

Patch 1.5

Hunter

Accuracy 80% -> 100%

With 80% accuracy villager could die to one lion, this made early game scouting too dangerous.

Stone Thrower

Blast width 0.5 -> 0.6

Composite bowmen are too reliable one unit defense.

Coinage

Tribute efficiency 100% -> 90% (80% before Coinage)

Funneling late game civilization in team games was too strong strategy.

Writing

Bug fix Wasn't working at all. Now it triggers when any other building than house is built.

Jihad + Coinage

Bug fix after both upgrades Gold Miners carry capacity was 9 and not 10.

Persian + Jihad

Bug fix after Jihad upgrade Hunters carry capacity was 6 and not 8.

Babylonian + Alchemy

Bug fix Siege workshop units didn't get the bonus damage.

Hittite + Alchemy

Bug fix Chariot Archers didn't get the bonus damage.