

# Unit changes

## Villager

Attack base melee 3 -> 4

Reload time 1.5 -> 2

*Tool rush is too common and good way to end games. Increasing attack from 3 to 4 allows villagers to fight back against units that have two armor. Reduces the harm that can be done if only one unit is fighting against villagers. Increased reload time reduces the damage to be same as it was before changes if enemy has no armor.*

## Clubman

Attack base melee 3 -> 5

Reload time 1.5 -> 2.5

Armor infantry -6 -> -9

*Clubmen had no use because of how bad they were against Tool Age units. Now it is possible to defend with Clubmen when enemy is using Axemen. Toolworking is less effective if it isn't used to shred through armor. Damage without buffs is same as it was before changes when attacked against no armor units.*

## Axeman

Armor infantry -6 -> -9

## Scout

Food cost 100 -> 80

*Scout wasn't strong enough to fight against Tool Age units. And now with Villager changes it's even harder to harass enemy workers because at least two Scouts is needed to have a sufficient effect on enemy economy.*

## Slinger

Stone cost 10 -> 20

*Slingers were too strong at Tool Age, being able to fight against any unit.*

## Improved Bowman

Hit points 40 -> 35

Attack base pierce 4 -> 5

Reload time 1.4 -> 1.5

Armor stone Defense & Archers 2 -> 3

Training time 33 -> 30

*Make it useful even on civilizations that do not have Composite Bowman.*

## Composite Bowman

Training time 33 -> 30

Armor stone Defense & Archers 2 -> 3

*Composite Bowman needs to be trained faster because of how much it relies on getting the critical mass in order to deal the damage without getting any in return.*

*Composite bowmen were able to fight off too many units.*

## Chariot Archer

Armor stone defense & archers -4 -> -5

Armor cavalry -4 -> -6

Reload time 1.61 -> 1.45

Frame delay 6 -> 12

Hit points 70 -> 63

*Frame delay forces units to stay still longer in order to attack. This gives many units the ability to counter Chariot Archers without hurting Chariot Archers ability to reposition fast or to shoot slow units freely.*

*CA was too strong in masses, often blocking the choke points and freezing enemy units by standing in the way.*

## Chariot

Armor cavalry -4 -> -6

*Non gold cost units should have harder time against their counters.*

## Camel Rider

Training time 32 -> 35

*Camels are very versatile units, undermining most offensive units with too little trouble.*

### **Cavalry**

Hit points 150 -> 140

Attack infantry -1 -> -3

*Cavalry was strong pick against all but Camels.*

*Cavalry rush is still strong.*

*Now it is harder to use only Cavalry after enemy has established their defense.*

### **Short Swordsman**

Hit points 60 -> 70

Attack base melee 7 -> 8

Armor infantry -6 -> -9

Training time 24 -> 26

*Without upgrades on them they were too easily traded of or poked down.*

### **Broad Swordsman**

Hit points 80 -> 90

Armor infantry -6 -> -9

Training time 24 -> 26

*Swordsmen even with upgrade were often overlooked because they were so easy to poke down.*

*Now Swordsmen poses much greater threat which needs to be answered correctly.*

### **Long Swordsman**

Hit points 100 -> 110

Armor infantry -6 -> -9

Training time 24 -> 26

*Swordsmen are playing much bigger part in the fights and now the power reaches all the way to the late Iron Age making the available Swordsmen upgrades much more important.*

### **Legion**

Armor infantry -6 -> -9

Training time 24 -> 26

*Swordsmen are strong and getting masses of them too fast makes it hard to counter that type of play.*

### **Centurion**

Armor base pierce 0 -> 1

*Centurions were too easy to counter and it had too many counters.*

### **Ballista**

Reload time 3.3 -> 3

*Longer reload time was unnecessary nerf. There already were multiple units and ways to counter this unit.*

### **Helepolis**

Attack base pierce 50 -> 40

Reload time 2.4 -> 1.9

Range 10 -> 11

*50 damage allowed one shooting Priest and Composite Bowmen. The units that weren't suppose to be countered so hard by Helepolis. Decreased DPS through increased reload time made the unit worse on the things it was suppose to be good at (shooting at slow but durable front line).*

*Original 1.5 reload time was too fast making late game revolve around Helepolis. Either use it or counter it.*

*10 range was too short. Countering Helepolis was too easy making it rarely used unit that was good only if enemy wasn't prepared to counter it.*

### **War Elephant**

Blast width 1.2 -> 1.6

Armor base melee 0 -> 1

*War Elephant has harder time against Long Swordsmen and Heavy Cavalry than it should. As slow unit it should win the fights with notable difference.*

