

NAME	SETUP PTS	ARMY PTS	COMBAT	LIFE	SPEED	DAMAGE (range & type)	ARMOR	RESISTANCE	STRONG vs.	WEAK vs.	BUILD SKILL	TIME (sec)	COST	SPECIAL ABILITY
Air Elemental	6	2	13	150	16	+25 Crushing	15	15	Electricity	Cold	-	80	300C	Attacks can hit multiple opponents
Ancient Treant	6	4	20	250	4	+60 Crushing	25	10	Piercing	Fire	-	200	400S	Casts Entangle spells, Splits into 2 Treants when killed
Ancient Wisp	3	2	8	100	8	+20 Electricity (range 8)	10	20	Magic	All Physical	10	0	100C	Cannot be put into mines, Generates 1 crystal per second
Archer	2	1	3	40	10	+10 Pierce (range 6)	10	10	Nothing	Nothing	-	30	50G + 20M	-
Archon	6	2	16	180	15	+40 Fire	10	20	Fire	Electricity	-	100	400G + 400C	Double damage vs. evil enemies, Casts Cure
Assassin	4	1	15	100	16	+15 Slashing	10	10	Nothing	Nothing	-	60	90G	Can sometimes assassinate enemies with a single attack for 100 Gold
Axe Thrower	3	1	6	70	9	+16 Slashing (range 4)	5	10	Nothing	Nothing	-	45	40G + 70M	Can eat animals to heal, Axes can hit multiple foes
Ballista	4	4	8	50	3	+30 Pierce (range 14)	15	10	Piercing	Fire	-	100	100G + 100M	Ballista bolts 'carry through' to hit multiple enemies
Balora	-	4	26	750	13	+130 Slashing	30	30	Fire	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Banshee	5	1	13	140	10	+20 Magic	15	15	Cold	All Physical	-	90	100G + 200C	Converts Buildings, Can damage multiple opponents with its wailing attack
Barbarian	1	1	2	45	8	+10 Pierce (range 4)	5	5	Nothing	Nothing	-	33	45M	Spears can 'carry through' and hit multiple targets
Basilisk	3	2	5	70	4	+15 Cold (range 6)	20	20	Slashing	Crushing	-	40	60G	Turns its victims into 100 Stone
Bat	1	1	2	20	14	+7 Pierce	0	5	Nothing	Piercing	-	10	10G	Only counts half a point towards your army limit
Battering Ram	3	4	1	250	1	+40 Crushing	25	5	Piercing	Fire	-	50	100G + 100M	10x damage vs. buildings
Black Mage	5	1	10	120	8	+30 Electricity (range 6)	5	10	Cold	Fire	-	120	200G + 200C	Casts Drain Mana & Hand of Ice, Converts, Gains 5 mana per kill
Blackguard	5	1	18	160	12	+40 Slashing	20	25	Fire	Cold	-	120	100G + 150M + 100C	Can cast Invisibility, Converts buildings
Bone Catapult	4	4	2	50	1	+60 Crushing (range 12)	5	15	Piercing	Crushing	-	50	120G + 80S	Splash Damage
Bronze Golem	5	2	16	300	4	+50 Crushing	20	20	Piercing	Electricity	-	120	100G + 200M	Converts buildings, Can scavenge ruined buildings for resources
Catapult	4	4	2	50	1	+60 Crushing (range 14)	10	0	Piercing	Fire	-	45	120G + 60S	Splash Damage
Celestial Dragon	28	4	20	375	14	+40 Magic (range 2)	15	20	Fire	Nothing	-	400	1200G + 1200C	Breath does splash damage and double damage to evil & slain foes are turned into crystal
Chameleon	1	1	2	20	8	+5 Slashing	5	5	Slashing	Cold	11	25	25G	Poison, Invisibility, Can be put into mines
