



Warcraft II - Tides of Darkness

Combat and Upgrades Tables

Orcs

	Dependency	Construction				Defense		Offense				Sight	Speed
		Time	Gold	Wood	Oil	HP	Armour	Dmg	Basic	Piercing	Range		
Pig Farm		100	500	250	0	400	20					3	
Great Hall		255	1200	800	0	1200	20					4	
Peon		45	400	0	0	30	0	1-5	3	2	1	4	10
Upgrade to Stronghold	barracks	200	2000	1000	200	1400	20					6	
Upgrade to Fortress	ogre mound	200	2500	1200	500	1600	20					9	
Peon repairs to structure	peon		1	1		+4							
Barracks		200	700	450	0	800	20					3	
Grunt		60	600	0	0	60	2	2-9	6	3	1	4	10
Troll Axethrower	troll lumber mill	70	500	50	0	40	0	3-9	3	6	4	5	10
Troll Berserker	troll lumber mill	70	500	50	0	50	1	3-9	3	6	4	6	10
Ogre	stronghold	90	800	100	0	90	4	2-12	8	4	1	4	13
Ogre Mage	altar of storms	90	800	100	0	90	4	2-12	8	4	1	5	13
Catapult	blacksmith, lumber mill	250	900	300	0	110	0	25-80	80	0	8	9	5
Lumber Mill		150	600	450	0	600	20					3	
Upgrade Throwing Axes (Damage +1)		200	300	300	0			+1					
Upgrade Throwing Axes (Damage +1)		250	900	500	0			+2					
Troll Berserker Training	stronghold	250	1500	0	0							+1	
Berserker Scouting (Sight: 9)	berserkers	250	1500	0	0							+3	
Research Lighter Axes (Range +1)	berserkers	250	2000	0	0						+1		
Berserker Regeneration	berserkers	250	3000	0	0	regen							
Blacksmith		200	800	450	100	775	20					3	
Upgrade Swords of Grunts, Ogres/Mages, Sappers:													
Upgrade swords to +2 dmg		200	800	0	0			+2					
Upgrade swords to +4 dmg		250	2400	0	0			+4					
Upgrade Shields of Grunts, Ogres/Mages:													
Upgrade shields to +2 armour		200	300	300	0		+2						
Upgrade shields to +4 armour		250	900	500	0		+4						
Upgrade catapults to +15 dmg.		250	1500	0	0			+15					
Upgrade catapults to +30 dmg.		250	4000	0	0			+30					
Watch Tower		60	550	200	0	100	20					9	
Upgrade to Guard Tower only	troll 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	10-50	50	0	7	9	0
Wall	multiplayer only		10	5	0		20					0	
Ogre Mound	stronghold	150	1000	300	0	500	20					3	
Goblin Alchemist	stronghold	150	1000	400	0	500	20					3	
Goblin Zeppelin		65	500	100	0	150	2	0	0	0	1	9	8
Goblin Sappers		200	700	250	0	40	0	1-6	4	2	1	4	11
Altar of Storms	fortress	175	700	500	0	700	20						
Upgrade Ogres to Mages		250	1000	0	0								
Research Blood Lust	ogre mages	100	1000	0	0								
Research Runes	ogre mages	150	1000	0	0								
Temple of the Damned	fortress	125	1000	200	0	500	20					3	
Death Knight		120	1200	0	0	60	0	5-9	0	9	3	9	8
Research Haste		100	500	0	0								
Research Raise Dead		100	1500	0	0								
Skeleton	raise dead	0	0	0	0	40	0	2-9	6	3	1	3	8
Research Whirlwind		150	1500	0	0								
Research Unholy Armour		200	500	0	0								
Research Death and Decay		200	2000	0	0								
Dragon Roost	fortress	150	1000	400	0	500	20					3	
Dragon		250	2500	0	0	100	5	8-16	0	16	4	6	6
Shipyard	blacksmith	200	800	0	0	1100	20					3	
Oil Tanker		50	400	200	0	90	0	0	0	0	1	4	5
Troll 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
Juggernaut	foundry	140	1000	500	1000	150	15	50-130	130	0	6	8	3
Giant Turtle	foundry, goblin alch	100	800	150	900	60	0	10-20	50	0	4	5	3
Foundry	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						
Oil Refinery	blacksmith	225	800	350	200	600	20					3	
Oil Platform	oil tanker	200	700	450	0	20	20	0	0	0	3	3	