

Patch 1.1 changes

Watch Tower

Reload time 1.4 -> 1.3

Stone cost 150 -> 135

Construction time 72s -> 80s

Sentry Tower

Reload time 1.4 -> 1.3

Stone cost 150 -> 135

Construction time 72s -> 80s

Guard Tower

Reload time 1.4 -> 1.3

Stone cost 150 -> 135

Attack base pierce 6 -> 5

Construction time 72s -> 80s

Ballista Tower

Hit points 150 -> 175 (partial revert)

Stone cost 150 -> 135

Reload time 3.2 -> 3.0

Construction time 72s -> 80s

Towers were generally a bad building choice at early on due to their limited protective area and bad villager protection ability. Stronger towers allow small area defending with a great effect allowing late game civilizations to keep defending with a smallish control rather than forcing them to go all in at early/mid Bronze Age.

Tower defending was too strong at mid Iron Age if the defender was able to get through Bronze with towers up, too often freezing games for a very long time.

Stronger villagers were able to build up towers too easily when they were under fire.

Small Wall

Stone cost 5 -> 8

Armor buildings -140 -> -190

Walls should have some cost. Blocking enemy out with the starting stone shouldn't happen too often.

Small Wall should be good for slowing down enemy and not for totally stopping them. With right Bronze Age units the wall will go down fast enough forcing enemy to upgrade walls if they want to keep villagers safe.

Medium Wall

Stone cost 5 -> 8

Armor buildings -140 -> -160

Technology cost 180 Food 100 Stone -> 100 Food, 180 Stone

Higher stone cost for the upgrade makes the wall usage bigger commitment making wall upgrade a choice that needs to be prepared rather than being cheap and safe upgrade to make and at almost any given time.

Fortified Wall

Stone cost 5 -> 8

Hit points 400 -> 625

Technology cost 300 Food, 175 Stone -> 150 Food, 350 Stone

Much more expensive upgrade makes this a big commitment stone wise. With the 200 stone in block the 350 stone upgrade takes a lot of power from possible tower usages. This gives space to buff the wall on itself to allow players modify the battleground to their advantage. Blocking units out for longer times and really disturbing the enemy movement or fortifying the safety of own Villagers.

Cavalry/Heavy Cavalry/Cataphract

Attack buildings none -> -175

This gives bonus damage towards Small Wall only giving more power to the gold eating Cavalry line and making it better for tempo plays.

Battle Axe

Food cost 150 -> 100 (Revert)

With villagers being much stronger the early axeman nerf was unnecessary.

Slinger

Training time 24s -> 30s

Slingers were too cheaply done in masses. Two or three barracks were able to give enough Slingers to counter any early ranged attempt in Bronze Age. (Tool Age Slingers were also too strong)

Bowman

Armor stone defense & archers -2 -> -1

Bowmen dealt only one damage to Slingers and took five damage from them. The slingers were way too strong counter to Bowmen making bowmen way too weak because of how fast and easy it was to counter them with few Slingers.

Elephant Archer

Reload time 1.33 -> 1.3

1.33 reload time wasn't high enough the damage was still fairly low considering that the Elephant Archer is available for late game civilizations only.

Scythe Chariot (Upgrade)

Wood cost 800 -> 500

Gold cost 550 -> 350

With no power against most of the Iron Age units (as it was intended) the upgrade cost was too high. The tempo lost in the upgrade was too high to make the Scythe Chariot viable choice before late Iron Age.

Catapult Trireme/Juggernaught

Wood cost 135 -> 90

Siege ships were used mostly in water maps where wood was scarce and the same wood cost for siege ships and Triremes discouraged the Siege ships usage in water fights leaving them to be a clean up unit only.

Villager

Attack base melee 4 -> 3 (Revert)

Reload time 2 -> 1.5 (Revert)

Having small bonus from the start didn't give enough power to allow any type of defensive play style, but if the bonus was larger it allowed too strong early offensive villagers plays.

Linen Cloth (New technology)

Requires Tool Age, Leather Armor Infantry

Cost 40 Food, 75 Wood

Research time 30 seconds

Research location Town Center

Effect Villagers +10 hit points and +1 armor base melee

Villagers died too fast. With even the smallest skill difference the games ended too fast.

Often late game civilizations that should only get to Iron Age at weaker state didn't get there at all due to the importance of a single military unit and the ineffectiveness of the defensive units.

