 0.6AS), which is oscillated and has ice spear capability that slows down the unit that he attacks at a speed of 60%. Also, almost useless upgrade, you can use the first boss to fight for slow effect.2. Frost Wolf (200 MHP; 21-22 NDMG; 1.5AS): Frost Wolf is Arctics celtnieks tier 2 2 It's a cheap tower, but still low in HP X3 mode. It has bleeding ability that activates when The Wolf is below 30% HP, bleeding deals at 5 DMG per second and slows down the target AS by 25%. Can be improved to Pandaren (800 MHP; 49-52 NDMG; 0.6 AS), which is also a head and has Frost Nova's ability to deal with 100 spell damage primary targets and 10 AOE damages and applied slowly to all affected units. Pandaren is a very good early game tower, has a nice attack speed and clears early waves easily. It's also good to tank magic waves as level 5 or level 7.3. Ice Troll (335 MHP; 36-37 MDMG; 0.9 AS): Ice Troll has waved Arctic builder support for tier 3 tower. It is frost shield aura that gives all other units the ability to return in percentage (4%) for the melee damage they carry out. Aura is very large in the AOE, so all towers will be in line with their impact. Can be improved to Ice Troll Shaman (850 MHP; 51-53 MDMG; 0.5 AS), which is also fluctuating and has the same role as ice troll, but has better Ice Shield (8%) Aura and cold attack ability that slows down the unit he attacks at a speed of 50% and attack rate by 15%. Frost Shield and Ice Shield stack, which means you should build one Ice Troll Shaman and one Ice Troll, and they will together allocate a total of 12% (4% + 8%) melee damage return ability for all your units. Ice Troll Shaman is also good to clear the first levels because he has a nice attacks on speed.4. Polar Bear (600 MHP; 45-47 SDMG; 0.8 AS): Polar Bear is a melee Arctic builder tier 4 tower. It has two abilities, Bash, that has a 25% chance of stun a goal for a short time (1 second) and a deal of 25 bouns damage and Frost Aura that slows down the nearby enemy's movement speed by 40%. Can be upgraded to Magnataur (1330 MHP; 115-118 SDMG; 1.1 AS), which has a very powerful melee tower, has nice damage and improved Frost Aura, which slows down units by 60%. He also has a critical strike, a 100% chance of coping with 1.4 of his base damage, which means his actual loss is 1.4x117. Magnataur has a small offensive range (180), so he's always a little behind the actual melee towers, which is fine because he often doesn't get focused early and able to apply slowly for a long time on melee waves.5. Wandigoo (750 HHP; 90-100 NDMG; 1.20 AS): Wandigoo is a melee Arctic builder tier 5 tower. It is a classic tank and his role is to stay in the front line and make the most of the damage. It is an evasive ability that gives him a 7% chance to evade the attack and take 0 damage. It can be upgraded to Ancient Wandigoo (1770 HHP; 173-187 NDMG; 1 AS), which has an even better tank, with more HP and a better 12% avoidance chance. It suffers a bit of a fluctuating magic waves because of his heavy armor, but is good for all the other waves.6. Young Frost Dragon (1360 UHP; 140-145 MDMG; 1.2 AS): The Young Frost Dragon is a lingering Arctic builder tier 6 tower. It is breath frost's ability to deal with 11 initial injuries and 5 damages 6 seconds of decent AOE. Beautiful ability for the first couple of waves because they are low hp. You can upgrade to Azure Dragon (2195-UHP;232-247 MDMG;1.6) that has slow flight unit units nice base damage. Azure Dragon has Azure Armor capability that gives 3 armor and slows down unit movement and attack speed as they attack dragon. There is also Azure breath ability, not a small splash of damage and slows down the unit that he attacks nice AOE. Not the best, but a very good level 6 tower with nice abilities and overtaxation.7. Specter (52 UHP; 4-5 MDMG; 0.33 AS): Specter is a oscillation ghost builder tier 1 tower. The basic form is pretty much useless as all the other unupgraded tier 1 towers. There is a 15% chance of avoiding attack and a nice attack speed, but low injury. Can