RM Brawl

RM Brawl's focus is at Random Map mode with normal resource amount.

Tool age fights are now more balanced giving better chances for the defender to do something
If they can react in time.
Bronze age unit choices aren't any longer limited to a one unit. Now the fast units are only
Bronze age units that can be created immediately after advancing to Bronze. All slow units
have long build path, but give much more power than fast units making them good pick to a
late and mid Bronze Age whilst fast units will still remain their usability in raids.
Iron Age units have been balanced to give all units different strengths and power times. Cavalry
line is more focused on the early Iron Age whereas Centurions give much longer uptime and
are better in more even games. Scythe Chariot is now weaker, but has cheaper upgrade
making it possible to be used with other super units.

Civilizations with extreme unit bonuses have been reworked to give the bonuses for a larger
group of units or otherwise give something extra in order to give them multiple good strategies.

For more information go to the website http://rmbrawl.net

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Economy

Fisherman
Carry capacity 10 -> 20
> *Now there is more possible storage pit positions.*

Dock
Work rate bonus at Stone Age +50% -> none (tool age bonus unchanged at 50%)
> *Early dock was accumulating food at a too high rate. In water maps having good stranglers gave too strong economy boost.*

Hunter
Accuracy 80% -> 100%
Work rate +15% -> +5%
> *With 80% accuracy villager could die to one lion, this made early game scouting too dangerous.*
> *Having elephants close to TC at the start of the game is pure luck and with 15% faster hunting speed those elephants gave too strong start.*

Tool Age
Requirement 2 Stone Age buildings -> Granary and Storage Pit
> *Having good enough map to go into Tool Age without Granary was already great advantage, not having to even build Granary was unnecessarily good bonus.*
> *Starting with Storage Pit and going into Dock + Tool Age was too strong on water maps.*

Farm, Storage pit, Granary
Max elevation difference 0 -> 1
> *Starting resources were too often placed in hard to gather places or in hills making them too slow to collect if there wasn't any good spot for the deposit building.*
> *Farms could take way too much space if the map was unfairly generated.*

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
Food cost 200 -> 150
> *Too expensive to be effective technology before 20 min.*
> *Was researched only when there was no aggression needed.*

Domestication, Plow & Irrigation
New effect Farms, Storage Pits and Granaries cost -10%
> *Has similar effect as before.*
> *Counterbalancing the farm changes.*

Maps

Fish Shore

Food amount 200 -> 250

> *200 food in shore fishes wasn't enough. Trying to collect food by fishing at early on was too rarely good option because there wasn't enough fish to make up the time that was lost in the search of a good fishing spot.*

Shore fish spots

Amount on maps Lowered to original values (-17%)

> *Now that there is enough decent Storage pit spots finding one good spot along the coast line isn't that big of an risk to take.*

Gazelle

Food amount 150 -> 180

Gazelles on big pack 6 -> 5

> *Now getting second pit with gazelles is easier.*
> *Having extra gazelles instead of extras elephants isn't as bad now.*
> *Bad starting Gazelles can now be pushed to the TC decently well.*

Gold mine

Gold amount 400 -> 450

> *Gold was too sparse resource.*

Stone mine

Stone amount 250 -> 300

> *Stone was too sparse resource.*

All maps

Player spawn guaranteed one straggler close to the base

Lion spawn No longer double lion spawns on maps

> *Getting bad stragglers delayed Storage Pit timing too much.*
> *Getting killed by double Lions was too random and punishing.*
> *Some other small changes too.*

All maps except Continental and Narrow

Gold pile amounts per player 2 -> 3

> *There wasn't enough gold in maps to sustain late iron age fights.*

Hill Country & Highland

Old elephant spawn (12-0 distance) Spawn amounts 7+(1 per map size) -> 5+(1 per map size)

New Elephant spawn One Elephant for each player, Distance from TC 20-28

> *There needs to be always enough resources to do something more than 18 villager rush.*

Villagers

Villager
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.*

Linen Cloth (New technology)
Requires Tool Age, Leather Armor Infantry
Stone cost 75
Gold cost 50
Research time 20 seconds
Research location Town Center
Effect Villagers +5 hit points and +1 armor base melee
> *Villagers died too fast. With even the smallest skill difference the games ended too fast.*
> *Often late game civilizations that should only get to Iron Age at weaker state didn't get there at all due to the importance of a singe military unit and the ineffectiveness of the defensive units.*

