

Patch 1.26 General Changes

Tool Age

Requirement 2 Stone Age buildings -> Granary and Storage Pit

Having good enough map to go into Tool Age without Granary was already great advantage, not having to even build Granary was unnecessarily good bonus.

Starting with Storage Pit and going into Dock + Tool Age was too strong on water maps.

Creel (**new technology**)

Requirement Stone Age

Research location Granary

Wood cost 60

Research time 10s

Effect Hunters +15 carry capacity

Available All civilizations

Getting map control has now more meaning.

This way defensive strategies can be punished even without getting high kill count.

Linen Cloth

Gold cost 60 -> 50

Stone cost 80 -> 75

50 gold cost is enough to make the gold gathering expensive if doing long haul.

Logistics

Bonus removed Barrack units take 1/2 population

New bonus Barrack units move 20% faster and Barracks work 25% faster

Half population costing units cause path finding problems in team games. Having 3 or more Legion producing players in a full on 4v4 games caused the servers to lag.

Now Swordsmen can be used as a cheap harassing unit.

Legions are now weaker but can spike up faster than Centurions leaving them good enough advantage point.

Heavy Camel (**unit upgrade**)

Requirement Iron Age

Food cost 1300

Gold cost 500

Research time 150s

Effect:

Hit points 125 -> 180

Damage 6 -> 9

Bonus damage vs cavalry 4 -> 8

Slash Armor 0 -> 3

Pierce Armor 0 -> 1

Available Berbers, Carthaginian, Egyptian, Hittite, Minoan, Palmyra, Phoenician, Scythia, Sumerian

Unavailable Assyrian, Babylonian, Choson, Greek, Macedonian, Parthia, Persian, Roman, Shang, Thrace, Yamato

Now all civilizations have access to good fast units in Iron Age, this allows all civilizations to go aggressive Iron Age plays.

Camel Rider & Heavy Camel

Bonus damage against Elephants 4/8 -> 0 (**revert to AoE:RoR**)

Camel Riders shouldn't counter Elephants.

Historically elephants were not irritated by camels the same way cavalry were, so this bonus doesn't make sense.

Patch 1.26 Siege and Tower Changes

Mathematics (new technology)

Requirement Bronze Age

Research location Government Center

Food cost 120

Wood cost 60

Research time 50s

Effect All siege units +1 range and LoS

Available All civilizations

*Bronze Age aggression can be stopped too easily by creating Medium Walls, causing all players to go into Iron Age.
Now players can use Bronze Age units longer, giving civilizations with poor Iron Age better choices.*

Engineering

New requirement Mathematics

Effect All siege units +2 range and LoS -> +1 range and LoS

Max range should remain same.

Catapult

Available All civilizations (Enabled for Carthaginian, Choson, Parthia, Phoenician, Yamato)

Now all civilizations can maintain Bronze Age aggression whilst researching into Iron Age without having redundant units in the battlefield.

Ballista Tower

Reload time 3.1s -> 2.7s

Ballista Tower wasn't strong enough with high population limits.

Patch 1.26 Unique Technologies Cost

Cost changed from having unique cost into 3 tiered cost system.
This way it is much easier to remember and plan the usage of each technology.
Now all unique technologies cost food and gold.

Tiered Cost System

Tier 1 75F, 50G (6) [Carthaginian, Choson, Egyptian, Greek, Persian, Shang]

Tier 2 150F, 75G (7) [Assyrian, Babylonian, Berbers, Hittite, Parthia, Thrace, Yamato]

Tier 3 200F, 125G (7) [Macedonian, Minoan, Palmyra, Phoenician, Sumerian Roman, Scythia]

Assyrian (T2)

Cost 180W, 120G -> 150F, 75G

Babylonian (T2)

Cost 150F, 80G -> 150F, 75G

Berbers (T2)

Cost 120F, 80G -> 150F, 75G

Carthaginian (T1)

Cost 120F 60G -> 75F, 50G

Choson (T1)

Cost 120F 60G -> 75F, 50G

Egyptian (T1)

Cost 75F, 50G

Greek (T1)

Cost 80F, 30G -> 75F, 50G

Hittite (T2)

Cost 125F, 75G -> 150F, 75G

Macedonian (T3)

Cost 150W, 120G -> 200F, 125G

Minoan (T3)

Cost 250F, 180S -> 200F, 125G

Palmyra (T3)

Cost 180F, 100G -> 200F, 125G

Parthia (T2)

Cost 120F, 75G -> 150F, 75G

Persian (T1)

Cost 120F, 50G -> 75F, 50G

Phoenician (T3)

Cost 125F, 90G -> 200F, 125G

Roman (T3)

Cost 250F, 140G -> 200F, 125G

Scythia (T3)

Cost 250F, 160G -> 200F, 125G

Shang (T1)

Cost 80F, 50G -> 75F, 50G

Sumerian (T3)

Cost 140F, 75G -> 200F, 125G

Thrace (T2)

Cost 160F, 80G -> 150F, 75G

Yamato (T2)

Cost 100F, 75G -> 150F, 75G

Patch 1.26 Civilization Changes

Palmyra

Technologies enabled Logistics, Heavy Slinger

No reason for Palmyra to be the only civilization without Logistics.

Persian

Bonus Triremes fire 33% faster -> 20% faster

Technology disabled Heavy Horse Archer

Technology enabled Ballistics

Without Ballistics, Horse Archers and Elephant Archers were barely usable.

With Ballistics and Alchemy Heavy Horse Archers would have been too strong for Persian, but without Alchemy Elephant Archers would have been too weak.

Triremes with Ballistics and Artisanry are much stronger, the +33% fire rate in top was too much.

Scythia

Bonus All buildings +4 Line of Sight -> +5 line of Sight

Unique technology All elephants +20% HP -> +25% HP

Was only a gimmick with +4.

Wasn't strong enough with just +20% when there were no other bonuses.

Thrace

Unique technology Archers take 1/2 population -> Archery Ranges work 20% faster

Technology disabled Craftsmanship

Technology enabled Ballistics

Ballistics is extremely strong technology. Without it archers are not strong enough, even if they only use half a headroom.

Half headroom archers cause path finding problems and Bowmen in late game can be extremely strong.

Yamato

Unique technology Stone Throwers +10 damage -> siege units +10 damage

Technology disabled Engineering

With +10 attack from unique technology, and Catapult enabled, having +2 range was too good.

Bonuses applied to Stone Throwers should always apply to any of its upgraded units.