

# Patch 1.3 changes

## Linen cloth

Requires Leather armor infantry -> Woodworking

Food cost 40 -> 60

Wood cost 75 -> 30

## Akinaka

Requires Scale armor infantry -> Artisanship

Food cost 80 -> 80

Gold cost 30 -> 40

*Getting melee armor wasn't useful in cases when Akinaka would be useful.*

*Tying the requirement to economy technology that grants bonus to towers and archers is much more useful in defensive situations.*

*Making the cost disparity more linear.*

## Wheel

Research time 50s -> 60s

*50s didn't give enough time for the early aggressor to deal damage.*

## Logistics

Food cost 180 -> 220

Gold cost 100 -> 140

New bonus All Barrack units deal bonus damage against towers

+1 Slinger

+3 Clubman/Axeman

+4/5/6/7 Short Swordsman to Legion

*Logistics lacked meaningful bonus.*

*Now it is good upgrade when players want to use Swordsmen offensively.*

*"Barrack units take 1/2 population, have +1 LOS and deal bonus damage against towers"*

## Scale Armor Infantry

Food cost 100 -> 125

Gold cost 50 -> 75

## Scale Armor Archers

Food cost 125 -> 150

Gold cost 50 -> 100

## Scale Armor Cavalry

Food cost 150 -> 175

Gold cost 50 -> 125

*Scale Armors were too cheaps. Now it is has high enough cost to make it a big investment allowing Akinaka to be even better counter strategy to early Bronze rushes.*

## Chain Mail Infantry

Food cost 125 -> 150

Gold cost 100 -> 100

## Chain Mail Archers

Food cost 150 -> 175

Gold cost 100 -> 125

## Chain Mail Cavalry

Food cost 175 -> 200

Gold cost 100 -> 150

*Keeping the cost steady with Scale armors cost increase. Small cost increase won't have much of an affect at Iron age.*

## Heavy Cavalry (upgrade)

Food cost 350 -> 350

Gold cost 125 -> 0

Wood cost 0 -> 175

### Cataphract (upgrade)

Food cost 1200 -> 1200

Gold cost 750 -> 0

Wood cost 0 -> 900

*Cataphract was draining too much gold. The unit was good at early Iron age rush unit, but without huge tempo advantage it wasn't usable because of how much gold it drained from possible late game plays.*

### Armored Elephant (upgrade)

Research time 150s -> 200s

*Elephant are the strongest units in game and getting them fully upgraded sooner than most of other super units was too good for tempo plays.*

### Improved Bowman & Composite Bowman

Armor Stone Defense & Archers -3 -> -4

*Slingers have gotten much weaker, but they never were too strong against Composite bowmen.*

*This evens out all the nerfs to the Slingers making them to be roughly equally strong against composite bowmen as they were in the original game.*

### Chariot Archer

Reload time 1.45 -> 1.5 (partial revert)

Frame delay 12 -> 6 (revert)

Training time 44s -> 46s

*Don't keep a change just because you spend long time making it.*

*In the end increased frame delay isn't really that good thing to do. Cavalry had enough ways of dealing and outplaying this unit.*

*Massed CA was still a problem and after there was enough Chariot Archers the increased frame delay was non factor in their effectiveness.*

### Priest

Gold cost 125 -> 90

Training time 50s -> 90s

*Slower games have now more use for the priests.*

### Temple

Wood cost 200 -> 150

*Having same cost as siege Workshop was too expensive. Even in games where Priest were used they were used in much smaller quantities than siege units.*

### Farm, Storage pit, Granary

Max elevation difference 0 -> 1

*Starting resources were too often placed in hard to gather places or in hills making them too slow to collect if there wasn't any good spot for the deposit building.*

*Farms could take way too much space if the map was unfairly generated.*

### Small Wall

Stone cost 8 -> 4 (partial revert)

### Medium Wall

Stone cost 8 -> 4 (partial revert)

### Fortified Wall

Stone cost 8 -> 4 (partial revert)

*Increased cost per block was making the games less balanced. With too big gaps between tree lines it was hard to wall off all necessary spots.*

*Balancing out the increased Stone Mining cost and decreased stone amount on maps.*

### Assyrian

Bonus Archers fire 33% faster -> 20% faster

Technologies enabled Improved Bowman, Alchemy

*Archers were too strong in Tool and Bronze Age.*

*Assyrian was too weak in water maps with poor Fire galleys.*

## Greek

**Bonus** All Government Center upgrades available at Bronze Age -> Alchemy and Aristocracy available at Bronze Age

*Ballistics was way too strong bonus in ranged unit vs ranged unit fights. Especially at early stages of Bronze age when microing units was easier due to the small quantity of units in fights.*

*Engineering + Stone Throwers with slow units protecting them was too strong way to win bronze age fights.*

## Hittite

**Technologies disabled** Guard Tower, Ballista Tower

*For such an aggressive civilization having Iron Age towers was too strong.*

## Minoan

**New Bonus** Land ranged units are trained 33% faster

**New Bonus** Ships cost -20% (revert)

**Bonus removed** Fishing ships work 20% faster (revert)

**Bonus removed** Composite Bowmen +2 range

**Technologies disabled** Slinger, Trireme, Catapult Trireme, Juggernaught

*Without any bonuses to war ships Minoan was one of the weakest water civs. Now with the Ships cost reduction returned but Iron Age war ships removed there is clear counter play styles against Minoan strong bonus.*

*Range bonus was too simple and straight forward bonus.*

## Persian

**Technology disabled** Akinaka

*Persian doesn't have Artisanry so it can't get Akinaka.*

## Palmyra

**Technologies disabled** Guard Tower, Ballista Tower

*For such an aggressive civilization having Iron Age towers was too strong.*

## Phoenician

**Technologies disabled** Guard Tower, Ballista Tower

*Phoenician overshadowed almost all civilizations in safety.*

*Now best way to beat Phoenician is high tempo and fast macro.*

## Sumerian

**Bonus** Stone Thrower, Catapult, Heavy Catapult fire 50% faster -> 40% faster (revert)

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

**Technologies enabled** Alchemy, Fanaticism, Legion, Metallurgy

*Dodging catapult projectiles with fast units was too hard.*

*Without Alchemy Sumerian had too weak water control.*

*HHA was too strong with all the support Sumerian has.*

*Legions are good replacements for the missing Centurion without making Sumerian too strong.*

## Yamato

**Technologies disabled** Catapult Trireme, Juggernaught

*Yamato had strong water control all the way from early Tool Age to Late iron age.*

*Now at late there is ways to counter play Yamato in water maps.*

## Small island

**Greatly increased the amount of small non player islands on the map**

*Now there is more land in total at maps and most of the resources are scattered around multiple small islands.*

## Egyptian

**Bug fix** Bonus hit points were not applied to Scythe Chariot after Metallurgy was researched.

## Greek

**Bug fix** Juggernaught and Centurion were not available.