Wheel
Villagers move 30% faster -> 60% faster (+0.33 -> +0.66)
> *60% movement speed bonus allows evading from foot soldiers much easier. Now players have the possibility to rush to the bronze without spending too much resources on Tool Age units.*
> *Walking long distances to place proxy Barracks, Academies or Siege Workshops took too long making slow units too hard to use offensively.*

Jihad -> Zealotry
Villager bonus hit points +40 -> +30
Stone miner, gold miner, Woodcutter carry capacity -7 -> -8
Fisher, Farmer, Forager, Hunter carry capacity -4 -> -6
> *Having 65 HP was high enough, no need to up it furthermore. The bonus HP should only make it easier to play with open base and not make villagers capable of fighting back without support.*
> *There should be some real draw backs for teaching into heavy defense.*

Tool Age Fights

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
Food cost 100 -> 90
> *Now has some usage after the initial rush.*

Slinger
Movement speed 1.2 -> 1.1
Training time 24s -> 30s
Bonus damage against walls 7 -> 5
Bonus damage against Watch tower 5
Bonus damage against Sentry Tower, Guard Tower & Ballista Tower 7 -> 5
> *Slingers were dominating Tool Age fights.*

Light Transport & Heavy Transport
Training time 90s -> 60s
> *Water rushes were hard to execute and with the increased villager hit points it was even harder.*
> *Enabling transport ship at Stone Age would have been too strong.*

Bronze Age Fights

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.*

Logistics
Bonus removed Barrack units take ½ population
New bonus Barrack units move 20% faster and Barracks work 25% faster

> *Half population costing units cause path finding problems in team games. Having 3 or more Legion producing players in a full on 4v4 games caused the servers to lag.*
> *Now Swordsmen can be used as a cheap harassing unit.*
> *Legions are now weaker but can spike up faster than Centurions leaving them good enough advantage point.*

Composite Bow (upgrade)
Food cost 180 -> 500
Wood cost 100 -> 200

> *Composite bowmen are good units and with all other changes they are going to be even stronger.*
> *High cost makes this a choice and not an automatic upgrade.*

Chariot Archer
Reload time 1.61s -> 1.5s

> *Chariot Archers were too weak after all these nerfs.*

Cavalry
Pierce armor 0 -> 1
Hit points 150 -> 125

> *Now Cavalry has clearer weaknesses and strengths.*
> *Cavalry is much weaker because of how much easier it is to play defensively. Having one pierce armor like in the DE will keep Cavalry a top tier pick.*
> *+1 Pierce armor is a massive buff making Cavalry too strong against Composite Bowmen.*

Camel Rider
Gold cost 60 -> 40
Movement speed 2.0 -> 2.2
Cavalry damage 8 -> 4
Bonus damage against Elephants 4/8 -> 0 (revert to AoE:RoR)

> *Camel riders had too short window of opportunity. Once the enemy had massed any other unit than Cavalry those Camel Riders become almost useless.*

Academy
Wood cost 200 -> 150

> *There was rarely time to use Hoplite as counter units because of how long it takes to get first Hoplites out. Unlike any other Bronze Age unit Hoplite has to be out in the field before the fight breaks out.*

Iron Age Fights

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.*
> *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
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.*

Heavy Camel (unit upgrade)
Requirement Iron Age
Food cost 1300
Gold cost 500
Research time 150s
Requirement Coinage
Effect:
Hit points 125 -> 180
Damage 6 -> 9
Bonus damage vs cavalry 4 -> 8
Slash Armor 0 -> 3
Pierce Armor 0 -> 1
Available Berbers, Carthaginian, Egyptian, Hittite, Minoan, Palmyra, Phoenician, Scythia, Sumerian
Unavailable Assyrian, Babylonian, 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.*

Aristocracy
Effect Academy units move 25% faster -> 20% faster
> *Centurions were too good against all of it's counters.*
> *Microing archers was too difficult in most cases, now Centurion isn't a one units army and requires some support units, such as Catapults.*

Elephant Archer
Attack base pierce 5 -> 6
Gold cost 45 -> 60
> *EA was too weak against 3 pierce armor units.*
> *Having control of a single gold mine was more than enough to create strong army making it too easy to gather the resources for mass EA.*
> *With stronger HA, usable Iron Age Slingers and stronger early Iron SC there is enough ways to counter EA.*

