

Archer

1st lvl



Compared to other units of the faction:

- * The cheapest unit of faction (costs 13 gold).
- * Unit with minimal HP (28) on par with Apprentice Mage.
- * Unit with minimal total damage (15).
- * Unit with best defense on rough and forest terrain (60%).
- * Second easily upgraded unit after Apprentice Mage (24 XP to upgrade).



Portrait by topazice

Compared to Default Era:

Compared to Default Loyalist Bowman:



- * Silver Age Archer is cheaper by 1 gold coin (13 vs 14).
- * Silver Age Archer is neutral unit, unlike lawful Default Bowman.
- * Light Pikeman is slimmer by 5 hitpoint (28 HP vs 33).
- * Silver Age Archer has -20% blade and impact resistance (while Default Bowman has 0%).
- * Basic damage of Silver Age Archer is lower (5-3 vs 6-3), but with his ability to increase number of attacks when opponent isn't able to shoot back, he has 5-4, so his total damage is higher (20 vs 18).
- * Silver Age Archer requires 15 experience points less to upgrade (39 XP for Bowman and 24 for Archer).
- * Like most of the Royal Army units, Silver Age Archer has additional trait, which increases his resistance and HP recovering while unit in the village.

cost	14	13
HP	33	28
MD	4-2	4-2
RD	6-3	5-3(5-4)
XP	39	24

Compared to its counterparts in foreign factions:

- * As ranged damager with piercing damage: Archer inflicts bigger total ranged

damage then Runaway Convist, Forest Warrior, Pursuer, Raider, Weakling (although all of them surpass Archer at melee combat, while Weakling also has "poison" special on his ranged attack). Poacher is almost equal to Archer, but only at defense or when opponent has ranged attack (so «rain of arrows» doesn't work) while Swamp Hunter is equal to Archer with working «rain of arrows». Hell Armourer and Shooter inflict bigger damage, than Archer, but they aren't able to shoot at defense, while Skeleton Archer and Sniper surpass Archer in both offense and defense and even have increased accuracy.

* *As moderately mobile covering unit:* Archer can endure less physical damage than any unit in the era, excluding Raider, Zombie, Augur and Guide. On the other hand, Archer has better defense on rough and forest terrain, than most of units (but almost all Eldahosse infantry have better defense at forests, and Kna'gans have better defense at hills), so he rely on misses of the opponent.

* *As assault unit:* Due to his ability to do more shoots against units without ranged attacks, Archer is good choice for offensive actions. Archers accuracy is lesser, than Apprentice Mage's and he can't compensate his misses, like Dark Adept or Hell Armourer do, but low cost of Archers allows to minimize damage if attack isn't successful. Archer's ratio «total unanswered damage to unit cost» is bigger than any unit, excluding Raider and Sniper, has.

* *As unit for 13 gold:* Skeleton Guard, Skeleton Spearman, Thief, Wolf and Augur have the same cost as Archer, but play different roles in their factions.

Tactics by team:

* DV, creator of the era: *Archers as air defense*

«When you playing loyalists, take few archers even if your opponent is undead. They are not expensive and they allow you to avoid heavy expenses that you'll suffer if enemy flying units penetrate your rear. MFNU vampires are able to fly into rear through workarounds, while some dwarvish and drake units are able to ignore ZoC and can't be attacked at melee combat — so you can't kill them with your pikemen. Attacks of archers is very effective against flying unit (especially against those who haven't ranged attacks). Of course, you can protect your rears with mages — and they are effective, but too expensive. Look, you can spend 40 gold coins to recruit two mages or three archers — and your air will be safer with those three.»

* z5x1, artist and tester: *Archers in pairs with infantrymen*

«Archer is cheapest unit of the faction, but it doesn't mean he is weak. Archers are quite capable to support your main forces — whether it's pikemen or light infantrymen — recruit archers in 1:1 ratio with melee units. Thanks to arrow's rain archer can significantly weaken enemy unit before you'll attack him with melee damagers, while horses and files may be defeated by archers without any help of other units. It's still a bad idea to use archers as main units — they're dies too fast when under attack.»

* py6aka, participant of the IWT 2016: *Archers as supporting units*

«Don't recruit more than 2 archers, and cover them neatly when you use them. By

and large loyalists can play without archers at all — it's just a cheapest alternative for mages, and you uses them, when there is no need in mage's increased accuracy and arcane type damage. So, when you take archer, play it same way you plays mage. Despite this, Silver Age archer still much more useful, than default era bowman, who was totally unnecessary unit in his faction.»

Trivia:

* *Maximal damage*: Archer influenced by Captain's leadership may inflict to enemy Dragoon or Vampire up to $[5*1,2*1,25]*4=28$ damage points.

* *Minimal damage*: at night Archer influenced by terror may inflict to Ghost not more than $[5*0,8*0,4]*3=6$ damage points.

* *Maximal durability*: "resilient" and "strong" Archer in village can withstand up to 36 points of arcane damage. It's equal to three hits of Light Mage's «Sunlight» spell — full power of this spell!

