

# Warcraft ][ Guide

## Introduction

This is not a strategy guide for Warcraft ][ *per se*, but it should help you in speeding up your attacks and defenses. The underlying premise is this: you can play faster if you use your mouse to select objects and your keyboard to type in the one-letter command shortcuts. If you use only your mouse, you waste a lot of time moving it back and forth between the maps and command icons; you may have also noticed problems with the maps scrolling if you overshoot the command icon area.

The following charts also include the various requirements (gold, lumber, oil) and prerequisites for building and upgrading buildings and units. You can waste a lot of time in the game selecting an object and moving your mouse over the command icon to be able to read these requirements and prerequisites in the status bar. Having all of this information printed out also allows you to read and study it so that you can plan out your strategy without needing to page through all of the screens.

This guide was composed as WC2GUIDE.DOC using Microsoft Word 6.0 and I have included the document template WC2GUIDE.DOT so that it should print out properly on your system regardless of the settings in your own NORMAL.DOT file. There are only 4 fonts used: Times New Roman, Arial, Symbol and WingDings. I have also included WC2GUIDE.RTF in the event your word processor can import Rich Text Format files. If you have problems getting it to print out right, send me an e-mail message at my CompuServe address listed below.

## Table of Contents

Page 1	Introduction
Page 2	Keystroke Help
Pages 3 thru 8	Charts with Data on Units and Buildings
Pages 3 & 4	Human Units
Page 5 & 6	Human Buildings
Pages 7 & 8	Orc Units
Page 9	Orc Buildings
Pages 10 thru 19	Outline Chart of Keystrokes for all Commands
Pages 10 – 12	Human Units
Pages 13 & 14	Human Buildings
Pages 15 – 17	Orc Units
Pages 18 & 19	Orc Buildings
Pages 20 & 21	Quick Charts for Units
Page 20	Human Units
Page 21	Orc Units

Composed and submitted by Steve Ahola  
CompuServe address: [73727,3715]

# Warcraft ][ Guide

## Keystroke Help

### Function Keys

<b>F1</b>	<b>Help Menu</b>
<b>F2</b>	<b>Recall Location 1</b>
<b>Shift F2</b>	<b>Save Location 1</b>
<b>F3</b>	<b>Recall Location 2</b>
<b>Shift F3</b>	<b>Save Location 2</b>
<b>F4</b>	<b>Recall Location 3</b>
<b>Shift F4</b>	<b>Save Location 3</b>
<b>F5</b>	<b>Options Menu</b>
<b>F7</b>	<b>Sound Options</b>
<b>F8</b>	<b>Speed Options</b>
<b>F9</b>	<b>Preferences</b>
<b>F10</b>	<b>Game Menu</b>
<b>F11</b>	<b>Save Game Menu</b>
<b>F12</b>	<b>Load Game Menu</b>

### Other Keys

<b>Alt C</b>	<b>Center map on selected unit</b>
<b>Ctrl H</b>	<b>Keystroke Help</b>
<b>Alt H</b>	<b>Keystroke Help</b>
<b>Alt M</b>	<b>Toggle Music</b>
<b>Ctrl M</b>	<b>Music Options</b>
<b>Ctrl O</b>	<b>Options Menu</b>
<b>Ctrl Q</b>	<b>Quit to Menu</b>
<b>Alt Q</b>	<b>Quit to Menu</b>
<b>Ctrl R</b>	<b>Restart Scenario</b>
<b>Alt S</b>	<b>Toggle Sound Effects</b>
<b>Ctrl S</b>	<b>Sound Options</b>
<b>Ctrl T</b>	<b>WarCraft ][ Tips</b>
<b>Ctrl X</b>	<b>Exit Warcraft ][</b>
<b>Alt X</b>	<b>Exit Warcraft ][</b>
<b>Tab</b>	<b>Toggle mini-map mode</b>
<b>+ (plus)</b>	<b>Increase Game Speed</b>
<b>- (minus)</b>	<b>Decrease Game Speed</b>

# Warcraft II Guide

## Human Units

<u>Land Units</u>	<b>Peasant</b>	<b>Footman</b>	<b>Archer</b>	<b>Ranger</b> <sup>⑤</sup>	<b>Ballista</b>
<b>Train at:</b>	TOWN HALL	BARRACKS	BARRACKS	BARRACKS	BARRACKS
<b>Prerequisites</b>			LUMBER MILL	LUMBER MILL KEEP <sup>②</sup>	LUMBER MILL BLACKSMITH
<b>Gold</b>	400	600	500	500	900
<b>Lumber</b>	0	0	50	50	300
<b>Oil</b>	0	0	0	0	0
<b>Build Time</b>	45	60	70	70	90
<b>Hit Points</b>	30	60	40	50	110
<b>Armor</b>	0	2 (+4) <sup>④</sup>	0	0	0
<b>Damage:</b>	1-5	2-9 (+4) <sup>④</sup>	3-9 (+2) <sup>⑤</sup>	3-9 (+5) <sup>⑤</sup>	25-80 (+30) <sup>⑤</sup>
<b>Basic</b>	3	6	3	3	80
<b>Piercing</b>	2	3	6	6	0
<b>Range</b>	1	1	4	4 (+1) <sup>⑤</sup>	8
<b>Sight</b>	4	4	5	6 (+3) <sup>⑤</sup>	9
<b>Speed</b>	10	10	10	10	5