Horse Archer

Hit points 60 -> 75

> *Horse Archer was too weak unit on a civilizations which didn't have access to the HHA upgrade.*
> *Raiding isn't as effective as it used to be because of stronger villagers and better towers.*

Heavy Cavalry

Armor Base Pierce 1 -> 2
Bonus damage versus Infantry 5 -> 6

> *Heavy Cavalry should works well as a surprise rush unit, but Bronze Age ranged units were too strong and versatile*
> *defense to never give a change for Heavy Cavalry to be used.*

Cataphract

Hit points 200 -> 240
Pierce armor 2 -> 3
Slash armor 4 -> 5
Bonus damage versus Infantry 6 -> 7

Cataphract (upgrade)

Food cost 1800 -> 1600
Gold cost 750 -> 600

> *Cataphract was draining too much gold. The unit was good at early Iron age rush unit, but without huge tempo advantage*
> *it wasn't usable because of how much gold it drained from possible late game plays.*
> *Cataphract was too weak in every scenario.*

Scythe Chariot

Attack base melee 9 -> 7
Armor base melee 2 -> 0
Blast width 1.2 -> 1.5

> *Scythe Chariot were too strong. It is now easier to take them down if you have units to counter them.*
> *Trample damage should play bigger part on the effectiveness.*

Scythe Chariot (upgrade)

Wood cost 1200 -> 600
Gold cost 800 -> 400
Research time 150s -> 200s

Towers & Walls

Watch Tower
Hit points 100 -> 125
Reload time 1.4s -> 1.5s

Sentry Tower
Hit points 150 -> 185
Reload time 1.4s -> 1.5s

Guard Tower
Hit points 200 -> 240
Reload time 1.4s -> 1.5s

Ballista Tower
Hit points 200 -> 240
Reload time 3.2s -> 2.7s
> *Towers were underperforming.*

Small Wall
Hit points 200 -> 120
> *Axemen and Cavalry were blocked out too effectively.*

Medium Wall
Hit points 300 -> 250

Medium Wall (Upgrade)
Food Cost 180 -> 260
> *Getting Medium Wall and sitting in your base until Iron Age was too easy way to avoid Bronze Age wars.*

Siege

Stone Thrower
Pierce armor 0 -> 2
Blast width 0.5 -> 0.7
> *Stone Throwers were not strong enough to fight effectively against archers.*
> *Preparing to use siege took too much resources and time. In combination with the easy to counter style of the siege units it was too easy to exploit siege units weaknesses.*
> *Composite bowmen are too reliable one unit defense.*

Mathematics (new technology)
Requirement Bronze Age
Research location Government Center
Food cost 120
Wood cost 60
Research time 50s
Effect All siege units +1 range and LoS
Available All civilizations
> *Bronze Age aggression can be stopped too easily by creating Medium Walls, causing all players to go into Iron Age.*
> *Now players can use Bronze Age units longer, giving civilizations with poor Iron Age better choices.*

Engineering
New requirement Mathematics
Effect All siege units +2 range and LoS -> +1 range and LoS
> *Max range should remain same.*

Catapult, Heavy Catapult
Pierce armor 0 -> 2
Blast width 1.0 -> 1.2

Ballista
Reload time 3.1s -> 2.7s

Helepolis
Attack base pierce 50 -> 45
Reload time 2.4s -> 1.85s
> *Decreased DPS through increased reload time made the unit worse on the things it was suppose to be good at (shooting at slow but durable front line).*
> *Original 1.5 reload time was too fast making late game revolve around Helepolis. Either use it or counter it.*

Helepolis (upgrade)
Food cost 1500 -> 1200
> *Was only late Iron Age unit with such a high cost.*

Small Adjustments

Scout
Line of sight 8/10/12 -> 7/9/11

Writing (Removed)
The bonus is now available from the star of the game.
> *The lack of vision wasn't funny or intriguing to play with but rather annoying. Having the vision at the star of the game allows better coordination which creates more enjoyable team play.*

Camel Rider
Training time 32s -> 30s

Improved Bowman , Composite Bowman
Training time 33s -> 30s

Chariot Archer, Horse Archer, Heavy Horse Archer
Training time 44s -> 40s

Elephant Archer, War Elephant, Armored Elephant
Training time 55s -> 50s

Priest
Bonus damage taken from chariots 7/9 -> 0
> *Priests are expensive and countering them was too cheap.*

