

Patch 1.10 Changes

Clubman

Attack base melee 5 -> 4

Reload time 2.5s -> 1.5s

Now that villagers are stronger at early on it is safe to buff Clubmen without making them too strong at any point.

Pottery

Requirement Bronze Age -> Tool Age

Food cost 130 -> 90

Wood cost 60 -> 40

Research time 60s -> 40s

Resource buildings cost reduction 50% -> 25%

Now that there is good ways to play defensively in Tool Age there isn't enough of an advantage to be gained from map control.

With the high cost reduction to resource buildings players were able to relocate their wood line with too low cost.

Stone Mining (revert)

Food cost 120 -> 100

Stone cost 80 -> 50

Slingers are now much weaker at early on making this nerf almost useless.

Slinger

Movement speed 1.2 -> 1.1

Reload time 1.5s -> 1.7s

Food cost 45 -> 50

Stone cost 15 -> 10 (revert)

Slingers were still too strong unit in Tool Age. Now they are more dedicated to fill up Axemens weak spots rather than being all around good unit on themselves.

Heavy Slinger

Movement speed 1.2 -> 1.1

Reload time 1.5s -> 1.7s

Range 5 -> 6

Line of Sight 7 -> 8

Chariot Archers were able to kite Heavy Slingers too effectively.

Architecture

Food cost 150 -> 50

Wood cost 175 -> 120

Architecture was paying itself back so slow that it wasn't making much of a difference at Bronze Age. Now it is much better upgrade to take early on making unit transitioning much less punishing.

Broad Swordsman

Hit points 90 -> 100

90 hit point's wasn't high enough.

Improved bow (upgrade) (revert)

Food cost 70 -> 140

Wood cost 40 -> 80

Research time 60s -> 45s

Improved bow was big commitment even with a lower cost.

Having only 45 second research time allows improved bowmen to be researched and created once during Wheel research allowing CA players to go with more defensive options without totally scrapping the mass CA idea.

Composite Bow (upgrade)

Food cost 320 -> 440

Using towers and Improved Bowmen when transitioning into Composite Bowmen is now much easier to execute making Composite Bowmen too consistent and good pick.

Aristocracy

New bonus Slingers get +20% movement speed 1.1 -> 1.32

New text reads "Academy units and Slingers move 20% faster"

Greek was too weak and low on versatility.

Having some counter units adds a lot to the game strategy. Extending Slingers usability to Iron Age gives more depth to the game.

Centurion (revert)

Armor base pierce 1 -> 0

Centurion should be only used when there is no great ranged threat on the enemy team. If there is a great threat then those units should be countered and not brute forced with Centurion.

Helepolis (revert)

Range 11 -> 10

Line of sight 13 -> 12

Helepolis was good enough even without the bonus range.

Heavy cavalry

Attack bonus vs infantry 8 -> 10

Attack base melee 11 -> 10 (revert)

Heavy Cavalry wasn't all that good versus Broad and Long Swordsmen.

Heavy cavalry (upgrade)

Research time 75s -> 90s (revert)

It didn't make too much difference.

Cataphract

Pierce armor 2 -> 3

Hit points 180 -> 220 (revert)

Even with higher hit points Cataphract wasn't that strong against units it didn't have bonuses.

Cataphract was too weak versus mixed armies. Now they can withstand some archer fire while dealing with weak melee units but are still unable to beat massed archers.

Cataphract (upgrade)

Food cost 1200 -> 1600 (revert)

Research time 100s -> 150s (revert)

Having same research time for all super units is good thing to maintain.

Scythe Chariot

Hit points 135 -> 120 (revert)

Cheaper upgrade cost already ensures that SC is usable unit.

Patch 1.10 Reverts

Scale Armor Archers (revert)

Food cost 150 -> 125

Gold cost 100 -> 50

Scale Armor Cavalry (revert)

Food cost 200 -> 150

Gold cost 150 -> 50

Chain Mail Infantry (revert)

Gold cost 75 -> 100

Chain Mail Archers (revert)

Food cost 175 -> 150

Gold cost 125 -> 100

Chain Mail Cavalry (revert)

Food cost 225 -> 175

Gold cost 175 -> 100

Nobility (revert)

Food cost 250 -> 175

Gold cost 180 -> 120

Bonus removed All cavalry units, chariots and Camel Rider +5% Movement speed

Scout, Cavalry, Heavy Cavalry, Cataphract, Camel Rider, Chariot, Scythe Chariot & Chariot Archer

Movement speed 1.90476 -> 2.0

Horse Archer

Movement speed 2.09542 -> 2.2

Heavy Horse Archer

Movement speed 2.38095 -> 2.5

There are better and more suitable ways to keep the fast to slow units transitioning expenses down.

