

Changes

Wheel

Movement speed bonus 0.7 -> 0.66 (~65% -> 60%)
Changing to match DE

Coinage

Extra gold yielding 5% -> 10%
Changing to match DE

Nobility

Bonus All cavalry units, chariots and Camel Rider +8% Movement speed -> +5% Movement speed

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

Movement speed 1.852 -> 1.90476

Horse Archer

Movement speed 2.035 -> 2.09542

Heavy Horse Archer

Movement speed 2.315 -> 2.38095

Cavalry had to chase half a map for one villager kill.

Sentry tower (revert)

Hit points 125 -> 150

Guard tower (revert)

Hit points 150 -> 200

Ballista tower (revert)

Hit points 175 -> 200

Reduced cost didn't make tower too strong to require hit points reduction.

Hoplite, Phalanx, Centurion

Movement speed 1.0 -> 0.95

With stronger villagers Hoplites were able to defend well enough with a smaller movement speed bonus.

Aristocracy

Movement speed bonus +0.25 -> +0.19 (25% -> 20%)

Centurions didn't need that many bonuses. They were strong enough in the late game.

Bug fixes

Aegean dagger

Research name was Akinaka.

Coinage

Research position was in same spot as woodworking researches.