



# Warcraft II - Tides of Darkness

Combat and Upgrades Tables

Humans

	Dependency	Construction				Defense		Offense				Sight	Speed
		Time	Gold	Wood	Oil	HP	Armour	Dmg	Basic	Piercing	Range		
<b>Farm</b>		100	500	250	0	400	20					3	
<b>Town Hall</b>		255	1200	800	0	1200	20					4	
Peasant		45	400	0	0	30	0	1-5	3	2	1	4	10
Upgrade to Keep	barracks	200	2000	1000	200	1400						6	
Upgrade to Castle	stable	200	2500	1200	500	1600						9	
Peasant repairs to structure	peasant		1	1		+4							
<b>Barracks</b>		200	700	450	0	800	20					3	
Footman		60	600	0	0	60	2	2-9	6	3	1	4	10
Elven Archer (or Ranger)	elven lumber mill	70	500	50	0	40	0	3-9	3	6	4	5	10
Elven Ranger	elven lumber mill	70	500	50	0	50	0	3-9	3	6	4	6	10
Knight	keep	90	800	100	0	90	4	2-12	8	4	1	4	13
Paladin	church	90	800	100	0	90	4	2-12	8	4	1	5	13
Ballista	blacksmith, lumber mill	250	900	300	0	110	0	25-80	80	0	8	9	5
<b>Elven Lumber Mill</b>		150	600	450	0	600	20					3	
Upgrade Arrows (Damage +1)		200	300	300	0			+1					
Upgrade Arrows (Damage +1)		250	900	500	0			+2					
Elven Ranger Training	keep	250	1500	0	0							+1	
Ranger Scouting (Sight: 9)	rangers	250	1500	0	0							+3	
Research Longbow (Range +1)	rangers	250	2000	0	0						+1		
Ranger Marksmanship (Dmg +3)	rangers	250	2500	0	0			+5					
<b>Blacksmith</b>		200	800	450	100	775	20					3	
Upgrade Swords of Footmen, Knight/Paladins, Dwarves:													
Upgrade Swords (Damage +2)		200	800	0	0			+2					
Upgrade Swords (Damage +2)		250	2400	0	0			+4					
Upgrade Shields of Footmen, Knight/Paladins:													
Upgrade Shields (Armour +2)		200	300	300	0		+2						
Upgrade Shields (Armour +2)		250	900	500	0		+4						
Upgrade Ballistas (Damage +15)		250	1500	0	0			+15					
Upgrade Ballistas (Damage +15)		250	4000	0	0			+30					
<b>Scout Tower</b>		60	550	200	0	100	20					9	
Upgrade to Guard Tower only	elven lumber mill	140	500	150	0	130	20	6-16	4	12	6	9	0
Upgrade to Cannon Tower only	blacksmith	190	1000	300	0	160	20	6-50	50	0	7	9	0
<b>Wall</b>	multiplayer only		10	5			20					0	
<b>Stables</b>	keep	150	1000	300	0	500	20					3	
<b>Gnomish Inventor</b>	keep	150	1000	400	0	500	20					3	
Gnomish Flying Machine		65	500	100	0	150	2	0	0	0	1	9	17
Dwarven Demolition Team		200	700	250	0	40	0	1-6	4	2	1	4	11
<b>Church</b>	castle	175	900	500	0	700	20					3	
Upgrade Knights to Paladins		250	1000	0	0							+1	
Research healing	paladins	200	1000	0	0								
Research exorcism	paladins	200	2000	0	0								
<b>Mage Tower</b>	castle	125	1000	200	0	500	20					3	
Mage		120	1200	0	0	60	0	5-9	0	9	2	9	8
Research Slow spell		100	500	0	0								
Research Flame Shield spell		100	1000	0	0								
Research Invisibility spell		200	2500	0	0								
Research Polymorph spell		200	2000	0	0								
Research Blizzard spell		200	2000	0	0								
<b>Gryphon Aviary</b>	castle	150	1000	400	0	500	20					3	
Gryphon Rider		250	2500	0	0	100	5	8-16	0	16	4	6	6
<b>Shipyards</b>	blacksmith	200	800	0	0	1100	20					3	
Oil Tanker		50	400	200	0	90	0	0	0	0	1	4	5
Elven Destroyer		90	700	350	700	100	10	2-35	35	0	4	8	5
Transport	foundry	70	600	200	500	150	0	0	0	0	1	4	5
Battleship	foundry	140	1000	500	1000	150	15	50-130	130	0	6	8	3
Gnomish Submarine	foundry, gnomish inv.	100	800	150	900	60	0	10-20	50	0	4	5	3
<b>Foundry</b>	blacksmith	175	450	0	0	750	20					3	
Upgrade ship armour to +5		200	500	500	0		+5						
Upgrade ship armour to +10		250	1500	900	0		+10						
Upgrade cannons to +5		200	700	100	1000		+5						
Upgrade cannons to +10		250	2000	250	3000		+10						
<b>Oil Refinery</b>	blacksmith	225	800	350	200	600	20					3	
<b>Oil Platform</b>	oil tanker	200	700	450	0	650	20	0	0	0	0	3	0