Martyrdom -> Sacrifice
Gold cost 600 -> 400

All swordsmen & Legion
Training time 24s -> 26s

Long Sword (upgrade)
Food cost 160 -> 240
Gold cost 50 -> 100
> *Matches other t2 units. No big difference balance vice.*

War Elephant & Armored Elephant
Blast width 1.2 -> 1.5
> *War Elephant has harder time against Long Swordsmen and Heavy Cavalry than it should. As slow unit it should win the fights with notable difference.*

Stone Thrower, Catapult, Heavy Catapult
Projectile speed 3.28 -> 3
Reload time 5.75s -> 5.375s

Catapult, Heavy Catapult
Pierce armor 0 -> 2

Fire Galley
Bonus damage taken from catapults 10 -> 0
Bonus damage taken from Ballista/Helepolis 5 -> 0
> *Unnecessary complication to otherwise clean bonus damage list.*
> *Now that Helepolis has a base damage of 45 the +5 makes it too good against Fire Galleys.*
> *Fire Galleys should be the strongest water units since they can not posses a good threat to land units.*

Heavy Transport
Carry capacity 10 -> 20
> *Loading and unloading units was both micro intensive and tedious.*
> *Now players can jump islands much smoother at Iron Age.*

Scout Ship, War Galley & Trireme
Training time 76s -> 70s

Trireme, Ballista Tower, Ballista, Helepolis
Projectile speed 5.2 -> 4.9

Trireme
Reload time 1.98s -> 1.89s

Catapult Trireme & Juggernaught
Reload time 5.6s -> 5.3s
Projectile speed 3.28 -> 3.1
Gold cost 75 -> 50

> *Siege ships were used mostly in water maps where wood was scarce and the same wood cost for siege ships and Triremes discouraged the Siege ships usage in water fights leaving them to be a clean up unit only.*
> *Triremes were still too strong compared to water siege.*

Juggernaught
Blast width 1.0 -> 1.2

Juggernaught (upgrade)
Food cost 1500 -> 1300

Civilization Changes

Heavy Transport
Enabled for all civilizations (Assyrian, Babylonian, Choson, Hittite, Palmyra, Shang, Sumerian)
Not having upgrade to Light Transport didn't make the civilizations that much weaker, but was more of a slowing aspect due to the bad path fining when loading transport ships.
Enabling Heavy transport ships for all civilizations allows smoother game play.

Coinage
Enabled for all civilizations (Egyptian, Hittite, Palmyra, Shang, Sumerian)
Now all civilizations have strong early/mid Iron Age without making turtling too effective play style.

Catapult
Enabled for all civilizations (Enabled for Carthaginian, Choson, Egyption. Macedonian, Phoenician, Yamato)
Now all civilizations can maintain Bronze Age aggression whilst researching into Iron Age without having redundant units in the battlefield.

Linen Cloth, Mathematics
Available for all civilizations.

Improved Slinger
Unavailable Assyrian, Hittite

Heavy Slinger
Available Carthaginian, Greek, Macedonian, Minoan, Persian, Phoenician, Roman, Shang
Unavailable Assyrian, Babylonian, Choson, Egyptian, Hittite, Palmyra, Sumerian, Yamato

Recurve Bow
Available Babylonian, Egyptian, Macedonian, Minoan, Palmyra, Persian, Phoenician
Unavailable Assyrian, Carthaginian, Choson, Greek, Hittite, Roman, Shang, Sumerian, Yamato

Heavy Camel
Available Berbers, Babylonian, Carthaginian, Egyptian, Hittite, Minoan, Palmyra, Phoenician, Scythia, Sumerian
Unavailable Assyrian, Choson, Greek, Macedonian, Parthia, Persian, Roman, Shang, Thrace, Yamato

Berbers
New Bonus Gets Linen Cloth upon entering Tool Age
New bonus Dock technologies are free
New Bonus All units +25% blast width
Unique technology Smelting Swordsmen and Legion +1 attack
No Cavalry, no Composite Bowmen.
Has Chariot Archer, Chariot and Camel rider.
Has War elephant (no Armored Elephant), Scythe Chariot, Heavy Catapult, Heavy Camel Rider, Legion.
Has Horse Archer (no Heavy Horse Archer)
Has all but fire Galley from the dock.
No Ballista, no phalanx.
No Craftsmanship, no Iron Shield.

