

Patch 1.17 Unit Changes

AOE:DE has gotten a big patch (v38862) and it includes multiple small tweaks and changes. Most of these changes will be included, but there are some that won't be included. All changes are compared to RM Brawl 1.16.

Slinger & Heavy Slinger

Training time 28s -> 30s

Min damage vs buildings 1 -> 0.2 (DE only)

Bonus damage against walls and towers 7 -> 3 (DE only, reduced to 5 in UP)

Movement speed 1.0 -> 1.1

Has the movement speed nerf so doesn't need that heavy training time nerf.

Also has the nerf against buildings. Walls should be able to delay any rush, but with such a long training time the Slingers weren't able to push through fast enough.

Minimum of 1 damage to buildings has been removed.

Now that the high damage versus buildings is removed the late Tool Age Slinger mass can be countered so many ways that there is no need to slow the slinger so much.

Scout Ship, War galley & Trireme

Min damage vs buildings 1 -> 0.2 (DE only)

Scout ship now deals 0.4 damage to a Small Wall and Watch Tower.

Bowman

Training time 36s -> 30s (revert)

Same as DE. Can be buffed since Scout is also buffed.

Scout

Food cost 80 -> 100 (revert)

Pierce armor 0 -> 1

Line of sight 8/10/12 -> 7/9/11

Now has some usage after the initial rush.

With higher cost and smaller LoS this unit is harder to use.

Camel Rider

Training time 32s -> 30s

Gold cost 40 -> 30

The decreased training time will get incorporated from AOE:DE

Cavalry was still the strongest Bronze Age fast unit.

Crossbowman (new unit)

Requires Bronze Age

Build location Archery Range

Available Carthaginian, Choson, Greek, Roman, Sumerian

Stats:

Food cost 35

Gold cost 25

Training time 30s

Hit points 45

Range 6

Damage 4

Reload time 1.7s

Carthaginian, Choson, Roman

Technology disabled Improved bow

Stats compared to Improved Bowman.

New unit to help out the civs with weak archers without giving them a strong turtling play style.

For now uses the skin of improved Bowman.

Priest

Bonus damage taken from chariots 7/9 -> 0

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

Priests are expensive and countering them was too cheap.

Watch Tower

Hit points 100 -> 125

Sentry Tower

Hit points 150 -> 185

Guard Tower & Ballista Tower

Hit points 200 -> 240

Towers were underperforming.

Heavy Cavalry

Hit points 175 -> 150 (revert)

Bonus damage versus Infantry 5 -> 6

Heavy Cavalry (research) (revert)

Gold cost 0 -> 125

Wood cost 125 -> 0

Cataphract

Hit points 220 -> 240

Slash armor 4 -> 5

Bonus damage versus Infantry 5 -> 7

Cataphract (research)

Gold cost 0 -> 600 (partial revert)

Wood cost 750 -> 0 (revert)

With the increased gold on maps the upgrade can have it's gold cost back and all other changes are unnecessary to keep.

Scythe Chariot (upgrade)

Wood cost 1200 -> 600

Gold cost 800 -> 400

Research time is 150s (was 200s in DE)

Scythe Chariot

Attack base melee 8 -> 9 (revert)

Still gets only +1 from metallurgy and has 0 armor.

All maps have more gold making the SC less useful.

SC is a lot weaker unit now but it is also cheaper making it a good early Iron unit.

Elephant Archer (revert)

Attack damage 6 -> 5

Gold cost 60 -> 45

Reducing attack damage to 5 hits pretty hard, alternatively could keep the 6 damage with 80 gold cost but then Hittite and Phoenician would be too strong.

Helepolis

Reload time 1.95s -> 1.85s

Helepolis was underperforming.

Patch 1.17 Technology and Map Changes

Lion & Alligator (DE only)

No longer drops aggro when standing in top of a foundation.

Villagers (DE only)

Movement speed on tool age +10% -> none

The extra health will allow better defensive plays.

