

Undead Units

Unit	Gold	Lumber	Food	HP	Arm Type	Armor	Sight	Speed	Build Time	Attack Type	Weap Type	Grnd Atk	Air Atk	Cool	Range
Acolyte	90	0	1	180	Medium	0	80/60	220	15	Normal	Normal	9.5	None	2.5	Melee
Ghoul	140	0	2	330	Medium	0/6	140/80	270/350	18	Normal	Normal	13/17.5	None	1.3/1.05	Melee
Crypt Fiend	250	40	3	550	Small	0/6	140/80	270	30	Pierce	Missile	30.5/41	None	2	55
Gargoyle	220	30	2	400	Medium	3/9	160/80	270	35	Pierce/Normal	Missile/Normal	22.5/30	57/78	2.2/1.4	30/Melee
Abomination	280	70	4	1080	Large	2/8	140/80	270	45	Normal	Normal	36/48	None	1.9	Melee
Meat Wagon	270	65	4	380	Medium	2	140/100	180	45	Siege	Artillery	79.5/108	None	4	100
Necromancer	170	20	2	230/380	Small	0	140/90	270	30	Pierce	Missile	10.5/15.5	10.5/15.5	1.8	60
Banshee	180	30	2	210/360	Small	0	140/80	270	35	Pierce	Missile	13/19	13/19	1.5	50
Frost Wyrm	450	120	7	1100	Large	0/6	160/80	220	60	Pierce	M splash	95/113	95/113	3	30
Shade	N/A	N/A	1	250	Small	0	190/80	270	15	N/A	N/A	N/A	N/A	N/A	N/A
Skeleton	N/A	N/A	0	180	Medium	1/7	80/60	270	N/A	Normal	Normal	14.5/19	None	2	Melee
Infernal	N/A	N/A	N/A	1500	Large	6	140/80	320	N/A	Chaos	Normal	54.5	None	1.35	Melee
Spirit Tower	120	40	N/A	550	Fort	5	160/80	N/A	35	Pierce	Missile	29.5	29.5	1	70
Halls of the Dead	300	150	N/A	2000	Fort	5	120/80	N/A	120	Pierce	Missile	45.5	45.5	1	80
Black Citadel	345	150	N/A	2300	Fort	5	120/80	N/A	120	Pierce	Missile	54.5	54.5	1	80