New Units (Patch 1.27U.N)

Spearman (new unit)
Requirement Tool Age
Training location Barrack
Food cost 30
Wood cost 20
Training time 36s
Hit points 35
Slash damage 3
Slash armor 1
Attack bonus vs mounted units 6
Infantry armor -7
Available All civilizations
> *Compared to Axeman.*
> *Good unit against Scout. Shouldn't be strong against Cavalry.*
> *With equal upgrades Cavalry kills Spearmen in 3 hits.*
> *One armor makes this really strong against scouts without being too good unit in overall.*
> *Having defensive unit against Scouts ensures there is enough leeway in the Scouts kit to make them usable without being overpowered.*

Scout
Pierce armor 0 -> 1
Hit points 70 -> 60
> *Can be better against Bowmen defense when there are other ways to counter the Scouts.*

Improved Slinger (unit upgrade)
Requirement Bronze Age, Logistics
Food cost 120
Gold cost 50
Research time 60s
Effect:
Hit points 25 -> 35
Range 4 -> 5
Slash armor 0 -> 3
Unavailable Assyrian, Hittite
> *Upgrade to Slinger.*
> *Now barrack units do not share same play style as Academy units but has instead its own play style allowing both Legion and Centurion exist without extreme overlapping.*

Heavy Slinger (unit upgrade)
Requirement Iron Age, Tower Shield, Heavy Slinger
Food cost 500
Gold cost 300
Research time 90s
Effect:
Hit points 35 -> 50
Slash armor 3 -> 5
Available Babylonian, Carthaginian, Greek, Macedonian, Minoan, Persian, Phoenician, Roman, Shang
Unavailable Assyrian, Choson, Egyptian, Hittite, Palmyra, Sumerian, Yamato
> *Upgrade to Slinger.*
> *Available for all civilizations which have access to Slinger and Tower Shield (9).*
> *Now Elephant Archer mass can be countered easier making it less suitable for all situations.*

Legion (Upgrade) (Revert)
Food cost 1000 -> 1400
> *With Heavy Slinger available the Barrack was stronger building. Legions needn't anymore the earlier timer to push against archers.*

Recurve Bow (unit upgrade)
Requirement Iron Age, Alchemy, Composite Bow
Food cost 900
Wood cost 600
Research time 150s
Effect:
Hit points 45 -> 50
Attack base pierce 5 -> 6
Available Babylonian, Egyptian, Macedonian, Minoan, Palmyra, Persian, Phoenician
Unavailable Assyrian, Carthaginian, Choson, Greek, Hittite, Roman, Shang, Sumerian, Yamato
> *Now that there is enough ways to counter Composite Bowmen they can have Iron Age upgrade without becoming viable single unit strategy.*
> *Upgrade to Composite Bowmen.*

Composite Bow (Upgrade)
Food Cost 360 -> 500
> *With Iron Age upgrade there was no longer such a huge timer to do something. This made booming Composite Bowmen mass far less punishing.*

Heavy Camel (unit upgrade)
Requirement Iron Age, Coinage
Food cost 1300
Gold cost 500
Research time 150s
Effect:
Hit points 125 -> 180
Damage 6 -> 9
Bonus damage vs cavalry 4 -> 8
Slash Armor 0 -> 3
Pierce Armor 0 -> 1
Available Berbers, Babylonian, Carthaginian, Egyptian, Hittite, Minoan, Palmyra, Phoenician, Scythia, Sumerian
Unavailable Assyrian, Choson, Greek, Macedonian, Parthia, Persian, Roman, Shang, Thrace, Yamato
> *Now all civilizations have access to good fast units in Iron Age, this allows all civilizations to go aggressive Iron Age plays.*

Camel Rider
Bonus damage against elephants 4 -> 0
> *Shouldn't counter Elephant Archers or elephants, early on there is enough ways to deal with them.*

Scythe Chariot
Slash damage 9 -> 7
Slash armor 1 -> 0

Scythe Chariot (Upgrade)
Wood cost 1400 -> 600
Gold cost 1000 -> 400
> *With other strong units available for all civilizations the Scythe Chariot needn't be a generic unit anymore.*
> *Now it can be a dedicated siege counter stacked with late Iron Age strength and an early Iron Age archer counter.*

New Units 2 (DLC)

Atlatl (new technology)
Requirement Stone Age
Food cost 60
Wood cost 40
Research time 40s
Research location Barrack
Effect:
Enables new unit Spear Thrower
Available All civilizations
> *Crush is now possible strategy.*
> *More variation in Tool Age timings.*