be improved twice, the first upgrade is Raith (230 UHP; 14-20 MDMG; 0.33 AS), which is not evading as specter but has a impaired ability that slows down one unit of 20% movement and attack speed. The second upgrade is called Mercurial (440 UHP; 35-40 MDMG; 0.33 AS), which has a bit more damage and HP, but what is really good about this tower is the ability to be called traumatize, which slows the move speed by 30% and attack speed by 40%. Slow is good for all waves, but best for bosses, be it Velen, Maccabeus or Grom'thar.8. Wanderer (285 MHP; 16-20 NDMG; 0.9 AS): Wanderer is a melee ghost builder tier 2 tower. It doesn't have the capability, but its good tank up to the first levels. You can upgrade once, but there are two different upgrades. The first innovation is Soul Hero (835 MHP; There is a Change The Wayline capability that makes him have less HP, but deals with more damage. The second upgrade is the soul villain (530 LHP; 74-80 MDMG; 1.2 AS), a oscillation tower with nice attack damage and corruption capabilities that reduces the armor target that he attacks by 4 in 15 seconds. The villain is very useful to bosses because he reduces armor and is often well focused.9. Phantom (475 LHP; 0-0 DMG; ~ AS): Phantom has waved ghost builder tier 3 tower. This is a very unusual tower, with no attack damage, the Phantom only creates a spell. He has a Silent Scream ability/spell that deals 30 spell damages to 3 nearby enemy units. It's a short cooldown. You can upgrade to Hell Raiser (580 LHP; 0-0 DMG; ~AS), which is actually a stronger version of the Phantom, which deals with 55 damage in 3 nearby units and has a bit more HP. Both phantom and hell raiser are very useful in all early and even mid-game waves as they attack 3 units at once, and they can tank the early level pretty well.10. Outlaw (1040 HHP; 73-80 NDMG; 0.85 AS): Again, a very strange Ghost Builder darkness tower, although it's tier 4, looks like a classic tier 5 tower and costs the same as all other level 5 towers. There is no ability but tanks well and has a good attack of injury and speed. One can be upgraded once, to The Forsaken One (1705 HHP; 105-119 SDMG; 0.75 AS), which is probably the most absurd tower in the Legion. He has the ability to be called insanity, which gives him a 25% chance of getting 7 seconds of lasting buff, which gives him 10 armor and 20% damage. With so much Armor he can tank ridiculous amounts of damage as well as hits pretty hard. Overall, it is expensive for level 4, but its value in value.11. Wig (665 MHP; 118-130 PDMG; the PDMG; AS): The phenomenon has fluctuated in the Ghost Builder tier 5 tower. Like everyone else, a very strange tower and one of the few waved tier 5 towers. There is an aura of disease that reduces damage to nearby enemy units by 5%. The aura of the disease is high in AOE and reduces the damage to almost every incoming creep. Can be upgraded to Gravekeeper (1025 MHP; Disease and desperate auras are chimneys, so if you build one phenomenon and one Gravekeeper they will give you a total of 15% loss reduction for all incoming creeps. Both the phenomenon and the gravekeeper are useful from the middle of the game late in the game as they stack their auras and prevent your units from making full damage to incoming waves.12. Dark Priest (690 UHP; 100-121 MDMG; 0.82 AS): Dark Priest is a long ranged Ghost builder tier 6 tower. With only 690 HP and low DPS it is almost useless until he gets upgraded. There is a haunting ability, dealing 45 damage in the second and slowing the offensive speed to 25% in 8 seconds, which may be helpful but nothing compared to his ability to upgraded form. Can be upgraded to Meridian (1000 UHP; 196-224 MDMG; 1.0 AS), which is also a long-range tower. There is a disaster capability that deals 90 damage per second and slows the attack rate of the victim by 50% by 8 seconds. If the unit dies under this buff, it will explode dealing 70 damage to nearby units. There is also Ghost Essence, which uses his mana (he has 1100 in my pool) as a shield. Each point of