

<b>Tower Details</b>	<i>Tower Range</i>	<i>Unit Health</i>	<i>Unit Damage</i>	<i>Tower Damage</i>	<i>Rate of Fire/Att</i>	<i>Area of Effect</i>	<i>Duration of Effect</i>	Cost to build
<b>Barracks</b>								
Normal	/	5 hearts.	2 hearts.	/	1 attack / sec	/	/	75
Berserker	/	7 hearts.	4 hearts.	/	2 attack / sec	/	/	150
Guardian	/	15 hearts.	2 hearts.	/	1 attack / sec	/	/	150
<b>Magic</b>								
Magic Missile	Medium range.	/	/	3 hearts / shot	1 proj / sec	/	/	75
Fireball	Medium range.	/	/	5 hearts / shot	1 proj / sec	Small radius.	/	150
Lightning	Small range.	/	/	10 hearts / shot	1 proj / sec	/	/	150
<b>Debuff</b>								
Slow	Small range.	/	/	/	/	Yes	While in range.	100
Poison	Small range.	/	/	1 heart / sec	/	Yes	Until death.	200
Freeze	Small range.	/	/	/	.5 pulse / sec	Yes	.5 seconds.	200
<b>Ballista</b>								
Normal	Long range.	/	/	2 hearts / shot	1 proj / sec	/	/	50
Chain Arrows	Medium range.	/	/	3 hearts / shot	0.5 proj / sec	Max 5 enemies.	/	125
Rapid Fire	Small range.	/	/	1 heart / shot	4 proj / sec	/	/	125