

# Patch 1.6

## Market

Wood cost 150 -> 120

*Having double Markets before Bronze Age is now viable strategy.*

## Farmer

Work rate 0.45 -> 0.4725 (+5%)

*Having lower food amount but faster work rate furthermore increases the effectiveness of farm upgrades.*

## Farm

Wood cost 75 -> 60

Food capacity 250 -> 175

Build time 24s -> 30s

*Getting Farm upgrades is now affecting economy at much earlier making it worthwhile to do Domestication before any Farms.*

## Domestication

Food cost 200 -> 140

Research time 40s -> 80s

*Domestication was too expensive to be made for the first Farms. Now it is possible to pay tempo for mid game advantage by researching Domestication while advancing into Bronze Age.*

*Getting both Domestication and Woodworking before Bronze Age to get best possible CA start isn't always possible making players think twice their early Bronze Age choices.*

## Plow

Food cost 250 -> 200

Food in Farms +100 -> +75

Research time 75s -> 100s

*Doing Plow after all other upgrades have been done is now good for your economy and it gives furthermore advantage on building two Markets.*

## Irrigation

Food in Farms +125 -> +150

Research time 100s -> 120s

*Irrigation was only researched after all other Market upgrades were done and it's bonus was too small to have any deciding value.*

## Woodworking

Research time 60s -> 80s

*Having longer research time now forces players to build second Market if they want to research both Domestication and Woodworking before Bronze Age and fast Wheel.*

## Artisanship

Research time 80s -> 100s

*Keeping technologies research time curve in line.*

## Craftsmanship

Research time 100s -> 120s

*Keeping technologies research time curve in line.*

## Gold Mining

Research time 50s -> 80s

*Getting Both Domestication and Gold Mining for Bronze Age Cavalry rush is more important and not so easy. This makes the 24 villagers Cavalry rush more risky to use.*

## Coinage

Research time 60s -> 30s X5

Gold cost 100 -> 20 X5

Food cost 200 -> 40 X5

*Having five part of a coinage gives a clear choice between early Iron Age aggression and scaling force.*

## Stone Mining

**Research time** 30s -> 80s

*Making research time in bar with other Tool Age technologies to make sure building second market would be advisable even when doing mixed Barrack army or when going tower rush.*

## Siegecraft

**Research time** 60s -> 90s

*Keeping technologies research time curve in line.*

## Pottery (New technology)

**Requires** Bronze Age

**Food cost** 150

**Wood cost** 60

**Research time** 90 seconds

**Research location** Market

**Effect** Resource buildings (Granary, Storage Pit) cost 50% less, Foragers work 20% faster

*Going forward with multiple villagers to build military buildings close to a enemy base is no longer that punishing for your economy.*

*Getting to control berry bushes at the middle of the map is now economically beneficial.*

## Akinaka

**Bonus Hit Points** +10 -> +20

*With its current bonuses it had too short usage time. Camel Riders and Chariots were too strong with full upgrades.*

## Jihad

**Bonus Melee Damage** +3 -> +4

*With +4 damage melee units with 2+6 armor will still take only one damage per hit making them great at raiding enemy economy regardless of the villager upgrades, whereas more defensive units that have less armor can't face enemy economy alone.*

## Martyrdom

**Research time** 100s -> 150s

*Martyrdom with cheaper Priests is massive power spike and getting them in use against first Elephant attacks was too strong. Now it is usable, but enemy has time to adapt and counter the strategy.*

## Assyrian

**Technology disabled** Afterlife

*Assyrian had too many ways to deal with enemy unit from far away.*

## Assyrian, Babylonian, Shang

**Technology disabled** Irrigation

*Irrigation gives strong late Iron Age which shouldn't exist with early game civilizations that get Scythe Chariots.*

## Palmyra

**Bonus removed** Villagers take 1/2 population

**Bonus removed** Villagers have +3 carry capacity

**New bonus** Starts game with +4 headroom

**New bonus** Town Centers work 10% faster

**Technologies disabled** Axeman, Chariot Archer, Iron Shield, Armored Elephant, Catapult, Heavy Catapult, Ballista, Jihad

**Technologies enabled** Plow, Chain Mail, Heavy Horse Archer, Engineering

*Having population efficiency on villagers was hitting on the game setting versatility too hard.*

*Faster working Town Centers give less room for an error to occur making any small raid a much bigger threat to Palmyra's advantage than it would be if there was an economy advantage.*

*Having good siege with the ability to rush into Iron Age was too strong but now without catapults the siege in Iron Age needs buff to be able to take out towers.*

*Axeman Rush would be too strong with the faster Tool Age Research.*

*Without Chariot Archers going to Archery Range at Bronze Age could cost too much gold from the Iron Age Heavy Horse Archer usage making it riskier to go for Archery Range rather than Stable.*

*Not having strong Iron Age units makes it possible to defend against Iron Age Palmyra with Bronze Age units.*

## Persian

**Bonus removed** Hunters work 20% faster

**Bonus** Elephants move 40% faster -> 30% faster

**Bonus** Hunted animals grant 60% more food -> 75% more food

**Technologies enabled** Artisan'ship, Akinaka

*Now that Plow has greater effect on Farms disabling Artisan'ships isn't any longer required to reduce Persian food income at late.*

*Having faster hunting speed with more stable food income ensured that Persian always get into mid Bronze Age with good economy, having Artisan'ships in top of that made Persian mid game spike too strong and reliable. Now it isn't so strong bonus but is still reliable giving Persian tempo advantage until late Bronze Age after all animals are hunted down and all economy technologies have been researched.*

*Going into fast Iron Age and killing enemy foot soldiers with War Elephants was too strong strategy.*

*With 30% movement speed bonus Composite Bowmen are capable of running away from Elephants forcing Persian player to have mixed army.*

## Roman

**Technology disabled** Jihad

*Roman shouldn't be able to sneak out to gold mines without good military backup. Being late game power house and having Scythe Chariots is strong combo already and allows easy enough map control even without stronger villagers.*

## Yamato

**Technologies disabled** Architecture, Composite Bow

**Technology enabled** Broad Sword

*Going with 3x Stables and then transitioning into full Archery Ranges was too strong play style. It was good in both Bronze Age with Composite Bowmen and then at latter on it made transition into Iron Age easy.*

*Now after going into Stables Yamato can't always build Archery Ranges at late Bronze Age. This stacked with disabled Architecture makes it possible to prevent Yamato from out right slowing the game phase at Late Bronze Age with Composite Bowmen and then at early Iron Age come out huge with the cheaper Horse Archers.*

*Without Architecture building Barracks just to get Slingers was too punishing.*

# Bug fixes

## **Macedonian**

Siege units didn't get the movement speed bonus

## **Palmyra**

Architecture wasn't disabled

## **Writing**

Now also activates when house is being built.