Siegecraft (revert)

Villagers bonus damage against towers and walls +30 -> +10

Villagers were busting down towers and walls way too fast.

Wheel

Movement speed +50% -> +60%

Reverted to default.

Domestication

Food cost 200 -> 150

Too expensive to be effective technology before 20 min.

Was researched only when there was no aggression needed.

Coinage (revert)

Extra Gold yielded +10% -> +25%

Gold was too sparse resource.

Gold mine

Gold amount 400 -> 450

Gold was too sparse resource.

Stone mine

Stone amount 250 -> 300

Stone was too sparse resource.

All maps

Player spawn guaranteed one straggler close to the base

Lion spawn No longer double lion spawns on maps

Getting bad stragglers delayed Storage Pit timing too much.

Getting killed by double Lions was too random and punishing.

Some other small changes too.

All maps except Continental and Narrow

Gold pile amounts per player 2 -> 3

There wasn't enough gold in maps to sustain late iron age fights.

Patch 1.17 Civilization Changes

Assyrian

Technology enabled Engineering (revert)

Even with the stronger Legion and Cataphract the Iron Age was too weak.

Babylonian

Bonus Towers and walls extra hit points +75% -> +60%

Bonus Storage Pit upgrades cost -50% -> -40%

Saving 372 resources with Cavalry upgrades gave too strong Bronze Age rush capabilities.

Now it saves 298 resources which is still high but much more reasonable.

Carthaginian

Bonus removed Houses have +50% HP (revert)

Bonus All mounted units have +15% HP -> +10% HP

New Bonus Starts the game with +30 of each resource

+50 was overkill, +30 is a lot better.

Now that Carthaginian has good economy bonus the Cavalry bonus hp was too much.

Choson

Bonus removed Priest cost -30%

Bonus Long Swordsmen and Legions have +60/80 HP -> +40/60 HP

New Bonus All units cost -20% gold

New bonus Farms and Houses have +75% HP

Technology disabled Camel Rider

Technology enabled Catapult Trireme

Houses extra hit points is more suitable bonus for Choson.

Reducing the gold cost of Cavalry and Helepolis allows better unit usage.

Legion being only correct choice in iron age wasn't great.

Iron age navy was still too weak.

Egyptian

Bonus All chariots have +20% HP -> +25% HP

New bonus Catapult Trireme and Juggernaught fire 30% faster

New bonus All elephant units have +1 attack

Chariots weren't quite good enough for a civilization with a minimal economy bonus.

Egyptian wasn't strong enough on water maps.

30% is reload time multiplied by 0.769 (23% in AoE math).

Having +1 attack for EA is sadly same bonus as the Hittite one, but the +1 to WE can be really good and all together this solves the problem of Egyptian not having any good choices against Phalanxes or Centurions.

Greek

Technology enabled Fire Galley

Now Greek can use the Greek fire.

Hittite

Bonus War ships have +3 range at Tool Age -> +2 range at Tool Age

Was too oppressive at Tool age.

Minoan

Bonus All ships cost -20% -> -15%

Technologies enabled Catapult Trireme, Juggernaught (revert)

-15% removes Minoan from the best Tool Age/Early Bronze Age water civilizations. But it still is a really strong Iron Age water civilization.

Palmyra

Technology enabled Plow

Loses too much power towards late Bronze age and Iron Age.

Persian

Bonus Elephants movement speed +20% -> +25%

Technology enabled Plow

Loses too much power towards late Bronze age and Iron Age.

Shang

Bonus Walls extra hit points +75% -> +60%

Technology enabled Trireme

Couldn't play aggressive enough in water maps to justify the extremely weak iron age navy.

Sumerian

New bonus Dock technologies are free

Had the weakest navy of all civilizations.

Yamato

Bonus All cavalry units cost -20% -> -15%

-20% with the new Scouts and Cataphract was too good.