Spear Thrower (new unit)
Food cost 40
Gold cost 10
Training time 30s
Hit points 30
Range 3
Pierce Damage 4
Reload time 2.5s
Projectile speed 6 (8 for arrows)
Movement speed 1.2
Weakness slinger -2
> *Compared to bowman.*
> *Woodworking upgrades increase range.*
> *Effected by Logistics.*
> *Infantry armor increases slash armor.*
> *Shield upgrades increase pierce armor.*
> *Alchemy increases damage.*
> *Has DPS of 1.6 (Bowman has 2.14 and unupgraded Clubman has 2).*

Javelineer (unit upgrade)
Requirement Bronze Age
Food cost 160
Wood cost 120
Research time 90s
Effect:
Hit points 30 -> 40
Damage 4 -> 6
Available all civilizations.
> *Bronze Age Upgrade to Spear Thrower.*
> *Cheap(ish) counter to Hoplite.*

Peltast (unit upgrade)
Requirement Iron Age
Food cost 700
Wood cost 500
Research time 150s
Effect:
Hit points 40 -> 50
Damage 6 -> 10
Available all civilizations which have access to Long Swordsmen.
> *Iron Age Upgrade to Spear Thrower.*
> *Cheap(ish) counter to Centurions and Elephants.*

Legion (Revert)
Hit points 160 -> 140
> *With Peltast available the Barrack was all around strong building. Its main strengths wasn't Legions and having one*
> *building army was much stronger and easier to upkeep than a multi building mixed unit combo was.*

Improved Scout (unit upgrade)
Requirement Bronze Age
Food cost 80
Wood cost 50
Research time 50s
Effect:
Hit points 60 -> 90
Damage 3 -> 5
Available all civilizations.

> *Accompanying low LoS units with Scouts was great strategy but with no upgrade to Scout it was too easily killed and had no attack power.*
> *Now scouts can soak up good amount of arrows making them good for drawing enemy archer fire.*
> *Having 5+4 damage is good enough to be effective raiding unit.*

Tested Units and Technologies (Failures)

Trader (new unit) (maybe viable)
> *Not needed.*
> *After increasing gold on all maps the gold dependent civs have enough ways to acquire gold.*

Cross Bowman (new unit) (maybe viable)
Bronze Age instantly available archer
> *Creates better separation between different civilizations, balance vise this is not needed.*

Elite Elephant Archer (unit upgrade) (not viable)
Super unit technology for Elephant Archer
> *EA is already a strong late game unit.*
> *Having an upgrade would slow down game phasing too much.*

Elite Chariot Archer (unit upgrade) (not viable)
Iron Age upgrade for Chariot Archer
> *Strong ranged fast trash unit would be too easy to use and hard to counter.*

Fortress (new building)
Big defensive building
> *Too much overlap with Ballista Towers.*

Pottery (new technology) (not viable)
Bonus work rate for Foragers
> *Only time this could be utilized was when the player had a great map.*

Aegean Dagger (new technology)
Bronze Age Villager upgrade
> *Stable units are best at raiding and preventing them from excelling at that would make their play style too similar to every other unit.*

Heavy Axe (unit upgrade) (maybe viable)
Requirement Iron Age
Food cost 750
Research time 200s
Effect:
Hit points 50 -> 80
Slash damage 5 -> 7
Available All civilizations
> *Upgrade to Axeman.*
> *Having cheap meat shield makes it easier to push through static defense line allowing the offensive player to push through without spending too much gold.*

UPatch to DE Matching (Experimental)

UPatch can't handle automatic reseeding, thats why it has different Farms.
Having 14.1-24.7 minutes expiration time instead of 9.3-20.4 minutes expiration time gives all players enough time to expand their economy and focus on fighting while also keeping up with farm reseeding.

Farms (UP)
Wood cost 100 -> 75
Food capacity 400 -> 250
> *With 250 Food farm reseeding was too micro intensive task.*
> *With 400 food the farm reseeding comes into play around Bronze -> Iron Age transition.*
> *This works well since it creates strategic decisions and requires macro management without excessive microing.*

Domestication, Plow, Irrigation (UP)
Bonus removed Farms, Storage Pits and Granaries cost -10%.
> *With 400 food on farm the farm upgrades needed some extra to make them useful before Iron Age.*

Farmer (UP)
Work rate 0.4725 -> 0.45
> *With more expensive farms the Initial cost transitioning into farms was too expensive without this buff.*
> *Farms still can't be walked over in UPatch.*
> *Having 200 population limit but being able to over produce units and having faster working farmers made the army sizes between AoE:UPatch and AOE:DE close to a same size.*

Map Changes (DLC)

