

Unit	Category	Speed	Vitality	Range	Cost	Strengths	Weaknesses	Special Ability	Notes
Trow	Melee	51	30.0		24	Extremely Strong and Fast – can go into deeper water	Archers/Soulless and bad if surrounded		The enemy will have Trow if trading allows it!
Myrkridian Giant	Melee and throws	47	12.0 to 13.0	5 to 16	24	Extremely Strong and Fast (though not same as Trow)		T - Throw	Myrk Giants throw flaming skulls – erratic but deadly!
Myrkridian	Melee	45	6.0 to 6.5		4	Strong and Fast – just shreds the enemy with its claws	Once health gets low will go berserk and attack anything		These guys are fast and great for slashing enemy Warlocks and Archers
Heron Guard	Melee	39	6.5		3	Strong and Fast – excellent melee units. Journeyman healing. Pus cannot harm.		T - Heal	Normally start with one Healing Root (9 max) – Heroes start with 8!
Berserk	Melee	45	5.5		3	Very fast and DEADLY in large groups! Can hack apart an enemy quickly!	Vulnerable to Warlock/Dorf blasts (no armor)		Berserks have no armor, so they are faster but take damage much faster
Stygian Knight	Melee	33	6.5 to 7.0		3	Invulnerable to Arrows, Soulless spears, and fire	Very vulnerable to Warlock/Dorf blasts		Stygian Knights have one cool looking death...
Mauls	Melee	33	8.0 to 8.5		3	These brutes are very tough in large numbers	Turn slowly when redirecting attack		Better in hordes – make great grunting sounds
Warrior	Melee	33	2.2		2	Tough melee - will shield during hand-to-hand			Their armor and shields help as an auto-defense
Brigand	Melee	31	2.2		2		Bland		Similar to Warrior though not quite as tough and a bit slower (I'd trade 'em)
Ghòls	Melee (but can throw items!)	43	3.2	0 to 8	2	Ghòls are Fast and can pick up and throw one item like a Pus Packet – deadly in packs – good for raiding enemy Archer groups.	Once carrying an object they cannot fight hand-to-hand		Load up Ghòls with Pus Packets and they become DEADLY, especially in groups! Great as scouts and Ball Stealers too!
Spiders	Melee	45	1.2		1	Very Fast and can crawl over terrain other units can't, tough in large groups	Very weak		Spiders make great scouts or Ball Stealers as they can move over more terrain than most units
Thrall	Melee	20	5.5		1	Tough in numbers at very close range. Inexpensive. Can stay underwater forever.	Very slow		Don't heal your own Thrall (they die) – but heal enemy Thrall if one-on-one! ☺
Ghasts	Melee	23	2.2		1	They stun the enemy if they can touch them. Can stay underwater forever	Very slow and nasty smelling		Deadly in groups, rare in multiplayer games
Wights	Suicide Bomber	20	1.5		3	DEADLY if they reach the enemy! Can stay underwater forever	Very slow and explode if shot or blasted from afar	T - Explode	Heal your own Wights for two explosive Pus Packets for Ghòls!

