

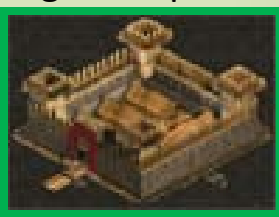
OGRE

Building Tree & Skills

Ogre Keep 1



Ogre Keep 2



Ogre Keep 3



Ogre Keep 4



Ogre Keep 5



Troll Cave



Slavehorde (OK 3)

Brood 1



Brood 2



Harpy Hag

Brood 3



Giant King

Ogre Arena



Thump



Giant Inn

Regeneration
Dwarven Brew
Over the Top

Mage Hut



Wild Magic

Ogre Totem

Steeding



- Horde 1
- Horde 2
- Horde 3
- Horde 4
- Horde 5
- Horde 6
- Horde 7
- Horde 8

Ogre Totem



OGRE

Building COSTS & producible Units Diagram

(OK x) = OGRE Keep x
means that OK x is needed

Ogre Keep 1
100 g, s

Troll Cave
150 s

Bat
Cave Troll
Basilisk (OK 2)
Troll (OK 3)

Costs for all buildings

	Gold	Metal	Stone	Crystal
All	2450	500	4050	800

Ogre Keep 2
100 g, 250 s

Kobold

Kobold

Ogre Keep 3
200 g, 450 s

Kobold

Brood Level 1
100 g, 200 s

Bat

Ogre Arena
100 g, 200 s

Ogre
Giant (Giant King)
Rock Giant (Giant King)
DUGOG (OK 5)

Steeding
150 g, 50 s

Sheep

Ogre Keep 4
200 g, 800 s

Kobold

Brood Level 2
300 g, 300 s

Harpy

Giant Inn
100 g, 150 s

Mage Hut
100 g, 100 s, 300 c

Ogre Mage

Ogre Totem
40 s, 100 c

Shoots Fireballs
20 Damage, 8 Range
At ground units only.

Ogre Keep 5
500 g, 500 m, 800 s, 500 c

Kobold

Brood Level 3
500 g, 500 s

Storm Dragon
Swamp Dragon

g = Gold
m = Metal
s = Stone
c = Crystal

OGRE

Skills

Costs for all Skills:

	Gold	Metal	Stone	Crystal
All Skills	3950	2600	2800	4400

Building	Skill	Details	Gold	Metal	Stone	Crystal
Troll Cave	Slavehorde	Allows to get 10 Thralls for 250g (needs Ogre Keep 3)	300			
Ogre Arena	Thump	+10 DMG to Ogre and Cave Troll			200	
Steeding	Horde 1	+5 Army Limit	100	100	100	100
Steeding	Horde 2	+10 Army Limit	200	200	200	200
Steeding	Horde 3	+15 Army Limit	250	300	300	300
Steeding	Horde 4	+20 Army Limit	300	300	300	300
Steeding	Horde 5	+25 Army Limit	350	350	350	350
Steeding	Horde 6	+30 Army Limit	400	400	400	400
Steeding	Horde 7	+35 Army Limit	450	450	450	450
Steeding	Horde 8	+40 Army Limit	500	500	500	500
Brood 2	Harpy Hag	+3 Combat for Harpy	100			100
Giant Inn	Regeneration	Fast HP regeneration for Trolls				1200
Giant Inn	Dwarven Brew	Allows "drunk" for Ogre, Rock Giant	300			
Giant Inn	Over the Top	+4 Range for Rock Giant	300			
Mage Hut	Wild Magic	Allows Ogre Mage + Totems				500
Ogre Keep 5	Giant King	Allows Giants + Rock Giants	400			

	Gold	Metal	Stone	Crystal
All Skills	3355	1550	1900	3560

Unit	Reach	DMG/Range	DMG Type	Combat	HPs	Speed	Armor	Resist.	Strong vs.	Weak vs.	Special	GOLD	METAL	STONE	CRYSTAL	Build Time	Setup pts	Army pts
Kobold	G	5		1	20	8	5	5			Poison, Build Skill 9	25				25	1	1
Bat	A	7		2	20	14	0	5			Needs only half of one army point	10				10	1/2	1
Cave Troll	G	20		8	100	4	2	10			Regeneration, Build Skill 1		50	50		40	2	1
Basilisk	AG	15/6		5	70	4	20	20			Turns its victims into 100 Stone	60				40	3	2
Troll	AG	20/6		11	150	6	10	5			Can pick and throw sheep			150		70	4	2
Harpy	G	20		8	55	5	5	9			Can Drain Mana	60			60	45	4	1
Ogre	AG	30		12	180	8	10	15					100	100		60	5	2
Giant	AG	50		16	260	10	15	15			Fear, Hits multiple oponents		100	150		80	6	4
Rock Giant	AG	40/12		12	250	10	4	12	Elem.		Fear, can pick up and throw sheep		100	150		80	6	4
Ogre Mage	AG	30/6		15	200	9	12	15	Phy.		Cast: Wildfire, Darkness			100	300	45	6	2
Swamp Dragon	AG	50/2		20	400	14	15	20			Erodes Armor	1000			1000	400	24	4
Storm Dragon	AG	50/2		20	380	14	15	20			Critical Drains Mana	1000			1000	400	26	4
Dugog	AG	145		27	800	11	12	30	Phy.		Titan	1200	1200	1200	1200	600	20	4