Cryohydra	6	4	20	225	8	+35 Cold	15	15	Cold	Slashing	-	75	200G + 160C	Splash damage
Daemon	6	4	15	240	12	+50 Slashing	15	20	Fire	Cold	-	90	550G + 550M	Double damage vs. good creatures, Can summon imps
Dancing Sword	2	1	6	60	12	+15 Slashing	10	15	Piercing	Electricity	-	10	20M + 100C	-
Dark Archer	2	1	3	25	11	+8 Pierce (range 8)	10	15	Nothing	Nothing	-	45	50G + 25M + 30C	Poison Arrows

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Dark Infantry	1	1	5	30	9	+10 Pierce	10	15	Nothing	Nothing	-	25	20G + 40M	Triple damage vs. Dwarves
Dark Rider	3	2	8	100	14	+25 Slashing	10	10	Nothing	Nothing	-	75	75G + 125M	Triple damage vs. Heroes
Doom Knight	6	1	18	250	7	+45 Slashing	20	25	Piercing & Slashing	Nothing	-	120	300M	Causes Chaos
Dragon Knight	3	2	14	120	15	+30 Slashing	15	20	Fire	Nothing	-	70	90G + 110M	-
Dragonfly	1	1	2	20	15	+7 Pierce	0	10	Nothing	Crushing	-	20	30S + 30C	Poison
Dragonliche	28	4	20	400	12	+40 Magic (range 2)	20	20	Cold	Nothing	-	360	1500G + 1500C	Breath does splash damage and double damage to good & drains XP
Druid	3	1	7	60	11	+10 Magic (range 6)	5	15	Electricity	Piercing	-	80	50G + 150C	Casts Call Lightning & Light/Darkness
Dryad	5	1	10	100	16	+20 Magic (range 8)	5	10	Magic	All Physical	-	75	250C	Converts buildings, 25% faster conversions than other generals
Dwarf Berserker	4	1	10	200	2	+30 Slashing	20	10	All Physical	Electricity	-	75	275M	Triple damage vs. Cavalry
Dwarf Crossbow	2	1	3	50	4	+20 Pierce (range 10)	0	10	All Elemental	Piercing	-	45	75G + 40M	Counts for 2 archers when placed in a tower
Dwarf Infantry	1	1	5	80	4	+10 Slashing	10	5	All	Nothing	-	30	25G + 70M	Triple damage vs all Elves
Dwarf Lord	5	1	16	280	3	+60 Slashing	15	15	All Elemental	Nothing	-	120	200G + 300M + 200S	Resistant to normal missiles, Converts buildings, Double damage vs buildings
Dwarf Runner	1	1	2	40	8	+5 Crushing	5	5	All	Nothing	-	25	40G	Resistant to missiles
Dwarven Smith	1	1	3	50	4	+5 Crushing	5	5	All Elemental	Nothing	13	35	40M + 40S	Casts Earthpower, Counts as 2 men when put in a mine
Eagle	2	1	7	60	12	+10 Slashing	0	5	Crushing	Fire	9	30	45G	-
Earth Elemental	6	4	18	200	2	+25 Crushing	25	15	Nothing	Nothing	-	80	300S	Quadruple damage vs. buildings
Elephant	6	4	18	260	11	+50 Pierce	15	10	Piercing & Slashing	Fire	-	200	250M + 250S	Double damage vs. small creatures
Elven Hunter	3	2	9	100	16	+20 Pierce (range 8)	10	10	Nothing	Nothing	-	75	150G + 50M	-
Engineer	1	1	2	50	5	+5 Crushing	10	15	Slashing	Piercing	12	25	40M + 40S	Casts Earthpower, Counts as 2 men when put in a mine
Eye of Flame	4	1	10	75	14	+30 Fire (range 2)	5	20	Fire	Nothing	-	60	150S + 80C	Splash Damage
Eye of Oros	1	1	10	150	25	None	25	25	Nothing	Nothing	-	30	-	Good viewing range, Cannot attack
