

## Night Elf Units

Unit	Gold	Lumber	Food	HP	Arm Type	Armor	Sight	Speed	Build Time	Attack Type	Weap Type	Grnd Atk	Air Atk	Cool	Range
Wisp	70	0	1	120	Medium	0	100/75	220	14	None	None	None	None	None	None
Archer	150	10	2	260	Small	0/6	140/80	270	20	Pierce	Missile	20.5/31	20.5/31	1.5	50/70
Huntress	225	20	3	550	Medium	1/7	140/80	350	30	Normal	Mbounce	16/22	None	1.8	22
Ballista	245	85	4	380	Medium	2	140/100	180	45	Siege	Aline	62.5/85	None	3.5	100
Dryad	170	60	3	380	Small	0/6	140/80	350	30	Pierce	Missile	16/22	16/22	2	50
DoC Druid	300	80	4	430/580	Medium	1	140/80	270	30	Normal	Normal	20.5/25.5	None	1.5	Melee
DoC Bear	N/A	N/A	4	960	Large	3/9	140/80	270	N/A	Normal	Normal	36.5/47	None	1.5	Melee
DoT Druid	160	20	2	225/375	Small	0	140/80	270	22	Pierce	Missile	11/15	11/15	1.6	60
DoT Crow	N/A	N/A	2	375/450	Small	0/6	160/80	320	N/A	Pierce	Missile	None	24/39	1.75	60
Hippogryph	190	20	2	500	Medium	0/6	160/80	350	40	Normal	Normal	None	42/57	1.05	Melee
Hipp Rider	N/A	N/A	4	780	Large	0/6	160/80	320	N/A	Pierce	Missile	20.5/31	20.5/31	1.25	45/65
Chimaera	390	70	5	900	Large	2/8	160/80	220	65	Pierce/Siege	Msplash/Missile	75/102/50/68	None	2.5	45/70
Treant	N/A	N/A	N/A	300	Medium	0	120/80	220	N/A	Normal	Normal	16	None	1.75	Melee
Tree of Life	400	150	N/A	1300	Fort	2/7	90/60	40/80	110	Normal	Normal	45.5	None	2.5	Melee
Tree of Ages	320	80	N/A	1700	Fort	2/7	90/60	40/80	120	Normal	Normal	54.5	None	2.5	Melee
Tree of Eternity	350	120	N/A	2000	Fort	2/7	90/60	40/80	120	Normal	Normal	67	None	2.5	Melee
Ancient of War	230	70	N/A	1000	Fort	2/7	90/60	40/80	60	Normal	Normal	50	None	2.5	Melee
Ancient of Lore	240	80	N/A	900	Fort	2/7	90/60	40/80	80	Normal	Normal	45.5	None	2.5	Melee
Ancient of Wind	220	80	N/A	900	Fort	2/7	90/60	40/80	70	Normal	Normal	42	None	2.5	Melee
Ancient Protector	240	100	N/A	600	Fort	1/3	190/80	40/80	80	Normal	Normal	37.5	None	1.5	Melee
Ancient P. Rooted	240	100	N/A	600	Fort	1/3	190/80	N/A	80	Pierce	Msplash	49.5	58	2	70