

Patch 1.27 General Changes

There are no graphics for new units in AOE:DE so not having any new units would make this mod look better and not amateurish.

Creel (Revert)

REMOVED

Was a niche technology and broke too many rules to justify its existence.

This was good only if your strategy was to expand into the map in Tool Age, you were low on resources, and you didn't have time to micro the gazelle pit.

Stragler (Revert)

Wood count 80 -> 75

Bad stragler did slow down the game phase, but it was possible to adapt to a bad straglers.

Making your berry collectors to go chop down wood before transitioning into Gazelles was a good way to minimize the damage done by weak strangler start.

Improved Slinger (Removed)

Buffed Stone Thrower is decent enough against Archers.

Heavy Slinger (Removed)

Buffed Catapult being enabled for all civilizations is good enough to deal with mass HA/EA.

Recurve Bowman (Removed)

No Improved Slinger is almost enough to keep Composite Bowman usable.

Mass Centurions are hard to handle for Egyptian and Phoenician.

Heavy Camel Rider (Removed)

Makes some of the civilizations monotone. Mainly Egyptian, Minoan and Phoenician.

Scout

Hit points 60 -> 70

Pierce armor 1 -> 0 (Revert)

Without Spearman Bowmen need to counter the Scouts.

Without any buffs the Scout was too weak against Villagers and Slingers.

Light Transport & Heavy Transport

Training time 75s -> 60s

Water rushes were hard to execute and with the increased villager hit points it was even harder.

Enabling transport ship at Stone Age would have been too strong.

Composite Bow (Upgrade)

Food Cost 500 -> 360

With no Iron Age upgrade the power up time was too short.

Medium Wall

Hit points 300 -> 250

Medium Wall (Upgrade)

Food Cost 180 -> 260

Getting Medium Wall and sitting in your base until Iron Age was too easy way to avoid Bronze Age wars.

Legion

Hit points 140 -> 160

With the Logistics changes this nerf needs to be reverted to keep the Legions decently powerful.

Legion (Upgrade)

Food cost 1400 -> 1000

With so much weaker late Iron Age the Legion needs to be available earlier.

Camel Rider

Bonus damage against elephants 0 -> 4 (Revert)

No need to keep this change when there is no Iron Age upgrade.

Scythe Chariot

Damages 8 -> 9 ([Revert](#))

Slash armor 0 -> 1 ([Revert](#))

Scythe Chariot (Upgrade)

Wood cost 600 -> 1400 ([Revert](#))

Gold cost 400 -> 1000 ([Revert](#))

With no other strong fast units Scythe Chariot needs to be stronger so that all civilizations have good unit roster.

Heavy Transport

Carry capacity 10 -> 20

Loading and unloading units was both micro intensive and tedious.

Now players can jump islands much smoother at Iron Age.

Fire Galley

Bonus damage taken from catapults 10 -> 0

Bonus damage taken from Ballista/Helepolis 5 -> 0

Unnecessary complication to otherwise clean bonus damage list.

Now that Helepolis has a base damage of 45 the +5 makes it too good against Fire Galleys.

Fire Galleys should be the strongest water units since they can not possess a good threat to land units.

Patch 1.27 Civilization Changes

AOE:DE can't handle new civilizations.

Having more bonuses to already existing civilizations forces more memorization, but in general it will make this game more interesting.

Assyrian

Bonus removed Foragers work 5% faster

New bonus Gets +60 food on age up

Foraging bonus was hardly interesting for Assyrian and it wasn't as strong of a bonus as Assyrian need.

Babylonian

Technology enabled Heavy Camel Rider

Having only one Iron Age unit from Stable wasn't too great.

Carthaginian

New bonus Counter units deal +50% bonus damage

Carthaginian didn't have good enough incentive to use its Stable units.

Choson

Bonus removed All units cost -20% gold

New bonus Priests cost -30%

New bonus All stable units +1 slash armor

Cheaper siege with all the other buffs was too good.

