

Patch 1.22 Changes

Lion & Alligator

Food amount 100 -> 130

Food decay 1/sec -> 0.2/sec

Now there is always a decent Storage Pit places.

Shallow crosses are now high resource high danger positions creating more explosive games on River and Narrow maps.

Stone Thrower, Catapult & Heavy Catapult

Pierce armor 1 -> 2

One pierce armor isn't enough.

Legion (upgrade)

Food cost 1400 -> 700

Gold cost 600 -> 300

Legions only advantage over Centurion was faster ramp up but that wasn't fast enough to create meaningful advantages.

Choson

Technology disabled Alchemy (revert)

With the extra pierce armor, gold cost reduction and Alchemy Horse Archers were too strong.

Macedonian

Bonus Siege units cost -35% -> Siege Workshop units cost -25% (revert)

New bonus War ships +1 attack

Getting cost reduction to Catapult Trireme wasn't enough.

Shang

Technology enabled Architecture (revert)

Increased cost to military buildings and the 250 stone cost to Government Center slows down Shang enough.