

Khan Wars

Khan Wars Knight abilities in version 4.5



With new versions of Khan Wars we continue to implement more features to the knights in the game. We want them to be very important for the victory and the first steps we are going to take are giving them more abilities and letting our players choose between new strategies.

Each time your knight gains a prestige level he will get ability points that can be used to improve one of his new abilities. Each knight will have 3 unique abilities based on his/her type. In the next four paragraphs we will discuss each knight class and their skills in detail.



Marshals will be able to increase infantry unit's health points in the city they are appointed to govern. They will also increase the maximum building demolish chance of your attacking marches providing a better chance for siege oriented gameplay styles to harass enemy players. Being experts in warfare and strategy, marshals can increase the clean-up march cargo capacity of their troops by motivating troops free of charge.

Landlords focus more on the city they are appointed to govern and their 3 abilities provide increased tower building population capacity, increased storage building resource capacity and increased wall health and damage. These abilities make the landlord a formidable opponent suited best for a defensive gameplay style or a wise ruler of your new castles that require rapid construction growth.



Trader knights are adept in resource exchanges and have access to better materials for free. Their siege machines have increased health and marketplace merchants can carry significantly more. In fact, every unit under the trader's command can carry more resources regardless of the march type. Using these skills in your favor makes the trader an ideal governor of your richest castles that can easily supply outposts and other strongholds with plenty of goods.

Spies, being masters of camouflage and deception, can now hide more resources into shelter buildings without risking them to be exposed to the enemy. They will also improve tremendously the health and damage of archer cavalry units, teaching them cunning battle tactics and deadly bow handling techniques. Last but not least, spies will impact quickwalker unit's performance making them more effective than ever in discovering the opponent's strengths and weaknesses. A good spy knight will be invaluable for clan tactics and lightning fast attacks that cripple and demoralize the ranks of your opponents.



We hope the new knight abilities will prove to be a great addition to your gameplay experience. The bonus of the above mentioned abilities is between 10% and 40% in most cases. Knights in Khan Wars 4.5 will be more important than ever! We will continue to listen to your feedback when preparing new updates to your favorite game.

Good luck on the battlefield, my Lord!