my denial of one damage and it affects 96% of incoming damage. Very useful late in the game tier 6 unit, especially on level 20.13. Colt (19 UHP; 10-12 PDMG; 1.1 AS): Colt is a melee elf builder tier 1 tower. Again, useless tower with useless upgrade X3 mode. Can be upgraded to Raider (400 UHP; 66-70 PDMG; 1.1 AS), which ranged and also useless. You can create this tower if you are desperate or you need something small for the next wave.14. Novice (210 LHP; 18-20 NDMG; 1.0 AS): Novice is a melee elf builder tier 2 tower. Almost useless in its basic form, but can be properly upgraded into the Crusader (770 HHP; 52-60 NDMG; 0.8 AS), which has a good tank and hits pretty hard in the early stages of the game.15. Seated (350 MHP; 16-24 +20 PDMG; 1.0 AS): Six is a oscillation of the Elf builder tier 3 tower. It's decent for the early waves and pretty tanky for the 3-level tower. There is magic missile capability that adds 20 spell damage to each attack. Can be upgraded to Nightsaber (850 MHP; 50-54 PDMG; 0.8 AS), which is also fluctuated. There is a Moon Glaive abiltiy that bounces her attack several times to the detriment of some enemies. Very good early in the middle of the game tower, with a nice injury as well as tanky early.16. Prisoner (550 FHP; 41-47 CDMG; 0.80 AS): The prisoner is a lingering elf builder in the Tier 4 tower. With a nice speed of attack and hardened armor, he is very useful for some early levels. Can be upgraded to Maverick (920 MHP; 95-101 CSD; 1.0 AS), which is also a lingering tower. Maverick is special called Mirage, which creates the illusion of itself, which can fight against incoming creeps. Creeps. 50% of his initial damage and takes up 200% of incoming damages. If Maverick dies before the illusion does, the illusion will disappear. Maverick is excellent early and in the middle of the game tower, dealing huge damage and tanks well with his illusions. With his average armor he has the best magic level like level 5, 8 and 16. Druid (815 UHP; 76-84 MDMG; 1.0 AS): Druid is a lingering elf builder tier 5 tower. There is a decent vicious attack of injury and anger of Nature's ability, dealing 100 spell damage to the original target and then bounces up to 5 times to other nearby units dealing with reduced damage. Druid is very good in early waves, his anger clears early levels quickly. You can upgrade once, but there are two different upgrades. The first innovation is Ascedant (1450 UHP; With this ability she adds damage to your entire other units by cutting enemies armor. In general, an insane tower that is powerful for every wave. The second innovation is Sword Mags (1850 MHP; There is a enchant fire capability that gives him 60 damage at the beginning of each level and lasts up to level ends. Not as good as Ascedant but can be useful at the beginning and middle of the game as tank.18. Moon Guard (1350 HHP; 79-89 NDMG; 0.6 AS): Moon Guard is a melee elf builder tier 6 tower. She shines early in the game with high attack speed and fan knife capabilities, dealing with 60 damage to 5 nearby units, which is insane at the beginning of the game. Can be upgraded to Warden (2670 HHP; 70-80 NMDG; 0.5 AS), which is also a melee tower. Wardens is great in the middle of the game (on levels of 14.15, for example), but they lose efficiency a bit late in the game. Warden has a Coup De Grace capability that gives her a 10% avoidance and a 100% chance of coping with double damage on each attack. So actually wardens injury is 140-160. Overall, great in the middle of the game tower, with high damage output as well as tanky thanks to decent amounts of HP and evasion.19. Orc Warrior (100 UHP; 10-10 NDMG; 1.0 AS): Orc Warrior is a melee orc builder tier 1 tower. He is almost useless in basic form, but can be improved twice. The first upgrade is into The Blood Orc Warrior (500 UHP; 50-50 NDMG; 1.0 AS), which is an amazing early game tower that has a frenzy of ability that increases his attack rate by 30% while draining 5 HP per second. It lasts full wave duration so he attacks 30% faster than 