

# Market upgrades

## Farm

Wood cost 60 -> 75 (revert)

Food amount 175 -> 250 (revert)

Build time 30s -> 24s (revert)

Walkable false -> true

*With walkable farms it is easier to hide behind walls making ranged units less oppressive.*

*Changing farms efficiency scaling didn't have enough difference to be a worthwhile change.*

## Farmer (revert)

Work rate 0.4725 -> 0.45

## Market (revert)

Wood cost 120 -> 150

## Domestication (revert)

Food cost 140 -> 200

Research time 80s -> 40s

## Plow (revert)

Food cost 200 -> 250

Food amount +75 -> +100

Research time 100s -> 75s

## Irrigation (revert)

Research time 120s -> 100s

Food amount +150 -> +125

## Woodworking (revert)

Research time 80s -> 60s

## Artisanship (revert)

Research time 100s -> 80s

## Craftsmanship (revert)

Research time 120s -> 100s

Effect removed Woodcutters +1 attack

## Stone Mining

Research time 80s -> 30s (revert)

Food cost 120

Stone cost 80

## Siege Craft (revert)

Research time 90s -> 60s

## Gold Mining (revert)

Research time 80s -> 50s

## Coinage (revert)

Research time 30s\*5 -> 60s

Gold cost 20\*5 -> 100

Food cost 40\*5 -> 200

Tribute efficiency 90% -> 100%

Bonus gold yielded 25% -> 5%

*No need to do such a massive overhaul to market upgrades.*

*Changing to match AOE:DE*

## Pottery

Research time 90s -> 60s

*Pottery wasn't within the first ones to be researched and when it was researched the close by berries were most likely already gathered.*

# General changes

## Lion/Alligator

Food amount 130 -> 120

Resource decay rate 0.4 -> 0.5

*Getting food from double lions or some extra from Alligators were suppose to be small bonus and not a notable economy advantage.*

## Slinger

Training time 30s -> 28s

Reload time 1.7s -> 1.5s

*Changing to match AOE:DE*

## Bowman

Range 5 -> 6

Line of sight 7 -> 8

Training time 30s -> 26s

*Now Bowmen can kill Axemen much easier even if enemy is using some Slingers with them.*

*Changing to match AOE:DE*

## Improved Bowman

Reload time 1.5 -> 1.4

*Improved bowman cant' be used against the earliest Cavalry rushes ensuring that they aren't too strong first unit.*

## Scale Armor Infantry (revert)

Food cost 125 -> 100

Gold cost 75 -> 50

## Scale Armor Archers

Food cost 150

Gold cost 100

## Scale Armor Cavalry

Food cost 175 -> 200

Gold cost 125 -> 150

*Furthermore increasing cavalries armor cost to make the switch from fast to slow units even more favorable.*

## Chain Mail Infantry

Food cost 150 -> 125

Gold cost 100 -> 75

## Chain Mail Archers

Food cost 175

Gold cost 125

## Chain Mail Cavalry

Food cost 200 -> 225

Gold cost 150 -> 175

*Keeping the cost curve in line with Scale Armors cost change.*

## Camel Rider (revert)

Training time 35s -> 32s

*Changing to match AOE:DE*

## Scythe Chariot

Armor cavalry -6 -> -4 (revert)