OGRE

Kobold



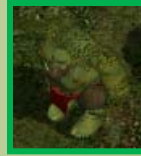
Cave Troll



Basilisk



Troll



Ogre



Ogre Mage



Giant



Bat



Rock Giant



Harpy



Storm Dragon



Swamp Dragon



Dugog



Units

Goblins

4525 1500 2690 5500

Goblin Keep 1



Goblin Keep 2



Goblin Keep 3



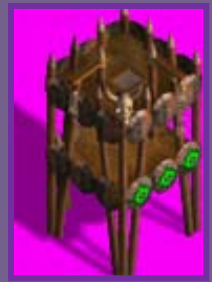
Goblin Keep 4



Goblin Keep 5



Goblin Tower



Eagle Eye 1,2,3
I, II, III
Shoots Air Units

Rats Burrow



Black Plague

Brood 1



Chiefs Hut



Scavengers
Sneek Attack

Rubber Slings
Elusiveness
Magic Powder

Goblin Workshop



Brood 2



Harpy Hag

Goblin Hedge



Brood 3



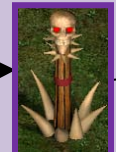
Levitation

Goblin Alter



Summon Mana 1
Summon Mana 2
Summon Mana 3
Levitation

Goblin Totem



Shoots Air Units

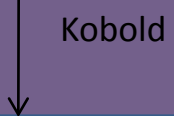
Costs for all Buildings & Skills

	Gold	Metal	Stone	Crystal
All	4525	1500	2690	5500

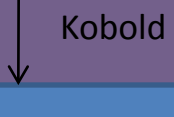
Goblins

Building COSTS & producible Units Diagram

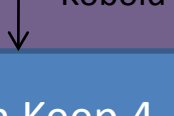
Goblin Keep 1
100 g, c



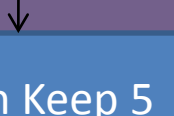
Goblin Keep 2
100 g, 250 c



Goblin Keep 3
100 g, 450 c



Goblin Keep 4
200 g, 800 c



Goblin Keep 5
500 g, 500 m, 500 s, 800 c

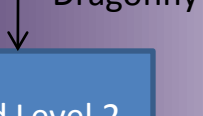
Kobold

Goblin Tower
150 g, 50 c

Shoots piercing Arrows
20 Damage, 8 Range
At air units only.

Rats Burrow
50 g, 125 s

Brood Level 1
100 g, 200 s



Brood Level 2
300 g, 300 s



Brood Level 3
500 g, 500 s

Storm Dragon
Swamp Dragon

Goblin
Goblin Slinger

Giant Rat

Goblin Chiefs Hut
100 g, c

Goblin Chief
Goblin Sneek

Goblin Hedge
125 s, c

Goblin Shaman

Goblin Workshop
125 g, c

Gobshooter
Goblin Cannon
Zeppelin
Goblin Sherman

Goblin Alter
100 s, c

Goblin Totem
40 s, 100 c

Shoots Magic
20 Damage, 12 Range
At air units only.