* *Fast death*: "quick" and "intelligent" Light Pikeman may be killed with only 23 damage points of blade or impact type, so he can be killed with only three hits of fearless Heavy Infantryman (just one successful attack) even at night.

* *Archer's worst enemy*: Due to operating principle of the «rain of arrows» special Archers and their high-level counterparts aren't effective against enemy shooters. At the same time, Crossbowmen with their resistance to pierce attack, «first shoot» special (and «long range» special on level 3) and quite good melee attack are very effective against archers. So one Crossbowman in favorable time of day can beat three Archers simultaneously, while Royal Marksman can easily defeat five Archers or three Huntsmen.



* *Rain of arrows*: attack special which increases number of attacks by 1.5 times if current opponent can't shoots back. So, while Archer has only one additional shoot ($3*1,5=4,5$ with rounding to 4), Huntsman and Legendary Archer have doubled bonus ($4*1,5=6$). So both units are extremely effective at offense and sometimes they able to easily defeat unit of equal level. For example Huntsman can kill Black Vampire with one fully successful attack even at night, while Legendary Acrher can kill 3rd level Lancer with 5 hits (of 6) and Assassin with 6 hits.



* *Flaming arrows*: attack with "ignition" special may ignite the opponent, but only if 15+ damage is inflicted with one shoot or strike. Since Ranger is neutral unit, his damage equal to 14 point at daytime as well as at night. To inflict more damage he can obtain leadership bonus of choose fire-vulnerable target. Ignited opponents will receive 8 points of fire damage every turn, and this damage will be higher for fire-vulnerable units (so wose with -50% resistance receives 12 damage). Ignition can't be healed with "cure" ability and may even kill unit (unlike poison) — to extinguish the fire unit should enter water hex or village, where villagers will snuff him out. So, ignition force unit to leave battlefield without killing him (ironically, woses are able to compensate fire with their regeneration) — so it's very effective against skeletons and zombies.



Upgrades:

Upgrade is east as "intelligent" Archer requires only 19 XP to upgrade, but 2nd level units aren't very good compared to other unit lines.

"Intelligent" Huntsman requires 51 XP to upgrade, so Rangers and Legendary Archers are easy to get in campaigns and survivals (only 70 XP from 1st level to 3rd for "intelligent" unit). Upgrade to Royal Marksman is not much harder (it requires 83 XP from 1st level to 3rd for "intelligent" unit).

* Crossbowman: defensive unit with high (compared to Archer's) physical resistance (20% pierce and 0% blade and impact. Unit has 40 HP) and two times stronger melee attack (4-4 blade damage). Crossbow inflicts only two shoots (12-2 damage) and hasn't "rain of arrows", but able to forestall enemy shoots in defense. Unlike Archer, Crossbowman isn't so good on rough and forest terrain (50% defense), but fights better in villages and castles (60% defense). Crossbowman is lawful unit.

2nd lvl



* Huntsman: mobile (6 MP, movecost for forest and hills is 1) but poorly protected unit (42 HP, -20% blade and impact resistance) with high damage. Melee attack is very weak, but Huntsman able to restore 8 HP when kills animal with it. «Rain of arrows» special is very effective as it allows to inflict upto 36 points pierce damage (unit inflicts 6-4 damage without special and 6-6 with it). Huntsman is most vulnerable 2nd level unit which requires constant protection.

2nd lvl



* Royal Marksman: upgraded Crossbowman. Well-protected range unit(54 HP, 20% blade resistance, 30% pierce resistance) without narrow specialization. 70% defense in castles. Moderately strong melee attack (5-4 blade damage). Ranged attack isn't strong for 3rd level (16-2 only), but has first shoot at defense, and decreases opponent's accuracy by 10% at offense. Thereby, Royal Marksman is exclusively effective against enemy shooters. The unit doesn't requires upkeep (additional "loyal" trait).

3rd lvl



* Legendary Archer: upgraded Huntsman, who significantly developed his strengths, but retained its weakness (56 HP, 4-2 melee damage, -10% impact resistance, -20% blade resistance). However has slightly increased pierce resistance (10%). On the other hand, ranged attack now inflicts 9-4 damage (9-6 with «rain of arrows») and has «marksman» trait. Thereby, Legendary Archer is offense-only unit.

3rd lvl



* Ranger: upgraded Huntsman, with universal possibilities (although has only 56 HP, -20% blade and impact resistance). Exclusively mobile (7 MP, 1 movecost on forest and rough terrain) and has four attacks. First is advanced version of Huntsman knife attack (7-2 blade damage), which able to carve animal units, second is two times stronger melee attack without specials (7-4 damage), third is ranged pierce attack with «rain of arrows» (10-3 or 10-4 damage), and fourth is attack with flaming arrow (14-1 fire damage) which may ignite opponents but doesn't work in defense. Each of these attacks isn't strong enough for 3rd level, but gained together they make Ranger strong universal unit.

3rd lvl