Faerie Dragon	2	1	3	35	11	+6 Fire (range 6)	10	15	Fire	All Physical	-	55	90G + 40M + 20C	-
Fire Dragon	26	4	20	400	14	+50 Fire (range 2)	15	20	Fire	Nothing	-	400	1000G + 1000C	Firebreath does splash damage & sets enemies alight
Fire Elemental	6	2	10	120	10	+25 Fire (range 8)	10	20	Fire	Cold	-	80	100M + 250C	Attacks can set opponents alight
Firebat	1	1	3	20	14	+12 Fire	5	20	Fire	Cold	-	20	20G + 30M	-
Firebomb	2	1	5	5	14	+40 Fire	10	10	Nothing	Nothing	-	25	25M + 25C	Explodes when hit for 50 points splash damage
Flame Cannon	5	4	8	120	3	+70 Fire (range 10)	15	10	Piercing	Fire	-	100	150G + 150M	-
Forestguard	1	1	4	25	10	+10 Pierce	10	10	Nothing	Nothing	-	25	25G + 20M	Triple damage vs. Dwarves
Frost Dragon	25	4	20	360	14	+40 Cold (range 2)	15	20	Fire	Nothing	-	400	1000G + 1000C	Icy breath does splash damage & slows enemies
Gazer	2	1	4	60	10	+15 Electricity (range 4)	5	15	Nothing	Nothing	-	30	50M + 10C	-
Ghoul	1	1	6	50	5	+20 Crushing	10	10	Slashing	Nothing	-	15	10G + 30C	Causes disease

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Giant	6	4	16	260	10	+50 Crushing	15	15	Crushing	Nothing	-	80	100M + 150S	Causes Fear, Hits multiple enemies with one strike. Converts buildings
Giant Ant	1	1	1	10	8	+5 Pierce	0	5	Nothing	Crushing	8	16	10M	Can be put into mines
Gladewarden	2	1	5	15	10	+10 Pierce (range 8)	5	10	Nothing	Nothing	-	45	50M + 50C	-
Gnoll	2	1	8	65	10	+14 Slashing	5	10	Nothing	Magic	-	25	90S	Can assassinate its enemies for 100 Gold
Goblin	1	1	2	18	14	+10 Crushing	10	5	Crushing	Nothing	-	15	30G	Disease
Goblin Chief	5	1	8	90	11	+15 Crushing	5	5	Crushing	Piercing	-	40	80G + 20M	Can Summon Goblins
Goblin Shaman	4	1	10	70	12	+25 Cold (range 6)	10	15	Electricity	All Physical	-	60	200C	Casts Lightning, Light/Darkness & Berserker
Gobshooter	5	4	2	80	2	+35 Crushing (range 14)	15	10	Piercing	Fire	-	100	300G + 300M	Splash Damage, Goblins will occasionally get back up and join your army
Gornak Elfeater	-	4	25	820	12	+80 Cold (range 8)	35	30	Crushing	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Griffon	4	2	10	140	14	+30 Slashing	10	10	Nothing	Nothing	-	45	100G + 110S	-
Grond	-	4	30	850	7	+160 Crushing	30	30	All Physical	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Guardian Skull	10	1	15	250	9	+50 Magic (range 10)	0	5	All	Crushing	-	-	-	Special Campaign Unit
Halberdier	4	1	12	120	11	+25 Slashing	20	15	Nothing	Nothing	-	45	50G + 150M	Triple damage vs. enemy cavalry
Harp	4	1	8	55	9	+20 Slashing	5	5	Nothing	Nothing	-	45	60G + 60C	Can Drain Mana from enemy spellcasters
Hellbore	5	4	14	100	5	+50 Electricity (range 10)	15	20	Electricity	Crushing	-	90	180M + 180C	-
Husk	1	1	4	20	10	+10 Slashing	5	10	Piercing	Electricity	-	25	35M	Resistant to Missiles
