

# Patch 1.7 changes

## Slinger

Stone cost 20 -> 15

Food cost 40 -> 45

Reload time 1.75s -> 1.7s

*Having fewer stone at start is good enough nerf to prevent Slingers becoming de facto Tool Age unit.*

## Linen Cloth

Armor base melee +1 -> +2

*Linen cloth has long build path which allows Axeman and Scout rushes to do enough damage at early on.*

## Akinaka -> Aegean Dagger

Bonus Damage +2 -> +1

Bonus Hit Points +20 -> +15

*Represents the image better.*

*Linen cloths armor bonus makes this so much better.*

*Having only 2 damage to non Scale Armor Cavalry is strong enough in defense, with 3 damage the villagers were able to fight back too well even when there was no army to back the up.*

## Jihad

Villager bonus hit points +35 -> +15

*Faster movement speed is enough to give Villagers survivability.*

## Pottery

Food cost 150 -> 130

Foragers work rate +20% -> +30%

*Pottery was barely paying itself off. It become useful only after woodcutters needed to replace Storage Pits in masses.*

## Improved Bow (research)

Research time 45s -> 60s

*Using Improved Bowmen to counter Cavalry rushes required too little set up.*

## Chariot Archer

Hit points 63 -> 70 (revert)

Training time 46s -> 55s

*Having enough health to keep defending with Towers and CA is now viable option to go from early defense into offense.*

## Priest (revert)

Gold cost 90 -> 125

Training time 90s -> 50s

## Temple (revert)

Wood cost 150 -> 200

*Priest changed made small difference, but it wasn't good enough to justify the changes.*

## Martyrdom

Research time 150s -> 100s (revert)

Gold cost 600 -> 400

*Martyrdom has now same cost as AOE:DE*

## Scout Ship, War Galley, Trireme

Armor Slinger 0 -> -2

*Slingers weren't strong enough to be viable option against ships.*

## Trireme

Attack base pierce 12 -> 11

*Alchemy is now giving +2 damage. This change keeps the max damage as same.*

## Cavalry

Hit points 140 -> 150 (revert)

*Cavalry dropped in power well enough even with the original health.*

### Heavy Cavalry

Attack base melee 10 -> 11

Hit points 150 -> 165

*Heavy Cavalry should be strong against Bronze age units even when those units have iron Age upgrades. With 11+4 damage it can now kill 0+6 Composite Bowmen with 5 hits instead of 6 hits.*

### Heavy Cavalry (research)

Research time 90s -> 75s

*Heavy Cavalry came into play too late. Now there is sufficient time to get the payout before the defender gets good Iron Age army composition.*

### Elephant Archer

Attack base pierce 5 -> 6

Reload time 1.3s -> 1.5s

*Changing the unit to match AOE:DE.*

### Armored Elephant (research)

Requirement Iron Shield -> Coinage

Research time 200s -> 150s

*Iron Shield as requirement didn't make much of a sense and was limiting technology tree options.*

*With Coinage the Armored Elephant is heavier tied to a late Iron Age allowing Elephant fights to be more often won by the player with War Elephants only.*

### Iron Shield (revert)

Research time 60s -> 75s

*Difference was minimal and it's good to not make changes for the sake of a change.*

### Tower Shield (revert)

Food cost 220 -> 250

Gold cost 340 -> 400

Research time 75s -> 100s

*Difference was minimal and it's good to not make changes for the sake of a change.*

### Logistics (partial revert)

Food cost 220 -> 180

Gold cost 140 -> 100

*Having more power in this upgrades doesn't automatically mean it should cost more. The higher cost wasn't necessary.*

### Siege Craft (revert)

Slinger +1 attack and +2 range -> Slinger +1 attack and range

*Slingers were too rarely used in Iron Age anyways so it's not good to make changes for the sake of a change.*

### Watch Tower (research)

Research time 10s -> 80s

### Sentry Tower (research)

Research time 30s -> 100s

### Guard Tower (research)

Research time 75s -> 120s

*Using towers without any army was too passive and simple way to counter rushes.*

