

# Patch 1.2 changes

## Slinger

**Reload time** 1.5 -> 1.75

*Slingers were still too strong against Axemen.*

## Bowman

**Armor stone defense & archers** -1 -> -2 (Revert)

*After Reload time nerf on slingers they become too weak against bowmen.*

## Watch Tower

**Armor stone Defense & Archers** -6 -> -7

*Keeping Slinger damage same as before reload time nerf.*

## Helepolis

**Reload time** 1.9 -> 1.98

*Longer range and much faster bolt speed gives high reliability. Dodging bolts with fast units wasn't easy enough.*

*Helepolis countered too many units and was too safe pick in general.*

## Heavy Cavalry

**Armor Base Pierce** 1 -> 2

*Heavy Cavalry should work well as a surprise rush unit, but Bronze Age ranged units were too strong and versatile defense to never give a chance for Heavy Cavalry to be used.*

## Logistics

**New bonus** All Barrack units +1 LOS

*Small line of sight restricted the swordsmen too heavily to be defensive units only. Now it is easier to harass enemies with few lone swordsmen.*

## Nobility

**New bonus** All cavalry units, chariots and Camel Rider +15% Movement speed

**Scout, Cavalry, Heavy Cavalry, Cataphract, Camel Rider, Chariot, Scythe Chariot & Chariot Archer**

**Movement speed** 2.0 -> 1.74

## Horse Archer

**Movement speed** 2.2 -> 1.91

## Heavy Horse Archer

**Movement speed** 2.4 -> 2.09

*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.*

## Akinaka

**Gold cost** 80 -> 30

**Food cost** 140 -> 80

**Research time** 50s -> 30s

*Akinaka is supposed to prevent prolonged early rushes to finish the matches, but it had too long research time and too high cost to get the effect in use without losing too much villagers, often being worse choice to opt into than using fast units.*

## Jihad

**Carry capacity penalty** Gold Miner, Stone Miner, Woodcutter -7 -> -6

**Research time** 60s -> 40s

*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 were not obviously going to be needed.*

## Lion/Alligator

**Food amount** 100 -> 130

**Resource decay rate** 1.0 -> 0.4

*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.*

## Shore fish

**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 a risk to take.*

## Fisherman

**Work rate** 0.55 -> 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 whale

**Effective food amount** 250 -> 300

**Work rate** 0.40 -> 0.48 (+20%)

*At late game the water control wasn't important enough in a maps which players had access to others bases through land. Now the water control gives good amount of food even after the shore fishes have been finished.*

## Inland

**Resource removed** Fish whale

*Having own water spot with Whales was giving too safe and strong food gathering place.*

## Assyrian & Yamato

**Bonus** Villagers move 14% faster -> 10% faster

*14% faster villagers with wheel were too fast compared to cavalry.*

## Babylonian

**Bonus removed** Stone Miners work 30% faster

*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.*

## Choson

**Technology enabled** Alchemy

*Without bonuses to Horse Archers or any way to have long sustainable force with Horse Archers in fights Choson couldn't use them effectively enough.*

## Greek

**Bonus removed** Academy units move 25% faster

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

*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. Having all the bonuses as researches and not as an instant bonuses forces Greek to choose witch units to use giving both players good changes at making the right plays by picking the counter units correctly.*

## Hittite (rework)

**Bonus removed** Archers +1 damage

**New bonus** All chariots dismount on death but have -25% hit points

**Technology enabled** Slinger

*Flat bonus damage to archers was problematic to balance and history vice made no sense to be Hittites bonus. Chariot Archer & Chariot dismounts to Clubman and Scythe Chariot dismounts to Short Swordsman. Now Chariots are strong against back line units, but are much weaker against front line forcing Hittite to use its catapults. Without early archer bonuses Hittite needs Slingers back.*

## Macedonian

**Technology disabled** Slinger

*Macedonia has bonuses for the other three Tool Age unit making it one of the best Tool Age fighting civilizations even without Slingers.*

## Minoan

**Bonus removed** Ships cost -20%

**New bonus** Fishing ships work 20% faster

**Technologies disabled** Siegecraft, Heavy Catapult

*Cheaper war ships were too strong bonus with no way to counter it.*

*For a civilization with decent economy bonus and strong mid game unit bonus the late game was too strong. Now Minoan needs to use Long Swordsmen or Cavalry to take out enemy Heavy Catapults, which gives other late game civilizations a strong way to counter Minoan.*

## Phoenician

**Bonus removed** All elephant units cost -25%

**Bonus** Woodcutters work 15% faster -> 20% faster

**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.*

## Palmyra (rework)

**Bonus removed** Town Centers cost 400 wood

**Bonus removed** Villagers cost 70 food

**Bonus removed** Starts the game with +80 food

**Bonus removed** Villagers have +1 pierce/slash armor

**Bonus removed** Villagers work 25% faster at all tasks

**Bonus removed** Woodcutter have +3 carry capacity

**Bonus removed** Tributes are free

**Bonus (no change)** Camel Riders move 25% faster

**New bonus** Villagers take ½ population

**New bonus** All workers have +3 carry capacity

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

*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.*

*With Villagers taking only half population scouting is easier and finding the good food gathering spots has less to do with luck and more to do with skill.*

*New villagers can capture and harvest resources much better giving great and reliable economy bonus.*

*Having Cavalry with the current Palmyra's early game tempo was too strong bonus.*

*Late game was too strong. Now low range siege units are more relevant in fights against late game civilizations.*

## Shang

**Bonus** Military buildings cost 33% more -> 50% more

*Early Tool rushing was still more effective with Shang than with any other Civilization. And at later on the cheaper villagers started to create much better advantage than 10 food.*

## Shang

**Bug fix** Unable to upgrade walls past Small Wall

## Town Center

**Bug fix** Iron Age upgrade available after one Bronze Age building is built.

## Fire Galley

**Visual bug fix** Bonus damage from Alchemy isn't showing.