

Longbowman (Brit.)

The range is the most important factor of the Longbowman. With high range, it is relatively hard to tackle Longbows. Ideally, they're used in combination with melee units.

- Civilization Specific Features
- Longbowman
- Technologies & Upgrades
- Use in Combinations

Castle
 Cost: 35 40

Longbowman

Elite Longbowman
 Upgr. 850 850



Strong Against:

- Most Infantry Units
- Camel Line
- Gunpowder Units
- Cavalry Archer Line
- Archer Line
- Most Unique Infantry Units
- Mamelukes
- Chu Ko Nus
- Mangudais

Weak against:

- Skirmisher Line
- Knight Line
- Eagle Warrior Line
- Onager Line (Micro!)
- Scout Line
- Huskaris
- War Wagons
- Plumed Archers
- Wood Raiders
- Tarkans

Type	Infantry
Age Available	
HP	35
Attack (Type)	6(Pierce)
Melee Armour	0
Pierce Armour	0
Range	5
Speed	0.96 TPS
Attack Rate	2.07
Creation Time	19s
Line of Sight	7
Attack Bonuses	PT

Civilization Specific Features		Not available to:	Bonuses	Strategies
 Longbowman		All Civilizations except Britons		Click here!

Technologies & Upgrades

Blacksmith

Attack and Range:



Fletching: +1 attack and range (**Feudal Age**).



Bodkin Arrow: +1 attack and range (**Castle Age**).



Bracer: +1 attack and range (**Imperial Age**).

Total attack and range: *+3 attack and range*

Armor:



Padded Archer Armor: +1 melee and pierce armor (**Feudal Age**).



Leather Archer Armor: +1 melee and pierce armor (**Castle Age**).



Ring Archer Armor: +1 melee and +2 pierce armor (**Imperial Age**).

Total melee and pierce armor: *+3 melee and +4 pierce armor*

University



Chemistry: +1 attack (**Imperial Age**).



Ballistics: Provides accuracy for moving objects (**Castle Age**).

Castle



Conscription: Non-siege military units created 33% faster (**Imperial Age**).



Yeomen: Foot Archer range +1, Tower attack +2 (**Imperial Age**).

Use in Combinations

they usually act as meat shield