

Patch 1.19 Changes

Villager

Hit points 35 -> 30

100 food cost Scouts is effective nerf to prevent strong early rushes.

Linen cloth

Hit points +5 -> +10

Balancing villagers decreased base HP.

Now this is 67% HP increase versus Scouts and Clubmen. Was 43% with the 35/40 HP

Vs Axemen stays same with a 40% HP increase.

Vs Bowman and Slinger this is now 40% HP increase. Was 17% before.

43%, 40%, 17% -> 67%, 40%, 40%

If villagers had 25 base HP then the increase to 40HP would be 100%, 75%, 56%

Lion (revert)

Attack 3 -> 2

3 ad was too much. Weaker Lions were still a considerable threat.

Clubman (revert)

Attack base melee 4 -> 3

No longer needed since Villagers are weaker.

Small Wall

Hit points 200 -> 120

Armor base melee -5 -> 0 (revert)

No need to make a specialized effect. Reducing HP achieves the target well enough.

Slinger

Attack bonus versus towers and walls 5 -> 3 (revert)

Reducing wall HP achieves this effect.

Egyptian

Bonus removed Can build walls and farms at Stone Age (revert)

Bonus removed Catapult Trireme and Juggernaught fire 30% faster (revert)

New Bonus Aging up is 15 seconds faster

Having walls available at Stone Age created annoyingly different gameplay to every other civ.

Having faster up time is good enough buff in water maps.

Sumerian

Technology disabled Improved Bow (revert)

Can fare well enough with CA and infantry.

Still has access to Bracer.