Armor base melee 1 -> 0

*Scythe doesn't need any bonus against melee units.*

## Scythe Chariot (upgrade)

Research time 220s -> 150s

*Changing to match AOE:DE*

## Scythe Chariot, War Elephant & Armored Elephant

**Blast width** 1.6 -> 1.5

*Changing to match AOE:DE*

## War Elephant (revert)

**Training time** 55s -> 50s

**Armor base melee** 1 -> 0

*Changing to match AOE:DE*

## Armored Elephant (revert)

**Training time** 55s -> 50s

**Requirement** Coinage -> Iron shield

*Changing to match AOE:DE*

## Chariot Archer, Chariot (revert)

**Attack priest** -3/-1 -> none/-2

**Armor cavalry** -6 -> -4

## Priest (revert)

**Armor priest** -5 -> -9

*Changing to match AOE:DE*

## Long Swordsman

**Hit points** 110 -> 120

*110 was odd number and 120 isn't too strong.*

## Cataphract (upgrade)

**Research time** 110s -> 100s

*110 was odd number and 100s isn't too short time.*

## Academy

**Wood cost** 175 -> 150

**Build time** 45s -> 60s

*Changing to match AOE:DE*

## Hoplite, Phalanx, Centurion

**Movement speed** 0.95 -> 1.0

## Aristocracy

**Movement speed** +0.2375 -> +0.25

*Now there is still clear difference between Swordsmen and hoplite movement speed.*

*This allows even better base defense or proxy Academy.*

## Jihad -> Zealotry

**Movement speed** +0.3 -> +0.11

**Bonus hit points** +15 -> +20

**Research time** 40s -> 60s (revert)

*Changing to match AOE:DE*

*Having faster villagers than cavalry allowed too easy transition from one base to an other.*

## Martyrdom -> Sacrifice

*Changing to match AOE:DE*

## Logistics

**Bonus removed** All barrack units +1 LOS

*Changing to match AOE:DE*

## Hill country, Inland (revert)

**Removed** All changes reverted

*Changing to match AOE:DE*

## **Nobility**

**Bonus** All cavalry units, chariots and Camel Rider +15% Movement speed -> +8% movement speed

**Food cost** 175 -> 250

**Gold cost** 120 -> 180

*Having more expensive fast units late Bronze Age upgrades makes switching to slow units more favorable.*

## **Scout, Cavalry, Heavy Cavalry, Cataphract, Camel Rider, Chariot, Scythe Chariot & Chariot Archer**

**Movement speed** 1.74 -> 1.852 (2.0)

### **Horse Archer**

**Movement speed** 1.91 -> 2.037 (2.2)

### **Heavy Horse Archer**

**Movement speed** 2.09 -> 2.315 (2.4 -> 2.5)

*The 13% movement speed penalty was too huge. Now this is still notable but allows wheel to get it's full movement speed bonus back without making villagers to exceed fast units movement speed.*

*Heavy Horse Archer has 2.5 movement speed in DE.*

## **Wheel (revert)**

**Movement speed** +0.55 (50%) -> +0.7 (65%)

**Research time** 60s -> 75s

*Walking long distances to place proxy Barracks, Academies or Siege Workshops took too long making slow units too hard to use offensively.*

*There wasn't enough time for Cavalry to do it's damage.*

## **Heavy Slinger (upgrade)**

**Requires** Bronze Age, Logistics

**Food cost** 180

**Gold cost** 120

**Research time** 90 seconds

**Research location** Barrack

**Effect** Upgrades Slinger into a Heavy Slinger

## **Heavy Slinger (upgrade effect)**

**Hit points** 25 -> 35

**Armor base melee** 0 -> 3

**Range** 4 -> 5

*Available for all civilizations that have Bronze Shield and Slinger.*

*Countering Slingers with low upgrade Chariots was too easy and strong way to deal with them.*

## **Heavy Slinger (12/4)**

**Available** Carthaginian, Choson, Egyptian, Greek, Hittite, Palmyra, Persian, Phoenician, Roman, Shang, Sumerian, Yamato

**Unavailable** Assyrian, Babylonian, Macedonian, Minoan

## **Improved Bowman & Composite Bowman**

**Armor Slinger** -4 -> -2

## **Elephant Archer**

**Armor Slinger** -4

## **Chariot Archer, Horse Archer & Heavy Horse Archer**

**Armor Slinger** -5 -> -4

*With Bronze Age Slinger upgrade the extra range and hit points is good enough to compensate for the additional damage.*

