

Orc Units

Unit	Gold	Lumber	Food	HP	Arm Type	Armor	Sight	Speed	Build Time	Attack Type	Weap Type	Grnd Atk	Air Atk	Cool	Range
Peon	90	0	1	250	Medium	0	80/60	190	15	Normal	Normal	7.5	None	3	Melee
Grunt	235	0	3	700/800	Medium	1/7	140/80	270	30	Normal	Normal	19.5/30	None	1.6	Melee
T Headhunter	160	20	2	350	Small	0/6	140/80	270	22	Pierce	Missile	25/34	25/34	2.34	45
Catapult	260	70	4	425	Medium	2/8	140/100	180	45	Siege	Artillery	92/125	None	4.5	100
Raider	210	40	3	610	Large	0/6	140/80	350	28	Siege	Normal	25/36.5	None	1.85	Melee
Tauren	325	80	5	1300	Large	3/9	140/80	270	50	Normal	Normal	33/45	None	1.9	Melee
Shaman	150	20	2	260/410	Small	0	140/80	270	30	Pierce	Missile	11.5/14.5	11.5/14.5	2.1	60
Witch Doctor	170	25	2	240/390	Small	0	140/80	270	30	Pierce	Missile	13/17	13/17	1.75	60
Kodo Beast	300	60	4	1000	Large	1	140/80	220	30	Pierce	Missile	18	18	1.44	50
Wyvern Rider	310	40	4	500	Large	0/6	160/80	330	35	Pierce	Missile	45/54	45/54	2	45
Spirit Wolf	None	None	None	200	Medium	0	120/80	350	None	Normal	Normal	11.5	None	1	Melee
Dire Wolf	None	None	None	300	Medium	0	120/80	350	None	Normal	Normal	16.5	None	1	Melee
Shadow Wolf	None	None	None	400	Medium	0	120/80	350	None	Normal	Normal	21.5	None	1	Melee
Orc Burrow	170	50	N/A	600	Medium	2	80/80	N/A	50	Pierce	Missile	37.5	37.5	4/1	70
Watch Tower	180	80	N/A	500	Fort	3	160/80	N/A	55	Pierce	Missile	17	17	0.6	80