Stone Thrower, Catapult, Heavy Catapult (revert)

Bonus damage versus buildings 170 -> 140

The change of this bonus was too minimal to make it a worth while change.

Alchemy (revert)

All siege units bonus building damage 10 -> none

All siege units bonus base melee damage 6 -> 1

All bolt units bonus base pierce damage 2 -> 1

The change of this bonus was too minimal to make it a worth while change.

Trireme (revert)

Attack base pierce 11 -> 12

With the Alchemy revert Trireme needs it's maximum damage back.

Alligator & Lion (revert)

Food amount 120 -> 100

Resource decay rate 0.5 -> 1.0

There was always Gazelles available for the first Storage Pit making this buff useless.

Zealotry (revert)

Villager attack bonus +5 -> +7

Carry capacity penalty Gold Miner, Stone Miner, Woodcutter -6 -> -7

Villager bonus hit points +25 -> +40

Doesn't need that much attention.

Even with that much more hit points villagers weren't too strong.

Patch 1.10 Villager changes

All catapults

Attack villagers 0 -> none

Villagers

Armor villagers -5 -> none

Hit points 25 -> 35

This isn't needed anymore since Stone Throwers can now one shot non Zealotry Villagers without the bonus damage. Early aggression was still too decisive and quick way to win a game.

Lion

Attack base melee 2 -> 3

Reload time 1.0s -> 1.5s

Now that villagers are stronger Lions weren't as big of a threat as they should be.

Alligator

Attack base melee 4 -> 5

Now that villagers are stronger Alligators weren't as big of a threat as they should be.

Linen Cloth

Bonus armor +2 -> +1

Bonus hit points +10

Two armor made Scouts deal way too little damage. With higher hit points but lower armor Villagers can now fight better against small amount of ranged units making Bowmen+Villagers defense a great option.

Aegean Dagger (removed)

This technology was too rarely used. Its bonuses were too late to really help against early bronze Aggressive plays.

Zealotry

Villager bonus hit points +20 -> +25

Villager bonus damage +4 -> +5

Zealotry should make villagers just as good as they were with Aegean Dagger to ensure that the negative effects wont overshadow the positive effects.

Patch 1.10 Tower changes

Watch Tower

Attack base pierce 3 -> 4

Stone cost 120 -> 150 (revert)

Watch tower wasn't good enough to repel Axers or Bowmen.

Watch Tower (upgrade) (revert)

Research time 80s -> 10s

Using watch Towers had too little commitment.

Sentry Tower

Attack base pierce 4 -> 5

Stone cost 120 -> 150 (revert)

Ignoring Sentry Towers and focus only on Villagers was often too easy and effective way to deal with enemy defense.

Sentry Tower (upgrade) (revert)

Research time 100s -> 30s

Getting Sentry Tower to counter early Bronze Rushes cost too little.

Guard Tower

Attack base pierce 5 -> 6 (revert)

Stone cost 120 -> 150 (revert)

Keeps the power arch of tower upgrades in line.

Guard Tower (upgrade) (revert)

Research time 120s -> 75s

Keeping cost curve in line.

Ballista Tower (revert)

Attack base pierce 11 -> 20

Stone cost 120 -> 150 (revert)

Ballista Tower (upgrade) (revert)

Food cost 750 -> 1800

Stone cost 600 -> 750

Towers had already high enough usage cost.

Countering tower users wasn't too hard. Just go to the Stone mine and force your opponent to either abandon it or heavily Tower it.

Ballista Tower was in a good position the way it was.

Logistics

Barrack units bonus towers damage 1 | 3 | 4/5/6/7 -> none

Barrack units are good versus ranged units and to asome extent versus Fast unit. There isn't any real need to make them all around good units.

Clubman, Axeman, Slinger, All Swordsmen and Legion (revert)

Attack towers -65 -> none

Small Wall (revert)

Stone cost 4 -> 5

Armor walls -175 -> -165

Medium Wall, Fortified Wall (revert)

Stone cost 4 -> 5

Cavalry/Heavy Cavalry/Cataphract (revert)

Attack Walls -165 -> none

All other stone cost changes have been reverted. These should be reverted too.

Cavalry had so rarely use for this bonus that it was mostly annoying when it happened.

Patch 1.10 Civilization changes

All civilizations

Starting stone 120 ->150

No need to make things so complicated

Assyrian

Bonus Archers fire 20% faster -> 25% faster

Technologies disabled Nobility, Scythe Chariot

Technologies enabled Alchemy, Chain Mail

Without fast HA fire rate Assyrian lacked any good late game damage.

