RM Brawl

RM Brawl's focus is at Random Map mode with normal resource amount.

Tool age fights are now more balanced giving better chances for the defender to do something If they can react in time.

Bronze age unit choices aren't any longer limited to a one unit. Now the fast units are only Bronze age units that can be created immediately after advancing to Bronze. All slow units have long build path, but give much more power than fast units making them good pick to a late and mid Bronze Age whilst fast units will still remain their usability in raids.

Iron Age units have been balanced to give all units different strengths and power times. Cavalry line is more focused on the early Iron Age whereas Centurions give much longer uptime and are better in more even games. Scythe Chariot is now weaker, but has cheaper upgrade making it possible to be used with other super units.

Civilizations with extreme unit bonuses have been reworked to give the bonuses for a larger group of units or otherwise give something extra in order to give them multiple good strategies.

For more information go to the website http://rmbrawl.net

Table of contents

Workers and resources

Fisherman
Work rate 0.5175 -> 0.6 (back to original value)

> *Less good starting water positions means vision is more important and that fishermen can be upped to normal values without giving players too much resources for tool rushing.*

Fish Shore
Food amount 200 -> 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.*

Shore fish spots
Amount on maps Lowered to original values

> *Now that there is enough decent Storage pit spots finding one good spot along the coast line isn't that big of an risk to take.*

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.*

Farm
Walkable false -> true

> *With walkable farms it is easier to hide behind walls making ranged units less oppressive.*

Hunter
Accuracy 80% -> 100%
Work rate +15% -> +5%

> *With 80% accuracy villager could die to one lion, this made early game scouting too dangerous.*
> *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.*

Lion/Alligator
Food amount 100 -> 120
Resource decay rate 1.0 -> 0.5

> *Getting good spot for Storage Pit isn't always easy to find and at early on there isn't enough time to scout the good spot. Now it is much easier to find a decent spot. Double lions or alligator with shore fish, plus some stray trees is good enough spot for the first Storage Pit allowing players to scout for the perfect spot without having too much villagers creation downtime.*

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.*

Linen Cloth (New technology)
Requires Tool Age, Woodworking
Food cost 60
Wood cost 30
Research time 30 seconds
Research location Town Center
Effect Villagers +10 hit points and +2 armor base melee

> *Villagers died too fast. With even the smallest skill difference the games ended too fast.*
> *Often late game civilizations that should only get to Iron Age at weaker state didn't get there at all due to the importance of a singe military unit and the ineffectiveness of the defensive units.*

Aegean Dagger (New technology)
Requires Bronze Age, Artisanship, Linen Cloth
Food cost 80
Gold cost 40
Research time 30 seconds
Research location Town Center
Effect Villagers +15 hit points, +1 attack base melee

> *Countering Cavalry rush happened by massing fast units. Now Villagers can withstand small groups of units better allowing slow units to get in position to kill the raiding units which allows more reliable defense with slow units.*

Jihad -> Zealotry
Villager attack bonus 7 -> 4
Villager hit points +40 -> +20
Carry capacity penalty Gold Miner, Stone Miner, Woodcutter -7 -> -6

> *Defensive power is much more meaningful and more flexible bonus to balance.*
> *Now woodcutters carry 10 wood making the penalty low enough to be situationally usable.*
> *60s research time made it too hard to researched in time on cases where bonus hit points and movement speed were not obliviously going to be needed.*
> *Villagers should be better at collecting food in danger zones, but cavalry was able to catch the Villagers too fast.*

Pottery (New technology)
Requires Bronze Age
Food cost 130
Wood cost 60
Research time 60 seconds
Research location Market
Effect Resource buildings (Granary, Storage Pit) cost 50% less, Foragers work 30% faster

> *Going forward with multiple villagers to build military buildings close to a enemy base is no longer that punishing for your economy.*
> *Getting to control berry bushes at the middle of the map is now economically beneficial.*

