

Patch 1.18 Balance Changes

Lion

Attack 2 -> 3

With no double Lions and 35 HP villagers Lions weren't big enough threat.

Bowman (revert)

Range 6 -> 5

Having extra 0.1 movement speed is enough to not get slaughtered by Slingers.

Slinger

Attack bonus versus towers and walls 3 -> 5

Attack bonus versus mounted archers 2 -> 4 (revert)

Walls and towers were too strong defense if the map was favorable.

Walls were blocking all unit movement too effectively at Tool Age.

Longer training time and slower movement speed is enough to allow CA players a room to breath.

Small Wall

Armor base melee 0 -> -5

Axemen and Cavalry were blocked out too effectively.

Elephant Archer

Attack base pierce 5 -> 6

Gold cost 45 -> 80

EA was too weak against 3 pierce armor units.

The play style of EA was too low with interactions.

Camping EA ranges wasn't effective because 7 EA's can hold the area so long that the defender can just keep producing more EA's while under fire.

Having control of a single gold mine was more than enough to create strong army making it too easy to gather the resources for mass EA.

With stronger HA, usable Iron Age Slingers and stronger early Iron SC there is enough ways to counter EA.

Babylonian

Technology enabled Trireme

Better Tool rushing and faster dock building weren't strong enough naval bonuses.

Egyptian

Bonus removed All elephant units have +1 attack (revert)

Egyptian had many bonuses and this one was too specific. Buffing EA will be sufficient.

Hittite

Bonus removed Mounted archer have +1 attack (revert)

New removed All archer have +1 attack (revert)

Technology disabled Elephant Archer

With 5 range Bowmen can't kite back effectively against Slingers allowing Hittite to get the +1 attack without making it too strong.

Hittite had too strong Iron Age with the buffed Elephant Archers.

Phoenician

Bonus All elephant units cost -25% -> -20%

Phoenician EA was too strong.

Hill Country & Highland

Old elephant spawn (12-0 distance) Spawn amounts 7+(1 per map size) -> 5+(1 per map size)

New Elephant spawn One Elephant for each player, Distance from TC 20-28

World berries 5+(1 per map size) -> 8+(1 per map size)

There needs to be always enough resources to do something more than 18 villager rush.

Patch 1.8 Unit to Tech Changes

Cross Bowman (removed)

No need for this after the new technologies.

All civs which got Crossbow now get Improved Bowman.

Heavy Slinger (removed)

No need for this after the new technologies.

Bracer (New technology)

Requires Bronze Age

Food cost 125

Wood cost 60

Research time 60 seconds

Research location Government Center

Effect Foot archers and Slingers have +10 HP and +1 range

Available Assyrian, Carthaginian, Choson, Greek, Hittite, Roman, Sumerian

Having ranged options for all civilizations creates more enjoyable games and lessens the requirement cavalry rushes needs to have.

Enabled for all civilizations which don't have access to Composite Bow.

Logistics

New bonus Barrack units get bonus slash armor equally to their pierce armor

Now Slingers are usable Bronze Age unit to counter mass archers, allowing all civilizations to fight effectively at Late Bronze Age.

Buffs swordsmen into more even state with other super units.

Long Swordsman and Legion

Slash Armor 2 -> 1

The barrack units are stronger now with the added bonus.

Legion (upgrade) (revert)

Food cost 700 -> 1400

Gold cost 300 -> 600

New technology is enough to empower the swordsmen line.

Heavy Cavalry & Cataphract

Bonus damage versus Infantry 6/7 -> 7/9

Legions were too strong, maintaining the 18 damage vs Legions to keep Cataphract versatile.

Roman

Bonus Swordsmen and Legions attack 33% faster -> 25% faster

With slash armor increased from 8 to 10 Roman Legions were way too strong.

Carthaginian, Choson, Greek, Roman, Sumerian

Technology enabled Improved Bow

Without Cross bowmen the Improved Bowman is needed