### **Armored Elephant**

Blast width 1.2 -> 1.6

*Armored Elephant didn't have high enough damage to be a good late game threat.*

### Elephant Archer

Training time 55 -> 50

Reload time 1.5 -> 1.33

*Elephants Archers were winning fights only against few other ranged units and even then they were only barely winning the fights. Decreased reload- and training time keeps the countering same whilst adding direct power to the Elephant Archer.*

### Horse Archer & Heavy Horse Archer

Armor stone defense & archers -4 -> -5

Training time 44 -> 40

*Getting trapped should be more punishing.*

*With Elephant Archer Cataphract and Slinger buffed it was harder to play with weak pressure.*

### Scythe Chariot

Attack base melee 9 -> 8

Armor base melee 2 -> 1

Hit points 120 -> 135

Armor cavalry -4 -> -6

Blast width 1.2 -> 1.6

*Scythe Chariot were too strong. it is now easier to take them down if you have units to counter them.*

*Trample damage should play bigger part on the effectiveness.*

### Heavy Cavalry

Hit points 150 (no change)

Attack infantry -1 -> -3

*Swordsmen are stronger and Cavalry line needs to keep up with it.*

### Cataphract

Hit points 200 -> 180

Attack infantry 0 -> 0 (Deals 9 damage. Up from 6)

*Cataphract lacks unique attributes. Now it works well only if you have tempo advantage.*

# Technology changes

## Battle Axe

Food cost 100 -> 150

*Axemen were too cheap to build in Tool age. It has cheapest armor upgrade and the Barrack is must have in order to build any unit, making it even cheaper to use compared to Bowman and Scout.*

*This also reduces the effectiveness of very early axe rush among with the Clubman and Villager buff. Tool Age fights are now more balanced and versatile.*

## Stone Mining

Food cost 100 -> 120

Stone cost 50 -> 80

*Now using Slingers for other than archer countering means players need to collect stone for the Slingers.*

## Short Sword (Restored)

Food cost 120 (no change)

Gold cost 50 (no change)

Research time 50 -> 75

Requirement removed Battle Axe

*Having only fast units at early Bronze raids creates needed aggression to the game.*

*Swordsmen being stronger than cavalry empowers the usage of multiple units in the mid Bronze age.*

*Having faster access to good Bronze Age units as Tool rusher wasn't good. The transformation from Tool rushing to Bronze defense shouldn't be too easy.*

## Improved Bow

Food cost 140 -> 70

Wood cost 80 -> 40

*Improved Bowmen can't be main part of the army and the cost to make just few of them was too high.*

## Composite Bow

Food cost 180 -> 320

Wood cost 100 -> 200

*Composite bowmen are good units and with all other changes they are going to be even stronger.*

*High cost makes this a choice and not an automatic upgrade.*

## Wheel

Villagers move 30% faster -> 50% faster (0.33 -> 0.55)

Research time 90 -> 50

*50% movement speed bonus allows evading from foot soldiers much easier. Now players have the possibility to rush to the bronze without spending too much resources on Tool Age units.*

## Writing (Removed)

The bonus is now available from the star of the game.

*The lack of vision wasn't funny or intriguing to play with but rather annoying. Having the vision at the star of the game allows better coordination which creates more enjoyable team play.*

## Iron Shield

Research time 75 -> 60

*Allows better tempo play usage*

## Tower Shield

Food cost 250 -> 220

Gold cost 400 -> 340

Research time 100 -> 75

*High cost and research time made it very late game upgrade.*

*Now it can be used in tempo plays.*

## Siege Craft

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

*Slingers are good units to counter enemy archers, but the lack of range bonus at late game made them almost useless post Tool Age.*

## **Jihad**

Villager attack bonus 7 -> 6

Villager reload time set 1.5

Villager movement speed 0.11 -> 0.3

*Jihad damage bonus was good the way it was. Current villager damage changes shouldn't affect on that.*

*Villagers should be better at collecting food in danger zones, but cavalry was able to catch the Villagers too fast.*

## **Juggernaut**

Food cost 1500 -> 1200

Wood cost 700 -> 550

*Extra range and health isn't worth over 2000 resources.*

## **Cataphract**

Food cost 1800 -> 1200

Gold cost 750 (no change)

Research time 150 -> 110

*Cavalry is good only in tempo plays, but the high cost of an Cataphract upgrade made it impossible to be researched in time to achieve the goal.*

## **Scythe Chariot**

Wood cost 1200 -> 800

Gold cost 800 -> 550

Research time 150 -> 220

*Having non gold cost super unit that could match other super units damage was too strong. Being able to spam Scythe Chariot was too easy and strong since there wasn't any good counter play.*

*With weaker Scythe Chariot the upgrade cost needed to be decreased so that Scythe Chariot wasn't only for the late game securing unit.*

*Long research time makes sure Scythe Chariot can't be used in tempo plays whilst still maintaining it's effectiveness as secondary unit.*

## **Metallurgy**

Attack base melee to Scythe Chariots 3 -> 1

*Scythe Chariot with metallurgy dealt way too much damage compared to Scythe Chariot without metallurgy. It was impossible to balance the low damage trample. Now Metallurgy is smallish bonus to a semi strong unit making the Scythe to be viable but not too strong unit for all civilizations that get it.*

## **Alchemy**

Stone thrower, Catapult, Heavy catapult +10 cat/fire damage.

