Health Points – when reaches 0, the unit dies

Attack – how many points a basic hit takes from the hp of the opponent

Defense – how many points are decreased from the attack of the opponent

Movement Speed – how many blocks/whatever the unit can move in a tick

Attack speed – how many ticks are between each attack of the unit

Range – from how many blocks/whatever it can attack, minimum and maximum

for healers

do not have attack, instead:

heal power – how many points are added for each heal action

mana – how many points the healer can add in general. each heal action it decreases "heal power" points, can not go below 0

regeneration rate – how much mana is added each tick