1.0 actually. The second upgrade is into Wolverine (1050 UHP; Wolverine has two abilities, first called Finishing Blow! that gives him a 5% chance of killing an enemy in one hit (in fact he's dealing 3,800-4,200 in a critical stir). It's funny and working for bosses too, so he can basically lasthit Velens. The second abiltiy is called Bersek, which increases his attack rate by 40%-60% -80% when he is below 60%-40% -20% hp respectively. In general, the only one (along with goblin scientist) really useful tier 1 tower which is strong even late in the game because of the insane critical. There is Wolverine's only strategy when you basically build only wolverines until late late in the game that I talk about more industry builds.20. Orc Warlock (260 LHP; 42-46 MDMG; 1.5 AS): The orc warlock is a lingering orcs builder tier 2 tower. In general, a very good tower at all stages of the game, his only weakness is perhaps slow attack speed. There is a cripple ability that reduces damage to the unit that he attacks by 10% in 2 seconds. Can be improved to blood orc warlock (660 LHP; 116-124 MDMG; 1.5 AS), which is also a oscry tower with good damage but slow attack speed. Have a corruption capability that reduces targets armor by 4 in 4 seconds. He is good through the whole game because he adds damage to all your towers by cutting armor for incoming creeps. There is a low HP and is the best when it is behind some tanky towers.21. Raider (350 HHP; 24-37 NDMG; 1.0 AS): Raider is a melee orc builder tier 3 tower. I find him useless due to low injury and attack speed through the whole game and expensive price too. There is a summon wolf capability that summons Wolf (145 HHP; 14-17 CDMG; 1.35 AS), which can tank a bit early but is also useless. Can be upgraded into Blood Raider (740 HHP; 72-96 NDMG; 1.3 AS), which can call Blood Wolf (470 HHP; 40-47 CDMG; 1.35 AS). A blood raider can tank a bit at the beginning and middle of the game, but he's not great by any means. A slow tower that you should build only if you don't have other heavy tanks.22. Young Witch Doctor (400 LHP; 40-40 MDMG; 1.0 AS): Young Witch Doctor is a supportive Orc builder in tier 4 tower. He is a healing aura that gives 5 HP regeneration per second to all nearby towers. It maybe doesn't seem like much, but actually really is great and makes other toweres so more tanky. You can upgrade into the Elder Witch Doctor (1100 LHP; 106-114 MDMG; 1.0 AS), which is a stronger form for the Young Witch Doctor. There is a larger Healing Aura that gives 10 HP regeneration per second to all nearby towers. He is insane late in the game when you have a large number of towers, so he heals them all, which increases the potential HP for your tower mass in epic amount.23. Wyvern (700 MHP; 82-98 PDMG; 1.0 AS): Wyvern has fluctuated in the Orcs Builder Tier 5 tower. Not epic by any means, but there is pretty good damage to the output. It is useful at the beginning of the game and it loses its effectiveness later. Can be upgraded to Wind Raider (1200 MHP; Orc Warchief (1400 HHP; 190-200 NDMG; 1.5 AS): The Orc Warchief is slightly hesitating (actually melee, but has a very small range) orc builder tier 6 tower. Very useful at the beginning of the game, can tank a lot and have pulverize ability, which gives him a 20% chance to deal 30 damage circle all nearby enemy units. It only works with ground units. Can be upgraded to Thrall (2500 FHP; 252-268 CDMG; 1.0 AS), which is also a slightly fluctuating tower (has a little more range than the Warchief). Thrall is good in the middle and late in the game, but nothing epic. Has Storm Bolt Capability offers 300 spell damage and stuns 3 seconds per target. It's very good at the boss level, but the stun duration is reduced by them.25. Goblin Scientist (95 LHP; 10-11 SDMG; 1.0 AS): Goblin Scientist has waved demi-human builder tier 1 tower. Its basic form quite useless, but it can be improved twice. The first upgrade is into Dwarven Engineer (265 LHP; 21-27 SDMG; 1.0 AS), which has also fluctuated. Dwarven Engineer has a