Hydra	5	4	18	200	9	+30 Slashing	15	10	Nothing	Slashing	-	60	150G + 100C	Splash damage
Ice Maiden	3	1	7	50	11	+20 Cold (range 10)	5	15	Cold	All Physical	-	70	80G + 120C	Casts Hand of Ice & Freeze
Iceguard	1	1	12	30	11	+15 Pierce	15	20	Cold	Piercing	-	28	30G + 25M	Triple damage vs. Dwarves
Imp	2	1	2	25	15	+8 Cold (range 2)	5	20	Magic	Piercing	-	30	65C	-
Inquisitor	5	1	15	175	9	+40 Slashing	10	20	Nothing	Nothing	-	80	80G + 150C	Converts, Casts Purify & Summon Blades, Double damage vs. evil enemies
Iriki	-	4	22	800	18	+90 Fire (range 14)	35	30	Fire	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Iron Golem	4	2	8	110	4	+30 Crushing	20	10	Slashing	Electricity	-	45	150M	Creates Firebombs, Attacks all adjacent enemies, Slow attack speed
Ironbark	-	4	27	800	11	+145 Crushing	35	30	All Physical	Fire	-	600	1200G + 1200M + 1200S + 1200C	Titan
Kargoth	-	4	20	720	16	+75 Electricity (range 8)	25	30	Electricity	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Khazrimi Guard	5	1	12	200	4	+30 Crushing	15	15	All	Nothing	-	90	150G + 200S	Double chance of critical hit

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King Khalid	-	4	20	800	10	+90 Electricity (range 8)	30	30	All Elemental	Piercing	-	600	1200G + 1200M + 1200S + 1200C	Titan
King Lunarion	-	4	25	800	15	+160 Pierce	30	30	Cold	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Knight	3	2	9	120	16	+20 Slashing	10	5	All Physical	All	-	40	90G + 50M	-
Knight Champion	4	2	11	150	14	+30 Slashing	15	10	All Physical	Fire	-	120	150G + 150M	-
Knight Lord	6	2	16	220	15	+40 Slashing	15	10	All Physical	Electricity	-	240	350G + 350M	Each Knight Lord gives +2 Morale to your side
Kobold	1	1	1	20	8	+5 Slashing	5	5	Nothing	Nothing	9	25	25G	Poison, Can be added to mines to increase resource production
Kobold Sniper	2	1	7	25	10	+20 Pierce (range 12)	0	5	Nothing	Nothing	-	35	120G	-
Leprechaun	1	1	3	35	14	+5 Magic (range 4)	0	10	Magic	Nothing	-	24	40C	Generates gold as a level 1 mine
Liche	4	1	10	100	8	+25 Fire (range 6)	10	15	Fire	Crushing	-	1	200C	Can turn bones into Skeleton Warriors
Lightning Hawk	2	1	6	30	11	+12 Electricity (range 4)	0	5	Electricity	Piercing	-	35	30G + 60M + 10C	-
Lizard Rider	3	2	10	120	20	+20 Pierce	10	5	Nothing	Nothing	-	60	80M + 50S	Poison
Longbow	2	1	4	30	11	+8 Pierce (range 8)	10	10	Cold	Piercing	-	40	70G + 50M	-
Lord Antharg	-	4	36	875	12	+150 Slashing	30	35	Crushing	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Lord Bane	-	4	21	750	14	+90 Fire (range 8)	25	30	Piercing	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Lord Melkor	-	4	35	900	15	+140 Crushing	30	30	Fire	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Manticore	6	4	4	75	2	+60 Pierce (range 12)	15	10	Piercing	Fire	-	100	100G + 200M	Casts Multitarget, Bolts can 'carry through' and hit multiple targets