<u>Land Units</u>	<b>Knight</b>	<b>Paladin</b> <sup>⑥</sup>	<b>Mage</b>	<b>Dwarven Demo Squad</b>	
<b>Train at:</b>	BARRACKS	BARRACKS	MAGE TOWER	GNOM. INVENT.	
<b>Prerequisites</b>	KEEP <sup>②</sup> STABLES BLACKSMITH	CASTLE <sup>③</sup> CHURCH	CASTLE <sup>③</sup>	KEEP <sup>②</sup>	
<b>Gold</b>	800	800	1200	700	
<b>Lumber</b>	100	100	0	250	
<b>Oil</b>	0	0	0	0	
<b>Build Time</b>	90	90	120	200	
<b>Hit Points</b>	90	90	60	40	
<b>Armor</b>	4 (+4) <sup>④</sup>	4 (+4) <sup>④</sup>	0	0	
<b>Damage:</b>	2-12 (+4) <sup>④</sup>	2-12 (+4) <sup>④</sup>	5-9	1-6 (+4) <sup>④</sup>	
<b>Basic</b>	8	8	0	4	
<b>Piercing</b>	4	4	9	2	
<b>Range</b>	1	1	2	1	
<b>Sight</b>	4	5	9	4	
<b>Speed</b>	13	13	8	11	

- ① Shipyard requires Lumber Mill
- ② Keep requires Barracks
- ③ Castle requires Barracks, Lumber Mill, Blacksmith and Stables
- ④ Upgrade at Blacksmith (Swords; Shields)
- ⑤ Upgrade at Lumber Mill (Arrows; Ballista; Archers to Rangers)
- ⑥ Upgrade Knights to Paladins at Church
- ⑦ Upgrade Ships' Cannons and Armor at Foundry

# Warcraft II Guide

## Human Units (con't)

<u>Air Units</u>	<b>Gnom Flying Machine</b>	<b>Gryphon Rider</b>			
<b>Train at:</b>	GNOMISH INVENTOR	GRYPHON AVIARY			
<b>Prerequisites</b>	KEEP <sup>②</sup> LUMBER MILL	CASTLE <sup>③</sup>			
<b>Gold</b>	500	2500			
<b>Lumber</b>	100	0			
<b>Oil</b>	0	0			
<b>Build Time</b>	65	250			
<b>Hit Points</b>	160	100			
<b>Armor</b>	2	5			
<b>Damage:</b>	0	8-16			
<b>Basic</b>	0	0			
<b>Piercing</b>	0	16			
<b>Range</b>	1	4			
<b>Sight</b>	9	6			
<b>Speed</b>	17	14			

<u>Sea Units</u>	<b>Oil Tanker</b>	<b>Destroyer</b>	<b>Transport</b>	<b>Battleship</b>	<b>Gnomish Sub</b>
<b>Build at:</b>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>
<b>Prerequisites</b>			FOUNDRY	FOUNDRY	GNOM. INV.
<b>Gold</b>	400	700	600	1000	800
<b>Lumber</b>	200	350	200	500	150
<b>Oil</b>	0	700	500	1000	900
<b>Build Time</b>	50	90	70	140	100
<b>Hit Points</b>	90	100	150	150	60
<b>Armor</b>	NA	10 (+10) <sup>⑦</sup>	0 (+10) <sup>⑦</sup>	15 (+10) <sup>⑦</sup>	NA
<b>Damage:</b>	0	2-35 (+10) <sup>⑦</sup>	0	50-130 (+10) <sup>⑦</sup>	10-50
<b>Basic</b>	0	35	0	130	50
<b>Piercing</b>	0	0	0	0	0
<b>Range</b>	1	4	1	6	4
<b>Sight</b>	4	8	4	8	5
<b>Speed</b>	10	10	10	6	7

- ① Shipyard requires Lumber Mill
- ② Keep requires Barracks
- ③ Castle requires Barracks, Lumber Mill, Blacksmith and Stables
- ④ Upgrade at Blacksmith (Swords; Shields)
- ⑤ Upgrade at Lumber Mill (Arrows; Ballista; Archers to Rangers)
- ⑥ Upgrade Knights to Paladins at Church
- ⑦ Upgrade Ships' Cannons and Armor at Foundry

# Warcraft ][ Guide

## Human Buildings

<u>Basic Structures</u>	Farm	Barracks	Town Hall:	Upgrade to Keep <sup>②</sup>	Upgrade to Castle <sup>③</sup>
<b>Prerequisites</b>				BARRACKS	BLACKSMITH, LUMBER MILL, STABLES
<b>Gold</b>	500	700	1200	+2000	+2500
<b>Lumber</b>	250	450	800	+1000	+1200
<b>Oil</b>	0	0	0	+200	+500
<b>Build Time</b>	100	200	255	200	200
<b>Hit Points</b>	400	800	1200	1400	1600
<b>Visual Range</b>	3	3	4	6	9

<u>Basic Structures</u>	Lumber Mill	Blacksmith	Scout Tower:	Upgrade to Guard Tower	Upgrade to Cannon Tower
<b>Prerequisites</b>				LUMBER MILL	BLACKSMITH
<b>Gold</b>	600	800	550	+500	+1000
<b>Lumber</b>	450	450	200	+150	+300
<b>Oil</b>	0	100	0	0	0
<b>Build Time</b>	150	200	60	140	
<b>Hit Points</b>	600	775	100	130	160
<b>Armor</b>	NA	NA	NA	20	20
<b>Damage</b>	NA	NA	NA	6-16	10-50
<b>Basic</b>	NA	NA	NA	4	50
<b>Piercing</b>	NA	NA	NA	12	0
<b>Range</b>	NA	NA	NA	6	7
<b>Visual Range</b>	3	3	9	9	9

<u>Advanced Structures</u>	Shipyards	Foundry	Oil Refinery	Gnomish Inventor	Stables
<b>Prerequisites</b>	LUMBER MILL	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	KEEP <sup>②</sup>	KEEP <sup>②</sup>
<b>Gold</b>	800	700	800	1000	1000
<b>Lumber</b>	450	400	350	400	300
<b>Oil</b>	0	400	200	0	0
<b>Build Time</b>	200	175	225	150	150
<b>Hit Points</b>	1100	750	600	500	500
<b>Visual Range</b>	3	3	3	3	3