mortar capability that deals with a small splash of damage to ground units that are very good in early waves. He may be further upgraded to Mutant (1600 HHP; 209-220 SDMG; 1.3 AS), which has also fluctuated. Mutants have strong siege damage and are useful in the middle and late in the game. The mutant has to inject steroids into the ability, which costs 50 lumber to activate to increase mutant damage by 25% and its HP by 20%. Its mutant with steroids is 1920 HP and 252-263 DMG. Overall, the Goblin scientist is a good early form Dwarven Engineer, as well as being a late game potential in the form of Mutant.26. Servant (200 MHP; 25-35 NDMG; 1.5 AS): Servant is a melee Demi-Human builder tier 2 tower. With a relatively low HP pool it can only be used in the first 2-3 waves of the tank a bit. Can be upgraded to Slavemaster (770 MHP; He has a Slave trading ability that gives you 3 gold at the end of each round if he survives and 2 golds for each servant who survives. It doesn't stack, so if you have two slavemasters and one servant who survives at the end of the level, you'll get a total of 8 gold instead of 10.27. Tribesman (385 MHP; 26-35 PDMG; 1.0 AS): Tribesman is a lingering Demi-Human builder in the Tier 3 tower. With a nice injury and offensive speed, he is very good on the first couple of waves. Tribesman has a Throw Net capability that is a bit bugged, but still works well. What it is trapping unit under the net, keeping it in place, which is nice for melee waves, and useless for the lingering waves. When creeps flying (like 5 lvl for example), it will trap the unit and put it next to Tribesman. Can be upgraded into Alpha Male (900 MHP; The first ability is the same as Tribesman's, and the second ability is Fury, which gives him a 20% chance of increasing the attack speed by 60% for each attack (not stackable). The alpha man is awesome at the beginning of the game (especially at level 10) with his buff attack speed, but loses his efficiency as the mid game goes on.28. Medicine Man (450 LHP; 39-55 MDMG; 1.4 AS): Medicine Man irranged and supported by Demi-Human builder Tier 4 Tower. Medicine For me is the Healing Wave capability that heals one goal in HP 90 and bounces up to 4 times. Each bounce heals by 25% less HP. He's useful early and in the middle of the game, but as the game goes later, HP 90 makes little difference. Can be improved to Oracle, which has Guardian Spirit capabilities. Guardians Spirit prefers buff units located next to Oracle (at the beginning of each wave), which reduces any losses they make by 33%. Oracle is an amazing late game tower as he does all the other tower if the position is correct. (To get the Guardian Spirit buff, the towers must be built next to Oracle because of its slight effect in effect).29. Harlot (835 HHP; 100-108 PDMG; 1.05 AS): Harlot is a melee Demi-Human builder tier 5 tower. The nice HP pool can tank well at the beginning of the game, but have a bit of slow attack speed, so that's a bit of fighting a bit at the beginning of the game. You can upgrade into a hostess (1580 HHP; 153-169 PDMG; 1.05 AS), which is also a melee tower. The hostess is nice in the middle of the game tower with proper damage. One can convey the composure that makes the unit's small AOE miss out on 15% of their attacks in the next 7 seconds. This is very good because it basically gives avoidance of all your entities. A bit about the hostess is that she has a piercing kind of injury that is good against light waves, which is usually a magical injury that kills her very quickly because of her heavy armor type.30. Minotaur (1415 HHP; 128-152 NDMG; 1.20 AS): Minotaur is a Demi-Human builder tier 6 tower. He has a tremor ability, dealing 20 spell damage units around him and slowing down their attack and moving speed by 10% in 4 secounds. It's very good in early waves, as tremors are low in cooldown so minotaur can pass this two or more times during one wave. Tremor does not affect flying units, so minotaur is not awesome on these waves because he is on the ground waves. The