### Ballista Tower

Attack base pierce 20 -> 11

Reload time 3.0s -> 2.0s

### Ballista Tower (research)

Stone cost 750 -> 600

Food cost 1800 -> 750

*Ballista tower is not meant to be ultimate defense but rather a tool to counter fast units and infantry with no Tower Shield.*

## Hill Country

Player Berry Bushes 6-8 -> 8

Map Berry Bushes 5-7 -> 6-8

Player Gazelle pack 6 -> 8

New Elephant spawn distance from TC 12-18

*Highlands and Hill country were too similar maps. Since Highlands is used in pro games it is better to alter the Hill Country. Having more food on map makes it easier to attain Bronze Age without needing to go into Farms or explore map beyond walls.*

## Fish whale

Effective food amount 300 -> 300

Work rate 0.48 -> 0.40 (back to original value)

*Fishing ships had the bonus work rate carried over to the normal fishes if they automatically went into a next fishing spot after finishing a whale spot.*

*Changing the bonus to match AOE:DE.*

## Hunter

Work rate +8% -> +5%

*Changing the bonus to match AOE:DE.*

## Stone Thrower, Catapult & Heavy Catapult

Reload time 5.75s -> 5.0s

*Decreased blast width was strong enough nerf for the faster projectiles.*

## Catapult Trireme & Juggernaught

Reload time 5.6s -> 5.0s

*Triremes were still too strong compared to water siege.*

## Trireme & Helepolis

Reload time 1.98s -> 2s

*Cleaning up the odd numbers.*

## Alchemy

Bonus for all catapults

Melee +1 -> +2

Bonus for Catapult Trireme & Juggernaught

Buildings +1 -> none

Melee none -> +2

Bonus for Trireme

Pierce +1 -> +2

Bonus for Ballista Tower

Pierce +1 -> +2

# Armor rewrite

## All buildings (armor)

Buildings -140 -> -180

Cat/Fire -40 -> none

## All Towers (armor)

Buildings -50 -> none

Towers -35 -> -65

Slinger -7 -> -7

## Small wall (armor)

Buildings -190 -> none

Walls -25 -> -185

Slinger -7 -> -7

## Medium wall (armor)

Buildings -160 -> none

Walls -25 -> -175

Slinger -7 -> -7

## Fortified wall (armor)

Buildings -140 -> none

Walls -25 -> -165

Slinger -7 -> -7

## All infantry units and Slinger (attack)

Towers -35 -> -65

## Cavalry, Heavy Cavalry & Cataphract (attack)

Buildings -175 -> none

Walls none -> -175

## War Elephant (attack)

Buildings -115 -> -155

Walls none -> -140

Towers -10 -> -40

## Armored Elephant (attack)

Buildings -105 -> -145

Walls none -> -130

Towers 0 -> -30

## Stone Thrower (attack)

Buildings 0 -> -15

Walls -5 -> -5

Towers -20 -> 0

Cat/Fire -15 -> none

## Catapult (attack)

Buildings 0 -> -10

Walls 0 -> 0

Towers -20 -> 0

Cat/Fire -10 -> none

## Heavy Catapult (attack)

Buildings 0 -> -10

Walls 0 -> 0

Towers -20 -> 0

Cat/Fire -10 -> none

**Ballista (attack)**

Buildings -130 -> -170

Walls none -> -155

Ballista 0 -> none

Towers -30 -> -60

**Helepolis (attack)**

Buildings -120 -> -160

Walls none -> -145

Ballista 0 -> none

Towers -30 -> -55

**Fire Galley**

Armor Ballista -5 -> none

Armor Buildings -10 -> none

Attack Walls -25 -> -165

Attack Cat/Fire -30 -> none

Attack Buildings none -> -170

Attack Towers -35 -> -65

**Catapult Trireme & Juggernaught (attack)**

Walls none -> -30

Towers none -> -20

Buildings 35 -> -45

Melee none -> 40

**Villager (attack)**

Walls -25 -> -185

Towers -35 -> -65

**Siegecraft (Villagers)**

Walls +25 -> +35

Towers +10 -> +10

**Alchemy**

Bonus for all catapults

Cat/Fire +10 -> none

Buildings none -> +10

Bonus for fire galley

Buildings none -> +5

Cat/Fire +5 -> none

*These changes are mainly for the clearance and won't change much of anything in game.*