① Shipyards requires Lumber Mill

② Keep requires Barracks

③ Castle requires Lumber Mill, Blacksmith and Stables

# Warcraft ][ Guide

## Human Buildings (con't)

<u>Advanced/ Other Structures</u>	<b>Church</b>	<b>Mage Tower</b>	<b>Gryphon Aviary</b>	<b>Oil Platform</b>	<b>Wall</b>
<b>Prerequisites</b>	CASTLE <sup>③</sup>	CASTLE <sup>③</sup>	CASTLE <sup>③</sup>	SHIPYARD <sup>①</sup> OILTANKER	(MULTI-PLAYER)
<b>Gold</b>	900	1000	1000	700	20
<b>Lumber</b>	500	200	400	450	10
<b>Oil</b>	0	0	0	0	0
<b>Build Time</b>	175	125	150	200	
<b>Hit Points</b>	700	500	500	650	~40-66
<b>Visual Range</b>	3	3	3	3	

① Shipyard requires Lumber Mill

② Keep requires Barracks

③ Castle requires Lumber Mill, Blacksmith and Stables

# Warcraft ][ Guide

## Orc Units

Surface Units	Peon	Grunt	Axethrower	Berserker <sup>⑤</sup>	Catapult
<b>Train at:</b>	GREAT HALL	BARRACKS	BARRACKS	BARRACKS	BARRACKS
<b>Prerequisites</b>			LUMBER MILL	LUMBER MILL STRONGHOLD <sup>②</sup>	LUMBER MILL BLACKSMITH
<b>Gold</b>	400	600	500	500	900
<b>Lumber</b>	0	0	50	50	300
<b>Oil</b>	0	0	0	0	0
<b>Hit Points</b>	30	60	40	50	110
<b>Armor</b>	0	2 (+4) <sup>④</sup>	0	0	0
<b>Damage</b>	1-5	2-9 (+4) <sup>④</sup>	3-9 (+2) <sup>⑤</sup>	3-9 (+2) <sup>⑤</sup>	25-80 (+30) <sup>⑤</sup>
<b>Range</b>	1	1	4	4 (+1) <sup>⑤</sup>	8
<b>Sight</b>	4	4	5	6 (+3) <sup>⑤</sup>	9
<b>Speed</b>	10	10	10	10	5

Surface Units	Ogre	Ogre-Mage	Death Knight	Goblin Sappers	Skeleton
<b>Train at:</b>	BARRACKS	BARRACKS	TEMPLE OF THE DAMNED	GOBLIN ALCHEMIST	[DEATH KNIGHT]
<b>Prerequisites</b>	STRONGHOLD <sup>②</sup> OGRE MOUND BLACKSMITH	FORTRESS <sup>③</sup> ALTAR OF STORMS	FORTRESS <sup>③</sup>	STRONGHOLD <sup>②</sup>	[RESEARCH RAISE DEAD]
<b>Gold</b>	800	800	1200	700	
<b>Lumber</b>	100	100	0	250	
<b>Oil</b>	0	0	0	0	
<b>Hit Points</b>	90	90	60	40	40
<b>Armor</b>	4 (+4) <sup>④</sup>	4 (+4) <sup>④</sup>	0	0	0
<b>Damage</b>	2-12 (+4) <sup>④</sup>	2-12 (+4) <sup>④</sup>	5-9	1-6 (+4) <sup>④</sup>	2-9
<b>Range</b>	1	1	3	1	1
<b>Sight</b>	4	5	9	4	3
<b>Speed</b>	13	13	8	11	8

- ① Shipyard requires Lumber Mill
- ② Stronghold requires Barracks
- ③ Fortress requires Barracks, Lumber Mill, Blacksmith and Ogre Mound
- ④ Upgrade at Blacksmith (Weapons; Shields)
- ⑤ Upgrade at Lumber Mill (Axes Catapult; Axethrowers to Berserkers)
- ⑥ Upgrade Ogres to Ogre-Mages at Altar of Storms
- ⑦ Upgrade Ships' Cannons and Armor at Foundry

# Warcraft II Guide

## Orc Units (con't)

<u>Air Units</u>	<b>Goblin Zeppelin</b>	<b>Dragon</b>	<b>Eye of Kilrogg</b>		
<b>Train at:</b>	GOBLIN ALCHEMIST	DRAGON ROOST	[OGRE-MAGE]		
<b>Prerequisites</b>	STRONGHOLD <sup>②</sup> LUMBER MILL	FORTRESS <sup>③</sup>	[RESEARCH RAISE DEAD]		
<b>Gold</b>	500	2500	[70 MAGIC PTS]		
<b>Lumber</b>	100	0			
<b>Oil</b>	0	0			
<b>Hit Points</b>	160	100	100		
<b>Armor</b>	2	5	0		
<b>Damage</b>	0	8-16	0		
<b>Range</b>	1	4	1		
<b>Sight</b>	9	6	3		
<b>Speed</b>	17	14	42		

<u>Sea Units</u>	<b>Oil Tanker</b>	<b>Destroyer</b>	<b>Transport</b>	<b>Juggernaut</b>	<b>Giant Turtle</b>
<b>Build at:</b>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>
<b>Prerequisites</b>			FOUNDRY	FOUNDRY	GOBLIN ALCHM.
<b>Gold</b>	400	700	600	1000	800
<b>Lumber</b>	200	350	200	500	150
<b>Oil</b>	0	700	500	1000	900
<b>Hit Points</b>	90	100	150	150	60
<b>Armor</b>	NA	10 (+10) <sup>⑦</sup>	0 (+10) <sup>⑦</sup>	15 (+10) <sup>⑦</sup>	NA
<b>Damage</b>	0	2-35 (+10) <sup>⑦</sup>	0	50-130 (+10) <sup>⑦</sup>	10-50
<b>Range</b>	1	4	1	6	4
<b>Sight</b>	4	8	4	8	5
<b>Speed</b>	10	10	10	6	7