Helepolis, Ballista bonus pierce damage +1 -> +2

*This reduces the hits required to destroy a building from 10 to 9 allowing in more fights the building to be the primary target for the catapults rather than units being it.*

*Now there is much bigger difference between available pierce armor upgrades.*

# Building & resource changes

## Academy

Wood cost 200 -> 175

Build time 60 -> 45

*There was rarely time to use Hoplite as counter units because of how long it takes to get first Hoplites out. Unlike any other Bronze Age unit Hoplite has to be out in the field before the fight breaks out.*

## Watch Tower

Armor stone Defense & Archers -2 -> -6

*Now Slingers deal 1.2 damage to Watch Towers rather than 1. With one damage the Watch Tower was too durable against all Tool Age units.*

## Sentry Tower

Hit points 150 -> 125

## Guard Tower

Hit points 200 -> 150

## Ballista Tower

Hit points 200 -> 150

*Towers are great at early engages for both capturing and holding mines and other important resource position, but the high durability made it too easy to hold a position once it was in your control making games too often end up in a stalemate where no one can do any good damage until first Catapults roll out.*

## Stone Mine

Stone amount 250 -> 200

*250 stone granted too many towers allowing defending players to hold the defense for too long granting them strong late Iron Age even if they had poor map control in mid and early game.*

## Fish Shore, Fish Whale

Food amount set 250

*200 food in shore fishes wasn't enough. Trying to collect food by fishing at early on was too rarely good option because there wasn't enough fish to make up the time that was lost in the search of a good fishing spot.*

## Fisherman

Work rate -13,75% -> -8,33% (+22,2% compared to foraging)

*Collecting food by fishing is always risky and the reward to do so wasn't good enough.*

## Hunter

Work rate +15% -> +8%

*Having elephants close to TC at the start of the game is pure luck and with 15% faster hunting speed those elephants gave too strong start.*

*Hunting is harder than foraging and as so its reward should also be higher.*

# Civilization changes

## Assyrian

**Bonus** Archers fire 33% (25% listed) faster -> 33% faster

**Technologies disabled** Engineering, Chain Mail

**Technology enabled** Architecture

*Correcting listed fire rate. No game play changes.*

*Assyrian should have harder late game if enemy has strong defense.*

## Babylonian

**Bonus removed** +50% Wall hit points

**Bonus** Priest rejuvenate 23,1% (30% listed) faster -> 25% faster

**Bonus** Stone Miners work 20% faster -> 30% faster (carry capacity from +2 -> +3)

**New bonus** Builders work 25% faster

**New bonus** Villagers +1 pierce armor

**Technologies disabled** Improved Bowman, Composite Bowman, Irrigation, Coinage, Metallurgy

**Technology enabled** Heavy Cavalry

*Correcting rejuvenation rate with small tweak.*

*Babylonian bonuses focused too much in defense creating boring game.*

*Weaker late Iron Age forces Babylonian to be the aggressive part creating more ways for the opponent to outplay.*

## Carthaginian

**Bonus removed** Transport ships move 25% faster

**New bonus** Cavalry and Heavy Cavalry +15% (+0.3) movement speed

**New bonus** Ballista and Helepolis fire 15% faster

*Transport ships movement was useless most of the time, but when it worked it was cheesy play.*

*With faster Cavalry it is easier to defend and harass while waiting late game power, gives better control over the map and easier access to gold mines.*

*Iron Age power wasn't high enough for a civilization that often arrived into late game slightly later than others.*

## Choson

**New bonus** All swordsmen and Legion +25 HP

**Bonus removed** Long Swordsmen and Legion +50% HP

*Choson bonuses at Bronze Age focused too much in defense forcing players to play passively.*

*Having strong Iron Age encouraged to play passively.*

## Egyptian

**Bonus** Gold miners work 20% faster -> 30% faster (carry capacity +2 -> +3)

*Without Coinage the slow gold mining bonus wasn't strong enough to create a gap between Egyptian and all other civilizations early/mid gold production.*

## Greek

**Bonus** 25% faster ships -> 25% faster war ships

**Technology enabled** Improved Bowman

*Greek was too unbalanced between water and land maps.*

*No economy bonuses and very few units made it too hard to adapt on enemy plays.*

