



Now that Khan Wars 4 is out we finally started playing the new version and quickly noticed a few anticipated changes. The correct choice of nation is the key to each player's success. The amount of nations available in KhanWars leads to the availability of a wide range of development strategies. Every player can develop their empire according to the advantages and disadvantages of their people. In KhanWars there are 11 unique nations. We strived to incorporate a wide range of strategies, different playing styles, diverse bonuses and advantages at different stages of development.



The wealth of a ruler is measured by the amount of gold in their vaults. Furthermore, gold is one of the main resources in KhanWars. Bulgarians are a nation which receives 10% more gold from their mines, thanks to which they have an advantage in gaining this resource, which at certain stages of the game is very important and sought after.

To create a strong and powerful army different unit types are needed. Archers are a major part of every full-limit-army and their training requires an immense amount of resources. The Bulgarians' archers are 10% cheaper, which is an important advantage, in terms of resources, when training them.

Defense is an important aspect of the game and in the beginning is most obligatory. The Wall of the Bulgarians is 20% stronger which not only makes it more difficult to destroy, but also increases the amount of damage it deals.

In addition this nation can hide 20% more army, than other nations, in the Tower. The Bulgarians' ability to heal more units after a battle should not be underestimated either. Their special unit, the Tangra

priest, is very important in battles, the unit ensures that more units are healed after each battle round, thanks to the bonus on the Healer skill.

The Bulgarians are an excellent choice for new players as well as experienced ones.



Wood is a valuable resource, especially in the early development of a kingdom. At a later stage in the game this resource is used mostly for training archers and siege machines. Franks have no problems with it as they gain 10% more of it.

Every army needs a cavalry which is an inseparable part of it. Franks have no problems with it because they train all cavalry units 10% cheaper, which is a large advantage in terms of resources.

At a later stage in the game, when time is of the utmost importance transportation of resources between castles has to be done as quickly as possible. This nation has traders that are 20% faster.

Upgrading units is of exceptional importance to every ruler. Every ruler invests a huge amount of resources for upgrades, but this race has to pay 10% less than other nations (doesn't apply to veteran upgrade).

Their cunning ensured that, when attacking, they can steal 25% of the resources hidden in the shelter.

The Franks' special unit, the Battle axeman gives a bonus to the skill Warrior. Apart from that the Battle axeman is an excellent battle unit with very good attacking and defending statistics. Franks are an excellent choice of nation and they can bring many fun moments on the battlefield and while developing your castles.



Iron is the basis on which a powerful army is built. Apart from its uses in upgrades it is an obligatory part of the construction of each building. The iron mines of the Germans supply them with 10% more of this resource, which in turn significantly eases the development of many buildings and upgrades.

It is vital for every ruler to be able to train an army quickly. The infantry is always on the frontline of each battle and training them fast is very important. Germans can easily restore their army because they train infantry 10% faster than other races.

The Germans' cavalry is 10% cheaper which directly affects the amount of resources needed to train a well-balanced army.

When transporting resources is vital, this nation has the perk of having merchants that can carry 20% more resources, which can be very important at certain stages of the game.

To defend themselves Germans can hide 25% more resources in the shelter. The Germans' special unit – the Teutonic Knight – gives a bonus to the skill Warrior. Furthermore it is an excellent battle unit with very good attacking and defending statistics.

The Germans are a very good nation as they can help you in developing your castles and on the battlefield.



Iron is an important building material for every ruler. Goths are a nation that receives 10% more iron from their mines, this helps them, especially in the portions of the game when iron is needed the most.

Infantry is an important part of every army and Goths are able to train it 10% faster than other nations. Goths have bonuses that are used to counteract enemy attacks, such as 20% more room in the tower and a wall that is 20% more powerful. The increased capacity of the tower allows this nation to protect

more of their army when attack and the army is the most important thing for every ruler. The stronger wall is harder to destroy and will deal more damage to enemies.

Another bonus that the Goths have is that they upgrade their units 10% cheaper (doesn't apply to veteran upgrades). The 10% increase in the storages capacity should also not be underestimated.

The Goths' special unit – the Huskarle – gives a bonus to the Defender skill which is vital for your army's survival in a battle.

Goths are an excellent nation for anyone who loves the beauty of the battle and at the same time depends on defense as a prerequisite for counter attack.



Wood is an important resource for every ruler. It is used for constructing buildings, developing a castle as well as in training archers and siege engines. Byzantines receive a 10% bonus on the wood income from mines which is a prerequisite for good economic and military development. This bonus helps them train their archers which, in turn, are trained 10% faster than other nations. Archers are an obligatory part of an army as they cover the infantry and cavalry on the front lines.

Byzantines can hide 25% more resources in their shelter, than other nations, which protects them from the attacks of enemies.

Upgrading units quickly can be the reason battles are won or lost. Byzantines upgrade their units 10% faster, than other nations, which gives them an advantage in the quality of their warriors (doesn't apply to veteran upgrade).

This nation can send 20% more marches, as compared to other nations, which allows for a larger income of resources to the castles.

Let's not forget that Byzantines can heal more units after a battle.

the Byzantines special unit – the Monk – is very important in battles, because it ensures that more units are healed after each round, thanks to the bonus it gives to the skill Healer.

Byzantines are a formidable enemy on the battle field and any ruler has to keep that in mind.



