

# Patch 1.15 small reverts

## Lion (revert)

Attack base melee 3 -> 2

## Alligator (revert)

Attack base melee 6 -> 4

## Elephant (revert)

Damage 15 -> 10

*The difference between one and two villager forwards were massive even with weaker gaia units.*

## Scythe Chariot

Bonus damage vs Priest 8 -> 9 (revert)

*No reason to change this*

## Fire Galley (revert)

Extra damage taken from Ballista/Helepolis 0 -> 5

Extra damage taken from all catapult units 0 -> 10

*Can leave these bonuses to the game too. Catapult Trireme being able to 4 shot Fire Galley isn't that big of a deal.*

# Patch 1.15 big reverts

## Slinger

Food cost 50 -> 40 (revert)

*Axemen and villagers being able to run faster than Slinger is massive nerf on its own.*

## Heavy Slinger

Range 6 -> 5

*Heavy Slinger shouldn't be too good versus massed Composite Bowmen.*

## Camel rider

Training time 40s -> 32s (revert)

*Without extra hit points Camel Rider isn't too strong against Chariot Archers.*

## Catapult Trireme & Juggernaught

Gold cost 75 -> 50 (revert)

Wood cost 90 -> 135 (revert)

Attack base melee 40 -> buildings 40 (partial revert)

*It isn't that important to have same damage type as other catapults have.*

*Needing one less hit to kill Triremes and Fire galleys is more suitable buff.*

## Stone Thrower, Catapult & Heavy Catapult

Wood cost 140 -> 180 (revert)

*Wood cost reduction had little to no effect on the Stone Throwers usage.*

## Scythe Chariot (upgrade) (revert)

Wood cost 500 -> 1200

Gold cost 350 -> 800

*Scythe still has massive impact on fights. The increased cost is good to make sure all units with 0 melee armor and civilizations without Chain Mail can have strong impact on early Iron Age.*