Khan Wars 4.5

Release Notes

I. Added a new race to the game — Persians

Persian nation bonuses:

- +10% Iron production
- 10% Cheaper Archers
- 10% Faster Siege machines production
- 20% more Marches
- 20% increased damage against Walls
- Persian special unit – Kamangir

Kamangir stats:

- Attack vs. Infantry: 250
- Attack vs. Cavalry: 250
- Attack vs. Archers: 300
- Attack vs. Siege: 100
- Attack vs. Buildings: 50
- Health Points: 500
- Range: 5
- Speed: 15
- Population: 10
- Carry weight: 60
- Special ability: +0.5% Archer skill up to 66% (70% with 3rd level upgrades)

Note: Nation skills affecting this unit's stats: Archer and Defender; Kamangir's Archer skill bonus is calculated in the beginning of every round

Kamangir special unit resource cost: 150 gold, 300 iron, 250 wood, 150 food
Level 1 Kamangir upgrade cost: 10 hour duration, 20000 gold, 25000 iron, 15000 wood, 20000 food
Level 2 Kamangir upgrade cost: 15 hour duration, 25000 gold, 32500 iron, 17500 wood, 25000 food
Level 3 Kamangir upgrade cost: 20 hour duration, 30000 gold, 40000 iron, 20000 wood, 30000 food

Race changes:

- **Japanese nation changes**

Japanese nation bonuses:

- 20% Cheaper Nobleman & Special Unit training (was 10%)

Samurai stat changes:

- Attack vs. Infantry: 300 (was 100)
- Attack vs. Cavalry: 300 (was 100)
- Attack vs. Archers: 400 (was 180)
- Attack vs. Siege: 450 (was 200)
- Health Points: 500 (was 700)
- Speed: 15 (was 10)
- Population: 5 (was 10)
- Carry weight: 25 (was 30)

Note: Nation skills affecting this unit's stats: Warrior and Defender;

Samurai special unit resource cost: 250 gold (was 150), 250 iron, 150 wood (was 50), 100 food

- **Arab nation changes**

Arab nation bonuses:

- Added 20% stronger wall bonus

Mujahedeen stat changes:

- Attack vs. Infantry: 400 (was 115)
- Attack vs. Cavalry: 200 (was 90)
- Attack vs. Archers: 400 (was 115)
- Carry weight: 25 (was 35)
- Attack vs. Siege: 300 (was 115)
- Health Points: 500 (was 310)
- Speed: 15 (was 10)

Note: Nation skills affecting this unit's stats: Warrior and Defender;

- **Lithuanian nation changes**

Lithuanian nation bonuses:

- 10% Faster Infantry Training (was 10% Cheaper Infantry training)
- Added 10% Faster Cavalry Training bonus

Warlord stat changes:

- Attack vs. Infantry: 500 (was 250)
- Attack vs. Cavalry: 250 (was 125)
- Attack vs. Archers: 500 (was 250)
- Attack vs. Siege: 500 (was 250)
- Health Points: 500 (was 310)

Note: Nation skills affecting this unit's stats: Cavalryman (was Warrior) and Defender;

- ## Mongol nation changes

Mongol nation bonuses:

- 10% Faster Upgrade for All units now affects Veteran upgrade duration when started with resources significantly lowering long veteran upgrade times

Chengiz khan guard stat changes:

- Attack vs. Infantry: 450 (was 150)
- Attack vs. Cavalry: 300 (was 100)
- Attack vs. Archers: 400 (was 200)
- Attack vs. Siege: 500 (was 250)
- Health Points: 500 (was 400)
- Training time: 45 minutes (was 1 hour)

Note: Nation skills affecting this unit's stats: Warrior and Defender;

- ## German nation changes

Teutonic knight stat changes:

- Training time: 45 minutes (was 1 hour)
- Carry weight: 25 (was 15)

Note: Nation skills affecting this unit's stats: Warrior and Defender;

Teutonic knight special unit resource cost: 150 gold, 300 iron(was 500), 100 wood, 200 food

- ## Frank nation changes

Frank nation bonuses:

- 10% Cheaper Upgrade for All units now affects Veteran upgrade duration when started with resources significantly lowering long veteran upgrade times

Battle axeman stat changes:

- No changes in statistics

Note: Nation skills affecting this unit's stats: Warrior and Defender;

