

Patch 1.16 changes

Stone Thrower

Blast width 0.65 -> 0.7 (16% increase in blast area)

Blast width change alone is enough to make Stone Thrower good against ranged units.

0.5 to 0.65 is 69% increase in blast area.

0.5 to 0.7 is 96% increase in blast area.

0.7 to 1.2 is 194% increase in blast area. (New ST to Cat)

0.5 to 1.2 is 476% increase in blast area. (ST to Cat)

0.5 to 1.5 is 800% increase in blast area. (ST to Cat in RoR)

Stone Thrower, Catapult, Heavy Catapult

Training time 50s -> 60s (revert)

No need to buff Iron Age siege.

Cavalry, Heavy Cavalry, Cataphract

Attack bonus vs infantry 8/10/12 -> 5 (revert)

Using Barrack unit to defend against Cavalry was already bad enough without the bonus damage.

And with the lower attack range on Heavy Slingers as well as lower hit points on Broad Swordsmen, Barrack units won't be the ultimate Bronze Age unit.

Having low damage against Legions wasn't the issue and increasing the damage did little to no good for the Cavalry Line.

Assyrian

Bonus Archers fire 25% faster -> 33% faster (revert)

Assyrian can have its strong CA back because of how well CA can be countered.

Babylonian

Technologies enabled Iron Shield, Tower Shield

Babylonian front line was too weak.

Choson

Bonus Axe Men have +5 HP -> +10 HP

The 5 HP was barely notable. Any civ with a small economy bonus was able to create stronger Axeman army.

Hittite

Bonus Houses support an additional 2 headroom -> 1 headroom

+2 was giving way too much power to Hittite. It was almost as good as Roman bonus.

Getting 19 headroom with 3 houses gives good boost to your economy making the +1 be significant enough bonus.

Minoan

Bonus All ships cost -15% -> -20% (partial revert)

-15% was too weak to have any meaningful effect before late Bronze Age.

With 40 wood cost Fishing boat Minoan can boom well in water maps. Direct buffs to War ships can still out shadow Minoans Bonus.

Roman

Bonus removed Town Centers cost reduction takes effect after Tool Age (revert)

Bonus Swordsmen and Legions attack 25% faster -> 33% faster (partial revert)

New bonus Starts game with -10 wood

Romans cheaper buildings were too strong for rushing. The wood requirement for 3 houses + pit + granary for Roman was so low that it could get a big head start for the 16-18 villager rushes with no other civ being able to match that bonus.

Now that Broad swordsmen are back to 80 HP Roman can get some of its bonus back without being too strong at early Bronze Age swordsmen flood.