

# Patch 1.24 General Changes

## Ballista

**Pierce damage** 40 -> 30

**Requirement** Iron Age -> Bronze Age

*Ballista and Helepolis were almost never used.*

*Now there is more options for civilizations without good archers.*

## Ballista & Helepolis

**Pierce armor** 0 -> 1

*Siege units are countered too easily.*

## Chariot Archer (**revert**)

**Range** 6 -> 7

*Extra pierce armor on Siege units is enough to prevent mass CA becoming overpowered.*

## Greek

**Technology Disabled** Improved Bowman (**revert**)

*With better siege this isn't needed.*

## Hittite

**Bonus removed** Houses support an additional 1 headroom (**revert**)

**New bonus** Can build farms at Stone Age

*Extra headroom was too strong bonus for Hittite even with just +1 per house.*

## Minoan

**Bonus** Farms cost -20% -> -15%

*Has solid military choices in all ages so it doesn't need such a huge economy buff.*

## All trees

**Draw level** 20 -> 10

*Now All units behind trees are visible.*

*Hitting gazelles behind trees was too hard.*

*Having map generation with gazelles behind trees was unnecessary disadvantage.*

# Patch 1.24 AOE:DE Only Changes

Farm (**revert**)

Wood **cost** 60 -> 75

Food **amount** 175 -> 250

*No longer needed after all other economy buffs.*

# Patch 1.24 User Patch Only Changes

## Farm

Wood cost 60 -> 100

Food amount 175 -> 400

*Replenishing farms was too micro intensive.*

## Farmer

Work rate 0.45 -> 0.4725

*More expensive Government center is enough to prevent runaway boom.*

## Domestication, Plow & Irrigation

New effect Farms, Storage Pits and Granaries cost -10%

*Has similar effect as before.*

*Counterbalancing the farm changes.*

## Improved Slinger (unit upgrade)

Requirement Bronze Age, Logistics

Food cost 120

Gold cost 50

Research time 60s

Effect:

Hit points 25 -> 35

Range 4 -> 5

Slash armor 0 -> 3

Unavailable Assyrian, Hittite, Palmyra

*Upgrade to Slinger.*

*Allows more civs to fully utilize this when it isn't tied to a Bracer.*

*Now barrack units do not share same play style as Academy units but has instead its own play style allowing both Legion and Centurion exist without extreme overlapping.*

## Heavy Slinger (unit upgrade)

Requirement Iron Age, Tower Shield, Heavy Slinger

Food cost 350

Gold cost 180

Research time 90s

Effect:

Hit points 35 -> 50

Slash armor 3 -> 5

Available Babylonian, Carthaginian, Greek, Macedonian, Minoan, Persian, Phoenician, Roman, Shang

Unavailable Assyrian, Choson, Egyptian, Hittite, Palmyra, Sumerian, Yamato

*Upgrade to Slinger.*

*Allows more civs to fully utilize this when it isn't tied to a Bracer.*

*Available for all civilizations which have access to Slinger and Tower Shield (9).*

*Now Elephant Archer mass can be countered easier making it less suitable for all situations.*

## Recurve Bow (unit upgrade)

Requirement Iron Age, Alchemy, Composite Bow

Food cost 900

Wood cost 600

Research time 150s

Effect:

Hit points 45 -> 50

Pierce damage 5 -> 6

Available Babylonian, Egyptian, Macedonian, Minoan, Palmyra, Persian, Phoenician

Unavailable Assyrian, Carthaginian, Choson, Greek, Hittite, Roman, Shang, Sumerian, Yamato

*Now that there is enough ways to counter Composite Bowmen they can have Iron Age upgrade without becoming viable single unit strategy.*

*Upgrade to Composite Bowmen.*

# Patch 1.24 User Patch Only Civilizations

## Nubia

**New bonus** All Temple technologies give bonus HP to Priests (Max 95 HP)

**New bonus** All units cost -10 wood

**New Bonus** Gets +100 food on age up

*Priest and chariot civilization with strong siege.*

## Thrace

**New bonus** All unit upgrades cost -40%

**New bonus** All Stable units +1 slash armor

*Cavalry civilization with archers and Centurions as an alternative.*

## Parthia

**New Bonus** Counter units deal +50% bonus damage

**New bonus** All bolt units fire 15% faster

**New Bonus** Houses support an additional 1 headroom

*Cavalry and siege civilization.*

## Scythia

**New Bonus** All units +25% blast radius

**New Bonus** All buildings +4 line of sight

**New bonus** Starts game with +2 headroom

*Strong siege with Chariots.*