Parthia
New Bonus Aging up has no building requirements
New Bonus All Government Center upgrades are available at Bronze Age
Unique technology Tusk Swords All elephants +20% health
No Slinger, no Cavalry, no Composite Bowmen, no Chariot Archers.
Has Chariot and Camel rider, has Improved Bowman.
No Phalanx, no Long Swordsman, No Siegecraft, no Ballista.
Has All Storage Pit technologies.
Has Elephant Archer, Armored Elephant, Scythe Chariot, Heavy Camel Rider.
Has Fire Galley, No Trireme.

Scythia
New Bonus Villagers benefit from armor upgrades
New Bonus All units cost -20% gold
Unique technology Lamellar Archery Ranges work 20% faster
> *No Slinger.*
> *No Cavalry, no Chariot Archer.*
> *Has Recurve Bowman, Heavy Catapult and Centurion.*

Thrace
New Bonus Foragers work 25% more efficiently
New Bonus Military buildings cost -20%
Unique technology Lead bolts Slingers +1 attack
> *No Chariots, no camels, no elephants, no horse archers, no engineering.*

Assyrian
Bonus removed Villagers move 10% faster
Bonus Archers fire 33% (25% listed) faster -> 33% faster
New bonus Gets +60 food on age up
Technology enabled Alchemy
> *14% faster villagers with wheel were too fast compared to cavalry.*
> *Assyrian was too weak on water maps.*
> *With extra movement speed the villagers were surviving too well against Axemen.*
> *Still needs small economy bonus.*

Babylonian
Bonus Walls have +50% HP -> +60% HP
New bonus Storage Pit upgrades cost -40%
New bonus Builders work 33% faster
Technologies enabled Chain Mail, Trireme
> *Babylonian has huge unit roaster but no good way to swap between unit nor any unit specific bonuses. Cheaper Storage pit upgrades with faster builders allows Babylonian to do fast unit changes without losing too much tempo.*

Carthaginian
Bonus removed Academy units and all elephants units +25% HP
New bonus All archers have +15% HP
New bonus Starts the game with +30 of each resource
New bonus Counter units deal +50% bonus damage
> *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
Bonus removed Long Swordsmen and Legion +50% HP
New bonus Axeman, Short Swordsman, Broad Swordsman, Long Swordsman and Legion have +10/15/20/60/80 HP (respectively)
New bonus All ranged units benefit from shield upgrades
New Bonus All stable units +1 slash armor
New bonus Farms and Houses have +75% HP
> *Choson was too weak on water maps. it had no economy bonuses and it's other bonuses didn't contribute much to its weak navy.*
> *Swordsmen are much easier to counter making it too easy to play against Choson. Now Choson has more choices at Bronze and iron Age giving good opportunity against other late and mid game civilizations.*

Egyptian
Bonus All chariot units +33% HP -> +25% HP
Bonus Priest +2 range -> +3 range
New bonus Aging up is 15 seconds faster
> *Egyptian had too hard time to get into the mid Bronze Age.*
> *Egyptian chariots were way good.*
> *Egyptian lacked strong back line units at Iron Age.*

Greek

Bonus removed Academy units move 25% faster
Bonus removed Academy units cost -20%
Bonus 25% faster ships -> 20% faster ships
New bonus Foot soldiers and siege workshop units move 5/10/20% faster at Tool/Bronze/Iron Age (respectively)
New bonus All cavalry units +10% HP
New bonus All buildings +5 Line of sight
Technologies enabled Improved Bowman, Metallurgy, Fire Galley

> *Now Greek can use the Greek fire.*
> *Greek was too unbalanced between water and land maps.*
> *Greek Centurions were too strong. Especially since it was so much easier to play safe the early game. Now Greek advances more stable through ages and at later isn't so strong with centurions only.*

Hittite

Bonus War ships extra range 1/2/3 -> 2/3/3
Bonus Catapults +40% hit points -> +50% hit points
New bonus Starts the game with +2 headroom
Technologies disabled Nobility, Scythe Chariot, Elephant Archer
Technologies enabled Fishing Ship

