

## WarCraft II AI Table version 5.51

Here is a brief description of the various types of AIs. Each lists what that AI builds, upgrades, what buildings it needs, and any relevant notes. If an AI doesn't have "Will build town" in its notes section, you should have it start out with any buildings it needs. If it does build a town, it is probably not a good idea to start it with anything but some Peasants, as to do otherwise might throw the AI off. **Note:** each AI is listed with human units for consistency; AIs perform the same way with either human and orc units. In addition, no AI is labeled as upgrading Knights, since that is covered under upgrading Footmen.

Two AIs were tested at a time; each AI had a "start from scratch" setup and a "already have it all" setup. AIs were labeled "very defensive" if they were not observed to attack. AIs were said to be "fond of (guard, cannon, scout) towers" if they built four or more of that type. AIs were stamped "fond of building type" if they were seen to build three or more of that type.

Even if two AIs look identical, they differ in many respects, such as the rate of unit production and town building efficiency. As a general rule, the expansion AIs are a lot smarter than the original AIs; they are more prone to build towers and produce units faster. In addition, expect higher number AIs to be smarter than lower number AIs, since the game was designed to get more difficult after you solved the beginning scenarios.

If you have a correction or addition to make, mail me at [lemberg@bayserve.net](mailto:lemberg@bayserve.net) and I'll add it in. I am sure that there is a lot of AI behavior that I've missed, so experiment!

### Land Attack

Builds: archers, footmen, knights, ballista  
Upgrd: archers, footmen  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

### Passive

Builds:  
Upgrd:  
Needs:  
Notes:

### Orc 3

Builds:  
Upgrd:  
Needs:  
Notes: only builds 2 peasants

### Human 4

Builds: footmen, archers, destroyers  
Upgrd:  
Needs: barracks, lumber mill, ship yard  
Notes: only builds 4 peasants, very defensive

### Orc 4

Builds: footmen, archers, destroyers  
Upgrd:

Needs: barracks, lumber mill, ship yard  
Notes: only builds 4 peasants, very defensive

### **Human 5**

Builds: footmen, archers, destroyers  
Upgrd:  
Needs: barracks, lumber mill, ship yard  
Notes:

### **Orc 5**

Builds: footmen, archers, destroyers  
Upgrd:  
Needs: barracks, lumber mill, ship yard  
Notes:

### **Human 6**

Builds: footmen, archers  
Upgrd:  
Needs: barracks, lumber mill  
Notes:

### **Orc 6**

Builds:  
Upgrd:  
Needs:  
Notes:

### **Human 7**

Builds:  
Upgrd:  
Needs:  
Notes:

### **Orc 7**

Builds: destroyers  
Upgrd:  
Needs: ship yard  
Notes:

### **Human 8**

Builds: footmen, archers  
Upgrd:  
Needs: barracks, lumber mill  
Notes:

### **Orc 8**

Builds: footmen, archers, transports  
Upgrd:

Needs: barracks, lumber mill, ship yard, foundry  
Notes:

### **Human 9**

Builds:  
Upgrd:  
Needs:  
Notes:

### **Orc 9**

Builds: footmen, archers, knights, destroyers, transports  
Upgrd: footmen, archers, rangers, paladins, ships  
Needs: barracks, lumber mill, blacksmith, church, ship yard, foundry  
Notes:

### **Human 10**

Builds: footmen, archers, destroyers, battleships, transports  
Upgrd: footmen, archers, rangers, paladins, mages, ships  
Needs: barracks, lumber mill, blacksmith, church, mage tower, ship yard, foundry  
Notes: ships used for defense only

### **Orc 10**

Builds: knights, mages, ballista, destroyers, battleships, transports  
Upgrd: footmen, archers, rangers, paladins, mages, ballista, ships  
Needs: barracks, lumber mill, blacksmith, stables, mage tower, church, ship yard, foundry  
Notes: very defensive

### **Human 11**

Builds:  
Upgrd:  
Needs:  
Notes:

### **Orc 11**

Builds: footmen, archers, transports  
Upgrd:  
Needs: barracks, lumber mill, ship yard, foundry  
Notes:

### **Human 12**

Builds: transports, destroyers, battleships, subs, footmen, knights, mages  
Upgrd: mages, paladins  
Needs: barracks, blacksmith, stables, church, mage tower, ship yard, foundry, gnomish inventor  
Notes: only attacks with naval units

### **Orc 12**

Builds: destroyers, battleships, subs  
Upgrd:

Needs: ship yard, foundry, gnomish inventor  
Notes: very defensive

### **Human 13**

Builds: mages, knights, archers, transports  
Upgrd: mages, paladins  
Needs: barracks, blacksmith, lumber mill, stables, church, mage tower, ship yard, foundry  
Notes:

### **Orc 13**

Builds: footmen, archers, knights, transports  
Upgrd: mages, paladins  
Needs: barracks, lumber mill, blacksmith, stables, church, mage tower, ship yard, foundry  
Notes:

### **Human 14 (orange)**

Builds: paladins  
Upgrd: footmen, paladins  
Needs: barracks, blacksmith, stables, church  
Notes: very defensive

### **Orc 14 (blue)**

Builds: archers, footmen, catapults, transports  
Upgrd: archers, rangers, footmen, paladins, ballista  
Needs: barracks, lumber mill, blacksmith, church, ship yard, foundry  
Notes:

### **Sea Attack**

Builds: catapults, destroyers, submarines, knights  
Upgrd: ships, catapults, knights  
Needs: barracks, lumber mill, blacksmith, ship yard, foundry  
Notes: will build town

### **Air Attack**

Builds: gryphons  
Upgrd:  
Needs: gryphon aviary  
Notes: will build town

### **Human 14 (red)**

Builds:  
Upgrd: mages  
Needs: mage tower  
Notes: won't builds peasants

### **Human 14 (white)**

Builds: gryphons  
Upgrd:

Needs: gryphon aviary  
Notes:

### **Human 14 (black)**

Builds:  
Upgrd: Paladins, Mages, Footmen, Rangers, Ships  
Needs: blacksmith, lumber mill, church, mage tower, foundry  
Notes: very defensive

### **Orc 14 (green)**

Builds: destroyers, battleships, submarines  
Upgrd: ships  
Needs: ship yard, foundry, gnomish inventor  
Notes:

### **Orc 14 (white)**

Builds: transports, archers, knights, mages, gryphons, ballista  
Upgrd: footmen, archers, rangers, paladins, ballista, mages  
Needs: barracks, lumber mill, blacksmith, stables, church, mage tower, gryphon aviary  
Notes: upgrades magic first

### **Expansion 1**

Builds: footmen, archers  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

### **Expansion 2**

Builds: archers, gryphons  
Upgrd:  
Needs: barracks, lumber mill, gryphon aviary  
Notes: will build town

### **Expansion 3**

Builds: destroyers, battleships, gryphons  
Upgrd: ships  
Needs: ship yard, foundry, gryphon aviary  
Notes:

### **Expansion 4**

Builds: footmen, knights, mages, gryphons  
Upgrd: footmen, archers, rangers, ballista  
Needs: barracks, lumber mill, blacksmith, gryphon aviary, mage tower  
Notes:

### **Expansion 5**

Builds: footmen, archers  
Upgrd: footmen, archers

Needs: barracks, lumber mill, blacksmith  
Notes: will build town, fond of barracks and guard towers

### **Expansion 6**

Builds: footmen, archers, knights, ballista  
Upgrd: footmen  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

### **Expansion 7**

Builds: footmen, archers  
Upgrd: footmen  
Needs: barracks, lumber mill, blacksmith  
Notes: very defensive

### **Expansion 8**

Builds: gryphons  
Upgrd:  
Needs: gryphon aviary  
Notes:

### **Expansion 9**

Builds: footmen, archers, knights, gryphons  
Upgrd:  
Needs: barracks, lumber mill, blacksmith, stables, gryphon aviary  
Notes:

### **Expansion 10**

Builds: footmen, archers, knights  
Upgrd: footmen, archers, paladins  
Needs: barracks, lumber mill, blacksmith, stables, church  
Notes: will build town

### **Expansion 11**

Builds: footmen, archers, knights  
Upgrd: footmen  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

### **Expansion 12**

Builds: footmen, archers, knights, mages, ballista  
Upgrd: footmen, mages  
Needs: barracks, lumber mill, blacksmith, mage tower  
Notes: will build town

### **Expansion 13**

Builds: footmen, archers, knights, gryphons  
Upgrd: footmen

Needs: barracks, lumber mill, blacksmith, gryphon aviary  
Notes: will build town

#### **Expansion 14**

Builds: footmen, archers, knights, ballista  
Upgrd: footmen  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

#### **Expansion 15**

Builds: footmen, archers, knights, destroyers, battleships, subs, transports  
Upgrd:  
Needs: barracks, lumber mill, blacksmith, ship yard, foundry, gnomish inventor  
Notes: will build town

#### **Expansion 16**

Builds: archers, knights, mages, ballista, destroyers, battleships, gryphons  
Upgrd: footmen, archers, paladins, mages  
Needs: barracks, lumber mill, blacksmith, church, mage tower, ship yard, foundry, gryphon aviary  
Notes: will build town, but won't build ship yards

#### **Expansion 17**

Builds: footmen, archers  
Upgrd:  
Needs: barracks, lumber mill  
Notes: will build town

#### **Expansion 18**

Builds: footmen, archers, knights, ballista  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

#### **Expansion 19**

Builds: footmen, archers, ballista  
Upgrd:  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town, but won't build barracks