thing about minotaur at first is the Hermit call, which can heal the back of the unit (+3 health points per second) damaged by a tremor that can make you leak a lot, even at level 1. He can upgrade to Bigfoot (2465 HHP; 233-257 NDMG; 1.2 AS), which is a tanky melee tower. Bigfoot has a gap in ability, dealing 75 spell damage units around him and stuns them for 1 second. Overall a nice tank at all stages of the game, but fighting a bit on the wavered waves with a magical attack type.31. Acolyte (100 MHP; 8-9 MDMG; 0.8 AS): Acolyte is a oscillation of the Undead builder tier 1 tower. Like most of the 1-level towers, he is pretty much useless in X3 mode. You can improve the Revenant (380 LHP; 28-32 MDMG; 0.6 AS), which has also fluctuated and very well at the beginning of the game because of his great attack speed.32. Vampire (280 UHP; 24-30 NDMG; 1.0 AS): Wampelija is a melee undead builder tier 2 tower. Do the tank the first wave a bit, but not awesome by any means. Can improve the frenzy ghoul (660 UHP; Frenzy Ghoul is a life-steal ability that converts 15% of hes attack damage (after all cuts) to health points for each attack. That's very good, makes him more durable in early play when the creeps have low damage. In general, Frenzy Ghoul is a great early games tower, tanks well with his life steal and attacks quickly too.33. Meat wagon (265 FHP;31-37 SDMG;1.0 AS): The meat wagon is located Do not receive the builder's level 3 tower. Like all other Undead units, he is weak a bit. There is a small Splash capability that doesn't splash damage to the unit next to the main target. It only works on ground units. upgraded War Machine (600 FHP; 92-106 SDMG; 1.0 AS), which is a stronger version of the Meat Wagon with ar Abilities. In general, slowly and poorly try to avoid its construction.34. Necromancer (300 LHP; 31-42 PDMG; 1.1 AS): Necromancer has waved undead builders to tier 4 tower. He is raising the Dead's ability, which calls fire archer (100 LHP; 10-10 PDMG; 0.33 AS) to fight for him. Fire Sagittarius are good early waves because of their attack rate, but they have low damage. Necromancer can be improved once, but there are two different improvements. The first upgrade is for Necrolyte (750 LHP; 77-88 PDMG; 1.10 AS), which is a stronger version of Necromacer with Mass Dead capability that calls 3 Fire Archers instead of 1. Necrolyte is a good early game tower, but loses efficiency as the game goes later. The secound upgrade is the aura of Ghost (1100 LHP; 105-115 PDMG; 1.10 AS), which is a Heartstopper that drains 1% of enemy units' maximum health points per secound. Since the unit is low on HP early in the game, he's not that good early. As the game goes to his aura of sewer over and over HP, so he's an insane loss amount late in the game for all enemy creeps (Heartstopper aura is huge AOE).35. Zombie (880 MHP; 59-64 NDMG; 0.8 AS): Zombie is a melee for undead builders in the Tier 5 tower. With his nice offensive speed and HP pool he is good at the beginning of the game, can hit hard and tank a nice amount of damage. Zombie has infectious disease capability that reduces damage to enemy creeps by 5% (infectious diseases are small, melee AOE, so it won't work on lingering waves). You can upgrade into Butcher (1770 MHP; 237-275 NDMG; 1.6 AS), which is a melee in the middle of the game tank. There is a plague capability that reduces damage to enemy creeps by 10% and life steal (10%) abilities that act just like the vampire on the frenzy. Butcher's nice tank at the beginning and middle of the game, has an insane injury but slow attack speed. In general, a decent, but not epic tower by any means. 