

==== Mechanics ====

Starting with an Explorer Clubman is the Default Start // similar to AoE2

Starting with 50 Gold (instead of 0) is the Default Start

==== Buildings ====

Town Center - Provides 8 Population Support (instead of 4)

Academy - Pre-requisite Building changed from Stable to Barracks

Ballista Tower - HP 250 (instead of 240)

==== Technologies ====

--- Market ---

'Gold Mining' & 'Stone Mining' are available in the Bronze Age (instead of Tool Age) // Slinger nerf

Siegecraft - Additionally, doubles the anti-Fortification Bonus of Slingers (+3 -> +6)

==== Units ====

--- Barracks ---

-- Clubman-line --

Cost = 35 Food 15 WOOD (-15 Food +15 Wood)

- Clubman -

Gains +2 Bonus vs. Cavalry (0 -> +2) // similar to Axemen

--- Archery Range ---

-- Chariot Archers --

Cost = 45 Food 65 Wood (+5 Food -5 Wood) // makes them slightly harder to spam in Bronze Age

Have the standard Conversion Resistance (instead of double) // to distinguish them from the Chariot-line

Instead, gain +4 Bonus vs. Priests (0 -> +4) // like Slingers in AoE2 i.e. Range + Bonus, but no Resistance

-- Horse Archer-line --

Cost = 60 Food 70 Gold (+10 Food)

--- Stable ---

-- Scouts --

Cost = 90 Food 10 WOOD (+10 Wood) // 11% more expensive

Movement Speed = 1.85 (instead of 1.66) // but move 11% faster as well

-- Camel Riders --

Cost = 75 Food 60 Gold (+5 Food)

Movement Speed = 1.8 (instead of 1.66) // faster than the Cavalry-line

-- Cavalry-line --

Movement Speed = 1.75 (instead of 1.66) // faster than the Chariot-line & Chariot Archers

- Cavalry -

Gains +1 Melee Armour (0 -> 1)

- Heavy Cavalry -

HP = 180 (+30) // so that they have more HP than basic Cavalry

- Cataphract -

Armour = 4/4 (-1 Melee +1 Pierce) // so that they stand a chance against (Heavy) Horse Archers

-- Chariot-line --

Movement Speed = 1.7 (instead of 1.66) // slightly faster than Chariot Archers

-- War Elephant-line --

Cost = 160 Food 40 Gold (-10 Food)

- War Elephant -

Gains +1 Melee Armour (0 -> 1) // irrespective of the Age they become available in

Available in the Bronze Age (instead of Iron Age) // Armoured Elephant in Iron Age

HP = 450 (instead of 600) // if made available in the Bronze Age

// Should be made available in the Bronze Age to shake-up the current Chariot Archer meta

// They can tank Chariot Archers, and destroy buildings (like Armoured Elephants in AoE2)

// Their counter-play would be Priests, which don't see much play in the Chariot Archer meta

--- Academy ---

-- Hoplite-line --

- Phalangite -

HP = 130 (instead of 120) // so that they have more HP than Hoplites

Attack = 22 (instead of 20)

Melee Armour = 6 (instead of 7)

--- Siege Workshop ---

-- Stone Thrower-line --

Does not Attack if a Friendly Unit is Detected in the Line-of-Fire (like the Mangonel-line in AoE2)

- Catapult -

HP = 100 (instead of 75) // Stone Thrower = 75 & Heavy Catapult = 150

Attack = 55 (instead of 60) // Stone Thrower = 50 & Heavy Catapult = 60

-- Ballista-line --

Cost = 120 Wood 80 Gold (+20 Wood)

- Ballista -

HP = 50 (instead of 55) // Helepolis = 55

==== Civilizations ====

--- Babylonians ---

Only Towers have +60% HP (i.e. Walls do not) // no overlap with Shang

--- Carthaginians ---

Camel Riders have +10% HP (instead of +15%) // +25% with (free) Nobility

--- Choson ---

Legionaries have +84 HP (instead of +80) // Same % increase as their Long Swordsmen i.e. +60%

Priests cost -40 Gold (rewording, no actual change)

--- Lac Viet ---

Melee Armour Bonus - Does not apply to the Ballista-line / Applies to the War Elephant-line

--- Palmyrans ---

Camel Riders move 20% faster (instead of 25%) // as Camel Riders have increased base movement speed

Trade Units generate +25% Gold (instead of +20%)