Chain mail gives Assyrian Legion a chance to be played giving more diversity to the civilization without making it overpowered.

Siege units and Swordsmen were enough to give Assyrian ways to counter enemies. Stronger cavalry wasn't needed.

Babylonian

New bonus Priests rejuvenate 30% faster (revert)

New bonus Walls +75% hit points (partial revert)

No need to remove these bonuses.

Carthaginian

Bonus removed Academy units and all elephants units +20% HP

Bonus removed All stable units +1 slash armor

Bonus removed Ballista and Helepolis fire 15% faster

New bonus All mounted units +15% HP

New bonus Transport ships move 25% faster (revert)

No need to remove this bonus. It was cheesy but in most of the case necessary to allow Carthaginian have so early pressure in water maps.

Carthaginian bonuses were too late game focused. Getting to utilize them almost never happened and they were unusable when most of the fights happened.

Now Carthaginian has more reasonable power distribution.

Choson (revert)

Bonus removed All swordsmen and Legion +25 HP

New bonus Axeman, Short Swordsman, Broad Swordsman, Long Swordsman and Legion have +5/15/20/60/80 HP (respectively)

Technologies disabled Chain mail, Heavy Horse Archer, Catapult Trireme

The bonuses from DE were good enough and now without the extra damage from Alchemy Trireme is strong enough water unit for Choson.

Egyptian

All chariot units +25% HP -> +33% HP (revert)

New bonus Stone miners work 20% faster

Egyptian had too much struggle to get going.

"Gold Miners and Stone Miners work 20% faster"

Chariots have shorted window of power so Egyptian needs it's full power back for the Bronze age.

Greek

Bonus removed Aristocracy available at Bronze age

New bonus Foot soldiers move 10% faster

Greek struggles a lot at early game because of no economy or Tool Age bonuses.

Hittite

Bonus removed All chariots dismount on death (revert)

New bonus Mounted archers have +1 damage

New bonus Houses support an additional 2 headroom

Technologies disabled Slinger, Heavy Slinger, Architecture, Nobility, Scythe Chariot

Dismounting was too buggy with the path finding and unit collision. AOE:DE doesn't have Hero Jason skin.

Small economy bonus gives Hittite good enough start to compete with any other civilization.

Bowmen and CA were too strong with the +1 damage.

The +1 damage is memorable bonus and should stay as a Hittite bonus.

Macedonian (partial revert)

Bonus removed Foot archers and Siege Workshop units +20% movement speed

New bonus Siege Workshop units cost -25%

Technologies enabled Slinger, Chain Mail, Heavy Horse Archer, Armored Elephant

Technology disabled Nobility

Macedonian doesn't need so many changes. Its only problematic unit was Hoplite with 0+3 pierce armor.

Minoan

Technologies enabled Slinger, Heavy Slinger, Alchemy (revert)

Even though Minoan has bonus for archers it still isn't strong enough bonus to justify disabled Slingers.

It was odd for an archer civilization to not have the Alchemy.

Triremes are no longer as dominant late game unit as they used to be making the disabled Alchemy and Catapult Trireme more punishing than what was necessary.

Palmyra

Technology enabled Armored Elephant (revert)

Disabled Market upgrades were enough to keep Palmyra late game power in line.

Persian (revert)

All elephant unit move 30% faster -> 20% faster

Persian elephants could end up to be too strong in right situations.

Phoenician

Bonus All Temple technologies give bonus HP to Priests (Max ~~82~~HP -> 114 HP)

Now Priest can survive two Alchemy+Ballista hits and a decent amount of arrows making them much more useful.

As long as Catapults were able to two shot Priest this bonus was easily enough countered.

Roman

New bonus Farms cost -10% (revert)

Bonus buildings cost -15% -> -10% (revert)

No need to make things overly complicated.

Shang

Technologies enabled Craftsmanship, Helepolis

Technology disabled Architecture

Bonus removed 55% decreased wall construction time (revert)

New bonus Walls +75% hit points (partial revert)

No need to change the wall bonus.

With the better Architecture Shang had too strong mid Bronze Age military presence if it got few extra minutes to boom.

Yamato

Technology enabled Centurion (revert)

Even though Centurion is now stronger unit it wasn't too strong unit for Yamato since Yamato had to ditch its strongest units if it wanted to use Centurion.

Patch 1.10 Bug fixes

War elephant

Shown armor was 1 and not 0

Minoan

Fishing ship, trade ship and transport ship didn't get cost reduction

Heavy Slinger

Researching Heavy slinger didn't increase amount of technologies researched