36. Guardian of Death (1550 HHP; 121-143 NDMG; 1.2 AS): Guardian of Death is slightly hesitating (but still melee) undead builder tier 6 tower. It would be nice to tower at the beginning of the game, but his price does not allow you to build it early (cost 320 gold, and at level 1 you have 300 gold). He is nice in the middle of the game tank with Circle Splash's ability to deal splash damage to ground units around the main target. You can upgrade into the Death Dragon (2600 HHP; 313-328 NDMG; 1.6 AS), which is a oscillation tower. Death Dragon is an insane injury, but due to his slow attack he is not that awesome. Good lategame because he's flying, so he doesn't bug much with other land towers.37. Peewee (125 MHP; 17-19 NDMG; 1.5 AS): Pewee is a melee mech builder tier 1 tower. With low HP, DMG and AS, he is useless in X3 mode. Can improve veteran (740 MHP; 83-94 NDMG; 1.3 AS), which is a stornger version of Pewee. He can use the early game tank a bit, but you will need something to attack behind him because of his 1.3 attack speed.38. Infantry (160 LHP; 16-20 PDMG; 0.6 AS): Infantry is a high-range Mech builder tier 2 tower. Is HP, but attacks pretty well at the beginning of the game. You can upgrade once, but there are two different upgrades. The first upgrade is into Zeus (450 LHP; 16-18 PDMG; 0.25 AS), which is also arranged the tower. Zeus is very good early in the middle of the game because of his insane offensive speed. Zeus has a Power Surge capability that deals in 50 bonus losses at 10 my costs. Zeus is my pool 10 and he gets 1 of my for every attack, so the Power surge is basically 50 damage for every 10 attack. The second upgrade is into Pyro (1005 HHP; 48-52 CDMG; 0.52 AS), which has a low ranged (almost melee) tower. Pyro is insane early in the game, he can tank a lot, have great injury and offensive speed. He is also good in the middle of the game as a tank. Overall, Pyro has one of the best early gaming towers.39. Captain (585 MHP; 60-72 NDMG; 1.5 AS): Captain is a supportive and melee Mech builder tier 3 tower. Can be used as a tank at the beginning of the game, but with his slow attack speed, dealing with low injury. The master has a Leadership aura that gives a 7% bonus to damage to all adjacent towers (including him). It's not much early in the game when you have little towers with low damage, but getting better and better as you build more towers. Can improve admiral (1235 MHP; 153-173 + 20 NDMG; 1.7 AS), which is a stronger version of Captain. He is a Superiority arua that gives a 12% bonus damage to all your towers. As an injury trader pretty much useless because of his poor attack speed, but as captain of a large supportive tower. Management and Superiority aura stack, so if you build one Captain and One Admiral they will give you a total of 19% bonus damage to all your units. As I said, it's nothing at the beginning of the game, but late in the game they give a huge amount of bonus damage to your tower mass.40. Tempest (600 HHP; 30-44 SDMG; 0.6 AS): Tempest is a oscillation mech builder tier 4 tower. With his nice HP and offensive speed he can use in early game. Can be upgraded to Leviathan (1420 HHP; 265-305 SDMG; 2.1 AS), which is also a lingering tower. Leviathan is probably the most useless tower in Legion Tower Defense Mega. With 2.1 attack speed he's never worth improving and he's expensive too. He has a Shrapnel capability that gives him 40% to deal with 50 damage to 3 units next to the main target for each attack. Aslo's useless ability because it depends on his attack speed.41. Cyborg (1035 HHP; 121-135 NDMG; 1.3 AS): Cyborg is a melee mech builder tier 5 tower. With his nice HP pool you can tank well at the beginning of the game, but he has slow attack speed. You can upgrade into Krogoth (2200 HHP; 156-164 NDMG; 0.9 AS), which is also a melee tanky tower. Compared to Cyborg he is stronger, but his main advantage is his nice offensive speed. There is a Vital Slice capability that gives him a 15% chance of coping with double damage on each attack. Krogoth is pretty good early-mid and even late game tanky tower, the only thing about him is that he is a bit expensive.42. Neotank (1420 FHP; 143-159 SDMG; 0.9 AS): Neotank has waved mech builders to tier 6 tower. Looks good with insane HP/DMG/AS, but he's expensive, so it's hard to afford at first (of course, not impossible, cost 360 gold). You can upgrade the intermediate machine (3015 FHP; 303-353 SDMG; 