Costs for all Buildings

	Gold	Metal	Stone	Crystal
All	2525	500	2290	3000

g = Gold
m = Metal
s = Stone
c = Crystal

Goblins

SKILLS

Costs for all Skills

	Gold	Metal	Stone	Crystal
All	2000	1000	400	2500

Building	Skill	Details	Gold	Metal	Stone	Crystal
Goblin Tower	Eagle Eye 1	+2 to VIEW range	150			
Goblin Tower	Eagle Eye 2	+3 to VIEW range	250			
Goblin Tower	Eagle Eye 3	+4 to VIEW range	350			
Rats Burrow	Black Plague	Gives Giant Rats the possibility to transmit disease			300	100
Goblin Chief Hut	Scavengers	Allows goblins to scavenge from building rubble	300			
Goblin Chief Hut	Sneek Attack	+6% assassination for Goblin Sneeks	400	400		400
Goblin Workshop	Rubber Slings	+4 Range for Goblin Slings and Globshooters	300			
Goblin Workshop	Elusiveness	Goblins get missile resistance		600		
Goblin Workshop	Magic Powder	+4 Range for Goblin Cannon & Zepellin	300			600
Goblin Alter	Summon Mana 1	+150% Mana Regeneration				100
Goblin Alter	Summon Mana 2	+200% Mana Regeneration				200
Goblin Alter	Summon Mana 3	+300% Mana Regeneration				400
Goblin Alter	Levitation	Allows Zepellin				300
Goblin Hedge	Shaman	+10 DMG for Goblin Shaman and allows Goblin Totems	100		100	400

Goblins

Units

Costs for all Units

	Gold	Metal	Stone	Crystal
All	4625	2420	1410	3570

Unit	Reach	Damage / Range	DMG Type	Combat	HPs	Speed	Armor	Resist.	Strong vs.	Weak vs.	Special	GOLD	METAL	STONE	CRYSTAL	Build Time	Setup pts	Army pts
Kobold	G	5		1	20	8	5	5			Poison, Build 9	25				25	1	1
Goblin	G	10		2	18	14	10	6				30				15	1	1
Goblin Slinger	AG	10/6		3	40	12	2	10		All elem.	Fits Tower	50	20			30	2	1
Giant Rat	G	18		8	100	12	5	5			Disease			100		50	3	2
Dragonfly	AG	7		2	20	15	0	10			Poison			30	30	20	1	1
Goblin Chief	G	15		8	90	11	5	5			Summons Goblins (5)	80	20			40	5	1
Goblin Sneek	G	20		20	100	20	12	10	All Phy.	All elem.	, Invisibility, Poison, Assassination	80	80	80	80	75	6	1
Gobshooter	G	35/14		2	80	2	15	10			Splash DMG, random goblin created	300	300			100	5	4
Goblin Cannon	G	60/6		3	100	1	12	12			Splash	300	300			60	4	4
Zeppelin	AG	80/10		5	300	5	15	12			Shoots Goblins	500	500			60	4	4
Goblin Shaman	AG	25/6		10	70	12	10	15		All Phy.	Cast: Lightning, Berserk, Day/Night				200	60	4	1
Harpy	G	20		8	55	5	5	9			Can Drain Mana	60			60	45	4	1
Goblin Sherman	AG	135/12		27	800	11	12	30	All Phy.		Shoots Goblins, Disaese	1200	1200	1200	1200	600	20	4
Swamp Dragon	AG	50/2		20	400	14	15	20			Erodes Armor	1000			1000	400	24	4
Storm Dragon	AG	50/2		20	380	14	15	20			Critical Drains Mana	1000			1000	400	26	4

Goblins

Kobold



Goblin



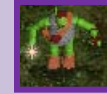
Goblin Chief



Goblin Shaman



Goblin Slinger



Units

Goblin Sneek



Giant Rat



Dragonfly



Gobshooter



Goblin Cannon



Zeppelin



Harpy



Storm Dragon



Swamp Dragon



Goblin Sherman



Dragons

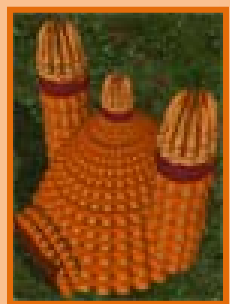
Building Tree & Skills

Dragon Keep 1



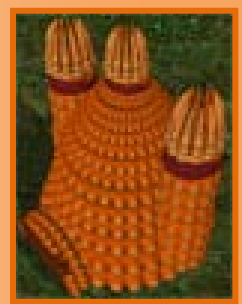
Plunder 1

Dragon Keep 2



Plunder 2

Dragon Keep 3



Plunder 3

Dragon Keep 4



Plunder 4

Dragon Keep 5



Plunder 5

Dwarf Hold



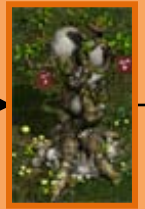
Elf Hold



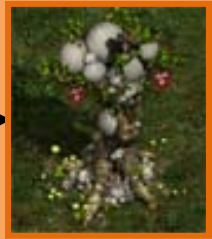
Nest 1



Nest 2



Nest 3



Dragon Cave



Dragon Alter



Dragon Spirit

Dragon Spire



- Breath of Storm
- Breath of Fire
- Breath of Acid

- Golden Scales 1
- Golden Scales 2
- Golden Scales 3
- Incentive
- Dragon Avenger
- TRADE

