

Patch 1.12 Changes

Linen Cloth

Requires Woodworking -> Leather Armor Infantry

Woodworking wasn't that good as the requirement. With archers if you can defend to a point when you have researched woodworking the game was so late that the bonus stats weren't effective anymore.

Leather armor takes only 30s to research making it decently fast to get at Tool Age when going fast Bronze.

Slinger

Movement speed 1.1 -> 1.0

Slingers were still too strong in Tool Age fights. Now the movement speed reduction is high enough to not let Slingers kite Axemen into oblivion.

Heavy Slinger

Movement speed 1.1 -> 1.0

Heavy Slinger (upgrade)

Food cost 180 -> 140

Gold cost 120 -> 50

Logistics was expensive enough.

Slinger & Heavy Slinger

Bonus damage vs mounted archers 4 -> 2

With a 6 range CA Slinger were able to counter CA well enough with just +2 bonus damage.

Chariot Archer

Training time 55s -> 50s

Range 7 -> 6

Line of sight 9 -> 8

Chariot Archers were still strong late Bronze Age unit.

With lower range CA can be countered better with late Bronze Age units allowing them to be the best mid Bronze Age unit without making them the best Bronze Age unit.

Short Sword (research)

Research time 75s -> 50s

Now Short Swordsmen can be used early enough to defend against aggression, but not early enough to make swordsmen rush too effective.

Short Swordsman

Hit points 70 -> 60 (revert)

Slash damage 8 -> 9

Short Swordsmen have now multiple great weaknesses allowing good ways to counter Barrack rushes before the Broad Swordsmen upgrade kicks in.

Camel Rider

Gold cost 60 -> 30

Hit points 125 -> 135

Training time 32s -> 40s

Cavalry damage 8 -> 4

Chariot damage 4

Elephant damage 4

Camel riders had too short window of opportunity. Once the enemy had massed any other unit than Cavalry those Camel Riders become almost useless.

Cavalry

Pierce armor 0 -> 1

Hit points 150 -> 135

Cavalry is much weaker because of how much easier it is to play defensively. Having one pierce armor like in the DE will keep Cavalry a top tier pick.

+1 Pierce armor is a massive buff making Cavalry too strong against Composite Bowmen.

Horse Archer

Hit points 60 -> 75

*Horse Archer was too weak unit on a civilizations which didn't have access to the HHA upgrade.
Raiding isn't as effective as it used to be because of stronger villagers and better towers.*

Elephant Archer

Gold cost 45 -> 60 (revert to RoR)

With the increased damage Elephant Archers went from barely usable to heavily used unit. It was too good and easy unit to mass with no hard counters to it.

Stone Thrower, Catapult, Heavy Catapult

Wood cost 180 -> 140

Training time 60s -> 50s

Preparing to use siege took too much resources and time. In combination with the easy to counter style of the siege units it was too easy to exploit siege units weaknesses.

Hoplite, Phalanx, Centurion

Movement speed 0.95 -> 1.0

Now with smaller speed bonus for Greek the 1.0 base movement speed isn't too fast.

Aristocracy

Movement speed for Academy units +20% -> +10% (Max speed 1.125/1.14 -> 1.1)

Movement speed for Slingers +20% -> None (revert)

Slingers can be used well enough even without the movement speed bonus.

Centurions were the most used slow super unit, this should bring the Centurion closer to a level of Legion and Armored Elephant.

Zealotry

Villager bonus hit points +40 -> +20

Having 65 HP was high enough, no need to up it furthermore. The bonus HP should only make it easier to play with open base and not make villagers capable of fighting back without support.

Ballista & Helepolis

Bonus damage vs fire galleys 5 -> 0

Stone Thrower, Catapult & Heavy Catapult, Catapult Trireme & Juggernaut

Bonus damage vs fire galleys 10 -> 0

Scythe Chariot

Bonus damage vs Priest 9 -> 8

These bonuses weren't necessary or relevant and removing all the small hidden things makes the game easier to play without needing to memorize too many details.

Composite bow (upgrade)

Food cost 440 -> 450

Heavy Cavalry

Hit points 165 -> 170

Heavy Cavalry (upgrade)

Wood cost 175 -> 125

Cataphract (upgrade)

Wood cost 900 -> 750

Rounding numbers to a more balanced state.

Patch 1.12 civilization changes

Assyrian

Bonus removed Villagers +3 carry capacity ([revert](#))

New bonus Villagers move 10% faster ([revert](#))

New bonus Fire Galleys deal blast damage

Technology disabled Alchemy ([revert](#))

Technologies enabled Bronze Shield, Iron Shield, Tower Shield

Assyrian Tool Age was too weak without the villager movement speed bonus.

Assyrian was too weak on water maps

With stronger Horse Archer Alchemy isn't no longer needed.

Assyrian strategy was too monotone CA was often only viable unit choice.

Babylonian

Bonus removed Villagers +1 pierce armor ([revert](#))

Bonus Builders work 25% faster -> 33% faster

Technologies enabled Slinger, Heavy Slinger ([revert](#))

Extra pierce armor was way too good against Bowmen and CA.

Now Babylonian can be much better aggressor with even faster built Barracks and Docks.

Without any extreme bonuses versus Bowmen Babylonian needs the Slingers.

Carthaginian

Bonus Houses have +100% HP -> +50% HP

100% was too close to a wall. With 50% the houses are still a weak point.

Choson

Bonus removed Axeman, Short Swordsman, Broad Swordsman, Long Swordsman and Legion have +5/15/20/60/80 HP (respectively)

New bonus All infantry units have +10%, +25%, +50% HP at Tool, Bronze, Iron Age (respectively)

New bonus All ships have +1 pierce armor

Technology enabled Camel Rider

Choson was too weak on water maps. it had no economy bonuses and it's other bonuses didn't contribute much to its weak navy.

Swordsmen are much easier to counter making it too easy to play against Choson. Now Choson has more choices at Bronze age and early Iron age giving it a good window of opportunity against other late and mid game civilizations.

Hittite

New bonus Starts game with +50 stone

More effective houses give a good economy bonus but in Tool Age wars houses were often used in walling negotiating most of the advantages Hittite has.

Macedonian

Bonus Siege workshop units cost -25% -> Siege units cost -25%

Macedonian was too weak on water map.

Phoenician

Bonus Woodcutters work 20% faster -> 15% faster ([revert](#))

New bonus All elephant units cost -25% ([revert](#))

Technology disabled Metallurgy ([revert](#))

Preparing to use elephants took a lot of effort making it easy enough to counter Phoenicians late game army even if the elephants had decreased cost.

20% faster woodcutting was too fast. It even surpassed the Roman bonus.

Shang

New bonus Town Centers cost +50%

Bonus Town Centers cost increase takes effect after Tool Age

Shang was still too good at booming.

Yamato

Bonus removed Villagers +3 carry capacity ([revert](#))

New bonus Villagers move 10% faster ([revert](#))

Technology disabled Alchemy

+3 carry capacity was messing too much with the granary start.

With Alchemy the stronger Horse Archer was too good unit on Yamato. Now there isn't any civilization with a perfect HHA allowing HA to be buffed without making the strongest HA/HHA civilizations too strong.

Patch 1.12 Bug fixes

Babylonian (DE)

Stone Thrower, Catapult and Heavy Catapult didn't get bonus damage from Alchemy.

Minoan (DE)

Slinger and Heavy Slinger didn't get Stone Mining, Siegecraft nor Alchemy bonuses.

Palmyra (DE)

Artisanship, Siege Craft and Coinage were disabled.

Full tech tree (DE)

Heavy Slinger was disabled.

Zealotry (UP)

Carry capacity reductions were 7/4 instead of 8/6 as in DE.

Farm (UP)

Removed the ability to walk over. It didn't work well.