Mercenary	3	2	9	120	17	+20 Slashing	10	10	Nothing	Nothing	-	1	240G	Produces instantly
Minotaur	2	1	7	80	9	+12 Crushing	5	10	Nothing	Nothing	-	45	100M	Can eat animals to heal
Minotaur King	8	4	20	300	12	+100 Slashing	10	15	Nothing	Nothing	-	90	200G + 200M + 200S + 200C	Causes Fear, Eats animals to heal, Ignores enemy armor. Converts
Minotaur Shaman	5	1	12	120	9	+25 Fire (range 6)	10	20	Fire	All Physical	-	65	50S + 200C	Eats animals to heal, Casts Ring of Fire, Berserker & Pillar of Fire
Moonguard	6	1	15	120	12	+25 Pierce (range 8)	15	10	Piercing	Fire	-	75	200M + 50C	Casts Multitarget, Converts Buildings
Mystic	3	1	8	50	10	+20 Cold (range 6)	10	10	Cold	Piercing & Slashing	-	70	100G + 100C	Casts Ring of Ice & White Ward
Naga	5	2	13	140	10	+20 Magic (range 8)	15	15	Magic	Slashing	-	90	100G + 200C	Shield Spell, Convert buildings
Nightmare	3	2	9	120	17	+30 Crushing	15	20	Fire	Slashing	-	40	100M + 100C	-
Oakman	1	1	2	70	4	+15 Crushing	10	10	Piercing	Fire	12	25	40S	Can be put into mines to increase resource production

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Ogre	5	2	12	180	8	+30 Crushing	10	15	Fire	Nothing	-	60	100M + 100S	-
Orc	2	1	4	60	10	+15 Slashing	10	5	Crushing	Piercing	-	35	60M	-
Peasant	1	1	1	10	8	+5 Pierce	5	5	Nothing	Nothing	10	25	20G	Can be added to mines to increase resource production
Pegasus	4	2	9	110	16	+30 Crushing	10	10	Nothing	Nothing	-	60	100G + 100C	-
Phoenix	2	1	3	35	12	+6 Fire (range 6)	0	15	Fire	Nothing	-	30	20G + 40C	Can convert buildings
Pikeman	1	1	7	40	9	+10 Pierce	10	10	Nothing	Nothing	-	20	10G + 30M	Triple damage vs. enemy cavalry
Pixie	3	1	3	20	16	+6 Cold (range 6)	5	10	Magic	Nothing	-	30	80C	Very fast
Plague Priest	6	1	10	120	11	+40 Magic	10	30	Magic	Nothing	-	80	100G + 200M + 100C	Casts Eye of Oros & Plaguecloud, Convert buildings
Pterodactyl	4	2	12	180	13	+45 Slashing	10	10	Nothing	Nothing	-	40	50G + 110S	-
Pyrohydra	7	4	22	250	7	+40 Fire	15	15	Fire	Slashing	-	90	300G + 250C	Splash damage
Quasit	1	1	2	30	14	+10 Slashing	10	15	Nothing	Nothing	12	20	30G + 30C	Can be added to mines to increase resource production
Queen Spider	2	1	7	65	15	+20 Pierce	5	5	Nothing	Nothing	-	35	10G + 60S	Strong Poison, Lays eggs in victims (which hatch into Spiders)
Reaper	4	1	8	100	12	+20 Slashing	10	20	Cold	Fire	-	45	75G + 75M	Gains +5xp for each soul devoured
Reaver	5	1	18	220	14	+50 Slashing	5	15	Nothing	Nothing	-	80	105G + 105M	Converts buildings, Triple damage vs. large creatures
Red Mage	4	1	10	100	9	+35 Fire (range 8)	5	20	Fire	Electricity	-	120	100G + 100C	Casts Ring of Fire & Resist Fire, Converts buildings