Horde Pile



Total costs for all BUILDINGS & SKILLS

	Gold	Metal	Stone	Crystal
All	6900	3600	6950	4600

Dragons

Building COSTS & producible Units Diagram

(DK x) = Dragon Keep x
means that DK x is needed

Dragon Keep 1
100 g, s

Dragon Keep 2
200 g, 250 s

Dragon Keep 3
200 g, 800 s

Dragon Keep 4
200 g, 800 s

Dragon Keep 5
500 g, 500 m, 800 s, 500 c

Dwarf Hold
200 g, 200 s

Elf Hold
200 g, 200 c

Nest Level 1
100 g, 200 s

Nest Level 2
300 g, 300 s

Nest Level 3
500 g, 500 s

Dragon Smith
Dwarf Bandit

Dragon Guard
Avenger (DK 3)
Dragon Queen (DK 5)

Dragon Cave
300 s

Dragon Alter
100 g, s, c

Dragon Spire
500 g, s

Costs for all buildings

	Gold	Metal	Stone	Crystal
All	3100	500	4750	800

Horde Pile
300 g, s

Phoenix

Land Dragon

Wyvern

Dragon Spirit = Dragonliche

Storm Dragon
Swamp Dragon
Fire Dragon

Celestial Dragon
Frost Dragon
SHEKHA

g = Gold
m = Metal
s = Stone
c = Crystal

Dragons

SKILLS

Costs for all Skills

	Gold	Metal	Stone	Crystal
All	3800	3100	2100	3800

Building	Skill	Details	Gold	Metal	Stone	Crystal
Dragon Keep 1	Plunder 1	Gives +100 of each resource per destroyed building	100	100	100	100
Dragon Keep 2	Plunder 2	Gives +200 of each resource per destroyed building	200	200	200	200
Dragon Keep 3	Plunder 3	Gives +300 of each resource per destroyed building	300	300	300	300
Dragon Keep 4	Plunder 4	Gives +400 of each resource per destroyed building	400	400	400	400
Dragon Keep 5	Plunder 5	Gives +500 of each resource per destroyed building	500	500	500	500
Dragon Cave	Breath of Storm	Allows Land Dragon to morph into Storm Dragling	200			200
Dragon Cave	Breath of Fire	Allows Land Dragon to morph into Fire Dragling	200			200
Dragon Cave	Breath of Acid	Allows Land Dragon to morph into Acid Dragling			200	200
Horde Pile	Golden Scales 1	+3 Resistance to non-flying Dragons		300		100
Horde Pile	Golden Scales 2	+6 Resistance to non-flying Dragons		300		100
Horde Pile	Golden Scales 3	+9 Resistance to non-flying Dragons		300		100
Horde Pile	Incentive	Dwarf Bandit Combat Bonus	200			
Horde Pile	Dragon Avenger	Avenger gets Damage +5 and Range +2	300	300		
Horde Pile	TRADE	Allows trading resources at Horde Pile	500	500	500	500
Dragon Alter	Dragon Spirit	Allows to summon Dragonliche for 1000 Crystal	1000			1000

Dragons

Units

Cost for all units

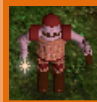
	Gold	Metal	Stone	Crystal
All	5600	1480	1300	6390

Unit	Reach	DAMAGE / Range	DMG Type	Combat	HPs	Speed	Armor	Resist.	Strong vs.	Weak vs.	Special	G	M	S	C	Build Time	Army Points	Setup Points
Dragon Smith	G	10		4	100	4	6	15	Elem.		Build Skill 10	100	50			40	1	1
Dwarf Bandit	G	10		5	80	4	8	15	Phys.			50	50			30	1	1
Dragon Guard	G	10		4	50	5	2	10				30	30			30	1	1
Avenger	AG	10		6	50	14	12	12				100	100			40	1	2
Dragon Queen	AG	20/6		8	50	15	8	10		Phys.	Summons Fearie Dragon	100	50		100	70	1	6
Faerie Dragon	AG	6/6		3	35	11	10	15		Phys.							1	1
Land Dragon	AG	25/2		14	300	12	8	5			Can morph into Draglings			100		50	2	5
Storm Dragling	AG	30/6		20	350	13	8	10			Can morph into Storm Dragon	300			300	instant	2	5
Fire Dragling	AG	40/6		20	350	13	8	10			Can morph into Fire Dragon	300			300	instant	2	5
Swamp Dragling	AG	30/4		20	350	13	8	10			Can morph into Swamp Dragon	300			300	instant	2	5
Phoenix	AG	6/6		3	35	12	0	15				20			40	30	1	1
Wyvern	AG	35		12	140	15	10	15				100			150	60	2	5
Dragonliche	AG	40/2		20	400	14	20	20			Double DMG vs. Good				1000	instant	4	20
Celestial Dragon	AG	40/2		20	375	14	15	20			Double DMG vs. Evil + 100 Crystal per kill	800			800	120	4	20
Frost Dragon	AG	40/2		20	360	14	15	20			Can Freeze per hit	600			600	120	4	20
Storm Dragon	AG	50/2		20	380	14	15	20			Can damage target mana	600			600	120	4	20
Fire Dragon	AG	50/2		20	400	14	15	20			Can set in FIRE	500			500	120	4	20
Swamp Dragon	AG	50/2		20	400	14	15	20			Reduces Armor	500			500	120	4	20
SHEKHA	AG	145		27	800	14	20	30	Phys.		Terror	1200	1200	1200	1200	600	4	27

