

# 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.*