Choson should still have bonus for Cavalry.

Greek

New bonus All buildings +5 Line of sight

Faster moving infantry is already a big bonus, but a small buff is still in order.

Hittite

Bonus removed Can build farms at Stone Age

New bonus Starts the game with +2 headroom

Being able to build farms without Market wasn't good enough economy bonus.

Minoan

Bonus removed All bowmen cost -15%

New bonus Houses support an additional +1 headroom

New bonus All unit upgrades cost -30%

Minoan had too weak Tool Age.

Now Minoan has good bonuses throughout all the ages.

Palmyra

Bonus removed Scouts move 15% faster

Technology enabled Metallurgy

Without cost effective villagers Palmyra late game wasn't all that strong.

Persian

New bonus All Temple technologies cost wood instead of gold

Unique technology Lead Bolts (Slingers +1 damage) -> Linothoracs (All barrack units +1 slash armor)

Unique technology cost 75F, 50G -> 200F, 125G

Persian didn't have any thrash units and using so much gold to Priests was almost never a good choice.

Slinger bonus was a meh, Persian not having Academy is a good justification for giving extra armor to swordsmen.

Phoenician

New bonus All Temple technologies give bonus HP to Priests (Max 95 HP)

Technology enabled Metallurgy

Heavy Camel Riders and Scythe Chariots were still too weak.

Phoenician did not have good enough reason to use priests.

Roman

Bonus removed Starts the game with -10 wood

Now that most other civilizations are buffed this nerf can be removed.

Sumerian

Bonus removed Dock technologies are free

Bonus Villagers get +10 HP on age up -> +5 HP on age up

New bonus All units cost -10 wood

New bonus Can build farms at Stone Age

+10 HP was really high defensive power, but with just +5 Sumerian needed some other Tool Age bonuses.

Yamato

Bonus removed Granary upgrades cost -70%

Bonus Towers fire 20% faster -> 25% faster

New bonus Foragers work 5% faster

Getting map control with Yamato Scouts + Towers was a good strategy.

Having foraging bonus for a civilization which wants to have map control gives good extra incentive to do so.

Patch 1.27 New Civilizations Rework

Completely reworked from the ground up.

Uses bonuses which were not working for any of the original 16 civilizations.

Berbers

New Bonus Gets Linen Cloth upon entering Tool Age

New bonus Dock technologies are free

New Bonus All units +25% blast width

Unique technology Smelting Swordsmen and Legion +1 attack

No Cavalry, no Composite Bowmen.

Has Chariot Archer, Chariot and Camel rider.

Has War elephant (no Armored Elephant), Scythe Chariot, Heavy Catapult, Heavy Camel Rider, Legion.

Has Horse Archer (no Heavy Horse Archer)

Has all but fire Galley from the dock.

No Ballista, no phalanx.

No Craftsmanship, no Iron Shield.

Parthia

New Bonus Aging up has no building requirements

New Bonus All Government Center upgrades are available at Bronze Age

Unique technology Tusk Swords All elephants +20% health

No Slinger, no Cavalry, no Composite Bowmen, no Chariot Archers.

Has Chariot and Camel rider, has Improved Bowman.

No Phalanx, no Long Swordsman, No Siegecraft, no Ballista.

Has All Storage Pit technologies.

Has Elephant Archer, Armored Elephant, Scythe Chariot, Heavy Camel Rider.

Has Fire Galley, No Trireme.

Scythia

New Bonus Villagers benefit from armor upgrades

New Bonus All units cost -20% gold

Unique technology Lamellar Archery Ranges work 20% faster

No Slinger.

No Cavalry, no Chariot Archer.

Has Recurve Bowman, Heavy Catapult and Centurion.

Thrace

New Bonus Foragers work 25% more efficiently

New Bonus Military buildings cost -20%

Unique technology Lead bolts Slingers +1 attack

No Chariots, no camels, no elephants, no horse archers, no engineering.