Akinaka (New technology)

Requires Bronze Age, Scale Armor Infantry, Linen Cloth

Cost 140 Food, 80 Gold

Research time 50 seconds

Research location Town Center

Effect Villagers +10 hit points, +2 attack base melee

Countering Cavalry rush happened by massing fast units. Now Villagers can withstand small groups of units better allowing slow units to get in position to kill the raiding units which allows more reliable defense with slow units.

Jihad

Villager attack bonus 6 -> 3

~~Villager reload time set 1.5 (Revert)~~

Villager hit points +40 -> +35

Defensive power is much more meaningful and more flexible bonus to balance.

Helepolis

Shown range 10 -> 11

The 11 base range was shown as 10 +1

Scythe Chariot/Metallurgy

BUG fix Scythe Chariot got +3 damage and not +1 if Metallurgy was researched after Scythe Chariot Upgrade.

Got unnoticed in the first play test.

Craftsmanship

New effect Woodcutters +1 attack

+2 carry capacity doesn't help at all. Villagers still go from tree to storage pit three times, same as with Artisanry. The faster collection rate doesn't help much either since the longest delay is the travel time between the Storage Pit and the forest, and the time used to cut down the tree. This reduces the time to cut the tree down from 9 seconds to 7 second.

Civilizations

Heavy Transport

Enabled for all civilizations (Assyrian, Babylonian, Choson, Hittite, Palmyra, Shang, Sumerian)

Not having upgrade to Light Transport didn't make the civilizations that much weaker, but was more of a slowing aspect due to the bad path finding when loading transport ships.

Enabling Heavy transport ships for all civilizations allows smoother game play.

Fortification

Available Babylonian, Choson, Egyptian, Shang, Sumerian

Unavailable Assyrian, Carthaginian, Greek, Hittite, Macedonian, Minoan, Palmyra, Persian, Phoenician, Roman, Yamato

Disabled Assyrian, Greek, Hittite, Palmyra, Persian, Phoenician, Roman

Better walls create strong map control and for some civilizations it was too strong bonus for some cases.

Guard Tower

Available Assyrian, Babylonian, Carthaginian, Choson, Egyptian, Greek, Hittite, Palmyra, Persian, Phoenician, Sumerian

Unavailable Macedonian, Minoan, Roman, Shang, Yamato

Disabled Macedonian, Shang

Stronger towers allow both good offensive and defensive plays, but for some civilizations it was too easy and strong bonus to be able to control the Gold Mines at late with the strong towers.

Assyrian

Technologies enabled Nobility, Scythe Chariot

Chariot Archers are easier to counter and all other units were too weak to be used effectively in fights. With Nobility the Bronze age unit choices are wider allowing Assyrian to effectively prepare counters.

Babylonian

Bonus removed Priests rejuvenate 25% faster

New bonus Stone Thrower, Catapult, Heavy Catapult +30% blast radius

Technologies enabled Improved Bowman, Composite Bowman Irrigation, Coinage (**Revert**)

Babylonian needed some better way to deal with the durable units. The Priest bonus wasn't helping at that.

Disabling Bowmen wasn't necessary. Those units were a good choice even if the intention was to play offensively. Without them countering Camels was too hard since Babylonian didn't have strong economy bonuses meaning Camels were too easily used to freeze the game.

Disabling Metallurgy was enough to weaken the Babylonian late game, no need to remove Coinage or Irrigation.

Carthaginian

Bonus removed Cavalry and Heavy Cavalry +15% (+0.3) movement speed (**Revert**)

Bonus Elephants and academy units bonus hit points +25% -> +20%

New bonus All Stable units +1 armor

With no economy bonuses using faster Cavalry to create plays was much harder to do than countering the possible plays.

Bonus armor can be countered or straight up traded away with right units, but it is still much more reliable bonus than movement speed giving strong enough base bonus to give Carthaginian a fair change at getting into Iron Age.

Choson

Technologies enabled Chain mail, Heavy Horse Archer.

Choson strength starts from Late Bronze Age and ends to early Iron Age. With Chain Mail the uptime extends all the way to the mid Iron Age giving enough time to overthrow the enemy.

Greek

Alchemy available at Bronze Age

Academy units move 30% faster -> 25% faster

Greek still has too little choices at Bronze Age. With Alchemy available there is more units to be used and at late Bronze Age Greek can retake the map control.