Unit	Category	Speed	Vitality	Range	Cost	Strengths	Weaknesses	Special Ability	Notes
Archers/ Bowmen	Missile	27	2.2	3 to 20	3	Can inflict infinite damage to enemy from afar! Fire Arrows are DEADLY if used properly	Vulnerable to faster melee units and Warlock/Dorf blasts	T – Shoot Fire Arrow	Typically start with one Fire Arrow (not on every map though!) – can carry 3 (pick up friendly or enemy dropped Fire Arrows!) – Archer Heroes too tough really, like Legolas!! ☺
fir'Bolg	Missile	27	2.2	3 to 20	3	Can inflict infinite damage to enemy from afar! Stun Arrows can be DEADLY	Vulnerable to faster melee units and Warlock/Dorf blasts	T – Shoot Stun Arrow	These are Archers from “Myth 1” – typically start with 3 Stun Arrows – can carry ? Pick up friendly or enemy dropped Stun Arrows quickly!! They disintegrate in about two seconds and then cannot be picked up!
bre'Unor	Missile and Melee	39	4.0	4 to 16	4	Double-purposed missile and melee unit	Missile attack (throwing jawbones!) is relatively inaccurate but DEADLY en masse		Quirky unit which is neither Missile or Melee – a bit expensive – can be very tough in large groups – as fast as Heron Guards
Dwarf	Missile	27	2.2	4 to 10	6	Can inflict infinite damage to enemy from afar! Dwarf Grenades are DEADLY if used properly	Vulnerable to faster melee units and Warlock/Dorf blasts. If still carrying Satchels can REALLY EXPLODE, TYPICALLY CAUSING MASSIVE FRIENDLY DAMAGE! Also a little harder to “control” ☺	T – Drop Satchel	Dwarves (also called Dorfs and Duffs) are arguably one of the toughest units. They can cause massive friendly damage if not used properly however. Usually a good idea to “drop Satchels” (using T Special Ability) early in the game to prevent exploding these amidst friendly units at death. Several variants on Dwarves exist on various maps – “Pathfinders” are invisible unless they are “doing something” (such as attacking or move shoulder-to-shoulder with enemy) – “Flare Dwarfs” (sometimes also called “Pathfinders” in games! Doh!) have Special Attack of throwing “Flare” that draws massive Satchel Air Strike – but unused flares are dropped when killed resulting in MASSIVE DAMAGE!!!
Mortar Dwarf	Missile	27	2.2	7 to 15	8	(See Dwarf) but can hit enemy in water!	(See Dwarf)		(See Dwarf)
Soulless	Missile	29	2.4	3 to 20	3	Can hit long range – can move over water and steep hills	Slow and vulnerable to blasts		Soulless are DEADLY in numbers and can float over water of ANY depth, touching Balls when other units can't! Can also stay out of reach on hilltops.

Unit	Category	Speed	Vitality	Range	Cost	Strengths	Weaknesses	Special Ability	Notes
Warlock	Missile	27	2.2	5 to 12	8 or 10	They can inflict infinite MASSIVE damage to enemy from afar!	Vulnerable to faster melee units and Warlock/Dorf blasts – must “recharge” as attack is “Mana-based” (blue bar over unit) – can get two attacks off then must wait...	T – Ring of Fire (or sometimes Confusion Spell)	Warlocks sometimes get Special Ability of “Ring of Fire” for fending off hand-to-hand attacks. Also occasionally this is replaced with “Confuse the Enemy” Spell. Both are also Mana-based. Warlock Heroes “recharge” faster.
Fetch	Missile	27	2.2	3 to 10	6	They can inflict infinite damage to enemy from afar! Lightning Bolts are infinite (not Mana-based) and can hit more than one enemy at a time (more effective against “bunched” enemy) – particularly effective against Archers/Soulless if they can sneak in a shot!	Vulnerable to faster melee units and Warlock/Dorf blasts and can be hit by Archers (longer range)		DEADLY if more than one attacking at the same time. Sometimes Fetch Lightning is weak, like when attacking Trow. Slightly shorter range than Warlocks.
Journeyman	Melee	29	6.7		6	Journeyman are the standard “Healing” units. This can “give you more units” by healing your army. Use them to “Heal” enemy Wights and Cannons! Use them to Heal Wights to make Pus Packets for Ghòls! Very tough and resilient, but not as strong an attack as Herons or other melee. Pus Packets from Ghòls do no damage to Journeyman!!	Vulnerable to tougher melee units. If hit “mid-heal” will drop Healing Root.	T – Heal	Often good to have a Journeyman in your army – if you use him! If you do not, you may be wasting 6 trading points! Be sure to pick up Healing Roots lying around some maps and dropped by friendly or enemy Journeyman! ☺

Green Unit Name – Indicates this unit type also comes in “Hero” variety. Typically this means they start carrying more Special Ability “Items” (if applicable). Melee Heroes take more damage and attack faster. Missile Heroes have longer range and recharge faster (i.e. more shots in the same time period).

Red Unit Name – Indicates unit is considered “Undead”. Will disintegrate when healed (friendly or enemy). Can stay underwater forever (or float above in the case of Soulless). Not good as houseguests. Never invite to parties. Never leave alone with pets.

Blue Special Ability – Indicates unit’s Special (T) Attack is “Mana Based”. Mana is loosely defined as Energy, but tending towards Magical or Psychic Energy. For example, the Warlock requires Mana to conjure up and shoot a Fireball. He can’t do this every second without falling over exhausted – he has to “recharge” before being able to summon up another Fireball. The same is true for Myrk Giants: conjuring and throwing Flaming Skulls on demand is tiring business! ☺