

Patch 1.14 changes

Dock

Work rate bonus at Stone Age +50% -> none (tool age bonus unchanged at 50%)

Early dock was accumulating food at a too high rate. In water maps having good stranglers gave too strong economy boost.

Fisherman

Work rate 0.6 -> 0.55 (-8.33%)

Carry capacity 10 -> 20

Good storage pit position in water maps is rare but having that gives too strong start.

Now there is more possible storage pit positions but none of them too strong to give game deciding advantages.

Slinger

Attack speed 1.7s -> 1.5s (revert)

Increased food cost is enough to prevent mass Slingers becoming strong too fast.

Bowman

Training time 26s -> 36s

Bowmen + villagers + tower was too strong defense.

Now it is easier to overwhelm an opponent who is not prepared to an early Tool Age war.

Camel Rider

Hit points 135 -> 125 (revert)

Just a slight nerf to match the nerft on other top tier units.

Cavalry

Hit points 135 -> 125

Just a slight nerf to match the nerft on other top tier units.

Composite Bow

Food cost 450 -> 500

Composite Bow should be a big investment because there is no good counter units against them at Bronze Age.

Patch 1.14 reverts

Scout (revert)

Hit points 70 -> 60

With weaker towers and Bowmen the scout buff isn't needed.

Watch tower (revert)

Attack base pierce 4 -> 3

Watch tower was good against Bowmen and Scout. There was no reason to make it strong against Slingers.

Sentry tower (revert)

Attack base pierce 5 -> 4

Never really needed this buff.

Wheel (revert)

Research time 75s -> 90s

With higher HP villagers rushing to Bronze Age was strong enough strategy.

Improved Bowman (revert)

Hit points 45 -> 40

Composite Bowmen are so strong that there was no real need to buff the path to it.

Architecture (revert)

Wood cost 120 -> 175

Food cost 50 -> 150

Whereas it is nice to get early Architecture to allow build transitioning it wasn't the limiting factor in a way that it would enable any new strategies.

Short Swordsman (revert)

Attack base melee 9 -> 7

Short Sword (upgrade) (revert)

REMOVED

Broad Swordsman (revert)

Hit points 100 -> 80

Stronger swordsmen with later power spike makes the swordsmen different and maybe better, but the earlier power spike with lower late bronze bonus works well too.

Long Swordsman (revert)

Hit points 120 -> 100

With no changes to Broad Swordsmen this buff doesn't make sense.

Hoplite, Phalanx, Centurion (revert)

Movement speed 1.0 -> 0.9

Hoplite had it use cases even with the 0.9 movement speed. There was no need to expand Hoplites use cases.

Aristocracy (revert)

Movement speed bonus +0.1 -> +0.225 (10% -> 25%)

Reverting because Hoplites movement speed was reverted.

Patch 1.14 civilization changes

Assyrian

Technology disabled Architecture [\(revert\)](#)

Removing any unnecessary small changes.

Choson [\(partial revert\)](#)

Bonus removed All infantry units have +10%, +25%, +50% HP at Tool, Bronze, Iron Age (respectively)

New bonus Axeman, Short Swordsman, Broad Swordsman, Long Swordsman and Legion have

+5/15/20/60/80 HP (respectively)

Giving Clubmen +4 HP at early Tool Age didn't matter so much that the whole bonus would have to be changed.

Persian

Technology enabled Architecture [\(revert\)](#)

Removing any unnecessary small changes.

Palmyra

Bonus removed Market upgrades are free

New bonus Tool Age market upgrades are free

Free market upgrades gave too strong Bronze Age advantage.