## Hittite

**Bonus** War ships extra range 1/2/3 -> 2/3/4 (Tool/Bronze/Iron)

**Bonus** Catapults +40% hit points -> +66% hit points

**Technologies enabled** Architecture, Centurion

*2 range allows free hitting turrets without woodcutting.*

*4 max range is needed to make sure water control is important.*

*The bonus health didn't enabled any better strategies it only made sure that the trades ended up slightly better for you.*

*Now the Catapults can tank decent amount of damage and be used as shields in team games without being too strong in all of the trades.*

*Hittite isn't fast civilization and without Architecture the mid/late game power didn't last long enough.*

*Having option to go for Centurions gives needed late game power spike.*



## Macedonian

**Bonus removed** Siege Workshop units cost -50%

**Bonus removed** Academy units bonus pierce armor +2

**New bonus** Swordsmen and Academy units +1 pierce armor

**New bonus** Foot archers and siege workshop units 20% faster movement speed

**Technology enabled** Wheel

**Technologies disabled** Heavy Horse Archer, Chain Mail

*Late game bonuses needs to be tuned down so that early game buffs wouldn't broke Macedonians balance.*

*With no early bonuses executing the intended play-style was almost impossible.*

*Faster back line allows better defense in huge area and easier evade from cavalry to your front line.*

*Wheel is vital part of the game and needs to be unlocked for all civilizations.*

## Minoan

**New bonus** Farms cost -20%

**Technologies disabled** Bronze Shield, Iron Shield, Tower Shield

*Cheaper farms ensures that you have small economy bonus even in land maps.*

*Having extreme bonus to a ranged units and easy way to protect them was too easy. Now trading front line to front line isn't possible forcing Minoan to use the longer range as an advantage to take out the enemy back line with it.*

## Palmyra

**Bonus** Starting food +100 -> +25

**New bonus** Woodcutters carry capacity +3

*Faster working and building Villagers are giving the additional food cost back very fast. Having 100 food at start made the very early game pan out much faster than it should have.*

*If there isn't enough stray trees at close range it will delay Palmyra progress too heavily.*

*Now Palmyra has strong economy bonus which allows better early game aggression and more in game choices.*

## Persian

**Bonus** Triremes fire 33% (25% listed) faster -> 33% faster

**Bonus** Hunters work 30% faster -> 20% faster

**New bonus** Hunted animals grant 75% more food

**Technologies disabled** Artisanhip, Architecture

*Correcting listed fire rate. No game play changes.*

*Faster hunting speed alone makes food run out too fast. Now the hunting bonus is making animals last longer giving power towards the late game and not just at the start of the game.*

*The economy collapse after early iron age didn't happen fast enough.*

## Phoenician

**Bonus** Catapult Trireme and Juggernaut fire 39,1% (30% listed) faster -> 40% faster

*Listing fire rates right and tidying them up at the same time.*

*Elephant Archer buff with Scythe Chariot changes (better for non Metallurgy owning civilizations) and overall meta shifting is good enough to bring Phoenician even with other civilizations.*

## Roman

**Bonus removed** Farms cost -15%

**Bonus** Swordsmen attack 50% (33% listed) faster -> 25% faster

**Bonus** Towers cost -50% -> -35%

**Technology disabled** Architecture

**Technology enabled** Alchemy

*Reduced farm cost made Roman too fast civilization.*

*Roman was too strong at Bronze Age.*

*There were too few choices at late game.*

## Shang

**Bonus removed** Walls +50% hit points

**Bonus** starting food -40 -> -20

**New bonus** 55% decreased wall construction time

**Technology disabled** Ballistics

*Extra hit points on walls didn't do anything at early on.*

*With faster wall build it is easier to trap enemy units and force fights.*

*Having half of the resources for the fifth villager gives more time to explore the surrounding area.*

*Shang is the fastest civilization and it didn't lose quite enough late game power to be reasonable trade off.*



## Sumerian

**Bonus** Stone Thrower, Catapult, Heavy Catapult fire 42,9% (30% listed) faster -> 40% faster

**Bonus** villager bonus hit points +15 -> +11

**Technology disabled** Alchemy

**Technology enabled** Coinage

*Correcting listed fire rate with small change.*

*All other Tool/Stone age changes allowed playing on smaller maps, but peon rushing as Sumerian is too strong and with villager buff it's way too strong.*

*Only Axeman, Clubman (both with or without Toolworking), and scout (with Toolworking) are unaffected by this health reduction.*

*Having too many options for tank killing makes countering Sumerian too hard.*

*Catapults being only units to fight effectively against back line makes countering Sumerian easier.*

*Having good catapults is strong bonus, but if you can't get enough gold within sufficient time then it doesn't help all that much.*

## Yamato

**Technologies disabled** Irrigation, Architecture

*Yamato has strong Tool Age and Bronze Age. As an early game civilization it should lose good amount of late game power.*