Rider	3	2	7	105	16	+18 Pierce	5	5	Nothing	Nothing	-	45	72M	-
Runelord	6	1	12	110	3	+30 Fire (range 8)	5	15	All Elemental	All Physical	-	55	100G + 200S + 150C	Casts Doomstones & Stonecall (summons an Earth Elemental)
Salamander	5	2	18	180	9	+35 Fire	10	20	Fire	Piercing	-	80	200G + 200M	Hits multiple enemies
Scarab	2	1	6	70	11	+15 Fire (range 4)	10	25	Fire	Crushing	-	35	80G	-
Scorpion	3	1	7	85	16	+15 Pierce	10	5	Piercing	Crushing	-	30	50M	Poison
Scorpionman	4	2	10	125	14	+25 Pierce	10	10	Slashing	Nothing	-	60	150S	Poison
Scorpionpriest	5	2	12	120	15	+30 Electricity (range 6)	10	15	Fire	Crushing	-	70	200C	Converts buildings, Casts Ring of Fire & Summon Fire Elemental
Shadow	3	1	10	120	10	+20 Cold	10	10	All	All Physical	-	50	200C	Drains XP from units it kills
Sirian	-	4	35	850	15	+140 Fire	30	20	All Physical	Electricity	-	600	1200G + 1200M + 1200S + 1200C	Titan
Skeleton	1	1	2	20	10	+10 Slashing	10	15	Piercing	Crushing	-	24	25G + 25M	Resistant to missiles
Skeleton Cavalry	3	2	10	120	14	+30 Slashing	10	10	Piercing	Fire	-	50	120G + 120S	Resistant to missiles
Skull of Sartek	-	4	20	800	13	+90 Electricity (range 8)	30	30	Magic	Crushing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Slayer Knight	4	1	14	150	6	+25 Slashing	20	20	Piercing & Slashing	Crushing	-	1	200M	Causes Chaos
Slime	1	1	3	30	12	+10 Crushing	10	10	Piercing	Electricity	-	18	30M	-
Snakeman	2	1	4	60	10	+15 Slashing	10	5	Slashing	Cold	-	35	60M	Poison

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Snakepriest	4	1	10	80	6	+15 Fire (range 6)	10	5	Nothing	Cold	-	70	150G + 50C	Casts Poison Cloud & Caulterize
Sorceror	4	1	9	90	12	+25 Electricity (range 8)	5	20	Fire	Cold	-	90	100G + 150C	Casts Raise Zombie, Pillar of Fire & Darkstorm spells
Spider	1	1	3	25	14	+10 Pierce	5	5	Nothing	Nothing	-	15	30S	Strong Poison
Spider Priestess	5	1	10	90	12	+30 Electricity (range 4)	5	20	Magic	Cold	-	60	180S + 150C	Summons Spiders, Turns into spiders upon death
Spore	2	1	5	5	10	+40 Fire	10	10	Nothing	Fire	-	20	40S + 10C	Explodes upon death
Spriggan	1	1	4	20	14	+9 Pierce	10	10	Magic	Nothing	-	20	40G + 30M	Very fast attack speed
Sprite	3	1	2	25	14	+10 Pierce (range 6)	0	10	Magic	All Physical	-	30	80C	-
Squire	2	1	2	30	12	+8 Pierce (range 6)	5	10	Nothing	Nothing	-	25	60G	-
Stone Golem	2	2	6	90	3	+30 Crushing	15	15	Piercing	Electricity	-	35	80S	Slow attack speed
Storm Dragon	26	4	20	380	14	+50 Electricity (range 2)	15	20	Fire	Nothing	-	400	1000G + 1000C	Lightning breath does splash damage & drains mana
Succubus	4	2	8	100	12	+15 Slashing	5	15	Magic	Electricity	-	45	100G + 100C	Awe, Create souls for Daemons' & Summoners' Mana
