AOE tower

- medium speed

- medium damage

- small range

- medium cost

- upgrade has lingering aoe (fire pitch)

Single target tower

- high speed

- low damage

- medium range

- low cost

- upgrade increases targets

Burst tower

- low speed

- high damage

- high range

- high cost

- deals full damage ignoring armor

Slowing tower

- medium speed

- low damage

- medium range

- medium cost

- upgrade increases slow

Anti air tower

- medium speed

- high damage

- high range

- high cost

- upgrade creates bola ability

- stops flying units and let's ground towers affect

them

Aura tower

Buffs nearby towers

- upgrade improves damage

- upgrade improves speed

Uruk'khai

- high health

- medium speed

- medium collision

Goblin

- low health

- high speed

- low collision

Troll

- high health

- low speed

- high collision

Balrog

- high health

- medium speed

- high collision

Nazgul

- medium speed

- high health

- low collision

Wolf riders

- high speed

- medium health

- medium collision