

Human Units

Unit	Gold	Lumber	Food	HP	Arm Type	Armor	Sight	Speed	Build Time	Attack Type	Weap Type	Grnd Atk	Air Atk	Cool	Range
Peasant	90	0	1	220	Medium	0	80/60	190	15	Normal	Normal	5.5	None	2	Melee
Militia	None	None	1	220	Medium	4/10	140/80	270	N/A	Normal	Normal	12.5/17	None	1.2	Melee
Footman	160	0	2	420	Medium	2/8	140/80	270	20	Normal	Normal	12.5/17	None	1.35	Melee
Riflemen	240	30	3	520	Small	0/6	140/80	270	26	Pierce	Instant	21/28.5	21/28.5	1.5	40/60
Knight	290	60	4	800/950	Large	6/12	140/80	350	45	Normal	Normal	25/34	None	1.36	Melee
Priest	160	10	2	220/370	Small	0	140/80	270	28	Pierce	Missile	8.5/11.5	8.5/11.5	2	60
Sorceress	180	20	2	250/400	Small	0	140/80	270	30	Pierce	Missile	12.5/17.5	12.5/17.5	1.75	60
Gyrocopter	220	60	2	350	Medium	2/8	180/110	320	25	Siege/Pierce	Missile/Instant	20/26	27.5/38	2.5/1	Melee/50
Mortar Team	210	70	3	360	Medium	0/6	140/100	220	40	Siege	Artillery	58/79	None	3.5	100
Steam Tank	230	60	3	700	Fortified	2/8	140/80	220	55	Siege	Instant	50/68	None	2.1	19
Gryphon Rider	330	70	4	750/900	Large	0/6	160/90	270	45	Pierce	Mline	50/68	50/68	2.2/2.4	45
Water Elm 1	None	None	None	450	Medium	0	120/80	220	N/A	Pierce	Missile	25	25	1.5	30
Water Elm 2	None	None	None	675	Medium	1	120/80	220	N/A	Pierce	Missile	35	35	1.5	30
Water Elm 3	None	None	None	900	Medium	2	120/80	220	N/A	Pierce	Missile	45	45	1.5	30
Guard Tower	140	60	N/A	500/800	Fort	5/8	160/80	N/A	60	Pierce	Missile	25	25	0.9	70
Cannon Tower	200	100	N/A	600/960	Fort	5/8	160/80	N/A	75	Siege	Artillery	100.5	None	2.5	80