**Enemy Types**

Basic Attacking Enemy – “Yeoman” \*

* Health: Low
* Damage: Low
* Speed: Medium
* Range: Medium
* Target: Player
* Loot: 2

Basic Tank Enemy – “Pikeman” \*

* Health: Low
* Damage: Low
* Speed: Medium
* Range: Medium
* Target: Base
* Loot: 2

Advanced Attacking Enemy – “Man-at-Arms” \*

* Health: Medium
* Damage: Medium
* Speed: High
* Range: Low
* Target: Player
* Loot: 4

Advanced Tank Enemy – “Knight” \*

* Health: High
* Damage: High
* Speed: Low
* Range: High
* Target: Base
* Loot: 6

**Boss Types**

Miniboss – “Baron”

* Health: Very High
* Damage: High
* Speed: Medium
* Range: Medium
* Target: Base
* Loot: 10
* Ability: Summons 1 Yeoman every 15 seconds until killed

Boss – “Duke”

* Health: Very High
* Damage: High
* Speed: Medium
* Range: Medium
* Target: Player
* Loot: 20
* Ability: Self-heals 15% of health every 20 seconds until killed