Mediterranean
New rule Distance to main water body between players = ±5 tiles
> *Getting access to fish is highly important.*
> *To contest the main water players had to build multiple dock, the further way a player was from the water the more economy damage the dock building caused.*
> *Teams/players with shorter distance to main water were in such a big advantage with no counter play possible form the opposed team.*
> *Rivers count as main water body.*

Small Islands
New rule Spawn non player islands, 1-6 depending on map size (Spawns forest in each island)
> *Small islands were easy to defend from rushes, often games were decided by the wood amount on each island.*
> *Team with more wood was almost always the winner because they could muster bigger water army.*
> *Now even a small victory in water control can be transformed into economical advantage.*

Inland
Variant removed Rivers
> *Inlands biggest economy advantage came from the deep sea fish patches.*
> *The team with better access to deep sea fish was in a big advantage.*
> *In river variants the game was easier to delay giving the player with a deep sea access much stronger Iron Age than a player without deep sea could ever get.*
> *Even if the deep sea fish was evenly spread between teams it still wouldn't be great because the players without deep sea would not be as big of a factor in winning the game as the players with deep sea access were, causing these matches to feel like these player had too little control over the teams fate.*
> *With no rivers; Tool Age aggression was always an option, giving the player with no good water access an ability to punish greedy plays, and they could also easier travel long distances to build the docks making it possible for them to also boom on water.*

Narrows, Continental
Maximum distance to closest forest ? tiles -> 15 tiles
> *Having to travel long distance for the closest forest was already big economical hit.*
> *And in top of that defending the base was much harder because your economy was so scattered, making these starts all around weaker with no upsides at all.*

Ruins (All maps)
Minimum spawn distance from town center 0 -> 9
> *Having a Ruin to block a spot alongside a TC was just annoying and making food collecting much harder.*

Lion, Alligator (maybe viable)
Food amount 100 -> 130
Decay rate 1.0 -> 0.25
> *Same decay rate as gazelles.*
> *Pitting the crossings on water maps is now good but dangerous way to get economical lead.*
> *Having lion scattering your gazelles has now some advantages.*

Board (new unit) (maybe viable)
Food amount 300 -> 240
Movement speed 1.0 -> 1.2
Attack rate 1.0s -> 2.0s
Damage 10 -> 6
Decay rate 0.2
> *Compared to elephant.*
> *Easy and low APM requirement to herd in.*
> *Replaces some of the elephants in River and Hill Country maps. Highland still remains with 0 boards.*
> *Makes the game more accessible allowing average players to get into Bronze and Tool Age at a proper times.*

Priest Changes (DLC)

Medicine
New effect Priests +2 healing range (2 -> 4)
> *Priest were rarely used to heal unit because of the inherent danger of being in close distance of enemy units.*
> *Also needs a bug fix: Priests can't heal moving units.*

Sacrifice
Effect removed Sacrifice Priest to instantly convert enemy unit
New effect Using multiple priests to convert single unit causes partial rejuvenation usage
> *Priests rejuvenation is restored 0% - 85% depending on how many Priest were used to convert single enemy unit.*
> *Max rejuvenation at 10 priests.*
> *Min rejuvenation time is 5.7s.*
> *Minimum of 8 second delay between two conversion.*
> *"Using multiple priests causes partial rejuvenation usage"*
> *"Partial rejuvenation usage when using multiple priests"*
> *The current bonus was too micro heavy to ever be used.*

Macedonian
Bonus removed All units four times more resistant to conversion
> *4x made it impossible to use Priests against Macedonian.*

Macedonian
Technologies enabled Temple, Priest, Polytheism, Medicine, Monotheism
> *There isn't any reason to keep Priests disabled without the counter priest buff.*

Persian
Technologies enabled Academy, Hoplite
> *Creating differences for the sake of difference is bad.*
> *Now all civilizations have access to all basic units making this game easier to learn.*

AI Update (DLC)

Hard

Bonus resources on start 500 -> 0

New bonus Villagers, Farms, and houses cost -50%

Very Hard

Bonus resources on start 1500 -> 0

New bonus Villagers, Farms, and houses cost -80%

> *Having extra staring resource on AI made defensive play styles the only viable options.*
> *Now players can also play offensive.*
> *This way the AI is closer to real human player where dealing economy damage early on will cause them to significantly slow down.*

Barrack

Build time Stone Age -> Tool Age

> *AI was slow to advance because it built the barrack too early into the game.*

Hero Units (DLC)

All civilizations will have two unique heroes, one at Bronze Age, and one at Iron Age.
These heroes will spawn from Town Center after researching into the age.
-Heroes can only be converted after researching monotheism.
-Heroes are twice as resistant to conversion.