#### **Expansion 20**

Builds: footmen, archers  
Upgrd:  
Needs: barracks, lumber mill  
Notes:

#### **Expansion 21**

Builds: footmen, archers, knights  
Upgrd: footmen, archers

Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

### **Expansion 22**

Builds:  
Upgrd:  
Needs:  
Notes: will build town

### **Expansion 23**

Builds: destroyers  
Upgrd:  
Needs: ship yards  
Notes: will build town

### **Expansion 24**

Builds: footmen, archers, ballista, destroyers  
Upgrd:  
Needs: barracks, lumber mill, blacksmith, ship yards  
Notes: will build town

### **Expansion 25**

Builds: footmen, archers, knights, ballista, flying machines, mages, gryphons  
Upgrd: footmen, rangers, paladins, ballista, mages  
Needs: barracks, lumber mill, blacksmith, stables, gnomish inventor, gryphon aviary, mage tower  
Notes: will build town, fond of guard towers

### **Expansion 26**

Builds: footmen, archers, knights, ballista  
Upgrd: footmen, archers, ballista  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

### **Expansion 27**

Builds: destroyers  
Upgrd:  
Needs: ship yards  
Notes: will build town

### **Expansion 28**

Builds: footmen, archers, ballista  
Upgrd:  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

### **Expansion 29**

Builds: footmen, archers, knights, destroyers, battleships, subs, flying machines, transports  
Upgrd: footmen, archers, ballista, ships



Needs: barracks, lumber mill, blacksmith, stables, ship yards, foundry, gnomish inventor  
Notes: will build town

### **Expansion 30**

Builds: destroyers, battleships, mages  
Upgrd:  
Needs: mage tower, ship yards, foundry  
Notes: will build town, but won't build ship yards or foundry

### **Expansion 31**

Builds: footmen, archers, knights, ballista, mages  
Upgrd:  
Needs: barracks, lumber mill, blacksmith, stables, mage tower  
Notes: will build town, but won't build mage tower

### **Expansion 32**

Builds: footmen, archers, knights, ballista, gryphons  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith, gryphon aviary  
Notes: will build town

### **Expansion 33**

Builds: footmen, archers, ballista  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

### **Expansion 34**

Builds: footmen, archers, knights, ballista  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town, won't upgrade to keep

### **Expansion 35**

Builds: footmen, archers, knights  
Upgrd:  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

### **Expansion 36**

Builds: footmen, archers, ballista  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town, fond of guard towers

### **Expansion 37**

Builds: footmen, archers, knights, flying machines, mages  
Upgrd: footmen, archers, paladins, mages

Needs: barracks, lumber mill, blacksmith, stables, church, mage tower, gnomish inventor  
Notes: will build town

### **Expansion 38**

Builds: footmen, archers, knights, flying machines, mages  
Upgrd: footmen, archers, paladins, mages  
Needs: barracks, lumber mill, blacksmith, stables, church, mage tower, gnomish inventor  
Notes: will build town

### **Expansion 39**

Builds: footmen, archers  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

### **Expansion 40**

Builds:  
Upgrd:  
Needs:  
Notes:

### **Expansion 41**

Builds: footmen, archers, knights  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

### **Expansion 42**

Builds: gryphons  
Upgrd:  
Needs: gryphon aviary  
Notes:

### **Expansion 43**

Builds: footmen, archers, ballista, destroyers, battleships, subs  
Upgrd:  
Needs: barracks, lumber mill, blacksmith, ship yards, foundry, gnomish inventor  
Notes: will build town, won't build foundry or gnomish inventor, only attacks with naval units

### **Expansion 44**

Builds: gryphons  
Upgrd:  
Needs: gryphon aviary  
Notes:

### **Expansion 45**

Builds: footmen, archers, knights, ballista  
Upgrd: footmen

Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town

#### **Expansion 46**

Builds: footmen, archers, ballista  
Upgrd:  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

#### **Expansion 47**

Builds: footmen, archers, knights, ballista, mages  
Upgrd: footmen, archers, paladins, mages  
Needs: barracks, lumber mill, blacksmith, stables, mage tower, church  
Notes: will build town

#### **Expansion 48**

Builds: archers, ballista  
Upgrd:  
Needs: barracks, lumber mill, blacksmith  
Notes: will build town

#### **Expansion 49**

Builds: footmen, archers, ballista  
Upgrd: footmen, archers  
Needs: barracks, lumber mill, blacksmith  
Notes: fond of barracks and guard towers

#### **Expansion 50**

Builds: footmen, archers  
Upgrd:  
Needs: barracks, lumber mill  
Notes: will build town

#### **Expansion 51**

Builds: footmen, archers, knights, ballista  
Upgrd: footmen, archers, rangers  
Needs: barracks, lumber mill, blacksmith, stables  
Notes: will build town