

# Patch 1.25 DE Matching (v46777)

## Assyrian

**Bonus removed** Fire galleys deal blast damage

**Technology enabled** Alchemy

*Matching to DE, has similar effect for FG. HA is really strong now but still feasible.*

## Babylonian (Partial match)

**Technology enabled** Chain Mail

**Technologies disabled** Iron Shield Tower shield, Heavy Slinger

*Babylonian has Strong siege and Scythe, no longer needs good front line against archers.*

## Shang (Partial match)

**Technology enabled** Ballistics

*HA and HHA were too weak without Ballistics.*

## Long Sword (upgrade)

**Food cost** 160 -> 240

**Gold cost** 50 -> 100

*Matches other t2 units. No big difference balance vice.*

## Legion

**Hit points** 160 -> 140

*Was too strong against ranged units.*

## Elephant Archer

**Gold cost** 100 -> 60

*Catapults are strong enough counter, and mass infantry can still overwhelm them.*

## Ballista

**Requirement** Bronze Age -> Iron Age

**Attack base pierce** 30 -> 40

**Armor base pierce** 1 -> 0

**Reload time** 3.1 -> 2.7

*Ballista should be good against melee units whist Catapult should be good against ranged units.*

*Ballista/Helepolis shouldn't therefore get pierce armor.*

## Helepolis (upgrade)

**Food cost** 1500 -> 1200

*Was only late Iron Age unit with such a high cost.*

## Helepolis

**Attack base pierce** 40 -> 45

**Armor base pierce** 1 -> 0

*Now Shield upgrades won't counter Helepolis, ensuring Helepolis stays as a counter to infantry.*

# Patch 1.25 Economy and Map Changes

## Straggler trees

Wood amount 75 -> 80

*Having bad stragglers delayed second resource deposit build timing too much.*

## Granary (revert)

Wood cost 110 -> 120

*With more wood on stragglers this buff isn't needed.*

## Linen Cloth

Villager Hit points +10 -> +5

*+5 hp and +1 armor is +40% effective hp which is enough.*

*45 hp gave too much survivability against Scouts and made ranged units only effective in masses.*

## Zealotry

Villager Hit points +25 -> +30

*Keeping the max HP at 70.*

## Government Center (revert)

Stone cost 250 -> 0

*With farm reverts doesn't need the stone cost.*

*Government Center needs to available sooner to allow wider usage of unique technologies.*

## Hill Country & Highland

World berries 8+(1 per map size) -> 5+(1 per map size) (revert)

*Having two(2) or three(3) viable berry bushes in most games was strong start making all games play out too similarly.*

## Gazelles

Food decay rate 0.2 -> 0.25 (revert)

*No need for this buff. World gazelles are much better with food increase alone.*

# Patch 1.25 Military Changes

## **Battle Axe (upgrade) (revert)**

Research time 70s -> 40s

*Mixing in couple Bowmen is enough to deter Axers.*

## **Legion (upgrade) (revert)**

Food cost 700 -> 1400

Gold cost 300 -> 600

*The problem was that Centurions were too strong compared to Legion, and not that Legion would be too weak in any other situation. Buff to ranged units creates more variation allowing Legions to outshine Centurions more often.*

## **Recurve Bowman**

Attack base melee 6 -> 5

Reload time 1.4 -> 1.12 (+25% attack speed)

*Recurve bowman was too strong against 3 pierce armor units making Catapult + Recurve Bowman combo too versatile.*

## **Heavy Sling (upgrade)**

Food cost 350 -> 500

Gold cost 180 -> 300

*Heavy Slinger was too cheap hard counter against Horse Archers.*

## **Aristocracy**

Effect Academy units move 25% faster -> 20% faster

*Centurions were too good against all of it's counters.*

*Microing archers was too difficult in most cases, now Centurion isn't a one units army and requires some support units, such as Catapults.*

## **Catapult Trireme & Juggernaught (revert)**

Attack buildings 40 -> 35

*Catapult Trireme has its place even if it can't fight against Triremes so effectively.*

## **Improved Slinger, Heavy Slinger, Recurve Bowman**

Enabled for AOE:DE

*Now that there is a tool to edit AOE:DE SLP files these units can be added to the game.*

# Patch 1.25 Civilization Changes

## Assyrian

**Bonus removed** Villagers move 10% faster

**New bonus** Foragers work 5% faster

*With extra movement speed the villagers were surviving too well against Axemen.*

*Still needs small economy bonus.*

## Choson

**Bonus** Long Swordsmen and Legions +40/60 HP -> +60/80 HP (**revert**)

*With lower base health the Choson Legion isn't too strong anymore.*

## Greek

**Bonus removed** All Government Center upgrades available at Bronze Age (**revert**)

**Bonus** Foot soldiers and siege workshop units move 10/20/30% faster at Tool/Bronze/Iron Age -> 5/10/20% faster at Tool/Bronze/Iron Age