- ① Shipyard requires Lumber Mill
- ② Stronghold requires Barracks
- ③ Fortress requires Barracks, Lumber Mill, Blacksmith and Ogre Mound
- ④ Upgrade at Blacksmith (Weapons; Shields)
- ⑤ Upgrade at Lumber Mill (Axes; Catapult; Axethrowers to Berserkers)
- ⑥ Upgrade Ogres to Ogre-Mages at Altar of Storms
- ⑦ Upgrade Ships' Cannons and Armor at Foundry



# Warcraft II Guide

## Orc Buildings

<u>Basic Structures</u>	Farm	Barracks	Great Hall:	Upgrade to Stronghold <sup>②</sup>	Upgrade to Fortress <sup>③</sup>
<b>Prerequisites</b>				BARRACKS	BLACKSMITH, LUMBER MILL, OGRE MOUND
<b>Gold</b>	500	700	1200	+2000	+2500
<b>Lumber</b>	250	450	800	+1000	+1200
<b>Oil</b>	0	0	0	+200	+500
<b>Hit Points</b>	400	800	1200	1400	1600

<u>Basic Structures</u>	Lumber Mill	BlackSmith	Scout Tower:	Upgrade to Guard Tower	Upgrade to Cannon Tower
<b>Prerequisites</b>				LUMBER MILL	BLACKSMITH
<b>Gold</b>	600	800	550	+500	+1000
<b>Lumber</b>	450	450	200	+150	+300
<b>Oil</b>	0	100	0	0	0
<b>Hit Points</b>	600	775	100	130	160
<b>Armor</b>	NA	NA	NA	20	20
<b>Damage</b>	NA	NA	NA	6-16	10-50
<b>Range</b>	NA	NA	NA	6	7
<b>Sight</b>	NA	NA	NA	9	9

<u>Advanced Structures</u>	Shipyards	Foundry	Oil Refinery	Goblin Alchem.	Ogre Mound
<b>Prerequisites</b>	LUMBER MILL	SHIPYARD <sup>①</sup>	SHIPYARD <sup>①</sup>	STRONGHOLD <sup>②</sup>	STRONGHOLD <sup>②</sup>
<b>Gold</b>	800	700	800	1000	1000
<b>Lumber</b>	450	400	350	400	300
<b>Oil</b>	0	0	2000	0	0
<b>Hit Points</b>	1100	750	600	500	500

<u>Advanced/ Other Structures</u>	Altar of Storms	Temple of the Damned	Dragon Roost	Oil Platform	Wall
<b>Prerequisites</b>	CASTLE <sup>③</sup>	CASTLE <sup>③</sup>	CASTLE <sup>③</sup>	SHIPYARD <sup>①</sup> OIL TANKER	(MULTI-PLAYER)
<b>Gold</b>	900	1000	1000	700	20
<b>Lumber</b>	500	200	400	450	10
<b>Oil</b>	0	0	0	0	0
<b>Hit Points</b>	700	500	500	650	~40 to 66

① Shipyards requires Lumber Mill

② Stronghold requires Barracks

③ Fortress requires Lumber Mill, Blacksmith and Ogre Mound

# Warcraft ][ Guide

## Keyboard Shortcuts

PREREQUISITES (Upgrades): Gold Lumber Oil

### Human Units (*hit points*)

#### All Units

Move

Stop

#### Armed Units<sup>①</sup> *add*

Attack

Patrol

STand Ground

<b>Peasant</b> (30)		<b>400</b>	<b>0</b>	<b>0</b>
<u>M</u> ove, <u>S</u> top, <u>A</u> ttack <i>plus</i>				
<u>R</u> epair (per 100 hit points)		25	25	0
<u>H</u> arvest Lumber/Mine Gold				
Return with <u>G</u> oods				
Build <u>B</u> asic Structure:				
Build <u>F</u> arm		500	250	0
Build <u>B</u> arracks		700	450	0
Build Town <u>H</u> all		1200	800	0
Build <u>L</u> umber Mill		600	450	0
Build Black <u>S</u> mith		800	450	100
Build <u>T</u> ower		550	200	0
Build <u>W</u> all		20	10	0
Build Ad <u>V</u> anced Structure:				
Build <u>S</u> hipyard	LUMBER MILL	800	450	0
Build <u>F</u> oundry	SHIPYARD <sup>②</sup>	700	400	400
Build Oil <u>R</u> efinery	SHIPYARD <sup>②</sup>	800	350	2000
Build Gnomish <u>I</u> nventor	KEEP <sup>②</sup>	1000	400	0
Build <u>S</u> tables	KEEP <sup>②</sup>	1000	300	0
Build <u>C</u> hurch	CASTLE <sup>②</sup>	900	500	0
Build <u>M</u> age Tower	CASTLE <sup>②</sup>	1000	200	0
Build <u>G</u> ryphon Aviary	CASTLE <sup>②</sup>	1000	400	0

① **Armed Units:** Footman, Archer, Ranger, Ballista, Knight, Paladin, Gryphon Rider, Destroyer, Battleship, and Gnomish Submarine

② SHIPYARD requires LUMBER MILL ;KEEP requires BARRACKS; CASTLE requires BARRACKS, LUMBER MILL, BLACKSMITH and STABLES

# Warcraft ][ Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Human Units</u></b> ( <i>hit points</i> ) [Cont'd]				
<b>Footman</b> (60) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground		600	0	0
<b>Archer</b> (40) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	LUMBER MILL	500	50	0
<b>Ranger</b> (40) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	LUMBER MILL, KEEP ②	500	50	0
<b>Ballista</b> (110) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground <i>plus</i> Attack <u>G</u> round	LUMBER MILL, BLACKSMITH	900	300	0
<b>Knight</b> (90) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	KEEP ②, BLACKSMITH, STABLES	800	100	0
<b>Paladin</b> (90) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground <i>plus</i> Holy <u>V</u> ision <70 magic pts> <u>H</u> ealing <6 mp per hit point> <u>E</u> xorcism <4 magic points>	CASTLE ②, CHURCH	800	100	0
<b>Dwarven Demo Squad</b> (40) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack <i>plus</i> <u>D</u> emolish	KEEP ②, GNOM. INVENTOR	700	250	0
<b>Mage</b> (60) <u>M</u> ove, <u>S</u> top <i>plus</i> Lightning <u>A</u> ttack <u>F</u> ireball <100 magic pts> <u>S</u> l <u>O</u> w <50 magic pts> <u>I</u> nvisibility <200 magic pts> <u>P</u> olymorph <200 magic pts> <u>B</u> lizzard <25 magic pts>	CASTLE ②, MAGE TOWER	1200	0	0