Gold is one of the main resources in KhanWars, everyone who has more of it is considered rich. The Britons gain 10% more gold from their mines which gives them an advantage, especially in the stages of the game where gold is needed the most.

To make well balanced army a leader must have archers in it. Training archers is an expensive and lengthy process, but this is not a problem, for this nation, because they train archers 10% faster than other nations.

Siege engines are a must when attacking a castle. Unfortunately, their price is not something anyone can afford. The Britons don't have such problems, because they train siege engines 10% cheaper, than other races.

Furthermore, the Britons' shelter has a capacity that is 25% higher than of other nations.

Britons are also able to upgrade their units for 10% less resources than the other nations (doesn't apply to veteran upgrade).

The Britons' special-unit – the Drummer – gives a bonus to the skill Leadership. What is best about this unit is that it gives you an advantage from the very beginning of the battle, as a part of your enemy's army will flee, before the battle even begins. The Britons are an excellent choice of nation, they strike fear into their enemies, on the battlefield, and at the same time know how to defend their territory.



The Arabs are nation well-known for being oriented towards war, battles and pillaging. Nevertheless, they gain 10% more food from buildings, which ensures that a large and powerful army can be supported. The infantry is always on the frontlines of a battle, that is why buying it cheaper is very important. Arabs train infantry 10% faster.

When the game advanced transporting resources is vital, this nation has traders that can carry 20% more resources than those of other nations.

Nothing is better than stealing your enemy's resources, but storages are needed in order to stockpile them. The storages of Arabs are 10% larger than those of other nations so they have sufficient space to store the resources they've stolen.

The Arabs' special unit is the Janissary. They are known for being great leaders, in battle, have excellent statistics and know the art of war to perfection. Furthermore, they give a bonus to the skill Luck.

This race is very good for both offensive style and defensive style players.



Wood is a valuable resource, especially in the early stages of development of a castle. At a later stage in the game this resource is used especially for training archers and siege engines. Russians gain 10% more wood, from their buildings, which gives them an advantage throughout the game.

Siege engines are a must when attacking a castle. Training them is an expensive and lengthy process. Russians don't have this problem because they train siege engines 10% cheaper than other nations.

When attacking, a wall can be a real problem. Russians deal with it easier because all their units get 20% more attack when attacking a wall.

Russians have 10% more space in their storages, which ensures they will have room for the resources they've stolen.

Upgrading units makes them stronger and less of them die in battle. The Russians upgrade their units 10% faster than other nations (doesn't apply to veteran upgrade).

The Russians' special unit is the Siege tower; it has very good statistics and gives a bonus to the skill Siege. They also increase the chance for enemy buildings to be destroyed.

The Russians are a very good nation that leaves havoc on the battle field and in enemy castles.



The Japanese are a fascinating nation, specialized in sneak attacks, due to their special unit. Japanese get 10% more food than other races, this ensures they can support a large army.

A well balanced army has to have quite a few siege machines in it. They cost a lot of resources and take a lot of time to train. Japanese don't have this problem as they train siege engines 10% faster than other races.

When the game advances transporting resources is vital. The Japanese have traders that move 20% faster than those of other nations. The Japanese can also send 20% more marches than other nations, that way they can increase the flow of resource to their castles.

The Japanese have the excellent ability to train special-units and Noblemen 10% cheaper than other nations. This is very important especially in the beginning of the game when resources are scarce.

The special-unit of the Japanese is the Samurai, they don't give a bonus to any skill, but do something better they get you army. Thanks to their ability to convert enemy troops to your side, they can accumulate an army without having to train it.

The Japanese are a cunning nation that requires a lot of gaming skill, but a well-organized attack can make even the pickiest ruler happy.



It is important, for every ruler, to have gold, apart from bringing prestige it also helps then developing a castle and training army. The Mongols gain 10% more gold than other nations, which helps them acquire it easier. This very important, especially at stages in the game where gold is needed a lot.

Every army needs to have cavalry in it, Mongols train it more easily because they need 10% less time as compared to other nations.

When in need to transport resources, Mongols are in an excellent position because their traders carry 20% more resources. Furthermore they upgrade their units 10% faster than others (doesn't apply to veteran upgrade).

Mongols are also able to steal 25% of the resources that the enemy has hidden in the shelter.

When attacking the enemy's wall can be an obstacle difficult to overcome. Mongols don't worry all that much because their units receive a bonus of 20% on their attack when hitting a wall.

The Mongols' special unit – Chengiz Khan Guard gives a bonus to the skill Scout.

This is one of the reasons why they are a nation excellent for surprise attacks that devastate enemies.



Lithuanians are a nation well-known for their orientation toward war, battles and pillaging. They receive 10% more food from buildings, which ensures that they can support a large army easily.

The infantry is always on the front line of a battle that is why training them cheaply is a must. Lithuanians train infantry 10% cheaper than other races which saves a lot of resources.

Their cunning ensures that they can steal 25% of the resources the enemy has hidden in the shelter.

In the defensive side, they are able to hide 20% more army in the tower, where it will be safe from enemy attacks.

The Lithuanians' special unit – the War Lord – gives a bonus to the skill Cavalryman. Apart from the skill, these units are very useful for their good statistics.

Lithuanians are an excellent nation for anyone who loves the cavalry along with its speed, strength and power.