Battle axeman special unit resource cost: 150 gold(was 0), 300 iron, 300 wood, 150 food

- ## Bulgarian nation changes

Tangra priest stat changes:

- Attack vs. Infantry: 100 (was 30)
- Attack vs. Cavalry: 100 (was 30)
- Attack vs. Archers: 100 (was 30)
- Attack vs. Siege: 100 (was 30)
- Health Points: 500 (was 250)
- Carry weight: 25 (was 5

Note: Nation skills affecting this unit's stats: Warrior and Defender;

Tangra priest special unit resource cost: 400 gold (was 500), 100 iron, 100 wood, 200 food (was 20)

- **Britain nation changes**

Britain nation bonuses:

- 10% Cheaper Upgrade for All units now affects Veteran upgrade duration when started with resources significantly lowering long veteran upgrade times

Drummer stats:

- Attack vs. Infantry: 100 (was 30)
- Attack vs. Cavalry: 100 (was 30)
- Attack vs. Archers: 100 (was 30)
- Attack vs. Siege: 100 (was 30)
- Health Points: 500 (was 250)
- Carry weight: 25 (was 10)
- Special ability: +0.5% Leadership skill up to 36% (was 40%) (40% with 3rd level upgrades (was 44%))

Note: Nation skills affecting this unit's stats: Warrior and Defender;
Leadership skill changes also affect this unit, his bonus to the ability will be calculated every round instead of once in the beginning of the battle
Drummer special unit resource cost: 350 gold (was 650), 100 iron (was 50), 100 wood (was 50), 200 food

- **Goth nation changes**

Goth nation bonuses:

- 10% Cheaper Upgrade for All units now affects Veteran upgrade duration when started with resources significantly lowering long veteran upgrade times
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Huskarle stats:

- Attack vs. Infantry: 400 (was 180)
- Attack vs. Cavalry: 250 (was 50)
- Attack vs. Archers: 320 (was 120)
- Attack vs. Siege: 320 (was 120)
- Health Points: 500 (was 450)
- Carry weight: 25 (was 15)
- Special ability: +0.5% Defender skill up to 40% (was 35%) (45% with 3rd level upgrades (was 39%))

Note: Nation skills affecting this unit's stats: Warrior and Defender;

- **Russian nation changes**

Russian nation bonuses:

- 10% Faster Upgrade for All units now affects Veteran upgrade duration when started with resources significantly lowering long veteran upgrade times

Siege tower stats:

- Attack vs. Infantry: 450 (was 350)
- Attack vs. Cavalry: 350 (was 250)
- Attack vs. Archers: 450 (was 350)
- Attack vs. Siege: 250 (was 100)
- Health Points: 500 (was 450)
- Carry weight: 200 (was 0)
- Special ability: +0.5% (was 0.4%) Siege skill up to 40% (was 35%) (45% with 3rd level upgrades (was 38%))

Note: Nation skills affecting this unit's stats: Siege (was Warrior) and Defender

- **Byzantine nation changes**

Byzantine nation bonuses:

- 10% Faster Upgrade for All units now affects Veteran upgrade duration when started with resources significantly lowering long veteran upgrade times

Monk stats:

- Attack vs. Infantry: 200 (was 30)
- Attack vs. Cavalry: 30
- Attack vs. Archers: 60 (was 30)
- Attack vs. Siege:60 (was 30)
- Health Points: 80 (was 210)
- Population: 2 (was 8)
- Training time: 45 minutes (was 1 hour)
- Range: 3 (was 1); (4 range with 3rd level upgrades)
- Carry weight: 25 (was 5)
- Special ability: +0.1% Education skill (was Healer) up to 26% (30% with 3rd level upgrades)

Note: Nation skills affecting this unit's stats: Archer (was Warrior) and Defender;

Education skill bonus of the special units will be calculated in the end of the battle based on the number of surviving Monks

Monk special unit resource cost: 100 gold (was 400), 250 iron (was 50), 300 wood (was 100), 150 food

II. Leadership nation skill changes

The Leadership nation skill is now applied in the beginning of every round, instead of once before the start of the battle, greatly increasing the chance for units to flee and the amount of fled ones.
How Leadership works – the difference between two player's leadership percentages is divided by 5. Between 50% and 100% of the result represents the percent of army that will flee every round. Fleeing population's unit type is random.