Wheel
Villagers move 30% faster -> 0.66 (30% -> 60%)
Research time 90s -> 75s

> *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.*
> *Walking long distances to place proxy Barracks, Academies or Siege Workshops took too long making slow units too hard to use offensively.*

Coinage
Bonus gold yielded 25% -> 10%

> *Using high gold cost units in Bronze Age versus turtling player had too many negative effects.*

Tool Age fights

Clubman
Attack base melee 3 -> 5
Reload time 1.5s -> 2.5s
Armor infantry -6 -> -12
> *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 -> -12
> *Keeping stats in line with Swordsmen.*

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.*

Bowman
Range 5 -> 6
Line of sight 7 -> 8
Training time 30s -> 26s
> *Now Bowmen can kill Axemen much easier even if enemy is using some Slingers with them.*

Slinger
Stone cost 10 -> 15
Food cost 40 -> 45
Training time 24s -> 28s

Stone Mining
Food cost 100 -> 120
Stone cost 50 -> 80
> *Slingers were too cheaply done in masses. Two or three barracks were able to give enough Slingers to counter any early ranged attempt in Bronze Age.*
> *Slingers were too strong at Tool Age, being able to fights against any unit.*

Bronze Age fights

Heavy Slinger (upgrade)
Requires Bronze Age, Logistics
Food cost 180
Gold cost 120
Research time 90 seconds
Research location Barrack
Effect Upgrades Slinger into a Heavy Slinger

Heavy Slinger (upgrade effect)
Hit points 25 -> 35
Armor base melee 0 -> 3
Range 4 -> 5
> *Available for all civilizations that have Bronze Shield and Slinger.*
> *Countering Slingers with low upgrade Chariots was too easy and strong way to deal with them.*

Short Swordsman
Hit points 60 -> 70
Attack base melee 7 -> 8
Armor infantry -6 -> -12
Training time 24s -> 26s
> *Without upgrades on them they were too easily traded of or poked down.*

Short Sword (research) (restored)
Food cost 120 (no change)
Gold cost 50 (no change)
Research time 50s -> 75s
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.*

Broad Swordsman
Hit points 80 -> 90
Armor infantry -6 -> -12
Training time 24s -> 26s
> *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.*

Improved Bowman
Hit points 40 -> 35
Attack base pierce 4 -> 5
Training time 33s -> 30s
> *Make it useful even on civilizations that do not have Composite Bowman.*

Improved Bow (research)
Food cost 140 -> 70
Wood cost 80 -> 40
Research time 45s -> 60s
> *Improved Bowmen can't be main part of the army and the cost to make just few of them was too high.*
> *Using Improved Bowmen to counter Cavalry rushes required too little set up.*

Composite Bowman
Training time 33s -> 30s
> *Composite Bowmen 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.*

Composite Bow (research)
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.*

Chariot Archer
Attack Priest -5 -> none (4 -> 0)
Training time 44s -> 55s
Reload time 1.61s -> 1.5s
> *CA was too strong in masses.*
> *Now there needs to be more than two Archery Ranges to hard counter enemy Priests.*

Cavalry
Attack Infantry -1 -> -4 (5 -> 8)
> *Now Cavalry has clearer weaknesses and strengths.*

Academy
Wood cost 200 -> 150
> *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.*

Hoplite
Movement speed 0.9 -> 0.95

Logistics
New bonus All Barrack units deal bonus damage against towers
+1 Slinger
+3 Clubman/Axeman
+4/5/6/7 Short Swordsman to Legion
> *Small line of sight restricted the swordsmen too heavily to be defensive units only.*
> *Logistics lacked meaningful bonus.*
> *Now it is good upgrade when players want to use Swordsmen offensively.*

Nobility
Food cost 175 -> 250
Gold cost 120 -> 180
New bonus All cavalry units, chariots and Camel Rider +5% Movement speed