*Only big change is that Siege ships can now kill Triremes in 5 hits instead of 6 hits.*

*Fire galley took hidden bonus damage from Helepolis and Siege units.*

*Water siege had previously non reducible damage, but has now same damage type as all other catapults.*

# Attack bonuses

## Priest

**Armor Priest** -9 -> -5

*Now Priests aren't too easily countered*

## Chariot Archer

**Attack Priest** -5 -> -3 (4 -> 2)

*Now there needs to be more than two Archery Ranges to hard counter enemy Priests.*

## Chariot

**Attack Priest** -2 -> -1 (7 -> 4)

*Better resistance vs priest is strong buff. Massive damage bonus isn't necessary.*

## Scythe Chariot

**Attack Priest** -2 -> 0 (7 -> 5)

*Better resistance vs priest is strong buff. Massive damage bonus isn't necessary.*

## Clubman, Axeman, Short Swordsman, Broad Swordsman, Long Swordsman, Legion

**Armor Infantry** -9 -> -12

*Now the choice between Academy units and Swordsmen is even greater.*

## Cavalry & Heavy Cavalry

**Attack Infantry** -3 -> -4 (6 -> 8)

*Now Cavalry can kill Broad Swordsman in 6 hits instead of 7 hits.*

## Cataphract

**Attack Infantry** 0 -> 0 (9 -> 12)

*Now Cataphract can kill Legion in 7 hits instead of 8 hits.*

# Civilization changes

## All civilizations

**Stone on start** 150 -> 120

*Having fewer stone on start makes sure towers and Slingers aren't too strong at early on.*

## Assyrian

**Technologies disabled** Improved Bow, Alchemy (revert)

**Technology enabled** Afterlife (revert)

*Improved bowman was too rarely god option and not having it doesn't make that much of a difference.*

*Having towers, fast villagers and good archers all the way to Iron Age makes it too hard to play against Assyrian.*

*Afterlife being disabled had very little difference, so it's good to not make changes for the sake of a change.*

## Babylonian

**Bonus** Towers have +75% HP -> +40% HP

*Towers weakness at early on is largely the low hit points and long build time. Having even slightest bonuses on either one of those stats makes towers so much more effective.*

## Choson

**Technology disabled** Alchemy (revert)

**Technology enabled** Catapult Trireme

*Towers were too strong at early Iron Age allowing Choson too easily to force games into late Iron Age.*

*Triremes being weaker without Alchemy makes Choson too weak water civ.*

## Egyptian

**Technology enabled** Catapult

*Now that Scythe Chariot is nerfed Egyptian doesn't have any good choices against heavy front line.*

## Greek

**Bonus removed** Alchemy available at Bronze Age

**Technology disabled** Improved Bow (revert)

**Technology enabled** Fortification

*With +1 damage to Slingers, towers and War Galleys in Bronze Age, counter play against Greek had too short window of opportunity.*

*Greek needs strong walls to play properly against early Iron Age aggression.*

## Hittite

**Technologies enabled** Architecture, Iron Shield, Tower Shield

**Bonus removed** All chariots have -25% HP

**Bonus** All chariots dismount on death: dismounts into a new unit (Infantry class, hero Jason skin).

This unit has 5/7 AD, 0/2 armor and 40/60 HP (Bronze/Iron age respectively).