Example:
Player A has 30% Leadership
Player B has 10% Leadership
(30-10)/5 = 20/5 = 4%
50% of 4% = 2%, 100% of 4% = 4%
Every round of the battle 2-4% of Player B's surviving army population will flee.

III. 12 Knight abilities added

With every prestige level gained Knights get 1 ability point, every fifth level they get 2 points and every third level knights gain 3 ability points.
These points can be used to raise knight abilities by up to 40 levels.

Each Knight class can use 3 new abilities at their disposal:

Marshal:

- Infantry Health - Increases Infantry unit health points by 0.5% for each point spent up to 20%
- Clean-up Cargo - Increases cargo for clean-up marches by 0.3% for each point spent up to 12%
- Building Destruction - Increases maximum demolish chance of attack marches by 0.2% for each point spent up to 0.8%

Landlord:

- Tower Population - Increases Tower building population capacity by 1% for each point spent up to 40%
- Wall Strength - Increased Wall building health points and damage by 1% for each point spent up to 40%
- Storage Capacity - Increases Storage building resource capacity by 0.25% for each point spent up to 10%

Trader:

- Trader Cargo - Increases marketplace trader's carry capacity by 1% for each point spent up to 40%
- Army Cargo - Increases units carry capacity by 0.3% for each point spent up to 12%
- Siege Health - Increases Siege weapons health points by 0.5% for each point spent up to 20%

Spy:

- Archer Cavalry Strength - Increases Archer cavalry health points and damage by 1% for each point spent up to 40%
- Quickwalker efficiency - Increases Quickwalker health points and damage by 0.25% for each point spent up to 10%
- Shelter Capacity - Increase Shelter building resource capacity by 0.5% for each point spent up to 20%

With every prestige level gained Knights get 1 ability point, every fifth level they get 2 points and every third level knights gain 3 ability points. Each of the knight abilities can be improved maximum 40 times.
As long as a Knight is alive and appointed to govern a castle all marches sent from the castle benefit from the knight's abilities.
Ability points can be rearranged using the same price as stat points rearrangement - 10 coins per stat point. Rearranging ability points takes off all points from the ability and charges for every point freed.

IV. Knight missions

Knight missions now grant account experience equal to the sum of resources spent in addition to knight prestige and item drop chance.
Example: Knight Mission requires 1000 gold, 1000 iron, 1000 wood and 1000 food. When the mission is finished the player will receive 4000 experience towards his account experience in addition to 400 prestige and a chance to find a useful item.

V. Spying changes

When a spying march reaches its destination a battle is carried out that only quickwakers can defend against. No battle report will be generated - a spying message will be received by both sides instead. In case the defender does not have quickwalkers, he will not receive a report.

Possible outcomes:

- If all the attacking quickwakers die, no information is gained by the attacker;

- If any quickwakers survive, the amount of all of the defender's resources is visible to the attacker;

- If the number of surviving attacking quickwakers is higher than the number of surviving defending quickwakers the attacker will know the amount of all resources, building levels and types of units defending the Castle;

- If the number of surviving attacking quickwakers is twice that the number of surviving defending quickwakers the attacker will know the amount of all resources, buildings and army in the Castle and the possible supporting armies.

- If the number surviving attacking quickwakers is three times the number of surviving defending quickwakers the attacker will know the amount of all resources, buildings, army in the Castle, the possible supporting armies, defender's unit upgrades and the units in the tower.

10 attack and defence upgrades added for the quickwalker:

- Each attack upgrade level grants 10% increased quickwalker damage against all unit types
- Each defence upgrade level grants 10% more health points to the quickwalker unit

Veteran Attack and Veteran Defence upgrades added for the quickwalker:

- Veteran attack upgrade grants 10% increased quickwalker damage against all unit types
- Veteran defence upgrade grants 10% more health points to the quickwalker unit

4 new Quickwalker artworks added:

- At upgrade level 4 attack and defence
- At upgrade level 8 attack and defence
- At Veteran attack upgrade level
- At Veteran defence upgrade level

VI. Hall of Fame

- Players that won experience ranking ladder will have a special insignia on their player information page and in front of their names in the rankings page of the game
- Players that won clan ranking ladder will have a special insignia on their player information page and in front of their names in the rankings page of the game