Scout, Cavalry, Heavy Cavalry, Cataphract, Camel Rider, Chariot, Scythe Chariot & Chariot Archer
Movement speed 2.0 -> 1.90476
Horse Archer
Movement speed 2.2 -> 2.09542
Heavy Horse Archer
Movement speed 2.4 -> 2.38095 (2.4 -> 2.5)
> *After applying the new movement speed bonus from Nobility all unit movement speed changes are obviated.*
> *Having fast cavalry units at the start of the Bronze Age was too powerful in early rushes.*
> *Having more expensive fast units late Bronze Age upgrades makes switching to slow units more favorable.*

Scale Armor Infantry
Food cost 100
Gold cost 50

Scale Armor Archers
Food cost 125 -> 150
Gold cost 50 -> 100

Scale Armor Cavalry
Food cost 150 -> 200
Gold cost 50 -> 150
> *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.*

Iron Age fights

Chain Mail Infantry
Food cost 125
Gold cost 100 -> 75

Chain Mail Archers
Food cost 150 -> 175
Gold cost 100 -> 125

Chain Mail Cavalry
Food cost 175 -> 225
Gold cost 100 -> 175
> *Keeping the cost curve in line with Scale armors cost increase.*

Martyrdom -> Sacrifice
Gold cost 600 -> 400
> *Martyrdom has now same cost as AOE:DE*

Long Swordsman
Hit points 100 -> 120
Armor infantry -6 -> -12
Training time 24s -> 26s
> *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 -> -12
Training time 24s -> 26s
> *Swordsmen are strong and getting masses of them too fast makes it hard to counter that type of play.*

Phalanx
Movement speed 0.9 -> 0.95

Aristocracy
Movement speed bonus +0.225 -> +0.19 (25% -> 20%)
> *Centurions didn't need that many bonuses. They were strong enough in the late game.*

Centurion
Armor base pierce 0 -> 1
Movement speed 0.9 -> 0.95
> *Centurions were too easy to counter and it had too many counters.*

War Elephant
Blast width 1.2 -> 1.5
Training time 55s -> 50s
> *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 -> 1.5
Training time 55s -> 50s
> *Armored Elephant didn't have high enough damage to be a good late game threat.*

Elephant Archer
Training time 55s -> 50s
Attack base pierce 5 -> 6
> *Elephants Archers were winning fights only against few other ranged units and even then they were only barely winning the fights.*
> *Changing the unit to match AOE:DE.*

Horse Archer & Heavy Horse Archer
Training time 44s -> 40s
> *With Elephant Archer Cataphract and Slinger buffed it was harder to play with weak pressure.*

Heavy Cavalry
Hit points 150 -> 165
Attack base melee 10 -> 11
Armor Base Pierce 1 -> 2
Attack Infantry -1 -> -4 (5 -> 8)
> *Heavy Cavalry should works well as a surprise rush unit, but Bronze Age ranged units were too strong and versatile defense to never give a change for Heavy Cavalry to be used.*
> *Swordsmen are stronger and Cavalry line needs to keep up with it.*
> *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)
Food cost 350 -> 350
Gold cost 125 -> 0
Wood cost 0 -> 175
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.*

Cataphract
Hit points 200 -> 180
Attack infantry 0 -> 0 (6 -> 12)
> *Cataphract lacks unique attributes. Now it works well only if you have tempo advantage.*

Cataphract (research)
Food cost 1800 -> 1200
Gold cost 750 -> 0
Wood cost 0 -> 900
Research time 150s -> 100s
> *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.*
> *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.*

Scythe Chariot
Attack base melee 9 -> 8
Armor base melee 2 -> 0
Hit points 120 -> 135
Blast width 1.2 -> 1.5
> *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.*
> *Better resistance vs priest is strong buff. Massive damage bonus isn't necessary.*

Scythe Chariot (research)
Wood cost 1200 -> 500
Gold cost 800 -> 350
> *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.*

Siege and water units

Trireme
Attack base pierce 12 -> 11
Reload time 1.98s -> 1.89s
Projectile speed 5.2 -> 4.9
> *Alchemy is now giving +2 damage. This change keeps the max damage as same.*