*Now that Armored Elephant upgrade isn't any longer tied to a Iron Shield upgrade Hittite can have Iron Shield allowing it's Barrack and Academy units to fight against archers without making them stronger against any siege unit.*

*Some of the Hittite strategies include building multiple different military buildings but without Architecture those strategies weren't viable.*

*Axeman was too weak unit on dismount and Swordsmen in Iron Age were too strong dismounted unit.*

## Macedonian

**Technology disabled** Armored Elephant

**Technology enabled** Catapult

*Macedonian was strong enough even without Armored Elephant.*

*Macedonian should have good options against heavy tower defense.*

## Minoan

**Bonus** Ships cost -20% -> -15%

**Technologies disabled** Astrology, Mystics (revert), Alchemy

**Technologies enabled** Iron Shield, Tower Shield, Trireme, Siegecraft, Heavy Catapult (revert)

*Minoan was still too strong in water maps.*

*Having no Iron Age Water units was odd.*

*No need to enable Priest upgrades. It is no good to do changes for the sake of a change.*

## Palmyra

**Technologies disabled** Ballistics, Alchemy

**Technologies enabled** Iron Shield, Guard Tower, Jihad (revert)

*Having so great scaling force with strong and hard to counter archers wasn't good.*

*Now that Armored Elephant upgrade isn't any longer tied to a Iron Shield upgrade Palmyra can have it's semi strong Phalanxes back without having too strong late Iron Age.*

*Palmyra's success needs very little distraction and that distraction was too easy to create if Palmyra couldn't rely on it's towers.*

*Palmyra's turn from Bronze Age defense to Iron Age attack was too good.*

*Jihad being disabled had very little difference, so it's good to not make changes for the sake of a change.*

## Persian

**Bonus** Hunted animals grant 75% more food -> 40% more food

**Technology disabled** Alchemy

*Getting more food without Farms gave too strong way to rush into Bronze Age with strong economy afterwards.*

*Having strong -siege, -ranged and -melee units gave too much choices, which doesn't allow enemies to anticipate player choices well enough.*

## Phoenician

**Bonus removed** Catapult Trireme and Juggernaught fire 40% faster

**New bonus** All Temple technologies give bonus HP to Priests (Max 82 HP)

**Technologies disabled** Catapult Trireme, Juggernaught, Ballistics

**Technology enabled** Guard Tower (revert)

*Having faster woodcutters is more than enough to ensure strong water battles.*

*Without strongest melee units or decent raid units Phoenician play style was too easily matched and there was no way to do any fast or unseen move that would have given edge to Phoenician.*

*With stronger Priests small siege/HA/CA army isn't capable to counter Phoenician Priests, which gives Phoenician good way of dealing with heavy enemy front line without worrying about getting too easily countered.*

*Phoenician was too strong in water maps.*

## Roman

**Bonus** Towers cost -40% -> -30%

**Bonus** Town Centers cost reduction -15% takes effect after Tool Age

**Technologies disabled** Alchemy, Irrigation (revert)

**Technology enabled** Jihad

*Towers are stronger and having such a massive bonus to it isn't balanced.*

*Roman had too much power when it comes to late Iron Age.*

*Having cheaper Town Center in nomad start allowed to build both TC and a house giving too strong start.*

*Jihad being disabled had very little difference, so it's good to not make changes for the sake of a change.*

## Shang

**Technologies enabled** Guard Tower, Aristocracy

*Shang isn't any longer aggressive civilization and now it can play much better as scaling force.*

## Sumerian

**Technologies disabled** Bronze Shield, Coinage, Fanaticism, Legion, Alchemy

**Technologies enabled** Aristocracy, Centurion (revert)

**Bonus** Farms have +125 food -> +75 food

*Having Legions and good towers made Sumerian and Babylonian too similar.*

*Now Sumerian is much weaker at early Bronze age with no good Barrack unit scaling and with the lack of Foot archers, but comes out stronger in Iron Age with stronger front line.*

*With Farm changes bonus food on Farms is more valuable and comes into play much earlier than it did before.*

## Yamato

**Technology enabled** Architecture (revert)

*Without Architecture Yamato was too heavily tied to a single unit type.*



# Bug fixes

## Shang

Farms had unintended bonus +75 food