30% faster Hoplites were too strong when Greek had the map control.

Hittite

Technology enabled Fishing Ship

Technologies disabled Architecture, Centurion (Revert), Iron Shield, Tower Shield, Armored Elephant, Aristocracy

Hittite has strong archers and stacked with strong front line the Hittite army was all around strong and way too hard to defeat. Previously the Hittites weakness was early game with no economy bonuses nor Slingers, but now that defending is easier Hittite gets too strong bonus for surviving to Iron Age.

Hittite isn't strong enough on water maps to justify the missing fishing boat upgrade.

Macedonian

Technology enabled Nobility

Technologies disabled Coinage, Irrigation

Without the option to go for Cavalry the Macedonian early aggression was too limited.

For such and aggressive civilization the late game power lasted too long allowing Macedonian to keep the tempo up and finish the game too well against late game civilizations.

Minoan

Technology enabled Bronze Shield (Revert)

Bronze Shield is needed to allow Minoan use Slingers And Hoplites as Front line when needed. Without front line; massing Composite Bowmen was too hard and there were too many ways to counter it.

Palmyra

Starting food 25 -> 80 (partial revert)

Villagers cost 75 -> 70

New bonus Town Centers cost 400 wood

Technology enabled Logistics

Technology disabled Broad Sword

High cost Villagers with much faster work rate created weak early game and very strong mid game in most games.

Normal starts were slow and easy to punish, but with a good elephant start Palmyra got it's economy rolling very fast and was unstoppable.

Starting position has a part in each matches strength, but for Palmyra it was too strong decider. With lower villager cost the good starting position isn't that necessary but even if Palmyra gets good start it still needs to get later stages of Bronze before booming out of control because of the limitations of Town Centers.

With villager bonuses the Broad swords were too strong pick because of how well and fast the Palmyra can boom at the mid to late Bronze Age.

Slingers are good addition to the power and disabled Logistics were limiting the power from the wrong place.

Persian

Bonus Hunted animals grant 75% more food -> 60% more food

BUG fix Bonus hunting worked only against Gazelles

Dialing back. The bonus food was too much.

Two elephants gave 900 food and one herd of Gazelles gave 950 - 1200 food. With these food amounts Tool Rushing was too effective.

Roman

Bonus Towers cost -35% -> -40% (partial revert)

Technology enabled Irrigation

Without Architecture or any strong synergy 35% cheaper towers were not good enough to be used at most games.

With no cheaper farms the Irrigation is needed to give Roman strong late game.

Shang

Bonus removed starting food -20

Bonus Military buildings cost 33% more

Technologies disabled Craftsmanship, Helepolis

Reduced starting food did do made Shang more balanced, but it didn't fix the problem.

Shang was able to grow economy and military too well together. Now when Shang wants to commit into military its economy growth is slowing down enough for other civilizations to catch up and to be able to match it at certain times.

Faster bolt speed means that ballistics isn't that necessary to counter faster units making Shang late game more effective and harder to counter.

Without extra range the Horse archer much easier to counter allowing late game civilizations to exploit Shangs weaknesses better.

Sumerian

Bonus villager bonus hit points +11 -> +10

Bonus Stone Thrower, Catapult, Heavy Catapult fire 40% faster -> 50% faster

Technologies disabled Aristocracy, Centurion

New villager upgrades are making Sumerian health bonus even more significant.

40% was good when firing slow units, but when firing towards swordsmen or faster units the delay between shots was too long allowing the projectiles too easily to be dodged.

Strong Bronze defense, good late Iron Age back line, Front line and great fast units made Sumerian too hard to counter.

Without Good front line Sumerian needs to rely on its ranged units and keep microing its units to match other late game civilizations. This gives the Sumerian play style more depth and creates good counter play mechanics.

Yamato

Technologies enabled Architecture, Irrigation (Revert), Tower Shield

Technologies disabled Aristocracy, Centurion

Cavalry is easier to counter than it was before meaning that Yamato needs to be quicker at going into melee or Composite Bowmen in order to keep the tempo up. Disabling Architecture wasn't good choice to disable.

Disabling Irrigation didn't affect enough on Yamatos late game and if plow was also disabled the disadvantage came too early.

Having Centurions available gave too strong late game power. Phalanx is strong against few other Iron Age units, but it isn't strong enough to compete with late game civilizations units. Stacked with Tower Shield Phalanxes are great for sieging.