*Changing to match AOE:DE*

# Water units, siege units, towers and walls

## Stone mine (revert)

Stone on block 200 -> 250

*Now that Ballista Tower is weaker the smaller amount of stone on maps isn't necessary.*

## Siege Craft (revert)

Villagers attack towers +10 -> +30

Villagers attack walls +35 -> +40

*Changing to match AOE:DE*

## Watch tower, Sentry Tower & Guard Tower (revert)

Build time 80s -> 72s

Reload time 1.3 -> 1.5

Stone cost 135 -> 120

*Changing to match AOE:DE*

*Reload time wasn't best way to balance things, using stone cost only is less fussy.*

## Ballista Tower

Projectile speed 5.2 -> 4.9

Reload time 2.0 -> 3.1

Stone cost 135 -> 120

Build time 80s -> 72s

*Changing to match AOE:DE*

*Balancing out the decreased stone cost.*

## Small Wall

Armor walls -185 -> -175

## Cavalry, Heavy Cavalry & Cataphract

Attack walls -175 -> -165

*Keeping the +10 damage after reverting Medium wall*

## Villager

Attack walls -185 -> -175

*Keeping the max damage vs medium wall same without making this any stronger against small wall.*

## Medium Wall (revert)

Armor walls -175 -> -165

## Medium Wall (upgrade) (revert)

Food cost 100 -> 180

Stone cost 180 -> 100

*Changing to match AOE:DE*

## Fortified Wall (revert)

Hit points 625 -> 400

## Fortified Wall (upgrade) (revert)

Food cost 150 -> 300

Stone cost 350 -> 175

*Changing to match AOE:DE*

## Stone Thrower

Attack walls -5 -> 0

Attack buildings -15 -> -10

Blast width 0.6 -> 0.65

Projectile speed 3.28 -> 3

Reload time 5.0 -> 5.375

*Now Alchemy helps Stone Thrower to destroy buildings with one less shot.*

*Stone Thrower wasn't good enough counter to Composite Bowmen.*

*Changing to match AOE:DE*

### Catapult, Heavy Catapult

Projectile speed 3.28 -> 3

Reload time 5.0 -> 5.375

Blast width 1.0 -> 1.2

*Changing to match AOE:DE*

### Ballista

Projectile speed 5.2 -> 4.9

Reload time 3.0 -> 3.1

*Changing to match AOE:DE*

### Helepolis

Projectile speed 5.2 -> 4.9

Reload time 2.0 -> 1.95

*Changing to match AOE:DE*

### Ballista & Helepolis

Attack Towers, Walls, Buildings set: none

*Changing to match AOE:DE*

### Trireme

Projectile speed 5.2 -> 4.9

Reload time 2.0 -> 1.89

*Changing to match AOE:DE*

*Keeping in line with Helepolis.*

### All ships

Armor flame -30 -> none

*Changing to match AOE:DE*

### Scout Ship, War Galley & Trireme

Training time 76s -> 70s

Armor slinger -2 -> none

*Changing to match AOE:DE*

### Light Transport & Heavy transport

Training time 96s -> 75s

*Changing to match AOE:DE*

### Fishing ship (upgrade)

Research time 50s -> 51s

*Changing to match AOE:DE*

### Catapult Trireme

Projectile speed 3.28 -> 3.1

Reload time 5.0 -> 5.3

*Changing to match AOE:DE*

### Juggernaught

Projectile speed 3.28 -> 3.1

Reload time 5.0 -> 5.3

Blast width 1.0 -> 1.2

*Changing to match AOE:DE*

### Juggernaught (upgrade)

Food cost 1200 -> 1300

Wood cost 550 -> 700

*Changing to match AOE:DE*

### Fire Galley

Attack base melee 12 -> 24

Attack flame, Towers, Walls, Buildings set: none

*Changing to match AOE:DE*

## **Alchemy**

**Bonus damage for** Stone Thrower, Catapult, Heavy Catapult, Catapult Trireme & Juggernaught +2 -> +6  
*Now Centurions without Chain Mail die from three shots instead of four.*

