

New Units (Patch 1.27U.N)

Spearman (new unit)

Requirement Tool Age

Training location Barrack

Food cost 30

Wood cost 20

Training time 36s

Hit points 35

Slash damage 3

Slash armor 1

Attack bonus vs mounted units 6

Infantry armor -7

Available All civilizations

Compared to Axeman.

Good unit against Scout. Shouldn't be strong against Cavalry.

With equal upgrades Cavalry kills Spearmen in 3 hits.

One armor makes this really strong against scouts without being too good unit in overall.

Having defensive unit against Scouts ensures there is enough leeway in the Scouts kit to make them usable without being overpowered.

Scout

Pierce armor 0 -> 1

Hit points 70 -> 60

Can be better against Bowmen defense when there are other ways to counter the Scouts.

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.

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 500

Gold cost 300

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.

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.

Legion (Upgrade) (Revert)

Food cost 1000 -> 1400

With Heavy Slinger available the Barrack was stronger building. Legions needn't anymore the earlier timer to push against archers.

Recurve Bow (unit upgrade)

Requirement Iron Age, Alchemy, Composite Bow

Food cost 900

Wood cost 600

Research time 150s

Effect:

Hit points 45 -> 50

Attack base pierce 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.

Composite Bow (Upgrade)

Food Cost 360 -> 500

With Iron Age upgrade there was no longer such a huge timer to do something. This made booming Composite Bowmen mass far less punishing.

Heavy Camel (unit upgrade)

Requirement Iron Age, Coinage

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, Babylonian, Carthaginian, Egyptian, Hittite, Minoan, Palmyra, Phoenician, Scythia, Sumerian

Unavailable Assyrian, 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

Bonus damage against elephants 4 -> 0

Shouldn't counter Elephant Archers or elephants, early on there is enough ways to deal with them.

Scythe Chariot

Slash damage 9 -> 7

Slash armor 1 -> 0

Scythe Chariot (Upgrade)

Wood cost 1400 -> 600

Gold cost 1000 -> 400

With other strong units available for all civilizations the Scythe Chariot needn't be a generic unit anymore.

Now it can be a dedicated siege counter stacked with late Iron Age strength and an early Iron Age archer counter.