Dragons

Units

Dragon Smith



Dwarf Bandit



Dragon Guard



Avenger



Dragon Queen



Phoenix



Frost Dragon



Wyvern



Land Dragon



Dragonliche



Celestial Dragon



Storm Dragling



Fire Dragling



Swamp Dragling



Storm Dragon



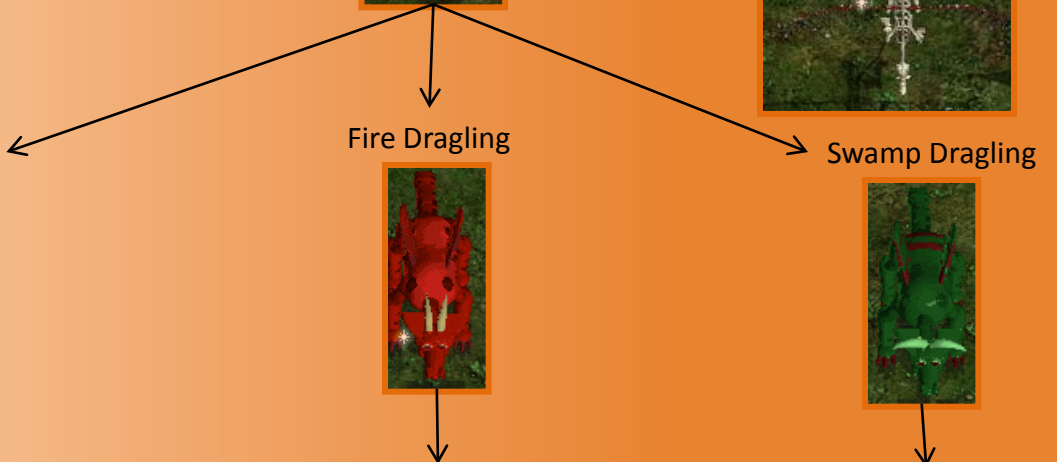
Fire Dragon



Swamp Dragon



SHEKHA



Ships

Unit	Reach	DMG/ Range	DMG Type	Combat	HPs	Speed	Armor	Resist.	Strong vs.	Weak vs.	Special	Build Time	Setup pts	Army pts
Ferry	AG	10/6		6	200	8	20	2	Phy.		Transports Builders, Troops & Generals	60	1	2
Destroyer	AG	70/8		16	350	2	20	16			Transports land Troops	150	1	2
Warship	AG	40/8		8	200	14	15	8		Phy.		90	1	2
Elvin Galleon	AG	30/8		8	200	14	15	8			Casts: Invisible	90	1	2
Scout Ship	AG	40/8		6	125	14	7	6				80	1	2
Cruiser	AG	25/10		8	200	12	10	8				60	1	2
Orcish ship	AG	70/8		16	300	4	18	16			Shoots Goblins	150	1	2
Bone ship	AG	70/8		16	350	2	18	16			Transports land Troops	150	1	2
Bugship	AG	60/6		16	300	2	20	16			Transports land Troops	150	1	2
Plague ship	AG	60/6		16	300	2	15	16			Summon spores, Poison, Land Troops	150	1	2
Beach bomber	AG	5/2		3	50	14	5	5				30	2	1

Ships

Shipyard



Ferry



Destroyer



Warship



Elvin Galleon



Scout Ship



Cruiser



Orcish ship



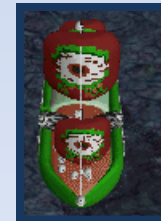
Bone ship



Bugship



Plague ship



Beach Bomber