## **Alchemy; fire galley**

**Attack flame, Towers, Walls, Buildings** set: none

**Attack base melee** +3 -> +6

*Changing to match AOE:DE*

## **Stone Thrower , Catapult, Heavy Catapult**

**Attack villagers** None -> 0

## **Villagers (all)**

**Armor villagers** None -> -5

*Now catapults can still kill villagers with a one shot.*

# Civilization changes

## Coinage

Enabled for all civilizations (Egyptian, Hittite, Macedonian, Palmyra, Shang, Sumerian)

## Assyrian

**Bonus removed** Villagers +10% movement speed

**New bonus** Villagers +3 carry capacity

**Technologies enabled** Fortification, Irrigation

*Faster villagers were too strong at repelling rushes.*

*Changing to match AOE:DE*

## Babylonian

**Bonus** Stone Thrower, Catapult, Heavy Catapult +30% blast radius -> +20% Blast radius

**Technology disabled** Heavy Cavalry

**Technologies enabled** Metallurgy, Irrigation

*Changing to match AOE:DE*

*DE has bigger blast width and the 30% bonus with it was too great.*

## Egyptian

**Bonus** Priest +2 range -> +3 range

**Bonus** Gold Miners work 30% faster -> 20% faster

*Changing to match AOE:DE*

## Greek

**Bonus** War Ships move 25% faster -> All ships move 20% faster

*Changing to match AOE:DE*

## Hittite

**Bonus** Catapults +66% hit points -> +50% hit points

**Bonus** Scout Ship and War Galley +2/3/4 range -> +3 range

**Technologies enabled** Guard Tower, Ballista Tower, Fortification, Armored Elephant, Aristocracy

*Changing to match AOE:DE*

## Macedonian

**Technologies enabled** Guard Tower, Ballista Tower, Irrigation

*Changing to match AOE:DE*

## Minoan

**Technology enabled** Irrigation

*Changing to match AOE:DE*

## Palmyra (needs rework)

**Bonus removed** Starts game with +4 headroom

**Bonus removed** Town Centers work 10% faster

**New bonus** Market upgrades have no food cost

**Technologies enabled** Battle Axe, Broad Sword, Chariot Archer, Architecture, Cavalry, Heavy Cavalry, Catapult, Heavy Catapult, Ballista, Ballistics, Ballista Tower, Fortification, Alchemy

**Technologies disabled** Plow, Engineering

*Camels were too forced.*

*Starting headroom bonus was problematic.*

*Faster uptime gave less time to collect food making Palmyra almost as dependent of a good start as it used to be before.*

## Persian

**Technologies enabled** Fortification, Alchemy

*Changing to match AOE:DE*

## Phoenician

**Technologies enabled** Ballistics, Ballista Tower, Fortification

*Changing to match AOE:DE*



## **Roman**

**Technologies enabled** Architecture, Fortification

*Changing to match AOE:DE*

## **Shang**

**Technology disabled** Aristocracy

**Technology enabled** Irrigation

*Changing to match AOE:DE*

## **Sumerian**

**Technologies disabled** Metallurgy, Craftsmanship

**Technologies enabled** Bronze Shield, Alchemy, Chain Mail, Heavy Horse Archer

**Bonus** Farms have +75 food -> +125 food

*Changing to match AOE:DE*

## **Yamato**

**Bonus removed** Villagers +10% movement speed

**Bonus** All Cavalry units cost -25% -> -20%

**New bonus** Villagers +3 carry capacity

**Technologies disabled** Broad Sword, Tower Shield

**Technologies enabled** Composite Bowman, Aristocracy

*Faster villagers were too strong at repelling rushes.*

*Scout rushes were too strong.*

*Changing to match AOE:DE*

# Bug fixes

## **Pottery**

*Required but didn't deduct resources.*

## **Elephant Archer**

*Shown attack was 5+1 and not 6.*

## **Babylonian**

*Slinger wasn't disabled*