Stone Thrower
Attack walls -5 -> 0
Attack buildings -15 -> -10
Blast width 0.5 -> 0.65
Projectile speed 3.28 -> 3
Reload time 5.75s -> 5.375s
> *Now Alchemy helps Stone Thrower to destroy buildings with one less shot.*
> *Composite bowmen are too reliable one unit defense.*

Catapult & Heavy Catapult
Projectile speed 3.28 -> 3
Reload time 5.75s -> 5.375s
Blast width 1.0 -> 1.2
> *Decreased blast width was strong enough nerf for the faster projectiles.*

Ballista
Reload time 3.3s -> 3.1s
Projectile speed 5.2 -> 4.9
Attack Towers, Walls, Buildings set: none
> *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 2.4s -> 1.95s
Projectile speed 5.2 -> 4.9
Attack Towers, Walls, Buildings set: none
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.*

Catapult Trireme & Juggernaught
Wood cost 135 -> 90
Reload time 5.6s -> 5.0s
Projectile speed 3.28 -> 3.1
Reload time 5.0 -> 5.3
> *Siege ships were used mostly in water maps where wood was scarce and the same wood cost for siege ships and Triremes discouraged the Siege ships usage in water fights leaving them to be a clean up unit only.*
> *Triremes were still too strong compared to water siege.*

Juggernaught
Blast width 1.0 -> 1.2

Juggernaught (research)
Food cost 1500 -> 1300
> *Extra range, health and increased blast width isn't worth over 2000 resources.*

Scout Ship, War Galley & Trireme
Training time 76s -> 70s
> *Rushing in water maps had too little effect.*

Light Transport & Heavy transport
Training time 96s -> 75s

> *Now it's possible to use transport ships in early rushes giving more ways to fight in water maps.*

Stone Thrower , Catapult, Heavy Catapult
Attack villagers None -> 0

Villagers (all)
Armor villagers None -> -5

> *Now catapults can still kill villagers with a one shot.*

Alchemy
Bonus for all catapults
> Melee +1 -> +6
> Buildings none -> +10

Bonus for Catapult Trireme & Juggernaught
> Buildings +1 -> none
> Melee none -> +6

Bonus for Trireme, Ballista Tower, Ballista & Helepolis
> Pierce +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.*

Towers and walls

Watch Tower
Reload time 1.4s -> 1.5s
Stone cost 150 -> 120
Armor stone Defense & Archers -2 -> -7
> *Now Slingers deal 1.4 damage to Watch Towers rather than 1. With one damage the Watch Tower was too durable against all Tool Age units.*

Sentry Tower
Reload time 1.4s -> 1.5s
Stone cost 150 -> 120

Guard Tower
Reload time 1.4s -> 1.5s
Stone cost 150 -> 120
Attack base pierce 6 -> 5

Ballista Tower
Stone cost 150 -> 120
Attack base pierce 20 -> 11
Projectile speed 5.2 -> 4.9
Reload time 3.2s -> 3.1s
> *Tower were generally bad building choice at early on due to their limited protective area and bad villager protection ability.*
> *Stronger towers allow small area defending with a great effect allowing late game civilizations to keep defending with a smallish control rather than forcing them to go all in at early/mid Bronze Age.*
> *Tower defending was too strong at mid Iron Age if the defender was able to get through Bronze with towers up, too often freezing games for a very long time.*
> *Stronger villagers were able to build up towers too easily when they were under fire.*

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.*

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.*

Small Wall
Stone cost 5 -> 4
Armor buildings -140 -> none
Armor walls -25 -> -175

> *Balancing out the increased Stone Mining cost and decreased starting stone.*
> *Small Wall should be good for slowing down enemy and not for totally stopping them. With right Bronze Age units the wall will go down fast enough forcing enemy to upgrade walls if they want to keep villagers safe.*

