

Patch 1.4

Academy units

Movement speed 0.9 -> 0.95

Aristocracy

Movement speed 0.225 -> 0.2375 (25%)

Even after all other buffs Hoplites were still too rarely usable because they were only able to hold off a small area against swordsmen. Now they can better hold off and flank other slow units too (including foot archers).

Egyptian

Bonus All chariot units +33% hit points -> +25% hit points

33% extra hit points ensured that whatever the chariots were facing they could not be defeated without huge losses.

Minoan

Technology disabled Irrigation

Technologies enabled Astrology, Mystics

Having cheap Farms with irrigation was too strong bonus in team games by funneling elephant civilization.

Minoan doesn't any longer have single strong unit and needs now more viable units to have a chance at countering enemy play styles.

Small island (revert)

Reverted all changes back to normal values.

The map wasn't generates as well as it should. There was too often no water way to other players bases.

The starting land had too little variation to be enjoyable experience.