# Warcraft ][ Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Human Air Units</u></b> ( <i>hit points</i> )				
<b>Gnomish Flying Machine</b> (40) <u>M</u> ove, <u>S</u> top	KEEPⓈ, LUMBER MILL and GNOM. INVENTOR	500	100	0
<b>Gryphon Rider</b> (100) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	CASTLEⓈ, GRYPHON AVIARY	2500	0	0
<b><u>Human Sea Units</u></b> ( <i>hit points</i> )				
<b>Oil Tanker</b> (90) <u>M</u> ove, <u>S</u> top <i>plus</i> <u>B</u> uild Oil Platform <u>H</u> aul Oil Return with <u>G</u> oods	SHIPYARDⓈ	400	200	0
<b>Destroyer</b> (100) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	SHIPYARDⓈ	700	350	700
<b>Transport</b> (150) <u>M</u> ove, <u>S</u> top <i>plus</i> <u>U</u> nload Transport	SHIPYARDⓈ, FOUNDRY	600	200	500
<b>Battleship</b> (150) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground <i>plus</i> Attack <u>G</u> round	SHIPYARDⓈ, FOUNDRY	1000	500	1000
<b>Gnomish Submarine</b> (60) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	SHIPYARDⓈ, GNOM. INV.	800	150	900

# Warcraft ][ Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Human Buildings</u> (hit points)</b>				
<b>Town Hall</b> (1200)		<b>1200</b>	<b>800</b>	<b>0</b>
<u>T</u> rain Peasant		400	0	0
Upgrade to <b><u>K</u>eep</b>	<b>BARRACKS</b>	2000	1000	200
<b>Keep</b> (1400)		<b>+2000</b>	<b>+1000</b>	<b>+200</b>
<u>T</u> rain Peasant		400	0	0
Upgrade to <b><u>C</u>astle</b>	<b>LUMBER MILL, BLACKSMITH, and STABLES</b>	2500	1200	500
<b>Castle</b> (1600)		<b>+2500</b>	<b>+1200</b>	<b>+500</b>
<u>T</u> rain Peasant		400	0	0
<b>Barracks</b> (800)		<b>700</b>	<b>450</b>	<b>0</b>
Train <b><u>F</u>ootman</b> (60)		600	0	0
Train <b><u>A</u>rcher</b> (40)	<b>LUMBER MILL...</b>	500	50	0
Train <b>R<u>A</u>nger</b> (50)	<b>...plus KEEP</b> Ⓜ	500	50	0
Build <b><u>B</u>allista</b> (110)	<b>LUMBER MILL, BLACKSMITH</b>	900	300	0
Train <b><u>K</u>night</b> (90)	<b>BLACKSMITH, STABLES...</b>	800	100	0
Train <b><u>P</u>aladin</b> (90)	<b>...plus CASTLE</b> Ⓜ, <b>CHURCH</b>	800	100	0
<b>Blacksmith</b> (775)		<b>800</b>	<b>450</b>	<b>100</b>
Upgrade <b>S<u>W</u>ords</b> (#1)	(Damage +2)	800	0	0
Upgrade <b>S<u>W</u>ords</b> (#2)	(Damage +2)	+2400	0	0
Upgrade <b>S<u>H</u>ields</b> (#1)	(Armor +2)	300	300	0
Upgrade <b>S<u>H</u>ields</b> (#2)	(Armor +2)	+900	+500	0
Upgrade <b><u>B</u>allistas</b> (#1)	(Damage +15)	1500	0	0
Upgrade <b><u>B</u>allistas</b> (#2)	(Damage +15)	+4000	0	0
<b>Lumber Mill</b> (600)		<b>600</b>	<b>450</b>	<b>0</b>
<u>U</u> ppgrade Arrows (#1)	(Damage +1)	300	300	0
<u>U</u> ppgrade Arrows (#2)	(Damage +1)	+900	+500	0
Elven <b><u>R</u>anger Training</b>	<b>KEEP</b> Ⓜ	1500	0	0
Ranger <b><u>S</u>couting</b>	(Sight: 9)	1500	0	0
Research <b><u>L</u>ongbow</b>	(Range +1)	2000	0	0
Ranger <b><u>M</u>arkmanship</b>	(Damage +3)	2500	0	0
<b>Scout Tower</b> (100)		<b>550</b>	<b>200</b>	<b>0</b>
<u>G</u> uard Tower (130)	<b>LUMBER MILL</b>	500	150	0
<u>C</u> annon Tower (160)	<b>BLACKSMITH</b>	1000	300	0
<b>Gnomish Inventor</b> (500)	<b>KEEP</b> Ⓜ	<b>1000</b>	<b>400</b>	<b>0</b>
Build <b><u>F</u>lying Machine</b> (160)	<b>LUMBER MILL</b>	500	100	0
Train <b><u>D</u>warven Demo Squad</b> (40)		700	250	0