> *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 bonus health didn't enabled any better strategies it only made sure that the trades ended up slightly better for you. Now the Catapults can tank decent amount of damage and be used as shields in team games without being too strong in all of the trades.*
> *Hittite isn't strong enough on water maps to justify the missing fishing boat upgrade.*

Macedonian

Bonus Siege Workshop units cost -50% -> -25%
Bonus Academy units bonus pierce armor +2 -> +1
Technology enabled Wheel

> *Late game bonuses needs to be tuned down so that early game buffs wouldn't broke Macedonians balance.*
> *With no early bonuses executing the intended play-style was almost impossible.*
> *Wheel is vital part of the game and needs to be unlocked for all civilizations.*
> *Macedonian should have good options against heavy tower defense.*
> *Getting cost reduction to Catapult Trireme wasn't enough.*

Minoan

Bonus removed Composite Bowmen +2 range
Bonus All ships cost -20% -> -15%
New Bonus Houses support an additional +1 headroom
New Bonus All unit upgrades cost -30%
New Bonus Camel Riders +10% HP

> *-15% removes Minoan from the best Tool Age/Early Bronze Age water civilizations. But it still is a really strong Iron Age water civilization*
> *Range bonus offered too little counter play.*
> *Going with stable opening is now a good alternative allowing wider unit usage.*

Palmyra

Bonus removed Villagers cost 75 food
Bonus removed Starts the game with +100 food
Bonus removed Villagers have +1 pierce/slash armor
Bonus removed Villagers work 25% faster at all tasks
Bonus removed Tributes are free
Bonus Camel Riders move 25% faster -> 15% faster
New bonus Tool Age market upgrades are free
Technologies enabled Logistics, Plow, Metallurgy

> *High cost Villagers with much faster work rate created weak early game and very strong mid game in most games.*
> *Normal starts were slow and easy to punish, but with a good elephant start Palmyra got it's economy rolling very fast and was unstoppable.*

Persian
Bonus removed Hunters work 30% faster
Bonus Triremes fire 33% faster -> 20% faster
Bonus Elephants move 40% faster -> 25% faster
New bonus Hunted animals grant 40% more food
New bonus All Temple technologies cost wood instead of gold
Technology disabled Heavy Horse Archer
Technology enabled Plow, Ballistics

> *Faster hunting speed alone makes food run out too fast. Now the hunting bonus is making animals last longer giving power towards the late game and not just at the start of the game.*
> *Going into fast Iron Age and killing enemy foot soldiers with War Elephants was too strong strategy.*
> *Without Ballistics, Horse Archers and Elephant Archers were barely usable.*
> *Persian didn't have any thrash units and using so much gold to Priests was almost never a good choice*

Phoenician
Bonus removed Catapult Trireme and Juggernaught fire 39,1% (30% listed) faster
Bonus All elephant units cost -25% -> -20%
New bonus All Temple technologies give bonus HP to Priests (Max 95 HP)
Technologies disabled Catapult Trireme, Juggernaught
Technology enabled Metallurgy

> *Having faster woodcutters is more than enough to ensure strong water battles.*
> *Phoenician Iron Age was too monotone.*

Roman
Bonus buildings cost -15% -> -10%
Bonus Swordsmen attack 50% (33% listed) faster -> 25% faster
Bonus Towers cost -50% -> -40%

> *Romans cheaper buildings were too strong for rushing.*
> *Towers are stronger and having such a massive bonus to it isn't balanced.*

Shang
Bonus removed starting food -40
Bonus Walls extra hit points +50% -> +60%
New bonus Town Centers and military buildings cost 33% more
Technology enabled Trireme

> *Couldn't play aggressive enough in water maps to justify the extremely weak iron age navy.*
> *Reduced starting food did do made Shang more balanced, but it didn't fix the problem.*
> *Shang was able to grow economy and military too well together. Now when Shang wants to commit into military its economy growth is slowing down enough for other civilizations to catch up and to be able to match it at certain times.*
> *Shang had too many strong units at Iron Age.*

Sumerian
Bonus Stone Thrower, Catapult, Heavy Catapult fire 42,9% (30% listed) faster -> 30% faster
Bonus removed Villagers +15 HP
New bonus Villagers get +5 HP on age up
New bonus All units cost -10 wood
New bonus Can build farms at Stone Age
Technology disabled Craftsmanship