**New bonus** All cavalry units +10% HP

**Technologies enabled** Improved Bowman, Metallurgy

*Without stone cost on Government Center this bonus was too strong.*

*Greek Centurions were too strong against ranged units, and Slingers were too strong at Tool Age.*

## Egyptian

**Technology enabled** Catapult

*Egyptian lacked strong back line units at Iron Age.*

## Macedonian

**Bonus removed** Docks work 33% faster (**revert**)

*Now has unique technology to bring the power in water maps to more even state with other civilizations.*

## Minoan

**Bonus removed** Land ranged units are trained 33% faster (**revert**)

**Bonus** Farms cost -15% -> Farms have +60 food (**revert**)

**New bonus** All bowmen cost -15%

**New bonus** Camel Riders +10% HP

*Faster training time doesn't help with a bad maps but it does help a lot in resource heavy maps.*

*Now Minoan bowmen can be countered whilst still being a strong unit and having meaningful bonus at Tool Age.*

*Going with stable opening is now a good alternative allowing wider unit usage.*

## Nubia -> Berbers

**Bonus** Gets +100 food on age up -> +75 food on age up

*+100 was overkill.*

*Berbers fit better with these civilization bonuses.*

## Palmyra

**New bonus** Scouts move 15% faster

*Scouts and Camel riders move 15% faster.*

*Free market upgrades on Tool Age wasn't strong enough.*

## Parthia

**Technologies disabled** Phalanx, Centurion

**Technology enabled** Long Sword

*Parthia lacked meaningful weaknesses at Iron Age.*

## Sumerian

**Bonus removed** Villagers benefit from armor upgrades

**New bonus** Villagers get +10 HP on age up

*Having two slash armor at Tool Age was too much.*

*Needs some other effects at early Tool Age.*

## **Yamato**

**Bonus removed** Villagers move 10% faster

**New bonus** Granary technologies cost -70%

**New bonus** Towers fire 20% faster

*With extra movement speed the villagers were surviving too well against Axemen.  
Needs something for the tool age.*

## **Thrace**

**Technologies disabled** Ballistics, Ballista tower

*With the unique technology archers were too strong in Iron Age.*

# Patch 1.25 Unique Technologies

All civilizations will have one unique technology in Bronze Age, researched from Government Center, 60s research time, costs varies.

These bonuses are made to diversify the usable unit pool.

## Assyrian

**Name** Arson

**Cost** 180W, 120G

**Effect** Melee units deal +3 damage to buildings

## Babylonian

**Name** Plain Bearing

**Cost** 150F, 80G

**Effect** All chariot units move 15% faster

## Carthaginian

**Name** Panoply

**Cost** 120F, 60G

**Effect** All Academy units +30% HP

## Choson

**Name** Fletching

**Cost** 120F, 60g

**Effect** All Archers +1 range

## Egyptian

**Name** Dipylon Shield

**Cost** 75F, 50G

**Effect** Hoplites attack 20% faster

## Greek

**Name** Levies

**Cost** 80F, 30G

**Effect** Swordsmen and Bowmen cost wood instead of gold

## Hittite

**Name** Mahawi

**Cost** 125F, 75G

**Effect** Camel Riders attack 20% faster

## Macedonian

**Name** Dry Dock

**Cost** 150F, 120W

**Effect** War ships +1 attack

## Minoan

**Name** Machicolation

**Cost** 250F, 180S

**Effect** Towers +2 attack

## Nubia / Berbers

**Name** Smelting

**Cost** 120F, 80G

**Effect** Swordsmen and Legions +1 attack

## Palmyra

**Name** Vamplate

**Cost** 180F, 100G

**Effect** Academy units +1 slash armor

### Parthia

**Name** Linothorax

**Cost** 120F, 75G

**Effect** All Barrack units +1 slash armor

### Persian

**Name** Lead Bolts

**Cost** 120F, 50G

**Effect** Slingers +1 damage

### Phoenician

**Name** Padded Armor

**Cost** 125F, 90G

**Effect** All barrack units +1 pierce armor

### Roman

**Name** Bodkin

**Cost** 250F, 140G

**Effect** All bowmen ignore unit armor

*"All bowmen ignore unit armor"*

*"All bowmen ignore armor"*

*Being able to destroy walls and tower at such ease would be too strong.*

### Scythia

**Name** Tusk Swords

**Cost** 250F, 160G

**Effect** All elephants +20% HP

### Shang

**Name** Husbandry

**Cost** 80F, 50G

**Effect** Stables work 33% faster

### Sumerian

**Name** Phajaan

**Cost** 140F, 75G

**Effect** Stable units +1 attack

### Thrace

**Name** Lamellar

**Cost** 160F, 80G

**Effect** Archers take ½ population

### Yamato

**Name** Chemistry

**Cost** 100F, 75G

**Effect** Stone Throwers +10 damage