Medium Wall
Stone cost 5 -> 4
Armor buildings -140 -> none
Armor walls -25 -> -165

Fortified Wall
Stone cost 5 -> 4
Armor buildings -140 -> none
Armor walls -25 -> -165

Cavalry, Heavy Cavalry & Cataphract
Attack walls none -> -165

> *This gives bonus damage towards Small Wall only giving more power to the gold eating cavalry line and making it better for tempo plays.*

Siege Craft (revert)
Villagers attack towers +10 -> +30
Villagers attack walls +35 -> +40

> *Changing to match AOE:DE*

Armor rewrite

All buildings (armor)
Buildings -140 -> -180
Cat/Fire -40 -> none

All Towers (armor)
Buildings -50 -> none
Towers -35 -> -65
Slinger -7 -> -7

All infantry units and Slinger (attack)
Towers -35 -> -65

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

Catapult Trireme & Juggernaught (attack)
Walls none -> -30
Towers none -> -20
Buildings 35 -> -45
Melee none -> 40

Fire Galley
Armor Ballista -5 -> none
Armor Buildings -10 -> none
Attack Walls -25 -> none
Attack Cat/Fire -30 -> none
Attack Towers -35 -> none
Attack base melee 12 -> 24
Attack flame -18 -> none

All ships (armor)
Fire -30 -> none

Villager (attack)
Walls -25 -> -185
Towers -35 -> -65

Alchemy
Bonus for fire Galley
      Attack flame, Towers, Walls, Buildings set: none
      Attack base melee +3 -> +6
      These changes are mainly for the clearance and won't change much of a 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.

Civilization changes

Heavy Transport
Enabled for all civilizations (Assyrian, Babylonian, Choson, Hittite, Palmyra, Shang, Sumerian)
> *Not having upgrade to Light Transport didn't make the civilizations that much weaker, but was more of a slowing aspect due to the bad path fining when loading transport ships.*
> *Enabling Heavy transport ships for all civilizations allows smoother game play.*

Coinage
Enabled for all civilizations (Egyptian, Hittite, Palmyra, Shang, Sumerian)
> *Now all civilizations have strong early/mid Iron Age without making turtling too effective playstyle*

Heavy Slinger (12/4)
Available Carthaginian, Choson, Egyptian, Greek, Hittite, Palmyra, Persian, Phoenician, Roman, Shang, Sumerian, Yamato
Unavailable Assyrian, Babylonian, Macedonian, Minoan

Linen Cloth
Available for all civilizations.

Aegean Dagger
Available for all civilizations.

Pottery
Available for all civilizations.

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
Bonus removed Villagers +10% movement speed
Bonus Archers fire 33% (25% listed) faster -> 20% faster
New bonus Villagers +3 carry capacity
Technologies disabled Engineering, Chain Mail
Technologies enabled Architecture, Nobility, Scythe Chariot
> *14% faster villagers with wheel were too fast compared to cavalry.*
> *Assyrian should have harder late game if enemy has strong defense.*
> *Chariot Archers are easier to counter and all other units were too weak to be used effectively in fights. With Nobility the Bronze age unit choices are wider allowing Assyrian to effectively prepare counters.*
> *Archers were too strong in Tool and Bronze Age.*

Babylonian
Bonus removed +50% Wall hit points
Bonus removed Priests rejuvenate 25% faster
Bonus removed Stone Miners work 30% faster
Bonus Towers have +75% HP -> +40% HP
New bonus Stone Thrower, Catapult, Heavy Catapult +20% blast radius
New bonus Builders work 25% faster
New bonus Villagers +1 pierce armor
> *Babylonian needed some better way to deal with the durable units. The Priest bonus wasn't helping at that.*
> *Having faster building villagers with pierce armor made tower rushing much more effective than with any other civilization. Faster stone mining made the gap way too large making the tower rush to be either Babylonian bonus only, or if it was possible to do with other civilizations then Babylonian was too strong at it.*
> *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.*