Summoner	6	1	10	120	11	+40 Electricity (range 6)	15	20	Nothing	Nothing	-	80	200G + 200M + 100C	Can Summon & Banish Daemons, Converts buildings
Swamp Dragon	24	4	20	400	14	+50 Fire (range 2)	15	20	Fire	Nothing	-	400	1000G + 1000C	Acid breath does splash damage and erodes armor
Swordsman	1	1	6	40	8	+10 Slashing	10	5	Nothing	Nothing	-	20	20M	-
Sylph	1	1	1	5	17	+6 Pierce	0	10	Magic	Crushing	-	15	10C	Fast attack speed
Tempest	-	4	20	700	13	+90 Electricity (range 8)	30	30	Electricity	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
The Forestmaster	-	4	26	750	18	+80 Pierce (range 12)	30	30	Magic	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
The Lion Throne	-	4	20	700	16	+90 Fire (range 16)	25	30	Fire	Nothing	-	600	1200G + 1200M + 1200S + 1200C	Titan
Thrall	1	1	1	10	6	+5 Crushing	0	5	Nothing	Nothing	8	20	10M	Can be added to mines to increase resource production
Treant	4	4	16	200	4	+30 Crushing	20	10	Piercing	Fire	15	100	200S	Casts Entangle spells, Cannot be put into mines
Triceratops	5	4	14	200	10	+30 Pierce	10	5	Nothing	Nothing	-	80	200S	-
Troll	4	2	11	150	6	+20 Crushing (range 6)	10	5	Crushing	Fire	-	70	150S	Can pick up and throw sheep
Tyrannosaurus Rex	7	4	18	300	9	+50 Slashing	10	15	Nothing	Nothing	-	150	400S	-
Unicorn	4	2	14	100	16	+25 Pierce	5	15	Magic	Nothing	-	90	150C	Causes Awe, Casts Heal & Cure Spells
Vampire	6	1	16	200	12	+50 Pierce	15	15	Cold	Piercing	-	100	100G + 200C	Causes Fear, Vampirism, Summons bats, Converts
War Dog	2	1	6	75	16	+15 Slashing	5	10	Nothing	Nothing	-	30	50S	-
Warlord	5	2	10	150	16	+25 Slashing	20	10	Slashing	Fire	-	50	30G + 120M	Each Warlord gives +1 Morale to your side
Wasp	1	1	3	20	12	+7 Pierce	0	10	Nothing	Fire	-	25	20G + 20M	Poison

<b>NAME</b>	<b>SETUP PTS</b>	<b>ARMY PTS</b>	<b>COMBAT</b>	<b>LIFE</b>	<b>SPEED</b>	<b>DAMAGE (range &amp; type)</b>	<b>ARMOR</b>	<b>RESISTANCE</b>	<b>STRONG vs.</b>	<b>WEAK vs.</b>	<b>BUILD SKILL</b>	<b>TIME (sec)</b>	<b>COST</b>	<b>SPECIAL ABILITY</b>
Water Elemental	6	2	10	150	7	+50 Cold (range 4)	20	5	Electricity	Cold	-	60	200C	-
White Mage	4	1	10	100	8	+20 Electricity (range 6)	10	15	Cold	All Physical	-	120	200C	Casts Heal & Cure, Converts buildings
Wight	2	1	6	70	6	+12 Slashing	15	15	Piercing	Crushing	-	1	50M	-
Wisp	1	1	1	10	12	+4 Cold (range 4)	5	20	Magic	All Physical	11	30	50C	Cannot be put into mines
Wolfrider	3	2	10	120	15	+20 Slashing	10	5	Crushing	Nothing	-	60	100M	-
Woodrider	3	2	9	90	16	+15 Slashing	10	10	Nothing	Nothing	-	75	75G + 50M	Triple damage vs. Orkish Troops
Wraith	2	1	6	60	9	+15 Cold	10	10	Cold	All Physical	-	35	75C	Drains XP from units it kills
Wyvern	4	2	12	140	15	+35 Pierce	10	15	Nothing	Nothing	-	50	100G + 150C	-
Zombie	1	1	2	30	2	+10 Crushing	0	0	All Physical	All	8	20	25G	Disease, Can be put into mines