



II Elite Longboat

The Vikings' unique unit becomes available in the dock as soon as a castle was constructed. Since Vikings get a discount on galley-line units, longboats are hardly seen in higher level games. Similar to the Chu Ko Nu (Chin.), the Viking Longboat fires multiple arrows.

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



	
Type	Navy
Age Available	 Imperial Age
HP	160
Attack (Type)	8 (Piercing)
Melee Armour	0
Pierce Armour	8
Range	7
Speed	1.54 TPS

Attack Rate	3.34s
Creation Time	25s
Line of Sight	9
Attack Bonuses	+11 vs ships +4 vs ram +8 vs building Volleys of 4 arrows (8-1-1-1) Castle needed

Civilization Specific Features		Not available to:	Bonuses	Strategies
 Longboat		All Civilizations except Vikings	Japanese: Attack Rate +25%	Click here!

Technologies & Upgrades

Blacksmith



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 upgrade from the blacksmith: *+3 attack and range*

Dock



Shipwright: Warships cost 20% less, created 35% faster (**Imperial Age**).



Careening: +1 Pierce Armor (**Castle Age**).



Dry Dock: Increases Ship speed by 15% (**Imperial Age**).

University



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



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

Use in Combinations

Primarily used on their own, Galley Line ships are strongest in mass.

Also useful in low numbers for destroying enemy fishing ships or scouting.