Assyrian
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Babylonian
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Berbers
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name Tantamani
Mimic TBD
Alterations TBD
> *asd*

Carthaginian
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name Hannibal
Mimic Armored Elephant
Alterations Slash Damage 18 -> 20, Slash Armor 2 -> 4, movement speed 0.9 -> 1.2
> *Same as Hero Hannibal in Scenarios.*

Choson
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
>   *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
>   *asd*

Egyptian
Bronze Age
Name Tutankhamun
Mimic CA
Alterations HP 70 -> 100 (125/143)
>   *asd*

Iron Age
Name Osorkon
Mimic Priest
Alterations HP 25 -> 60
>   *asd*

Greek
Bronze Age
Name Hercules
Mimic Cavalry
Alterations Armor base melee 0 -> 1
>   *asd*

Iron Age
Name Leonidas
Mimic Hoplite
Alterations HP 120 -> 300, Pierce Armor 0 -> 1, Slash Armor 5 -> 8, Slash Damage 17 -> 30
>   *asd*

Hittite
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
>   *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
>   *asd*

Macedonian
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Minoan
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Palmyra
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Parthia
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Iron Age
Name TBD
Mimic TBD
Alterations TBD
> *asd*

Persian
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Phoenician
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Roman
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Scythia
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Shang
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Sumerian
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Thrace
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Yamato
Bronze Age
Name TBD
Mimic TBD
Alterations TBD
asd

Iron Age
Name TBD
Mimic TBD
Alterations TBD
asd

Possible Civilization Bonuses

At Tool Age
New Bonus Farms cost -20%
New bonus Granary upgrades cost -50%
New bonus Docks work 33% faster
New Bonus Villagers +5 carry capacity
New bonus Town Centers work 10% faster
New Bonus Villagers work 20% faster at all tasks but take 25% longer to train

New Bonus Gets free Clubman each time Barrack is built
New Bonus Aging up is 10% cheaper
New Bonus Houses get +1 headroom on age up

After Tool Age
New Bonus Market technologies are 30% cheaper
New Bonus Land ranged units are trained 33% faster
New Bonus All bolt units fire 15% faster
New bonus Cavalry and Heavy Cavalry move 15% faster
New Bonus Catapult Trireme and Juggernaught fire 30% faster
New bonus Fire galleys deal blast damage
New bonus All chariots dismount on death
   Dismounts into a new unit (Infantry class, hero Jason skin).
   This unit has 5/7 AD, 0/2 armor and 40/60 HP (Bronze/Iron age respectively).

Unique Technologies

AOE DE Changes not in UP

Slinger & War ships
Min damage to buildings 0.2 (DE) -> 1.0 (UP)

Priest
Conversion chance multiplier against chariots *0.5 (DE) -> *0.125 (UP)

All units
> *Aggressive, defensive and other stances for units.*

Population limit
> *All units which are queued before population limit will be created in UPatch whereas in DE the units take population once the unit creation is started.*

All buildings
> *Foundations do not block unit movement and can't be destroying when they are placed.*
> *Do not have way points.*
> *Can't queue multiple technologies.*
> *Can't queue different units.*
> *Refunding a foundation that has not been built will always cost some resources in UP, in DE buildings can be refunded for full price.*

Villagers
> *Do not gather resources automatically after finishing a resource building.*
> *Can't move between berry bushes.*
> *Can't remove the build(B) button from the UI for fast building.*
> *Auto targets alive elephants after finishing an elephant carcass.*
> *Building won't glow yellow when there is not enough resources.*

Hotkeys
> *Double clicking a unit group doesn't change the focus into that unit group.*
> *Can't queue multiple units with one click.*
> *Can't distribute queued units among multiple buildings.*
> *No button for selecting all building of same type.*
> *No button for selecting all idle villagers/military units.*
> *No ability to rebind hotkeys.*

UI
> *Doesn't show age up progression.*
> *Doesn't show units/technologies currently in research.*
> *Doesn't show how many villagers are gathering each resource.*
> *Doesn't show idle villagers.*

Path finding
> *Reworked.*

Pre game choices
> *No choice between static and walkable farm.*
> *No choice between researching Writing or getting it from the start.*
> *In "reveal map" choice can't switch between revealed with fog and reveled with no fog.*
> *No mirror civilization choices.*

Server
> *No choice to do a dedicated server (it is always peer to peer).*
> *Has a higher input lag in multi player games (~0.25s in UP compared to ~0.05s of the DE), without counting in ping.*

Egyptian
> *Has research time reductions of 16s, 13s and 14s (UP) instead of the 15s (DE) in all age upgrades.*