

Patch 1.20 Changes

Granary

Wood cost 120 -> 100

Starting with granary was slow and without resource rich map Tool Age timing was pushed back too much.

Linen Cloth

Research time 30s -> 20s

Getting defense up against Scout and axe rushes took too long.

Battle Axe

Research time 40s -> 70s

Axemen ramped up too fast.

Going from exploring and harassing enemy with Clubmen into a full on Axer attack was fast leaving too little time for the defender to do something.

Choson

Technology disabled Catapult Trireme (revert)

Technology enabled Alchemy

Having one piece armor and Alchemy for Trireme is only worth +6.25% effective HP keeping it low enough to not be a problem.

Not having Alchemy prevented Choson Horse Archers being used.

Enabled Catapult Trireme had almost no effect.

Greek

Bonus removed Academy units cost -20%

Bonus Foot soldiers move 10% faster -> 10/20/30% faster at Tool/Bronze/Iron Age (respectively)

New bonus Government Center technologies are free

Greek late Iron Age was too strong whilst having too weak Bronze and Tool Age.

Getting into mid to late Bronzer Age faster without overloading Iron Age gives better balance on all ages.

Macedonian

Bonus removed Swordsmen have +1 pierce armor (revert)

Bonus Siege units cost -25% -> -35%

Having +1 pierce armor for Swordsmen had little to no effect.

With only +1 pierce armor for Centurions Macedonian has to rely more to its Siege to counter high damage ranged units at late Iron Age.

Patch 1.20 bug fixes

Choson (DE)

Ships didn't get their bonus pierce armor.

Aristocracy (UP)

Stated bonus was 10% should have been 25%.

Legion (UP)

Base slash armor was 2 should have been 1.

Babylonian (UP)

Barrack units didn't get the bonus slash armor from Logistics.