Khan Wars 4.5

Hot Fixes 4.5.1

We decided the races need a bit more balancing. While on the task we remembered that for some time now we were unhappy with the damage/cost ratio between our crossbow and longbow archers.

Teutonic Knight stat changes:

- Attack vs. Infantry: 300 (was 340)
- Attack vs. Cavalry: 140 (was 170)
- Attack vs. Archers: 140
- Attack vs. Siege:160
- Health Points: 220 (was 300)
- Population: 3
- Training time: 45 minutes
- Range:2

Battle Axeman stat changes:

- Attack vs. Infantry: 160
- Attack vs. Cavalry: 260
- Attack vs. Archers: 160
- Attack vs. Siege:160
- Health Points: 260 (was 300)
- Population: 3
- Training time: 45 minutes
- Range: 1 (was 2)

Crossbow Archer stat changes :

- Attack vs. Infantry: 40
- Attack vs. Cavalry: 25 (was 30)
- Attack vs. Archers: 35 (was 40)
- Attack vs. Siege: 20 (was 40)
- Attack vs. Buildings 20
- Life 40
- Range 4

Longbow Archer stat changes :

- Attack vs. Infantry: 20 (was 25)
- Attack vs. Cavalry: 35
- Attack vs. Archers: 25 (was 15)
- Attack vs. Siege: 40 (was 15)
- Attack vs. Buildings 20
- Life 40
- Range 4

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