

Patch 1.23 Notes

Granary

Wood cost 100 -> 110

100 cost was too cheap making Granary almost always the best opening.

Fisherman

Work rate 0.4725 -> 0.5175

Needs higher work rate to make 6 villagers decent storage pit effective.

Lion & Crocodile (revert)

Food amount 130 -> 100

Food decay 0.2/sec -> 1.0/sec

Fun but ultimately useless buff.

Hunter

Carry capacity 20 -> 10 (revert)

Having to force drop to keep constant villager production at early on was too big downside.

Macedonian

Bonus removed War ships +1 attack (revert)

New bonus Docks work 33% faster

+1 damage for scout ships was too good.

Roman

Technology Disabled Composite Bowman (revert)

Roman can scale well enough to late Bronze Age.

Shang

Bonus Town Centers and military buildings cost +50% -> +33%

More expensive Government Center slows down Shang boom by a lot.

Sumerian

Bonus Stone Thrower, Catapult, Heavy catapult fire 40% faster -> 30% faster

2 pierce armor and faster firing Catapults were too strong.