# Warcraft ][ Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Human Buildings</u> (<i>hit points</i>) [Cont'd]</b>				
<b>Church</b> (700)	CASTLE②	<b>900</b>	<b>500</b>	<b>0</b>
Upgrade Knights to <b>P</b> aladins		1000	0	0
Research <b>H</b> ealing		1000	0	0
Research <b>E</b> xorcism		2000	0	0
<b>Mage Tower</b> (500)	CASTLE②	<b>1000</b>	<b>200</b>	<b>0</b>
<b>T</b> rain Mage (60)		1200	0	0
Research <b>S</b> low		500	0	0
Research <b>F</b> lame Shield		500	0	0
Research <b>I</b> nvisibility		2500	0	0
Research <b>P</b> olymorph		2000	0	0
Research <b>B</b> lizzard		2000	0	0
<b>Gryphon Aviary</b> (500)	CASTLE②	<b>1000</b>	<b>400</b>	<b>0</b>
Train <b>G</b> ryphon Rider (100)		2500	0	0
<b>Shipyards</b> (1100)	LUMBER MILL	<b>800</b>	<b>450</b>	<b>0</b>
Build <b>O</b> il Tanker (90)		400	200	0
Build <b>D</b> estroyer (100)		700	350	700
Build <b>T</b> ransport (150)	FOUNDRY	600	200	500
Build <b>B</b> attleship (150)	FOUNDRY	1000	500	1000
Build Gnomish <b>S</b> ub (60)	GNOMISH INVENTOR	800	150	900
<b>Foundry</b> (750)	SHIPYARD②	<b>700</b>	<b>400</b>	<b>400</b>
Upgrade <b>C</b> annons (#1)	(Damage +5)	700	100	1000
Upgrade <b>C</b> annons (#2)	(Damage +5)	+2000	+250	+3000
Upgrade Ship <b>A</b> rmor (#1)	(Armor +5)	300	300	0
Upgrade Ship <b>A</b> rmor (#2)	(Armor +5)	+1500	+900	0

The following buildings have no commands available so there are no keyboard shortcuts:

<b>Farm</b> (400)		<b>500</b>	<b>250</b>	<b>0</b>
<b>Wall</b> (~ 40 to 66)		<b>20</b>	<b>10</b>	<b>0</b>
<b>Scout Tower</b> (100)		<b>550</b>	<b>200</b>	<b>0</b>
<b>Guard Tower</b> (130)	LUMBER MILL	<b>+500</b>	<b>+150</b>	<b>0</b>
<b>Cannon Tower</b> (160)	BLACKSMITH	<b>+1000</b>	<b>+300</b>	<b>0</b>
<b>Stables</b> (500)	KEEP②	<b>1000</b>	<b>300</b>	<b>0</b>
<b>Oil Platform</b> (650)	SHIPYARD②, OIL TANKER	<b>700</b>	<b>400</b>	<b>0</b>
<b>Refinery</b> (600)	SHIPYARD②	<b>800</b>	<b>350</b>	<b>200</b>

# Warcraft ][ Guide

## Keyboard Shortcuts

PREREQUISITES (Upgrades): Gold Lumber Oil

### Orc Units (*hit points*)

#### All Units

Move

Stop

#### Armed Units<sup>①</sup> *add*

Attack

Patrol

STand Ground

<b>Peon</b> (30)		<b>400</b>	<b>0</b>	<b>0</b>
<u>M</u> ove, <u>S</u> top, <u>A</u> ttack <i>plus</i>				
<u>R</u> epair (per 100 hit points)		25	25	0
<u>H</u> arvest Lumber/Mine Gold				
Return with <u>G</u> oods				
Build <u>B</u> asic Structure:				
Build <u>F</u> arm		500	250	0
Build <u>B</u> arracks		700	450	0
Build Great <u>H</u> all		1200	800	0
Build <u>L</u> umber Mill		600	450	0
Build Black <u>S</u> mith		800	450	100
Build <u>T</u> ower		550	200	0
Build <u>W</u> all		20	10	0
Build Ad <u>V</u> anced Structure:				
Build <u>S</u> hipyard	<b>LUMBER MILL</b>	800	450	0
Build <u>F</u> oundry	<b>SHIPYARD<sup>②</sup></b>	700	400	400
Build Oil <u>R</u> efinery	<b>SHIPYARD<sup>②</sup></b>	800	350	200
Build Goblin <u>A</u> lchemist	<b>STRONGHOLD<sup>②</sup></b>	1000	400	0
Build <u>O</u> gre Mound	<b>STRONGHOLD<sup>②</sup></b>	1000	300	0
Build <u>A</u> ltar of Storms	<b>FORTRESS<sup>②</sup></b>	900	500	0
Build <u>T</u> emple of the Damned	<b>FORTRESS<sup>②</sup></b>	1000	200	0
Build <u>D</u> ragon Roost	<b>FORTRESS<sup>②</sup></b>	1000	400	0

① **Armed Units:** Grunt, Axethrower, Berserker, Catapult, Ogre, Ogre-Mage, Dragon, Destroyer, Juggernaut, and Giant Turtle

② **SHIPYARD** requires **LUMBER MILL**; **STRONGHOLD** requires **BARRACKS**; **FORTRESS** requires **BARRACKS**, **LUMBER MILL**, **BLACKSMITH** and **OGRE MOUND**

# Warcraft II Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Orc Units</u></b> ( <i>hit points</i> ) [Cont'd]				
<b>Grunt</b> (60) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground		600	0	0
<b>Axethrower</b> (40) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	LUMBER MILL	500	50	0
<b>Berserker</b> (40) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	LUMBER MILL, STRONGHOLD ②	500	50	0
<b>Catapult</b> (110) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground <i>plus</i> Attack <u>G</u> round	LUMBER MILL, BLACKSMITH	900	300	0
<b>Ogre</b> (90) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground	STRONGHOLD ②, BLACKSMITH, OGRE MOUND	800	100	0
<b>Ogre-Mage</b> (90) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> Tand Ground <i>plus</i> <u>E</u> ye of Kilrogg <70 magic pts> <u>B</u> loodlust <50 magic pts> <u>R</u> unes <200 magic points>	FORTRESS ②, ALTAR OF STORMS	800	100	0
<b>Goblin Sappers</b> (40) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack <i>plus</i> <u>D</u> emolish	STRONGHOLD ②, GOBLIN ALCHEMIST	700	250	0
<b>Death Knight</b> (60) <u>M</u> ove, <u>S</u> top <i>plus</i> Touch of D <u>A</u> rkness Death <u>C</u> oil <100 magic pts> <u>H</u> aste <50 magic pts> <u>R</u> aise Dead <50 magic pts> <u>W</u> hirlwind <100 magic pts> <u>U</u> nholy Armor <100 magic pts> <u>D</u> eath and Decay <25 magic pts>	FORTRESS ②, TEMPLE OF THE DAMNED	1200	0	0