> *The extra 15 HP in top of Linen Cloth was too much.*
> *Sumerian had too many strong units at late Iron Age.*
> *Sumerian had weak navy.*

Yamato
Bonus removed Villagers move 10% faster
Bonus All cavalry units cost -25% -> -15%
New bonus Foragers work 5% faster
New bonus Towers fire 25% faster
Technologies disabled Catapult Trireme, Juggernaught, Alchemy, Engineering

> *With extra movement speed the villagers were surviving too well against Axemen.*
> *Needs something for the tool age. Yamato was able to do Cavalry rush with only 22 villagers making it too strong strategy with little counterplay.*
> *Yamato had strong water control all the way from early Tool Age to Late iron age.*

Unique Technologies

All civilizations will have one unique technology in Bronze Age, researched from Government Center, 60s research time, costs varies between three tiers.

Tiered Cost System
Tier 1   75F,   50G (6) [Carthaginian, Choson, Egyptian, Greek, Persian, Shang]
Tier 2 150F,   75G (7) [Assyrian, Babylonian, Berbers, Hittite, Parthia, Thrace, Yamato]
Tier 3 200F, 125G (7) [Macedonian, Minoan, Palmyra, Phoenician, Sumerian Roman, Scythia]

Assyrian
Name Arson
Cost 150F, 75G
Effect Melee units deal +3 damage to buildings

Babylonian
Name Plain Bearing
Cost 150F, 75G
Effect All chariot units move 15% faster

Berbers
Name Smelting
Cost 150F, 75G
Effect Swordsmen and Legions +1 attack

Carthaginian
Name Panoply
Cost 75F, 50G
Effect All Academy units +30% HP

Choson
Name Fletching
Cost 75F, 50G
Effect All Archers +1 range

Egyptian
Name Dipylon Shield
Cost 75F, 50G
Effect Hoplites attack 20% faster

Greek
Name Levies
Cost 75F, 50G
Effect Swordsmen and Bowmen cost wood instead of gold

Hittite
Name Mahawi
Cost 150F, 75G
Effect Camel Riders attack 20% faster

Macedonian
Name Dry Dock
Cost 200F, 125G
Effect War ships +1 attack

Minoan
Name Machicolation
Cost 200F, 125G
Effect Towers +2 attack

Palmyra
Name Vamplate
Cost 200F, 125G
Effect Academy units +1 slash armor

Parthia
Name Linothorax
Cost 150F, 75G
Effect All elephants +20% health

Persian
Name Linothoracs
Cost 200F, 125G
Effect All barrack units +1 slash armor

Phoenician
Name Padded Armor
Cost 200F, 125G
Effect All barrack units +1 pierce armor

Roman
Name Bodkin
Cost 200F, 125G
Effect All bowmen ignore unit armor
"All bowmen ignore unit armor"
"All bowmen ignore armor"
Being able to destroy walls and tower at such ease would be too strong.

Scythia
Name Tusk Swords
Cost 200F, 125G
Effect Archery Ranges work 20% faster

Shang
Name Husbandry
Cost 75F, 50G
Effect Stables work 33% faster

Sumerian
Name Phajaan
Cost 200F, 125G
Effect Stable units +1 attack

Thrace
Name Lamellar
Cost 150F, 75G
Effect Slingers +1 attack

Yamato
Name Chemistry
Cost 150F, 75G
Effect Siege units +10 damage

Credits

Advanced Genie Editor
http://aok.heavengames.com/blacksmith/showfile.php?fileid=11002
Used for editing .DAT file.

> *Advanced Genie Editor allows to edit empires-mod.dat file which contains information about units, technologies, civilizations and many other stats.*

Turtle Pack
http://aok.heavengames.com/blacksmith/showfile.php?fileid=11349
Used for editing .DRS and .SLP files.

> *Turtle Pack allows reading game data files which contains images, musics and other in game information.*

SLX Studio
http://aok.heavengames.com/blacksmith/showfile.php?fileid=13179
Used for editing .SLP files in AOE:RoR.

> *This program allows patch editing images.*

Heavy Slinger graphics
http://aoe.heavengames.com/dl-php/showfile.php?fileid=2585
Used for Bronze Age Slinger graphics.

Heavy Camel Rider
https://aoe.heavengames.com/dl-php/showfile.php?fileid=2590
Used for Iron Age Camel Rider graphics.