Carthaginian
Bonus removed Transport ships move 25% faster
Bonus Elephants and academy units bonus hit points +25% -> +20%
New bonus All Stable units +1 armor
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.
Bonus armor can be countered or straight up traded away with right units, but it will give enough base stats to allow good chance at getting into iron with multiple 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
Technologies enabled Chain mail, Heavy Horse Archer, Catapult Trireme

Choson bonuses at Bronze Age focused too much in defense forcing players to play passively.
Having strong Iron Age encouraged to play passively.
Without bonuses to Horse Archers or any way to have long sustainable force with Horse Archers in fights Choson couldn't use then effectively enough.
Triremes being weaker without Alchemy makes Choson too weak water civ.

Egyptian
Bonus All chariot units +33% hit points -> +25% hit points
Bonus Priest +2 range -> +3 range
Technology enabled Catapult

33% extra hit points ensured that whatever the chariots were facing they could not be defeated without huge losses.
Now that Scythe Chariot is nerfed Egyptian doesn't have any good choices against heavy front line.

Greek
Bonus removed Academy units move 25% faster
Bonus 25% faster ships -> 20% faster ships
New bonus Aristocracy available at Bronze Age

Greek was too unbalanced between water and land maps.
Greek Centurions were too strong with the speed bonus. Especially since it was so much easier to play safe the early game. Now Greek advances more stable through ages and at later isn't so strong with centurions only. Now Siege units are more prevalent to the Greeks late game strategies allowing there to be good counter play mechanics against Greek.

Hittite
Bonus removed Archers +1 damage
Bonus War ships extra range 1/2/3 -> 3
Bonus Catapults +40% hit points -> +50% hit points
New 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).
Technologies enabled Slinger, Fishing Ship, Architecture

Flat bonus damage to archers was problematic to balance and history vice made no sense to be Hittites bonus.
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 strong enough on water maps to justify the missing fishing boat upgrade.
Without early archer bonuses Hittite needs Slingers back.

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
Technologies disabled Heavy Horse Archer, Chain Mail, Coinage, Slinger, Armored Elephant
Technologies enabled Wheel, Nobility, Catapult

> *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.*
> *Without the option to go for Cavalry the Macedonian early aggression was too limited.*
> *For such and aggressive civilization the late game power lasted too long allowing Macedonian to keep the tempo up and finish the game too well against late game civilizations.*
> *Macedonia has bonuses for the other three Tool Age unit making it one of the best Tool Age fighting civilizations even without Slingers.*
> *Macedonian should have good options against heavy tower defense.*

Minoan
Bonus removed Composite Bowmen +2 range
Bonus Ships cost -20% -> -15%
New Bonus Land ranged units are trained 33% faster
New bonus Farms cost -20%
Technologies disabled Slinger, Catapult Trireme, Juggernaught, Alchemy

> *Without Strong Iron Age ships Minoan needs to use its strong water power at early.*
> *Cheaper farms ensures that you have small economy bonus even in land maps.*
> *Range bonus was too simple and straight forward bonus.*

Palmyra
Bonus removed Villagers cost 75 food
Bonus removed Starts the game with +100 food
Bonus removed Villagers have +1 pierce/slash armor
Bonus removed Villagers work 25% faster at all tasks
Bonus removed Tributes are free
Bonus (no change) Camel Riders move 25% faster
New bonus Market upgrades have no food cost
Technology disabled Armored Elephant
Technology enabled Logistics

> *High cost Villagers with much faster work rate created weak early game and very strong mid game in most games.*
> *Normal starts were slow and easy to punish, but with a good elephant start Palmyra got it's economy rolling very fast and was unstoppable.*
> *Having population efficiency on villagers was hitting on the game setting versatility too hard.*