0.9 AS), one of the strongest towers of the Legion Mega. It is also expensive expensive in the middle of the game, but can still afford. Late in the game it dealt an insane amount of damage as well as tank very well with 3015 ZS. In general, an extreme but expensive tower.43. Land Mine (20 UHP; 1-1 NDMG; 0.52 AS) Land Mine is a Tier 1 tier 1 tower for Goblin builders. I didn't say you're anti-bile/ lingering, because these towers are funny, it doesn't attack. Land Mine goes to incoming creeps, suicides and deals 30 damage to 200 AOE (this is actually an ability called Kaboom). You can upgrade twice to the Medium Land mine and Ultra Land Mine, which has two more powerful versions of Land Mine. Medium Land Mine offers 60 damage to 300 AOE and Ultra Land Mine offers 90 damage to 400 AOE. Earth mine can be used in the early game in theory, but I don't see any good reason for that.44. Geomancer (200 MHP; 15-17 NDMG; 0.8 AS): Geomancer is a melee Goblin builder tier 2 tower. With low HP can tank a bit at the beginning of the game, but is almost useless. You can improve the clockwreck (770 FHP; 76-84 NDMG; 1.0 AS), which is also a melee tower. You can use the beginning and middle of the game as a tank. Clockwreck is a Cluster Rockets capability that stuns the target in small AOE (at the Capability Tooltip it says it also deals 10 damage, but it's a bug because it doesn't deal with any damage). Overall, a decent tank with a nice stun ability.45. Machine Turret (380 LHP; 23-27 PDMG; 1.0 AS) Machine Turret is arranged in goblin builder tier 3 tower. This tower is very useful at the beginning of the game with its nice injury and attack speed it clears early waves quickly and easily. The machine turret has a Burst Shot capability that strikes two additional enemy creeps with reduced damage. You can upgrade a machine robot (900 LHP; 62-68 PDMG; 1.0 AS), which is a stronger version of machine turret. With greater damage, the Machine Robot can be used even in the middle of the game as a lingering damage dealer, but he loses his efficiency as the game goes later.46. Flying Machine (600 MHP; 50-60 PDMG; 1.0 AS): The Flying Machine is arranged in the Goblin Builder Tier 4 tower. He can use early in the game, can tank a bit and deal with good injury. There is a telescope aura that gives an 8% bonus damage to all the oscillation towers. Can be upgraded into helicopter (1200 MHP; The telescope and Advanced Telescope don't stack, so it makes no sense to build a Flying Machine and Helicopter together, they still give you a total of 16% bonus damage to your sorted towers. Still, the Advanced Telescope gives an amazing amount of bonus damage to the late stage of the game when you have a huge oscillation of tower mass.47. Alchemist (900 LHP; 40-45 NDMG; 1.0 AS): The Alchemist is a melee Goblin builder tier 5 tower. The alchemist has a Chemical Rage capability that gives him 100% attack speed at full time. He is insane on the fist of some waves because of his extreme attack speed, but his light armor type keeps him from tanking good. Can be upgraded to the Goblin Blaster (1850 HHP; 140-160 NDMG; 1.0 AS), which is also a melee tower. This is one of the most imbalaced towers in the Legion with his overlocking ability that gives him a 40% bonus move speed (which is great, fluctuating waves) and 20% bonus attack speed. In general, an insane tank that moves fast and deals great damage because of his amazing offensive speed. Also not expensive compared to other towers, which is a big part of his imbaness. There is a strategy to build only Goblin Blasters until late in the middle of the game, which I will show you how to do in an industry called Builds.48. Steamroller (1350 FHP; 130-150 SDMG; 1.0 AS): The steamroller is a slightly oscillation goblin builder tier 6 tower. Pretty kai tanky with a nice injury can be used at the beginning and middle of the game. Steamroller has a Goblin Driver capability that summons Geomancer after he dies, which can be useful at the beginning of the game. Can be upgraded to Assault Tank (2300