

# Patch 1.13 technology and unit changes

## Villager

Hit points 40 -> 35

*40/45 hit points was too much. Scouts and archers were unable to do proper raids.*

## Zealotry

Bonus hit points +20 -> +25

*Keeping the max HP same.*

## Scout

Hit points 60 -> 70

*Scouts were too weak at everything.*

## Improved Bowman

Hit points 35 -> 45

Pierce damage 5 -> 4 (revert)

*Improved Bowmen were too versatile unit, they were too strong against both Cavalry and Slingers.*

*Having more HP allows improved bowmen to be used offensively giving their users an other strategy apart from walling in and waiting for Composite Bow upgrade.*

## Camel Rider

Gold cost 30 -> 40

*With lower Villagers Hit points Camel Riders weakness wasn't as significant as it used to be.*

## Legion (upgrade)

Food cost 1400 -> 700

Gold cost 600 -> 300

*Legions only strength over Centurion and Armored Elephants is the early Iron Age creation speed, but the high upgrade cost made that window of opportunity too short.*

## Heavy Cavalry

Hit points 170 -> 175

*Heavy Cavalry was still underperforming as an early Iron Age rush unit.*

# Patch 1.13 civilization changes

## Assyrian

**Technologies disabled** Iron Shield, Tower Shield (partial revert)

*Bronze Shield is enough to bring the sword line at a usable state. Assyrian shouldn't be too strong at late Iron Age.*

## Babylonian

**Bonus removed** Stone Throwers, Catapults and Heavy Catapults +20% blast radius (revert)

**Bonus** Towers have +40% HP -> +75% HP (revert)

**New bonus** Stone miners work 20% faster (revert)

**New bonus** Storage Pit upgrades cost -50%

*With the current path finding the increased blast radius made catapults to have too huge one shot damage potential.*

*Babylonian has huge unit roaster but no good way to swap between unit nor any unit specific bonuses. Cheaper Storage pit upgrades with faster builders allows Babylonian to do fast unit changes without losing too much tempo.*

*Having strong towers is a good guarantee against heavy Tool Age aggression.*

*Without the pierce armor on villagers the original tower bonuses weren't too strong.*

## Choson

**Bonus removed** Phalanx line got the bonus HP (revert)

*Having Camel Riders is enough to give a variety in the Choson strategies.*

*This bonus wasn't as clear as it should be.*

## Egyptian

**Bonus removed** Stone miners work 20% faster (revert)

**Bonus** All chariot units +33% HP -> +20% HP

**New bonus** Can build walls and farms at Stone Age (Stone Age walls have 80 HP)

**Technology enabled** Bronze Shield

*Now Egyptian has good ways to play at Tool age.*

*Egyptian chariots were way too good.*

*Without massive HP bonus to chariots Egyptian needs to rely more on its infantry.*

## Hittite

**Bonus removed** Starts game with +50 stone (revert)

*House bonus is strong enough on its own.*

## Palmyra

**Bonus** Market upgrades have no food cost -> market upgrades are free

*Palmyra was too weak on Tool Age. Even with just 75 wood cost Woodworking was paying itself back too slowly.*

## Phoenician

**Bonus removed** All Temple technologies give bonus HP to priests (revert)

*This bonus was meant to ensure a good late game without strong elephants but with the elephants HP bonus this is no longer needed.*

## Sumerian

**Bonus removed** Gets Linen Cloth upon entering Tool Age (revert)

**New bonus** Villagers benefit from armor upgrades

*With instant Linen Cloth at Tool Age Sumerian could greed too much on its Tool timing.*

*Now Sumerian bonus is more significant and can be played around more often but it can also be countered better.*

# Patch 1.13 bug fixes

## **Full tech tree**

Persian had +4 carry capacity, +40% work rate and +40% food income for hunters.

*Persian bonus was created on civilizations page and not on effects page.*