



Stats:

1. **Attack:**60
2. **Defence:** 5
3. **Speed:** 20
4. **Range:**10

Description:

The snake is a long-range unit with high attack, high range, low defence and high speed. It prefers to attack buildings including walls.

Movement Animations:



Attack Animations:





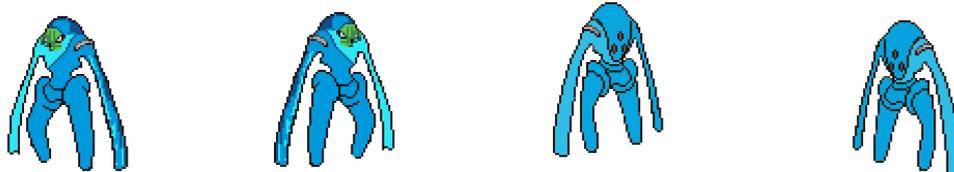
Stats:

1. **Attack:**80
2. **Defence:**50
3. **Speed:**10

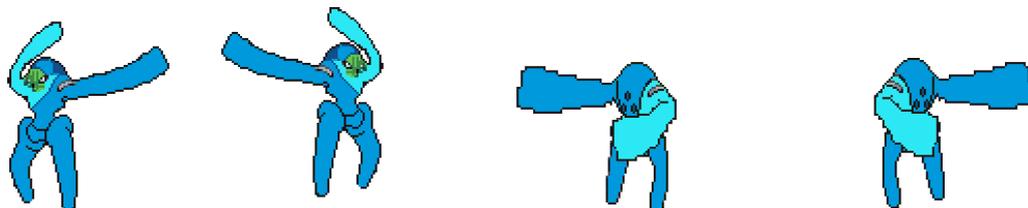
Description:

<Titan is a massive destroyer enemy. It has high attack, high defence and very low speed. Its aim is to destroy anything in its path such as walls, buildings, friendly units and the town hall. This will be generated at a lower rate than other enemy units.>

Movement Animations:



Attack Animations:





Stats:

1. **Attack:**60
2. **Defence:**25
3. **Speed:**15
4. **Range:** 0

Description:

Wolf has high attack, low defence, high speed and no range.

This unit's aim is to reach the town hall and destroy it, it'll find ways around walls or wait for its destruction, it prefers to attack friendly units rather than destroying buildings.

Movement Animations:



Attack Animations:

