

Patch 1.21 Economy & Villager Changes

Gazelle

Food amount 150 -> 180

Food decay 0.25/sec -> 0.2/sec

Gazelles on big pack 6 -> 5

Now getting second pit with gazelles is easier.

Having extra gazelles instead of extras elephants isn't as bad now.

Hunter

Carry capacity 10 -> 20

Getting wood pit with gazelles was ineffective because of how long the walk distance for the hunters had to be if the Storage pit was a good wood line.

Fisherman

Work rate 0.55 -> 0.4725

Being able to sustain villager production with just 5 fishermen was too strong.

Villager

Hit points 30 -> 35

Balancing the more expensive Linen Cloth and creating bigger difference between different play styles.

Linen cloth

Food cost 50 -> 0

Wood cost 25 -> 0

Stone cost 0 -> 80

Gold cost 0 -> 60

Linen cloth isn't as necessary as Loom in AoE 2.

Now opting into defensive play style requires better base setup which is harder to maintain with no losses.

Zealotry

Bonus hit points +25

Getting +20 would be too small bonus.

Having 70 max HP is still low enough.

Farm

Wood cost 75 -> 60

Food amount 250 -> 175

250 food lasted so long that Domestication wasn't worth getting till late bronze age.

Transitioning into a stable base after a bad map is now much easier and allows better play making even in the worst maps.

Government Center

Stone cost 0 -> 250

Getting a perfect map and transitioning into a safe 3 TC boom was too strong bonus from heavy RNG.

Now fast Bronze is used to get strong units much faster but it doesn't give such a strong economy bonus making defensive play styles with longer Tool Ages less punishing.

Patch 1.21 Unit & Technology Changes

Scout

Food cost 100 -> 90 (revert)

With stronger villagers the 100 food cost was too much.

Chariot Archer

Training time 50s -> 40s (revert)

Now that there is more ways to counter CA so it can be buffed without being too strong.

Camel Rider

Gold cost 30 -> 40

Movement speed 2.0 -> 2.2

Now Camel Riders excel at gaining early Bronze Age map control but are not strong enough to push through defensive army compositions which forces a unit switch making Camel Rider opening a balanced strategy.

Bracer (removed, revert)

Greek, Carthaginian, Choson and Roman can have good Bronze Age archers without any new technologies.

Logistics

Bonus removed Barrack units get bonus slash armor equally to their pierce armor (revert)

No longer needed because Bronze Age Slinger is removed.

Long Swordsman & Legion

Armor base melee 1 -> 2 (revert)

With logistics reverted Legion and Long Sword needs the 2 base armor.

Heavy Cavalry & Cataphract

Attack bonus versus infantry 7/9 -> 6/7 (revert)

No longer needed because Legion changes have been reverted.

Elephant Archer

Gold cost 80 -> 100

With no expensive upgrades required the cost to mass EA was too low allowing defensive player with a single gold mine mass too big army.

Scythe Chariot

Attack base melee 9 -> 8

Attack base mlee from Metallurgy +1 -> +3 (revert)

Having inconsistent Damage ratio wasn't anymore worth it.

Now non metallurgy SC are only good against units with 4 or less armor whilst with Metallurgy SC can deal good damage against units with 6 or less armor.

Scythe Chariot (upgrade)

Research time 150s -> 200s (revert)

Now there is enough time to counter the SC user if their plan was to just do SC in Iron Age.

Stone Thrower, Catapult & Heavy catapult

Pierce armor 0 -> 1

Stone Throwers were not strong enough to fight effectively against archers.

Patch 1.21 Civilization Changes

Assyrian

Technology disabled Bronze Shield ([revert](#))
Not needed after the Logistics revert.

Carthaginian

Bonus removed All mounted units have +10% HP ([revert](#))
New Bonus All archers have +15% HP
The lack of Composite Bow can be balanced out with this.

Choson

Bonus removed All ships have +1 pierce armor ([revert](#))
New Bonus All ranged units benefit from shield upgrades
The lack of Composite Bow can be balanced out with this.

Egyptian

Technologies disabled Bronze Shield, Catapult ([revert](#))
Elephant archer are back as a top tier unit so these are no longer needed.

Greek

Bonus Foot soldiers and **siege workshop units** move 10/20/30% faster at Tool/Bronze/Iron Age (respectively)
Bonus removed Government Center technologies are free ([revert](#))
New Bonus All Government Center upgrades are available at Bronze Age
*With no bracer and more expensive Government center the lack of Composite Bow can be balanced out with this.
More expensive Government Center and no Bracer makes the free Government Center technologies almost useless.
With faster siege units Greek still has strong late Iron Age without having to rely Centurions only.*

Palmyra

Bonus Camel Riders move 25% faster -> 15% faster
Technology disabled Logistics ([revert](#))
*Not needed after the Logistics revert.
Now has a movement speed of 2.53 was 2.5 before Camel Rider changes.*

Roman

Bonus Towers cost -30% -> -40% ([revert](#))
Technology enabled Composite Bow
*With no bracer and more expensive Government center the lack of Composite bow can be balanced out with this.
With 80 stone cost Linen Cloth Roman needs to mine stone to get both Linen cloth and a tower even with -40%.
Since Roma has no archer bonuses and no Iron age archers Enabling Composite Bowmen is not going to make it too strong civilization.*