# Warcraft ][ Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Orc Air Units</u></b> ( <i>hit points</i> )				
<b>Goblin Zeppelin</b> (40) <u>M</u> ove, <u>S</u> top	STRONGHOLD②, LUMBER MILL and GOBLIN ALCHEMIST	500	100	0
<b>Dragon</b> (100) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> <u>T</u> and Ground	FORTRESS②, DRAGON ROOST	2500	0	0
<b><u>Orc Sea Units</u></b> ( <i>hit points</i> )				
<b>Oil Tanker</b> (90) <u>M</u> ove, <u>S</u> top <i>plus</i> <u>B</u> uild Oil Platform <u>H</u> aul Oil Return with <u>G</u> oods	SHIPYARD②	400	200	0
<b>Destroyer</b> (100) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> <u>T</u> and Ground	SHIPYARD②	700	350	700
<b>Transport</b> (150) <u>M</u> ove, <u>S</u> top <i>plus</i> <u>U</u> nload Transport	SHIPYARD②, FOUNDRY	600	200	500
<b>Juggernaut</b> (150) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> <u>T</u> and Ground <i>plus</i> Attack <u>G</u> round	SHIPYARD②, FOUNDRY	1000	500	1000
<b>Giant Turtle</b> (60) <u>M</u> ove, <u>S</u> top, <u>A</u> ttack, <u>P</u> atrol, <u>S</u> <u>T</u> and Ground	SHIPYARD②, GOBLIN ALCHEMIST	800	150	900

# Warcraft ][ Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Orc Buildings</u> (hit points)</b>				
<b>Great Hall</b> (1200)		<b>1200</b>	<b>800</b>	<b>0</b>
<u>T</u> rain Peon		400	0	0
Upgrade to <b>S</b> tronghold	<b>BARRACKS</b>	2000	1000	200
<b>Stronghold</b> (1400)		<b>+2000</b>	<b>+1000</b>	<b>+200</b>
<u>T</u> rain Peon		400	0	0
Upgrade to <b>F</b> ortress	<b>LUMBER MILL, BLACKSMITH, and OGRE MOUND</b>	2500	1200	500
<b>Fortress</b> (1600)		<b>+2500</b>	<b>+1200</b>	<b>+500</b>
<u>T</u> rain Peon		400	0	0
<b>Barracks</b> (800)		<b>700</b>	<b>450</b>	<b>0</b>
Train <b>G</b> runt (60)		600	0	0
Train <b>A</b> xethrower (40)	<b>LUMBER MILL...</b>	500	50	0
Train <b>B</b> erserker (50)	<b>...plus STRONGHOLD②</b>	500	50	0
Build <b>C</b> atapult (110)	<b>LUMBER MILL, BLACKSMITH</b>	900	300	0
Train Two-Headed <b>O</b> gre (90)	<b>BLACKSMITH, OGRE MOUND...</b>	800	100	0
Train <b>O</b> gre-Mage (90)	<b>plus FORTRESS②, ALTAR OF STORMS</b>	800	100	0
<b>Blacksmith</b> (775)		<b>800</b>	<b>450</b>	<b>100</b>
Upgrade <b>W</b> eapons (#1)	(Damage +2)	500	100	0
Upgrade <b>W</b> eapons (#2)	(Damage +2)	+1500	+300	0
Upgrade <b>S</b> Hields (#1)	(Armor +2)	300	300	0
Upgrade <b>S</b> Hields (#2)	(Armor +2)	+900	+500	0
Upgrade <b>C</b> atapults (#1)	(Damage +15)	1500	0	0
Upgrade <b>C</b> atapults (#2)	(Damage +15)	+4000	0	0
<b>Lumber Mill</b> (600)		<b>600</b>	<b>450</b>	<b>0</b>
<u>U</u> ppgrade Throwing Axes (#1)	(Damage +1)	300	300	0
<u>U</u> ppgrade Throwing Axes (#2)	(Damage +1)	+900	+500	0
Troll <b>B</b> erserker Training	<b>STRONGHOLD②</b>	1500	0	0
Berserker <b>S</b> couting	(Sight: 9)	1500	0	0
Research Lighter <b>A</b> xes	(Range +1)	2000	0	0
Berserker <b>R</b> egeneration		3000	0	0
<b>Scout Tower</b> (100)		<b>550</b>	<b>200</b>	<b>0</b>
<u>G</u> uard Tower (130)	<b>LUMBER MILL</b>	500	150	0
<u>C</u> annon Tower (160)	<b>BLACKSMITH</b>	1000	300	0
<b>Goblin Alchemist</b> (500)	<b>STRONGHOLD②</b>	<b>1000</b>	<b>400</b>	<b>0</b>
Build Goblin <b>Z</b> eppelin (160)	<b>LUMBER MILL</b>	500	100	0
Train Goblin <b>S</b> appers (40)		700	250	0

