

Patch 1.11 changes

Villager

Hit points 35 -> 40

35 HP wasn't quite enough to help against early aggression.

Linen cloth

Villager bonus hit points +10 -> +5

Villager bonus armor +1

Food cost 60 -> 50

Wood cost 30 -> 25

+1 armor was really strong bonus alone.

Getting market and woodworking was expensive enough to make Linen cloth a big commitment pre 10 min when it matters most.

Elephant

Damage 10 -> 15

Now herding elephants is as dangerous as it was before Villager buffs.

Lion

Attack base melee 4 -> 3

Reload time 1.5 -> 1.0

Now that villagers are stronger Lions weren't as big of a threat as they should be.

Alligator

Attack base melee 4 -> 6

Now that villagers are stronger Alligators weren't as big of a threat as they should be.

Pottery (REMOVED)

In the end map control was good enough on its on.

Carthaginian

New bonus Houses have +100% HP

Carthaginian was gold dependent civ with no economy bonuses and a small early game unit bonus. It was too hard to survive past Tool Age as Carthaginian. Now with more durable houses Carthaginian has ways to survive heavy early aggression without having any more power in Bronze and Iron Age plays.

Sumerian

Bonus removed Villagers +10 HP

New Bonus Gets Linen Cloth upon entering Tool Age

The extra HP in top of the Linen Cloth was too much.

Patch 1.11 bug fixes

Minoan

Didn't get Composite bow (DE)

Didn't get Heavy Catapult (UPatch)

Palmyra

Didn't get Heavy Catapult (DE)

Didn't get chariots (DE)

Catapult Trireme & juggernaught

Shown attack was 35 and not 40 (DE)