

Enemies	Movement Speed	Damage	Health	Attack speed	Structure Damage
Skeleton Grunt	Normal.	2 hearts.	6 hearts.	1 att / sec	1 heart.
Goblin	Fast.	1 heart.	4 hearts.	2 att / sec	1 heart.
Troll	Slow.	5 hearts.	20 hearts.	.25 att / sec	5 hearts.