# Warcraft II Guide

Keyboard Shortcuts	PREREQUISITES (Upgrades):	<u>Gold</u>	<u>Lumber</u>	<u>Oil</u>
<b><u>Orc Buildings</u> (<i>hit points</i>) [Cont'd]</b>				
<b>Altar of Storms</b> (700)	FORTRESS②	900	500	0
Upgrade Ogres to <b>M</b> ages		1000	0	0
Research <b>B</b> loodlust		1000	0	0
Research <b>R</b> unes		1000	0	0
<b>Temple of the Damned</b> (500)	FORTRESS②	1000	200	0
<b>T</b> rain Death Knight (60)		1200	0	0
Research <b>H</b> aste		500	0	0
Research <b>R</b> aise Dead		1500	0	0
Research <b>W</b> hirlwind		1500	0	0
Research <b>U</b> nholy Armor		2500	0	0
Research <b>D</b> eath and Decay		2000	0	0
<b>Dragon Roost</b> (500)	FORTRESS②	1000	400	0
Train <b>D</b> ragon (100)		2500	0	0
<b>Shipyard</b> (1100)	LUMBER MILL	800	450	0
Build <b>O</b> il Tanker (90)		400	200	0
Build <b>D</b> estroyer (100)		700	350	700
Build <b>T</b> ransport (150)	FOUNDRY	600	200	500
Build <b>J</b> uggernaut (150)	FOUNDRY	1000	500	1000
Train <b>G</b> iant Turtle (60)	GOBLIN ALCHEMIST	800	150	900
<b>Foundry</b> (750)	SHIPYARD②	700	400	0
Upgrade <b>C</b> annons (#1)	(Damage +5)	700	100	1000
Upgrade <b>C</b> annons (#2)	(Damage +5)	+2000	+250	+3000
Upgrade Ship <b>A</b> rmor (#1)	(Armor +5)	500	500	0
Upgrade Ship <b>A</b> rmor (#2)	(Armor +5)	+1500	+900	0

The following buildings have no commands available so there are no keyboard shortcuts:

<b>Farm</b> (400)		500	250	0
<b>Wall</b> (~ 40 to 66)		20	10	0
<b>Scout Tower</b> (100)		550	200	0
<b>Guard Tower</b> (130)	LUMBER MILL	+500	+150	0
<b>Cannon Tower</b> (160)	BLACKSMITH	+1000	+300	0
<b>Ogre Mound</b> (500)	STRONGHOLD②	1000	300	0
<b>Oil Platform</b> (650)	SHIPYARD②, OIL TANKER	700	400	0
<b>Refinery</b> (600)	SHIPYARD②	800	350	200

# Warcraft II Guide

## Human Units (Quick Chart)

	Peasant	Footman	Archer	Ranger	Ballista	Dwarven Demo Squad
<b>Hit Points</b>	30	60	40	50	110	40
<b>Armor</b>	0	2 (+4) ①	0	0	0	0
<b>Damage</b>	1-5	2-9 (+4) ①	3-9 (+2) ②	3-9 (+5) ②	25-80(+30)②	1-6 (+4) ①
<b>Range</b>	1	1	4	4 (+1) ②	8	1
<b>Sight</b>	4	4	5	6 (+3) ②	9	4
<b>Speed</b>	10	10	10	10	5	11

	Gnomish Fly. Mach.	Knight	Paladin	Mage	Guard Tower	Cannon Tower
<b>Hit Points</b>	160	90	90	60	130	160
<b>Armor</b>	2	4 (+4) ①	4 (+4)	0	20	20
<b>Damage</b>	0	2-12 (+4) ①	2-12 (+4)	5-9	6-16	10-50
<b>Range</b>	1	1	1	2	6	7
<b>Sight</b>	9	4	5	9	9	9
<b>Speed</b>	17	13	13	8	NA	NA

	Gryphon Rider	Oil Tanker	Destroyer	Transport	Battleship	Gnomish Submarine
<b>Hit Points</b>	100	90	100	150	150	60
<b>Armor</b>	5	NA	10 (+10) ③	0 (+10) ③	15 (+10) ③	NA
<b>Damage</b>	8-16	0	2-35 (+10) ③	0	50-130(+10) ③	10-50
<b>Range</b>	4	1	4	1	6	4
<b>Sight</b>	6	4	8	4	8	5
<b>Speed</b>	14	10	10	10	6	7

① Upgrade at Blacksmith

② Upgrade at Lumber Mill

③ Upgrade at Foundry

# Warcraft II Guide

## Orc Units (Quick Chart)

	Peon	Grunt	Axethrower	Berserker	Catapult	Goblin Sappers
<b>Hit Points</b>	30	60	40	50	110	40
<b>Armor</b>	0	2 (+4) ①	0	0	0	0
<b>Damage</b>	1-5	2-9 (+4) ①	3-9 (+2) ②	3-9 (+2) ②	25-80(+30)②	1-6 (+4) ①
<b>Range</b>	1	1	4	4 (+1) ②	8	1
<b>Sight</b>	4	4	5	6 (+3) ②	9	4
<b>Speed</b>	10	10	10	10	5	11

	Goblin Zeppelin	Ogre	Ogre-Mage	Death Knight	Skeleton	Eye of Kilrogg
<b>Hit Points</b>	160	90	90	60	40	100
<b>Armor</b>	2	4 (+4) ①	4 (+4)	0	0	0
<b>Damage</b>	0	2-12 (+4) ①	2-12 (+4)	5-9	2-9	0
<b>Range</b>	1	1	1	3	1	1
<b>Sight</b>	9	4	5	9	3	3
<b>Speed</b>	17	13	13	8	8	42

	Dragon	Oil Tanker	Destroyer	Transport	Juggernaut	Giant Turtle
<b>Hit Points</b>	100	90	100	150	150	60
<b>Armor</b>	5	NA	10 (+10) ③	0 (+10) ③	15 (+10) ③	NA
<b>Damage</b>	8-16	0	2-35 (+10) ③	0	50-130(+10) ③	10-50
<b>Range</b>	4	1	4	1	6	4
<b>Sight</b>	6	4	8	4	8	5
<b>Speed</b>	14	10	10	10	6	7

① Upgrade at Blacksmith

② Upgrade at Lumber Mill

③ Upgrade at Foundry