Persian
Bonus removed Hunters work 30% faster
Bonus Triremes fire 33% (25% listed) faster -> 33% faster
Bonus Elephants move 40% faster -> 30% faster
New bonus Hunted animals grant 40% more food
Technology disabled 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.*
> *Going into fast Iron Age and killing enemy foot soldiers with War Elephants was too strong strategy.*
> *With 30% movement speed bonus Composite Bowmen are capable of running away from Elephants forcing Persian player to have mixed army.*
> *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 All elephant units cost -25%
Bonus removed Catapult Trireme and Juggernaught fire 39,1% (30% listed) faster
Bonus Woodcutters work 15% faster -> 20% faster
New bonus All Temple technologies give bonus HP to Priests (Max 82 HP)
Technologies disabled Catapult Trireme, Juggernaught
Technology enabled Metallurgy

> *With decent economy bonus and multiple strong melee units, but no good back line Phoenician can execute it's play style well whilst having clear counter mechanics to it units.*
> *Disabled Architecture ensures that the enemy can always be faster at changing units if needed.*
> *Having faster woodcutters is more than enough to ensure strong water battles.*
> *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.*

Roman

Bonus removed Farms cost -15%
Bonus Swordsmen attack 50% (33% listed) faster -> 25% faster
Bonus Town Centers cost reduction -15% takes effect after Tool Age
Bonus Towers cost -50% -> -30%

> *Reduced farm cost made Roman too fast civilization.*
> *Towers are stronger and having such a massive bonus to it isn't balanced.*
> *Having cheaper Town Center in nomad start allowed to build both TC and a house giving too strong start.*

Shang

Bonus removed Walls +50% hit points
Bonus removed starting food -40
New bonus Military buildings cost 50% more
New bonus 55% decreased wall construction time
Technologies disabled Craftsmanship, Helepolis, Ballistics

> *With faster wall build it is easier to trap enemy units and force fights.*
> *Reduced starting food did do made Shang more balanced, but it didn't fix the problem.*
> *Shang was able to grow economy and military too well together. Now when Shang wants to commit into military its economy growth is slowing down enough for other civilizations to catch up and to be able to match it at certain times.*
> *Shang had too many strong units at Iron Age.*
> *Faster bolt speed means that ballistics isn't that necessary to counter faster units making Shang late game more effective and harder to counter.*
> *Without extra range the Horse Archers are much easier to counter allowing late game civilizations to better exploit Shangs weaknesses.*

Sumerian

Bonus Stone Thrower, Catapult, Heavy Catapult fire 42,9% (30% listed) faster -> 40% faster
Bonus Villager bonus hit points +15 -> +10
Bonus Farms have +125 food -> +75 food
Technology disabled Craftsmanship

> *New villager upgrades are making Sumerian health bonus even more significant.*
> *Without Good front line Sumerian needs to rely on its ranged units and keep microing its units to match other late game civilizations. This gives the Sumerian play style more depth and creates good counter play mechanics.*

Yamato

Bonus removed Villagers +10% movement speed
Bonus All Cavalry units cost -25% -> -20%
New bonus Villagers +3 carry capacity
Technologies disabled Centurion, Catapult Trireme, Juggernaught

> *14% faster villagers with wheel were too fast compared to cavalry.*
> *Yamato was able to do Cavalry rush with only 22 villagers making it too strong strategy with little counterplay.*
> *Having Centurions available gave too strong late game power.*
> *Yamato had strong water control all the way from early Tool Age to Late iron age.*

Credits

Advanced Genie Editor
http://aok.heavengames.com/blacksmith/showfile.php?fileid=11002
Used for editing .DAT file.
> *Advanced Genie Editor allows to edit empires-mod.dat file which contains information about units, technologies, civilizations and many other stats.*

Turtle Pack
http://aok.heavengames.com/blacksmith/showfile.php?fileid=11349
Used for editing .DRS and .SLP files.
> *Turtle Pack allows reading game data files which contains images, musics and other in game information.*

Heavy Slinger
http://aoe.heavengames.com/dl-php/showfile.php?fileid=2585
Used for Bronze Age Slinger graphic.